



April 2005  
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# Vegas + DVD

## Tips, Tricks, and Scripts

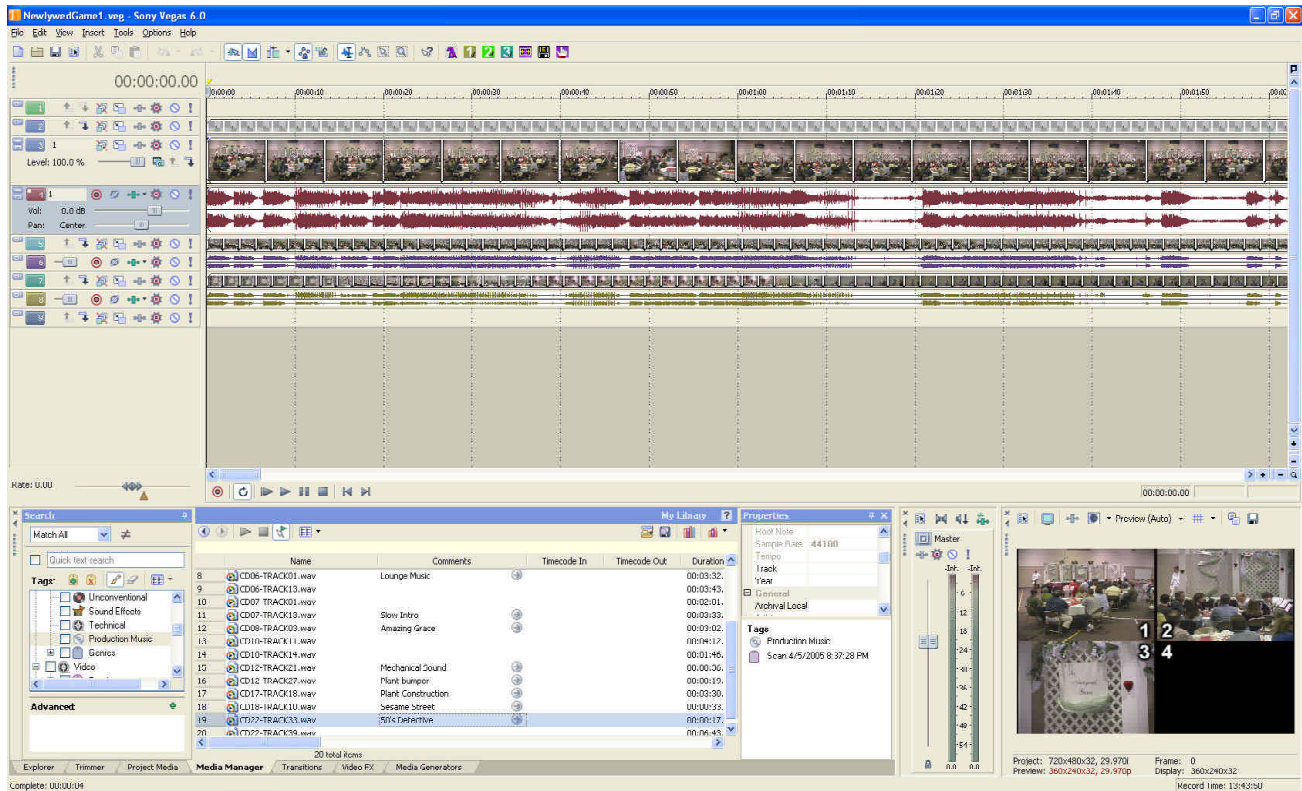
### Learning and using Vegas and DVD Architect

## Vegas 6.0

By Edward Troxel

With the beginning of NAB comes the release of Sony Vegas 6.0. Vegas 6.0 adds many new features for both video and audio users. Let's take a look at what Vegas has to offer in the new version.

The basic layout of Vegas has not changed so all the tools you've come to know and love are still in the expected location. However, don't let that lull you into thinking there are no new features. For example, take a



### IN THIS ISSUE

Vegas 6.0 .....	1
DVD Architect 3 .....	4

# Learning and using Vegas and DVD Architect

look at this screenshot - there's a new tab called Media Manager. The Media Manager is a powerful new database where you can place your media, put it into one or more categories, add titles and other information, and import pre-built libraries of media. If you have Acid 5, you've already received a taste of this new tool.

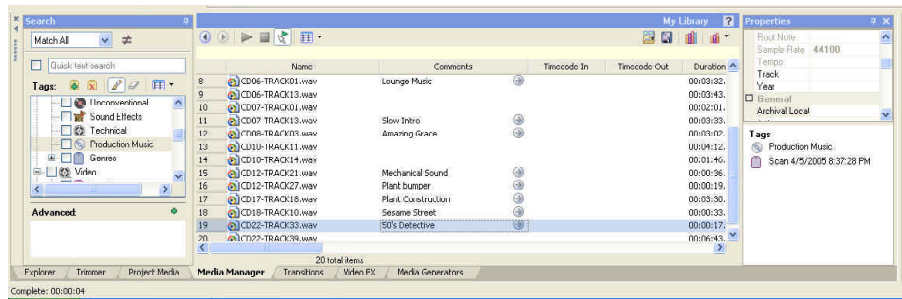
Once the media has all been entered and categorized, there is a powerful search engine allowing you to find any piece of media quickly and easily. However, if you find you don't need the new manager, it can also be disabled. Simply go to Options - Preferences and uncheck "Enable Media Manager (requires Vegas restart)" and the new manager will not be enabled. The only advantage to having it off is that it makes Vegas a little "lighter." For example, the time required to load Vegas will be a little quicker.

It seems everyone has been asking for nested timelines. Vegas 6 doesn't have nested timelines. Instead, it goes one better by providing nested *projects*.

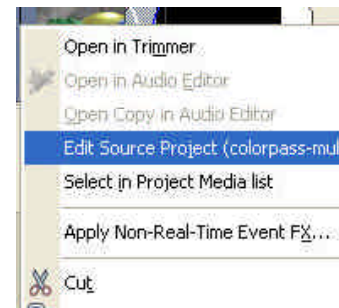
Any project can now be added to the timeline and it will be treated just like any other media. For example, you can split a project, cut out parts of the project, overlap to create crossfades, add effects, or anything else that can be done to any other event can be done to a project.

You can also organize the final project. Previously I usually edited a project in sections, rendered those sections, and then created a final project from those rendered pieces. With nested projects, I can now simply add all of the previous projects to the final timeline with no pre-rendering required.

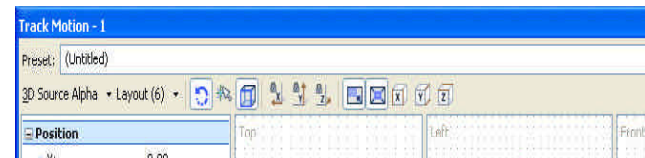
You can also pre-build segments for re-use. Simply create a complex lower third, for instance, and you can add it to a new project as a single event. If you also



have a title in that lower-third segment, you can also edit the original project by right-clicking the project Event and choosing: *Edit Source Project*. This will open another instance of Vegas allowing you to edit the selected VEG file.

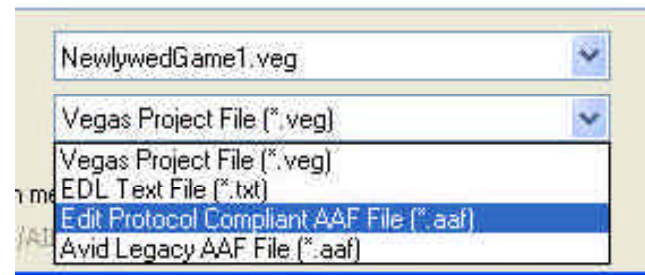


Vegas 5 added many new Track Motion tools including 3D Track Motion. Unfortunately, there was a cost involved: Track Motion presets were lost. Vegas 6



ushers in the return of Track Motion presets! Now you can save presets in both 2D and 3D modes. A welcome return to a much used feature.

Sharing information between different systems has also been improved. Vegas can now import and export AAF (Advanced Authoring Format) files to exchange projects between applications. There are some limitations, though. For example: audio and video effects are ignored, all video transitions will be dissolves, and any track that has mono and stereo audio will be ig-



# Learning and using Vegas and DVD Architect

nored; the AAF format does not allow mono and stereo audio on a single track. Look over the Vegas 6 documentation for the full list of limitations.

Another often asked-for feature is improved rendering speeds. A new setting in the preferences now allows setting the number of threads to use for rendering. All of the base Sony effects can now take advantage of multiple processors. However, be aware that some third-party plug-ins will not take advantage of this new feature without being updated.

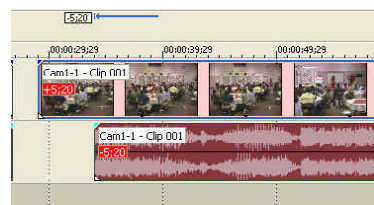
There are also some new “little features” that help speed the editing process. First take a look at the cursor. Now there is a distinct playhead. Grab and drag the playhead and you can playback the timeline at variable speeds and also hear the audio. This new scrub tool eases exact cursor placement based on hearing audio.



Exact dissolve and fade times can now be easily seen. As you overlap two events, the overlap amount is indicated. Likewise, while creating a fade, the fade time will be displayed. This will help create fades and dissolves that must be a specific length.



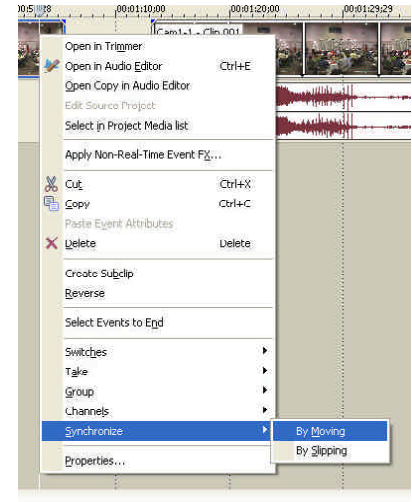
Another bonus in Vegas 6 is the new A/V Sync indicator. Especially true when “Ignore Event Grouping” is active but also when using ripple editing, it is possible for audio and video to become out of sync.



When this happens, the color of the event will change and the distance off can be indicated on both events.

At that point in time you could manually move one event or the other the proper distance to get them back in sync. However, there's a much easier way to resync these

events: Right-click one of the events and go to the new *Synchronize* menu option. If you choose By Moving, the event will be moved so that it is back in sync. If you choose By Slipping, the event will be slipped so that it is back in sync



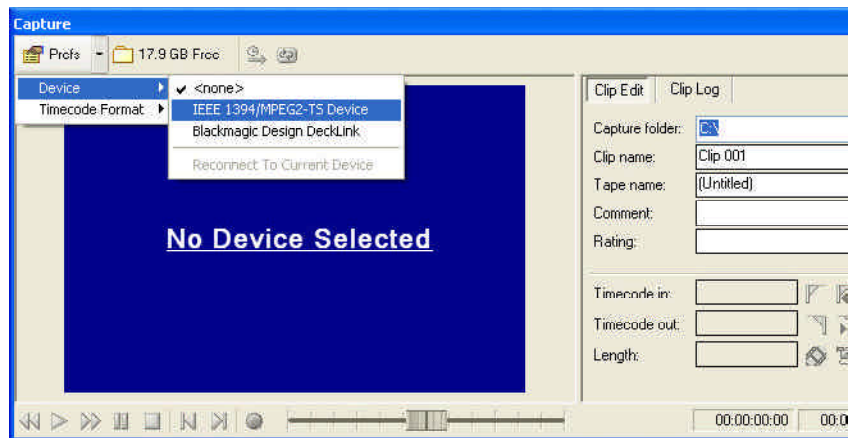
but will physically remain in the same location. So even if you do get out of sync, it is now easy to see that you have a problem and get everything back in sync.

For audio users, VST effects can now be used directly. A new tab in the preferences lets you tell Vegas where to look for VST effects and determine which ones you want available.

Vegas can also import BWF (Broadcast Wave File) files. A BWF file is basically the same as a standard WAV file except it can also contain additional information such as timecode. Audio aficionados will find this useful.

Finally, Vegas is fully HDV aware. Vegas now has the ability to directly capture from cameras into an Mpeg-2 transport stream and convert to an intermediate, lower-resolution format to help streamline the

When this happens, the color of the event will change





# Learning and using Vegas and DVD Architect

editing process. Once editing is completed, the intermediary files can then be replaced by the transport stream for final rendering.

Vegas can also capture and print to tape using a Decklink card. This new feature also gives Vegas the ability to perform punch-in recording so that small sections can be easily replaced without needing to reprint

the entire document. This can be a tremendous time savings if you need to change two minutes of video in the middle of a two hour tape.

Sony Vegas 6 takes all of the great features found in Vegas 5 and builds on them adding many requested features. Take a look at these new features to see how Vegas can help you edit your projects faster.

## DVD Architect 3

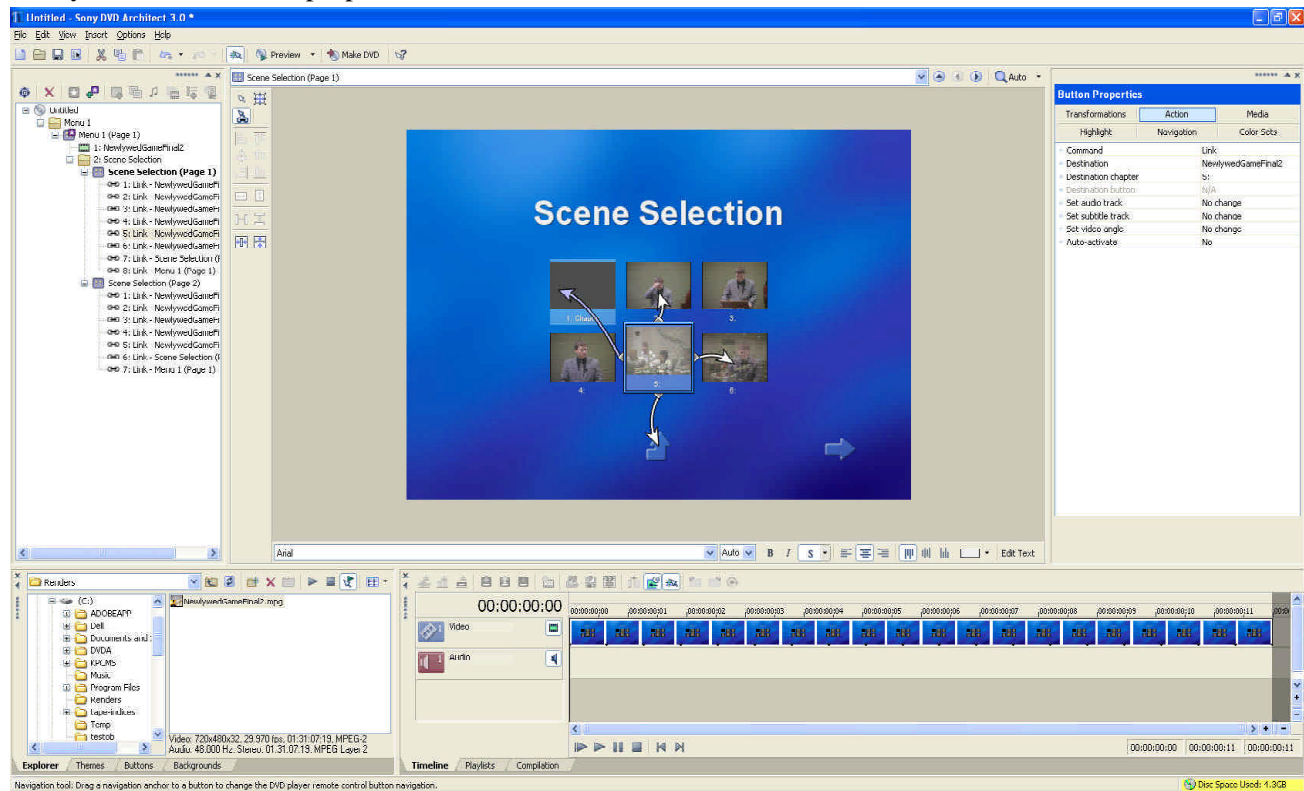
By Edward Troxel

When DVD Architect 2 was released, it was a major upgrade to DVDA 1. DVD Architect 3 follows the same footsteps by adding many major improvements to both functionality and workflow.

The basic screen layout is generally unchanged from the previous version. One important change is in the properties section to the right of the preview screen. This section now has several categories across the top. Just select the desired category and only the properties related to that category appear. This has simplified the ability to find the needed properties. However, the im-

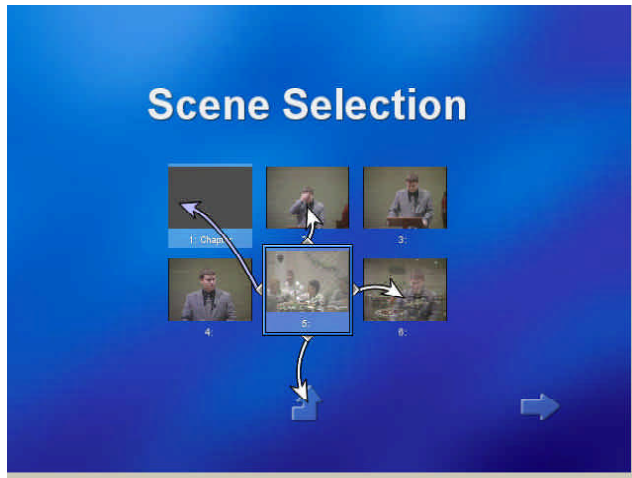
provements are much more than skin deep.

When creating a DVD, many elements must be properly rendered. You then preview the DVD, discover an error, and all of those elements must be rendered again. Find another small error - another render. DVD Architect 3 has a terrific new feature to help minimize this problem called Smart Prepare. With this feature enabled, only the handful of pieces that changed must be re-rendered. All unchanged pieces will simply use the information from the previous prepare. This one feature alone can save tons of time.



# Learning and using Vegas and DVD Architect

To help save even more time is the new menu button Navigation Tool. Setting the navigation for each menu option with all four directions always took a lot of time and testing before it was right. Now you can visu-



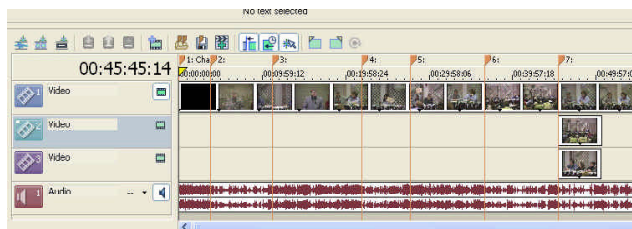
ally see and adjust the menu flow. Assigning the Up, Down, Left, and Right buttons on the DVD remote has never been easier!

To use this new option, go to *View - Workspace Overlays - Show Navigation overlay*. After turning on the overlay, choose the Navigation tool, and then you can visually adjust where each direction on the remote will point when pressed. This is much easier than the previous method of adjusting each direction in the button properties dialog.

Another new feature is the ability to create and burn to dual layer media. Now if you have two or three hours of video, you can now keep the bitrates at a higher rate and still burn to a single DVD.

Beyond dual layer, it has also received full mastering capabilities. Version 3 can now write to DLT and also includes other mastering tools such as the ability to set the CSS and Macrovision copy-protection flags (not effective for burned DVDs). Now you can present replication houses with a full master written to DLT.

Multi-angles are now fully supported. Simply right-



click the timeline area and you can now insert additional video tracks. You can then add additional video clips to these video tracks to create additional angles when the DVD is played.

For example, on a recent wedding video I created, the main track is the fully edited video. I then added three additional video tracks and, during the ring exchange, I placed each separate camera's straight video on these tracks. Now during that section the viewer can choose whether to watch the mixed video, camera 1 only, camera 2 only, or camera 3 only using the "Angle" button on their DVD remote.

Multi-angles do take some extra preparation work. For example, I placed a marker on the Vegas timeline at the beginning of the multi-angle section. I also rendered the small segment for each of the individual angles separately. In this case, you are also advised to render everything in Vegas to DV-AVI and allow DVDA to create the MPEG2 files. Otherwise, DVDA will re-render your MPEG2 files because when multi-angles are used, it must have full control over the I-frame placements.

Additional menu options are also available. There is a new "Loop Point" option which gives us two abilities. First if menu looping has been turned on, when the end of the background video has been reached, it will begin playing

again at that loop point instead of the entire clip.

Menu Page Properties		
General	Background Media	End Action
Remote Buttons	Color Sets	
Reduce interface flicker		Off
Menu length		Specify
Length		00:00:16.000
Loop point		00:00:08.000
Selected button colors		Color set 1
Activated button colors		Color set 2
Inactive button colors		None (all transparent)

Second, once the menu has been started, the menu options will not appear UNTIL the loop point has been reached. With this ability, you can now create menus that have delayed buttons. This eliminates the need to create an intermediary video between menus if you wish a short period of time with no buttons. A great side effect is that the video and audio being played will no longer be interrupted once the buttons appear.

Related closely to these options is also the ability to have a button automatically activate after a certain period of time. So now you can create a menu that starts

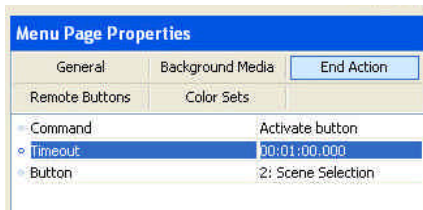
# Learning and using Vegas and DVD Architect

and, after a period of time, then the menu buttons appear. It can then loop back to the

point where the menu options appeared and, finally, it can automatically activate a specified button after a certain period of time has passed.

Another interesting feature is playlists. Each playlist contains a user-defined sequence of movies, chapter markers, music compilations, or picture compilations. The list is played from start to finish, and an end action determines what happens at the end of the playlist. One interesting use for playlists is that it could be considered a good interface for managing multiuse media. A project can contain up to 255 playlists with up to 255 entries in each playlist.

When burning a DVD, you are now allowed to add additional media. This includes a DVD Jacket, and any other files you wish to include such as Vegas project files, DVD project files, or any other file which can fit in the remaining space. It is no longer necessary to use



another burning program, such as Nero, simply to create a DVD with additional media.

For the ultimate in control over the appearance of your menus, you can create custom menus using your favorite graphics application and import a .psd file as a menu. To create a menu with background media, thumbnails, and masks in a layered .psd file, use the procedures described in the help file.

This brief article has not even mentioned all of the new features available. One of my favorite simple changes: When a DVD has finished burning, a question now asks if I wish to burn another one. Sometimes the simple things make a big difference.

## Contact Information

Send your tips, tricks, article ideas, script ideas, questions, or articles to:

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Thank you, Edward Troxel

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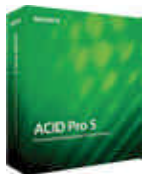
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