

Casablanca EXPERT

The following notes and procedures were demonstrated in the Casablanca Expert Webinar – Intermediate Session #2 on 3/19/09. You can view this webinar online at www.CasablancaExpert.com

- **Creating a 3 PIP Effect using PIP Studio 3D**
- **Importing & Retouching a Logo/Graphic using Photo Studio 2**
- **Adjusting volume with the Correction Tool in Audio Mix menu**

Creating a 3 PIP Effect using PIP Studio 3D

Today's lesson is done using the optional PIP-Studio 3D software. This is currently available for the Casablanca II platform (with a OS of 4.1D and higher and the minimum 256 MB RAM). PIP Studio 3D is expected to be released for the new Bogart SE OS but I am not presently aware of a specific planned date for release.

PIP-Studio 3D launches from the Special menu in your edit screen. To set-up the three PIP effect we are creating today, I have a 6:01 background scene and three PIP scenes. You can have varying lengths and the PIP Studio 3D program will actually, automatically lengthen or shorten the scene to fit the length of the base scene. This however, does require/take more system resources (processing) so I recommend pre-trimming your scenes so they are the same length as the base scene.

You can choose whatever base scene you want – though it should be a more generic scene as you are placing PIPs on top of it. My choice was a wide shot of a meadow in Sequoia National Park (California, USA).

Here is the process:

1. Click (select) the background scene in your scene bin
2. Click on 'Special' and scroll down to 'PIP Studio 3D'
3. Click on 'Start PIP-Studio 3' (bottom of 2 choices)
4. This opens up the 'Scene' menu in PIP Studio 3D – click on 'Del Path' multiple times (each time it will ask 'Do you really wan to delete the selected path?') Click Ok. This will delete/remove any previous paths/PIPs and effects that you had in PIP Studio 3D and ensures you will start fresh.
5. Click 'Add path'. This will add a PIP and the default (short) motion path for your first PIP. By default it loads in the same scene you have selected as your background for your PIP.
6. Click twice on the right (yellow) key frame (the left of two points in the large effects window). Clicking once will highlight the point, clicking it twice turns blue and allows you to reposition it. Drag the point off-screen to the right – you will notice as you leave the visible screen space you now see a grey border around the entire visible scene. Place this PIP (represented by the red wire frame model) totally outside the visible scene.

Creating a 3 PIP Effect using PIP Studio 3D (continued)

7. Click on the Playback button (the white triangle at lower left) to see a preview of the effect path you just created. If you like, you can click on either key frame (center circle) to move either the start and/or ending position of this first PIP.
 8. Click now on the ending key frame (the one back in the center of the frame) and then click on the up/down cross hair (this is the line that runs up and down through the PIP. This affects the X-axis tilting of the PIP. Move your trackball down so that 'Rot' X:' shows -20°. This puts the PIP with its top tilted towards us and the bottom tilted slightly away from us.
 9. Now move your cursor over to the bottom right corner of this menu and click on the 'Current Path' button, This is the 2nd button from the left (hold your cursor over the buttons a few seconds so the help bubble names the buttons for you). You should now see the words 'Current path' in the upper right corner of this menu.
 10. Click on 'Section setting'. This is where you set the rotation of the PIP. Click on 'Number of rotation' and adjust the slider to '1'.
- NOTE: Moving your trackball/slider to the right takes you into negative numbers (-), which provides counter-clockwise rotation/s, while positive numbers (+) provide clockwise rotation/s.
11. Now, to add the scene and the attributes of the 3D shape – we must go back to the menu at lower right and select the 4th button from the right, the 'Style Menu'.
 12. First set the desired shape of this PIP by clicking on the default shape at the top right of the menu and scroll up/down to select the shape you want to use.
 13. Then click on 'Select scene' – this first menu allows you to select a portion of the Scene instead of just all of it. Click 'Select scene' again which opens up the Scene Bin. Scroll/click on the scene you wish to bring in to the effect (in my session I clicked on 'PIP 1', which is the waterfall shot.
 14. Left click 'Ok' and the scene now shows in the 'Select a part of the scene' menu. You can click on the yellow border/edges to modify/crop how much of the scene will become your PIP effect (If you wish a shape other than the aspect ratio of the video – uncheck the 'Keep ratio' button.
 15. Click 'Ok' and that scene is now entered as your PIP 1 scene.
 16. Next we'll set the extrusion – this is the color/pattern that is the PIP 3D object. The Image Pool opens up and you can select from any of the patterns and adjust the colors to your desire here.
 17. Next, you can set the 3D Depth – this from '0%' (all the way left) to '100%' all the way right. This sets the 3D dimensionality... seen most as the cube is rotating.
 18. You may also choose to set the Bevel percentage, also from 0% to 100%
 19. The Scale sets the size of your PIP, while the ScaleX sets the width of the PIP.

Those are the primary variables to affect the Style of a single PIP.
Next we'll go back and add two additional PIPs (Paths)

20. Left click on the button in the bottom right corner that takes you 'To Scene menu'.
21. Click on 'Add path' and a new prompt pops up, click 'After' to add this new PIP after the 1st one and you will see a new PIP just like the very first one we added (step 5 above)

Creating a 3 PIP Effect using PIP Studio 3D (continued)

22. You can (of course) set this next path anywhere you desire but for consistency with the video on the Webinar, I set my beginning to the top center of the screen – click on the left key-frame (yellow until you click twice to select it). Remember to move it totally out of the frame until the wire-frame does not appear in your scene.
23. Click on the Playback button (the white triangle at lower left) to see a preview of the effect path you just created.
24. If you have not moved the ending position of either of these two PIPs you will note that they both collide at the end of the effect – in my demonstration on the webinar I moved the first PIP to end in the lower left corner of the screen. To do that (if you have not done so already), click on 'Prev path' to select the first PIP/Path and then click on the ending key frame and position it accordingly (it will show the wire frame models of both PIPs so you can see how to adjust it).
25. To modify the appearance of this 2nd path (PIP), click on the 'Style' button in bottom right corner.
26. Follow the process you did in steps 11-19 above. In the webinar video I loaded a scene called PIP2 into my effect, selected the rounded edge rectangle adjusted the Scale to make it larger than my first PIP. That completes your 2nd PIP/Path
Lastly we'll add our 3rd PIP/Path. Click on 'Scene' menu button in bottom right menu – but before we do that, let's set this 2nd PIP to rotate.
27. Click on the 'Current Path' button in bottom right menu (2nd from left)
28. Click on 'Section setting' and adjust the slider so 'Number of rotation' = '1'. Left click 'Ok'
29. Now click on the ending Key-frame of PIP 2 (center of screen) and adjust the 'Y' coordinates by clicking on the left/right cross hair on the PIP. Move your trackball left and right to see how this changes your PIP (you can change these X and Y coordinates back in the Scene menu for each PIP – the only difference is that you do not see a read-out of the coordinate numbers)
30. Go back now to the Scene menu – by clicking on the 'To Scene menu' button in bottom right menu
31. Click 'Add path' and you will have added your 3rd PIP/Path.
32. Click on the right key-frame of this 3rd PIP and move the start position to be off-screen on the right side (again, your ending points with multiple PIPs will be a jumbled mess if you do not adjust their ending key-frames so they do not sit on top of each other). To know which PIP/Path you are affecting – click the 'Prev path' and/or 'Next path' buttons in the Scene menu to rotate thru each PIP.
33. To modify the appearance of this 3rd path (PIP), click on the 'Style' button in bottom right corner.
34. Follow the process you did in steps 11-19 above. In the webinar video I loaded a scene called PIP3 into my effect, selected the round shape and pulled the color from the wildflowers for the attributes of the PIP.
35. If you wish to copy the effect that I created in the webinar, I also adjusted the 3rd PIP to rotate 'Y' = '-13', and adjusted the number of rotations = '1' (done in the 'Current path' menu/button).

Creating a 3 PIP Effect using PIP Studio 3D (continued)

36. The last modification I made with this 3 PIP effect was using the 'Fade options' in the Scene menu. You can set the Fade IN and Fade OUT times so the PIP/s fade into their start position instead of just popping in/on. This makes sense if your start position is already on-screen. If you are starting off-screen and then moving in to view I personally see this as not so appropriate. The Alpha MID setting allows you to adjust the transparency of your PIPs!
37. Now playback your effect Preview and make any modifications as you see fit
38. Then remember to Archive your effect so next time you can quickly and easily replicate this cool effect:
 - a. In the Scene menu (of PIP-Studio 3D), click on 'Archives'
 - b. Click 'All scene' on the next prompt (you could choose to only archive the one/current Path/PIP instead of all together – you could also only choose to archive the current (PIP) style, the attributes, size, etc.)
 - c. Click 'Save' and then in click in the text field (at bottom of 'Save file' menu) and type in a name for this effect and click 'Ok'. You can then restore this effect in the future by clicking on 'Archive', 'All scene' and selecting the effect you just saved!
39. To go back to the Scene Bin (and render this effect), left click on the Home icon at the bottom right of your menu and left click 'Ok' in the next (Special) menu.
40. You will see the effect render with the progress bar running across the bottom of the 'Creating Effect' screen.

Importing & Retouching a Logo/Graphic using Photo Studio 2

This lesson requires the use of Photo Studio 2

This session involves working with a company logo. You could use your logo, a client's logo or you are welcome to use the same logo I used in today's session – to do this, point your computer web-browser to <http://camaudio.com/>. The banner graphic you see on that first page with the words CAM Audio Inc., their phone number and some photos/images all around is the graphic. To 'grab' this image" – first insert your USB Flash Drive (USB stick*) in the computer and wait a moment for it to be recognized. Then,

- PC users, right click and hold on the image and select 'Save as' and you can import to the USB Flash Drive
 - Mac users, simply click on the image and (while holding down) drag the image either on to your desktop, or if you have the USB drive open, drag into that file window.
1. With this logo/graphic (or your own) on the Flash Drive, insert into your USB port on your Casablanca
 2. Go into the Project you wish to have this logo/graphic in and click 'Special' in the Edit menu
 3. Scroll down to select 'Photo Studio 2' – click 'Start Photo-Studio'. You should now see the Photo Studio² menu

Importing & Retouching a Logo/Graphic using Photo Studio 2 (continued)

4. Left click on 'Import photos'.
5. Left click on 'choose input'. The progress bar should begin in the new pop-up menu 'Reading photos from memory card/CD' (you could also do this part of the process while importing your logo/graphic from a CD)
6. Scroll down in the Import Photos menu to select the logo/graphic you wish to import
7. With that image selected (highlighted in white frame), click on 'Get photos' in lower left corner.
8. I recommend you disconnect the USB drive when you are done importing (or remove the CD from the internal drive).
9. Exit this menu by either right clicking (anywhere) or by clicking the Home icon in bottom right corner
10. Click on the 'Edit' button and scroll up/down to select the graphic you have just imported. Our next operation to crop is a permanent, destructive decision. You cannot un-do this. If you wish to practice a couple of different times – or if you want a back-up copy of your/client logo – you would be wise to click 'Copy' here to create an additional copy of the image that remains untouched.
11. With the image highlighted in a white frame, click on "Crop" in bottom left corner. Click and set Format to 'Free' (this setting is great if you need to keep a photo full frame according to your desired aspect ratio).
12. Click on the left and/or right dotted lines to and drag your cursor to crop or cut out the unwanted portion of the logo/graphic. Once the line/s are in the position you desire – left click to select that choice. In my webinar example, I only want the white logo and with to crop all the other pictures.
13. Click on the bottom line to crop out any unwanted data at bottom of logo and same with the top line. Move your cursor over the center of the image and your arrow turns into a white hand, click and you can reposition/move the crop area to your desired setting.
14. Left click to place the crop area – you can still adjust the top/bottom and left/right crop lines. But – there is a limit as to how far 'in' you can crop. You will see that it won't let you go in past a certain point.
15. Click 'Ok' when you have cropped to your preference. You are now back in the 'Edit' window with your newly cropped logo selected.
16. Again, either right click or click on the Home logo in the bottom right corner to return to the main Photo Studio² menu.
17. Left click on 'Collage' under the Special section of the Photo Studio² menu
18. You will see any Collages you have previously created – click on 'New' to create a new collage with your logo.
19. The logo I am working with in this lesson has a white background – I find it easiest to work with logos with either a white or black background. Our object in this menu is to place the cropped logo onto a background the same color as it has. Click on 'Options' and a new 'Collage-Options' menu opens up.
20. Left click on the ink-well (color) next to Background color
21. Adjust the color menu until the color swatch at far right (long tall vertical column) matches the background color or your logo –
 - a. White = far right, top
 - b. Black = far right, bottom

Importing & Retouching a Logo/Graphic using Photo Studio 2 (continued)

22. Left click 'Ok' when you have your desired color. Left click 'Ok' a 2nd time and you are back in the Collage menu
23. Left click 'New box' and the Select photo menu opens up – scroll and click to select the graphic/logo you have been working with. Click 'Ok' and the logo appears as a little box on-screen.
24. Move your cursor to the point where the upper right corner of the logo is to be – left click. This places the logo into position (we can move later if you choose)
25. Now move your trackball down and to the right to create the size of the logo you desire. Left click when satisfied. In the webinar lesson I first planted the logo in the center of the screen with a medium sized logo.
26. Left click on any side border to re-adjust the size of the box (graphic). It is nice that it retains the proper aspect ration so you do not have to worry about misshapen graphics.
27. Left click 'Ok' and you are back in the Collage menu – click 'Create scene' to render a version of this logo. Adjust the 'Scene length' slider to select the length (time) of the video clip that is placed into your Scene Bin when you click 'Ok' (you will see it being created). It is now located at the end of your Scene Bin.
28. Remaining in the Collage menu and with the Logo Collage still selected (highlighted in white), click on 'Edit'
29. This opens up the logo collage you just created. We can now create different versions of this logo as I did in the webinar lesson. Click on the logo/box and resize and move to the bottom right corner. Click 'Ok', and again create the scene of this collage (follow step #27 above).
30. Then go back into this logo/collage and place the Logo/box in the upper right corner, make a scene, etc. You may choose to create several different versions of this logo for your production purposes.
31. If you have a solid white background like I have in the webinar lesson – you can use BlueBox World to place this logo over full motion video:
 - a. Add video scene to the Storyboard first and then add logo scene behind it (for easiest operation – trim your video scene to same length as your logo scene or visa-versa)
 - b. In Transitions menu, add BlueBox World effect and adjust Length to the time of the two scenes.
 - c. Click on 'Start Program'.
 - d. In main BB World menu – BlueBox Mode (upper left box), select 'Brightness 2'
 - e. Select 'higher' as the 'Mode'
 - f. Adjust 'Threshold' slider to around 54% - you will see the effect and can fine-tune this slider to suit your preference.

Adjusting volume with the Correction Tool in Audio Mix menu

This lesson is best practiced with a sample storyboard of at least 2-minutes length. Ideally, you should also have 1 instrumental song and 1 audio sample with narration (ideally your narration sample should have at least 1 second of dead-air or no talking before and after the narration – *explained in Step 9 below*)

1. In the Audio Mix menu, add your music track (song). I chose to add my song beginning with the cross fade from black (my 2nd element in the storyboard). I added my music to Music1
2. I added a Fade in and out for my song – which is not critical to this lesson but good to practice.
3. Then I wanted to mute all the ‘Nat. sound’ (extraneous audio that came in on my camcorder or video audio track). To do this requires the use of the Correction tools (you could also do this with PowerKey but that is a different lesson).
4. Click to ensure you have your music track selected (it is a different color and you should see the name of the music track in the bottom right corner of your Audio mix menu).
5. Click on the menu to the right ‘Correction’ – it likely has the camcorder icon. Scroll down to select the track you placed your music onto (mine is Music1) and left click to confirm choice.
6. Click on the volume slider to the right of the correction track – NOT the volume above Correction, but the smaller volume slider to the right of Correction. This only affects the volume of the track relative to the one that is selected in the Correction menu. Drag the volume slider down to ‘Muted’.
7. The Volume in all your camcorder scenes should now be muted (lowered to ‘0’ volume). This should be in effect the full length of your song. If your storyboard is longer than your song there are other methods here like adding a longer song, adding a 2nd song, etc. but again that is another lesson. For today, simply focus on the portion of your storyboard that coincides with this 1 song.
8. Next we want to check/adjust something on our narration clip – go back to the main menu and then go into the ‘Audio Record, Edit’ menu (or take the shortcut from Audio Mix).
9. Select your narration audio sample in the sample list/menu and click on ‘Trim’. We want to make sure we have 1-second of dead space before the narrator begins and 1-second of dead space after the narrator concludes. Adjust your In and Out points accordingly –
10. Go back into the Audio Mix menu and click to select the Commentary or Narration track – position your Workbox (in storyboard) in the position where you want the narration to begin.
11. Click ‘add’, Scroll and select the Narration sample you have prepared for this exercise. Left click ‘Ok’ to add this narration audio sample.
12. Confirm the Narration track is selected and click on the Correction menu
13. Scroll to select the track where your music track resides (Music1 for me)

Adjusting volume with the Correction Tool in Audio Mix menu (continued)

14. Adjust the Correction volume slider to a reduced number, say '-9' and left click to confirm.
15. Left click 'Create' to render these changes.
16. Play back your result and although the music now drops behind the narration, it does so abruptly. We can fix that so it fades down – here's how:
17. Click to select the Narration audio sample (in the Audio mix menu)
18. Add a 1-Second fade In and a 1-second Fade out. Click 'Ok'. Normally you would not want to fade in on dialog/narration – that is why I wanted you to have a 1-second gap before and after your narration track!
19. Left click on 'Create' Notice as your narration sample fades in, the corresponding change in the music track does the opposite! And the same at the opposite end of this sample, while your (silent) narrator fades back out, the music track fades back in/up to its normal volume level.

This is a great tool that can be widely and creatively used!

I hope you enjoyed today's lesson – for more tutorials, tips and tricks please visit my website at www.CasablancaExpert.com.