# Vegas + DVD
Tips, Tricks, and Scripts

Learning and using Vegas and DVD Architect

# Excalibur 5 - Supercharged!

By Edward Troxel

Excalibur Multi-cam has been re-engineered and is now faster than ever. Master Track processing speed increases of 400% to over 5000% have been measured (depending on the number of camera switches in the project). Adding new camera switches is now 50% faster than before! No loss in functionality - just major speed enhancements. You also have full control over whether the tally track is fully or partially updated. Simply specify the number of cameras above which the entire tally track will be partially updated speeding up camera switches (previously was 250 switches).
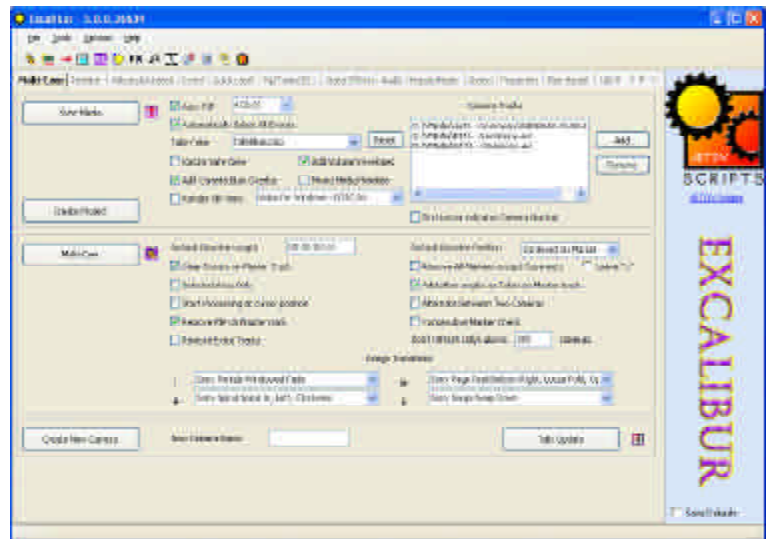
Excalibur can now automatically create the project for you. In the sync area you can now add your camera angles into the Camera Tracks list. Once all angles have been added, select the desired PIP size (which will also be adjusted automatically) and click on "Create Project". At that time the selected clips will be added to the timeline and the tracks will be properly numbered.
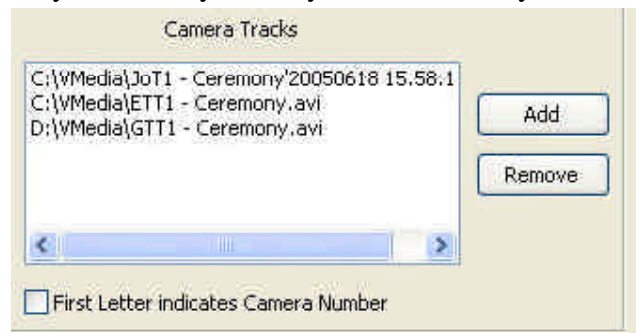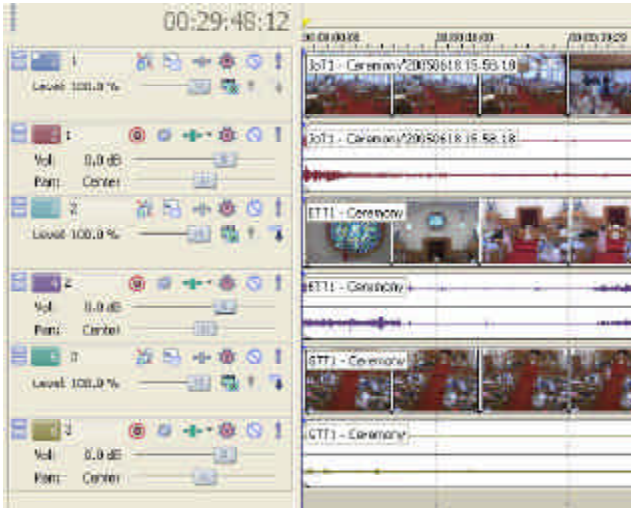
Once the project has been created, Excalibur will assist in syncing the camera angles, and can now even render the PIPd view for faster framerates. After adding camera switches as needed, you can easily run Multi-cam as many times as desired tweaking marker

IN THIS ISSUE

Camera Tracks created using "Create Project"

location and names as needed or you can still use the standard Vegas editing tools and the added Takes to quickly change any camera angle after Multi-cam has been run. Excalibur is flexible enough to work the way YOU want to work!

Multi-cam has many unique features including the new ability to change tallys at any time during the editing process, tallys that dissolve to illustrate the chosen dissolve length, the ability to specify any dissolve length and/or transition to any camera switch, takes added to the Master track, among many others. With presets up to 25 cameras, it can easily handle more than most people would ever need. To see the new multi-cam in action, check out the video at http://www.jetdv.com/excalibur/vids/Excalibur5MultiCam.wmv.
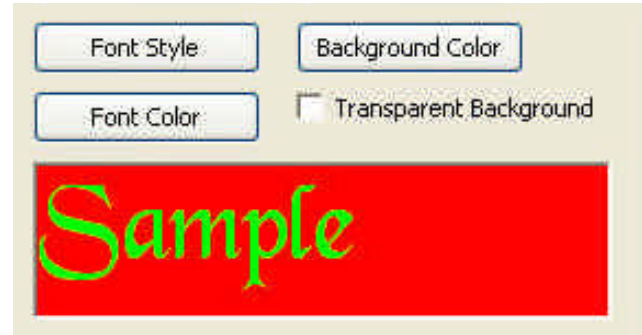
The Video Scrapbook tool has also been expanded. Previously it could automatically create zooms and would pan
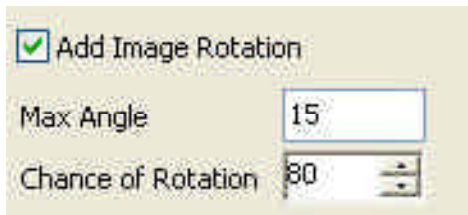
up to the entire image (not limited to the "Match Aspect" area). Now it can add varying degrees of rotation to your images to add even more variety. To see how this works, check out the sample montage at http:/

/www.jetdv.com/excalibur/vids/PMExcalibur5.wmv.

Sometimes it is desireable to label the images. This can be quickly done using the Quick Labels tool. In Excalibur 5, Quick Labels has been expanded to al-

low fexible selection of the font, font color, font style, whether or not a background is desired, and the color of the background. You can visually see a representation of your choices on the screen.

Determining the location the label will be placed is

also much more visual now. Simply move the sliders to adjust the actual positioning of the labels. For precision, the number can also be entered directly. There are also some new count up/down options.

The Save VEG File tool has always allowed saving

Quick Label Samples

an emergency copy of your project to another drive and append additional date/time information at the push of a button. A new standalone "Save Veg File As" tool will allow entry of a note which will also be appended to the file name. This tool allows quickly going back to any specific previous version of your project.

Voice Over can now use the Blue Cat Digital Peak Meter effect (http://software.bluecatonline.org/Main/Home/index.html) automation envelope to determine silent areas in the voice track. Simply add the automation envelope, play the timeline, and the envelope will be created. Excalibur 5 can now use that envelope to determine the areas where there is no talking and adjust the music track(s) accordingly.

Other enhancements include the ability to remove video effects from events or tracks, remove audio effects from audio tracks, remove transitions, randomly apply transitions, add video effects in a specified order to tracks or events, and add audio effects in a specified order to audio tracks. The Asset Collector can now properly name files for importing into DVD Architect and can, optionally, include the marker information for DVD chapter points. Snapshots will now work with regions and can, optionally, add them to the Project Media. The Four Points tool can be applied to any track level or velocity envelope - including automation envelopes. Plus several other enhancements have been added.

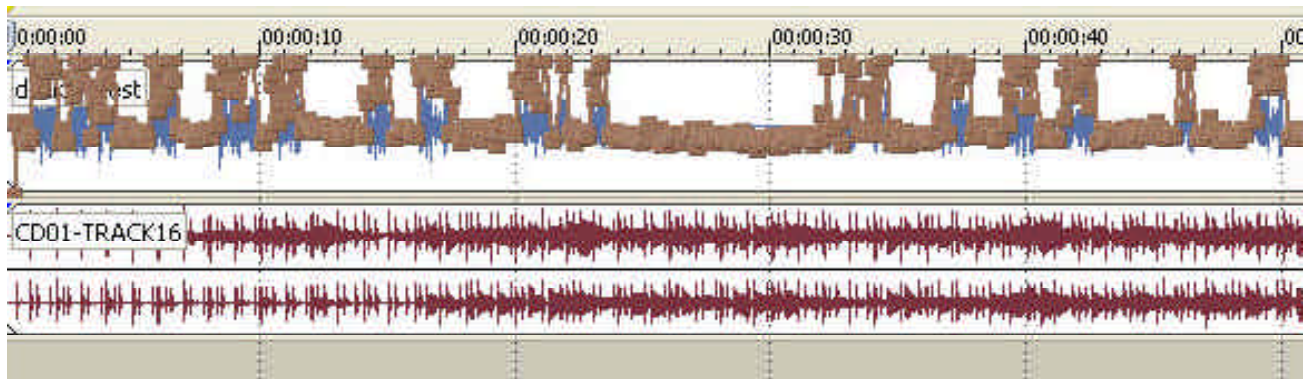To check out the updated Excalibur 5, download the demo or purchase at http://www.jetdv.com/excalibur.

Blue Cat Automation Envelope Added to the Timeline
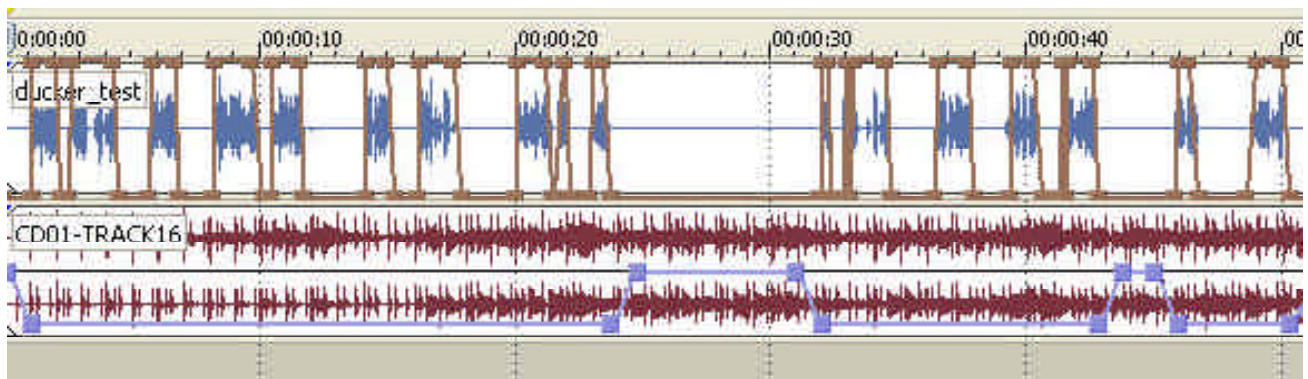
Blue Cat Automation Envelope used to Adjust Volume Levels

Beginner's Corner - Flexible Credit Rolls

By Edward Troxel

Creating credit rolls using the Credit Roll generated media in Vegas unfortunately has many limitations. There can only be three types of lines and these line types are limited to one format each. If you want to mix multiple fonts and font sizes, this is difficult, if not impossible, using a single Credit Roll effect. For more information on the Credit Roll effect see Vol 2 #9 of this newsletter.

Fortunately, there are many ways to create a credit roll. For example, many people create a very tall image in their paint program and then use the Pan/Scan tool to pan their image. While this works, it requires going back to the paint program should any changes need to be made. The good news is that there is a very flexible method built directly in Vegas.

To create this credit roll, simply add an standard text generated media to the timeline. Now you can enter as many lines of text as desired. You can also change fonts, font sizes, and font styles at will.
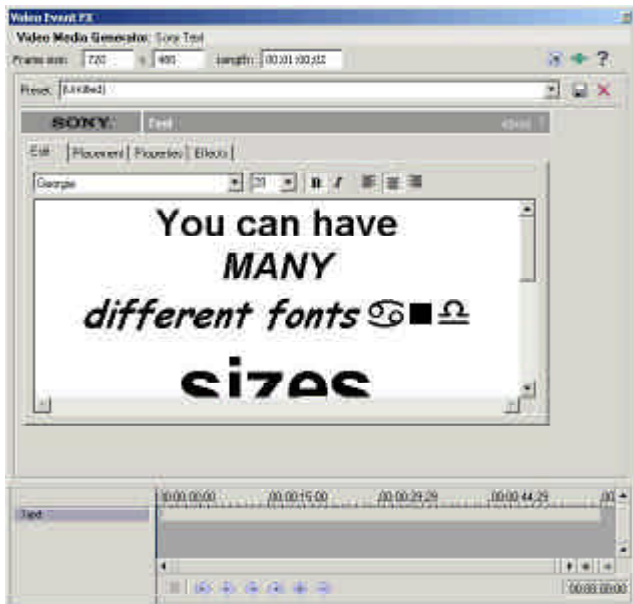
Once all the text has been entered, you need to determine how long the scroll should take. At the very top of the generated media screen is a text box labeled "Length". Enter the appropriate timecode in this box and extend the event on the timeline to match this length.

Now go to the Positioning tab. The cursor should already be on the first keyframe so now you simply need to enter the appropriate "Y" value to get the text just off the bottom edge of the screen. I usually start with a small number and make it slowly larger until reaching the magic point where it is just off the bottom of the screen.
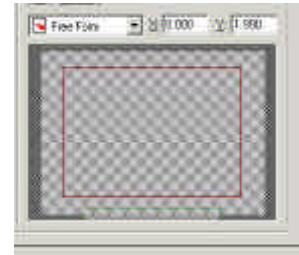
Next, move the cursor to the end of the timeline at the bottom of the text dialog. A second keyframe will be created there with the "Y" value set to where the text is just off the top edge of the screen. I have found that the second keyframe generally only needs to have a minus sign added in front "Y" value entered in the first keyframe.
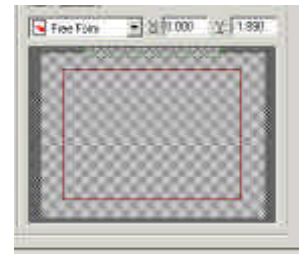
Upon playback, you will then have to determine whether the speed is correct. If it not, you can adjust the "Length" value - making sure you always move the last keyframe back to the end of the text dialog timeline. Alternately, you could hold down the CTRL key and resize the event or apply a Velocity Envelope to the event.

Getting creative credit rolls does not have to be difficult. Just apply the tools in Vegas for simple and flexible scrolling.

View Options

By Edward Troxel

Over the years, many people have complained that several of the viewing options required going into Options - Preferences to toggle on and off. As of Vegas 6.0b, several options were moved to the View menu and keyboard shortcuts were added for easy access. Then many people complained that the options could not be found in the preferences - which is a good reason it is always advisable to look at the Release Notes. So, let's take a look at each of these options and see exactly what they affect.

Event Media Markers (CTRL-SHIFT-K): This option will determine whether or not markers embedded in renders or nested VEG file will be displayed. These markers are different from standard
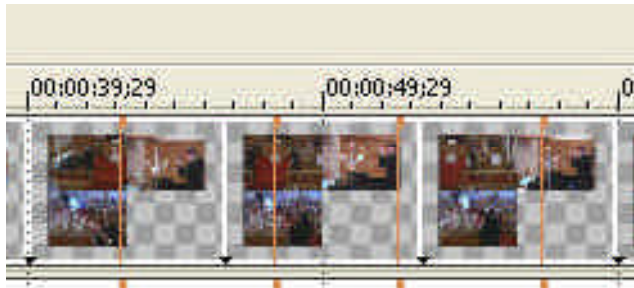

markers as they will not be used for chapter points and you cannot use CTRL-Left/Right Arrows to move between them. However, you can see where they are and can make them standard markers using the "Promote Media Markers" script first included with Vegas 6.0c.

Active Take Information (CTRL-SHIFT-I):
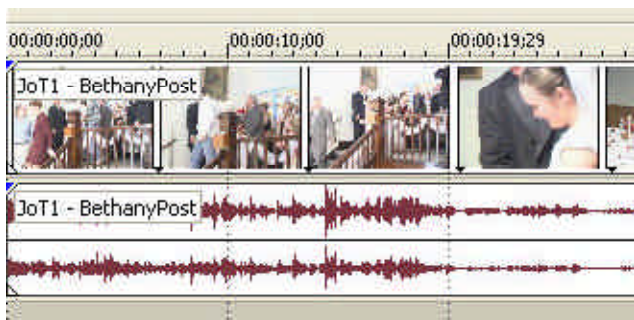
In previous versions of Vegas, this option was called "Show active take informtion in events" in Options - Preferences. This option will display the active take name on the events on the timeline. This allows easily identifying what source file each event is using. As a side benefit, it will also display, on the audio event, the speed change applied when using the CTRL-Resize method.

Waveforms and Frames (CTRL-SHIFT-W): In previous versions of Vegas, this option was called
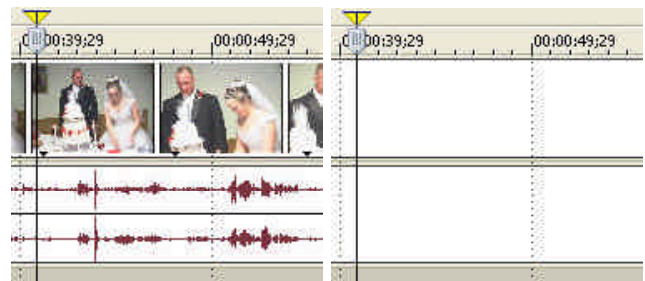

"Draw waveforms and frames in events" in Options - Preferences. This option will determine whether or not the audio waveform image and the video frames are displayed on the events on the timeline. As seen above, both can be either on or off. There is currently no way to turn off one without turning off both. There is also no means of only displaying the first and last image on the video events.

Video Event Buttons (CTRL-SHIFT-C): In previous versions of Vegas, this option was called "Show video event buttons" in Options - Preferences. This option will determine whether or not the various buttons located on the right edge of each video and generated media event are displayed. These include Event Pan/Crop, Event FX, and Generated Media. This is generally a quicker method of getting to the various tools than navigating through the various menus or right-click options.

Event Fade Lengths (CTRL-SHIFT-T): This option will display the crossfade or transition lengths for the selected event(s). Now you can see exactly how long any specific transition will last without resorting to tactics such as double-clicking the transition to create a selection area. If multiple events are selected, the various transition lengths will be displayed unless back to back events are selected. When back to back events are selected, the crossfade length between the the selected events are not displayed while the length before the first event and after the last event will be shown.
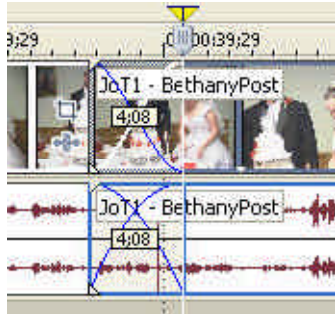
Video Event Edge Edit Frames (CTRL-SHIFT-O): In previous versions of Vegas, this option was called "Show video event edge frames in Video Preview window during edits" in Options - Preferences. This option will show you the current frame when resizing events. If you are trimming the front of a clip, this will show you the current "first" frame. Same is true when trimming the end of a an event - you will be shown the "last" frame. When moving a cut or transition using CTRL-ALT resize, you'll get a split screen of both the last frame of the first clip and first frame of the second clip.

Experiment with these various view options. When used, lots of information is easily accessible.

http://www.Videoguys.com   800-323-2325

Keyboard Shortcuts	
NumPad 8/2	Move event Up/Down one track
NumPad 1/3	Move event Left/Right one frame
NumPad 4/6	Move event left/Right one pixel
NumPad 7/9	Edit mode Begin/End of event
NumPad 5	Exit Edit mode
NumPad 0	Preview area around cursor

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