



Vegas + DVD

Tips, Tricks, and Scripts

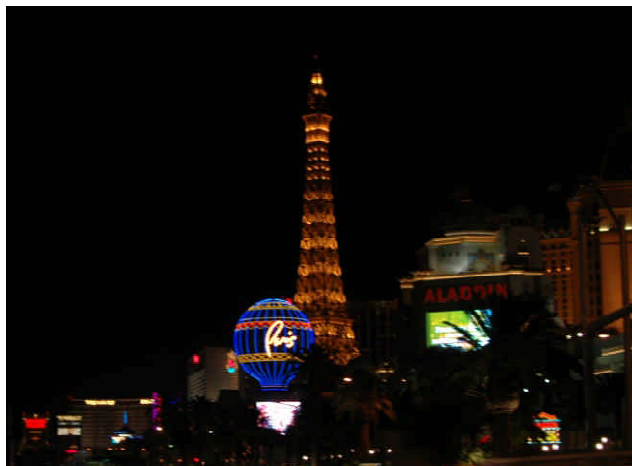
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“Pleasantville” Effect

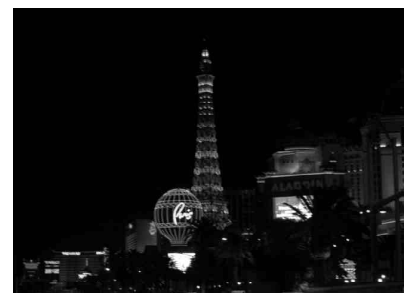
By Edward Troxel

Building on the several previous articles, we can also create the “Pleasantville” effect. This effect has one or more area of the image in color while the rest is Black and White. When working with moving video, this will be a very time-consuming process in Vegas. To properly do the effect, a new keyframe might be required for every frame of video to match the movement of the object or person to be in color.

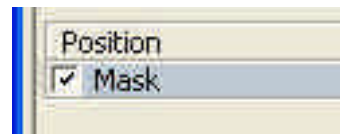
To illustrate the effect, let’s take a look at this snapshot of the Las Vegas strip. Let’s assume the Paris balloon is to be in color while everything else in the image is to be Black and White. Start a project with



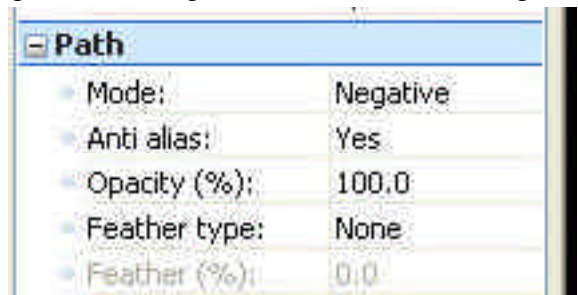
the footage on the timeline and then also duplicate the footage on track two. Now add the Black and White effect to the event on track 1. The preview screen will now appear as shown here.



The next step is to create a mask around the Paris balloon so that the color version can be seen. First, open Pan/Crop and check the “Mask” checkbox to the left of the Pan/Crop timeline.



In this case we will also change the “mode” of the path to Negative allowing the balloon to show through in



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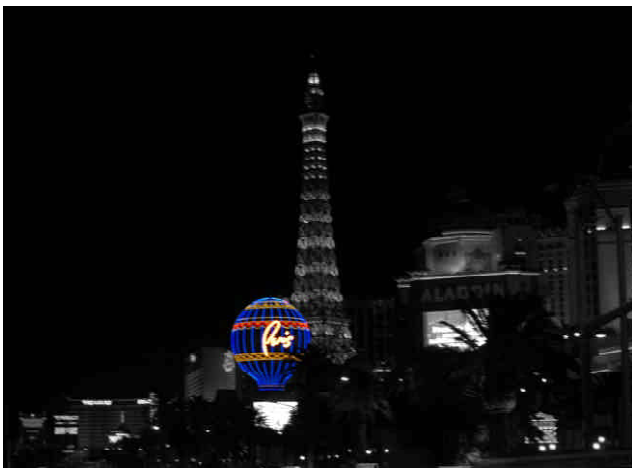
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color. If left on Positive, the balloon would be Black and White and the rest of the image would be in color. Add several points around the balloon to create the mask. For more details on creating the mask, take a look at the previous issue - Vol 3, #3.



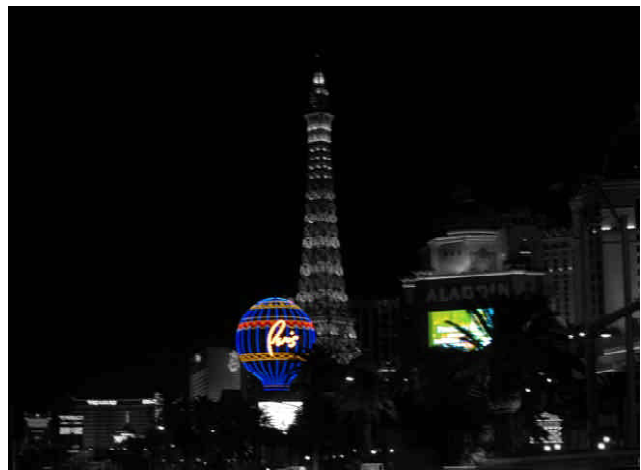
In this case, creating curve points will allow you to better follow the outline of the balloon. Use a combination of curve types as needed to create the mask. Once the mask is finished, the color version of the balloon will show through the Black and White image giving us the desired results.

The good news is that the process is easy and



straight-forward in Vegas. The bad news that it will be a very time-consuming process when using moving video. As you can see, it would be necessary to follow the balloon as it moves. Plus, the more complicated the shape of the object, the more difficult it will be to follow.

The process will also let you have multiple areas in color. Here a second mask was added around the screen to the right of the balloon. Multiple objects can easily be changed to color and the areas are even al-



lowed to overlap. Naturally, the more objects you have, the more work will be required to move all the masks when using video.

In various issues you have now seen how to pass a single color, pass multiple colors, and now pass specified areas of the video leaving the rest of the video in Black and White. When desiring this effect, use the method that best fits your needs.

Contact Information

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

editdv@jetdv.com

To locate the index of newsletters and look through the archive, browse to:

www.jetdv.com

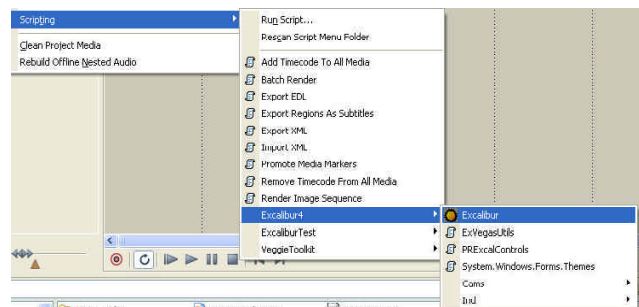
Beginner's Corner - Using Scripts

By Edward Troxel

The power of Vegas can be greatly enhanced via the use of scripts. Scripts can be very useful for automating redundant tasks but can also be used to add entirely new features to Vegas. If you have never used a script, you are missing out on one of the greatest features of Vegas.

Scripting was added in Vegas 4. However, they became much easier to use when Vegas 5 was released. When you browse to the Vegas 5 or Vegas 6 folders, you will now see a **Script Menu** folder. Any script placed in this folder will automatically appear in the Scripting menu found under Tools.

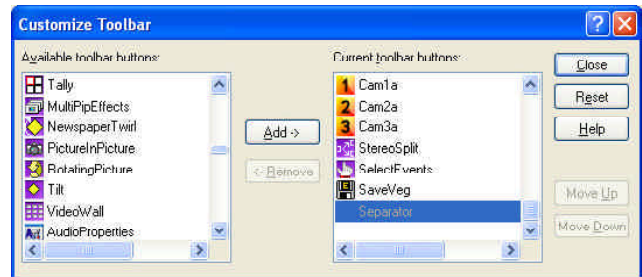
To run the script, simply to go **Tools - Scripting** and pick the desired script. If, for some reason, you



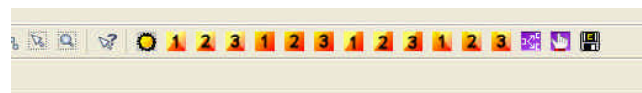
do not have the script in that location, you can always choose **Tools - Scripting - Run Script** and browse to where the script is actually located. Finally, if the script is in the Script Menu folder but does not appear in the list, choosing **Tools - Scripting - Rescan Script Menu** should cause it to appear.

As you can see, there are many ways to access a

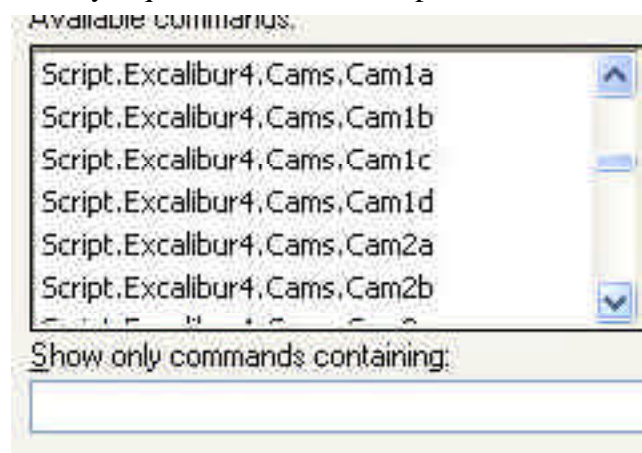
script. However, you can make accessing the script even easier. Scripts can be easily added to the toolbar for direct access. Double-click on any blank section of the toolbar to open the Customize Toolbar dialog



box. Scroll through the items on the left side until you see the desired script. Select the script, click on **Add**, and the script will now appear on the toolbar.



Another option is to assign any script to a keypress. Go to **Options - Preferences**, choose the keypress you wish to use, and then pick the desired script from the available commands. Once assigned, simply pressing that key sequence will run the script.



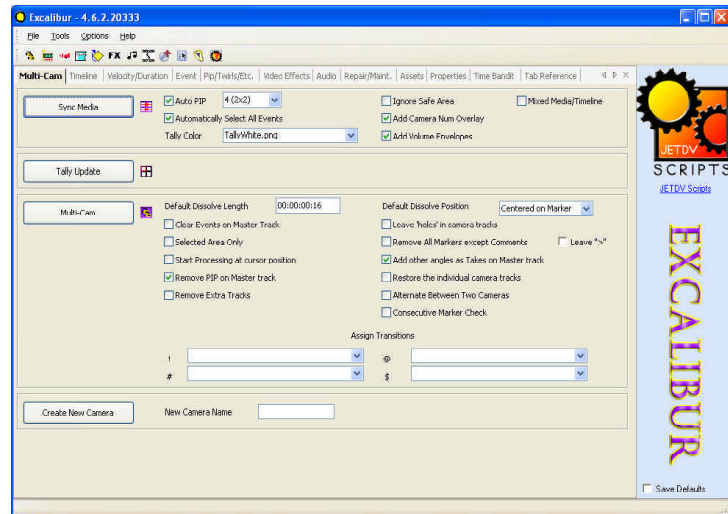
After assigning the script to a keypress, there are even more advantages. If you have a device such as the Contour Shuttlepro, these keypresses can now be

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assigned to buttons. This allows you to directly run scripts using external devices.

Knowing how to run scripts is simply the beginning of the process. Next you need to find scripts you will actually use. When Vegas 4 first released, many free scripts started appearing to perform a wide variety of tasks. There are still a wide variety of free scripts available today. There are a few scripts available at <http://www.jetdv.com> in the free scripts forum. There's also a huge collection of scripts at the Calderwood website: <http://s92274348.onlinehome.us/vegas.html>. Another large source of free scripts is the VASST website.

There are also a few commercial scripts that are now available. The first ever commercial script was Excalibur - released in May of 2003. Giving Vegas multi-cam abilities and many other features, it shows how scripts can be used to automate tasks and speed up workflows.



Two additional scripts called Tsunami and Neon were then released. The functionality of these scripts has since been merged into Excalibur for easy access of all tools. Other commercial scripts include Ultimate S by VASST and the Veggie Toolkit by PeachRock Productions. Take a look and see how scripts can streamline your workflow.

Scripting - Stereo Split Tool

By Edward Troxel

There may be times when you record two different audio sources into a single stereo source. For example, you may leave the camera's on-board camera on the Left channel while recording a wireless mic on the Right channel. In Vegas, the typical method of handling this action is to copy the audio to a second track, right-click one of the events, choose "Channels" and then "Left Only". Now repeat the process on the other event except choose "Right Only."

While a simple process, this does take some time and is something that can be quickly and easily done at the push of a button via scripting. A script can easily perform all of the above process.

The first step of the process is to find the selected event. In this script, we first look for a selected audio track using this loop:

```
for(var track : Track in Vegas.Project.Tracks){  
    ,, do loop stuff here
```

}

In previous scripts we have also searched through the various tracks. However, we've used much more code creating the loop. Compare the "for" loop to the previous "while" loop:

```
var trackEnum = new Enumerator(Vegas.Project.Tracks);  
while (!trackEnum.atEnd()) {  
    var track : Track = Track(trackEnum.item());  
    .... do loop stuff here  
    trackEnum.moveNext();  
}
```

}

Either method is equally valid so use whichever one suits your needs.

After locating the audio track, we must now add a new audio track to place the second copy of the audio event. This code will add a new audio track above the current audio track:

```
var Rtrack = new AudioTrack(track.Index, "Audio-Right");  
Vegas.Project.Tracks.Add(Rtrack);
```

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Split Stereo Audio to Two Separate Left/Right Tracks

```
/**                                     http://www.jetdv.com/scripts/StereoSplit.js
 * This script will split a stereo track into two separate tracks.
 *
 * Written By: Edward Troxel
 * Copyright 2005 - JETDV Scripts
 * Modified: 10-17-2005
 **/

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

try {
    for(var track : Track in Vegas.Project.Tracks)
    {
        if (track.IsAudio() && track.Selected)
        {
            //Add a new audio track
            var Rtrack = new AudioTrack(track.Index, "Audio-Right");
            Vegas.Project.Tracks.Add(Rtrack);

            for(var evt : TrackEvent in track.Events)
            {
                //Copy all events to the Ltrack
                var mynewEvent = evt.Copy(Rtrack, evt.Start);
                //Set right to disable left
                var audioEvent : AudioEvent = AudioEvent(mynewEvent);
                audioEvent.Channels = ChannelRemapping.DisableLeft;
                //Set left to disable right
                audioEvent = AudioEvent(evt);
                audioEvent.Channels = ChannelRemapping.DisableRight;
            }
            break;
        }
    }
} catch (e) {
    MessageBox.Show(e);
}
```

Now that we have a place to put the second copy, the original audio must be located. In this case, we will work with every event on the track. Once again, a for loop is used to look at each event on that track:

```
for(var evt : TrackEvent in track.Events)
```

For every event on the track, we must make a second copy of that event on the new track. A simple way to do that is using the “Copy” command:

```
var mynewEvent = evt.Copy(Rtrack, evt.Start);
```

In this case, the two parameters tell it to copy to the newly created track (Rtrack) and begin at the same

position as the original event (evt.Start).

As the final step, each of the events must be changed to the proper channel. The new event will be the right channel while the original event will be the left channel:

```
var audioEvent : AudioEvent = AudioEvent(mynewEvent);  
audioEvent.Channels = ChannelRemapping.DisableLeft;  
audioEvent = AudioEvent(evt);  
audioEvent.Channels = ChannelRemapping.DisableRight;
```

Use the above script and you can quickly split your stereo audio to two mono channels.

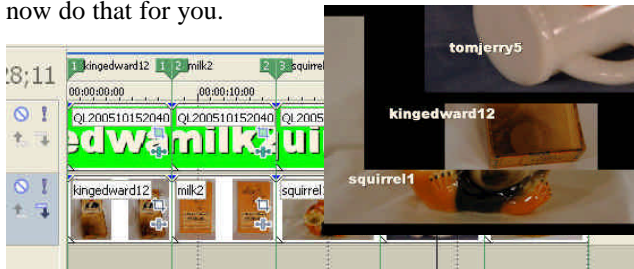
Excalibur 4.6.2 Update

By Edward Troxel

A new update for Excalibur is now available. For full details see: <http://www.jetdv.com/excalibur>

To specifically see details about what's new in version 4.6.2, see: <http://www.jetdv.com/excalibur/new4-6.php>

One great new feature is the Quick Labels tool. This tool will add individual unique titles based on region names. If you have several events on the timeline, it can even create the regions for you. So if you ever wanted a series of images with the name of the image printed over the it, this tool will now do that for you.



Multi-cam dissolves are now much more flexible as well. Now you can specify any dissolve to be centered on the marker, before the marker, or after the marker. New icons for the timeline are provided as well. Here's how it works:

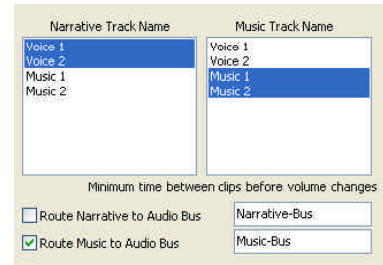
1d - Dissolve to camera 1 centered on the marker

1c - Cut to camera 1

1b - Dissolve to camera 1 with the dissolve **before** the marker

1a - Dissolve to camera 1 with the dissolve **after** the marker

The Voice Over tool is also much more powerful in Excalibur 4.6. You can now select multiple voice or music tracks and, optionally, route them to a Bus.



In total, you will find over 30 new features and tools have been added.

This version is fully compatible with version 4.5 and can simply be installed over the top of 4.5. It will also recognize your current registration key and remain registered. If installing over an older version of Excalibur, it is recommended that you uninstall the previous version before installing 4.6.

All users of version 4.x can upgrade to version 4.6 for free. If you are on a version prior to 4.5, you will need a new registration key.

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