



# Vegas + DVD

## Tips, Tricks, and Scripts

### Learning and using Vegas and DVD Architect

## Vegas 5

By Edward Troxel

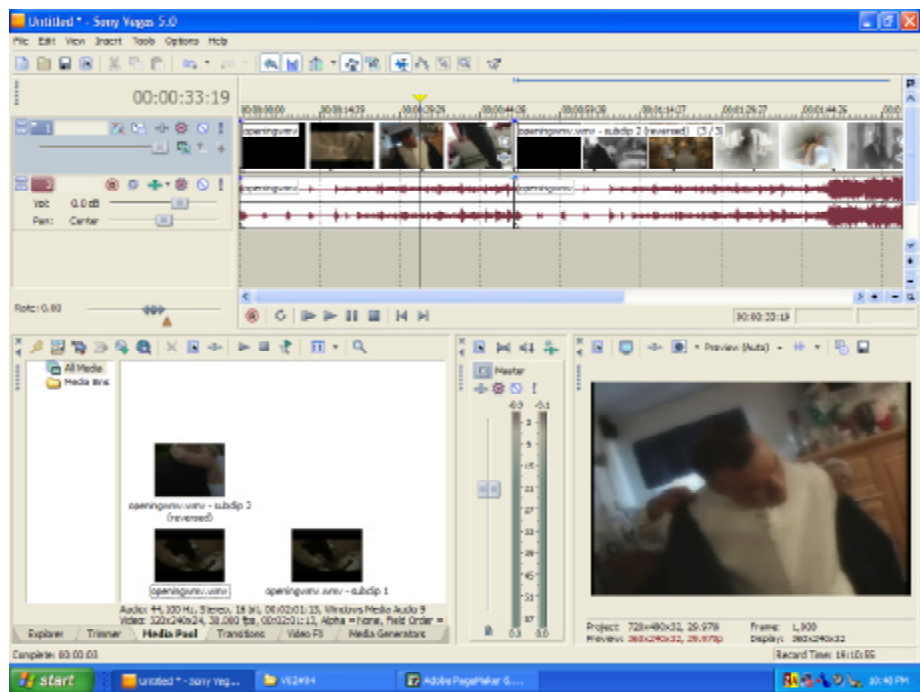
Vegas 5 has arrived packing a variety of new capabilities. Many of your requests have been heard and applied to this new version. In this preview issue, we'll look at several of the changes made to Vegas. This is by no means meant as a totally comprehensive list of the new capabilities.

One area receiving a lot of complaints in Vegas 4 was the media pool and the lack of sub-clips. Sub-clips are now fully implemented. Right-Click any area in the trimmer or a split section of the timeline, select **"Create Subclip"** and a new entry will be added to the media pool pointing to that smaller section of the original clip.

Another new option related to sub-clips is the ability to reverse any clip. While the ability apply a velocity envelope to audio has not been added, it is now possible to reverse a clip, including audio, and the reversed section will now be added to the media pool as a separate clip.

Other configurable options are now available. The preferences dialog now contains a new **"Keyboard"** tab where keypresses may be remapped to other functions. If you have your favorite keypresses from another program, you can now assign them to the same Vegas function.

The screen looks and layouts are also fully

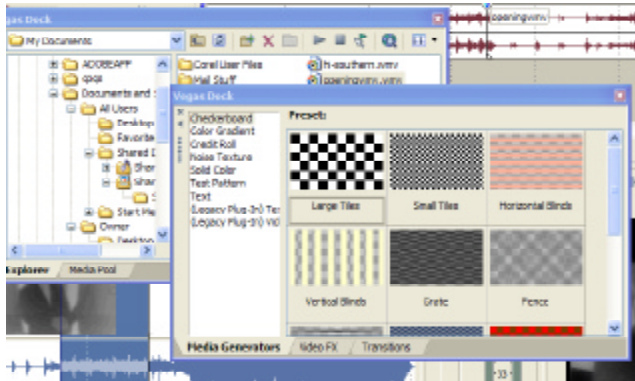


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# Learning and using Vegas and DVD Architect

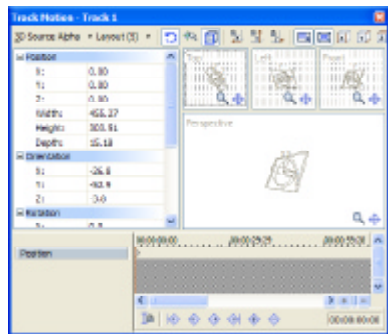
configurable. Up to 10 different screen layouts may now be saved and recalled. Windows XP theme support is now fully implemented. Plus you can have mul-



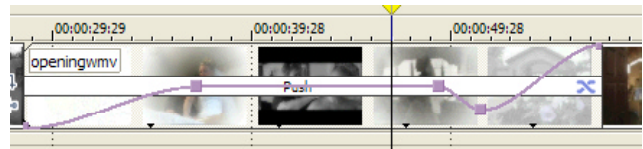
multiple docking areas. If you wish to have a new docked section on a second monitor, this is now possible.

People who are used to Premier may enjoy a new ability to click and drag the cursor. When this option is set in the preferences, the cursor may be quickly moved without setting a loop region.

Moving beyond the physical look of the screen, there are many new powerful options. Track Motion now has a new option called Alpha 3D. With this new option, the video can be manipulated in full 3D space - both in movement and rotation. Take a look at this original frame and the adjusted frame which has been moved and rotated in 3D space. Third party tools are no longer needed to perform 3D operations.

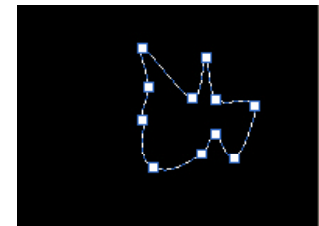
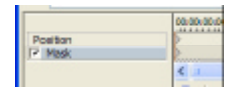


A new envelope has been added to Vegas. A Transition Progress envelope will now allow full control of a transition. In this illustration the transition quickly



progresses to 50%, stays at 50% for a period of time, goes backwards and then progresses quickly to completion. With this new envelope it is possible to quickly create split screen effect without the need for Track Motion or Pan/Crop.

Pan/Crop has also received new abilities with the addition of free form bezier curve masking. When you select Mask beside the Pan/Crop timeline, new commands will be shown. Using these new tools you can draw a freeform mask



as shown in these illustrations. With this new ability, any shape can be created and used as a mask. Additional features of the bezier mask include feathering and ability to invert the mask.

The MPEG encoder has also received a functional boost. Two pass VBR encoding is now a standard feature. Elementary streams may also be used in Vegas. Additionally, the importing of SWF files is also supported.

Marker usage has also received a jump-start. Up to 99 markers are now numbered and can be accessed by entering the marker number (up to two digits) using the standard numbers on the keyboard. There's also a new marker tool allowing markers to be more flexibly selected. This will help when selectively moving or deleting markers.

Been complaining about rendering times? Vegas 5 has a new feature for you: **Network Rendering**. Network rendering can be used to queue up multiple renders to be performed on a single machine or use multiple machines to speed up the rendering time of a single project.

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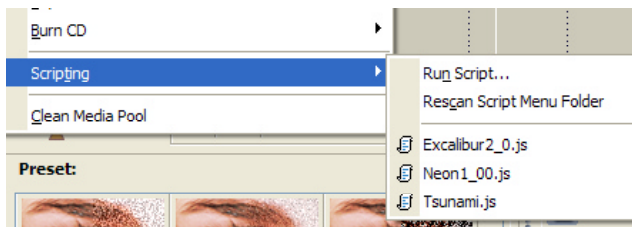
Scripting has also received a face lift. If you have some favorite scripts you've been using in Vegas 4, many of those can be updated simply by changing the line that reads:

**Imports SonicFoundry.Vegas**  
to read:

**Imports Sony.Vegas**

However, this may not work for every script available. In some cases further changes are needed either modifying certain commands or modifying routines to use new abilities found in Vegas 5. As an example, Excalibur, Tsunami, and Neon have all been modified to work correctly in Vegas 5.

Accessing script from the menu or toolbar has also been changed. There is a new folder in the Vegas install directory named "Script Menu". Simply place the scripts or shortcuts to your scripts in this folder and they will appear in the scripting menu. Items on this

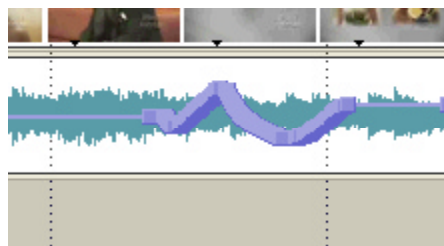


menu may then be added to the toolbar. If the corresponding keypress is needed, that will have to be programmed using the new keyboard remapping option.

Turning to the audio side, there are many new features. For example, a volume envelope can now be adjusted in real time using simply a mouse and keyboard. On the volume track is a new icon: **Automation Settings**.

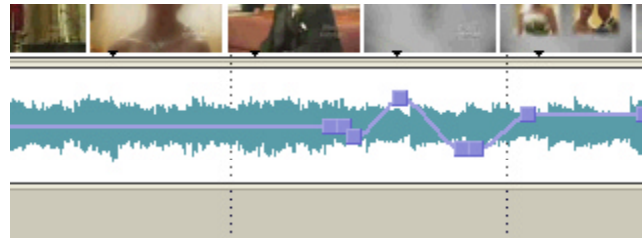


To quickly see how this works, click on the button and choose "**Show Automation Controls.**" **Automation Write (Touch)** should also be selected. When playing the timeline, hold down the CTRL key while changing the volume level. This will add a series of points to the volume envelope reflecting your changes



in volume.

As you can see, there are a lot of points added during this process. Fortunately, Vegas provides a method for reducing the number of points. Once the mouse is released, the points will automatically be thinned as shown here. You can also right-click the envelope and



choose "**Thin All Points**" to manually perform thinning.

Of course, this is just a preview to the real power behind this new ability. Vegas can now accept Control Surfaces such as the Mackie Control. Even better, this new ability also extends to video controls as well. A variety of envelopes and keyframes can now be adjusted with this method.

Other audio advancements include enhanced time stretching, Support for Acid loops directly on the timeline, and time stretching Acid loops. 5.1 audio can now be applied to Bus tracks. Film style 5.1 surround panning can also be performed. Busses can now be routed to other Busses allowing a wide variety of mixing options. Anyone wanting more audio abilities should be well pleased.

As you can see from this brief overview, many improvements await you in Vegas 5. While I would have liked to have seen some changes to the titling engine, I am impressed with the update to Vegas. This update definitely provides options that keeps Vegas at the top of the current NLE choices.

## Contact Information

Send your tips, tricks, article ideas, script ideas, questions, articles, or registration requests to:  
**vegastips@jetdv.com**

To register on the web to receive this newsletter, browse to: **www.jetdv.com/tts**

Thank you, Edward Troxel

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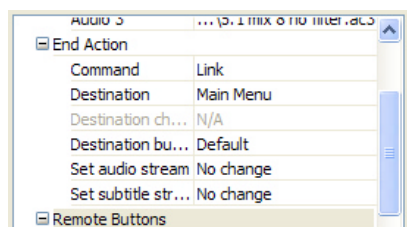
## DVD Architect 2

By Edward Troxel

With all the changes that have been made to Vegas, I suspect they are going to be overshadowed by the number of changes made to DVD Architect. Just a quick look at the screen shows a huge user interface update. However, there are tons of new features behind the screen updates.

The number one thing people have asked to be added to DVD Architect is **End Actions**. End actions are definitely available now. With this one new feature, you can specify a menu option to point to a video clip which then points to another video clip which then points to a totally different menu.

The implementation of End Actions alone extends the flexibility of the program tremendously. Take a look at the properties tab when the “songvideo” link is se-

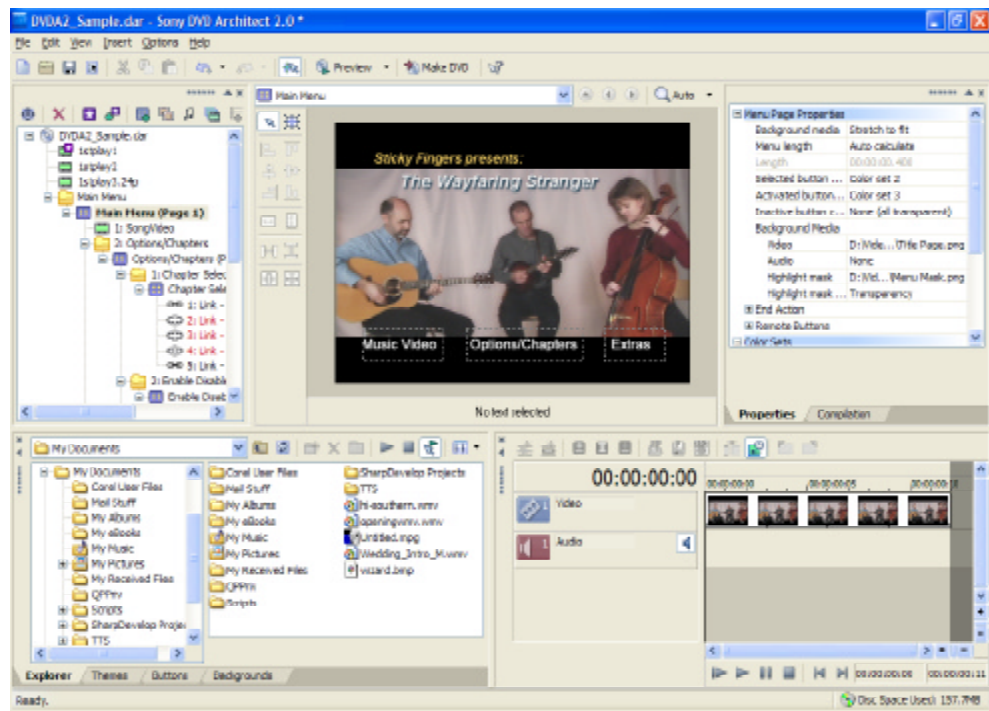


Another new ability given by End Actions is automatic activation of a button on a menu. Now any button can be automatically selected after a specified timeout period. Likewise, an automatically looping video can be created by setting the End Action back to itself.

Menu buttons have acquired many additional abilities as well. Extensive menu masks are now available. With this ability, you can create menu options that have different shapes to indicate different menu selections.

The abilities here are extremely far reaching. Masking is a powerful new feature in menu selection.

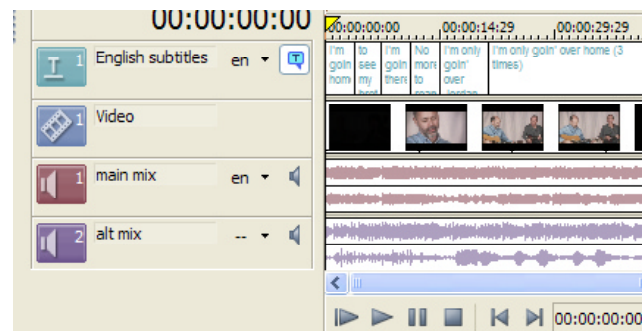
Navigation can also be controlled. You can now specify what happens when any particular button on the remote is pressed. This allows total control over



lected. You will see that it contains an End Action that says to “Link” and the location is the “Main Menu.”

menu navigation and allows any particular menu button to be disabled.

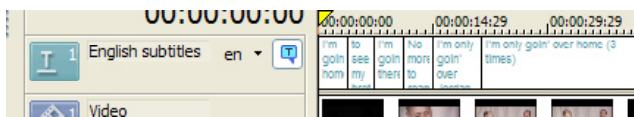
A second feature that many people have sought is the ability to have multiple audio tracks. Whether you wished to add a commentary track or additional languages, it has always been necessary to include the



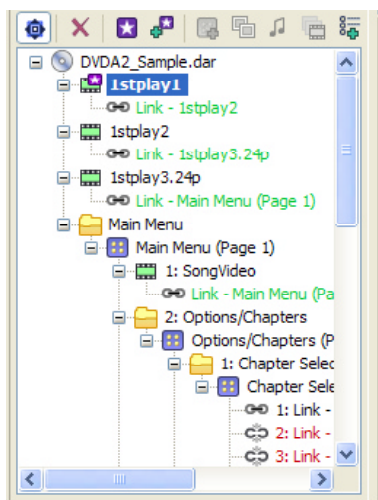
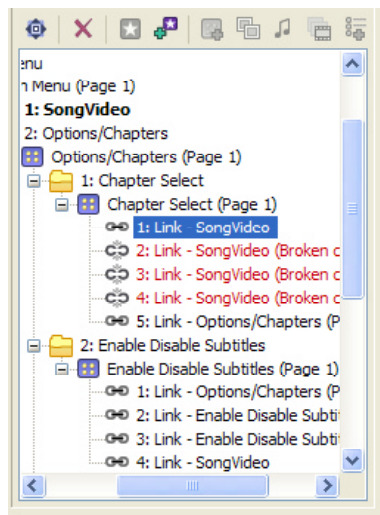
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video with each audio track. Now you can have a variety of audio tracks, all tied to the same video, pick which audio track will be the default, and freely choose between them. Menu options can even be created to allow manually choosing the desired audio track. With the ability to add up to 8 audio tracks, your options are now greater than ever.

A third powerful new feature is the support of subtitles. Up to 32 sub-title tracks can be added to each title. They are simply added as separate tracks on the timeline.



Sub-titles can be added to a project in a variety of ways. One way is to manually add new points on the timeline and type in the text. A second method is to import the text from either a .sub or .txt file. A third method is through the use of regions in Vegas. However, this

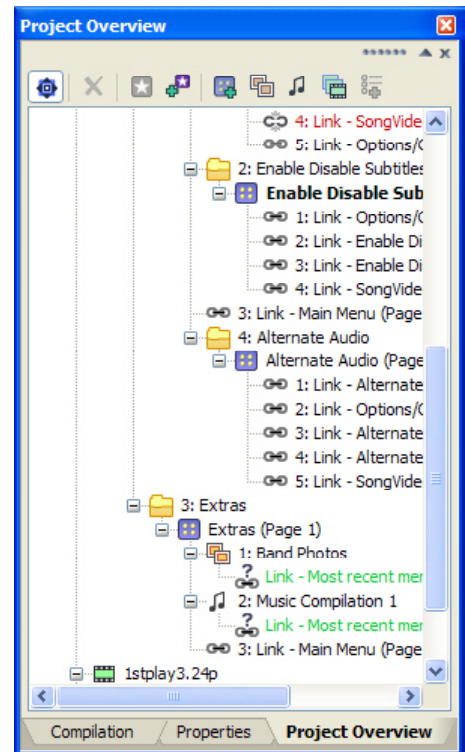


method requires the use of a script to export the regions to a file which is then imported into DVD Architect.

On the left side of the screen is a new "Project Overview" window. This will give you a quick look at the entire project at a glance. Optionally, you can also turn on

the viewing of links as shown to the left.

In addition to giving an overview, it is also where additional media can be added and menus can be created. You can also move elements between menus by simply clicking and dragging between the menus. This provides a powerful new way to view your project and adjust items between the various menus. Finally, the introductory media has been moved to this screen. No more looking under File - Properties to set the first play video.



Like Vegas, most windows on the screen can be "torn away." You can easily adjust the screen creating floating docking areas. In this example, the Compilation, Properties, and Project Overview screens are in a floating dock. With the ability to move the different elements of the screen, you have total flexibility in how the screen appears.

For those wanting to use other programs to create their DVD files that will only produce elementary streams, there is no longer a problem. Elementary stream support is now fully supported. Simply create your M2V file in any application you desire and it can be loaded into DVD Architect 2 without needing to mux a dummy audio stream.

DVD Architect 2 represents a major step forward in functionality. Every problem I've ever had has been covered in this update. The new features in DVDA 2 are well worth the upgrade price.

# Learning and using Vegas and DVD Architect

## System Requirements

### Vegas 5

The following lists the minimum system requirements for using Sony Pictures Digital Vegas:

- ✎ 500 MHz processor
- ✎ Windows-compatible sound card
- ✎ OHCI-compliant, IEEE-1394 DV card (for DV capture and print-to-tape)
- ✎ Supported CD-R/RW drive (for CD burning)
- ✎ 7200 RPM hard-disk drive
- ✎ 24-bit color display recommended
- ✎ 128 MB RAM
- ✎ 40 MB hard-disk space for program installation
- ✎ **Microsoft® Windows® 2000 or XP**
- ✎ Microsoft DirectX® 8 or later
- ✎ Microsoft Internet Explorer 5.0 or later
- ✎ Microsoft .NET Framework (for scripting support. Available from the Windows Update site. Choose Windows Update from the Start menu.)
- ✎ QuickTime™ version 5.0.2 or later (for .mov, .qt, .dv, .gif, and .tif file support)

### DVD Architect 2

The following lists the minimum system requirements for using Sony Pictures Digital DVD Architect:

- ✎ 500 MHz processor
- ✎ Windows-compatible sound card
- ✎ Supported DVD-r/-rw/+r/+rw drive
- ✎ 7200 RPM hard-disk drive
- ✎ 24-bit color display recommended
- ✎ 128 MB RAM
- ✎ 40 MB hard-disk space for program installation
- ✎ **Microsoft® Windows® 2000 or XP**
- ✎ Microsoft DirectX® 8 or later
- ✎ Internet Explorer 5.0 or later



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