

Casablanca EXPERT

The following notes and procedures were demonstrated in the Casablanca Expert Webinar on 2/11/09. You can view this webinar online at www.CasablancaExpert.com

Creating Titles with Candy Factory Adding A Custom Image to Your Monitor Producing a Full-motion Video Cube

Creating Titles with Candy Factory

As I mentioned in the Webinar – Candy Factory is basically producing what is called Luminance Keying... taking the bright part of a scene and use that to trigger an effect. Candy Factory has many variables for custom creativity but it also has some presets or archives which I believe are very useful!

To play with this software (which does operate in the demo mode) - first create a title screen on a black scene. I recommend using only a static (no motion) title effect for starters -- for the Webinar I used two different titles, each 5-seconds long using the Pages title effect.

The first scene I used the font 'Rythmus Filled EFN' and the 2nd I uses Sassoon Infant Bold (both with a size of 95). Then make a scene of the title effect on the black background.

Add one of the title scenes to the Storyboard, and then add a scene in front of it (to the left of that titles screen on the Storyboard. This new scene should be an animated clip or a scenic shot you enjoy – also trimmed to the 5-second length. Now the play-time begins!

1. Enter the Transition screen
2. Scroll down the Effects list and select 'Candy Factory'
3. Click 'Add' to add the effect to your Storyboard (between these 2 scenes)
4. Click on the time/length and scroll the slider to maximum time (should be same as length of both scenes), click 'ok'.
5. In Candy Factor sub-menu, make the following adjustments:
 - a. Background: 'Scene'
 - b. Deinterlace: 'On'
 - c. Calculating: 'Moving Scene'
6. Click on 'Start program'
7. Candy Factory opens on your 2 scenes and you may already have a cool looking effect

Creating Titles with Candy Factory (continued)

8. At first, don't worry about all the buttons on the lower left (or the modifiers at the bottom center of the menu). You are more than welcome to play with them to see their effect/result. But I like to guide folks to the Archives – the developers have already created for us more than 130 preset custom settings! To access these – click on 'Archives' and then 'Load', Scroll thru the list and click on one that sounds interesting – then simply click 'Ok' and these effects settings will be imparted onto your title screen. You can go back into Archives and select your favorite/s !

Here are some of my favorites: Blue on Fire, Brass, Bricks on Bubbles, Checks and Chess, Chrome Shadow, Color Candy, Gold Engrave, Gold on Metal, Orion Glow, Simply Cool 3, Smarties, Water and Wood.

The cool thing about these presets/archives is that you can pull one up – change any of the setting/s and then save it as your own custom! For example, maybe you like the look of Color Candy but want a little more glow. You can click on the 'Glow settings' (2nd button down on far right menu) and adjust the Size slider to a higher number like '30'.

Like I demonstrated in the Webinar, I save my own custom archives with an asterisk '*' before the work – so I would save this example as '*Color Candy'. When I go to load Archives that color setting is now at the top of my archives list!

In the Webinar, I also took my Casablanca Expert logo and used Candy Factor to embellish that... done with the same settings we used above, just with different choices in the archives/custom adjustments. And I demonstrated that you can use other high contrast images, not just titles/fonts. I used a silhouette of Abraham Lincoln with an animated U.S. flag to create a cool scene using one of the archives that had a copper metal look to it.

INVERT

One of the coolest things I enjoy with Candy Factory is the Invert Mask button – this is found at the bottom of the initial menu screen once you launch Candy Factory – this is called the 'Bevel settings' menu.

1. To do this, when you launch Candy Factory in the Transition screen –
2. change the 'Background' to 'Texture'
3. click 'Start program'
4. Click to put checkmark in 'Invert mask' and your letters will be cut out of the background instead of being coated with that effect.

Creating Titles with Candy Factory (continued)

5. One of the most stunning effects possible (in my humble opinion) is found by clicking on Archives
6. and then clicking 'Load' and select 'Gold Plaque'. NOTE: you will need to re-check 'Invert Mask' each time you select a new archive as it defaults back to standard mode.
7. You will want/need to make a Scene of this effect once you have completed your title/sequence.

Creating and Adding A Custom Image for Your Casablanca Monitor

Smart Edit 7+/Bogart SE OS 1+ provides a very useful capability to select what image will be seen on-screen for those who use a dual monitor set-up. Previously your dual-monitor Casablanca would have a color bar signal displayed on the video monitor.

With this new custom video display screen - this is cool for not only for professionals who wish to create and display their own splash screen/logo screen when their clients come to their edit bay but this is also very useful for folks using their Casablanca in a public arena - church/worship, school presentation, business club, etc.

You decide what image (still image) is displayed on the video output (and thus can be projected via composite or S-video cables).

For the example in the Webinar – I tool the title screen created with Candy Factory and the Casablanca Expert logo on a motion background, added two photos of myself and my camera using PIP Studio 2. I then made a scene of that and then added the resulting scene as follows:

1. In the Edit screen,
2. click 'New'
3. scroll down to 'Pattern'
4. left click on 'Select Pattern'
5. click on the button next to Product and scroll to select 'Custom Images',
6. ensure that under Type that 'Images' are selected
7. click on one of the 60 boxes (18 on earlier OS versions), then click on 'Save Image' in bottom right corner of this menu. This will open up your scene bin.
8. Scroll through your Scene Bin and select the logo scene and click ok. NOTE: On Smart Edit 8/Bogart 2 you can also now scroll through that scene to select the specific frame you wish to use, and click 'Ok' – on previous OS versions it will simply take the first frame of that selected scene.
9. That scene is now in your Image Pool under Custom Images.

Screen Image Selection

Now that you have imported your custom screen into the Custom pattern section in the Casablanca Image Pool – we'll pull that image into/onto your video display.

First, your Casablanca must be in the Dual Monitor mode – this means your menu or interface will displayed on your VGA monitor and video display (playback) on your video monitor/TV.

1. To do this - go to System Settings screen and click on 'Screen'
2. Set Screen 1 to VGA (select a resolution compatible with your monitor)
3. Set Screen 2 to either Video (4:3 or 16:9) or DVI output (depending on your monitor and specifications)

Now that you are in dual-monitor mode, click 'Screen 2 – Options'

1. NOTE: If you're on Smart Edit – click to place check mark by 'Picture'.
2. (If you're on the Bogart SE OS – the picture is a default)
3. Select 'Original' as Picture type
4. Click 'Select' to the right of 'Picture' (this opens up your Casablanca Image Pool)
5. Click on the menu right of 'Product' to select 'Custom Images'
6. Then click on the box below that holds the image you selected in the steps on the pervious page
7. This image then is displayed on the video playback monitor when you are not playing back any video signal (or when you are not scrolling through the scene bin).

Producing a Full-motion Video Cube

- a) Select four scenes, trim to same length (I used 0:05:00 in the Webinar)
- b) Add these four scenes to the Storyboard
- c) In Transitions window select M3D3 (Motion 3D pack 1) and add to Storyboard, set the length of the transition effect (Time) to one-half the time of the scene length (0:02:15 in my example)
- d) In the sub-menus on the right make the following selections:
 - i) Motion Path - path 9, keep Mirror Path set to default ' * '
 - ii) Appearance: Light 'Off', Background 'Color' -- set Color to same as background this cube will be placed onto. For the Webinar (and an easy effect, set to Black).
 - iii) Edges: 'Normal'
- e) Add this same transition effect to the next two scene junctions (it should copy the length and all the parameters we just set)
- f) Render the effects:
 - i) one at a time here in the Transition window
 - ii) all together in the Edit screen with the new Render Storyboard (Smart Edit 8 / Bogart 2)
 - iii) In the Finish screen – with the create storyboard buttonBefore we go any further – go back to the Edit screen and play back your sequence thus far. You will notice the first ½ scene and the last ½ scene are static, with no cube rotation (that is expected). The rest of the cube should rotate smoothly.

We now want to make a scene/combine all these 4 scenes with their transition together

- g) Go back to the Transition screen and click so the first scene in the Storyboard is selected in the 'work box'
- h) Click on 'Scene' button beneath the Storyboard
- i) Click on 'Range' and click 'Ok'
- j) Click on 'Out' and scroll right to select all 4 scenes with their effects.
- k) Click 'In' and scroll left to select to the beginning of the first scene
- l) Click ok – this will make a composite/Scene of all 4 cubes with the 3 transitions between them and put this new scene in your Scene Bin (it will be the highlighted/selected scene). *Tip: When I create a Scene like this, I now rename it – adding an asterisk * to the front of the scene name. I then know at a glance that is a composite/scene.*
- m) Now we'll add this scene which is a 4-sided cube to the previous 4 scenes still in the storyboard... this will give us a double 4-sided cube! Simply click 'add' to place this cube after the 4th scene already in the storyboard and add the M3D3 Transition between the 4th and 5th scene in the storyboard. If you wish, you can add this same scene (complete cube) again, and again, and – you get the idea. Or you could add other scenes to make a cube that changes to a new scene each time the cube rotates!
- n) You will then want to make a scene of your finished cube – noting that the first ½ and the last ½ of the cube will not be rotating. You can make a scene and then trim off the ½ beginning and ½ ending so you have a completely rotating cube with no stoppage.

I believe this effect looks particularly good when you place it onto an attractive background scene.

For the webinar, I showed a sample where I created a wedding cube and placed it inside a heart animation (from Digital Hotcakes). I have also used this effect successfully with a Digital Hotcakes animation that has a black background with two gold lines framing the PIP very well. HINT: I find that this effect works best with a background scene of uniform color. To modify the background color of your M3D3 effect – you *must* do this prior to creating the transition effect – in step ‘D-2’ above, select ‘Color’ and then click on ‘Select Color/Background/Scene’. I use ‘Pick Color’ to select the exact color of the background.

You can use this full-motion cube/PIP effect in a variety of ways – at the end of the Webinar I showed how I placed triple-cube PIPs onto a scene with a title and music. If you wish to simply see that sample along with the other sample effects created during this intermediate Webinar (without the instruction/lesson) you may see that short video here <http://www.motionbox.com/videos/309ed2bf1013e6c1be>

I would be happy to hear from you with your feedback/suggestions on the lessons covered on today’s Casablanca Intermediate Webinar – you can reach me easiest via email chet@chetdavis.com.

Please visit my website and consider a membership to access the rich assortment of tutorials, tips and tricks.

www.CasablancaExpert.com

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