



Vegas + DVD

Tips, Tricks, and Scripts

July 2004
Vol 2 No. 6

Learning and using Vegas and DVD Architect

Adorage - Magic Videoeffects

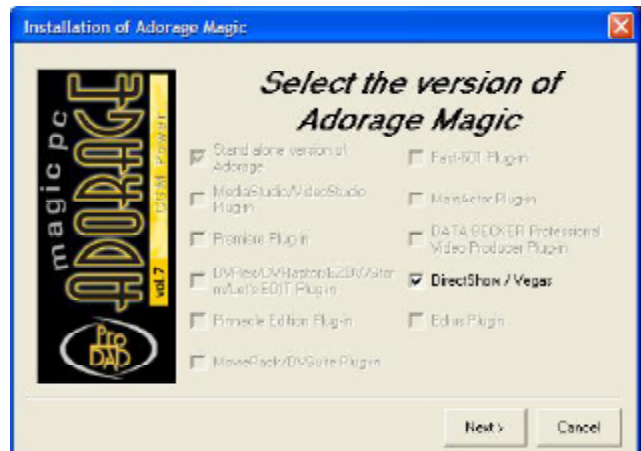
By Edward Troxel

proDad, the makers of Heroglyph, has another product named Adorage. Adorage provides unique picture in picture, transition, splitscreen and overlay effects. There are currently seven volumes of video effects available separately or as a complete package. The complete package is available via download or as a series of CDs.

When you install Adorage, you are given a choice of several languages. After choosing the language, choose your install location.



Adorage is now available as a plug-in for Vegas as well. During the installation process, choose the “Direct Show / Vegas” option and it will appear as a new transition. This makes it easy to apply the effects di-



rectly in Vegas.

At this time, there are seven individual packages available in the Adorage series. When Adorage is started, all newly installed packages will be listed confirming installation was successful.

Whether you run Adorage as a stand-alone product or as a transition within Vegas, you will notice from these two images that the main user-interface is identical. Within the Vegas interface, the standard timeline is



IN THIS ISSUE

Adorage - Magic Videoeffects	1
Beginner's Corner - Using the NumPad	4
DVD Architect - Masked Menus	5

Learning and using Vegas and DVD Architect



the only addition. From here you can quickly pick any preset transition from the hundreds available throughout the various packages.

There are many very soft transitions available such as fog and wind. All aspects of the transitions are fully configurable to your liking.

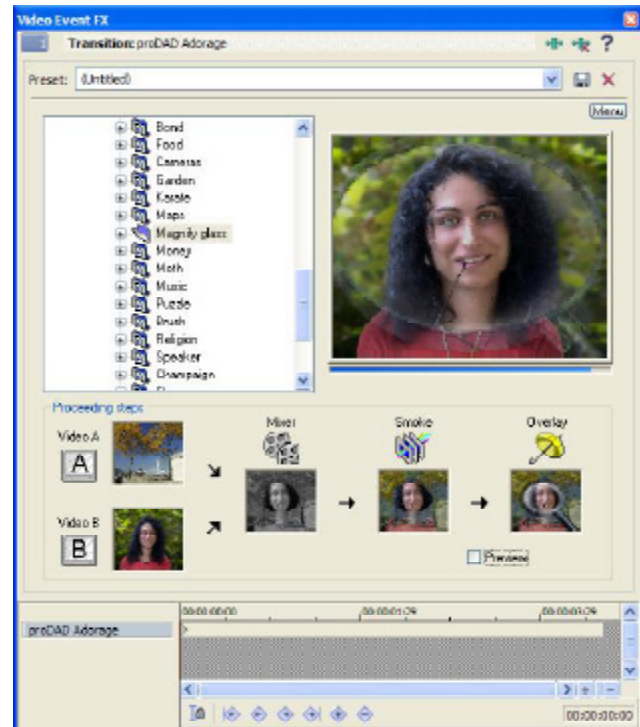
However, the transitions don't stop there. Take a short step back into history and you will find many of the "classic" transitions from the past - as well as many new and interesting modern effects. For example, in the image above you see the transition image appearing inside a magnifying glass. Perhaps you would prefer an airplane flying across the screen - no problem, it's in there as well. Maybe a sawblade a'la Tool Tim? That's also there.

Then there are the transitions that fall somewhere in-between. There are many particle transitions with interesting names such as "insects." Once again, all of these effects are totally configurable.

The lower area of the screen shows the items that can be configured. On the left side is two images. You can change these to different images if you would like the demonstration dissolve to use your pictures instead of the default pictures.

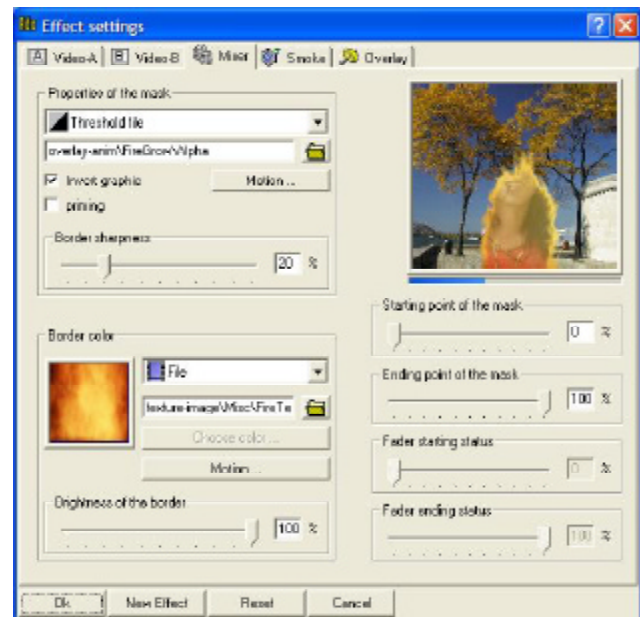
Just to the right of the pictures is three categories of settings. These categories are: Mixer, Smoke, and Overlay. These categories are the same for every transition.

To change any of these settings, just double-click on

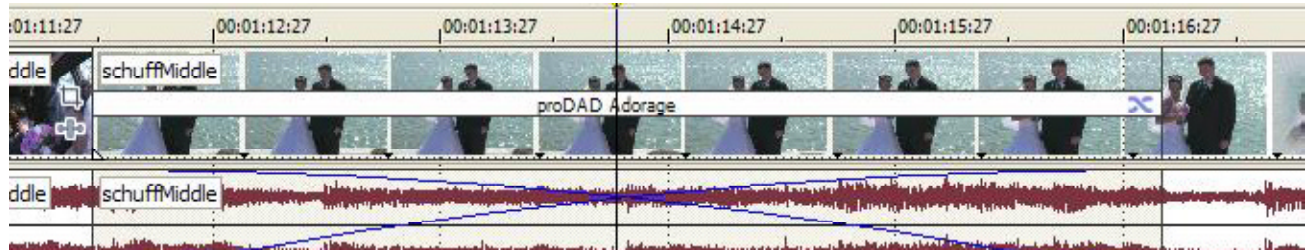


the picture. This will bring up the detailed setting screen shown here. The five tabs correspond to the five areas you can double-click - Preview Images (A and B), Mixer, Smoke, and Overlay. With the multitude of settings available, you will definitely have full control of the looks of your transition.

Beyond a wide range of transitions, Adorage also



Learning and using Vegas and DVD Architect



includes several splitscreen views. Just overlap the two images and apply the splitscreen view just like you would a transition. However, instead of changing from one image to the other, the two images will actually both appear in the proper area of the screen. In this image, the two picture frames contain the actual video clips and the entire “living room” is added by the Adorage transition preset.

There are also many presets that work better when



used on a Fade-in or Fade-out. For example, there is one preset that is a curtain opening onto the incoming video. To use this preset you would simply add a fade at the beginning of the clip and drop the Adorage transition on that fade. As you can see in the following image, the curtain is automatically added and opens to reveal the incoming video.

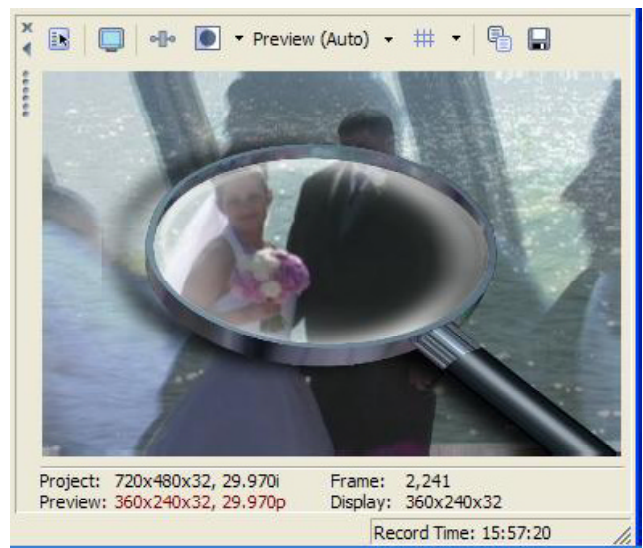
One of the greatest thing is that all changes occur live in the Vegas preview screen. Double-click the transition to create the loop area, start the Vegas playback, and just let it loop while picking different presets. As different presets are selected, both the Adorage preview and the Vegas preview screens will update to show the new selection.

I must say I was pleasantly surprised by the con-



tents of the Adorage collection. There is definitely something for everyone in this series. Currently there are seven packages available and I'm sure there will be more in the future.

There is a demo version available for free at www.adorage.de. It includes about 150 effects out of the 8000 available. Some are signed with a watermark but many can be freely used.



Beginner's Corner - Using the NumPad

By Edward Troxel

When editing, many people like to keep their hands on the keyboard. This makes learning keyboard shortcuts very important. While ignored by many people, the numeric keypad has many useful shortcuts.

Moving events is made simple with the numeric keypad. If you need to move an event up to a higher track, just select the event and press the "8" key. The event will move up one track for each time the key is pressed. Similarly, the "2" key will move an event downward one track for each press.

There is a great advantage to using these keys to move events. When using a mouse to move the event you must worry about moving the event left or right at the same time. When using the numeric keypad keys, it is simple to move the events between tracks without any chance of the event shifting in time.

Since "8" and "2" move an event up and down between tracks, you would expect "4" and "6" to move the event left and right. That is exactly what happens - "4" will move an event left while "6" will move an event right. However, there is a catch: ***The event will move one or more frames depending on your zoom level.*** If you are zoomed in fairly close, the event will probably move one frame. If you are zoomed out farther, the event may move 4 frames, or 6 frames, or 10 frames. By definition, they will move the event "one pixel" on the screen. So, the farther out you are zoomed, the greater the number of frames the event will move.

While this works well, there may be times when you want to move the event one frame no matter how much the timeline is zoomed. Fortunately there is an easy method to accomplish this task - use the "1" and "3" numberpad keys instead. The use of these keys will always move the event a single frame. They can be very useful when fine-tuning the sync between two event on separate tracks.

So far, we've looked at all of the numbers on the numeric keypad except "0", "5", "7", and "9". These are also very useful when wanting to precisely edit a clip. To start editing, press either "7" or "9". When you press the "7" key, you will move to the beginning of the event and it will turn red. This means you have entered

"editing mode". Similarly, pressing the "9" key will move you to the end of the event and it will turn red. Now you are ready to edit the length of the event.

The same keys that move the events left and right will now resize the event. If you are editing the beginning of the event, pressing the "1" key will make it one frame longer while pressing the "4" key will make it ***one or more*** frames longer - depending on the zoom level. Likewise, the "3" key will make the event one frame shorter and the "6" key will make it ***one or more*** frames shorter. These four keys work exactly the same way when editing the end of the event except "1" and "4" make the event shorter and "3" and "6" make the event longer. Once the size of the event has been adjusted properly, simply press the "5" key to exit "editing mode".

As the length of the event is adjusted, notice that rippling will automatically occur based on your current ripple settings. If this is not desirable, turn off rippling until the edit is completed.

There is another interesting side effect to the "7" and "9" keys. Pressing "9" repeatedly will continue to take you to the end of the **next** event. So, you can use the "9" key to move forward through a project stopping on the end of each event and the "7" key to move forward through your project stopping at the beginning of each event.

The last remaining key, "0", will let you preview the project around the cursor. Simply press "0" and it will play two seconds around the current cursor position by default. Experiment with the number pad keys to help speed up your editing tasks.

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/vegas**

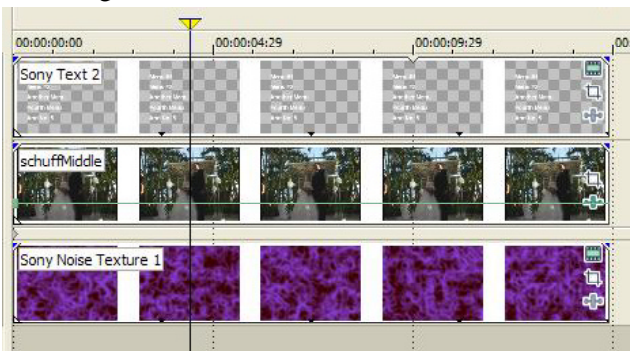
Thank you, Edward Troxel

DVD Architect - Masked Menus

By Edward Troxel

DVD Architect 2 has added many new masking options. This means you have many more options available when building menus. One of those options is to have the letters simply change colors when the menu option is selected instead of having a huge colored rectangle.

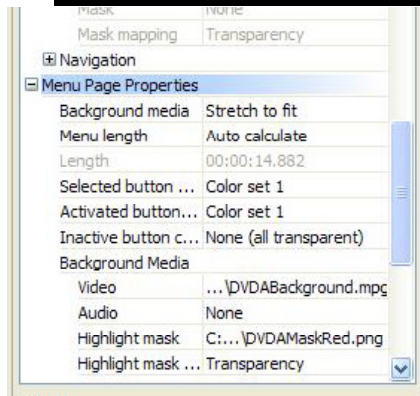
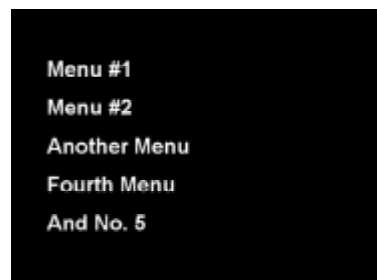
For this example, the menu is a motion menu set up in Vegas. For simplicity, a piece of video is placed over a media generator, a cookie cutter limits the size of the



video, and a text generated media places the menu names on the screen. This section of video is then rendered to MPEG2 to provide the background for the motion menu.

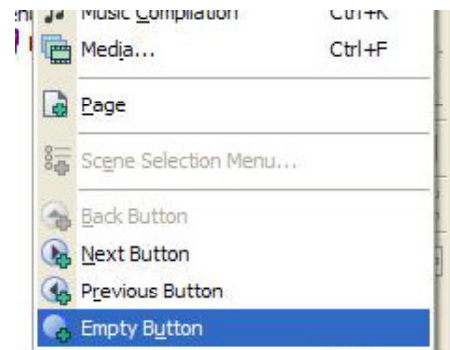
After the MPEG file is created, mute everything except the text, and save the image as a PNG. It is vitally important that you use a PNG file as the alpha channel is required.

Now that the background and mask have been created, it's time to load DVD Architect. The first step is to create the



menu page. Set the **Background Media - Video** to the MPEG motion menu background and the **Background Media - Highlight Mask** to the PNG mask. Finally, make sure the **Background Media - Highlight Mask Mapping** is set to *Transparency*.

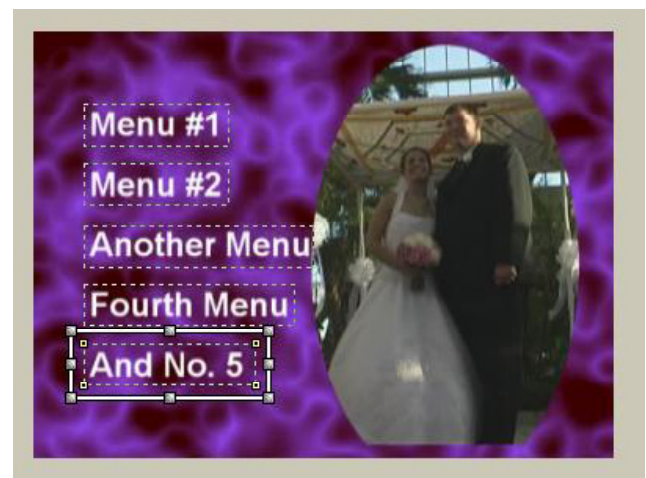
With the menu and mask in place, it is now time to add the actual menu buttons. To add a button over the existing text, choose **Insert** -



Empty Button. Change the button style to *Image Only* to remove the unwanted text name that is automatically added.

To make the new button work over the existing text, move it so that it covers the first button's text. There are still a couple more changes to make to that button - set the button property **Highlight - Style** to *Image Map Overlay*. If you experiment you will find that most settings *except* the default "Rectangle" setting will work. Finally, link that button to the proper chapter point or video clip.

Now it's time to repeat that process for the next

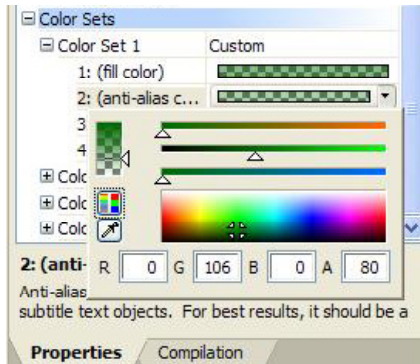


Learning and using Vegas and DVD Architect

menu item. To simplify things, you may wish to copy the first empty button and just paste it for each of the other menu items. Then just change the positions to be correct and link to the proper video or chapter point.

Next it is time to set the color the buttons will be when selected. Notice that the “**Selected Button Colors**” automatically is set to “*Color Set I*”. For simplicity, we will change the color definition for “*Color Set I*”. In this case, I changed the color to a shade of dark green.

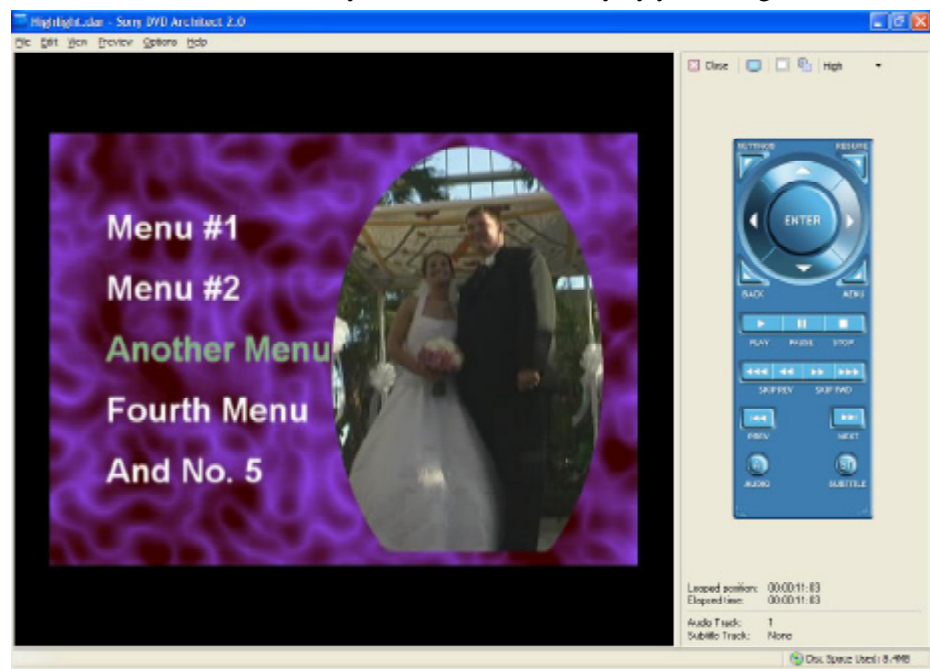
Scroll down the property list to where the various color sets are defined. When you look under the various color sets, you will notice that there are four entries. You need to change the first three to the



same color to provide the smoothest edges to the letters. You may also want to experiment with different colors just to see what types of results you will receive.

It is finally time to preview the results. Click on the preview button and navigate between the different menu options. Notice the selected one changes color while all of the remaining ones remain untouched.

With a little extra work and experimentation, you can make some very professional looking menus. Experiment with this process and with different masks and you will be limited only by your imagination.



<http://www.Videoguys.com>

800 323-2325



New EZ keyboard w/NEW High Tech Design and Improved Jog

Sophisticated New Look

Featuring a jet black design with a contrasting metallic silver finish. Other improvements to the keyboards include multiple jog wheel indentations for better media control.

MAXIMIZE YOUR PRODUCTIVITY

Software is included with presets for most popular applications, with additional presets available to download for free. The keyboard also includes web, e-mail, and multimedia keys for additional convenience. Want more? You can create your own settings and even have different presets automatically load with each application you use.

Unique Jog/Shuttle Controller

Our Professional Series keyboards offer our built-in editing technology – the jog/shuttle controller. Having the jog/shuttle right at your fingertips allows you to edit more efficiently and feel more connected to your audio and video clips. The shuttle (outer) ring, allows play and hold at the speed you want, while the jog (inner) wheel allows more finite frame by frame control. We've also included two Specialty Keys which can be programmed for commonly used commands, such as Mark In and Mark Out. Editing your videos has never been easier!



EZKEY4105 for Vegas \$175.00

Add One to Basket