Bogart 9

operation manual

for Windows

MACROSYSTEM

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Therefore, please note that you back up your footage before use of the device. We recommend not to delete the video, or to create a backup before.

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1 Welcome to Bogart 9

Thank you for choosing Bogart 9!

We thank you for your trust and hope that we meet your expectations. If you have not yet carried out any video editing, you will Bogart SE easy to understand and soon will love working with new dimensions of video editing. If you already have experience with other systems, for example with linear (analog) interface consoles or digital computer systems, you will possibly have to change a little - but given the ease of use and the numerous possibilities for Bogart SE, this conversion is for you worthwhile. This manual will assist you during commissioning and use of the software Bogart SE. We hope that the video editing with Bogart will prepare a lot of fun!

1.1 What's new in Bogart 9?

Audio
The audio dubbing has been extensively reworked

Note: The innovations in audio dubbing can only from a screen-Au dissolution of 1280 x 720 pixels (screen-Au dissolution "medium") effect, as on smaller screens no place for the clear menus, the rider-operation and 9 tracks available stands.

To edit
Extensive support ausgetrimmter areas:

is possible.

titling

Image pool

Operation, Miscellaneous

The Bogart 9 innovations, we have identified in this manual with the logo on the left, so that more experienced users can use the corresponding program parts faster fi nd.

1.2 How does Bogart for Windows?

The software cuts nonlinear. All video and audio data is stored on the hard drive of the system and can be broken down into the individual scenes there.

These scenes can be trimmed as desired, circumferentially machined if necessary, and then in the so-called. Are placed into a finished film "storyboard". Between these scenes many different effects can be placed subsequently. a Nachverto-

put Nander. A titling with a complex selection of different fonts is of course also possible.

1.3 Registration

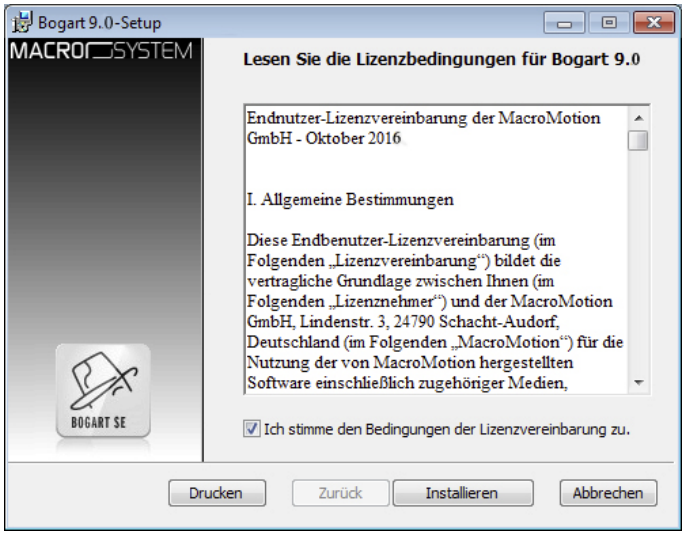
Did you buy a Casablanca device, register with the enclosed registration card! This allows us to offer a better service and better care. As a thank you get the unlock code for bonus effects that were installed with Bogart. The registration is not binding and there is no transfer of your data to third parties. Please can also register if you are already registered with another MacroSystem device!

nen yourself on the Internet at:
http://www.macrosystem.de/de_de/support/registrierung.html
register.

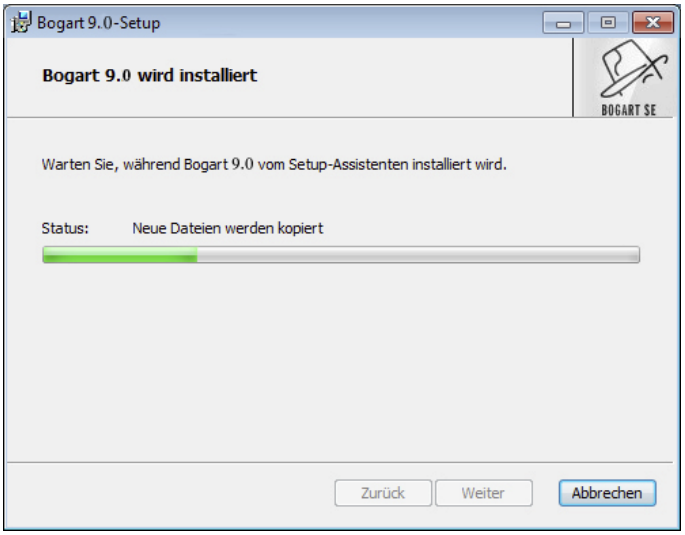
2 installation

Bogart is constantly evolving, so please check before the first installation on our website, if a newer version is available. To install the software Bogart is the **operating system Microsoft Windows Vista®, Windows 7®, Windows 8® or Windows 10® needed.**
The installation of Bogart should be run as administrator. The program is generally to your boot partition, usually the hard drive C: \, installed. Your work data as well as video and audio data is also stored on that partition.

You need at least 24 GB of free disk space. Bogart reserved at runtime always 16 GB of disk space for the Finish your projects. You can not completely fill with video material a hard disk so by Bogart. You can always another, installed on the system disk as storage for the video and audio data de fi ne the Bogart automatically shifts the already saved projects.



To install Bogart, please run the installation file Bogartinstall.msi. Then follow the instructions that guide you through the installation.



After installation, you need an activation code for Bogart 9 (Bronze Edition) and possibly for the Silver Edition or Gold Edition to activate Bogart with different features. If you have not (yet) an unlock code, you can use the software, including Silver and Gold Edition using the demo functionality (Sec. 2.3) test for free.

Note: The unlock an edition, you do not give during the installation one, but after the start of Bogart.

After you have completed the installation, you will fi nd a start symbol of Bogart on your desktop. Furthermore you start by double the Bogart system.

After every start the main menu of Bogart appears. The main menu is so to speak the control center from which you can reach the various parts of the video post. Have you performed a clean installation of your software, you must now first the Bogart unlock software to enable this. For this you will be directed to the appropriate menu (section 2.1).

Note: use when you use a Windows 10 without Windows Media Center functionality, or a Windows 7 / Vista Starter or Home Basic version, playing videos in a slower mode can be done. They get displayed in this case, a text message after the first video play. If necessary. emp fi to upgrade to a version of Windows with Windows Media Center function EHLT.

Note: If you change the name of the desktop icon "Bogart" to another, uninstall the software or an update will not update this desktop icon. So you will then receive a second desktop icon for an update. The previous you have to delete manually.

2.1 Activation of the system and additional software

You can greatly extend the functionality of Bogart SE. In addition many software enhancements (Bogart editions, other effects, specialized add-on programs, etc.) are available VIA

Some products are already installed with the software Bogart and still only need to activate this menu.

is installed otherwise for every product by start of the corresponding installation file (* msi). This product is installed on your computer. Only now you can activate the product in Bogart. All the products you need - as well as the included bonus effects (you have already registered?) - will be released. To do that open Bogart and go to the "Settings" menu, there in the "System" and start "install product" that. In the Bronze Edition, select the "Settings", "Product List" menu and choose "install product". There is a list of installed products appears. The term standing behind the product provides information about the condition of this installation. If you have already installed the product as a demo, you do not have to reinstall this product. In this case, you can check this directly with the activation code.

Many of the additional software you can use without activation in a demo mode and thus to test prior to the acquisition. In calculating demo versions are marked with a logo. To use these effects fully, there is the opportunity for you, your dealer, the machine's serial number (eight digits + check digit to fi nd in the menu "System Settings" box, below left) to communicate, so this give you a specially generated for your device ChargesI fl ichtigen the Unlock code calls.

Did you receive the code, start Bogart, open System Preferences and activate the product. You will then be prompted to enter the license code.

There are three "states" in which an installed on your system product can be fi nd:

marked with a red dot in the Effects list and calculated as demo effects with "Demo" lettering in the application.

Effect lists are listed.

Now select the product or the effect or lettering package and click "Activate" link. The effect is not yet activated, a menu opens for entering the code. Here you can see once again the name of the product that you want to enable, and the serial number of your device. After entering the license code, the product is switched to "active" and you can make full use of it now. Do not enter a code, but cancel the process from the software is only installed as a demo version and can be used as a demo version, or "hidden" again. Please note that the license number will only and exclusively for your serial number on a device in any hardware you need other activation code.

Note: If you have another user on a Windows system, which also has Bogart installed, you need to separate activation code, as this user gets a different serial number for Bogart. This also applies to the additional products that will install the other user.

2.2 The base, silver and gold Edition

Bogart SE is available in three editions: bronze, silver and gold. The editions have some features in common, but silver and gold supply many additional features and functions. If you work with the bronze or silver Edition, you can purchase an upgrade to the Silver or Gold Edition at any time and such animals from the enhanced functionality per fi.

The currently active in Bogart Edition appears in the main menu on the top left below "Bogart SE".

This manual describes the functions of all editions. Functions that are included only in the silver or the gold Edition, characterized by a corresponding message, or by the following symbols.

S silver Edition
G gold Edition

When a indicated that implies at the same time that this feature is also available in the Gold Edition.

2.3 The demo functionality

The editing software Bogart 9 can be tested as a demo in full (incl. Of silver and gold version). To this end, full version exists alongside the Bogart a "BogartInstall_9.x_Demo_DE.msi". If you want to test Bogart 9 please install this file. After installation, you will see top left of the main menu that you are in the demo version fi nd.

Note for testing and licensing: The Bogart 9 trial version can be used indefinitely. When exporting or DVD / BD production a demo label is stamped. So you can use the demo version cut like with the full version, however, the results support the demo characters (Bogart hat with Demo).

To activate Bogart 9, the installation of the full version is required. This then generates a unique serial number, which is assigned to the PC + account. Only with this serial number activation code can be ordered. The demo version has no serial number and can not be unlocked.

In reverse, this means that projects that were cut with the demo version can not be subsequently used or endgefertigt. The demo version is completely separate and parallel to the full version. Advantage: The demo version can be installed parallel to a former Bogart Edition and tested. This does not in fl uence on ongoing projects. Do you have the software Bogart and possibly install additional products, it may sometimes be necessary to delete it.

2.4 Deleting software and products

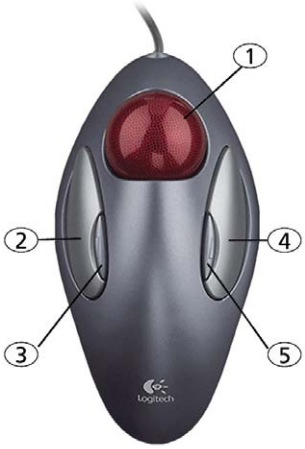
Do you have the software Bogart and possibly install additional products, it may sometimes be necessary to delete it.

The deletion of the software via the product's own uninstaller. You can select via the Windows Start menu bar or the windows-own program menu. However, please note that by deleting an add-on product, the corresponding effect also no longer in Bogart available. If you have such an effect used in their storyboard and he has not yet been calculated, it can no longer be used after uninstallation.

3 Basics

3.1 Operation with a trackball or mouse

The menus can be carried out with either a trackball or a mouse. There are small differences between the controls for setting and adjusting, depending on the used input device. With a 4-button trackball also the small buttons have "edit" a useful function in the important menu.



Trackball: The trackball shown here is just an example. Depending on the market situation and tackle your trackball has two or four buttons. The trackball has a total of three or five elements:

(1) The ball serves to move the screen pointer or "trimming" - / "Splitting" menu to navigate through the video. Likewise hereby settings sliders (slider) to be made. Here, the step size of the adjustment takes depends on the acceleration of the ball.

(2) The large left button (select button) is used to select. If you position the screen pointer to a switch, clicking on the left button pressed this switch.

(3) The small left button is used for special cases of the software. The left button marked
eg scenes.

(4) The big right button (cancel button) returns to the previous state, cancels or stops playback. If you have, select from a menu without fi nd something this button takes you back to the previous menu. If you are in a setting dial, the right button cancels the setting and represents the previous state is restored. When playing video or record a click of the right button will stop the process.

(5) The small right button is supported by additional products. The right button opens a context menu (Gold Edition)

Mouse: Because there are several computer mice or touchpads, only a general meaning of the buttons can be given. please refer to any special or programming buttons of your instructions for your mouse. Even the best driver you should install. In mice with more than two buttons, the previously described functions of the small trackball buttons could be given 3 and 5 in part.

(1) The left button (soft key) is used for selection. If you position the screen pointer to a switch, clicking on the left button pressed this switch.

(2) The right button (cancel button) returns to the previous state, terminates or stops the playback. If you have, select from a menu without fi nd something this button takes you back to the previous menu. If you are in a setting dial, the right button cancels the setting and represents the previous state is restored. When playing video or record a click of the right button will stop the process.

(3) The scroll wheel is used to move through lists. To do this, the mouse cursor over the area of the list or the storyboard

(4) By moving the mouse, the mouse ball is moved. Use when trimming or splitting scenes and used to adjust sliders. Of course, the general movement of the mouse pointer. A touchpad on a laptop works identically, sometimes with direct roles in effect lists.

Note: If you use the mouse or touchpad, you have to sliders, the symbol of a double arrow when you click it, you get allows you to vary the movement in acceleration and direction on the associated controller a "rocker". So you need not to carry out long movements with the mouse.

Different behavior of trackball and mouse using the example of a selector switch
These switches are marked with three small white horizontal lines in the upper right corner. To open a selection, click with the left trackball button on the field. If you have a mouse, press the left mouse button on the field and hold it down.

To change the selection roll the ball or scroll wheel. The active field is highlighted. A click on the left trackball button selects the action. With a mouse, the mouse release sufficient. Clicking on the right trackball button cancels the selection and adjusts the output state is restored. With a mouse click to the right, while still holding down the left button to cancel.

Normally you see the mouse pointer . which allows you the selection of controls. If the system with the
Detecting video or audio data, track work or the like is employed, this is indicated by a so-called "egg-timer".

Please have patience, when you see this egg timer. Bogart is increasing, while "employment" is displayed, no further commands. The system stores but may your clicks, "wild clicking but" during such egg timer display can cause Bogart after executing your commands and thereby produces a lot of nonsense. Do not worry, thanks to "UnDo" that is mostly to repair, but still contracted effort.

Under certain circumstances, the mouse still does other "figures" of what we represent each and describe.

3.2 The average Philosophy

Video editing with Bogart SE has a non-linear. Here, each recorded image can be selected directly and without coils. This technique is called "random access" or in English "random access". Random access is the nature of a non-linear editing system - it allows direct and total control of all recorded data. The diagram below is the video editing with Bogart SE is based:

1. Recording of the desired material, storing in independent projects.

2. Split and possibly naming the recorded material in the individual scenes (takes, Settings)

4. The arrangement of the trimmed scenes in the storyboard, free selection of the playback order, eventual adding insert scenes (overlays the image information without changing the audio data)

5. Selection of transition effects, with preview of the effect points in satisfaction, the calculation of the effects.

6. Selection of imaging or long-term effects, passages may, for example, changed in color and brightness, negative expected, be sharpened, are transformed into charcoal drawings or reliefs etc.

7. Titling of the storyboard (add text with different fonts, sizes, colors, shadows and rolling directions).

8. Dubbing with up to nine tracks.

9. Calculation of the complete project with export in multimedia formats to external storage or burning to CD, DVD or Blu-ray. Of course, you can record additional material at any time and edit - the order is not necessarily predetermined.

This list is intended only to illustrate the concept.

3.3 The user surface

We will introduce you to the user surface of Bogart briefly below. To execute a function, click a switch. Darkened switches are inactive and can not be clicked. By using various functions some switches can be inactive. It is possible that switches that can temporarily perform any function, not darkened, but it appears a red, crossed-out circle

when clicked.

Help texts

Take the screen pointer over a control element, which is represented only by a symbol, and let it rest for a moment it there. After about one second a "Pop-Up" appears -Hilfetext above the switch that indicates the corresponding function. Move the pointer on the help text is not displayed. This feature is available for most symbols, but not all add-ons. Help texts, you can enable the "Settings" under "Operation" (de-).

You will also receive an information text to a scene when you move the mouse pointer to a scene in the storyboard or in the scene bin and pause there shortly.

switch

Simple switches are fields with a text in it. They trigger a particular function when it click. For example, a click on the left trackball button on the "Delete" button deletes the selected scene.

selector switch

These switches are three small white horizontal lines in the upper right corner -

clauses can. The active field is highlighted. A click on the left trackball button or releasing the

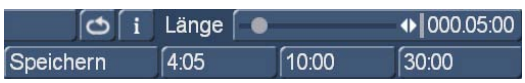
Output state is restored.

slider

Such sliders can be vertical or horizontal. When a slider is clicked, the ball of the trackball controls the slider. The pointer disappears and the trackball is sort locked to the operation of the slide. This lock is released only by clicking one of the buttons. A click on the left button selects the current state of the slide and leaves the slider. A click on the right button restores the original state is restored and leaves the slider. When using the mouse must the left mouse button held down and move the mouse in the direction in which the controller is to wander. A click on the right mouse button aborts.

Use the arrows (single switch), which is partly the right of the horizontal or below the vertical slider fi nd, you can take one step (eg effect for effect).

The symbols | <and> | jump the storyboard to the beginning or to the end of the Edit menu.



With sliders let you quickly adjust a desired value, for example, to adjust the length of an effect. The value is right appears next to the controller. A click into the display shows the previous setting again.

Many controls in addition there is the option to set default values by clicking on the appropriate radio button. You also have the opportunity to study with the help of the switch "Save" this selection switch with its own values.

name field

By clicking on this field to call up the keyboard, then for example, is the name of the currently selected scene. Using the keyboard or the

Screen keyboard, you can now enter a new name.

screen keyboard

At various points, including the titling text input menu, allows or requires Bogart SE to enter text, such as the naming of scenes to enter a title, or to name pieces of clay. You can enter these texts with the keyboard or the mouse. Otherwise, the trackball using the visual on-screen keyboard, enter the text. The text is entered as the "one-finger system" a typewriter. There are some particularly important keys:

(1) the Clear key (for letters indicate deletion of text), (2) the Enter or break key (line
feed),
(3) the shift keys (conversion of character case), (4) the unique Shift key (only the next letter is capitalized),
(5) the ALT key (special characters, such as @ and €) and

(6) the left next to be fi RURAL S button that represents the special character menu. There, you will fi nd all available characters in a menu. Among them are numerous letters that fi nd especially in foreign languages using, such as the "ç" or accented letters in French. Would you like to enter the letter "é", "á" or "ô", you can either select it from the special characters menu or create using the normal keyboard. When you call the keyboard, all the previous name of the scene is highlighted. Clicking on the Delete button to delete this name completely. Thus, a new name can be entered more quickly. If you want to change one letter within the word, click the letter after the to be changed to, or move the cursor (vertical marker line) using the be the right of the scene name-sensitive single switch. then click the Delete button and then click the desired new letter. Just as it works with the insertion of new characters: Simply the letters after the point at which a new letter to be placed click, and select the desired letter. An inserting characters are always in front of the cursor.

IN and OUT points

These points are set to highlight specific areas of a scene. This may be a "trimming" process, or a place of long-term effects in

now the ball maneuvered at different speeds (depending on the rotational speed of the ball) back and forth through

Time (Time Code) is displayed in the format that in the time code display (under Settings - Control) is selected: 000.00: 00 (Min.Sek: frames) or 00: 00: 00: 00 (hrs: min: sec: frames).

allude

These two switches (see above) are used to playing the beginning of a scene or Tonstücks.Der "|>" - switch

Single switch

The single frame (s slider.) Is by clicking on the ">" - mark a step forward and click on the "<" - sign a step back. This single frame fi nd at several sites, for example the "trimming", the "splitting" or the effect lists.

Icons for Play, Pause, Stop

There are various menus, the switches play, pause, stop, enable you off your video and audio can play. These switches are certainly known from other systems you.

This symbol stands for the playing of the video material and is listed in various menus. This is the pause switch. Click on it, playing the video material will be paused. Click the switch then again, the video continues to play from the paused point on.

This is the stop icon, which stops the play / bobbling by one click. Then start playback again, the video will be played again from the beginning. Also, by clicking on the right trackball button you reach a stop playback.

The level display

The level indicator is used in various menus of Bogart software to control the modulation of an audio file or audio share a video scene.

Tics, from left to right to: -54, -48, -42, -36, -30, -24, -18, -12, -6 and 0 bB. A blue flickering or the stay of the level fluctuations in Blue "Zone" is not critical (maximum low volume), reaching the yellow area usually brings a "rich" sound, but carries the risk of overload when several pieces of clay are mixed with levels in the yellow area.

A level in the red zone (ie above 0 dB) indicates an overload. Who wants to hear any clanking or loud audio events in his film, edited this piece of music in order to lower the volume a bit.

The ink fountain

The ink duct enables free selection of a color. For this he has first to be above-sensitive palette **arrow (1), with which you can set a color (after clicking in this field). Roll as long (by the color scheme 2) to your requested color range in the underlying color window**

(3) is pictured. After confirming with a click on the left trackball button this color range, you can choose the color now closer de fi ne. Click in the large color screen and slide the window to the **color-sensitive be arrow (4) left or right to achieve the desired saturation and the left arrow (5) up or** down to adjust the brightness of the hue.

With practice, you can set your desired color by simultaneously pushing the two arrows .The intersection of the two arrowheads (if out these extended through the box imagine running) is at the same

significant (with the selected color, which is also right in the big box 6) is always represented to date. By clicking on the left trackball button to confirm the setting made. Alternatively, you can also click on your desired color, without having to then still push the arrowheads. Also here is for mouse operation

clicked with the left and then held the left button while moving the mouse, by releasing you make your selection. The color you selected is at the same time (in the top left settled color switch 9) shown as long as it is activated. Below this are five other color switch / memory buttons (10) a quick and easy selection of frequently used colors allow g. To demonstrate the memory buttons with their favorite colors, first activate a memory button and then select a color from the large color screen. Once the desired color has been stored on the memory key, please activate another memory key or the upper color button (9).

(7). Here, you can zoom, this (in the right box 6) is illustrated with the example of the Eiffel Tower, shine through by the desired hue. By moving the scroll bar to determine the alpha value in percent; The lower you set the percentage, the more transparent the selected color and the more clearly the subject shines through. A click on the "Color pick up" (11) opens the first image of (the "New" menu) in the scene bin or (in the Effect menu) selected in the storyboard scene. In the foreground fi a control bar a friend of several switches. Have you called the fountain an Effect menu, you can first determine using the top left be-sensitive selection switch if the selected date in the storyboard scene ("Effect") or other user-definable ("choice") should be displayed.

"Select Scene" by clicking to open the scene bin and you can specify a scene from which you want to pick up on the color. State of the upper select switch before the "effect", it automatically jumps to "selection" to, after you select a different scene. With the selector switch now can comfortably between the two scenes jump back and forth (Have the color box in the "Transitions" is called, you will also see the two switches "Left scene" and "rights scene," that you both between the can turn affected scenes back and forth.). With the settled down controller or with the individual switches are used to frame by frame by the selected scene roll (For long-term effects, so you can scroll through several scenes also through the entire length of the effect.). You can determine the other settings for the color image using the buttons "location" and "size". The smaller selection box, the more accurate the color is to be determined. In the box "color" you can change the color on which the box just look fi ce. Fi nd several colors in the area of the selection box, a color average value is formed.

Click on "Cancel" to exit the menu without a setting. (With the "archive" feature 8th) You can even back up and set color load it again later (see "archive function").

Under "RGB" (12) get access to the RGB color input field. Here you can enter the values for the colors as numerical values for the red, green and blue component of a color. This has the great advantage over the previous color selection method that you can firstly of a specific, reproducible color value de fi ne. So far, the once chosen colors were indeed be archived, but the handling of the archives is much more complicated than the note of a value as 173/34/113 for a rich purple, the bottom as in our example here.

In addition, the RGB color values are common in many software programs and you can with the knowledge of a particular RGB value that someone lists that produce color much more precise than with "... make me even a lush green font ... ".

to leave.

Tip: To use color in titling one in an effect (such as picture in picture) selected (frame), archive the color of the effect, enter the Titler and load the color there. Archived colors you can access from all projects! Alternatively, you remember, we had it even, the RGB value.

The symbols for direct menu change

Most Bogart SE menu (here exemplified above the "Edit" menu) have lower right icons, which are used for directly jumping from one menu to another. While it is possible to always go first to the main menu and then go from there to the individual menus, but especially for the more experienced user to jump directly option offers significant time savings. After some time the symbols you will be familiar.

Envelope and audio scrubbing

The insert menus period, dividing and trimming (video and audio) include in the control bar a switch having a speaker icon (if the gold is Edition activated).

the so-called audio envelope - this symbol is active, a frame appears on the opposite side of the screen of the control panel. This envelope represents the volume progression over time represents the height of the different volumes rashes

(The higher, the louder) and the width represents the time. In the envelope you will see a black vertical position marker that shows you your current picture position. This cursor will appear as you scroll through the scene or by the piece of music.

" or. " l "are selected and the trackball ca.

0.5 seconds has not been moved, the curve is played automatically. Here, a moving vertical black and white dashed bar indicates the current position of the playback.

When you trim the beginning of a scene ("IN") is the black cursor to see the left of the curve, while trimming the

Depending on the rolling speed you hear it faster or slower (sog.Scrubbing). The envelope display toggles between two modes of representation. As you scroll through the scene, you will receive a detailed envelope or a Hüllkurvenausschnitt. Once you get a preview of the final seconds, however, you see the entire curve of the playing time.

In the event that you do not want to use the envelope, you can turn it off course. Click on the speaker icon switch so that it regains the original color and the frame is no longer visible. (To turn power back on these switches.)

i-switch

Most effect menus have an "i" button. This switch is a tour. If you have selected additional effects or bonus effects and click on this button, the "Product Information", which usually gives you a description or short instructions of the selected effect window. Is there a manual to a product the information refers to the manual. Also in the system settings you will fi nd under the menu item "Install Product" listed this switch. There you can view information on the selected in the list product (eg effect collections, font packs). You will fi nd also to products which have been installed as a demo version, information and quick reference guides. In the "Edit" menu you see this information desk in both the "storyboard" part, in which he provides you with information on the storyboard, and in the "scene bin" in which he offers explanations to the activated scene.

Archive function

In various menus and windows (zBTitler, color box) you see the "Archive" button. Click on it, a window that offers the four switches "Load", "Save", "Delete" and "Cancel" opens. By clicking on "Load" call the list of previously backed up titles, effects,

Settings and so on. In this list you can then select an entry by direct selection or by the slider and confirm. A click on "Save" displays the same list. Now you have two options:

1. You can click on the name field below the list, so that the keyboard opens and the entry created earlier

2. You can select an entry from the list and click on the name field of an existing entry. Now, you can override the keyboard field that name with a name of your choice or expand. Optional

is the selected overwrite the previously created entry, but retain its name.

Using this archive you can back up like your standard texts frequently g used independently of the project and any reuse. If you click "Delete", go to the list of saved entries in which you now to be deleted to

make setting.

Position determine the effect property

Many effects, whether transition effects, long-term effects or for titling, in their attitudes have the opportunity to determine a position. This is required to play an origin or the insertion of the second to set the stage in a transition, for the positioning of text in Titler or securities position for long-term effects. For example, in the transition effect "rectangular aperture". Select the "Position" switch on, the "Position" menu opens. You see a dotted frame your scene by the position of the effect / scene de fi ned.

To change the location, click on the button "location", then you can change the position of the frame directly. Click "Size", you can change the dimensions of the frame, the upper left corner is always xed fi.

Similarly, a grid can be set to position a scene better. Especially when a multi-layer effect to be created, the positioning of a grid is easier.

Image Pool

Another feature is the so-called image pool to which you have access. It is a global scope, ken in the Gra fi ken and masks are stored. Gra fi ken and masks can therefore exchanged between different software packages or Gra fi ken can be saved directly from your video there. The main program Bogart and all extensions (add-ons) use this resource. Thus Gra fi ken, which introduces a program in this system are also used automatically for all other programs. The image pool is used at many points in the program, eg when titling, the New Scene menu of the Edit menu

or in the DVD / BD creation with arabesque. Select egin "New" menu the scene "pattern" appear on the right side

provides selection. In the upper left pane shows the selector switch "product" that will give you the software "Bogart SE", "Ara

Available only with the Gold Edition)

offers to choose from. The next selection button "Type" offers up to four different Gra fi c types:

masks are primarily used by programs such as Ultimate Spice Box or the pattern aperture. It is gray images that define these programs by their shape the course of effects. These masks can also divert and dyed any color as varied backgrounds for titling use eg.

Monochrome pattern lists monochrome (gray) patterns (also called "textures") on. These can be colored as desired and used as backgrounds in various places. Since the patterns are usually smaller than the screen, they are automatically and practically seamlessly one behind the other set (tiled) until the desired area is completely covered.

Multi-colored patterns lists multicolored patterns that are used in the same way as the monochrome.

images with complex content fi nd themselves under this heading, for example, you see there backgrounds for Arabesk by the additional

Background for the created Disk Title thought the images can be used but also in other places in the system.

Under "Product" "Bogart SE" fi nd under "Pictures" and the logos of the individual systems, the macro-system logo and numerous supplied images (eg stars) can be used in many aspects in the titling.

NEW! In Bogart 9 it is possible to further divide individual types by means of a "group" -De fi nition (see figure below). This division does not yet exist for many products, but will be expanded in the future.

In the lower left corner of the image pool you can see the already described previously i switch, which allows you to call up information about the currently selected "product" here.

Click the "Home" button, the "product" selection jumps in "My Pictures" and the "Type" selection in "Pictures" to.

At the same time you will be prompted to specify the source from which you want to import a still image in the "Own Images". "Image from Scene" takes you into the scene bin of the currently selected project, where you can select a scene, and then the corresponding image de fi ne can use "position". "Import Image" allows you to import a picture, Gra fi c or a photo from a disk, so a CD / DVD, internal or external hard drive or as a USB flash drive. "Remove Image" to erase the previously in the "My Pictures" pool

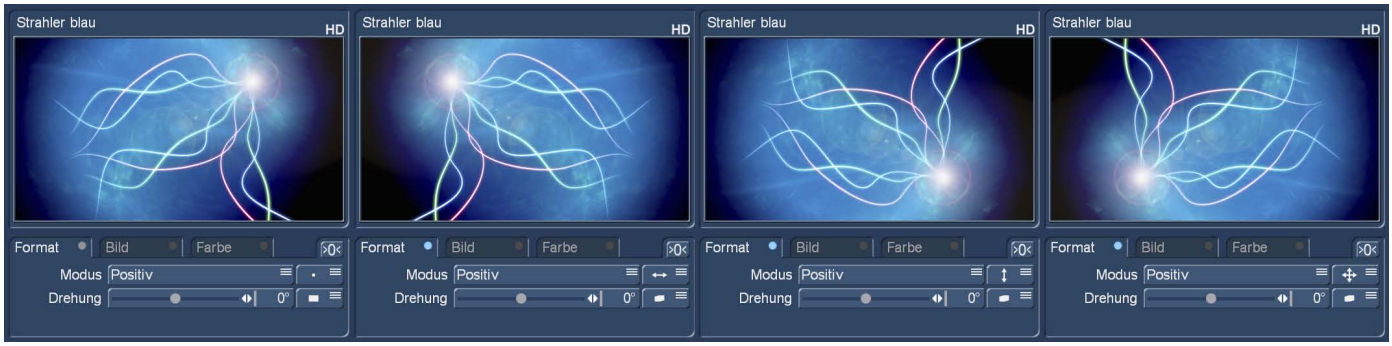
marked image.
This "Own Images" You can use it like any other images stored in the image pool in various areas of the program

NEW! But otherwise changed up some image in the pool. Our on the left side on "product" and "type" seleted image, mask or pattern can be modified in many ways with the setting options on the right side.

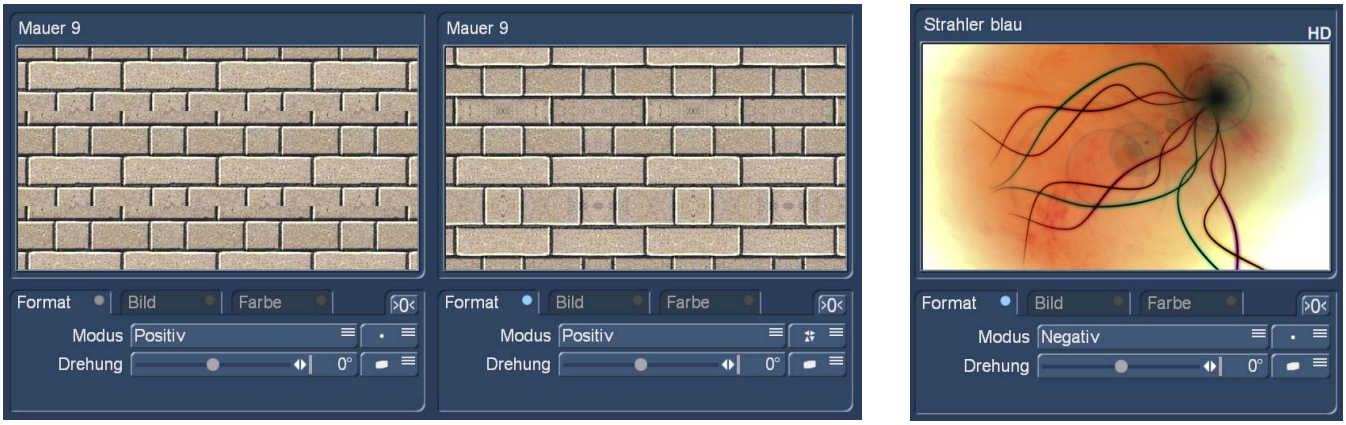
the "tab" headings from doing here is striking: we see in the picture below that the rider "Format" is active. As soon as one makes an adjustment in this department, the rider gets a blue dot, which clarifies that. If you select another tab to, can be made even there changes.

The "Reset" button >0< resets all settings that have been made for each department to default back.

format
we can first vertically the image horizontally and reflect both simultaneously under "Format".



Bogart 9 there is another type of mirroring that can necessarily which are not covered in images, but rather in textures using fi that have been designed not completely clean on the "endless tiles".



In the picture above you can see such a really unsuitable texture, but with the "every-second image horizontally and vertically-mirror" to function on the right side can very well use. More importantly, this function is when we

right side).

Brand new in version 9 Bogart is the ability to rotate an image or texture. The rotation angle can be varied from -180 to + 180 °.

If we apply this option to an image, of course, raises the question of how to deal with the edges. With the normal or default setting in rotation, the corners of the rotated image to disappear, at the same time one sees the background. If you do not want to look for stylistic reasons just as this clearly recognizable rotated image, which is rather disturbing.

The rotated image will therefore cut full-frame and the corners.

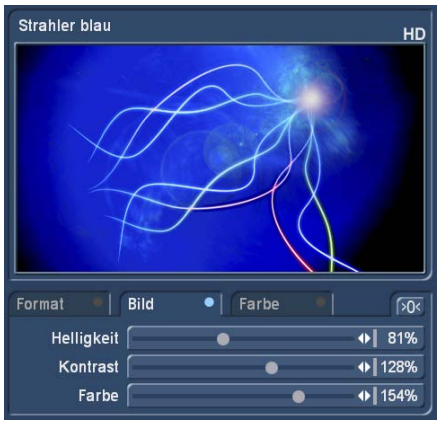
-

is cut. This may be useful for images or photos that are put together as the manner of a collage.

Extremely useful this feature is, however, at a relatively small textures. The can, if you want it rotated and formatfüllend use only relatively close zoomed use (left, left panel). The fourth DRE

Textures but so skillfully together that much larger or more zoomed-out background images are possible.

image



With the tab "image" you can adjust the brightness, change the contrast and color saturation of the selected Gra fi k.

Colour

The "Color" tab allows the coloring of the selected Gra fi k, a photograph scene image, a texture or mask (also already colored). With "Color" opens a window with multiple switches.

About "mode" you choose how many (or few) colors to be used for coloring, a corresponding number range switches are activated.

The change you coloring appears at the top in the preview window.

Original: There is no coloring, the image / pattern remains in its original color, or get black.

1 Color: The picture / pattern remains in its brightness, but it is overlaid a color, you can choose in hue and saturation over the color box (switch "Color 1"). The setting in the paint box brightness is ignored because it is so determined by the Image / pattern black and white portion.

2 colors: You can create a gradient between any two colors. "Color 1" is used at the places where is present in the image / black and white pattern black (dark), "Color 3" replaces white (bright). Depending on the image / pattern instead of black and white each darkest and brightest gray scale used. Between the two colors all former gray or brightness gradations are replaced by matching color values, so as to form a smooth gradient.

3 colors: Compared with the course of two colors here comes a third added, "Color 2". This replaces the gray or brightness value which lies in the center of the original gray / luminance path. Thus, there arises a course of color 1 on color 2 color to third

Hue: This mode is only available for color masks. Select this function, the "Color 1" switch

automatically replaced by the selected by you. The whole picture is now filled with a color, but saturation and brightness are retained.

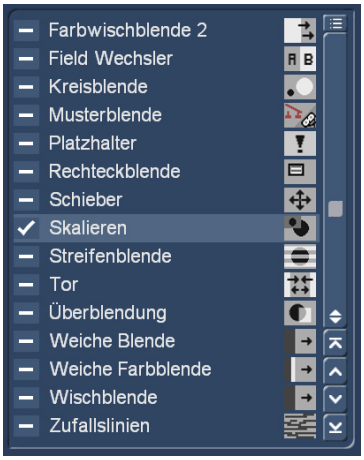
Rotation:
determined dominant color of the mask and shown in "color 1". This switch can not be selected to. Now click on "Color 2" and use the upper palette arrow any color that you want to replace the dominant color. Thus, all known in this screen colors are replaced by a new one, the distance in the color palette between the original and the replaced color corresponds to the distance between the dominant color and the color of the second

Rotation. 2:
You determine here the color to be replaced free by adding them to pick up from the image (s. Color box). For simple, uniform patterns, the Bogart masks "Linear H" "Linear V" (the vertical curve) and "Linear D" recommend (horizontal course (diagonal course.) The direction of the curve can be changed by the switch "mode".

The options that you pattern with the settings (eg, direction, rotation, coloring) can also be saved, ie used again later. This is what the "Archive" button.

The pattern archive distinguishes between patterns (Edit menu, "New", "pattern" or text and background patterns in Titler) and effects (alpha masks for example pattern panel or the additional program Ultimate Spice Box) .Muster that in a the two archives were stored, can not be called in the other. Included with some examples are already ("Granite dark", "wood" ...) in the archive.

Selection in lists



In some places in the program you can select multiple items from a list. For example, in the audio dubbing, if you want to apply to a sound track or sample effects.

All selection lists work in the same way.
Over the entries you have that has a "prime" if the entry is not selected a field.

You want to select it, click in this box and you will get there a "hook". To select all the items or deselect, then press the button above the vertical slider. You will then "select all" or "deselect all" to a menu where you can.

This selection will also help you if you want to select almost all items for import. Then select "All Select" and uncheck the items you do not need. This is faster and easier than to select all of them individually in the case.

menu
There are different types of menus in Bogart. Some menus take up the entire screen. The include the main menu as "edit", "Record" or the effect menus.

When the menu is opened, the partially overlapping a main menu, the background is darkened slightly to the at-

4 Reference

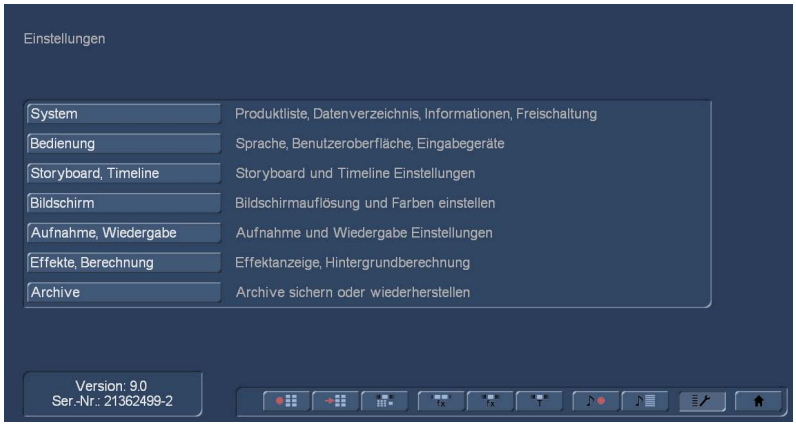
This part of the manual serves as a reference to the individual menus. If you individual functions or menu items are unclear, for read here to get an explanation. Beginners should read this part before putting into operation Bogart

- Here is a detailed reference book. Please note that depending on the activated editions, can vary the functions described here easily or are unavailable.

Bogart always starts in the main menu, you can switch to the individual applications from which. but they also have the ability to directly from a menu out to another to change (for example, from the menu transition effects in the long-term effects). but you can also go through the main menu. Press on a menu the right trackball mouse button will always take you back one menu level. Ultimately, you get a rule also as always in the main menu.

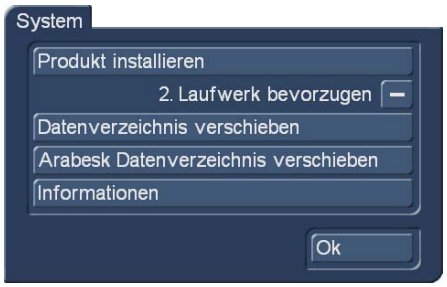
4.1 AREA

After selecting the topmost "environment" and you will enter the "Settings" menu where the sub-departments all con fi gurations of the program are de fi ned.



4.1.1 system

This menu is for general settings.



install product

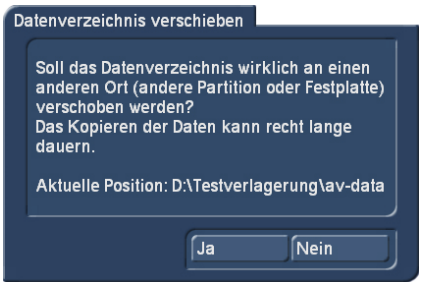
By pressing on the "System" to open another menu. "Installing the product" Clicking on the button brings up a window where you can enable previously installed products or hide (see Sec. 2.1). The "enable" makes it possible to activate a previously installed software by first selecting the desired product then select Enable and then in the window that opens using the keyboard (displayed or externally connected) enter the area occupied by your dealer code. The product is represented by the activation, in the corresponding selection menu and is now usable. A demo version of the software can be obtained by selecting this product, but it do not enter an activation code, but click the "Demo" button. "Hide" the switch prevents the presentation of the product in the system, so that it therefore does not appear in the lists, and thus can not be used. A hidden product is not deleted from the hard drive so that you can always turn it back on. The software allows you to activate it by your dealer the serial number of your system (bottom left in the information field) report to obtain from him toward calculating the code for the software.

Another function of this window is the "i" -Schalter.Durch a click on this to get more information about the selected software (s.Kap.3.3 "i-button").

Second drive prefer

With an activation of this switch (click on the line, you will see a check mark), you inform the system that a possibly. Found an external drive to be first addressed and used to burn CDs, DVDs or Blu-ray media.

move system data directory



Normally, the audio and video data is stored on the same hard drive partition on the well was installed Bogart. Can there, however, not enough memory, you can store this data on another partition or hard drive eigebauten. You must move the data directory to that other place.

Press this button, you get a text hint that you read and answered

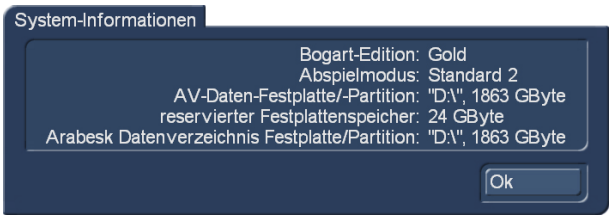
Try the operation from. Moving the data directory on an external hard drive or a USB storage device is technically possible, but is associated with existential threats to your project. Not only the transmission speed could be a problem. If the external drive is again not connected or turned on, it can Datenbzw. Project losses come.

If you want to work on external media, use this, please, the additional software "DiskJuggler" with which you can create projects directly to external hard drives.

The "Move Rules" apply equally to the data directory in which the arabesque data. Since you can create up to 10 disk projects with up to 50 GB with arabesque should be taken to ensure that the capacity of the hard disk on which you installed Bogart for Windows, up to 500 GB arabesque data Place offers , Also this data directory can / should be moved to a suitable internal drive.

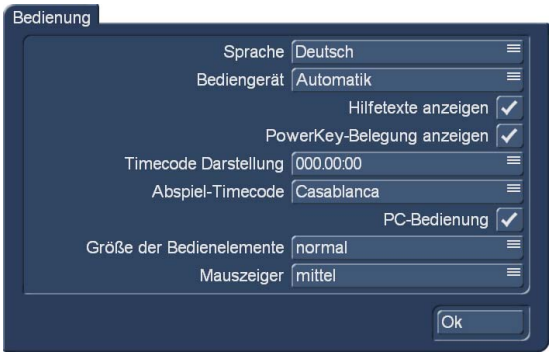
Note: Please ensure that your system partition (will not be too full usually c :). Moving the data directories for video and arabesque data in this context are highly recommended. A "to the brim" filled with data system partition may no longer be able to save only the changes in the contents of your Bogart installation. Project losses can be the result!

information



The "information" button displays system information such as the installed Bogart edition, the locations and sizes of data partitions and the currently selected playback mode.

4.1.2 operation



can be selected via "Operation" basic conditions for the operation of the system. You choose the language in which the menus and switches to be displayed in this menu. The keyboard layout of

-

th keyboard.

Language: It opens a list of multiple languages, allowing you to change the language of the system. After selecting the desired input

Operating unit: With the "HMI device" to set whether you Bogart with a "trackball", a "mouse" or a "mouse without trim rocker" use. If you from the input device and change, then here set "Automatic".

Display help text:
will help for many controls that are represented only by an icon appears. You may confirm the

-

Show PowerKey assignment: -
fourth, the PowerKey shortcuts are many controls that are represented only by an icon that appears (please note that PowerKey is a ChargesI fl portant additional option).

Timecode display: Select how time is displayed during playback. The formats 000.00: 00 (mmm ss.ff.) Or 00: 00: 00: 00 (hh.mm.ss.ff) to select (ff = frame or frame number).

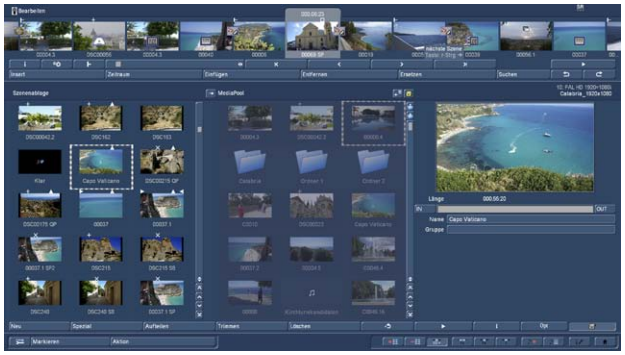
Playback timecode: You can specify whether the reproducing operation time from 0 to the end of running (Casablanca) or whether the term is displayed (temporal position in the DV / HDV tape, or within the AVCHD scene). This term may be specified, of course, only if this information has been correctly transmitted to the playback.

PC operation:
the typical PC control methods such as double (to insert scenes into the Storyboard).

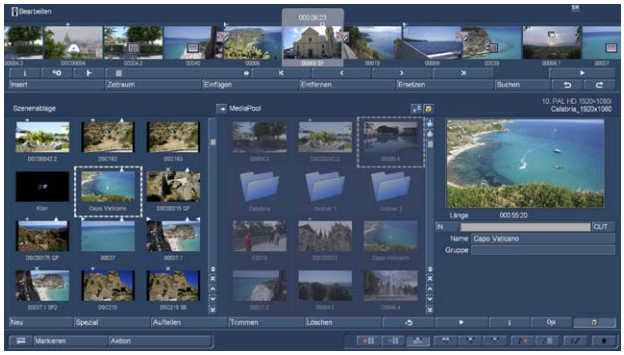
Size of the operating elements: This setting is part of the - spread over several menus - expanding opportunities for individual de fi nition of their own working environment.

While (see 4.1.4), the Au setting under "Screen" resolution of the monitor, is here in the four stages of "small", "normal", "large" and "very large", the size of the controls, so the switches and sliders certainly.

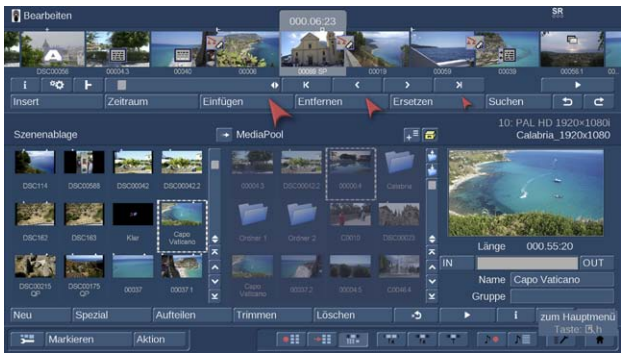
We show the effects of the settings here an example of a 1920 x 1.080er-screen, "medium" setting the small picture size in storyboard and scene storage:



"small"



"normal"



"big"

"very large"

As you can see here in the pressure switch, including fonts and the operating elements are getting bigger, the scenes-Bildchen be greater in the "normal" setting and in number to less, "large" in s and "very large "s set to" shrink "the little picture in the size of the benefit of the switches and controls.

In this area the readability can be significantly increased and facilitates the operation, while retaining the high screen-Au dissolution, the detailed little picture and previews allowed.

Cursor: The size of the mouse pointer can be, regardless of screen-Au dissolution and the size of the control elements in the three stages "small", "medium" and define "large". We once put to illustrate a large, medium and small mouse over the picture "large". The adjustable cursor size is for a better use.

4.1.3 Storyboard, Timeline

Here you can choose if you want to use the Storyboard or Timeline view in your projects.
Only available with activated silver or gold edition. Only with the Gold Edition full functionality is available. The switch "mode" you can specify whether you want to get shown the display of your compiled film in the manner of a storyboard or using a timeline.

To represent the storyboard as a "timeline" need either the Bildschirmau dissolution "high," or set all images on "small" or adjust the inserts to "off".

storyboard

Mode (top left): Change the view between "storyboard" and "Timeline" here. In the Timeline selection, you have two options. Either "timeline" for displaying the timeline in all menus, or "timeline (only Dubbing)" for displaying the timeline exclusively in the dubbing.

The adjuster "Video", "Insert" and "color change" can only be de fi ned as the Timeline mode has been selected.

Images: Here you can adjust the size of the displayed in the Storyboard thumbnails between "small", "medium" and "large". At high settings screen you will see "small" very many small preview little picture, "large" on which can be in a few large images which are easier to see details on recruitment. The image size setting applies both Storyboardals in Timeline mode.

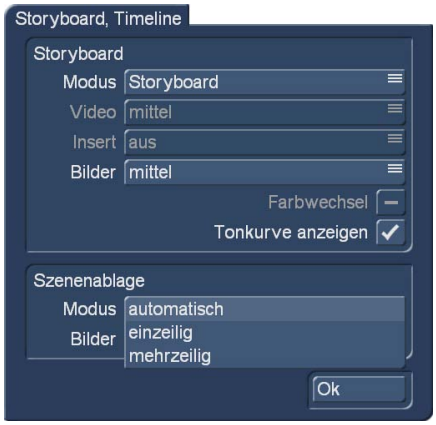
Video (top center): You can either be a text on the track, in which the scene name is specified as an identifier in the video track. but it can also display an associated image at the beginning and end of each scene representation. In this case, you can change the size of representation from small, medium to large determine. The pictures are from the text priority and may obscured by the images at very short scenes the name.

Insert (top right): You can make the same settings as in the video track in the insert track. Additionally, you can also turn off the Insert track entirely, you should not need the representation of inserts.

Color change: -
the scenes in addition to the yellow separation marks shown in alternating shades of blue.

View tone curve: This relates to the field of audio dubbing, the audio samples are displayed with a tone curve, and an envelope in the in the timeline display. If you remove the check mark for the tone curve here in the settings, the drawing of the tone curve is eliminated. This allows a fl üssigeren screen layout when working with longer pieces of clay (several minutes) and on slower devices if necessary. If you so the image composition in the dubbing menu appears very slow, you should try to turn off the Tonkurvendarstellung.

scene bin

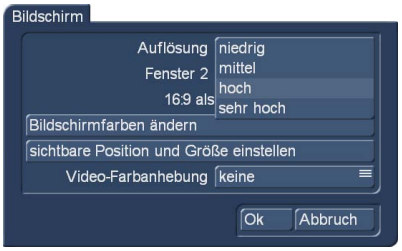


The presentation of the scene bin can particularly also set in this menu. while also allowing this adjustment of your currently selected Bildschirmau dissolution depends, thereby partly. not adjustable.

Mode (top left): You have the option to view your scene bin from a one-line scene list to a

Images (top right): Here you can adjust the size and thus the amount of shown in the scene bin preview Bildchen between "small", "medium" and "large". At high settings screen you see when "small" very many small preview Bildchen many rows at "large" fewer and larger images on which leave the details much better recognized.

4.1.4 screen



This menu is available only with activated silver or gold edition. In the basic version only Au dissolution can be selected directly in the settings menu. Only with the Gold Edition full functionality is available. A click on the "screen" opens a window where you can adjust various display settings. Under Bogart SE you can work with either one or two connected screens. Therefore, there are two separate selector switch.

Under "Resolution" the resolution of Bogart 9 desktop (pictured above center)

Remark: Bogart 9 generates olutions on Windows PCs 4 different original Au fl. When the screen size settings are ≥ the setting under Windows Bogart, Bogart the work surface is shown in a window. The windows can be displayed (top left of the "Bogart hat" selection with the left trackball / mouse) to fill the screen with "full screen". Through the "upscaling" may result in the presentation of smaller artifacts, so the "original Au fl olutions" a clear and sharp display are recommended.

low: A window in the 16: 9 format with 1024 x 576 pixel resolution (equivalent to 720 x 576, 16: 9 in. 1: 1 pixel aspect This is suitable for monitors with a lower resolution, can also be used with very old VGA monitors ,

medium: A window in the 16: 9 format with 1280 x 720 pixels resolution. This is suitable for monitors with medium resolution.

high: A window in the 16: 9 format with 1920 x 1080 pixels resolution. This setting corresponds to the image size to the video recordings that are produced with AVCHD cameras. In this respect are those full-HD recording

represent several years, so far is the 'high' resolution something like the "standard" in HD video editing.

very high: A window in the 16: 9 format with 3840 x 2160 pixels resolution. This setting corresponds to the image size to capture video that are produced with current 4k cameras. For the presentation of such a screen a powerful computer and a 4K monitor, featuring a display port or HDMI you need

2.2 output must be connected to represent the 4K resolution.

Window 2 (Top right): You hereby ask whether the playback of a scene or the display of the video image in a second window should be possible. The second window may be on the same monitor as the first window or (on a second connected to the system monitor closer fi to set the window for two-monitor operation nd in our manual "Addendum for Casablanca 4 and Bogart for Windows, 2 Edition ", page 8 - 14). You have the following settings:

---: No second window, playback and all ads should be done in a window.

scalable: You can scale the size of your window free and customize your phone.

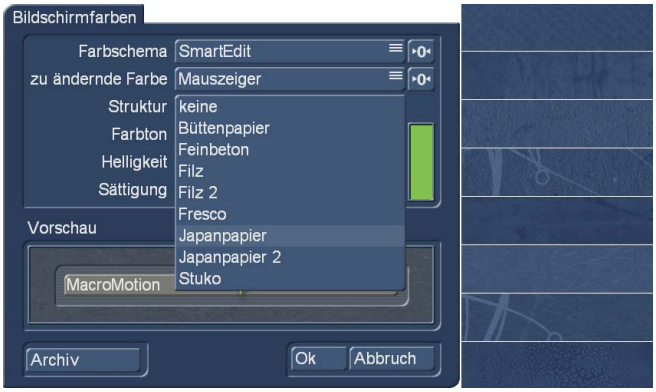
how the video: If the window is to get the size and aspect ratio of the video, select this.

Full screen: The video will play in a separate full-screen window. Switching between the windows and video Bogart takes place via the Windows keyboard control.

16: 9 as a 21: 9 Cinemascope: If you have activated the product "Cinemascope", you can use your 16 here: switch 9 Display: 9 screen to 21st

Changing screen colors

In the menu you can change the color of the menu "change screen colors." By selecting "color scheme" in the first instance the preset schemes "Bogart SE", "SmartEdit", "R (elax) V (ision) Tagdesign" and RV-night design "(top right) pre-select.



Then it goes, if you like, "round". Under "to change color" de fi be defined whether the background, the switches, the text or the mouse (left above) wants to work and can use the three sliders "Hue", "Brightness" and "saturation" completely free do the entire color spectrum.

leave the "structure" for the background now various structures Select (top right, is "no" structure the

Page). The imagination in the design of "his" Bogart system are thus virtually no bounds.

Note: Please pay particular attention to the Farbde fi nition of the text that the text can still read well even when pressed switches and marked selection areas.

Otherwise, everyone can do what he / she wants the most beautiful settings can be saved by a "Archives", nine settings brings Bogart 9 already.

By selecting one of the four standard color schemes or the two switches> 0 <, the values are reset to the default settings. Useful when one has "gambled" completely.

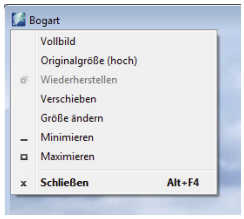
Setting the visible position and size

Make television crop by means of a so-called. "Paspartouts" the left, right, top or bottom edges of the image. To view all switches and image areas on such televisions still in full-screen mode, you can here the size of the working window and its position by means of the switch "Size" and "Shift" (top left is "0.0") on the screen determine.

Video Color boost

The "Video Color Enhancer" is used to enhance the color of the scenes on the Bogart workstation. This will give you more vibrant colors when playing and editing scenes, but also art in the bin and the storyboard are based on it.

Important: The color increase is used for color-intensive representation, but has no in fl uence on the exported scene. You can set this option if the color increase should generally be used or not. Nor can it de fi ne whether the color boost in the first, second or in both windows to be.



general: You can also zoom in Bogart window manually or out like any other window in Windows, of course. Only Au dissolution of the window is thus not change. By selecting the Bogart icon in the upper left corner of the window to access the window

Shifting the window, changing the size and minimizing and maximizing are also possible.

Is Bogart's menu the entire screen, you have the main menu displayed on the top right an icon with two overlapping windows. Clicking on this icon will return the window display.

4.1.5 recording, playback

this menu, various settings for recording and playback are made.

admission

Cut detection: It offers HD filmmakers the ability to automatically detect intersections when the HD signal is converted into a camera and is transmitted as a DV signal to Bogart SE. Standard fi the software over in "Automatic" mode and tries to detect the best setting itself. If the automatic splitting is not possible can be searched with "Start code" or "Time" by intersections. The conversion must be done before the playback. Depending on the camcorder the necessary methods and cutting accuracy can vary.

DV Aspect ratio: DV recordings can or should use this switch the aspect ratio de fi ne. The "Automatic" setting searches for the integrated DV signal identifier. If this identifier does not exist (anymore), can / you have the settings "16: 9" or "4: 3" recording following de fi ne. In this "forces" to the signal to the appropriate mode, wrong choice with distortion.

reproduction

Audio / video offset: You can use it to set a synchronization between picture and sound. This setting fl uence only the reproduction of the material during the cut, on the completion when burning a DVD or BD, this setting has no effect. It may be necessary to make an adjustment of an audio / video offset here, if you hear the sound from a device other than the image (that is, for example, via monitor and separate amplifier). Some screens require a short time to show the video. then listen to the sound around through headphones or sound system, there can be a minimum, but still irritating offset. To adjust this offset in playback, follow these steps:

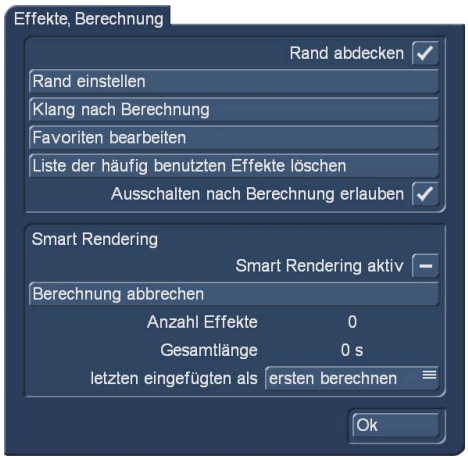
The slider more to the right (in the positive direction).

(Negative direction) slide.

Play mode: The different play modes can guration different playback results have the effect depending on different hardware and software con fi. Normally, the "Auto" setting the one that allows the best results or the fl üssigste play. In playback problems alternative modes "Simple" and "Standard" can be tested. Generally impressed not only the setting and equipping of the computer fl uenced but the replay result but also the capabilities and settings of your monitor or TV.

The name "simple" and "standard" in this case are "smoke and mirrors", please try which setting brings on your system with your monitor the best playback results, we Manual-authors are on our current system with "Easy "well served, even if it`s just" sounds easy. "

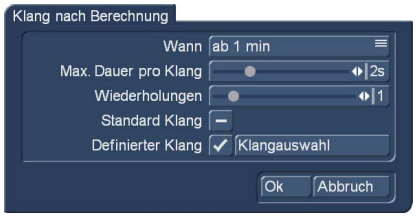
4.1.6 effects calculation



S ne menu level is fully available only with the Gold Edition. In this menu, you have the opportunity to make adjustments to show the effect lists and effect rendering.

Cover edge: This function can be activated by clicking the box. It is then when the effect calculations a black border creates the potential interference in the border area in the later play covered. Please note that the impressive fl would have to edge area is so narrow that it is not usually visible on a tube TV. This function is, for example, visible only when playing back on an HDTV monitor or projector.

Margin Adjustment: The size of the edge region is hereby designated. Here are left, right, up and down a maximum of 100 pixels possible, which can be adjusted with sliders. the activation of the



Sounded like calculation: With this setting you can turn on a sound signal draws your attention to the end of a calculation performed. Set this under "when" the calculation time ("from 10 Sec." To "from 10 min.") Here, at which the sound signal (after calculation) to be played. This feature is useful if you want to use longer computation times for other pursuits, without missing the end of the calculation.

Would you like to hear any tone, "never" off the "when" setting. With "when" you can determine from which calculation time a beep will be heard. The duration of the tone set on the Max. Duration for Each sound on. If you have selected a sound that is shorter than the set time, it will also play shorter. It can also be a repetition specification are made, how many times the signal to be repeated.

Setting You can also use the sound itself. They either accept the default by the system standard sound or select the audio jingles a de fi ned sound out.

Edit Favorites: Here de fi ne for all possible "Departments" your personal favorite effect, which are listed separately you again during processing in a prominent place.

Right, first determine the "Effect department," for example (see left), transition effects, and then select from the list on the left side by placing a "check mark" the effects that you would like to have always quickly available. Via the selector from the effects you can, as usual, "All", "Standard" or view the individual packages installed, which facilitates the selection. The decisions can be undone, "Delete marks this list" for the current "effect department," "Delete all marks" with the complete "Edit Favorites" function.

Delete list of effects frequently used g: Bogart 9 gives you not only the opportunity to create lists with your favorite effects, but "collected" during your work all the time, the effects that you particularly frequent g

use. This recently used effects (Engl. "Last resently used" (LRU)) can be used either instead of the favorite effects (Fav.) In the "Edit" menu. This collection can be deleted here, if necessary.

Smart Rendering: In this section you can enable the background calculate the effects. To do this click in the box that is next to the "smart rendering" of fi ce, so that a checkmark appears. Click again a dash appears, and the calculation is deactivated. If you have enabled "smart rendering", most effects are calculated in the background while you perform other operations already. You can also buy several calculations start will execute them one after another while they are already working on a rule.

The function cancel calculation, serves to cancel the current / n and events / n calculation / s. Including the number of effects and their total length are displayed.

You can also decide in this window when the latest effect is to be calculated. You can last inserted as, calculate first or as calculate last to let. Confirm your choice and close off the FEN

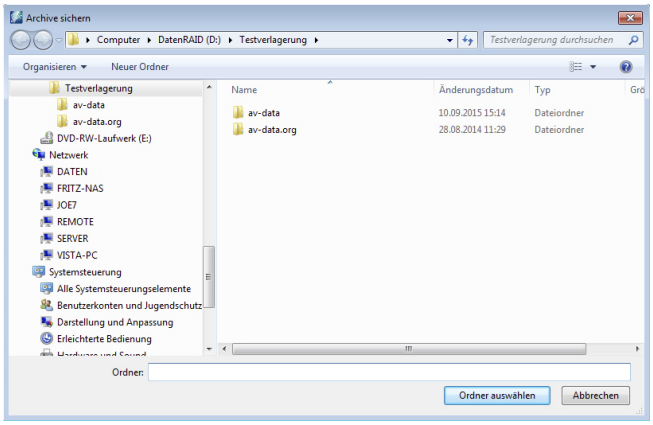
small icon "fx" is displayed in the upper right corner of the effect menus.

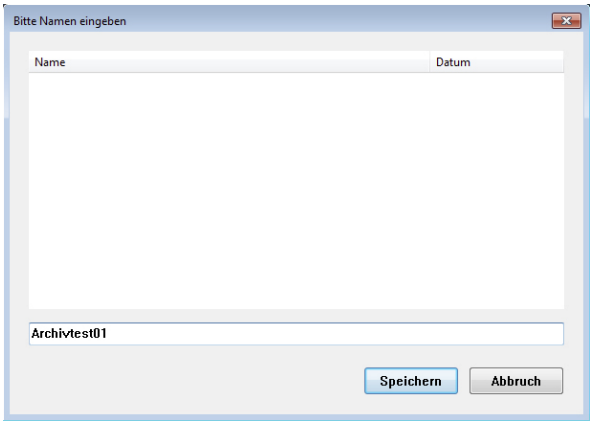
The menu Smart rendering You can then also be opened from the effect menu by clicking on the "SR ...". Are the three points filled with SR, then Smart Rendering is active, the items are free, it is switched off. When a calculation using smart rendering is performed, you will recognize this by a flashing sign "fx" to the right of this symbol.

4.1.7 Archive

The function Archive Backup / Restore You can back up the data stored in the archives data (colors, title texts, audio effect combinations) to external media and then import back into the system. Example, you have again all archive data **exists after a new installation or can transfer them to a second system. A click on Archive opens a window where you between the fuse and the restoration**

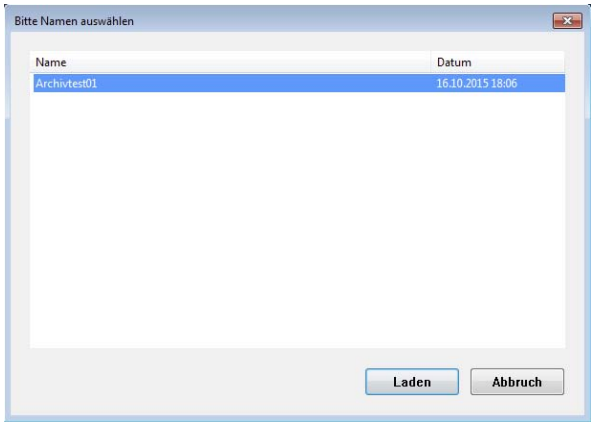
position to select.





Press the switch assurance, You can Select folder

have decided the media and confirmed, enter (right) down a name for the backup. In addition, here you can see all listed may already secured archival versions. **After confirmation by to save the data are stored on the selected media.**



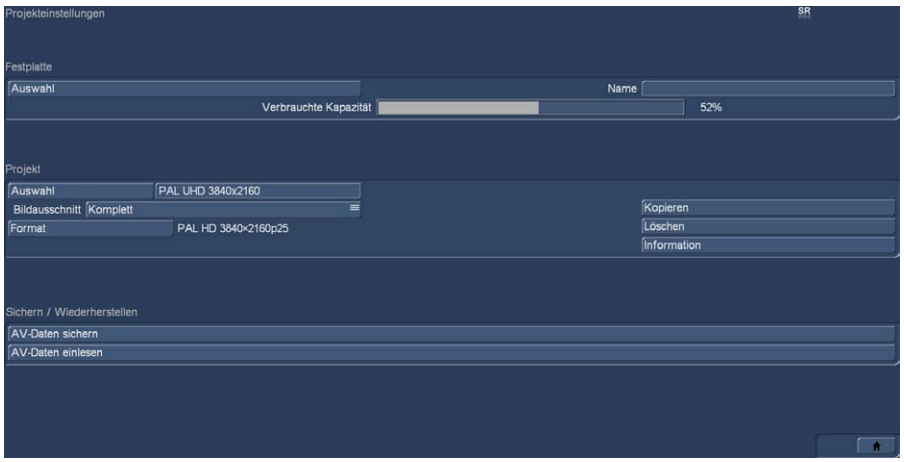
Have you for Restoration decided please select from the source media or the source folder. Once you have chosen the medium, they can select from the available archives and load click. The selected archive is then loaded.

Information field: Bottom left of the fi menu you nd an information field, which displays the program version and serial number of Bogart system. Click in this field, you get more system information (see 4.1.1).

Menu icon: A click on the menu icon in the lower right leads to the main menu (alternatively, click on the right trackball button).

4.2 Area Project

In the "Project settings" to specify the settings for your current or for any other project. This applies, for example, the project name, the image section, the format and the basic project selection.



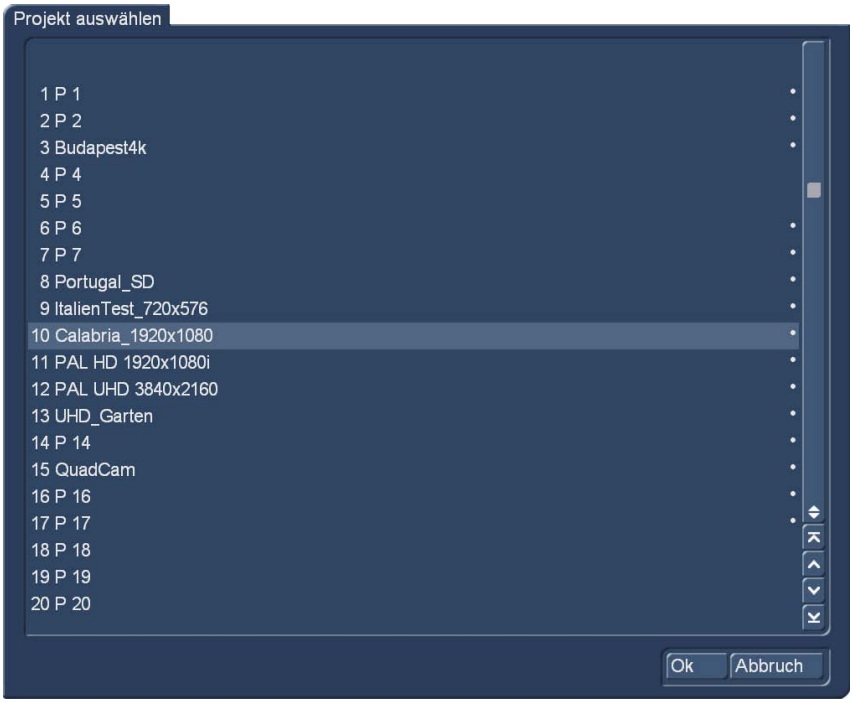
The switch "selection (hard drive)" appears only here, if you have licensed the "Disk Juggler" additional program that allows you an alternative to the internal hard drive to work on one or any number of external drives.

Surname: You see at the top right of the "Name" button. By clicking on the input field to bring up the onscreen keyboard that allows you, if you want to give your hard drive a desired name. This naming does not affect the Windows name of a drive.

Note: Although the current Windows systems have to avoid any difficulty please special characters like "/) (§ * #!" In the naming A clear name carries (only one choice.) - especially when using multiple hard drives - for better Overview and order in.

Consumed capacity: The "Capacity consumed" provides information about the currently used space on the hard drive. Since these are referenced to the entire hard drive, no display for individual projects is possible. Audio and video are summarized here, they share space "dynamic". The percentage value takes into account the consumption by the rest of the system.

Selection (Project): A click on the "Select" button invokes the window "Project Select" on where several (up to 30) projects to choose from. Fi already ends in some projects scenes, as you see in this window on the right edge, next to the project name, a white mark.

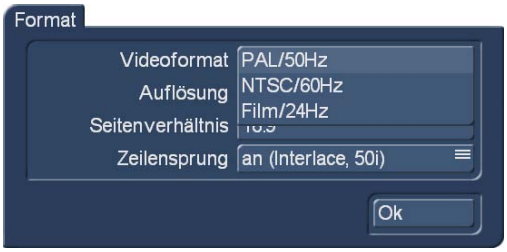


The selected project you will,

the selection switch shown (for example, "P 1"). To rename the project, click on the display panel with the project name (at the beginning of "P 1," "P 2," etc.), so the keyboard will appear and you can enter another project name. The chosen project name is also displayed in the Edit menu above the scene bin. You can edit only active project currently! However, an exchange of video and audio data between different projects is possible via the clipboard or the Media Pool (s.Kap.4.4, point (20)).

S : Image section: "Image cut" You have the choice between "small", "Normal", "large" and "complete". We recommend this set for use with modern HDTV screens to "complete". The image section can always be changed in the current project, because it only affects the calculation of effects and titles.

Format: The "Format" button has different settings. That must be performed here settings should be based generally on the material to be used and set.



You set the refresh rate in "Video Format". As the world distinguishes between two television standards, you can switch between PAL and NTSC here. PAL uses a refresh rate of 50 Hz and 60 Hz NTSC one from. This setting must be set before using the project. A mixing PAL and NTSC material is not advisable, as in the video then getting a judder will be visible. In addition, a repetition rate of 24 Hz to work in the "Film" mode can also be set yet.

S : Gat Au dissolution is the project-Au dissolution (x pixels in width height) in de fi ned. The time set here Au dissolution should be based on the ge with the camera fi lmten material. Bogart expects the material to though if it does not match with the ProjektAu dissolution. However, this takes time .... and better the material is from the translation not. Once Au dissolution has been set, it can be in this project not change after the first scene was recorded / imported.

image size	Dots (pixels) used aspect ratio When		
UHD 4096x2160 8847360		16: 9	Suitable for recordings of Ultra HD (4K) cameras
UHD 3840x2160 8294400		16: 9	Suitable for recordings of Ultra HD (4K) cameras
HD 1920x1080	2073600	16: 9	Suitable for recordings of AVCHD cameras in Full HD Au dissolution.
HD 1440x1080	1555200	16: 9	Is usually i = interlaced and Standardau dissolution of HDV cameras. Some cameras can be connected progressively on p =.
HD 1280x720	921600	16: 9	Some cameras only support these Au dissolution, which usually take progressively p =.
SD PAL 720x576 414720		4: 3, 16: 9	Analog and DV quality of the leaked PAL material.
SD NTSC 720x480 345600		4: 3, 16: 9	Analog and DV quality of the leaked NTSC material.

i: interlaced, meaning that was recorded with fields or will. p: progressive, meaning that was recorded with frames or will.

Aspect ratio: In addition to setting the Au dissolution You can also adjust the aspect ratio for SD projects. Here you can choose between 4: 3 and 16: 9. For HD projects, the aspect ratio 16: 9 if you have the product "Cinemascope" installed, you get additionally 21: 9 for selection.

Mix material with a different aspect ratio, it may result in unwanted side-effects effects.

Interlaced: Cameras that support the "Progressive" function, working with 25 (30 in NTSC) or 50 frames instead of 50 (60 in NTSC) fields (interlaced) per second. If you have selected one of the Progressive formats, a warning message alerting you to use this setting in conjunction with a progressive scan camera, as it can otherwise lead to restrictions in effect area appears.

If you have selected a progressive format for your project, is used internally frames.

Copy: Means you to copy individual projects possible. There are various uses for such copy:

Favorite background music always ready.

Note: With the "copy projects" it is not possible to merge two projects.

To copy a project, select the Projects menu under "Project" - "choice" to be copied project (can not be blank) .You can now determine which parts of the project should be included in the copy:

So it may make sense not to copy the storyboard with if you want to generate from the same material a different version. To make a direct copy, all check mark must be set. You can now select the target project. Here you are offered only empty projects.

Note: You must have at least an empty project to copy a project.

The copying projects is usually done after a few seconds and requires no additional capacity for the shared scenes.

Erase: Clicking the "Delete" button (in the "Project") calls up a window where you can specify which

Click in the standing next to the function box activate (check mark) or deactivate (underscore) the desired function.

delete the currently active project. This means that all project settings are returned to the now empty project to choose from.

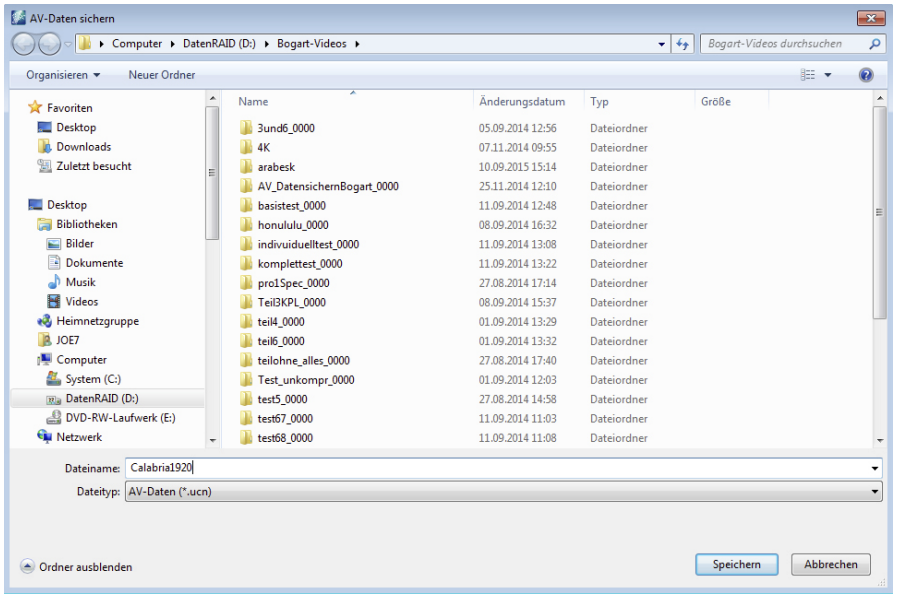
will not be deleted:

Opt exclusively for the activation of a function, only this part of the project will be deleted. If a project was previously created as a copy of another project, it may be that not much capacity is freed if all because the scenes in the original project yet available. See also "Copy."

Information: The "information" button is the current project information about the project name, the length of the storyboards on the inserted into the storyboard scenes and effects and the total number of existing scenes and pieces of clay.

AV data to back up: This allows you to scene bin, storyboard and audio together or separately from each other secure

and asks for entering the name for this backup (pictured below right).



AV data read: If you want to read data from another Bogart system or a self-stored backup again, this is all about.

Note: With "AV data secure" "Read AV data" and the internal project data is exported or imported without recoding. Thus, backing up and reading is lossless and goes relatively quickly equip if you use a fast memory (hard disk, ..). no inserts, effects or dubbing are saved here.

This menu icon takes you, just like a click on the right trackball button, return to the main menu.

4.3 Recording and Import

4.3.1 The shooting menu

If your device is equipped with a FireWire port and the silver or gold Edition is active, you can use this menu. This menu is designed for recording from DV or HDV footage.

It is possible to record DV and HDV material within a project and edit them. In addition, you could embed on importing AVCHD material into the project. You can also add DV footage to an HD project. The material is automatically changed for the respective project setting. In the playback via the FireWire jack automatic format detection and displayed while recording (SD / HD). If the format is shown in yellow, it does not fit the project and it is carried out a conversion when recording. Pay special attention to the correct format display, if you change (i-Link conversion) an HDV camcorder change the HD-> SD occasionally.

With this switch you can start recording, if a video signal is present at the selected input. Please note that is displayed depending on the monitor settings may no video control image while recording HD / SD signals. In HD signals is sometimes only a preview to see that however does not take place in full frame rate and size. The inclusion of other material displays a full-screen display of the video material. The control screen displays the material that is imported into your device.

The representation of the control image is carried out as so-called check recorded, the read-in material is so displayed as it exists on the hard disk. In this process, the video content is stored on the hard drive, only read and output as a control image. Therefore, no video image is displayed immediately after you start recording for a few seconds. During this time you will see an "L" before the recording time. Once the check image is displayed, you will see at the "P" before the recording time that the "confidence monitoring" is active.

While recording a click on the right button of the trackball has the same effect as the stop switch on the small display. By alternately clicking the left and right trackball button while the pointer is placed on the record icon, you can disconnect desirable material of unwanted during recording. Would you like to leave your recorded video footage to split automatically, you must enter after recording the "Edit" menu. For more information, please read the chapter "4.7 Edit" under "splitting".

Under the Record button appears after a recording, the system proposed by the scene name. By clicking on the keyboard, and rename recorded scenes opens is possible. Behind the scene name the length of the recorded scene is displayed.

Rest: The "rest approx .:" field shows how much material can still be included. Partly this may lead to deviations. Especially at longer recordings or HD material this can be done, because the system calculates the value due to the detail of the previous recording. The value is calculated only on completion of the current recording.

As in the video settings, and this menu is superimposed on the video signal. so you can see the video in DV recording and thus always decide if you want to digitize a passage or not. The bottom left be fi RURAL icon with the two triangles moves the bar to the top edge - useful if your material would otherwise be obscured at key points.

These five switches for the "DV control" of a connected via the i-Link interface recorder. Please note that not everyone is supported recorder. You can

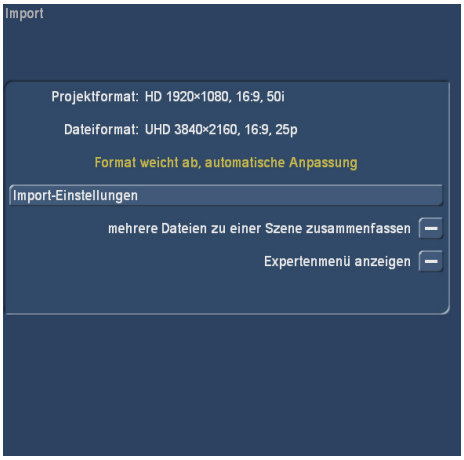
stop recorder (left to right), the material play, pause, go backward and forward. The two switches to the coil by the way have a triple occupancy: a Fast forward and rewind without image is not provided in the stop mode, a slow flow and return with image can be achieved while playing and a click of the switch in pause mode causes imagewise switching back and forth.

These three switches directly to the Edit menu, recording and in the main menu.

4.3.2 The import menu

After pushing the button "Import" to open the Import menu.

The format of the currently selected project is displayed in the top left.



The first step in the sequence is the selection of files to import top right. After selecting one or more files, the system displays whether the scenes match the selected project Au dissolution.

If you now "Start import" the switch is operated under the preview image, the import of the scene (s) starts doing a preview.

For formats not matched in the upper right shown in the preview window, which has to do Bogart to add the selected scenes to the project, is here then "slow scaling necessary", "adaptation of the refresh rate" or similar.

even if no scene has been imported into the project, Bogart offers 9 to convert the project settings to the dimensions of the scenes to be imported.

To import and to treat 360º video fi nd in the chapter on the export menu (chap. 4.9) more detailed information.

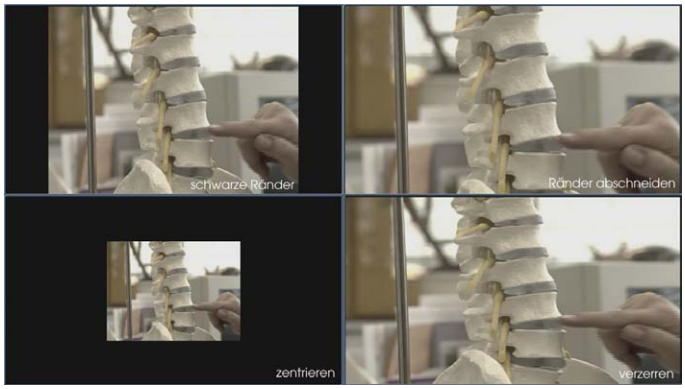
"Import Settings" you have the ability to set an automatic reduction in the entry and exit points. Here, the length of the scenes created from photos is set.

Points and 30 seconds for the length of the scenes created from still images.

The import offers other possibilities: on the one hand can be more than one file to a scene zusammenfassen.Des addition can be to adjust the import to their individual needs, the "Expert menu" switch.

This opens up various opportunities that are likely to fi nd application in general, if you are not happy with his raw material.

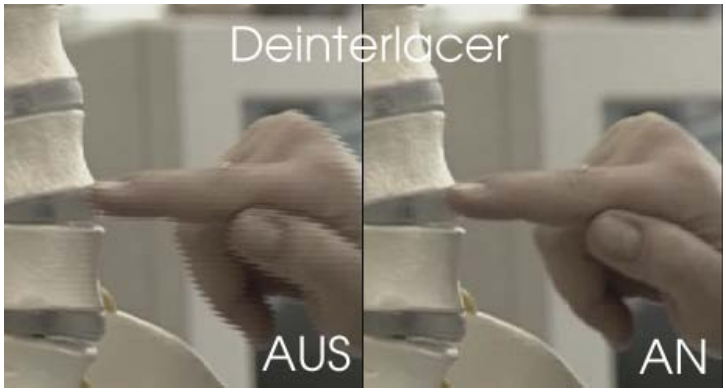
can "adjust Aspect Ratio" under one live with "black edges", the "cut edges", "center" image or "distort" by adjusting to the project format.



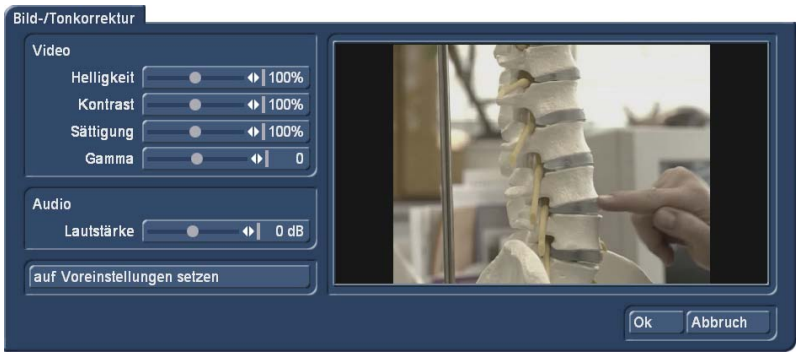
-

sponding result displayed.

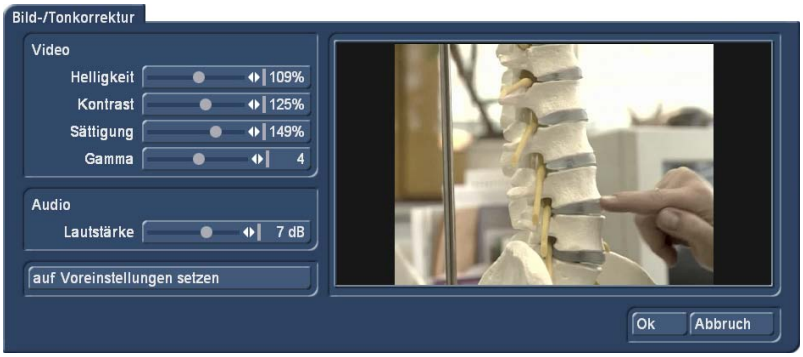
You can "adjust frame rate" the. If one does not want the refresh rate may continue to do so, as in the



A "deinterlacer" (default "off") can be, if necessary "on" switch or recognizes "auto" matically whether the scene in a field shift which needs to be corrected.



The "image / tone correction" button opens a menu where you can make various settings on the video image that is displayed immediately in the preview.

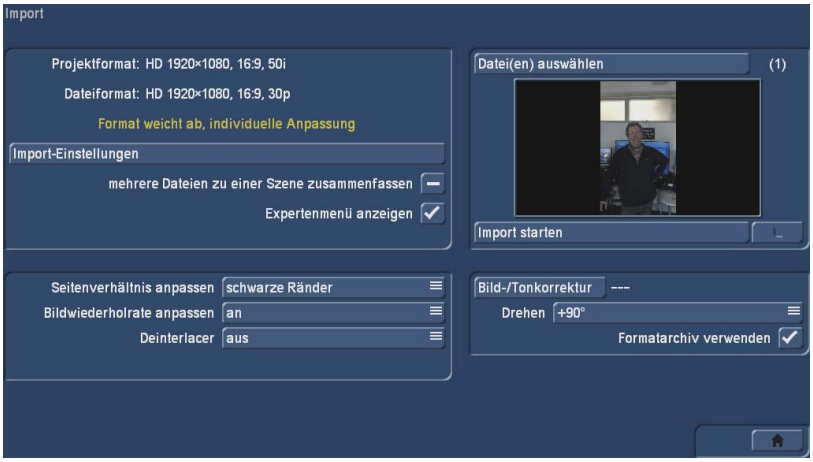


It is possible to adjust the brightness, contrast, saturation, and a gamma value, the volume can be adjusted in a range of -20 to + 20db.

By clicking on the "Preferences setting" are necessary, all settings reset.

The settings made are displayed after leaving the image / tone correction department behind the counter.

For image / tone correction department there is a switchable "Format archive". This archive contains the settings made at a scene are saved and the next time the same scene type is called defaults again. Thus, for once adjustments made with respect to brightness, apply contrast, saturation and gamma on a whole series of scenes.



In expert menu is also a "turning" feature available with which scenes to +90,
- 90 and can rotate 180 degrees. This feature is ideal for portrait format recorded motifs such people, steeples, etc. which could not be used without the Rotate function simply.

How to do it with the edges of such a video must be tested from case to case, also there offers the import module with "Aspect ratio

You can preview the import module also represent larger by clicking the "Start import" the switch to the right of the button click. Then a full-scale representation of the preview, the "close" at the bottom right to be close again.

4.3.2.1 The Photo Import

In the Import Center not only video scenes, but also photos can be imported from which Bogart then generated scenes in Project Au dissolution.

With the "Zoom" function (special or long-term effects) can then by dialing the statue scene, zoom in this photo and receive a higher quality Zoom ride than the zoom in the video scene, as Bogart for the zoom

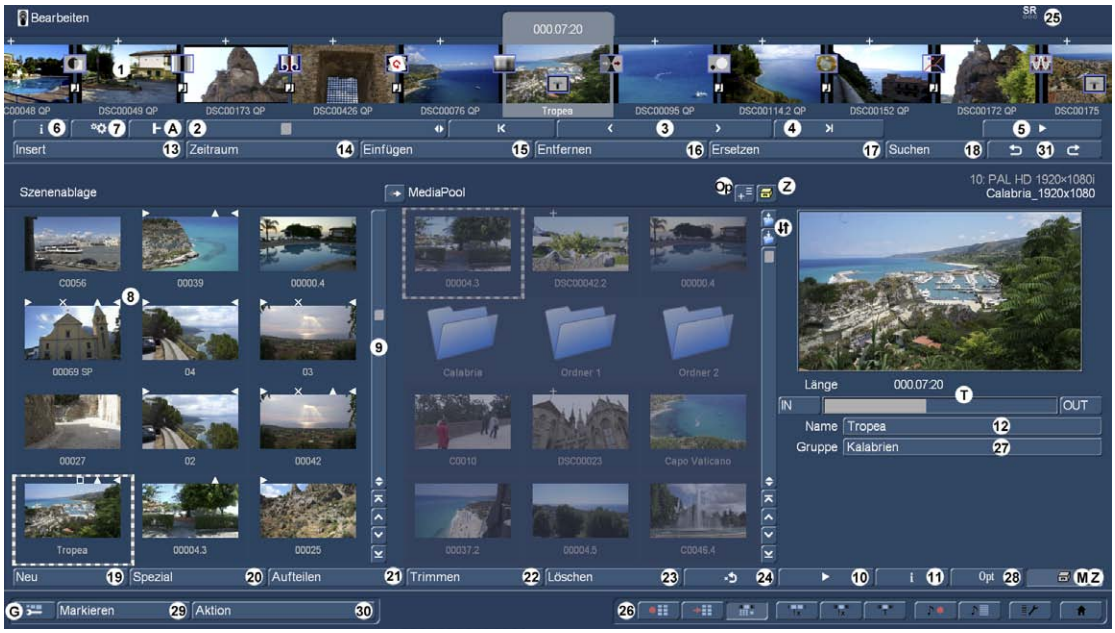
Example: When importing a "good old" digital photos from 2003 with 2,274 x 1,704 pixels Au dissolution into a full-

HD project with 1,920 x 1,080 pixels can not expect to get a call cost growth on quality with a push you. however, to import a photo of a recent high-quality digital camera with 5472 x 3648 pixels in the same full HD project, you can easily zoom in on a third of the screen and does not lose sharpness and detail in relation to the still image scene.

4.4 Edit

This menu is responsible for the complete section and for the arrangement of the trimmed scenes. This is the main menu.

The menu can be displayed in different views. The display depends on the selected Bildschirmau dissolution and whether you use the Timeline or Storyboard mode in "Settings"> "Storyboard, Timeline". All switches explained here are present on both views.



(1) In the upper third / quarter / fifth (depending on the display setting) of the Edit menu you will see the storyboard called. The idea is to clearly display all the scenes of a production that aims to facilitate the shooting schedule and the post-processing. Certain images, usually the first of a scene are used as a symbol for the scenes. If you have created a storyboard, one must not look at all the material in order to capture the process. A glance at the board meets.

Scenes can be selected in the scene bin (dashed mark) and the storyboard, which are arranged in the upper area of the screen fi nd. The storyboard there is a current scene in the middle. This scene is highlighted by specifying the scene length (on the scene). Add a new scene in the storyboard, they will be inserted after the current scene straight. If you, however, on the first scene in the storyboard fi nd, you can choose if you want to insert the next scene before or after the scene. Click on any scene from the storyboard automatically appears in the center. Depending on the Bildschirmau dissolution fit at least seven entire scenes in the visible part of the storyboard. But you can also accommodate many more scenes of a limitation does not exist. The storyboard can be rolled to the right and the left, with the starting point of a friend the leftmost fi.

For up and down roles in the scene bin using the slider right or the arrow button below (9).
It is faster, if you look on a powerkey keyboard with the arrow (cursor) moves through the scene bin.

Move the cursor to a scene in the tray or the storyboard and stay there for a second, to get more information on this scene or the effects of lying on it. The storyboard, you will get the particulars on scene name and length, in the scene bin additionally whether the scene is eingetrimmt (with trim

Note: This feature requires that the option "Display help text" is enabled in the settings. Otherwise, there is no display.

Press a scene the scene bin the right small trackball button, you get a context menu which allows you to quickly perform an action. This facilitates the work enormously if you have dissolution high Bildschirmau, as for example the longer mouse movements to trim a scene in the tray or reproduce thereby eliminated. The

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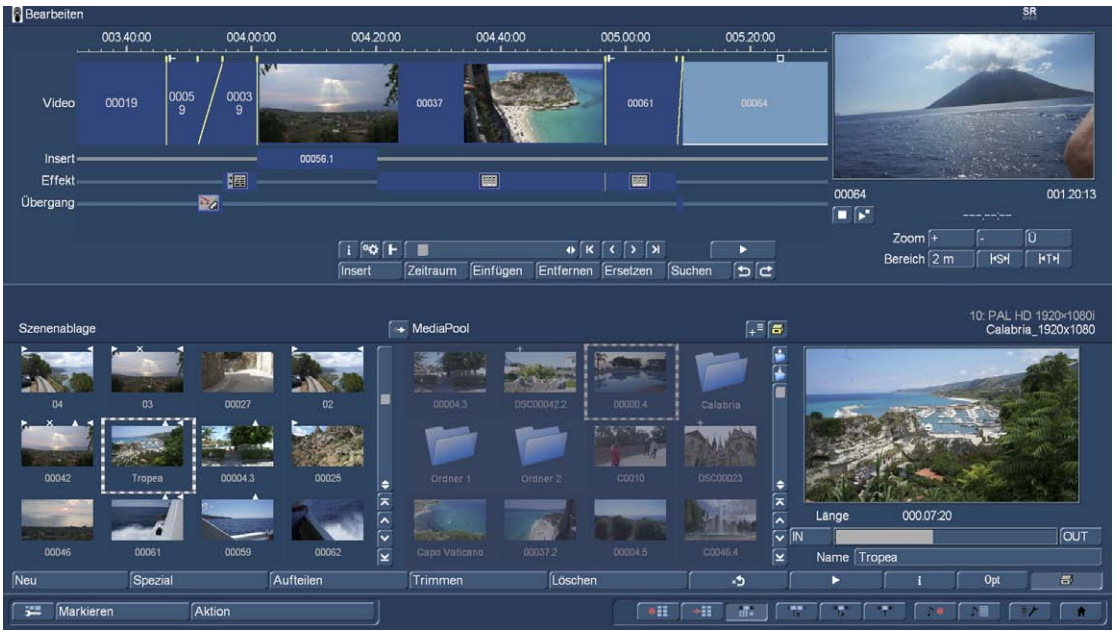
tions of the Edit menu possible.

The menu offers you to play the scene, trimming or delete the scene. You can mark the scene as or above the Aktionsme-

Open nu for the marks. Also possible is the scene rename to assign a group to place them directly to the clipboard or to open the scene information.

The storyboard can be displayed as a "timeline". You will need a high Bildschirmau dissolution. To get the timeline display, you must enable this in the system settings. So far, we have used a storyboard display in our editing system, which were the scenes in sequence with a scene image. These scenes are occupied when using effects with icons. This also continues to be very effective for beginners in video editing and for many users view, can be optimized by means of a timeline display for a more professional application.

The timeline display



You can, as an alternative to storyboard view, switch to the preferred by many professional video editors timeline display. Storyboard you can see the deleted scenes as a sequence of images that are representative of the respective scenes. Effects inserts and titles are also placed as a representative image in the storyboard. This allows a very clear

Representation on the order of the scenes and the effect sequence. Important information such as the length of a scene in relation to the entire movie, but can not be taken with a view to the storyboard.

In the presentation of your project in the timeline you can see scenes and effects as bars on a time axis. The length of the bar is in proportion to the total length of the project. In addition, you can estimate the length of the scenes to each other directly.

Effects and inserts are also displayed as a bar in the timeline. To increase the clarity, these are displayed in separate tracks. In addition to the video track, you also have a track for the insert positioning, an effect track

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order of scenes and effects. so the timeline is the central element for editing your videos.

The Timeline is activated via "Settings"> "Storyboard, Timeline"> "Mode". Depending on the setting will be changed immediately between Storyboard bzw.Timeline view.

You can also make further adjustments to the design of the scene bin and the storyboard from this menu. The timeline on the Edit as shown identical also in the effect of windows. The window for audio dubbing the audio tracks are also shown.

In the top of the screen you will see the timeline, which is divided into different areas. The display depends

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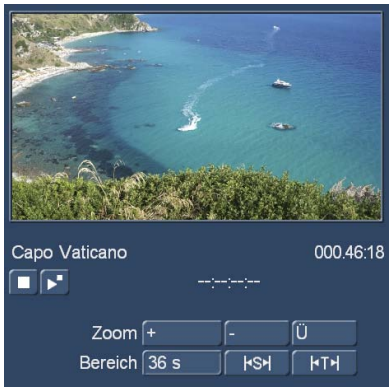
tion can be read and the length of your scenes. The presentation of the Time You can view under "Settings"> "Operation"
> "Time code display" de fi ne. Below the time scale will fi nd the video track. All the scenes are shown as a series of bars that can be displayed in different ways depending on the zoom level. First, the first and last frame of a scene at the beginning or end of the scene representation. The scene name is displayed in the center. Is the scene representation of all three pieces of information too small, the splash screen is displayed. Is the representation even less, only the scene name is displayed. Between each scene is shown a yellow vertical marker that serves as a more visual separation between scenes. The active scene is highlighted in color and is not, as in the Storyboard, placed centrally in the view. In addition, the active scene gets a bright sub-line (the active part scene in insert molding). Have you placed an insert to your video scene, so you will fi nd it in the insert track just below the video track of fi ce. It is positioned correctly time the background scene. Depending on the setting, scene images or text on this scene representation can include. Under the insert track fi, the effect track for long-term and title effects a friend. The effects are positioned exactly in time and in proper relation to the scenes in the timeline. The presentation of the effects is carried out as with the scenes of a bar in which the associated effect icon appears. In the bottom track transition effects can be positioned, the representation is similar to the long-term effects. Once you insert a transition effect, so does the video track changes in their presentation. There are now "above the other" down two consecutive scenes. The overlap region is shown as a separate field, which has the same length as the effect. The field contains a diagonal yellow line. In addition, two small images can, depending on the area representation, are presented that show the first and last image of this area.



To the right of the timeline you see the first scene image of the scene currently being used in an enlarged view. Just below the screen you will fi nd the scene name and the scene length specified. Including fi nd setting for "area" and "Zoom" with which you can represent the optimal section of your overall project in the timeline depending on the working pace with.

Zoom +: Zoom in on the Timeline view for greater recognition of short clips and effects. With each click, the zoom range is doubled. The time scale is always informed of the currently displayed area in seconds (s) or minutes (m).

Zoom -: Zoom out to get the display area of the timeline a better overview of your project. Even with long scenes, a smaller view may be more appropriate. With each click, the view is twice as small.

t: The switch table presents a single click to a view of 20 scenes, but no more than 10 minutes in completing the project are presented. The current scene is positioned centrally.

Area: Here you can set a range in seconds or minutes, to be displayed in the timeline. The time scale then adjusts to the preset level. Click in the photo associated with "the" number field and use the keypad to a numeric value followed by to set a value:

s for an area in seconds (1-60)
m for an area in minutes (only whole minute increments)
on. Enter a number without a letter, number, is automatically implemented as seconds.

This switch adjusts the display to the length of the current scene.

This switch adjusts the display to the length of the current piece of music.

Also in the effect of menus the timeline is displayed as described above. In audio post you will see the audio tracks in addition below the timeline.

In this area you will fi nd a play and stop button and a counter. The Play button starts the playback of the storyboard in the small preview window on the top right. The counter to its left shows the time position within the storyboards. With the stop switch to stop the playback. A pause function is not here.

Playback always starts with the first scene of the current Timeline view, that is not the currently active scene. A vertical stroke in the Timeline gives you during play visually the current playback position. Is playing through the visible area of the Timeline addition, these scrolls continues to be currently around forever. The currently playing scene is highlighted. Stop playback, the last played scene remains active. The timeline offers to switch to the Effect menu, a very quick way. You want to change one placed in the timeline effect or delete, click directly on the timeline. so you go directly to the corresponding effects menu with the appropriate settings for the selected effect. Select an effect in the timeline, the associated scene is also activated and highlighted in color. In addition, the scene is equipped with a bright line, which also highlights the link between effect and scene and is especially useful when working with inserts. If you have an insert in the storyboard, you want to assign a transition effect, you can identify with this line if the effect at the beginning of the insert (storyboard scene before the insert has an underscore), or (at the end of the insert storyboard scene at the time of the insert has a line) is inserted. Has the partial scene after the insert bright underscore, the transition effect between the selected and following scenes is inserted.

The timeline in the dubbing
In the audio dubbing the timeline display has the same structure as in the other menus. In addition, the audio tracks are displayed.

In general, the positioning and arranging audio in the timeline menu is performed exactly as in the storyboard view. Over the entire range of sound tracks, you can see the status bar that gives the color indication of the underlying audio. Are the audio samples calculated and the level is correctly positioned controls, the range is blue if the audio is clipping red and yellow with uncalculated audio.

bottom left of the menu you nd fi a switch for switching the display. This allows you to switch between the timeline and storyboard view.

Setting the timeline
The setting of the timeline is described in section 4.1.3 (System Settings).

(2) If you click on the slider under the storyboard, you can then roll the trackball by the storyboard.

(3) Click on the individual switch "<" and ">" to the right of the slider, you can maneuver scene by scene through the storyboard.

(4) You can switch to the "| <" and "> |" left and right of the individual switches "<" and ">" button next to the slider, so you go directly to the beginning or end of the storyboard.

(5) With the Play button to the right of the slider to the entire storyboard of the selected scene to the end of the storyboard (or until you stop the operation by the stop switch in the screen that appears, or by the right trackball button) to play. In addition, you will see a level meter on every playback of a scene or the storyboard so that you can judge the sound mix.

If the timeline played a window with information about the currently playing scene can be switched on. Below are doing the reference image from the storyboard and the scene name.
You also have the option to stop playing exactly in this scene being displayed, no matter where the play was started. This Information window is quite large. It should therefore be opened for informational purposes only and will not remain open during the entire playback normally. Use your system in two-monitor or in two-window operation, this information on the first monitor / screen is automatically displayed in the playback window.

Observe that the display quality may be lower depending on the screen mode as the final output. It also features a Pause button available, which allows you to pause until you press the switch (bzw.das play icon) again. The video remains while standing as a still image.

(6) When clicking on the "i" in the storyboard, you will receive information regarding the storyboards. You know the project name, the current position in the storyboard (expressed in time), the length of the entire storyboards and the remaining length (after the current location).

(7) This switch starts the calculation of the storyboards. There are calculated every storyboard effects and audio. This lets you quickly launch a complete calculation of your storyboards in this menu
at a temporary play shown no ungerechneten areas to get.

(8th) Scenes recorded automatically appear in the scene bin at the bottom of the screen. They are displayed as small images. Depending differ from the screen mode, many screenshots to see at the same time, then can (with the slider (point 9)) be maneuvered in the list to see the following scenes. The presentation of the Edit- menu depends on the selected screen mode and setting the scene bin in storyboard timeline. Scenes that have already been inserted into the storyboard, get a small white triangle in the upper right corner in the scene bin. In addition, a scene can be provided in the tray with other symbols:

,> '= The scene was trimmed in IN.

, X '= The scene has been calculated, is an empty or contains computed scene parts. '+' = The scene is
an imported photo. , ^ '= The scene is also used in the storyboard. . n '= The scene is highlighted. . p '=
This is the current scene

About the scene bin you see at the right edge of your chosen project name, the project number and information on the project settings. In the higher screen resolutions can be found on the right side of the scene bin is an enlarged representation of the currently selected scene.

(9) Using the slider below or to the right of the scene bin you can select the scenes within the scene list that appears. Alternatively, you can also click the arranged next to the knob individual switches, per single click, the scene bin is a scene, or further "scrolled" a scene number. "| <" And "> | Switches" leave the scene bin to the beginning or the end jump.

(10) In the scene trays control bar fi the Play button, which allows you to play active in the scene bin Scene friend. stand back stop and pause button available here.

11) Clicking on the "i" button at the scene bin opens a window where you get information about the currently active in the scene bin scene. In the top box of this window of time code, the recording date, the recording time and the format will be displayed. Furthermore, you can "Insert comment / Change" open the keyboard and add a comment of your choice to this scene, which then appears in the lower box on the switch.

amendments

So that it reappears in this info window with a renewed call to the scene at the comment.

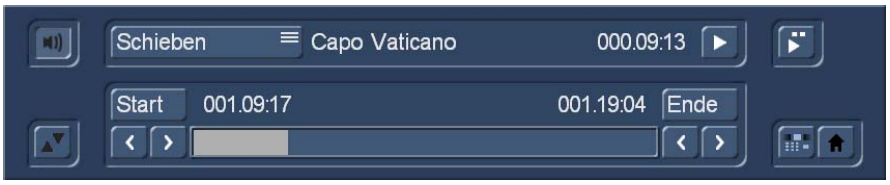
(12) Under the large preview image, it is possible to give the scenes your own names. Select the appropriate scene in the scene bin and click the button below the large preview on the right of sce-

use to delete the old name and enter the new name.

(13)

Example: A music video to be created. For this purpose there is a continuous recording of the singer. Certain parts are to be replaced with other scenes fade now, in between should be always lip-sync back dazzled on the singer - a de fl ay or covering of the image without changing the tone.

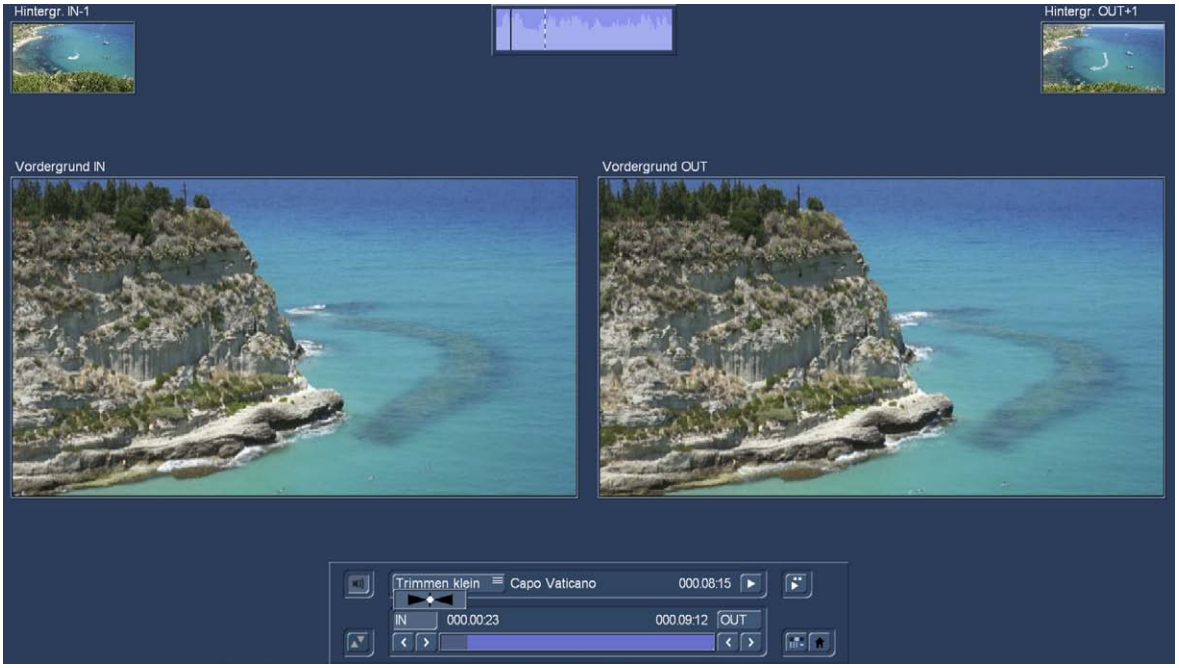
Bogart has here a well-perfect method: It provides an "insert" available that a selected scene to the storyboard fl egt. This scene is only as an image, without sound, set over the images of the storyboard. A click on the "Insert" will automatically lead to a period menu and sets the selected scene from the scene bin on the selected scene in the storyboard. The scene in the storyboard (background) is then covered partly or completely by the Insert scene (foreground). The background scene must have at least the same length as the foreground scene.



The period (start, length) is adjustable and can also be set. The start point is always on the first image of the insert and can if necessary. Will be moved backward ("Start" button).

To do this, the selector switch to "pushing". The background scene is now visible. To insert the scene from the front or

Setting you will see the background scene. Set the selector switch to the "Trim E", you can move the starting point while watching the video of the insert scene.



In the mode "trimming small" you see the foreground and background in a small representation. When trimming the insert scene

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and the position on the underground scene.

In the mode "push small" you will see the equal division of the menu, but you push in this case the insert scene in the background scene. The preview of "Start" and "End" shows you the positions of the background scene where the

Your insert fits on the background scene, you can see by playing in the Insert menu. Simply press the play button. Here, the storyboard is just before and played after the insert. Thus a check on the position of the home

Another switch, hereby is shared when you play the screen.

In the left field you can see the background scene, run the Insert scene at right. Since the entire playback starts before the insert and only then ends, you will see displayed the storyboard scene at this time in both fields. During play, you can stop playback at any time and play continue or stop. Exit back to the main menu Edit- or Insert positioning through your settings. Your background scene, so the storyboard is divided into up to three parts:

1. in the background portion of the insert
2. in the insert part
3. in the background portion of the insert

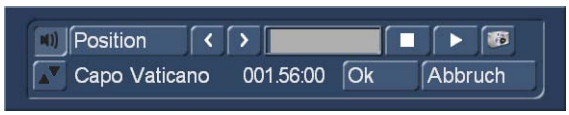
With this division, it is possible to use any insert many parts into a single background scene. The long recording of the singer thus does not have to be cut by hand, but it happens automatically. Inserts are (by a symbol two overlapping rectangles

) in the top of the scenes in the storyboard and can always How-

the be removed. Split background parts are then automatically "fused". With the "Remove" button, you have the option to delete the first and last part of the background scene before the first or after the last insert scene. It can also be used transition effects. The handling is hardly different from the normal flow, as the difference, the length of the storyboard is not changed. This is important because of the pristine Tonablauf would otherwise no longer exist. So instead display hard insert the scene, it is - as appears soft - depending on the effect. So the transition is 100% at the expense of the insert scene. In the Insert menu, you can switch the audio envelope and hide using the speaker icon. For more information, you will fi nd in section 3.3. Neighboring insert scenes can also be connected with a transition effect. The following insert scene has to be moved by the system for the duration of the panel forward.

(14) Click the "Period" button after you have an insert section inserted and still on the scene fi nd, this is used to alter the history of the insert scenes. These can be moved so ("Start" - switch; to the selector switch must be set to "push"), or shortened at the beginning and at the end ("IN" - /

see insert scenes.
In insert scenes you get to the normal period menu. Here you can use the audio envelope also off with the speaker icon or hide (Kap.3.3 "envelope and audio scrubbing").



By clicking on the "Period" button to have selected without an insert scene, you get to any point in the selected scene or in the storyboard. This function is useful, for one,

if you have inserted a very long scene into the storyboard, the center of which you want to view. On the other hand, you can scroll through a long storyboard or coil with the "Period" function if you are looking for a certain image, but do not remember exactly in what scene it was. You may access through "position" or with the individual switches to the desired position - the right be next fi RURAL bar shows you your current position in relation to the complete storyboard. Even with a click on the Play button, you can change the position; the stop switch breaks

So jump right in the location or to the scene you were looking for ..

The "Photo" button top right stores the scene image that you just "rolled" on a button as a single image from.

Calabria_1920x1080@3201.jpg

Calabria_1920x1080@3323.jpg

When selecting the switch to a Windows window will open and prompt you to specify a location. Here, the individual images are saved as jpg files, the file name is the project name, an @ and the frame number in the project. So was up here the 3201 and the 3323 image of the project stored.

(15) Scenes are added to the storyboard by the selected scene in the scene bin passes through clicking on the "Insert" in the storyboard. The scene always appears after the current, scene in the storyboard.

about a scene, they attack with press the left button on (drag), and drag it to a different part of the scene is depleted or the storyboard. Let at the desired location, the left trackball / mouse button you arrive at the scene there fall "to

let "(drop). In this way it is much faster, not necessarily the transport of selected scenes to the Storyboard, but in any case when rearranging the scenes in the tray. The place to which an apprehended scene falls when you release the left button again, is characterized by the program with a vertical yellow bar.

That "transported" just a scene, is the red "+" indicated that hangs below the cursor.

you go not with the pointer between two scenes, but on a scene, this scene gets a yellow frame.

Whoever releases the mouse, get a selection box, where you can decide whether to insert the scene, replace or want to insert.

After confirmation (left click) will proceed in accordance with the scene. insert another way scenes is the double ("Environment" / "Settings" / "Operation", the "PC operation" Select). If a scene is clicked in the bin twice in quick succession (left click) that corresponds to the simple selection and the pressure on "Insert", the scene will be inserted into the back straight down the middle of the storyboard be-sensitive scene. Also, this way you can act much faster than with the traditional "search a scene, they choose to, click the Add button" method.

But there is a fourth way to insert a scene into the storyboard. Since Bogart 8 yes we have the opportunity to use the scene bin preview image on the right to trim the scene (T).

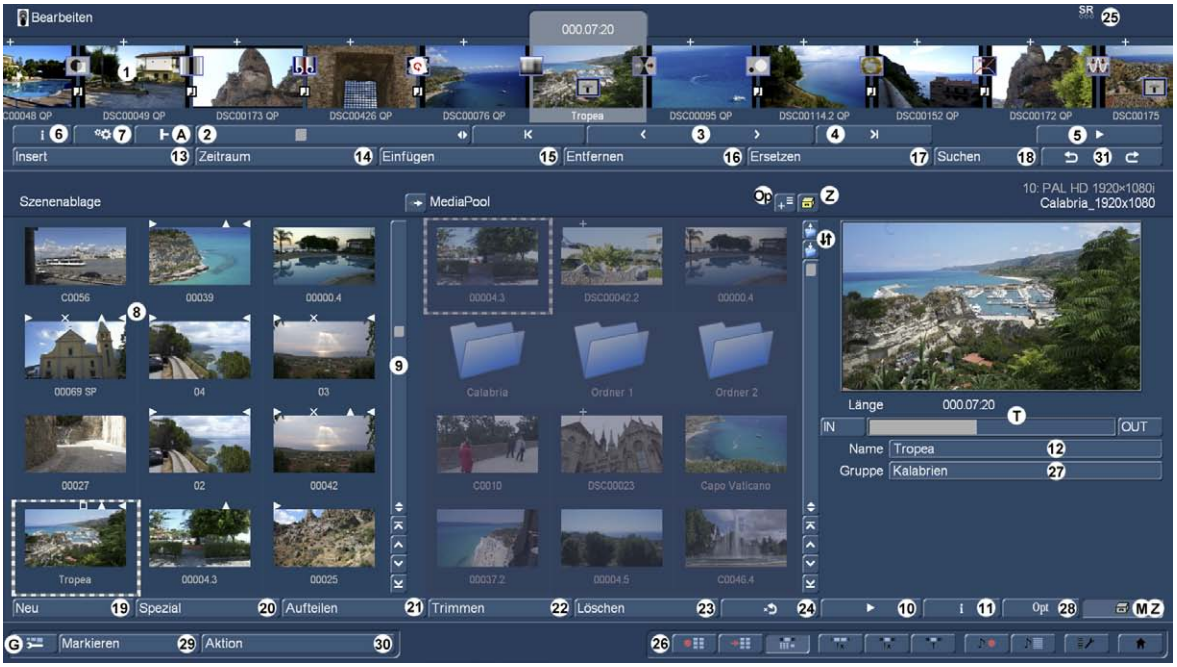


Image quality is the window probably in most screen settings too small, this requires then but the

However method "perfectly adequate.

And ... who has trimmed quickly, the trimmed preview image clicks twice and also adds it thus into the storyboard. Work faster from the scene selection via the trim to insert the scene gets.

A special feature is, if you look at the first scene in the storyboard of fi ce: Here Bogart asks if you want to place the second scene before or after the first scene. There is also the possibility of a crash. You may place a scene in front of the first, you will - if the audio samples are in a music track - the system asks whether the music tracks you want to move backwards. all audio tracks are "Yes" moved in sync with the image, click on "No", the free music tracks remain (standard sound tracks 3 and 4) at the time point and therefore slip under another

Storyboard that the scene is changed thereby.

(16) The "Delete" function deletes a scene from the storyboard, namely placed in the center. An inserted "Insert" scene is so also removed, resulting in detection of the background. If you have already calculated and audio to be removed scene is affected by this, you will get a warning. With the removal of a scene from the storyboard, it is automatically activated in the scene bin. So a fast re-sorting of the storyboard is possible because the newly deleted scene does not have to be sought to re-insert. If you have selected multiple scenes in the storyboard, you get the option to choose when you click on the Remove button if you want only the current remove all selected scenes or.

With Bogart 9, you now have the option scenes directly in the storyboard by "hands-on" and dragging with the mouse / trackball to move. "Grab" Analog to insert from the scene bin a scene from the storyboard (she gets a + sign, see above) and put it somewhere else in the storyboard again. This also works in areas outside the viewable. Moving the "scene at hand" to the right or left edge storyboard, the storyboard begins to move backward or forward. After reaching the target area is then placed the scene accurately and "drop them".

(17) the central scene is replaced by the selected scene in the scene bin by clicking "Replace". This can be a

find that a scene is too long and must be shortened. If the scene is the storyboard with effects, a replacement can this lead by a shorter new scene changes the effect length. Is the new scene is shorter than the previous one, it can also lead to changes in the underlying audio tracks. This will be provided in advance with a text note.

Note: Trimming scenes directly in the storyboard can be done using the optional Power-key keyboard and software.

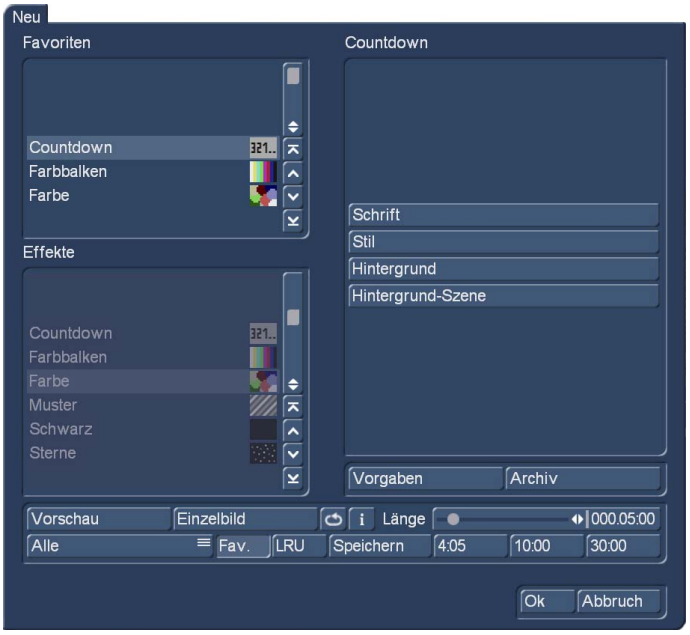
(18) The "Search" function allows you to have a selected the storyboard scene in the scene bin to fi nd if you have not deleted or renamed. After clicking on "Search" it becomes active and can then be trimmed for example. You can then replace the be the storyboard fi RURAL scene by trimmed. If you previously deleted the scene from the scene bin appears after you click "Search", the text "The scene was not found. Should it be restored? ". Click "Yes", fi nd the scene back in the scene bin, behind the currently active scene. This function can be activated at any time, even after a restart, by a deleted scene can not be recovered normally.

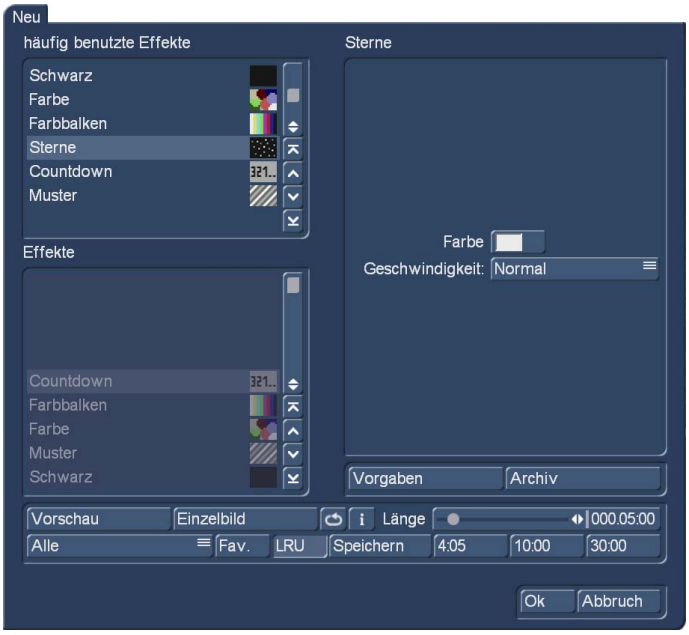
Note: The search of scenes from the tray in the storyboard can be done using the optional Power-key keyboard and software.

(19) "New" creates a scene with any adjustable "length" and selectable content that is available in a selection list. This is very interesting for opening and closing credits, but also for certain cross-fade effects. They can be customized to max the length of the new scene using the slider. Set 1 minute, or use the predefined lengths. One click

Election related effects.

A click on the button "Fav." Or "LRU" brings a new, expanded range of effects on the screen. . "Fav" in the settings (ch. 4.6.1) de fi appear with ned "favorite" effects in an upper window, with the "LRU" brings Bogart 9 frequently g used effects to the window above, in the wise foresight that you might like to use again these effects.





the corresponding window activates it so that you can quickly reach all those elected in this way or the frequently used g effects come.

Countdown, color bars, color, pattern, black: in the standard specification fi following scenes ends. Additional effects are available in optional packages effect. The new scenes you can set by directly clicking or by activating the slider.

Countdown: This function displays a number of the countdown per second. The properties of the counter you can vary different. You can change the font style and the design fl uence. In addition, the background image can before the countdown to be displayed are selected. You want to have as a background a scene instead of a color / a pattern, so make the selection of the background on an alpha value 0% .Damit is the selection of completely translucent and you can select the background scene. To select you get the scene bin of the current project are displayed and can select from the scene as a background. Is the background scene shorter the countdown scene, it repeats itself, it is longer, the first necessary subregion is used only.

Color bar: This scene produces a striped test pattern according to IRE 100 (for PAL) or 92.5 IRE standard (for NTSC) with adjustable length.

Colour: -

Template: Select on this button, you will see on the right "Select pattern" the switch. Click on it, a window where you can select a pattern opens. For more information about the image pool can be found in Chapter
3.3 (image pool) The special effect "pattern" matches the aspect ratio of the images and patterns used in the 16: 9 format (with SD and HD) .Aktivieren the function "distortions allow" no adjustment and it can cause distortion.

Black: This mode creates a piece of black video that serves as background for titles or combined with the transition effect "fade" to show and hide a video.

Under the selection list you will fi nd the "Preview" button, which displays a preview using the current settings. On the right you can adjust the length of the scene up to 1 minute. For a quick adjustment we have common scene

given the name of the effect will be generated.

If your Bogart Edition via the "single image", click on it to bring up another menu

represents. On the left side you can see below the effect name to "image" with which you can adjust the timing of the new scene, you want to view in full-frame preview, switch. Law fi to the ends, depending on the effect of different settings.

You will see the "Display" switch that offers but these effects, no setting in "Picture". This function is needed in other securities representation and enabled.

Top left fi a switch with the friend you run a small video preview of your effect

verlas- window with "Cancel" - back to the "New"
sen to have made without a change in the "frame" menu. The arrow button is used to maneuver the "frame" menu at the top of the screen.

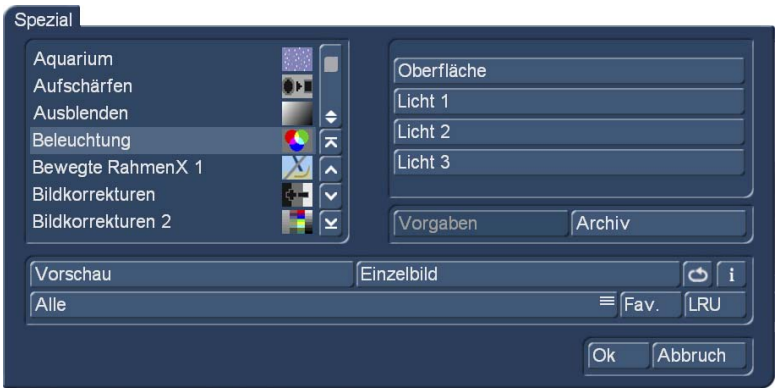
The right of the single image view fi nd a loop preview. Here you see the scene in a small preview

a moving preview.
The arranged under the button "Preview" selector offers different settings. causes the "All" means that all RURAL Bogart fi potential empty scenes are listed in the menu. "Standard" represents only the system's capabilities. "Favorites" are the ones that you can find in "Settings Effects

Scenes on.

(20) In the "Special" menu you will fi nd various special effects and all the long-term effects.
The de fl Itemize all long-term effects at this point has a special reason: multi-layer technology. To edit a scene with several long-term effects, you must first enable the scene in the scene bin. Select the long-term effects then not in the long-term effects menu, but under "special" from. The long-term effects listed therein are therefore not inserted into the storyboard, but it is made a copy of the active in the scene bin scene and displayed directly behind this. The copy is then supplemented with "SP" or "SP 2" and so on. This step, you can run any number of times. (See also section 4.7 Long-term effects) The list is initially divided into two areas. In the upper part, before the

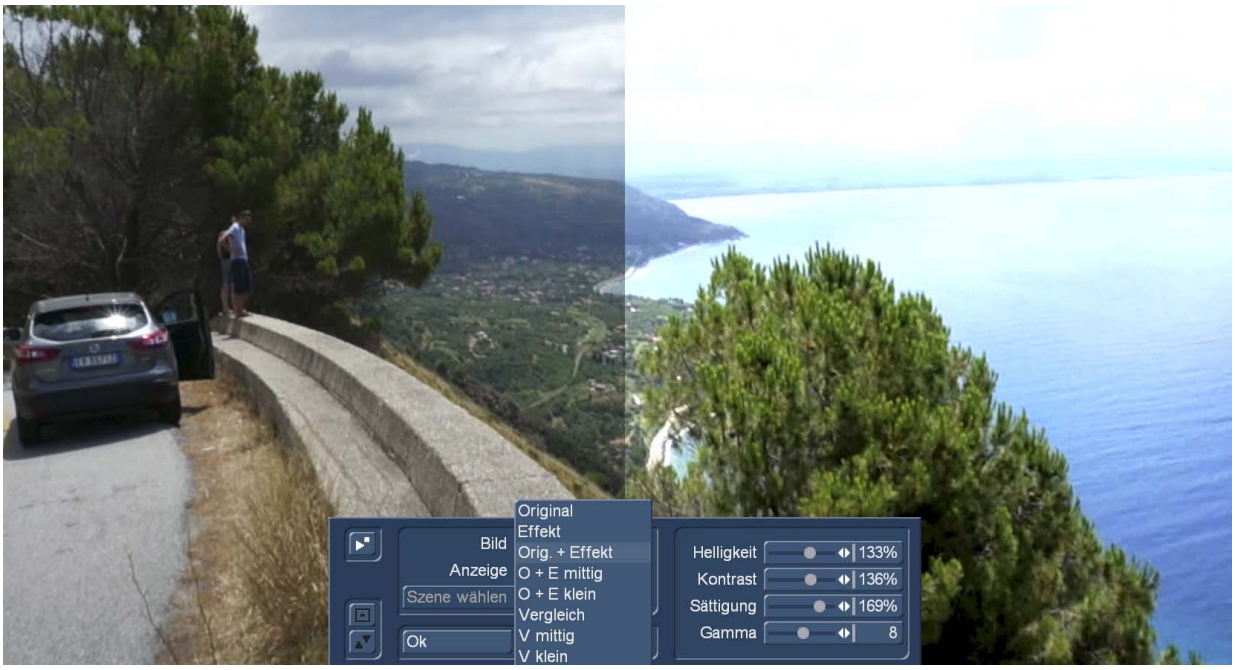
So you can use them quickly again. Under the hyphen fi is the complete de fl friend Itemize the effects.



The special effects that use the lower or middle part of the list, or frequently g effects or favorites (if displayed) which are listed at the top of the list, can be applied to scenes in the scene bin. After calculating a copy of the scene is made with the calculated effect. The starting point is always the selected in the scene bin scene. Again, there are the "Preview" and some effects, the (only with activated Gold Edition availability) "frame" menu. Click on frame and on the right fi nd themselves

, Can set scene you want to view. The "Display" switch offers some choices.

-



-

can select DETEM effect), on the left half of any scene is displayed, the "Select scene" with the fall below the switch from the scene bin. So an exact color match is for example possible. There are also

Setting window, you even get a preview in real time, without having to confirm the selection of the slider

-

potential - Cancel "to exit the" Single image "menu without making any change" with window ".

Furthermore, there is below the switch "preview" a selection switch that provides various settings. causes the "All" means that all RURAL Bogart fi programs are displayed.

"Standard" is installed with the editing software effects, "optional" shows all the effects additionally installed. oriten the presentation of the "Fav." or frequently used effects g ("LRU") is also possible in the long-term effects.

The arrow button serves for maneuvering the single-screen menus at the top of the screen.

Copy: A scene can often be copied within the "Edit" menu at will without additional space is required on the hard disk. The copy process does not require any time. You can easily select one of the scenes by

"Urlaub.K". By creating such prints, you can test very quickly as different scene lengths in the storyboard process. Rather than insert a scene and possibly several times to re-trim and replace, you can easily create multiple copies. This trim to the desired length and replace them to the test so long until you find the correct length. If a length previously used have fitted better this is always no new trim available. Finally, excess copies can be deleted.

Wiggling Sometimes a Ruckel or Strobe you wish for. This can be fl ockerung and give your video an artistic touch a nice Au. Select: (04 = an image remains four images stand for lifetime 000.00) and in the "mode" between "field" and "full screen" select just a scene pick and choose "Special", click "bucking", then set the "life" - already a stroboscopic scene is created that has the extension "RU" and its length is a multiple of

available.
The sound is the "bucking" unchanged and is therefore lip-sync. A preview of this effect is
not possible.

Backward: A click on the "reverse" produced after a short calculation, a scene that has the extension "RW"

want to turn him later in the dubbing menu silent. Application examples for this function: Reverse panning, extend a scene by putting them forward and backward running.

Freeze frame: Frequently, one wishes for a still image in a video. For example, at the launch of the "actors". To the selected (dashed boxed) scene is frozen at its first frame, specifically for the set "Length" (up to 1 minute). The eventual rest of the scene is not needed and does not appear in the still image scene. If you want a particular still image (and not the first of the scene), then simply create a copy of the scene, trim the start point of the desired image and then use only the still picture function. The scene created has the extension "SB".

You go to "type" between "field" and "Full". "Full Screen" has the better picture quality and is in scenes without

available.

Scene -> piece of music:
Sound sample list of audio menus. So you can use the tone of a scene on the dubbing in other places again. Click on the "Preview" button, a red cross through it circle indicating you that a preview is not possible in this instance.

Slow motion: -
Factor enter with a slider. The higher the delay value, the slower the scene. A value of 2 (the

long, slow-motion scene is exactly 8 seconds. They just need to multiply the length of the scene with the delay factor. The finished scene with the extension "ZL", which is after a period of preparation time available, can normally trimmed and will of course also placed in the Storyboard. Also, effects can be added as usual. Bogart SE plays the scene more slowly than the normal 50 frames per second. It comes while a Ruckh afteren movement. The well-known sports programs from super slow motion is only possible using expensive special cameras that take a lot more than 50 frames per second. A preview of this effect is not possible, as the red circle crossed with clicking the "Preview" switch displays. The audio is included in the calculation when slow-motion effect, the result sounds strange, of course, dark and "creaky" but may possibly as a special sound effect using fi nd.

Time lapse: The "time-lapse" works in principle like slow motion, but produces faster running scenes. You can set the acceleration with values between 2 and 50, with odd values are recommended to the full Au dissolution to

divide by the set acceleration. By clicking on "Preview" shows the red crossed circle that no pre-

check is possible. The audio is included in the calculation at the time-lapse effect, the result sounds naturally strangely bright, fast and "after Mickey Mouse", but can possibly as a special sound effect using fi nd.

Clipboard: This switch is a latching function. Most users will want the convenience dear to those established by Bogart 8 Mediapool work (described below in Section. 4.4.1).

However, if dissolution sets in huge fonts at low screen-Au (about settings see Sec. 4.1.3 and 4.1.4) will find that this combination allows for space reasons no Mediapool more.
the "good old" clipboard showing the conversions just as dominating as the Media Pool and his clipboard, but just to use is a little more complicated - since then helps - by necessity. So here's a brief description of functions.

Select "Clipboard" and then "start Clipboard" to the right, you will enter a menu in which you have the option of adding scenes to the clipboard, or already to take inserted scenes for your active project. In the upper section of this menu you will fi nd. A list of all be in the clipboard-sensitive scenes On first use after a restart this list is empty.

The menu offers the following options:

Add current scene: The current in the scene bin scene is copied to the clipboard.

Add another scene: You want to add another image from this project in the scene bin, so take advantage of this switch. then you get the scene bin of the current project appear larger and select from the newly inserted scene.

Insert all marked scenes: If you have selected multiple scenes in the scene bin, so you can all put this together in the clipboard.

Add scene from another project: You can add any scene from one of your projects. Then select before your desired project and then get the scene bin of this project are displayed for selection.

Remove scene (s):
Scenes that are marked in the list with a check mark will be deleted.

Scene (s) to import:
All scenes that are marked in the list with a check mark are included in your current project.

options: Here you can set whether the trimmed areas of a scene will also be transferred. moreover

Then see the deleted scenes in the scene bin. Possibly new numbering will be allocated if the scenes or scene names are already present in the scene bin.

Click "Remove scene" on the clipboard on the function selected in the list scenes are deleted immediately. This function is only activated with the mark of the first scene.
The clipboard is used primarily to buffer video scenes, to use ggf.in other projects. The clipboard is therefore all projects. Of course it is also possible to take over using the clipboard video from a DV project in an HD project.

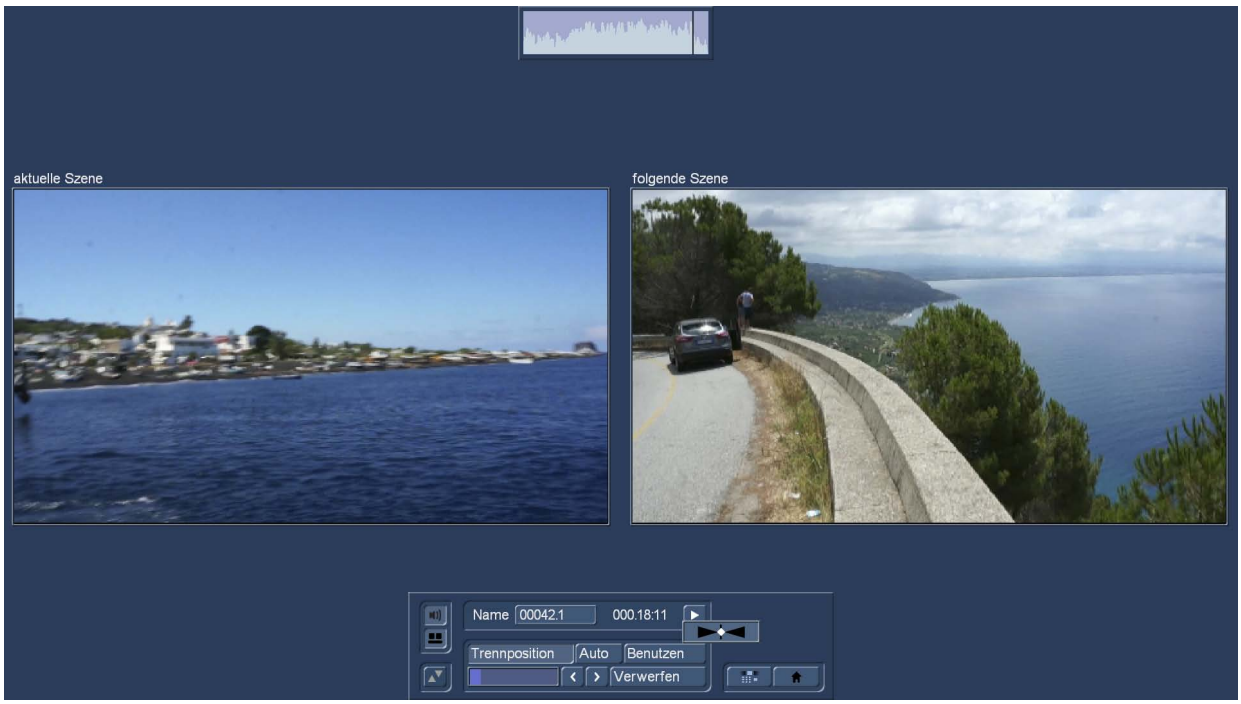
easily done via the keyboard. Press the "b" as is the currently selected scene in the scene bin, copied to the clipboard for an additional query. The key combination "Ctrl + b" is the current scene is directly inserted and additionally activates the following scene the scene bin. However, you can also select the scenes to be copied to the clipboard and then just "b" drücken.In demand then confirm that all selected scenes are to be placed on the clipboard. "z" directly opens the menu of the clipboard.

After you have completed your Bogart, which included the clipboard scenes are deleted. Under these special long-term effects that are ends only in the Edit menu to fi, the other existing long-term effects are listed.

The explanations of each standard long-term effects fi nd under 4.7 (the long-term effects in detail) listed.

(21) Sometimes you have recorded scenes that contain more than just a camera setting (take). These scenes must of course be split to obtain a perfect cut. Clicking on the "Split" button takes you to the "splitting" menu.

The division can be compared with the cutting of rolls of film. Yet the film is completely on the roll. Now a piece of film, namely the very first shot of the selected in the scene bin scene, pulled out of the role. This is done by clicking on "separation position". In a much smaller strip ("role" so) can be driven by the entire scene.



Select specifically the last frame of the first shot, and then click the left trackball button. Check (and correct) with the frame switches again whether you have made the intersection carefully. As an additional aid, the envelope (3.3 "Envelope and audio scrubbing"), which you can activate the speaker icon or eliminate serves. In addition, the audio scrubbing helps splitting. Now you have thus "pulled" the first setting. The piece is marked in light blue. Then you need to decide if this piece is valuable and can be deleted. You can change this setting now play (and possibly rename). A click on "Use" cuts off the strip and place it safely into the scene bin, where you will fi later it ends. "Drop" skips this strip, so sort it out.

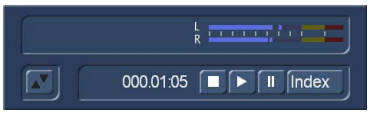
Bogart SE offers another view for dividing a scene, allowing you to more easily determine the correct release position. Click the button below the speaker icon, you get the view of two opposite scene images. The left scene is the very current image of the set separation position. The right panel shows the content of the

following frames after the separation position. They recognize directly between which two frames you split the scene and you can better judge whether you are at the end of the scene fi nd, just before a new recording or whether a new content starts.

Note: In this view, you can not push it up the menu.

Bogart does not delete any pieces of film in the process - the individual scenes are copied ("Use") or not copied ("Drop") The initial scene with all settings remain the same until you delete them aware from the Edit menu.. After clicking on "Use" or "Discard" to work with the rest of the roll on. Again, a piece must be pulled out and either be good ("Use") or bad ("Drop") are marked. When the last scene is not split to the end automatically displayed as "rest" in the scene bin. So you can interrupt the process easy once and then proceed to the "rest".

Note: When you split with the "residual" scenes continue, you might rename clarity before order. We often see systems with scenes names like "00042.Rest.Rest.Rest.Rest.Rest" or similar. The results of such "Rest.Rest.Rest for larger quantities. .... "- scenes into chaos !!!



Another function is to divide a scene according to the rhythm on the "Index" button. To do this, in the dividing bar on the Play button so you see the "Index" function. While the video plays with sound, you can at regular

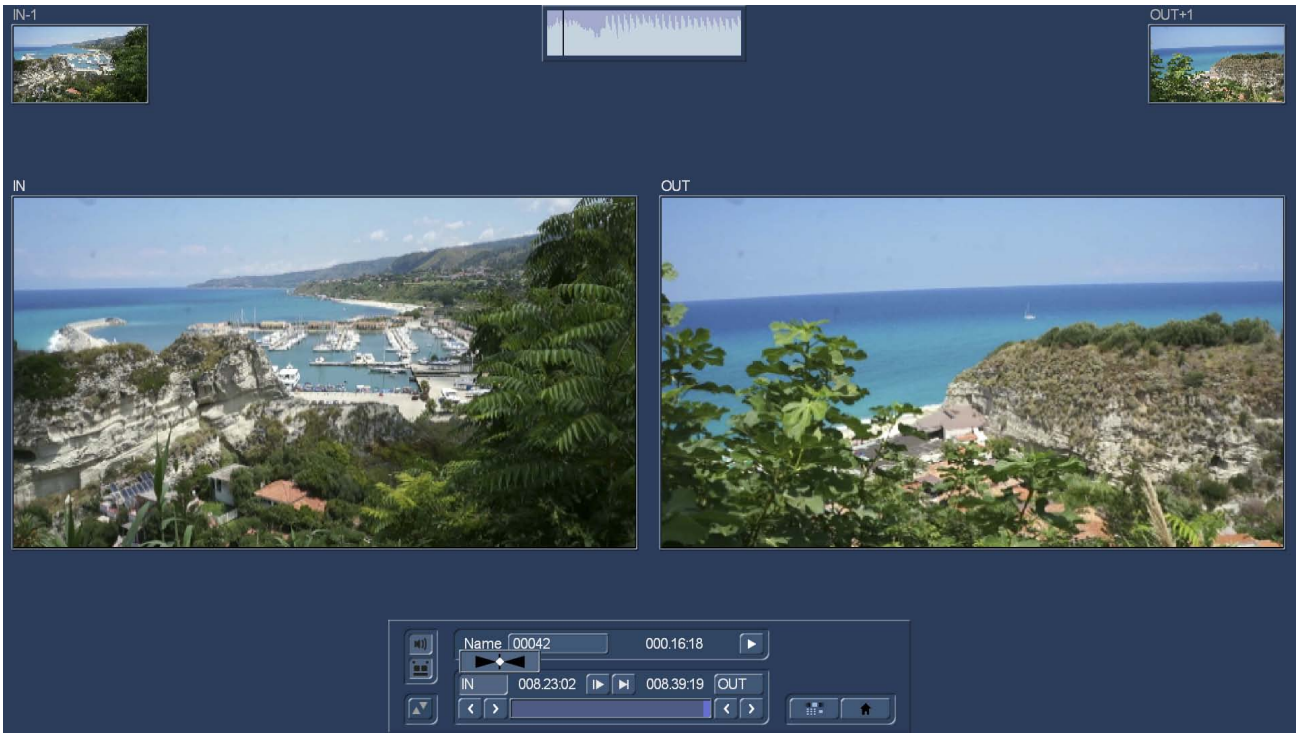
-

nalszene be stored. so this function is used to rough dividing a scene before you make the final editing.

You also have the ability to perform automatic partitioning, if your video has the necessary information. Just click on the "Auto" so that we can check the cutting information rather than fi nd and your stuff is automatically divided. You can then determine where the split scenes appear

respectively appear behind the active. In a more recent recording splitting may take a little time, since first a re-analysis of the scene is made.

(22) Scenes must be trimmed usually even before they are suitable for your production. Camera shake and blurring at the beginning and end can be dissolved as frame accuracy. A click on the "Trim" button takes you to the trimming menu:



Here you can carry out the fine cut for each scene. You can do the In point (entry, initial image) and the

allows the scene and selecting the new In point. The lighter area indicates how much of the scene is still active, the darker area to the left of it represents the "weggetrimmten" area. The time stamp on the right shows the length of the scene. Is that correct initial image found, click to confirm the left button.

Play icon Play (far right) to check the new settings in the movement.

Note: When trimming the in-point is always the right time displayed first, next field, the OUT point, the odd (later coming). When splitting is normal that shown, during the positioning of the odd. This approach simplifies the creation of clean cuts.

Of course, you can also display this menu, the envelope and audio scrubbing (only with the Gold Edition) apply (Kap.3.3 "envelope and audio scrubbing"). Here too, Bogart SE an alternative mode for trimming, in which several scene positions are placed opposite. Select here again the switch below the speaker

left and top right show you the respective frame before and after the eingetrimmten area .So you can judge very quickly if your scene is desired trimmed.

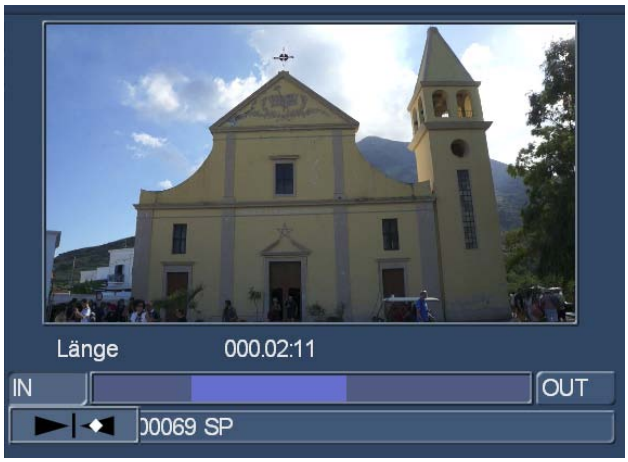
Note: In this view, you can not push it up the menu.

The two switches in addition to the times of the initial and the final image you can let the scene play three seconds from the beginning and 3, respectively second toward the end. Note that by trimming away parts of a scene can be reactivated by re-trimming at any time.

You can select the menu icons the Edit menu and the main menu immediately to the right below.

After activating the control surfaces settings (. more on this below), further as described above, a trimming

Scene (using the arrow keys on the keyboard) extremely quickly and without many screen changes rede fi ne.



The trim each scene is displayed here in general. Also a

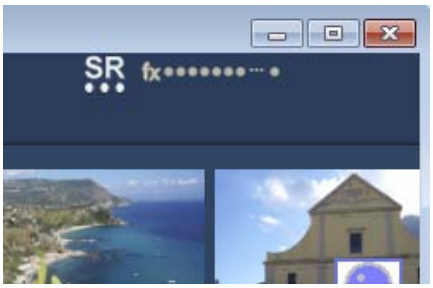
(23) You can delete a scene. Clicking the "Delete" button deletes the currently selected scene from the scene bin. You want to delete several scenes, so you can pre-select the scenes and then "Delete" press the button. then you get to choose whether you want to delete only the current scenes, or tagged. Do you want to delete scenes, press the Cancel button.

(24) In the event that you want to retrieve deleted scenes, you can use the right of the "Delete" button fi RURAL UnDo button (curved arrow) available that can reactivate the last ten deleted scenes. After a restart, when switching between projects or when the recording capacity is exhausted (video or audio) you can

deleted scenes not reactivate. This switch can also scenes that you previously removed now in the scene bin and also from the storyboard, to restore.

Tip: You can use the "Delete" - use and UnDo function very well to sort the scenes in the scene bin. Delete the current scene, then activate another and finally click UnDo. The previously removed elsewhere scene appears behind the activated. Suitable for sorting the scenes, however, the "Mark" button and "Action" are. For details matter a little further down.

(25) If you have turned on the "Smart Rendering" function and effects are expected in the background, the "SR" icon appears in the upper right corner of the screen.



calculated effects from the storyboard in the background, you can see behind the symbol a "fx" and a number of points (the last flashes). Calculate multiple effects from the Edit menu special, another point appears to be calculated per effect. You can determine in the "System Settings", whether or not to start with the last inserted effect whether it should be counted at the end. The calculation enable either via the "Smart Rendering" in the "System Settings" (s.Kapitel 4.1.6) or by clicking on this display at the top of the screen (where einge- effects in other menus,

adds be), whereby the window is also opened.
After the calculation has been started, you can continue processing, the calculation is made irrespective of the background. The scene with the calculated special effect is then inserted into the scene bin automatically behind the original scene.

Note: Since a maximum of 10 points can be displayed, is - if several effects to be calculated were inserted - shown by means of three small dots that other effects on the waiting list fi nd. It can not be all effects calculated by smart rendering in the background. For example, editing the special freeze function. This is then calculated directly in the foreground.

(With former clipboard switch MZ) Media Pool / clipboard
The long years of existence clipboard function has been completely revised in Bogart. 8 So far, the clipboard was used to transfer scenes from one project to another in order to save the double or multiple recording more frequently required scenes.

The disadvantage of the previous clipboard: When the Bogart program went clipboard contents lost, "the next day" so you could not "pick up". That was quite intended to ensure that the clipboard does not answer in time a huge size and can "zumüllt" his device.

Since the Bogart users had the need and have to have some scenes (pre- or end credits, animations, logos, repeatedly used trailers or audio tracks) always available, has it been established over the past years "Projekt30". On

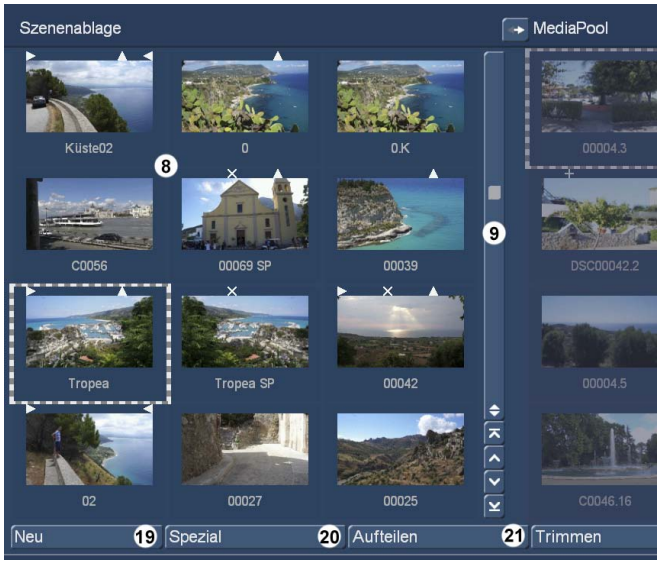
selected scenes and then accessed when needed via the clipboard to this storage project.

old "clipboard somewhat cumbersome. Therefore, there was for some time the idea to put the Bogart-users with a "supply department" available, which can be called in any project easily. The import and export in this department and from this department must be easy to handle, in this department, videos, photos and music pieces must be stored fl olutions and all these data must be put in the currently active project without effort, in all Au without any the user needs to think about the adaptation to be just current project format.

Since Bogart 7 we have the ability to import digital photos regardless of the Au dissolution in all kinds of projects and we have the import and export menu extensive possibilities of format adjustments. The foundations for since Bogart 8 available media pool were placed, here it is:

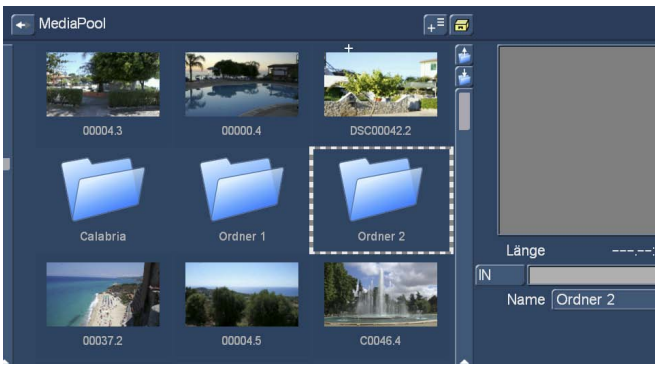
(With former clipboard switch MZ) it calls the media pool in the middle of the screen.

In order not to lose track when handling scene storage and media pool, the "active" department is bright and clear (bottom left the scene bin, the right of the Media Pool), each "passive" department is darkened.



Basically, the Media Pool is a department whose contents will be saved when the project is changed or Bogart is terminated. One can the media pool but also - as usual - be used as a temporary clipboard, more on this below.

(Op)



right, takes us back to a higher level).

Note: At the beginning you should be a little careful with the creation of sub-sub-sub-folders to keep track. A number sense named folders for the different media types on the top Media pool level is certainly useful.

From the scene bin can and (loaded in the tray) convey scenes digital photos in two ways in the Media Pool:
1) The selected scene is copied by clicking on the arrow at the top next to the "Media Pool" in the pool and inserted after the marked scene there ..

2) The scene can be "touched" with the mouse and be pushed to any place in the pool. The scenes or still pictures remain in the pool in their original Au obtain dissolution, but can by changing projects in each

Target project-Au dissolution. To that extent it makes sense to import the materials to be used more often, after all, in the highest possible quality in the Media Pool.

Tip: To make it an example very clear: When a 4K (3840 x 2160 pixels) imported recorded video scene in an SD project with 720 x 576 pixels Au dissolution, achieved in this project a scene with 720 x 576 pixels Au dissolution, which, when it loads from here in the Media pool, with those same 720 x 576 pixels Au dissolution in the Media pool is located. This scene is when it is "unpacked" into a full HD project with 1,920 x 1,080 pixels Au dissolution again, and blocky, as the "original" just only 720 x 576 pixels Au has dissolution in the Media Pool.

we load the 4k scene in a 4k project and from there into the media pool, it is in all projects at their full Au dissolution available. It is then imported from the pool in an SD project, of course, 720 x 576 pixels "scaled down", but in higher resolution projects always enough "substance" or Au dissolution to look good. Quite the opposite to the one loaded in lower Au dissolution in the media pool scene.

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voltage of Media Pool content should be considered. "9 4: 3 **<=>** 16" you can set "Borders" to 4: 3 videos in below

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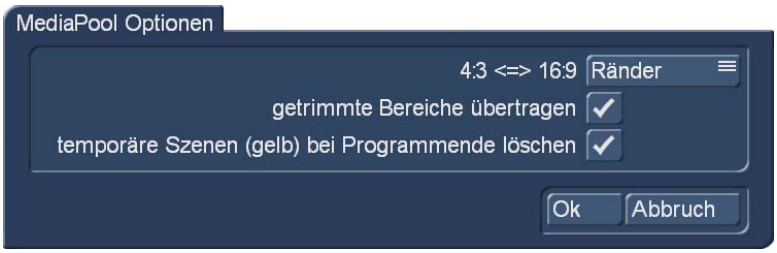
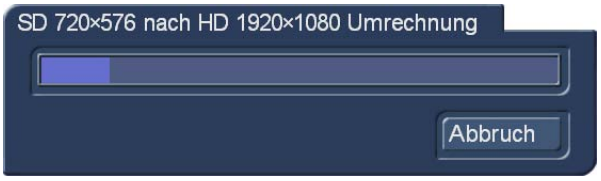


Select or deselect this function. Who much trims (and not divided), maybe do not want to ever let the whole unnecessary "ballast" Convert with. Who ever possible want to get a great variability in the input and exit points of his scenes, takes the trimmed areas with perhaps prefer.

Here can also specify whether the temporary loaded in the Media Pool Scenes (more on this below) are to be automatically deleted after the program ends ... or not.

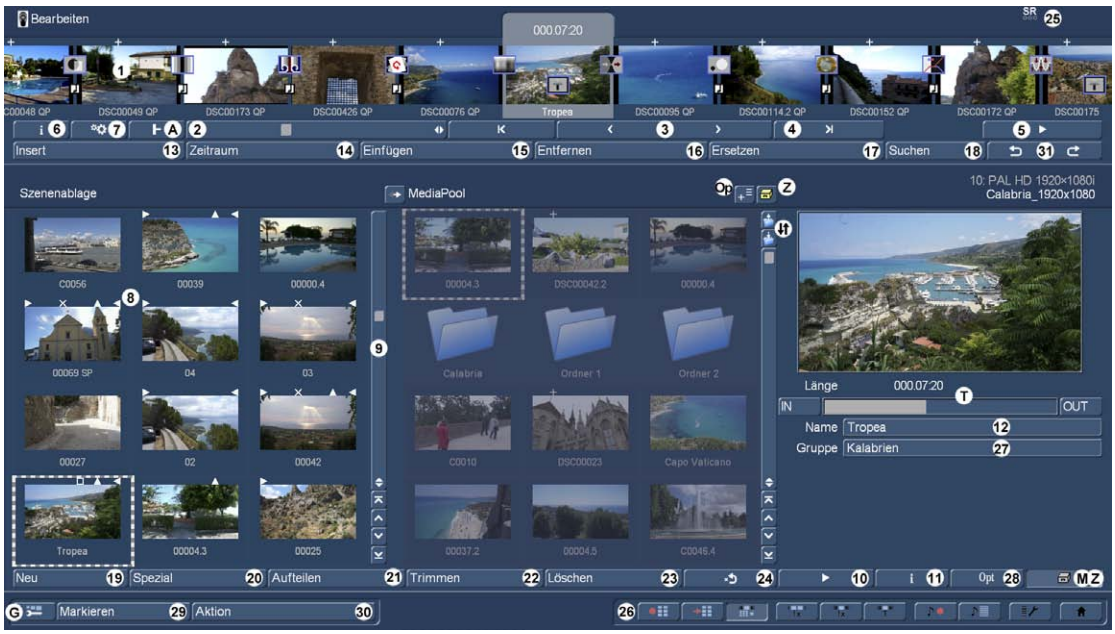
In general, the media pool will be "filled" in the "Edit" with video scenes or digital photos, in the department can also create music, audio samples and any recorded audio material into the pool "audio recording / editing" (see also 4.10.1).



The "return" from the Media Pool into the scene bin runs like (click on the arrow shelf or "hands-on" and dragging with the mouse), with a small deviation, if the formats of the pool and storage do not match, converted (see left). The system is saying, what it does.

are pieces of music, such as (dissolution in Project Au) converted in the previous versions, the import from the Media Pool into the scene storage in black scenes with music.

The switch under the scene bin and the media pool only partially work with the media pool together: The functions New (19) (Stake 20) dividing (21) and trimming (22) can not access the media pool or its contents are applied.



The Delete function (23) and restoring (24) can be patched apply quite normal playback (10) a media pool scene is also possible.

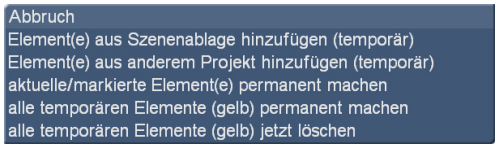
The switch information (11) are various information about the scene / still picture, their place of origin on the computer's hard drive and the formats in which it is present in the Media Pool. Important in this info: It changes depending on the use of the scene. Clarification: We have the scene (info below left) "scenes information" is inserted after the first call again from the Media Pool in our 1,920 x 1.080er project (with conversion) and now get a changed information (center).

The "PAL 1920x1080i" -Au dissolution is new to the format list. The result: When you insert this scene in another 1920erProjekt that happens quickly without conversion, the scene is in the Media Pool So in all displayed Au fl olutions stock.

The information desk will not work with pieces of music here Department, the corresponding information is displayed (with gray image) after selection under the "Preview" also is also the "pop-up" the appropriate information (top right).

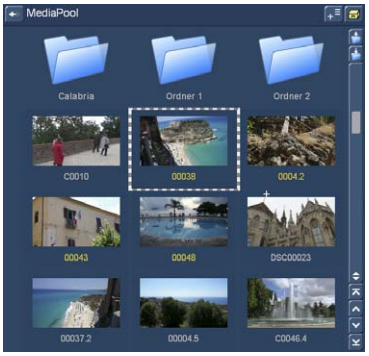
(28) does not work in conjunction with the Media Pool.

but the media pool has - if required - even a temporary component. If you want to transport a larger amount of scenes from one into another project, these scenes, of course, need not remain permanently in the media pool so the pool in the long term would be far too confusing.



To this end, there are the yellow drawer (Z). After selecting the yellow

"Cancel" is self-explanatory, the selection is closed again after click.

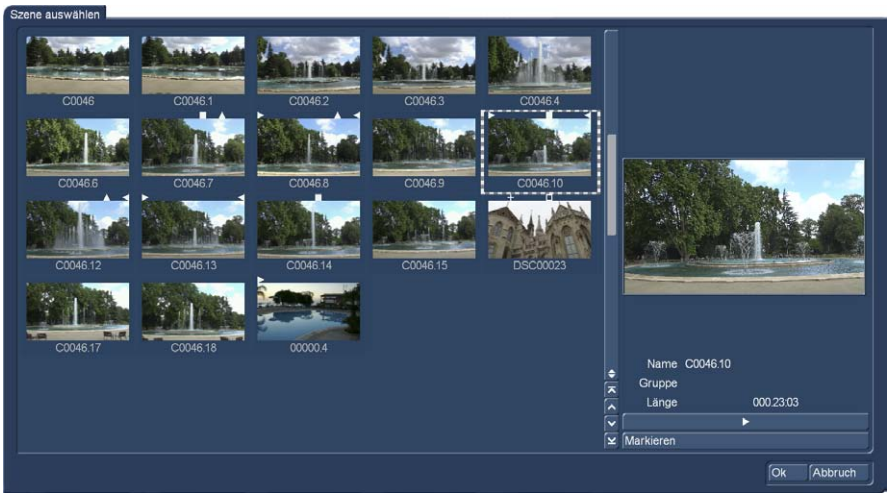


"Element (s) of scene bin Add (temporary)" adds the selected in the scene bin file / s into the media pool that the names of these files, however, are held in yellow to distinguish them from the rest of the "Media Pool-residents" (see picture left).

This "yellow" data is deleted at the end of Bogart program when the

would like to receive data over multiple sessions, automatic deletion will turn off and at a later point in time in to clean up the Media Pool.

The selection of "element (s) from another project to add (temporary)" will first update the project selection window and then the scene selection (picture below) on the screen.



After selecting one or more scenes

the Media Pool added. If you then insert those "yellow" scenes in the scene bin, they stay there permanently, of course there are.

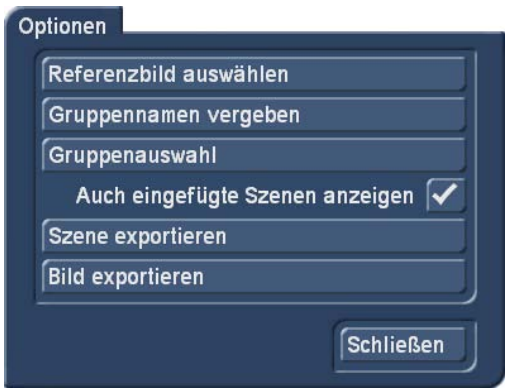
With "current / selected item (s) permanently make" can be one or more selected files permanently left in the Media Pool, "make all temporary elements (yellow) permanently" or "all temporary elements (yellow) now delete" does exactly what it says and lets the yellow data in one way or another disappear.

Thus replaced and the Media Pool completes the old scene bin completely, you will learn to appreciate him in the course of work. To the media pool in the audio department, see chapter 4.10.1.

(26) Bottom right of the "Edit" menu you will see ten menu icons for "quick jump" into the following menus: Video recording, importing, editing (currently selected), transition effects, long-term effects, titling, audio recording / editing, dubbing settings and main menu. Open a menu of these symbols, then come up with the right button back to the previous menu. This works even if you consecutively call multiple menus with the symbol keys.

(27) Under the respective scene name you can (if preset), a field with the associated group names. If the field is empty, there is no group membership. To assign a scene to a group or change the group, click the empty group text box or the box with the group names below the active scene. It opens a list of existing groups, from which you can select one. The operation is described in detail with groups.

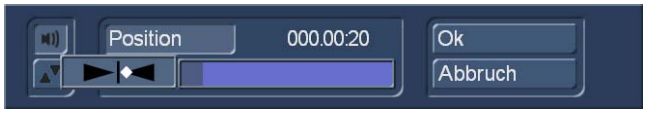
(28)
can optimize.



Select reference image: To distinguish scenes better, it may be necessary to change the "reference image", which is shown representatively for a scene in the tray. Also, effects that are present as scenes in the tray, can be optically better recognized by an individual reference image may. For example, if you assigned a scene with a long-term effect and have it created a new scene, you would one of the scene

-

Select Conference image ". You get a menu for determining position within the scene. Select "Position" to move through the scene and select a new image.



Note: The change of the reference image of a scene does not affect already inserted in the storyboard scenes, but only to those in the scene bin.

Group names awarded: You can assign scenes in groups and thereby structure clearer and better. Thus, for example, only scenes of a selected group. Select the desired scene.

-

NEN enter the same group name, this is possible by marking the scenes. Select the scenes in question and then give a scene the group name. You will be asked in the case if you want to assign the group name for this one scene or for all selected scenes. Have you already written quite a lot of group names, it may be advantageous to arrange the displayed groups. So you can create archives in which only certain group names appear. So you can reduce the selection of groups. Likewise, you have made possible a selection of scenes in the group selection.

Using the "stock" you can display all group names already assigned in this project.

Group selection: Work with groups, you have several ways to select scenes in the tray.

-

sem project used or created. About the selection feature, you can now select one or more groups, by placing a check in front of the term.

-

are classified. The other scenes are not deleted, only hidden in the display.

To delete the group name of a scene, select the group name "---" from the group list. If you want to see all the scenes, even those that are assigned to a group, reopen the group selection and confirm the selection with "All". If not all the scenes depicted in the scene bin, the information appears in the header of the shelf, right next to "Scene storage" "Filter active". Thus Always to this ad if you miss a certain scene.

See also inserted scenes: You can see the overview in the scene bin might improve by already in the

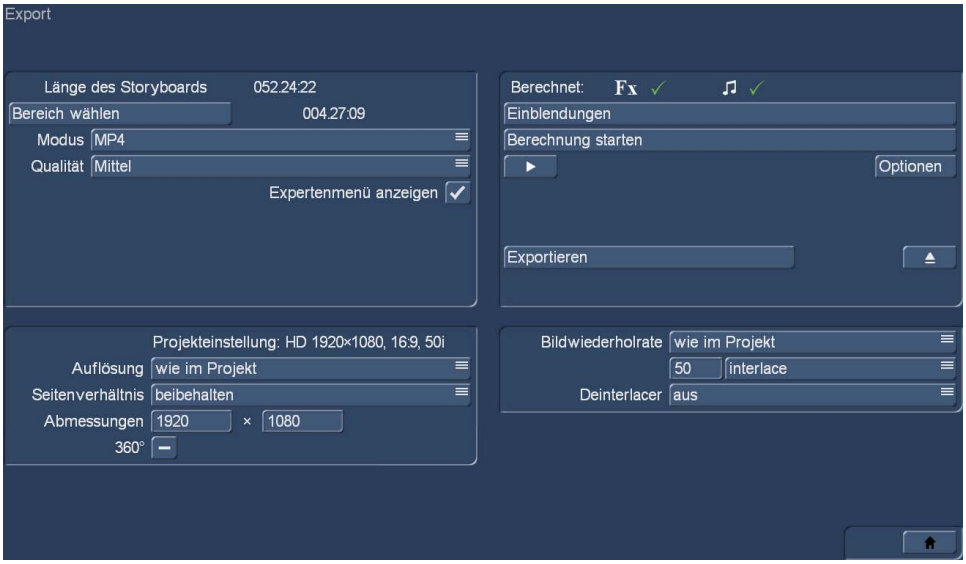
-

sets, the added scenes (scenes with all of the white, ^ 'marker in the top of the screen) are displayed in the scene bin. Does the box a stroke, the function is turned off and already inserted scenes are not displayed in the tray. Of course, the scenes are when hiding

not deleted but only suppresses the display.

Tip: The accidentally removed at this point hook has been the occasion of countless calls to our support hotlines. If you miss scenes in the tray, the first way to "opt" should lead ions department to ensure that this option is checked.

Export Scene: The currently selected scene can be exported directly as a video file. Click on this button opens the "Export" menu and you can here, as described in Section 4.5, among numerous export modes and qualities choose (picture below). In zugeschaltetem expert menu, you have a few more opportunities to Ussen impressive scene to export fl.

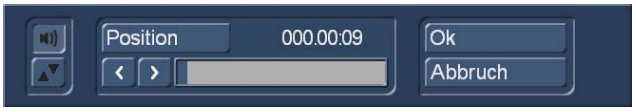


want. Before the target selection, the media must - it should be an external - albeit connected and active. After this

can not change, because you can also export multiple files on export. This file can then be imported elsewhere again into the system or be played. If you have selected multiple scenes before exporting, you will additionally be asked whether you want to export only the active all the scenes or. Thus, several scenes can be exported at a time. A progress bar with a scene preview, will give you information about the progress of the export.

Export Image: -
choice of "Image Export" switch opens initially a Windows file selection, in which one, if not more gesche-

it appears the currently selected scene in full-screen, down to open the position selection window.



Now it is possible to pick out the picture of the individual switches or position selection that you want to export. The name of the exported images is "scene name @ Position ", in our case (scene name" Tropea ") would be the resulting image" Tropea@9.jpg ". The exported images have the project Au dissolution.

Tip: Who has a scene stored in multiple projects of different Au dissolution and focuses on a high-resolution still image possible, please exported from the project with the highest Au dissolution.

NEW! establish. This "trimming reserve" is used by the system for it to be able to "trim-out" split scenes afterwards again. If one needs after splitting the front or back a little more "meat", for example for use

Runtime Bogart before and hidden after the split piece holds as trimming reserve. Adjustable is the range of 0 to 30 seconds, of course, always depending on how long the original scene is at all. This trim reserve is for

(29) and (30) Another way to adjust the scene bin, or to organize the storyboards offer the "Mark" button and "Action" at the bottom left of the screen. These two switches belong together in use. You can rearrange this feature scenes of your scene bin comfortable. This means that you now have the option next to the function of the groups, the scenes inside the Au fl Itemize according to your sort. To

they get connected listed.
Using the "Select", the current scene is marked in your scene bin. She gets a filled square assigned. If you want to select different scenes, select the scene and click on the "Select". You can also use the left small button if you have a 4-button trackball. Thus the scene is even marked faster, because the scene does not have to be activated. Put the cursor on the desired scene and click on the left small trackball button. To ensure that your scene is marked and gets a solid square zugewie-

Using the "action" to open a menu to select a function for the selected scenes.

Alternatively, you can click through the menu with the right small trackball button open. Depending on the number of marked scenes, you have different options available:

deleted from your previous position.

-

alternatively be used. First of all scenes are marked and then deselect individual scenes.

receive.

If you have selected multiple scenes in the scene bin and wish to add to the storyboard, activate the scene behind the scenes to be inserted. Then click "Insert" than if you want to insert a scene in the storyboard. You will be asked if you want only the current insert the selected scenes or so scenes from the scene bin in the order listed behind the active storyboard scene to be inserted. You can also delete, by clicking on "delete" after marking scenes marked scenes. You will be asked before deleting the scenes if you want to run the "Delete" function on the current scene, or the marked scenes. Select "all marked" the corresponding scenes are **deleted. (By pressing the "Undo" 24) the deletion process can be reversed. Please note that only the most recently deleted 10 scenes with "Undo" can be brought** back. Delete more scenes, they will be lost. Scenes can be marked not only in the scene bin, but also in the storyboard. Select the desired scenes in the same way as in the scene bin. The actions are then executed in the storyboard. Make sure that no scene is selected in the scene bin if you want to perform an action on the storyboard, otherwise the action selection is inactive.

The mark of scenes is maintained for as long as you are in the Edit menu fi nd. If you exit the menu, the marks will be discarded.

(31) Undo and redo

The "Undo" - and "Redo" button fi nd under the storyboard right.
These switches allow for any length "Undo", which allows you to undo all his actions taken again. The actions undone with "Undo" you can if you want to restore a "redo".

The change in the recording, import, export menus or to the dubbing not delete the undo memory. The "Undo" - "Redo" function "remembers" as long as all actions until you change the project, arabesque opens or closes the program. Only then the completed work / settings / changes are not irreversible.

The same applies to the "deleted scene retrieve" button right next to the "Delete" button.

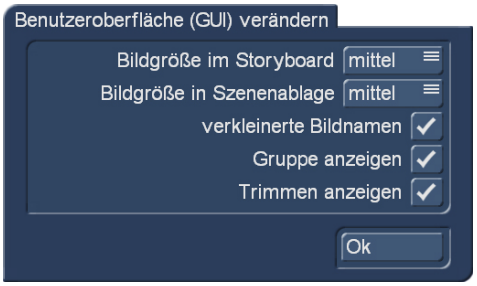
With Bogart 8, a focus was placed on the simplification of the operation, and we have to this point (in addition to those described in the "Settings") nor an opportunity to influence the design of the work surface in fl uence.

In the past, many customers had the problem that although they au getting higher fl ösende screens were standing at their jobs and that the programs ever higher de fl olutions of the worktop permitted, but including the readability and clarity of the work surface surface greatly suffered.

Names, times and other important information for the operation become so small that they can be deciphered only five centimeters distance or with a magnifying glass, does not make the cut easier.
Therefore sat until now many users from super high-resolution screens and they had - for reasons of clarity - to extremely low Au fl olutions set to work properly.

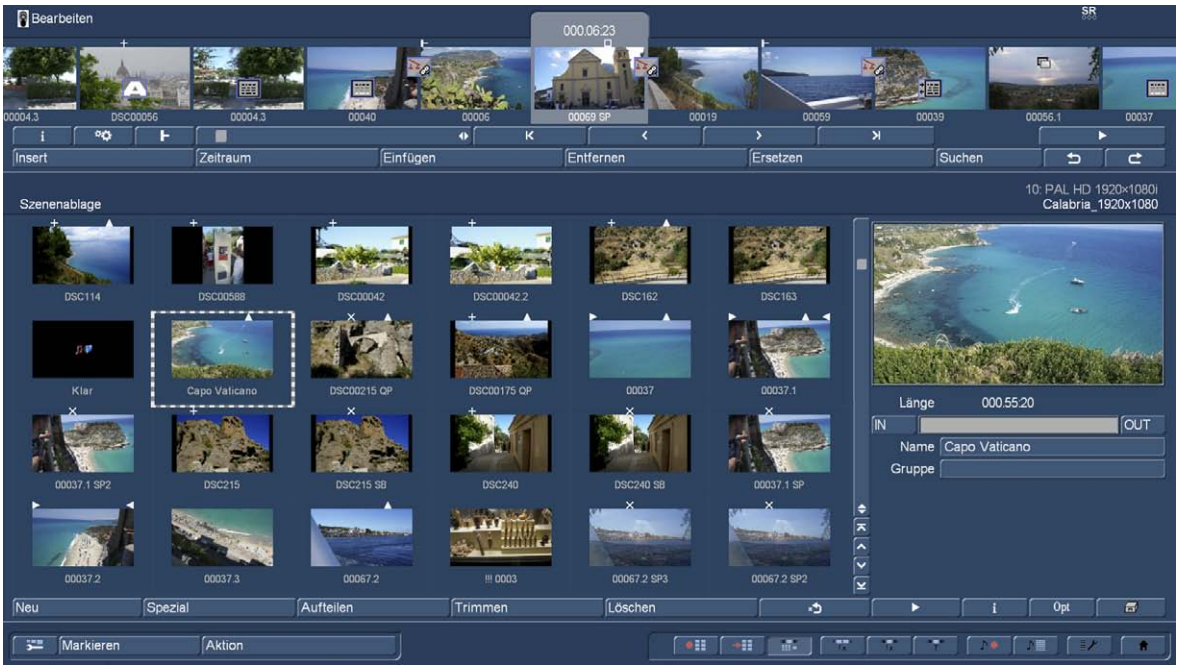
-

opportunities for their part, despite high Au fl the working environment olutions readable and easy to operate to have.

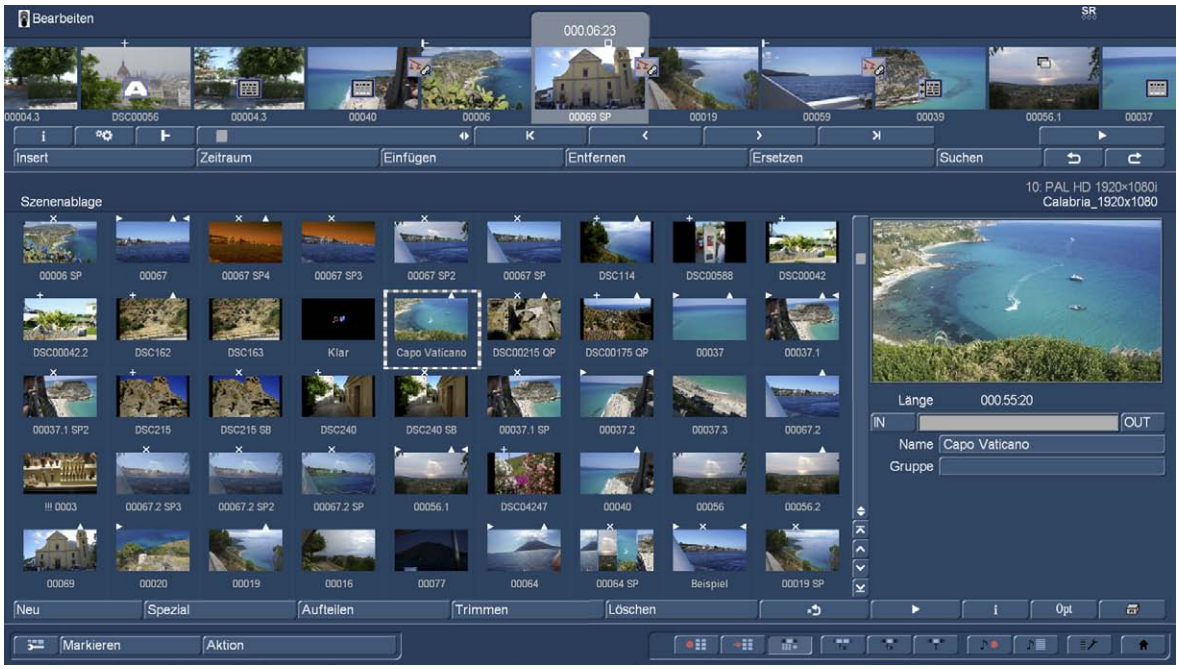


After selecting the GUI switch opens a menu where a has quick access to the image sizes in storyboard and scene bin and can make some further adjustments.

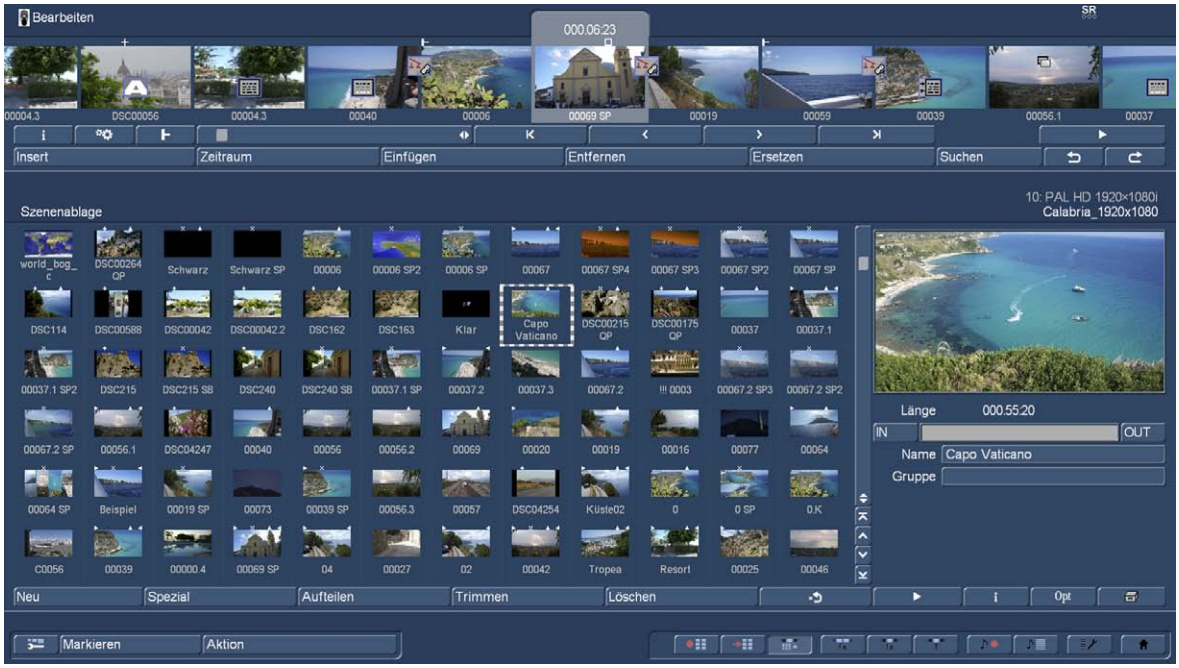
As the size settings affect, we already had in the size of the operating elements (effect there in the first place on the slides and texts) are shown. Here again, with constant screen and control settings that affect the image size adjuster:



Screen high 1920 x 1080, operating normally, storyboard big, big scene bin



Screen high 1920 x 1080, operating normally, storyboard large, medium scene bin



Screen high 1920 x 1080, operating normally, storyboard medium, small scene bin

As you can see, changes in the readability of the operating elements nothing, there are simply more (then small) preview

The settings "large", "medium" and "small" can be freely combined.

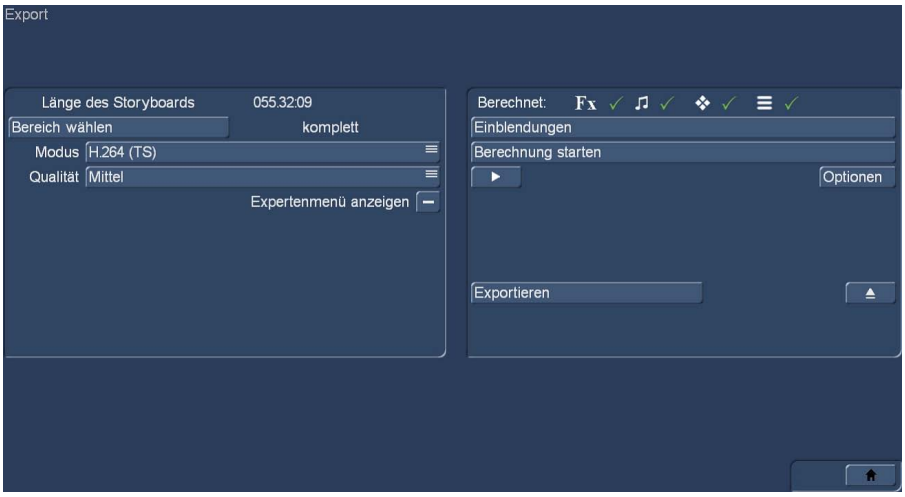
The other settings in this menu "reduced image name" is that you can clear the Enable (check mark) or (underscore). Clearly seen below, left with reduced image name, the right without more readable.

"Display group" The Adjuster and "Show trimming" enable or disable the corresponding ads under the preview on the right side of the scene bin.

Together with the control settings each his own individual compromise of information density and clarity can thus build.

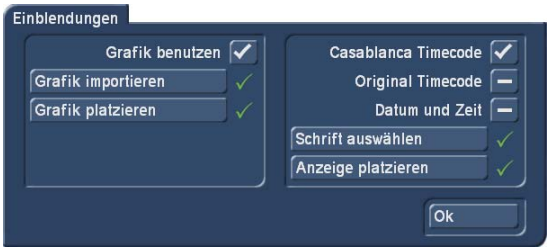
4.5 The export menu

After pushing the button "Export" to open the Export module.



Here, the length of the storyboard of the currently gewählen project appears at the top, if necessary, you can "select area" under Shorten the storyboard for export. The length of the selected range is displayed on the takeover of the entire storyboard is here "complete".

On the right side shows whether the effects, the audio and the possibly selected Gra fi ken and insertions (see below) of the exported storyboards are already calculated or not (red line and green check mark).



The "Messages" switch at the top right gives you the opportunity to provide your movie with additional overlays. Eg if you want to place in your movie a logo or display continually recording date,

-

ones are always set for the entire film. A display on a partial area is not possible. You can import a Gra fi c (a still picture, no animation) and place, or one of the available time formats

Show. For this, use the following settings:

Gra fi c use: Enable this feature (check mark), a Gra fi c is included in your movie. The last imported Gra fi c is used to import a new one. Is the system not Gra fi c prior to display, you will be asked a Gra fi c import.

Keep aspect ratio: If this function is activated, the aspect ratio of the genuzten Gra fi is maintained k. Activate "Keep aspect ratio" switch you are under "Gra fi k place" not only with respect to the position, but also the width and height completely free.

Gra fi k import: Click k on the button to import a Gra fi. You will receive a selection window where you can choose to import Gra fi c. It can be used for this function common jpg images who wants to work with transparencies store (eg for logos), the image in the format should ".png." In this format, the transparency information is used, so that the film is visible through transparent portions of the Gra fi k therethrough.

Gra fi k place: The last imported Gra fi c can be positioned freely on your movie. They can also resize the image in fl uence and so adjust the positioning optimal. It is not possible several Gra fi ken to save on your system.

Casablanca timecode: This displays the timecode of the film. The representation (mmm.ss: ff or hh: mm: ss: ff) depends on the set "Time code display" in "System Settings"> "Additional settings".

Original Time Code: The time code (recording time) of each individual scene is specified. Here, the shape of the set is considered "time code display".

Date and time: The date and time of the completion of the film is shown.

Choose the font: Here you can set font type and size. You can import your own fonts and verweden.

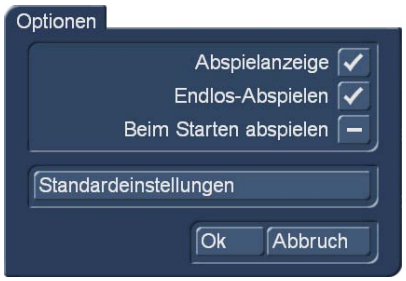
place ad: The time format can be placed by you. The size of the display is determined by your chosen font size.

can "Start calculation" with it before gets to select the export format, calculate the titles, effects, audio composition and possibly selected overlays.

After clicking on the "Play" button, the calculated result is played here can be controlled again, if what you had intended for export, was actually thus calculated.

-

tions in the absence or playout.



Here, the playback display, which has always been to see the play, are hidden. Furthermore, the film may run as an endless loop once it has been started.

set, the playout starts (or "show" or whatever you want to call it) immediately after the start of Bogart program.

Combined with the shutdown of the playback display certainly not bad for demonstration-Zwe-bridge, if you do not just want to click through the program, but starts his movie by double-clicking Bogart.

If you want to export its data to a CD, DVD or Blu-ray, fi nd here also a "drive open" switch.

Before starting the export, should be determined on the left side under "mode" in which format you would like to spend his film. Possible are AVI, MPEG-2 (TS), H.264 (TS), MP4, MTS, and JPEG.

With active gold version and activated Smart Booster gives you the option to export your storyboard in hardware-accelerated M2TS format. Here, the system achieved according to the setting speeds that are considerably lower than the duration of the project.

-

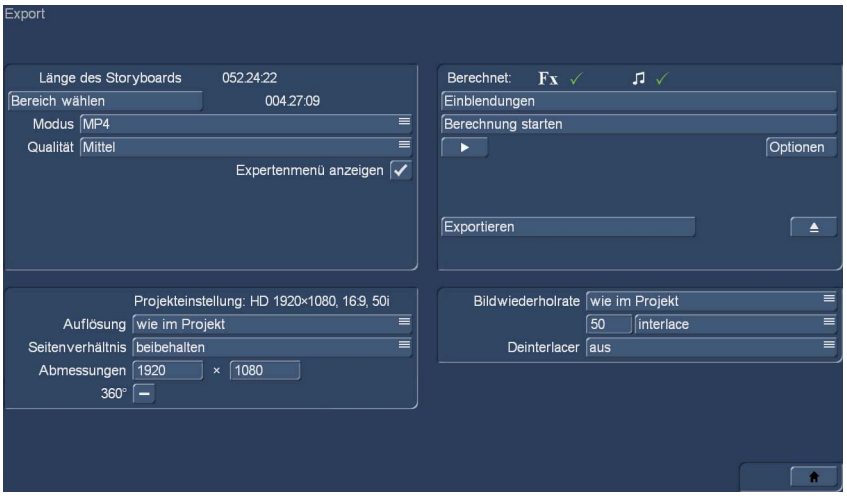
as is laid down.

The quality used in the conversion of the film can also be set before saving, from "low" to "medium" and "high" to "very high". Depending on the setting, the size of the files produced and varied to a factor of 2.5. An AVI from a test-movie in 1920 x 1080 pixels Au dissolution with a length of almost two and a half minutes is "low" quality good 200 MB in size, in it are "very high" over 500 MB.

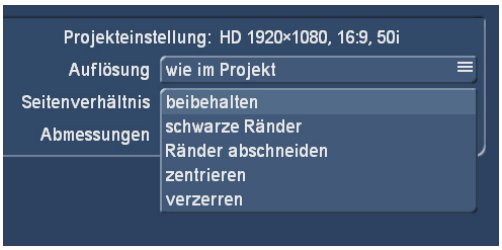
When all settings are done, allowing the "Export" button first to select the target drive and then export, the progress will be displayed with a bar and - after successful work - confirmed.

The expert menu

As with the import module is also in exporting the expert menu, the desire for more opportunities to be activated.



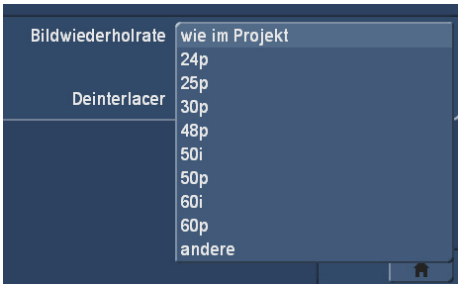
Here, the current project setting is displayed at the bottom left, but can be varied with "Au dissolution" almost at will.



Sets one "other" Au dissolution fixed, one can (entered under "Dimensions") any de fl olutions

- meaningful and less meaningful - set. Also, the "upscaling" of a Full HD movie in the UHD (4K) -Au dissolution is therefore possible. Under "side

"Relationship may be the film with respect to the edges fl uence.



Also regarding the refresh rate you can perform various settings with which the exported movie for nearly every application and every conceivable country can con gure fi.

In addition to the default values any other values can be entered, a deinterlacer eliminates lines fl immern if the user wants it.

The "Export" button then brings us to select the destination drive, naming the file and for export, which reappears with a progress bar and end up being acknowledged (positive or negative).

360º video export

With Bogart 9, it is possible to import with 360 video cameras recorded videos, edit and then export again.

© it wrote that one

need to produce 360º Videos "highly sophisticated cameras that can be very costly," are 2,016 cameras for a few hundred euros on the market since autumn, lme even produce the 360 ° video fi in 4k Au dissolution. Of course there are also more expensive and more professional camera systems, but you can now relatively "small money" go into the "adventure 360ºVideo".

"Adventure" because the 360-Videogra fi e holds amazing and so far rarely seen views that were previously not often seen and allow some entirely new approaches to video consumption.

So right and left, see above and below. With a little leeway (most cameras do not take 2 x 180, but 2 x 206º on) can be calculated from these two halves assemble a picture that looks and even "all-around" simultaneously "from the ceiling to front". Most cameras provide a program to merge the two halves with or put the recordings during the recording together.

As a "flat" image is considered, then does a 360-degree video of strange, but special players allow to look during playback of such videos in the true sense of the word, upwards and to look down or up one or the other actor accurate consider.

As an application not only home tours, nature observations or festivals come into question, even if such video events likely animals most likely from the "total experience" pro fi.

©

Player.

With Bogart we can invite those 360 videos in normal full HD or UHD projects and then edit. You can cut them, provided with long-term effects and transition effects, dub and add sound like a normal video fi lm.

Here is the video, we see it in the screenshot to the left, still "treated".

Since a 360 degree video exactly twice as wide (360 ° in the all-round visibility for the horizontal) as high (180 ° on the view of "directly under me" to "vertically above me") must be that Formatau fits dissolution of - in our example - 1,920 x 1,080 pixels

Not. If we export a video with these dimensions, we get in the 360-degree viewing a black hole just below and above us. Therefore, the 360-export cuts up and down the black edges, and so produced a video with the

⊙ a special of information

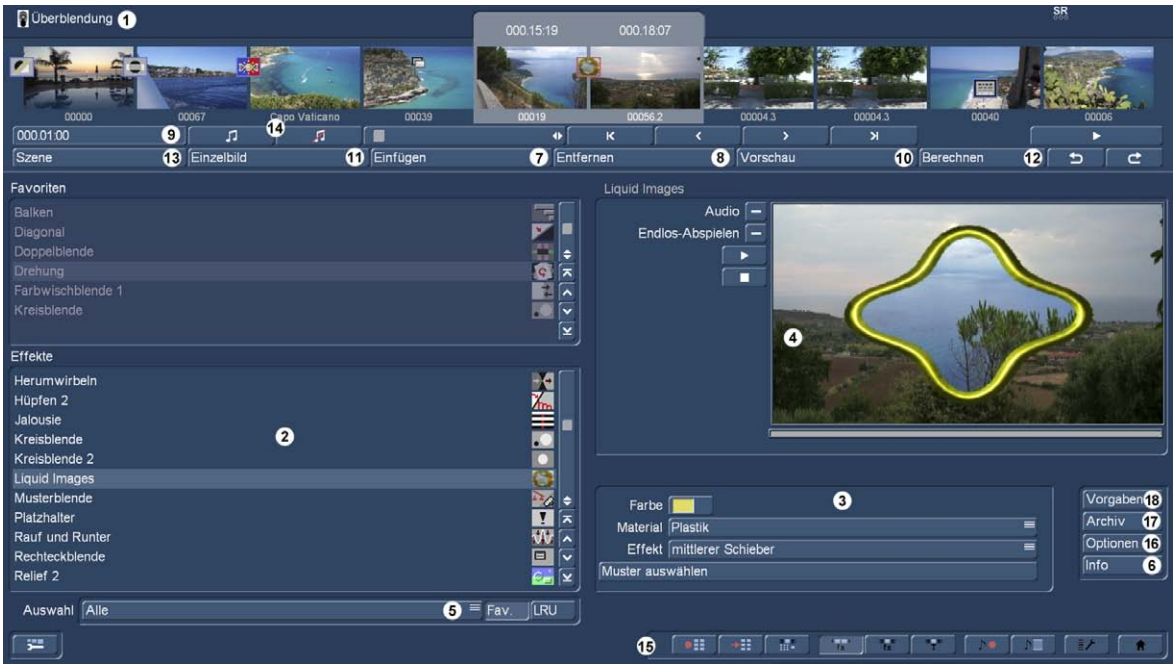
on, to know that this video is to be treated than 360 video and should not be played as a normal HD movie. This information is also inserted into the film at 360 ° export from Bogart. 9

Bogart is one of the few interface systems that can handle such 360º Videos complications from capture to export.

4.6 The arabesque menu

The software arabesque is delivered with a separate manual. Please inform yourself there on how to use arabesque.

4.7 Transition Effects



If your project in the Edit menu has been completely arranged and in principle (with hard cuts) corresponds to your bottom line, you can add transition effects. Transition effects are fading between two scenes. The transition effects are always inserted between two scenes of the storyboard.

The transition effects have to be calculated. This process can be time-consuming depending on the effect. Therefore, there is preview possibilities that runs the effect in a small image. You can "Finish" in or leave the "Edit" menu to calculate at a time the entire effects last.

(1) The "Transition effects" menu shows the top you have known storyboard. However, two scenes are highlighted here in the middle. Accordingly, you will see two times in the top bar. You can use the scenes, between which the transition is to be determined, are now moving into the middle. Another difference is the Abspielen- switch right that can not be run the entire storyboard in this menu, but only the effect with 1 second upstream and downstream. Do you have added no effect, a click will play the last 3 seconds of the first and the first 3 seconds of the second scene on this switch. So you can easily control and hard cuts of very long scenes. The slider operation and the individual switches is done in the same way as in the Edit menu.

(2) In the Effects list, you can, either by direct selection or by using the already known to you slider determine a transition effect of your choice. A red dot indicates a demonstration effect, with a "Demo" -Einblen-

dung is provided. can also here - your choice - favorites or frequently used g effects are displayed in a list above the extra effects list. See also "Settings," "effects calculation".

(3) After you select an effect and this further adjustment options are provided, appear in the box on the right

de fi ne.

(4) Real-time preview: After inserting the effect of this effect is immediately played back in real time in the preview window on the right side. With the switches left of the window, you can de fi ne if you want to see the preview once or endless and if you would like or sound to preview not. In addition one can stop previewing and allude again.

5) Depending on an activated silver or gold edition are here various choices available. With the selection button below the effect list, you can turn on for these different types of selection. causes the "All" means that all RURAL Bogart fi transition effects appear. "Standard" provides only the system

those who have chosen the "effects calculation" "Edit Favorites" in "Settings". If you have installed additional transition effects, this effect packages settings appear also in the list below the three above. So it is possible to display only a single product in the list.

(6) By clicking on "Info" button provides information to the activated in the Effects list transition effect. In an additional effect, the window "Product Information", which gives you a description of the selected effect bzw.Kurzanleitung opens. Fi, the effect friend as standard in the system, the product refers to this manual.

(7) With the "Insert" button, you can place the selected and closer de fi ned effect between the two in the Storyboard center be-sensitive scenes. Then, the effect icon appears with a red frame (to be calculated) between the two scenes. The length of the effect corresponds to that which you last selected. This allows you to add many effects to your desired length succession between different scenes. Select a new transition effect, although already one between the two scenes of fi ce, replaced as the new the already existing without having to click on "Insert" again or will demand. After you insert the effect into the Storyboard, you can adjust the settings for this. Although it is also possible to adjust the effect before you insert it into the storyboard, but all the functions of an effect can not be used at the time as

zBdie preview.

(8th) A click on the "Remove" button removes the inserted effect from the storyboard again. Would you like to replace the current effect with another, you can simply select the new effect so that it is directly replaced in the storyboard. In this case you have not previously click the "Remove" button.

(9) With the switch indicating the time stamp left above the storyboard, you can adjust the length of the effect. After you insert an effect between two scenes, the switch is activated and displays the length of 1 second (unless the two scenes shorter than 1 second) now .Click on this button, a window in which you appear with can set a slider the desired length (frame-accurate).

You also have the lengths of 1.2 s, s, so you can set this directly with a click 1 s and 2 to choose from. Of course, the effect can be longer than the length of the shorter of the two scenes in question. The three switches with solid transition lengths you can give your own values. You can thus separate transitional lengths to create that you can access quickly.

To assign a new effect length a switch proceed as follows: Set the desired length of the effect with the sliders. then click the
"Save" button. This remains depressed until you have clicked on one of the three selector switch. This new time is then transferred and assist you with new effects available.
An effect between two normal scenes (which were thus placed with "Paste" in the storyboard) shorten the total duration of the storyboards for the duration of the effect. An effect between a normal scene (background) and an Insert scene (foreground) does not shorten the overall duration. Transition effects can not overlap. Is a scene ZB5 seconds, the total duration of the two effects, can this scene with the preceding and the following

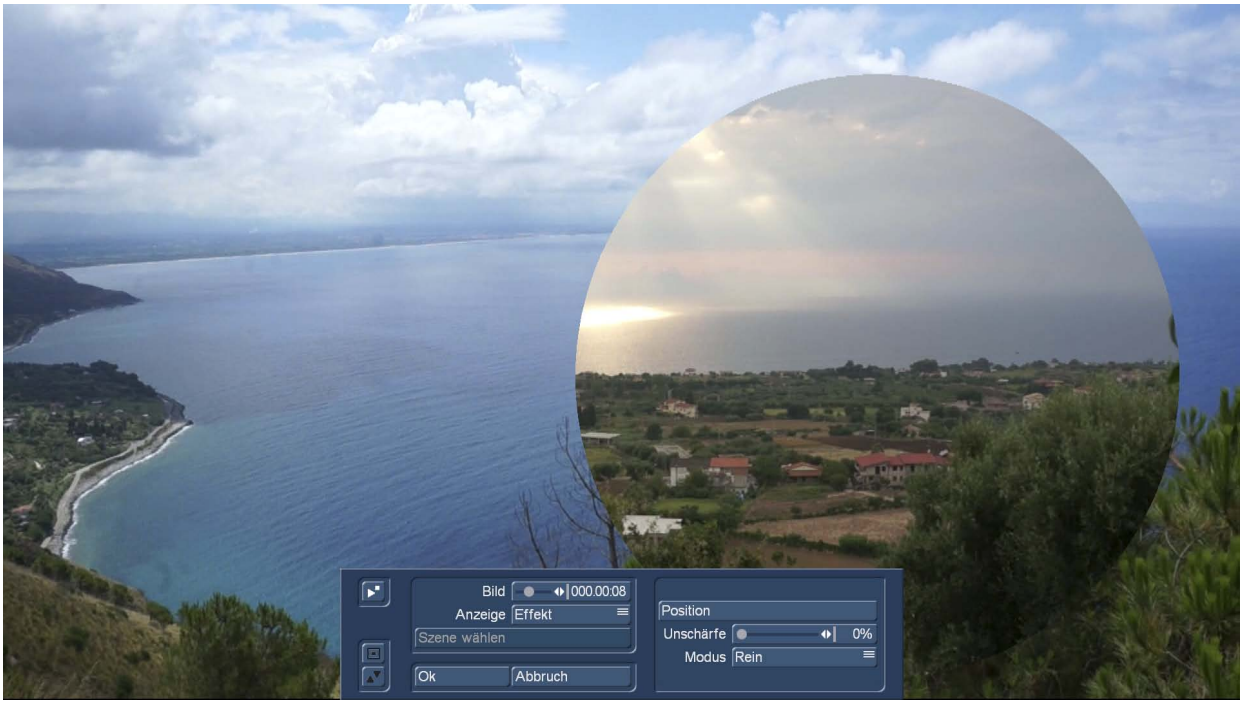
Scene connect, be no longer than 5 seconds. In effect, in which an insert scene is involved, the duration of the insert scene is the maximum limit. The sound is automatically cross dazzled. In other words, the tone of the previous scene

a scene to be one or has too low sound, you should correct the volume before in the dubbing. If an insert scene is involved in the effect, the sound is naturally not changed, because this comes exclusively from the background scene.

(10) The "Preview" button can be clicked only when an effect has been added. It opens a smaller window in which the last second of the first scene, the effect and the first second of the second scene takes place, so that you assess the transition and any corrections (in terms of color, direction, time, etc.) can make before you can calculate it. The term of the preview will correspond approximately to the final. The preview "jerky" a little because they do not work at the full frame rate. For very complex effects a certain calculation time can also be required in the preview. A preview does not occupy any space on the hard disk. This "conventional" preview is specially designed for

certainly not frequently use g.

(11) Once you have a transition effect inserted and possibly determines its length, you can click on the "frame" and thus to another menu (in the base or Bronze Edition you not all functions are available, the full functionality you get only with the Gold Edition).



There you can see in the background the middle image the entire term of the inserted transition effect (eg 1 second effect = image 12 and 2, respectively seconds Effect = Figure 24).

can. On the left side you can see the "Image" allows you to set the time of the transition effect that you want to consider switch. How to view the inserted effect at any time of the scene. For this, the switch must also not be confirmed, but you can slowly roll through the part of the scene and already during which to view the progress. The underlying switch "Display" offers a choice of different display modes, which allow you to assess the respective effect optimal. Depending on the effect it may be useful to change the appearance.

Original: shows the right selected scene without the effect.

Effect: represents the scene is the effect applied to it to the specified time.

Orig. + Effect: -
Deten effect.

Comparison: Here the image is divided, with your new scene is displayed on the right half of the screen, and on the left side of any scene that you can "Choose scene" with the underlying switch from the scene bin select. This comparison function allows you, for example, a color alignment with an existing scene.

O & D center: -
nalszene and on the right side together with the effect. This view is particularly suitable for effects that primarily in the middle of the scene to be fi nd.

O + E small:
Preview. right next to it you will see the same scene with the effect. In this illustration you see decreases the scenes. This fine detail changes can not be assessed as well as in the large effect view. But with Langzeitef- can

V center: has a similar view as the "comparison", but the average scene area is put into focus here since just the appraised area of a scene often liegt.Wenn in the central area you want, for example, a long-term effect as apply color corrections to a scene in color on another vote, the similar comparison of full image size is very appropriate.

V small: if you want to work with a smaller scene display, you can set the this comparison. Here you can see in reduced form your scene with the effect and Compare scene.

Tip: It emp fi EHLT, while switching the effect adjustment between the different modes. This allows you to optimally assess a scene in their overall effect. Of course, you can change the effect options as desired, so as to compare different colors or directions directly. Here, too, you can preview in real time, without the need to confirm the selection of the slider.

At top left in the menu you will fi nd a switch with which you can play a preview directly. You have here the opportunity your settings you have previously considered in the frame, now be looked at in a preview in real time.

back to the Effect menu, with "Cancel" to exit the "Single image" menu without any change. The arrow button serves for maneuvering the single-screen menus at the top of the screen.

(12) Has the effect inserted a red-bordered symbol, it must be calculated. If you click on the "Calculate" button, a window in which can be traced during the calculation of the course of the effect appears. After calculating the context of the effect symbol is blue.

(13) In the Gold Edition you have the opportunity to apply via the "scene", the "multi-layer" technique. In the basic edition, you have limited functionality for creating a scene.
Would you like to create multiple transition effects over each other, first add an effect between two scenes and let him calculate. Then you create from these two scenes with inserted effect a single scene. To do this click the "scene" switch, so that a window will appear, allowing you to select the area for the new scene.

the name of the applied transition effect, which is proposed as a new scene name appears under "Name". but of course you can change it by clicking the keyboard that appears. You will also see the

turn a new scene, click the "effect" of. Furthermore, you can choose whether the new scene then in

so that the effect changed in a scene as desired and is stored. You can run (with inserted effect) the length of the new scene, of course, over the period of two former scenes. In this case, click

create the new scene from a portion of the storyboard. Click on "period", select the desired

Area which the new scene is to include. Here helps the Envelope (Chapter 3.3 "Envelope and audio scrubbing"), which you can activate the speaker icon and can turn.

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all, you can also choose from a range of storyboards in which there is no effect of fi ce, create a separate scene. Choose a spot in the storyboard and click on "Scene". Now, in the window that appears only the "period"

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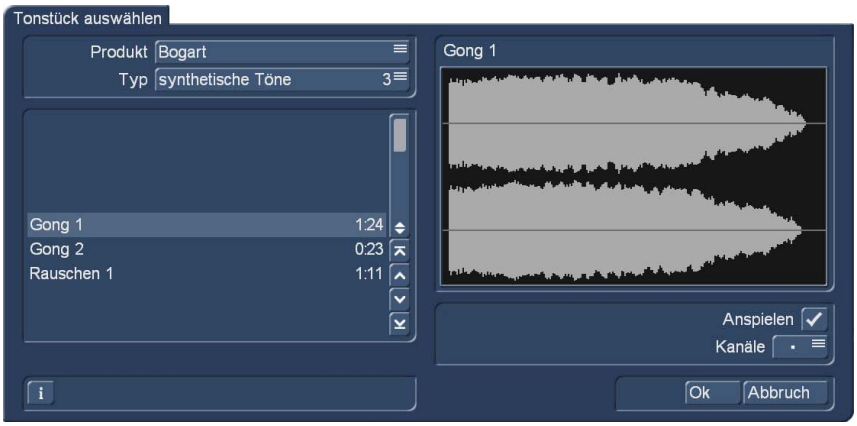
consider th menu.

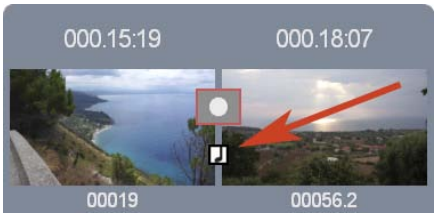
(14) Here are two switches that relate to the sound effects. Do you have a transition effect inserted between two scenes, you can click on the notes icon to add a sound effect to effect.



The left button opens a window (the so-called audio-pool), where you can see a selection of effects jingles on the left side, you can select using the vertical slider. In the right pane you will see a graphical representation of the fi c respectively selected sound. You can set the available programs that offer sound effects via the "product". Via the "type" you will see that the notes are divided into three groups:

for Iris, "" choose realistic tones "and" synthetic sounds. " By pressing the "Preview" you can activate that the selected effect is played. The maximum playback time is 5 seconds, just like the gra fi c representation. With the underlying selector switch "channels" can be the right and the left channel swap, if you set the arrow icon. This is useful, for example, to adjust the movement direction of the effect of the direction of a wipe (for example, when in the video scene, a train from right to left is running).

a small noise effect icon below the transition effects icon in the storyboard.



Open the "Dubbing" menu, you will see that the sound effect is filed in the first effect of the audio track Audio dubbing menus, or - if this was already occupied - appears in a different soundtrack. In this menu, you can use it now or edit (move, trim, change volume) .Please note that the sound effects are bound to the transition effects. So you remove a transition effect, and the sound effect is turned off.

Select the transition effects menu right function (crossed-out musical note icon) on the sound effect is removed from the transition effect.

(15) By clicking on the menu icons at the bottom right of the menu takes you directly to the menu video recording, importing, editing, transition effects (currently selected), long-term effects, titling, audio recording / editing, dubbing settings and main menu.

Consider this: If you change a setting on a calculated effect, change the expiration time or even replace the effect is automatically discarded the calculation so you have to make it again. So be careful!

(16) -

can set statement.

You can define here as the sound of the two scenes in the transition is handled. Should he be uniformly blended or is lowered during the stop. Likewise, the effect may in its speed stunning fl uenced during the term. You have the adjustment of "flow". With the "uniform," the effect will take place in a uniform speed if the effect does not allow different setting. "Braked" with the effect of course is down more slowly at the end of the effect. so if you set "accelerated" but the effect profile is rapidly toward the end. You can add multiple effects automatically to the storyboard or remove also here.

Automatically insert: This takes you to a selection where you whether you want to automatically add transition effects from the current position in the storyboard, or delete specify. These features are particularly interesting for slide shows or expiration of still images, but can also help in the normal video project. So select "Auto Insert", you will receive subsequently a menu in which your transition effects are listed for selection. You will see that this really is the standard elements you have available to insert an effect into the storyboard. They have the effect list and select which effects are to be displayed. On each effect, see, if necessary, the setting, and you have to specify the effect length. , So special about this menu is that

You can select multiple effects. For this you can mark or the effects list individual effects with a hook one

adjust the effect. Since you can select multiple effects (multiple choice), you can determine the mode as the effects to be inserted into the storyboard. Select, the effects are sequentially inserted "cyclical" in the storyboard. Is the final effect of the row inserted to the effect list is started again from scratch. Use "accidentally" as the selected effect on the principle of coincidence are inserted into the Storyboard mode. In this case it is possible that an effect is repeatedly inserted.

The effect length give globally for all effects. You can not enter separately for each effect the length. All effects that you insert in this way in the storyboard, therefore have the same effect duration, unless the scene lengths allow that.

if you really want to include this effect, because with this paste all scene transitions are assigned from this position. Already inserted transitions are overwritten. Confirm this menu with YES, the effects are applied. If you have seized a storyboard with effects, it all transition effects must you indeed be possible, as easy to

-

tions "appears, the option all the effects to be removed. Click on "Remove automatically" and then confirm the request with "Yes".

Tips / Notes:

The transition effects are always inserted at the current Storyboard position / deleted.
You can achieve more variety by letting automatically insert into the storyboard effects, and then select a location in the storyboard, from which you can automatically add one or more new effects. Already inserted effects from the selected position replaced by the new selection.

If you set a stub length is longer than an effect allows it, the effect is automatically shortened. In such cases it may also happen that no effect can be inserted at some crossings, because the scene is already completely booked with an effect.

In the effect selection made selection; are discarded when the product display is switched. The insert effects with a fi xed repetition (eg 20x turning) is also possible with the optional PowerKey hardware and software.

In the positioning of the menu effects (eg rectangular aperture) can be adjusted, a screening in order to better adjust the position of the scene. Especially when a multi-layer effect to be created, the positioning of a grid is easier to align them to the existing overlays.

(17) Archive: Many effects can configure a number of presets that the effect can be personalized. These settings, once made, can be stored in an archive and restored later now.

(18) Specifications: As you can some effects "twist" unintentionally, are here with one click - without further security queries! - restore the default settings of that effect. There are some presets for many but not for all effects.

The transition effects in detail

The following transition effects are included in the basic equipment.

Bar: The new image pushes ("Type" "Push"), either the old with 2-200 "bar" or above out lies down ("Type" "Drüber"). You can choose from six different sub "direction", are two of interleaved (from two sides coming) .Recommended running time: 0.5-2 seconds.

Picture in Picture: This effect is actually not a real transition effect. However, since he edited two scenes at the same time, it is treated with Bogart SE as such. The first of the two scenes will fill the screen in the background. The second scene is drawn out as a reduced image. The location of the small little picture

Adjustments are made of 0-50. The color of the frame can be arbitrarily set with the ink fountain via the "Frame Color". Avoid very strong for the frame color, this may result in the upper right and lower corner of a fraying. In the "picture in picture" effect, not the sound of both scenes (background image) is unlike any other transition effects, blend into each other, but automatically only the sound of the first scene used. To change this default, use the audio dubbing. Recommended Duration: at least 5 seconds.

Double exposure: This effect is the classic double exposure, as used in the film for about a century. It leads to very evocative image changes. Basically it is a prolonged transition. The "mode" you can select "Hide / Show" (recommended for insert cuts) between "Fade" (normal use) and. The "fade time" (sum of inputs and timeout) can be set up to 12 seconds, and "Mix" you can control the amount of the scenes involved up to 100%. If the controller for the Mixa part set to 0%, the first scene is completely shown, however, he stands at 100%, you see only the second involved scene. In the 50% - position, both scenes are shown with the same intensity - this is ideal for the normal transition. Do not forget to determine the duration of the effect on the corresponding keys. In general, you will press the "xs" button and set the duration to maximum, so that the transition over the whole scene is double. In this case, both scenes should be trimmed before the same length.

Color bezel: As a transition is faded with this effect from the first scene to an adjustable color and from there to the second scene. Such a panel is, for example, often used for cut interviews in which jerky due to hard cuts or other aperture of the interlocutors back and forth, as it has of course a difference. To adjust the "color" of the usual color box is used. Usually is white or black in this effect used. Recommended Duration: 0.5 to 2 seconds.

Field changer: Both scenes are field by field appear alternately in this effect, so that a flicker occurs in which both scenes but keep moving. This effect can be used to create 3D videos, where such recordings are available.

Circular aperture: This effect disappears over a larger or smaller and smaller circle from one another on the scene. The direction can be selected via the "Mode". "In" means that the second scene with a circle from the center of the image

shown formed at the outer edge of the image, becoming smaller circle and disappears, so that the second scenes behind

Animated fi lms produce known typical end. Recommended Duration: 0.5 to 2 seconds.

Pattern Aperture: This effect fades with the aid of a pattern that you select from the image pool, in the second scene. You have the choice between the mode "wipe" or "image splitter", you can also determine how the boundary should be designed ("without", "soft", "color").

wildcard: This is not an effect in the real sense. He comes into operation when a recovery (restore) includes a project backup effects that have not been installed on the system used. This may occur on a different system, for example after a new installation or during the transmission of the project. The non-existent effects are not simply left out, but replaced by an exclamation mark icon. This reserves the space (unless it is replaced or deleted) long, is to save the project again and installed on the original device, or the additional packages were installed.

Similarly, the placeholder is with add-on software DiskJuggler if the project an external hard drive is used on another device. As long as only the placeholder appears, the effect does not make any change to supervening scene in a calculation. In effect setting field right warns an advisory message that this is not an effect in the real sense.

Rectangular aperture: This effect blended with a larger or smaller and smaller rectangle between two scenes. You can specify the "location" and "size" of the rectangle under "Position". In the positioning menu you can adjust the rasterization better to adjust the position of the scene. Especially when a multi-layer effect to be created, the positioning of the existing Bulletin with a grid is easier.

You set size of the rectangle. When this is reached, the rectangle disappears, and the screen is completely filled with the second scene, which was shown previously in the background of the rectangle.

scale: You can determine the "location" and "size" of a box under "Position", with the sides only pro-

the second scene from the box of the first out (zoomed in the first scene) .This box has you

reduced scene in the box up to the set size and then soft hidden (from the second scene is thus out zooming).

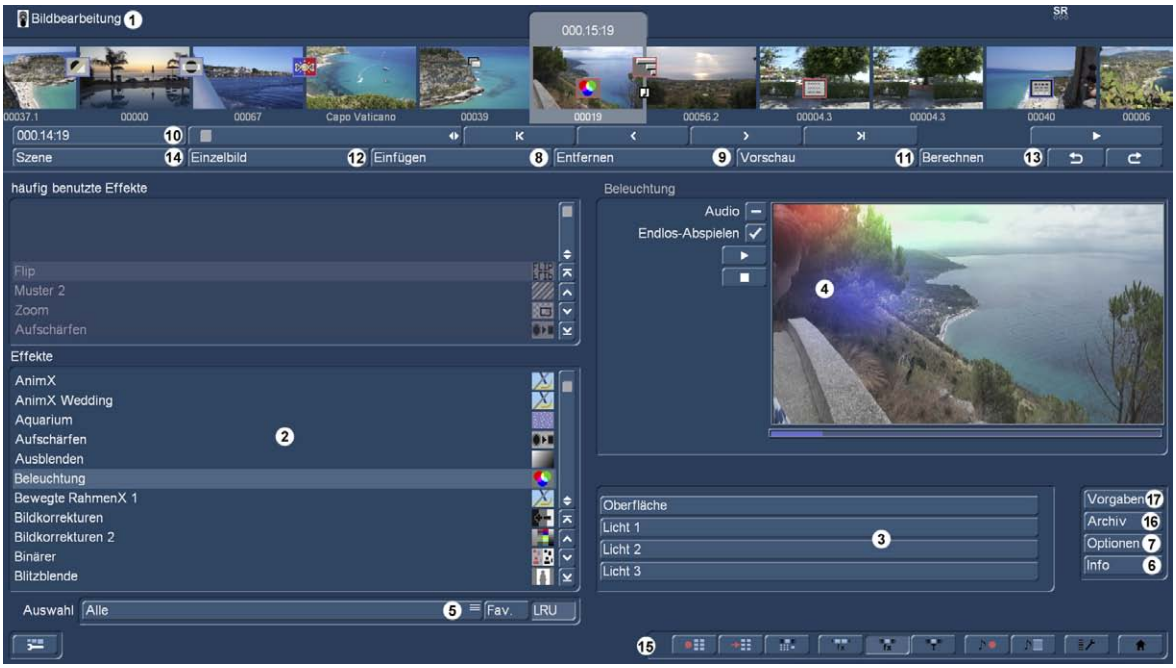
Strip diaphragm: This effect makes two scenes into one another by the first scene divided into strips and then subsequently hidden, while the second scene can already be seen in the background. Here you have the opportunity to determine the number of "stripes" of 2-32. You can change the alignment of the strip under "mode" (you can choose between "horizontal" and "vertical") set.

Gate: In this effect, you can call up the color box to set the color to have the gate that slides from two opposite sides in the first scene with the switch "color". You can determine if it departs from the left and right or top and bottom of the frame under "direction". After the two beams have met in the center, sliding it in the same directions again out of the picture and now allow a view of the second scene free.

Blend: This effect is the classic soft cover. In addition to the hard cut, this is certainly the most frequently used form conveniences expected of a scene transition. From the first scene is soft fading into the other scene, the first less and less, and the second is more and more visible as time. As with any transition effects during its course, both scenes to keep moving. Recommended Duration: 0.5 to 3 seconds.

Random lines: This effect can proceed by increasing shares of the second scene appear in the form of randomly positioned lines, the first to the second scene.

4.8 Long-term effects



In addition to the transition effects there are also the so-called image processing or long-term effects. Unlike the transition effects, the long-term effects work on sections of the storyboard. You can brighten as part of your videos, or make it appear negative, but also turn into a charcoal drawing or relief and much more. This is known as so-called "filter effects". Similarly, such as a yellow fi lter camera intent changed the captured images in color, looks a long-term effect on the set period of the storyboard. The storyboard of the long-term effect menu just one scene is selected. The selected scene is the approximate time period that is provided with the effect. You can only edit a single image, but also a whole scene or a period or even in extreme cases, the entire storyboard.

(1) The long-term effects menu displays above you already familiar storyboard. You need the scene to be provided with a long-term effect select. One difference to the storyboard from the "Edit" menu is the can not run the entire storyboard in the long-term effects menu, but only the active scene of the play switch. Is an effect has been inserted, the length of the entire effect is played.

(2) In the Effects list to determine a long-term effect of your choice. Click either the effect directly so that it is highlighted by a bar or use the slider or the individual switches in order to bring the desired effect in the correct position. If you use the slider, you must press the left trackball button so that the display bar indicates the current effect on the selection of the effect. can also here - your choice - favorites or frequently used g effects are displayed in a list above the Extra-effect list. See also "Settings," "effects calculation".

(3) After you select an effect with further options will appear in the box to the right of

(4) Real-time preview: After inserting the effect of this effect is immediately played back in real time in the preview window on the right side. With the switches left of the window, you can de fi ne if you want to see the preview once or endless and if you would like or sound to preview not. In addition one can stop previewing and allude again.

5) With the selection button below the list, you can switch the effect list to individual packages. causes the "All" means that all RURAL Bogart fi long-term effects are displayed. "Standard" represents only the system's long-term effects. "Favorites" are the ones that in "Settings", "effects", "calculating", "Favorites

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term effects installed, this will also appear in this list among the above three settings. So it is possible to display only a single product in the list.

(6) By clicking on "Info" button provides information to the activated in the Effects list long-term effect. If it is an additional effect, opens the "Product Information", which gives you a description or short instructions of the selected effect window. Fi, the effect friend as standard in the system, the product information refer to the manual.

(7)

a uniform rate applied to a scene. Here you can also slow down the process or speed. "Slowed down" with the effect course with the "accelerated" the effect curve is correspondingly faster towards the end, when the respective effect has a course is slower towards the end of the effect.

(8th) With the "Insert" button, you can provide the be in the middle fi RURAL scene with the selected and closer de fi ned effect. Then, the effect icon appears with a red border in the scene. Select a new long-term effect, although one already in the scene of fi ce, replaced the new the already existing without having to click on "Insert" again. The length of the newly inserted effect initially corresponds to the length of the current scene, but can on the top left of the associated switches (point (10)) are subsequently altered ..

(9) A click on the "Remove" button removes the inserted effect from the storyboard again. Would you like to replace the current effect with another, you can simply select the new effect so that it is directly replaced in the storyboard. In this case you have not previously click the "Remove" button.

(10) Once you have an effect inserted, the length of the effect appears in the switch and it is selected. Click on it, open the window "specify period" with four choices. You can the scene, "1s at the end of" leave "at the beginning of s 1" of the scene, running over the "whole scene" or an individual "period" the effect. By selecting the "Period" function opens a Trimmen- menu, similar to the "trimming" from the "Edit" menu, where the

Some areas of the Storyboard can not be selected. The reason: Here other effects have already been used. Overlaps between long-term effects and cinematic titles are not possible. Again, you have the opportunity to choose between the "Trim" and "pushing". Please also read the notes on the "Insert" (Kap.4.4, pt. (13)). If you have set the area as desired, go back into the "long term effects" menu (click on the right button or icon). if you have extended the effect on other scenes, you will see the effect icon now also in these

Remove.) The just set period is displayed in this switch.

(11) By clicking on the "Preview" button a small window in which the inserted effect expires, so that you judge him and eventually corrections (in terms of color, intensity, time, etc.) can make before you calculate it opens. The term of the preview will correspond approximately to the final. The preview "jerky" a little because they do not work at the full frame rate. A preview does not occupy any space on the hard disk.

This "conventional" preview is especially important for owners of the bronze and silver version, users of the Gold version and

(12) Once you have a long term effect inserted and possibly determine its period, you can "frame" (the basic edition are not all the functions available, the full functionality you get only with the Gold Edition) Click and thereby to another menu ,

There you can see in the background the middle image the entire term of the inserted long-term effect (if it runs throughout the scene, of course, also see the middle image of the video scene) .The video image is superimposed by a control bar, on the accounting-

The underlying switch "Display" offers a choice of different display modes, which allow you

(Shows the newly selected storyboard scene) .When "comparison" the image is divided, with your new scene is displayed on the right half of the screen, and on the left side of any scene, the "Select scene" with the underlying switch can choose from the scene bin. This comparison function allows you, for example, a color alignment with an existing scene.

O & D center is in contrast to the representation Orig. + Effect -
nalszene and on the right side together with the effect. This view is particularly suitable for effects that primarily in the middle of the scene to be fi nds. In the
view O + E small

reduced illustrated. This fine detail changes can not be assessed as well as in the large effect view. But with long-term effects can these opposites

V center has a similar view as the "comparison", but the average scene area is put into focus here since just the appraised area of a scene is often in the middle
range. If you want to apply color corrections such as a long-term effect as to tune a scene color to another, the similar comparison of full image size is very
appropriate.

V small However, if you make do with a smaller scene view, you can set the small comparison. Here you can see in reduced form your scene with the effect
and Compare scene.

Tip: It emp fi EHLT, while switching the effect adjustment between the different modes. To search for a scene in the comparison of original / compare
each original size, but then optimally evaluated in small mode in their overall effect.

About the "Display" you can see the switch "image", which allows you to set the time you want to view the long-term effect,. How to view the inserted effect at any
time of the scene.

For this, the switch must also not be confirmed, but you can slowly roll through the part of the scene and you

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Set, you can preview in real time, without the need to confirm the selection of the slider. At top left in the menu you will fi nd a switch with which you can play a
preview directly. To have the option settings that you have previously considered in the frame to judge in a real-time preview.

back to the Edit menu with "Cancel" to exit the "Single image" menu without any change. The arrow button serves for maneuvering the single-screen menus at the
top of the screen.

(13) If you switch click on the "calculate" a window in which can be traced during the calculation of the course of the effect appears. After calculating the context of
the effect symbol is blue. When you calculate an effect your system sequentially reads all the source images from the scene and turns involved in each case the
adjusted effect on these images .The result is then stored back on the hard drive. This process takes time and occupied disk space. You should always leave
when recording data thus a small reserve of capacity - fi depending Effekthäu ness 2-10% of video game time.

(14) If your Bogart Edition via the "scene", you have the option to apply the multi-layer technology. In the basic edition, you have only a limited possibility for
creating a scene.

Would you like to create several long-term effects on each other, first add an effect to a scene and let him calculate. Then convert these scenes with inserted effect to a
separate scene. To do this click the "scene" switch, so that a window will appear, allowing you to select the area for the new scene. the name of the applied long-term
effect, which is proposed as a new scene name appears under "Name". but of course you can use it

Change by clicking the keyboard that appears.

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transform questions period in a new scene, click the "effect" of. Furthermore, you can choose whether the new scene are then stored in the scene bin or whether
you should replace the Scene + effect in the storyboard. Now click

You can adjust the length of the new scene also the period of the former scene (with inserted effect). In this

Scene bin.

Alternatively, you can create the new scene from the entire length or a portion of the storyboard. click

Point the area that the new scene should contain. Here helps the envelope (Chapter 3.3, "envelope and AudioScrubbing" only available in the Gold Edition), you can turn off th the speaker icon or.

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all, you can also choose from a range of storyboards in which there is no effect of fi ce, create a separate scene. Simply select a scene in the storyboard and click on "Scene". Now, in the window that appears, only the function

consider the Edit menu.
You want to create a scene with the possibility of "Effect + Scene", you can also choose how to proceed with the new scene.

"Replace the storyboard": After calculating the scene is replacing the storyboard with the new one. Hence the be on the scene fi RURAL long-term effect is deleted, leaving only the new scene is in the storyboard. So you could just create another effect to it and can be calculated.

generate scene in scene bin ": Enable this feature is your rendered scene (in the scene bin in machining

is, but then the scene has to be replaced in the storyboard.

Note: One of the two options is always active, it is not possible to disable both.

The multi-layer technology for long-term effects you can achieve by the way, by activating a scene in the scene bin on the Edit menu, and then select the "Special" button. There, all long-term effects are listed. Your selected effect is therefore not inserted into the storyboard, but it is made a copy of the active in the scene bin scene and displayed directly behind this. The copy is then supplemented with "SP" or "SP 2" and so on. This step, you can run any number of times. (S. Also section 4.4 Processing, Spot (20))

(15) By clicking on the menu icons at the bottom right of the menu takes you directly to the menu video recording, importing, editing, long-term effects (currently selected), titling, audio recording / editing, dubbing settings and main menu.

16) Archive: Many effects can configure a number of presets that the effect can be personalized. These settings, once made, can be stored in an archive and restored later now.

(17) Specifications: As you can some effects "twist" unintentionally, are here with one click - without further security queries! - restore the default settings of that effect. There are some presets for many but not for all effects.

Note: If you change a setting on a calculated effect, change the expiration time or even replace the effect of the calculation is automatically discarded, so you have to make it again. So be careful!

The long-term effects in detail

The following long-term effects can fi nd in the standard equipment:

Aquarium: Your scene is covered with a veil, as if looking through a pane of glass in an aquarium. In addition, small bubbles rising from the scene underside. The number of bubbles can be set.

Aufschärfen: Sometimes you want the fl aue, slightly blurred image of a scene (eg old archive footage) improve. With this effect, the focus can be increased. The degree of sharpening of can be adjusted via the controller "strength" in the stages 1-8. Since the small preview here insufficiently provides information on the result, you should do with the shortened to a few pictures scene (Edit / Copy, Trim) some tests.

Hide:
"Color" the desired color to which the scene is to be dazzled. The effect sets tone soft on your

Scene, so it is highly transparent at the beginning of yet, over the scene but is stronger and finally completely covers the scene and hides. This effect appears only the artwork, not the sound!

Image corrections: This effect "Brightness" and "Contrast" and "Saturation" and "Gamma" can be changed.

binary: The scene is (classified according to the brightness) decomposed into two colors. By "color 0" to call up the color box allows you to specify a color that stains the dark areas, whereas "Color 1" refers to the light areas. The "threshold" of the transition from light to dark is adjustable from 0-100%. You can also set the "transition" between the two colors of 0-100%, to "err edge fl" to avoid.

Doppler: This effect can be blurred by superimposing the image twice, so that a light colored shadow appears the scene.

Dynamic range: This effect can be an image in brightness and contrast limit. Thus some interesting image distortions are possible. Experiment a little with the possible settings. The preview gives a good indication without every time lengthy calculations are necessary. By "type", "scaling" all image information is retained, it is carried out depending on the setting of the controller "Min" and "Max" a change of brightness and contrast. Under "Type", "limit" on the other hand, all image information, which is brighter than maximum or darker than minimum, set to maximum or minimum. So you lose details in the light and / or dark areas, the central region remains unchanged.

Effect stacks: The effect makes it possible to arbitrarily combine many long-term effects and apply with a calculation on a scene. Open the settings of this effect, takes you to a menu where the list of effects used together can be seen on the top left. Including fi nd the following items:

"Add Effect": choose from the list of long-term effects an effect that is associated with the effect stack. "Remove" effect: removal of an effect from the stack.
"Effect" up: Move the currently selected effect in the list above. "Effect down": Moves the currently selected effect in the batch list down.
Moving the effects in the list is justified, because the effects are in sequence from top to bottom

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are ness. With the key preview a moving preview your package is offered on the right side menu.

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asked effect to later be able to access it again. Data stored in the archive effects are then displayed in the list of effects. Do you have a compilation under the archive name "Binary framework" saved, so this combination is called "effect ES: Binary framework" listed. You can also have only these "stack effect" effects show in the filter selection of effects.

Show: This effect can display your scene soft (eg at the beginning of your movie). Use the effect

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ne releases. This effect appears only the imagery one, not the sound!

False color: The picture is greatly distorted by this effect. The original colors are ignored, and depending on the brightness assigned new colors. Black becomes blue, gray values are to orange, yellow, green, cyan to blue, which previously have been the very bright areas. Similar images you sometimes see in science programs or in thrillers as so-called "thermal imaging". You can use the "saturation" here even adjusted from 0-100%. The higher you set the percentage, the more color components has the image; select 0%, there is a black and white image.

Tip: False colors are used frequently g to illustrate slight differences in brightness to the eye. but the human eye can distinguish only about 100 levels of brightness, contrast, some 100,000 colors.

Color correction: This effect can change the colors "red", "green" and "blue" of the scene correct (subsequent adjustment) .You have settings from 0-200%, where 100% corresponds to the regular colors.

Color Depth: A fairly frequent g observable alienation effect can be produced therewith. The number of colors in the image is reduced. So light can be produced from a video scene, especially in connection with the special function "bucking" a kind of cartoon produce fi lm. The "depth" can be determined by 2-50, the "transition" variable from 0-100%, to "wander edges fl" to prevent.

Tip: In the video image up to 16 million different colors can occur so that soft curves are possible.

Per color component (a total of three color components), there are ca.256 possible gradations. This effect reduces the possible color shades per component 2 to 50.So contains the result image a maximum of only 2 * 2 * 2 = 8 to 50 * 50 * 50 = 125,000 different colors.

Composite filter: This effect can be used to reduce the sometimes occurring when using the composite terminal edges fl err. This occurs in very fine, high-contrast edges fibrillation, or at least much weaker occurs when using the SVHSAnschlusses. The use of the filter causes a slight blur in the image. so it should be used only where it is absolutely necessary. You have the ability to determine the "strength" of 1-3.

Film Mode: This effect can be used to convert scenes from the 50i (interlace) to 25p format (progressive). In this way, the look of a movie fi lms is simulated during movements, as only 25 different frames to be played instead of 50 different fields.

flip: This effect reflects the scene. Set the "direction" to "horizontal", the left side image reversed, right, set "vertical", which is swapped with the lower upper. combines the "Horizontal + Vertical" setting

Charcoal drawing: With this effect, the video is converted into a kind of portable charcoal drawing. All edges or any sharp contours look like a charcoal pencil on a white sheet of paper traced. With the controller "Contrast"

Mosaic: This effect can make your scene a mosaic, so they split into individual squares that are

Set and end point of the effect within the scene. The times range up to 12 seconds.

Negative:
but also a practical application. It's take-filling with the macro function of a video camera no problem, just a slide or a negative format. With the negative effect the inclusion of the negative image can then be taken back to the positive and used in the video. In this effect, you also have the "type" to choose between "Brightness" and "Brightness + Color". For example, if you turn only the "Brightness", "", there is an interesting effect. The video has a negative effect, but agree the colors.

NOP: This effect is indeed done in the regular effect list but is insignificant and can be ignored by you. It is a function by which you see in your video no difference that can be used by Macro Motion but to make software and hardware errors fi constantly so that you may phone in case of problems

Panoramic Zoom: This effect can convert imagery from one format to another, so eg 4: 9 Customizing Monitor and vice versa: 3 video material to a 16th Through a special, non-linear scaling black bars

fits the format of the project. Depending on what project format you have chosen in the project settings under Format (4: 3 or 16: 9), the corresponding option appears here. With the control distribution of the strength of the scaling can be determined (the values range from -20 to + 20%).

wildcard: This is not an effect in the real sense. He comes into operation when a recovery (restore) includes a project backup effects that have not been installed on the system used (see also "transition effects, chapter 4.7).

Rectangle: An arbitrarily large and freely placeable (set in "position") rectangle is expected in the video. The "color" of the rectangle can be selected.

Tip: This rectangle can not only produce substrates for various purposes, but also cut border areas, "mask" people or to create a clearly de fi ned BlueBox areas.

Relief: The video image is turned into a kind of three-dimensional relief. It then looks something like set in stone - one-

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sunsets were. the light-incidence can be changed via the "direction", so that there are different effects. The arrow points to the direction in which the light seem.

Black-and-white: Color video material is converted with this effect in a black and white scene. If longer passages or the whole video is converted, should the color saturation in the video settings menu "when recording SETTIN

Reflect: A scene is mirrored perfectly to the central axis. There are the "type" directions "Horizontal Link

either the two upper or oppose the two lower halves of the picture, where you can also determine which half of the image (left or right) is to be mirrored.

blur This effect make a scene appear blurred. You can use the "strength" of the blur of 2-20 fixed-

Spread out: Lets you create a "fl erring" picture. This is achieved by the fact that the pixels elected in one of them

White balance: If had an error during a recording of the white balance, so that white or gray (without color cast) areas are in color not shown correctly, you can determine the position in a scene image with the switch "reference color". The color cast is then averaged within the rectangle and the deviations in the entire image to be "eliminated". Note that only light color faults must be remedied well. While you can make a gray of a red area, the rest of the image but then extreme changes in color occurs. To determine the reference color, first select the slider to the left below the image of the scene in which a white surface. If no white area in the image is available, you can determine the reference color from a different scene for color correction. To do this click "Choose scene" the switch. You can now select a different scene from the scene bin. In these scenes you can motion time

Switching added scene "selection". Do you now the scene image selected, you can use the buttons "location" and select "size", the reference color. The average in the field of color is displayed in the underlying color field.

Zoom: A de fi ned image area can be zoomed. You can use the location and size of rights-in "position"

be achieved (up to 12 seconds).

Note: Subsequent digital enlarged replaced no optical zoom on the camcorder and is always associated with a loss of quality.