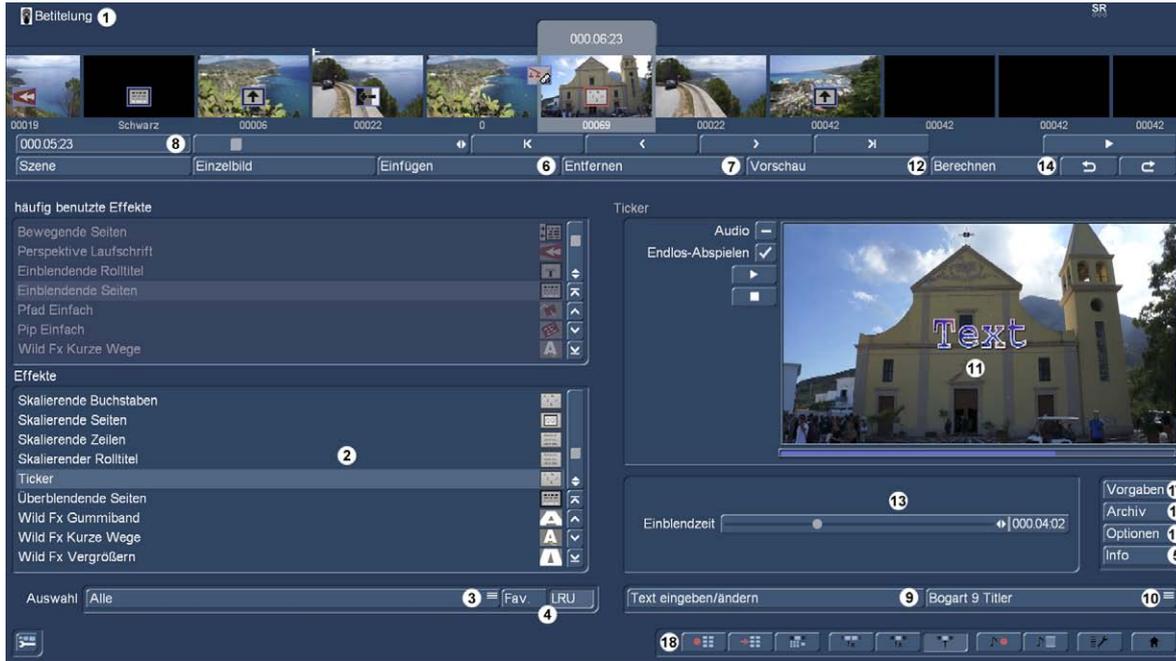


### 4.9 titling



Titling basically works as a long-term effect, but instead of the image to filter (thus lighten etc.), titling mixed digital text in your video. The titling is divided into two menus: The settings in the "titling" largely correspond to those of the long-term effects.

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

(2) In the Effects list, you can determine a title effect 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) 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 Title effects are displayed. provides "standard" only the system's

which these also appear in the list under the above three settings. So it is possible to display only a single product in the list.

(4) With the selector switches "Fav." And "LRU" hide above the title Effect list either by you de fi ned favorites (Cape. 4.1.6), or the frequently used effects g in order to have quick access to these selections.

(5) By clicking on "Info" button provides information to the activated in the Effects list title 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 refers to this manual.

(6) With the "Insert" button, you can provide the be in the middle fi RURAL scene with the selected and closer de fi ned title effect. Then the title icon appears outlined in red in the scene (pictured below).



Select a new title effect, although the 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 may (on the top left point of the associated switches ( 8th)) be changed later.

(7) A click on the "Remove" button removes the inserted title again from the storyboard. Would you like to replace the current title 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.

(8th) Once you have a title added, 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 cinematic titles and long-term effects 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 title area as desired, go back into the "Title Effects" menu (click on the right button or icon). If you have expanded the title to other scenes, you will be the Title effect icon now also in these scenes again fi nd.



set period is displayed in this switch.

(9)



(10) Previously, you can determine the Titrer selection, which Titrer you want to use. As standard the Titrer "Bogart 9 Titrer" is set, which we will describe below.

Bogart 9 Titrer  
Titel-Studio  
Vertigo Titrer

As an alternative to standard Titrer, you can create your title with the "TitelStudio2" or the "Vertigo Titrer". On both Titrern there are separate manuals, both can be tested as a "demo" version, while naturally produce

on the calculated titles, the "Demo" sign. We deal in the sequence with the "Bogart 9 Titrer".



**Note:** A few functions in the Titrer, are only with activation of silver or gold edition available.

After the start you will see the main menu of Bogart Titrer. Behind fi nd the first frame of your scene where you apply the title effect. In this scene image you will see displayed a "text".



This is either the standard "text", or the most recently used text you. This is shown as a function of the project setting at different positions. The display in the "Enter text / Change" menu is independent of the project settings and is based on the current Bildschirm Auflösung. Thus, the preview can be in the "Text Enter / Change" show a higher quality than is achieved in computing.

#### 4.9.1 Text operators, and text input

There are essentially three options available, such as a text can be displayed.

##### 4.9.1.1 Operator side

A page operator is a text representation illustrating a text adapted to the scene size. The text, which is written on a page must be completed to within the page. The Text entry is **always** within a selected text field, the so-called panel. In the picture above, the Panel limits are shown in black-and-white dashed lines. A panel marks the surface which can be described. The entered text is scrolled on the panel upward,

when more text is entered, as can be displayed on the panel. This makes it possible for you to format the text later so that it is fitted into the panel borders. the text is longer than can represent the panel, the text is truncated at the end.

In a side Operator multiple pages and multiple tables can be used per page for framing.

##### 4.9.1.2 Roll Title

A rolling title scrolls the text vertically on the scene. It is then shown a longer text that is readable by scrolling.

Text entry is here on a chart illustrating the text box. In this table, the text is scrolled up when it is longer than may be the panel. Since this but is a rolling title, this is not a problem. The text is scrolled in the later calculation of the scene, so that it is completely legible. The panel marked thereby, only the right and left positioning text in the scene. In these positions, the text on the entire scene height is scrolled. A determination of the amount in which the text is to be seen as a rolling title is not given to the panel. In a moving title a background design of the panel is not possible. However, you need a, raised from the scene background for the roll title, styling so this previously with a different effect. In a rolling tracks multiple pages and sheets can be used. This gives you the opportunity to position the text differently in a rolling title.

## 4.9.1.3 ticker

In a marquee title is moved horizontally across the scene. Text entry is carried out here in a panel, which is contrary to the nature of a marquee. If the text is longer than the space in the panel, the text is scrolled upward. This is a representation that does not correspond to the result of later ticker. Enter the text in this form please one. Later it is shown as line in the scrolling text. You have two design options.

**Be specify your text without line end recognition (Return / Enter), the text is in one Line of the marquee calculated.**

**Type in your text a carriage return (Return), then so begins a second Line in the scrolling text, which is shown flush starting with the first line. In a marquee, it is not possible to make multiple pages. Likewise, no blackboard background can be used. The display of several panels is possible. The tables are reproduced in the position as their relationship with each other was in the Titrler.**

After clarifying these "the fundamental nature", here are a few words about the cover design. Basically, you can go about the title, how you like it. Some Bogart users enter the complete text, and then get down to the design and fine tuning of the letters. Other file first at the font and the style of a letter and write their text until the letter is perfect. Sometimes it is important to accommodate a certain amount of text in a particular scene, sometimes half the left or right side will be described in order not "texts" all image content to. Each / r has his approach that we would like up to you of course.

The Bogart 9 titler - operated by means of three so-called "tab" - in the three groups, "text", "tables" and with "pages". It makes sense, "work" these three departments in turn.



Here we describe a standard sequence of a titling and show all the possibilities offered by the Titrler. As you behind, "do" is to create the perfect title, you should even out fi nd (or have long known), the tools required for this purpose of Bogart supplies 9 Titrler in any case.

On the left we see the system switch.

 opens the Titrler settings. Here a grid in 2-pixel increments from 2 to 32 pixels can be activated. The default is "off".

 gives us after the selection information about the current Titrler version and whether "Demo" fonts and / or by the user himself imported fonts are used.

 allows as elsewhere in the program, the "jump" of the menu on the upper side of the screen and, after re-operation, back down.

 causes the minimization of the Titrler menu, usually used to quickly have a complete title impression without disturbing menu. Another click opens the menu.

## 4.9.2 Text Input

In the background you see the first frame of your video scene. In this full screen display, you can check your settings, because all changes are always displayed immediately.

On the vertical or horizontal edge of the window there, if necessary - depending on the effect - a scroll bar, which allows you to scroll through text panel. Fi already ends up on the video image text panels, so you can enter as early as this menu using an external keyboard text.

 With the switch Text (small keyboard icon at the top right of the menu) to open the onscreen keyboard, and you can enter text of your choice.



Of course, you can also connect an external keyboard to enter the title. It is sufficient if you first enter a word or only entitle the first side since the now following settings on further

Text entry is automatically transferred later. Although you can only enter the text after you have made all the settings, but it is recommended, now already enter letters to the later result better

click after each line, where you have already entered text, the break button and make the desired new settings. A word or letter by letter of the text change is not provided.

 These three switches determine the alignment of the text: left, center or right. These You can set this in the main menu of the Titler.

The "signature" switch and "style", which we describe in the sequel, bring us without going through the Titler main menu in the respective menus.

 With this switch, we get back into the Titler main menu.

The "Back" button ends the title input completely and returns to the "titling" back.

After a word or title input we return to the Titler main menu.

4.9.3 Character Recognition (OCR)



By clicking on the "signature" (the currently selected stands next to the switch) will open a window where you select a font and can adjust the font size (from 10 to 500 point).

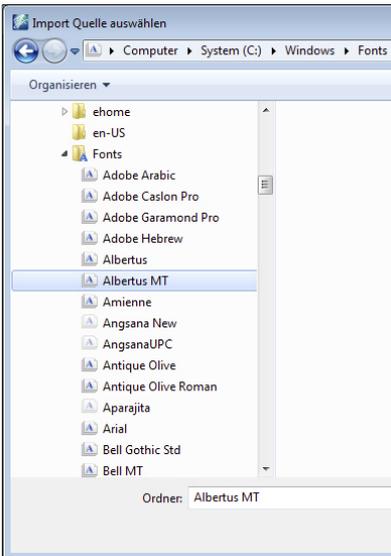


The font you can select by clicking directly or using the slider, as you are used to and from the effect list. In the list you see beside the writings of various symbols. Most included included writings are marked by an "A" (= include all major Western European characters). The writings marked by a vision (a fi nd themselves included) included in place of letters and punctuation oaks pictures or symbols. Fonts that are marked with an "A +" also contain Eastern European characters. These fonts can be purchased as add-on products. Headings marked with an "A-" are not always complete or have variations in typeface on.

 **Note:** In the items supplied Schrift Carolann there next to the "ß" two different forms of the "s". The key generates "s" on the keyboard, the frequent use ger long "s", which is reminiscent of an "f" without a slash. The small round "s" is on the "#" key.

The font size is determined by the slider. is shown the particular font type and size by the text "Macro System". You can also read their own writings next to the use of installed font packages. It can be read only TrueType fonts. To do this click on this menu to "font (s) to import". you get

then in a selection menu, where you select the connected medium containing the fonts, and confirm. You will then receive a list of available fonts.



For the currently selected font to preview. So you can select the fonts that you want to import from the multi-select function. The number of importable fonts is limited to the 100th After all the desired

th in your font selection. The font is listed there with the font name. Its icon has an "A" with highly preceded by "x".

If you have therefore installed too many fonts, you can delete the fonts are not needed again by

what distance they have and shall be with multiline titles of the distance between each line as wide. The control range is between 50 and 200%.

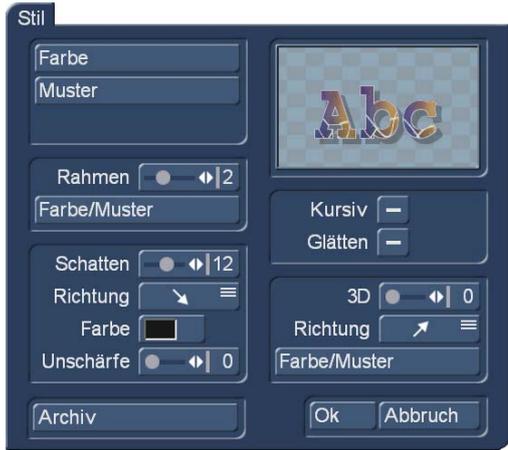
 With this switch you put the settings back to the default (100%).



The "character width" widened letters and punctuation marks in a row. To get started anywhere in the line to be edited and then set the slider to the desired percentage. The letters are - depending on the set percentage - broad (> 100%) or narrow (<100%) and become the whole line has broadened or narrowed. You can not edit separately the words of a line, the settings apply to the entire line. stretch with "character spacing" or compress a row, but the width of each letter remains unchanged, including "slip into each other," the letters

can. With "line spacing" You can change the distance between the selected and the underlying line. The percentages, you have set, are maintained for the respective rows and can be later corrected.

4.9.4 Text style



Open to change the "Style" menu to change the look of the text or the letter. You will see the top right of a text preview that shows you how you have just designed the font. At the top left, you can decide how the text should be designed. A click on the "color" calls the ink fountain (Sec. 3.3, "The fountain") on, clicking on "pattern" invokes the window "Select pattern" (section 3.3 "Image pool") on. There you can select a pattern of your choice, you can also determine the mode (positive / negative), alpha value and color. Even with a text style, it can make sense to work with transparency.

3D text effect stronger, which used advertising as a special stylistic device

surface completely translucent. The text can now, for example, only by a frame are shown, thus forming a so-called hollow characters. To adjust the transparency, please adjust the selection menu color, or pattern with the slider "Alpha". You see a transparency already in the about be-sensitive preview your color or pattern.

Now you see the "frame" switch. With the next be-sensitive slider to determine the strength, with even values of 0 (inactive) to 6 (strong). Using the "Color / Pattern" call the image pool, where you can decide whether the frame patterned or to be colored.

In the field below you can see the "shadow" switch, the "depth" - that is, the distance from the writing - you can determine using the appropriate slider (even values between 0 and 20).



The "direction" of the shadow can (see picture) can be selected from eight different options, and the "color" is set again with the ink fountain.



Tip: In the shadow color emp fi, the use of an alpha value between 40 and 70% EHLT as a shadow in nature never "completely black" but one also in the shadow of something to the shadowed things sieht. Bei most viewers who we spoke to in the course of many years, feels a shadow that falls to the bottom right, the most natural of. This should be related to the sun, the articles all over the world (and then give our title as well) shines from above. In cultures like ours who write from left to right, affects one illuminated from the upper left scene is best illuminated, the clearest and "natural".



Note: The shadow settings are always made in Bogart 9 Titler for all rows in a table. If you want to combine lines with shadows and lines without shadows, you need to work on different boards. See below for more.

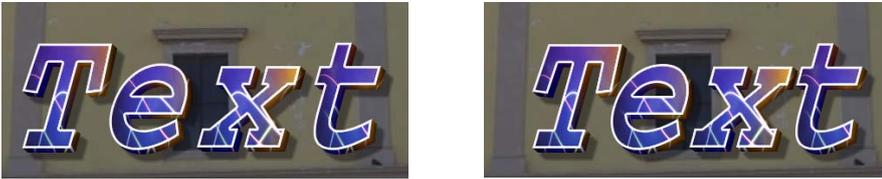
Use the slider for "blur" You can draw the outline of the shadow softer and can therefore more realistic.

In the right pane of the "style" window you will see the "Italic" function that you can activate by clicking on the right next to be fi RURAL box so that a tick appears. Using the "smoothing" you can give your text a slightly blurred text margin. Any possible compression artifacts can be attenuated way.

The following are the options for "3D". The strength of the three-dimensionality can be set with even values between 0 and 20 with the slider. This effect can appear as they would get a certain thickness the letters. Especially at higher values of character spacing should be increased to zB120%, otherwise it may be an overlap of letters. You can select options, the "direction" of the three-dimensionality of four different "weird".

A real recommendation for a direction you can not give, if you have selected a shadow, it should not necessarily run counter to diametrically the shadows.

The structure can be set via the "color / pattern", in turn, whereby a tone is recommended, which corresponds to the font color, but is located in the brightness between it and the background color.



read from, a semi-transparent (Alpha 41%) can shade with 8-blur still some shine through the background, a total of a "round", though perhaps more colorful title.

Finally find us that the left text with a character spacing of 100% maybe "frayed" something there is, with 90% character spacing it acts on the right simply "flush" and more compact.

You see, "tastes" are different and you can, may and should like some "round file" until you have reached his own personal wish style. It's almost everything is possible, and the titles given filmmakers also "calling card of the film"

Bottom left of the "style" window find the "Archive" button friend. In the archive you can storage then your compiled style

closed settings) or "Cancel".



with a little practice at a glance - - show that in the style editing an "R" imitate, chatting an "S", the property "K" ursiv and the "3D" design were used us. For more complex titles creations a useful quick info.

 Switch "copy properties" with the copied to the settings made in the selected line to all other lines of the current panel.

#### 4.9.5 text alignment

The horizontal alignment of your text (left, center, right), you can specify with the three switches on the right side of the text menus. This determination is one line by line, so it can change on a blackboard.

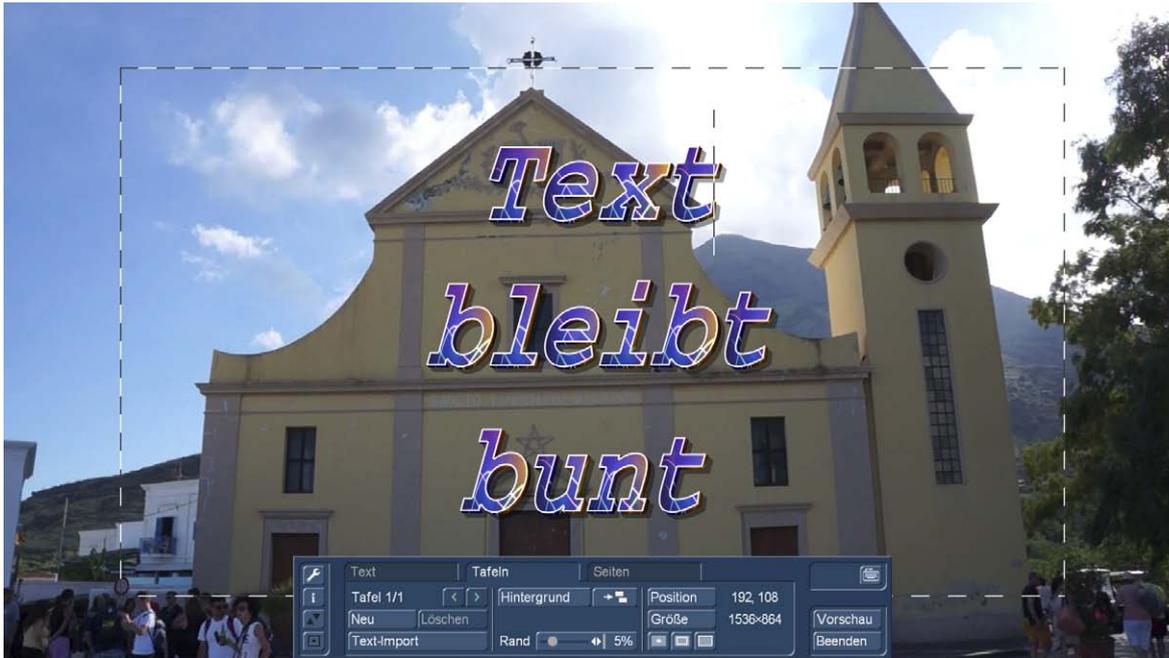


Among the switches for the horizontal alignment find, the switch for the alignment of the full panel, so all of the lines, on the upper and the lower panel edge or selected in the picture, in the center of the panel ends.

 With this switch, the vertical alignment can be transmitted to all boards of a page.

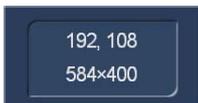
"Delete current row" with erasing the currently selected text line.

## 4.9.6 The panel menu



have designed, is surrounded by a frame with black and white bars. On the right side of the menu, we see how great this panel is (in our case 1536 x 864 pixels) and where on the screen the top left corner of this panel of fi ce (in our case, 192 pixels to the right and 108 pixels below the upper left screen corner, the position 0-0). The position and the size of the table can be adjusted by choice of the corresponding switch, then depends either the entire box to the cursor and can be moved or (at "Position") on the screen (for "variable") "sticks" the lower right corner at hand and we can zoom in or out on board.

The Bogart 9 Titler shows us the result in real time and in full splendor and beauty, while we move the table with text or change the size.



The position and size is also displayed numerically during the changes.



**Note:** When reducing the size of the panel border frames the font initially, further reduction is not about the text smaller, but the panel cut it (see picture below).



For simple de fi nition of panel size, there are three quick switch, the minimum a board with a click of the Size (Text is framed as closely as possible), the visible size set (see large picture above), or the maximum size (as large as the panel screen or the project settings no longer edge visible).

By default, the panels are transparent so the text is directly over the video image. But there is the possibility to place his title on a visible "sign". This is what the "Background" button, which calls the image pool and allows any stored there Gra fi c (including even "built") to load as background for this panel.



bottom left) designed or (some pretty bottom right has) very unusual ideas, table backgrounds can be used effectively.



 This switch the backgrounds can be copied on other boards if necessary.

The setting "edge" usually range from 0 to 25%, de fi ned a "text-taboo area" of the panel, so a text-free border. Default is 5% here.

With "New" you create a second addition to the ever-present first panel. This second panel is placed in pre-set "visible size" in the middle of the screen. The properties are taken over by the existing first panel, each added panel placed "above" the previous one.

After you add a text panel, the display will change to "panel 2/2". After further added panel "panel 3/3" appears, etc. At the same time the arrows are active in addition to the panel display.

Using the right arrow, you can now forward maneuver through the panels, the left arrow returns to the previous panel on.

 **Note:** You can also switch between the text panels and forth by clicking directly on the point in the preview image on which the board of fi ce. Thereafter, the board is marked with dashed lines.

You can determine the location and size of each panel by scrolling with the trackball. Has reached the desired position, the upper left corner of the panel, confirm them by clicking on the left trackball button. By re-rolling with the ball, you specify the size that you confirm by then clicking on the left trackball button.



If text panels are hidden by others, you can access the previous by either lower panels overhead or move, or by clicking on the keyboard and hold the TAB key (to the left of the letter q) until the you get desired text panel to light.

**Note:** Please note that the text panels are arranged according to the calculation in the order in which they were added. This means that initially the first left panel is in our example above, in a panel-glare effect appears, then the middle, second and finally the right, third panel. The panels are then also one above the other in the order.

the currently active, so broken table will be deleted by clicking on the button "Delete", and the recently added becomes active again.

With "Text Import" You can import text into a table that has been created on the computer (eg an e-mail with the guy text of the customer for whom the film is made). Working one saves so and avoid typos. supports the standard text format "settle" as a .txt file.

**Tip:** If your word processor does not dominate this format, please save your text as a ".txt" file and load this file into the Windows "Notepad", that comes with Windows default text editor. You can then export the text again, with the encoding "ANSI" from the editor. This text can then be imported 9 Titler in any case in the Bogart.

Would you like to import a PC text, please note that only the text is adopted, but not the settings (font, type, size). the set in the Titler fonts, sizes, etc. are applied to the imported text.

After selecting the Import button, a Windows window will open and you can choose the text file you want to import. Worry if you do not want to import from hard drive, before starting the import process that the appropriate media is inserted (CD / DVD) or connected (USB drive, external hard drive). After selecting the texts contained in the source medium are displayed and you can select the text you want to import.

**Note:** The Bogart 9 Titler needs, especially for longer texts, take slightly longer to accomplish the import, or to represent the text with all of you de fi ned pretty properties. In a very large font selected with texture-surface, edge, 3D effect and blurred shadows have to be patient until a several hundred letters long words are on the screen.

4.9.7 The page menu

After clicking on the "sides" to go to a new menu where you can create and edit pages.



A title can therefore not only contain several panels on a page, but you can also create as many pages. "Any number" is not quite right, the number depends somewhat on the memory equipment of your system. We have managed on our test computer 171 pages with different semi-transparent backgrounds, the Titler did not like. However, as many pages should not even have been necessary for end credits like "Lord of the Rings".

the message "Page 2/2". After further added page "Page 3/3" appears, etc. With the help of the right arrow, you can now forward through the pages maneuver, the left arrow returns to the previous page on.

The newly added page takes over the background of the previous page was last active board and produced on the new page a blank billboard in "visible size."

Each page can be as described above, with said one or more panels are occupied.

The sides are played in sequence with side effects (see 4.9.1.1), blinded, pushed etc., depending on the selected effect.



**Tip:** Please note that all sides have to share the selected effect at the beginning of time. When you create a title with six seconds in length and produce 6 pages in this title, your viewers are - of fades quite apart - to read every page have a second of time. This is close...

"Delete page" by clicking on is the currently displayed (active) side deleted and you will see the following page on your video. If the last page deleted, then see the previous page on the video image.



A click on "pages archive" opens in which you see the four switches "Load", "Save," Delete "and" Cancel "a menu.

By clicking on "Open" to call up the list of previously saved pages in a Page can load with "Load" in the Titler by direct selection and confirmation. This page is back added to the existing pages.

A click on "Save" displays the same list. Now you have two options:

1. You can click the input line under the list and then enter the currently active page a name and click the Keyboard box "Enter" or in the text archive field "Save". Then this site is stored under the chosen name and can be loaded later or in other projects. All panels a page with all their properties are saved.

2. You can choose a title from the list and click on the command line where now the name of the selected effect is. Now you can overwrite this name with a name of your choice in the Key field. The difference from the first option to overwrite itself not only the name but also the title here, so irrevocably delete. Optionally, you can also select a single title, without clicking on the entry line. If you then confirm with "Save", the selected with the previously created title is overwritten, but retains its name. With this archiving, you can back up your standard texts frequently g used independently of the project and any reuse.

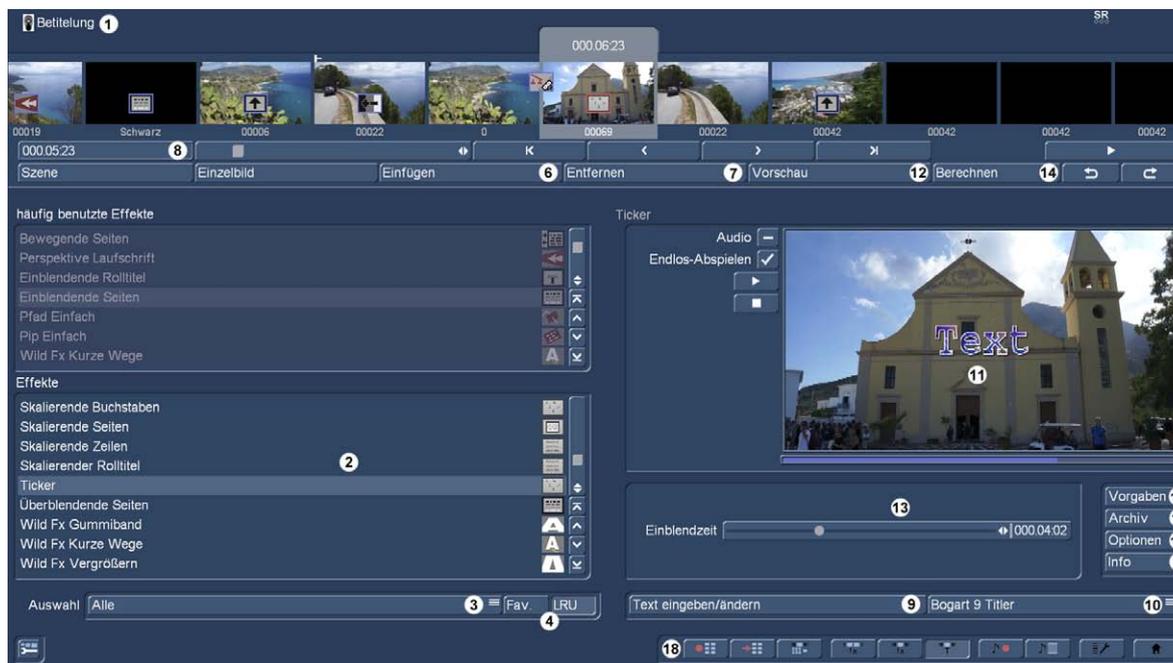
If you click "Delete", go to the list of trusted title in which you now select the track to be erased and can confirm with "Delete". Clicking "Cancel" closes the window without making any settings.

#### 4.9.8 Other switches in the title menu

Using the "Preview" You can, if you have inserted the title effect into the storyboard before you enter the Titler menu, a preview of the title. The effect has not been inserted previously, the "Preview" can not be selected.

Using the "Exit" to confirm again all settings and return to the "titling" menu.

"Cancel" to exit the Titler menu without saving the settings made for "titling" menu.



**G (11) Real-time preview:** After insertion of the effect and of course after writing the title 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.

(12) 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

(13)

Adjust ones. There you can set and so "fine tune" the title effect with regard to the real-time preview, for example colors or strengths of the effects de fi ne blend heights or fade times.

(14) If that's what you see in the preview, like, you can "calculate" the title by selecting the switch can be calculated and then him look "in all its glory and beauty" and normal speed.

(15)

moderate speed 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.

**S E 16** Archive: With many title effects you 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) Requirements: Since you can "twist" the Titler unintentionally, are here with one click - without further security checks! - restore the default settings of the Titler.

(18) 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, titling (currently selected), audio recording / editing, dubbing settings and main menu.

#### 4.9.9 The title effects in detail

In the Effects list fi nd standard the following title effects:

**Moving Pages:** The direction in which the (one or more pages distributed) Title into rolls ( "In") and the direction

the "movement" up to 12 seconds can be adjusted.

**Fading Roll title:** The text runs from bottom to top of the image, the speed of scrolling depends on the length of the scene and the length of the text (the text scrolls so fast that it passes through the screen entirely within the whole scene) .The title is translucent in the picture, is then clear in the center and appears transparent again when rolling out. The amount of input and fade can be set with the switch "blend level" of 10 to 200 pixels.

**Fading Pages:** All pages of the document one after the other and disappears. The "Panel" indicates when the title is to be displayed (up to 12 seconds), which are "Pause", the time (up to 12 seconds) between two pages.

**Ticker:** The scrolling text runs from right to left through the picture, with any number of letters can be entered in the text input menu.

**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).

**Roll title:** The text goes from the bottom up through the image. The speed of scrolling depends on the length of the scene and on the length of the text. The text is scrolled so fast that it passes within the whole scene exactly the screen completely. Here, too, multiple pages can be inserted.

**Pages:** All pages of the document are displayed in sequence. The display is done without transitions and breaks. The time of the scene is divided on all sides.

About Blinding Pages: All pages of the document are faded one after another. The speed can be set by "aperture" of 0-12 seconds.

## 4.10 The audio range

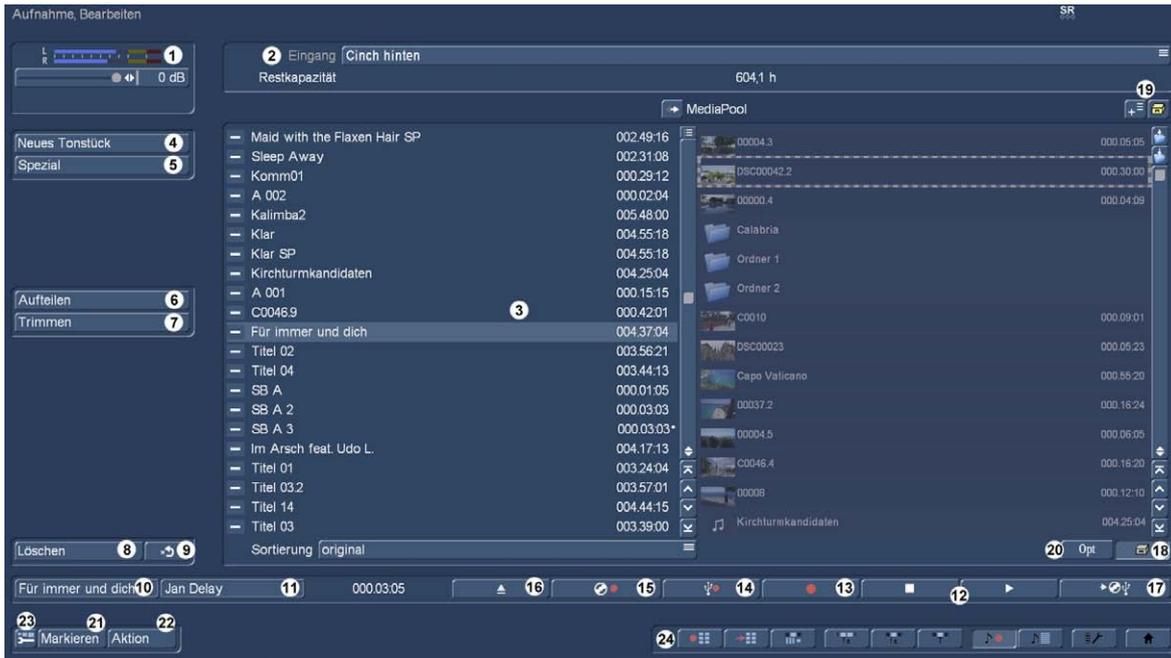
Only when your video is fully processed, so editing, effects and titles are finished creating, you should be dedicated to the dubbing. Because in the case of already carried out Dubbing You would change by subsequent cuts or effects the harmonious image / sound related! To avoid misunderstandings: Even after the dubbing further changes to the storyboard are possible. It appears a query, what to do with the audio tracks. But you need to think of these changes in more detail about the actions and pay attention to the already-coded audio and check this.

to complement this.

The dubbing is done on the same principle as the actual video editing:

1. Journal the crude (sound) data
2. Aufteilen of the piece of music in more single pieces (if desired)
3. Trim these data, so cutting away unwanted components such as throat clearing, residues from adjacent CD tracks etc.
4. Spezialbearbeitung of the piece of music or a part thereof (for example, exchange of the stereo tracks)
5. Einfügen these pieces of music into the storyboard  
  
any soft Fading in and out
7. Einfügen audio effects (if desired)
8. Feinabstimmung the volume of individual pieces of music by means of the envelope (if desired)
9. Berechnen (if necessary) of the overall sound (all total stereo tracks are calculated on a stereo track)
10. Dann only thing missing export - your video is ready!

## 4.10.1 Recording / Editing

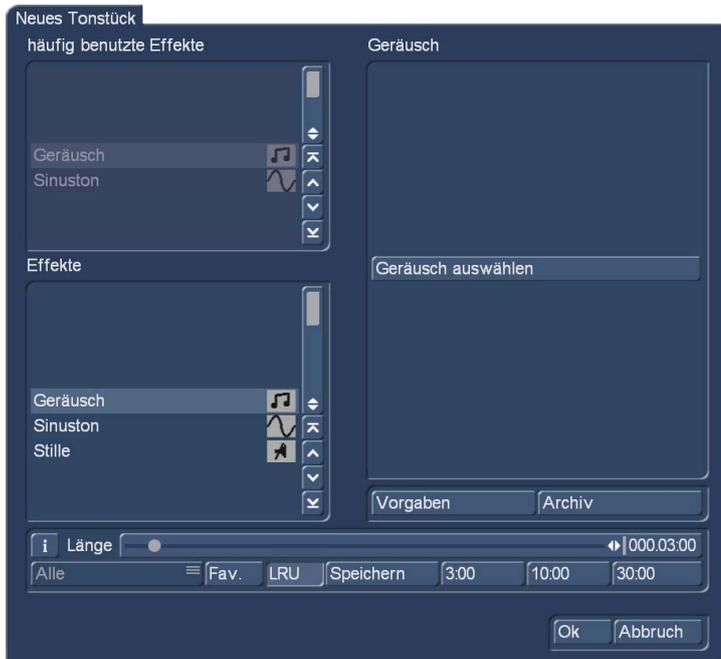


This menu can be reached by going to the main menu from Bogart to audio - click record or use the appropriate Quick jump button from the other menus. In this menu, you can import your audio material by clicking on one of the red, round Record button. Furthermore, you can divide the imported audio samples here, trim, edit, group and name.

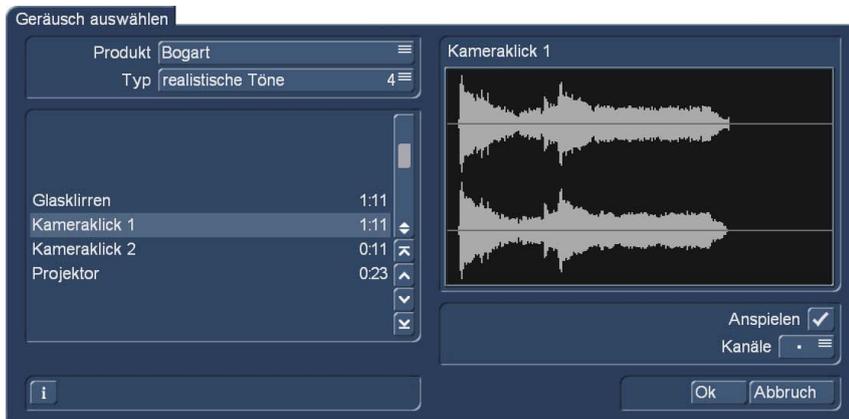
(1) The level display (top left, see Sec. 3.3) is used for controlling the modulation. Is the image too loud or too quiet, you can edit the sample with special effects and thus change in volume or appearance. A blue flicker in the meter means that there will be no problems, a yellow flicker has a possible control in the audio dubbing way (only if multiple passages are mixed overdriven) and a red flickering indicates an overload.

(2) On the top right you will find the selector switch for the audio input. If you have multiple audio sources on your PC, you can change this to the desired input. Directly below the switch, the available "residual capacity" for the audio recording is displayed.

(3) In the piece of music-list you have recorded audio samples with the file name and its length are listed. Have a piece of music in one of the soundtracks of the menu "dubbing" is inserted, this piece of music is marked with a small spot behind the length specification.



(4) The switch "new piece of music" opens a window in which the functions "sound", "silence" and "pure tone" with the can.



With the effect of "noise" you can (4.6.13 s.Kapitel) convert sound effects from the Pool directly into audio samples and so use for audio dubbing. Click "Select sound" on the switch so that the audio pool opens. Select a suitable sound, you leave the audio pool and then the window "New

can set in the "New piece of music" is not taken into account - it is used, the length of the noise effect.

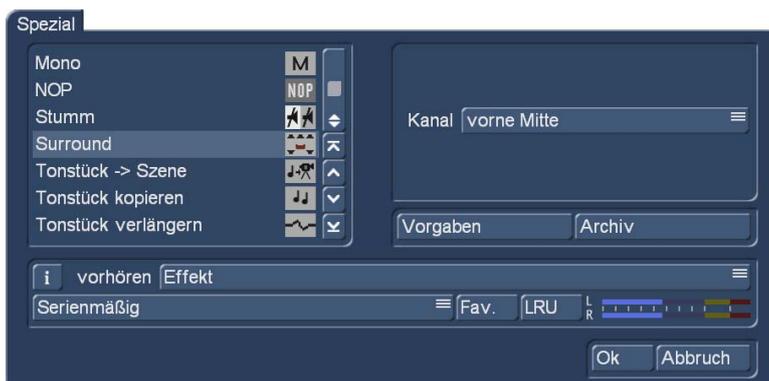
Using the "silence" They produce a completely silent piece of music to stunning indirectly for the duration of silence fl example, parts of another piece of music Ussen (see "Dubbing - Indirect volume control"). The silence generated in the sound file

but may need a longer silence you can Trimming the area.

With "pure tone" to generate a tone of "frequency" (440 Hz or 1 kHz) and "Volume" (-20 to 0 dB) you can set. At the beginning and / or end of the sine tone a slight click may be heard, which can not be avoided completely during playback.

The clay pieces produced here are then stored in the Tonstückliste.

In this menu, you have the option of your pre-selected favorites (section 4.1.6) and the frequently used effects g to display in a separate department.



(5) "Special" gives you the opportunity to make a variety of changes to the piece of music, but many of which are useful or functional only when Stereotonstücken. Bogart SE creates a copy of these functions with the desired Verände-

. Th The following special features are included:

**Base width:** Here the distance between the speakers is artificially widened. This is achieved by a negative cross-talk of channels. You can set the "width" of 0-175%.

**Copy channel:** This function copies as you see the "mode" optional reverse the left channel to the right or.

**Swap services:** This feature provides the ability to exchange the left and right sound track.

**Volume:** This allows increased -20 dB or reduces the audio "Volume" for each piece of music by +.

**Volume LR:** This allows the different adjustment of the two tracks ( "Left" and "Right") of an audio piece, where you can choose from the range -20 to +20 dB again.

**Mono:** This switch powers a stereo signal to mono.

**NOP:** You can not make any settings on your piece of music. This function is used, just as with the long-term effects, the Macro system internal error analysis.

**mute:** Hereby, optionally, the left and / or right audio track are turned to "mute". They can also function by selecting "---" well off, so let the soundtrack eg connected only temporarily silence and to not have to remove the effect.

**surround:** The surround effect is used to create the sound of an audio sample to a particular channel, so to a certain speakers in conjunction with a surround receiver or amplifier. Thus, for particularly in the audio dubbing with comments create interesting sound impressions. From a "normal" mono or stereo TV, the surround sound is as usual, without surround effects, played through one or two speakers. Thus, it is no problem to play a set to music with surround movie on any device. After selecting the surround ef-

**Left in the front:** The sound is reproduced only on the front left speaker.

**front center:** Playback is just across the front, middle (center) speaker.

**front right:** The sound is reproduced only on the front right speaker.

**rear:** The sound comes from the two rear speakers.

**back left:** Only the rear-left channel reproduces sound. This is only a receiver or amplifier

dergabe simultaneously on the two rear and the front left channel, so that a similar but not so remarkable effect is produced.

**back right:** is analogous to "rear left", but for the right rear channel. In all cases, a single-piece of music is generated as the playback ultimately takes place only through a speaker from the original stereo sound sample first.

**Piece of music -> Scene:** Clicking the "piece of music -> scene" causes -Schalters that a video scene from your piece of music that is highlighted in black and appears in the scene bin. You may use it as a basis for further video operations (zBInsertschnitt). This feature can facilitate the cutting according to sound very much.

**Copy piece of music:** By clicking on the "Copy" button to create a completely identical copy of the sample that

To use a modified version. The copy then given the same name in the piece of music list as the

extended piece of music: Do you have a sample that you want to forward or backward extend a mute part, so verwen-

want to hide, especially for very short pieces of clay that you turn on /.

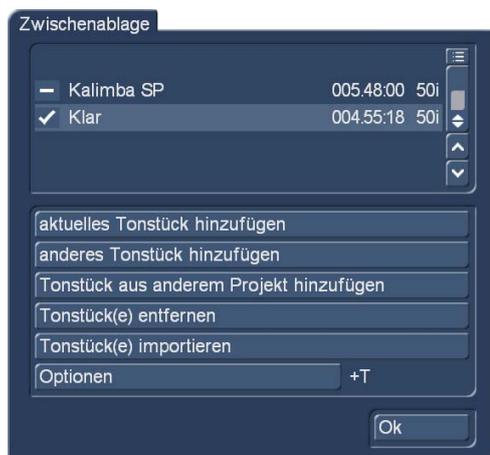
## Clipboard

Last item in the Special menu is the audio clipboard. Most users will want to work for convenience rather on those established by Bogart 8 Media Pool (described below).

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.

which is a little more complicated "good old" clipboard that just dominates the conversions as the Media Pool and his clipboard ... but just to use - because then helps - by necessity.

So here's a brief description of functions:



Using the "Clipboard" you have the option of audio samples to be stored in the clipboard. Select "Start Clipboard" from, you will enter a menu. Here you have the option of adding samples to the clipboard, or to take over from it in the active project. Sorting the pieces of music in the clipboard is identical to the shooting menu. The decision taken there sorting preference is taken into account in this table.

In the upper section of this menu you have a list of be in the clipboard-sensitive pieces of clay. On first use after a reboot, this list will be empty. In this menu you can:

**Add current piece of music:** The current in the sound file sample is inserted into the clipboard.

**Add another piece of music:** You can add other than the current sample from your project.

**Piece of music from another project to add:** You can add any piece of music from one of your projects. Then select your desired project before and you will receive the audio list of this project are displayed for selection.

**Piece of music (s) removed:**

All pieces of music that are marked in the list with a check mark will be deleted

**Piece of music (s) to import:**

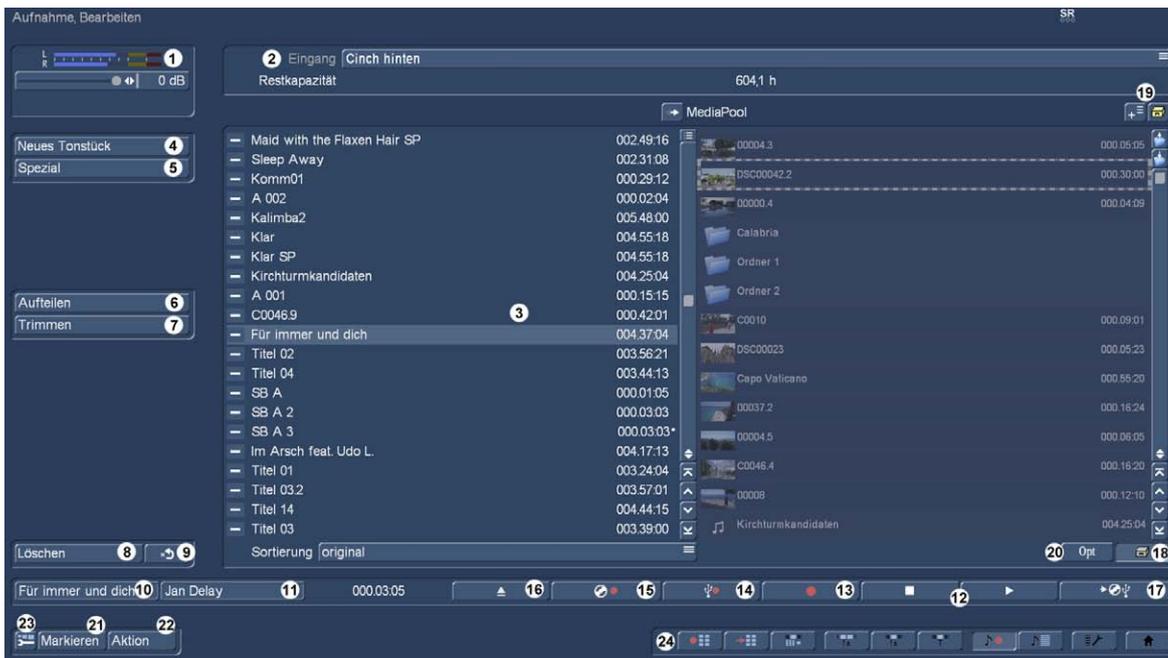
to have. All pieces of music that are marked in the list with a check mark are transferred to your current project.

**options:** Here you can set whether the trimmed areas of the samples are to be transferred with or just the current one. After you have turned off Bogart, which included the clipboard Tonstücke be deleted.

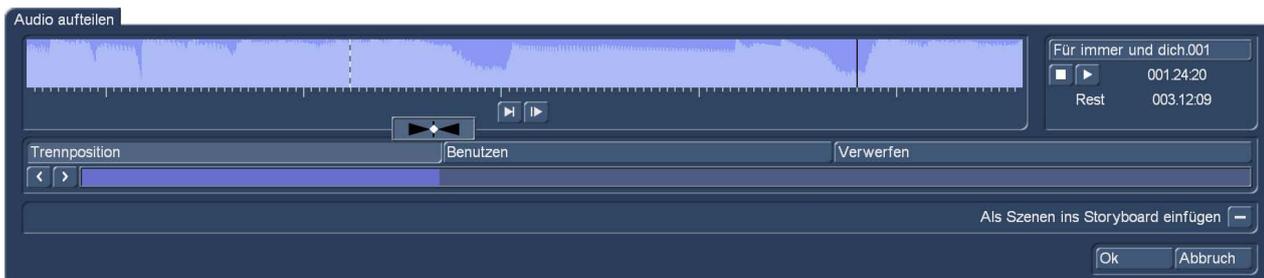
provides, such as the first 20 seconds of the selected effect in the list are (the activated to the list in the Tonstück-

a lot of time.

In addition, you will see under this function, a level meter which is used to control. A blue flicker means that there will be no problems, a yellow flicker has a possible control in the audio dubbing way (only if multiple passages are mixed overdriven) and a red flickering indicates an overload.



(6) With the "Split" button to open the split-menu where you split sound scenes similar scenes.



9 or "Name.002"). You can access the keyboard by clicking in this field again and rename the piece of music. You can split the piece of music that you see graphic representation of the separated part of the bar below by clicking on the "separation position". You will also see from the envelope and the audio scrubbing (Chapter 3.3 "Envelope and audio scrubbing", only with active Gold Edition ) you can not turn off in this menu, at which point of the piece you are going find. The "Use" button and "Drop" have the same function as the "splitting" menu of the artwork, as well as the individual switches.

▶ Playback of the currently be in progress-sensitive piece of music is started with the Play button.

During playback, you can make an allocation example of clock by pressing the "Use" at appropriate locations. Your piece of music is then divided at these sites without the playout stops. You will find then after the division of the numbered sections in the piece of music list.

Would you like to take over the divided pieces of music directly into the storyboard of the Edit menu, select previously "put into the storyboard as Scenes" feature . so that a checkmark appears in the box. After the division superiors

the audio portions video blank scenes are generated automatically so that contain the tone of the section. These empty scenes are set by the software into the storyboard of the Edit menu - you can see it on the black display with the note symbol.

In video editing, you can to take advantage of these special scenes type on the "Replace" (s. Chapter 4.4) click, so that the selected storyboard clay empty scene occupied by the video footage of the activated in the scene bin Scene becomes. If the video scene too long, it will eingetrimmt end to the appropriate length.

This function is Vorvertonung because you can do the cuts as convenient reference to the desired music and then can prove this cut to the rhythm of audio material with any video material. Have your

is available.

(7) Using the "Trim" function to remove unwanted components at the beginning or end of the recorded or divided clay material.



Räusperer in the comments and remnants of adjacent CD tracks can be eliminated this way. The "Trim" function you is indeed also already known from the video portion and the audio works identical. The envelope and the AudioScrubbing you can not turn off, however, in this menu.

(8th) The "Delete" button deletes the selected piece of music.

(9) The "Undo" button cancels the deletion of a piece of music.

So the last ten deleted audio samples can be brought back. After a reboot, no deleted scenes can not be retrieved. After reading the audio tracks you will see the title in the piece of music-listed.

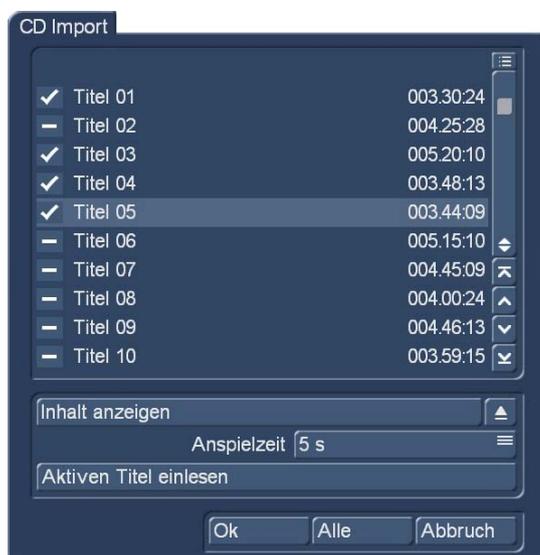
(10) In the name field automatically contains the name of the piece that was clicked in the piece of music list appears. You can also change the name to the already known from the video Partial: Click on the name field, so that the keyboard is called. There you can change the name. In the field next to the length of each audio sample is displayed.

(11) next to it in the text box to the right of the group name is given of the piece of music is assigned. To change the group or assign the first time you can click in this box and go to the menu "group name forgiven." In

(12) You control the playback and stopping for the color-coded in the piece of music Sample list with the buttons at the bottom right.

(13) To use audio in Bogart, you must import it before, or live from the active audio input (see point 2) record. If you have selected the appropriate source, and the music is playing, you start here by clicking the recording, which will run until the pressure on the stop button.

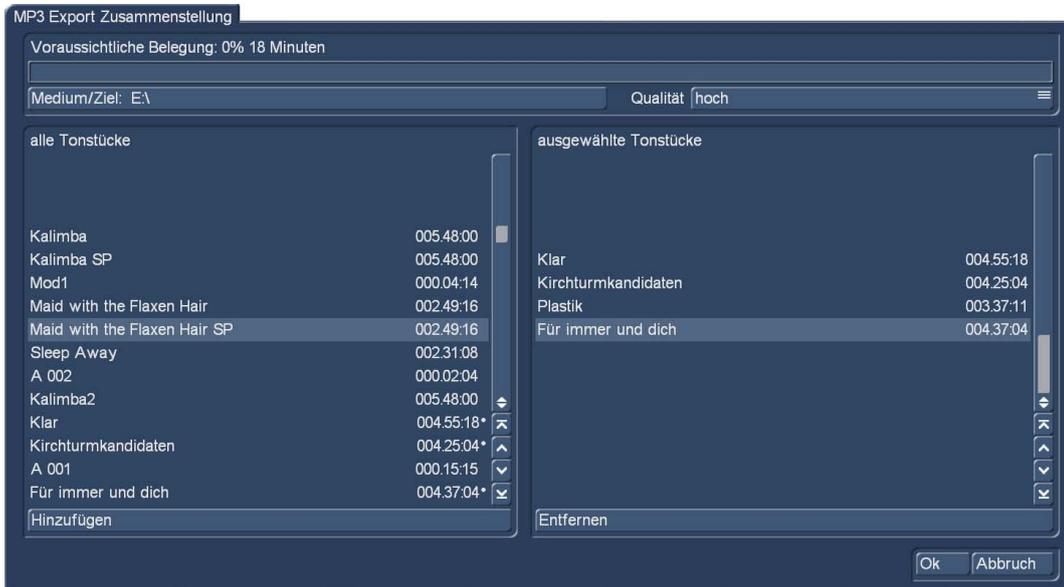
(14) The "Import audio samples" button allows you to import audio data from an internal or attached hard drives or other USB storage devices (USB sticks, memory cards). After selecting a "Import Audio" window, where you select the medium and one or more audio files and imported opens.



(15) If the pieces of music on an audio CD, the switch opens "pieces of music from CD read" the well-known CD Import window in which you can display the CD contents, and can probenhören Ängen in various Lau fl, selects one or more pieces and then imported.

(16) Who wants to read a disc may perhaps need the switch that opens the CD / DVD / Blu-ray drive (depending on drive type) and closes again.

(17) Here you can see an icon with a pointing to a CD and USB arrow. Click this button to open the window "MP3 Export Summary" in which you can compose the title selection for export. thus,



The left part of the window you see the piece of music list ("all pieces of music"). Select the desired title and click on "Add", so that the piece of music is displayed ("selected pieces of music") in the right list. Adjust gradually the collection together. The integral to the right list audio samples are featured in the left list with a dot. The "prospective usage of" putting together you can see at the top of the window. Of course you can remove it from the right list by clicking on "Remove" added Tonstücke again. Before you start exporting, make still the target medium and the desired quality level. About the quality you set the compression of your MP3 files. The higher the quality, the larger is the exported file. Select the type of media from the destination media.

Please click this button and choose from the Windows menu of your goal. An export to a disc is not possible. To burn your audio to a CD / DVD, export it first to a directory and then burn with a Toggle

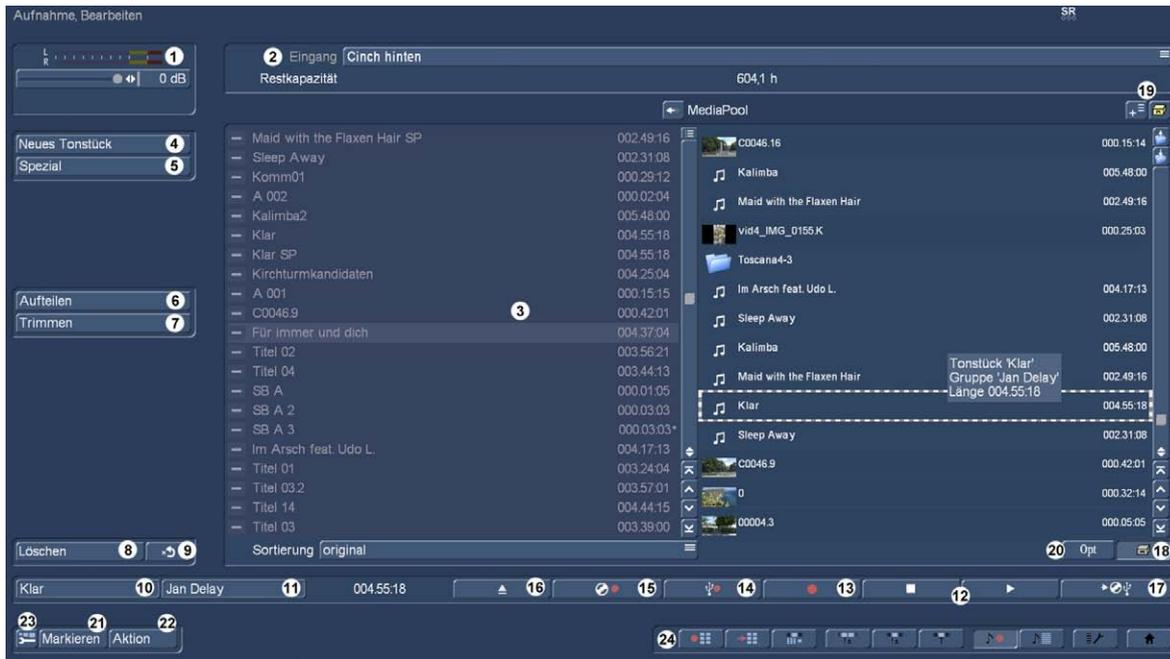
selected files will be transferred to the selected destination. Do you want to stop the process, click on the "Cancel". The selection of pieces of music for export is deleted after you close this window.

**Have you read your audio samples and samples find them at your sound file ( 3) again. This de fl Itemize the existing**

the choice between "original": For the audio samples are listed in order, as it is created by the contribution and by importing. "By Name": The clay pieces are sorted alphabetically by their names. "The length": The pieces of music are sorted in ascending order according to their length.

(18) Media Pool / clipboard

is also available in the audio field, as described in "Edit" in the video department, the media pool, the bottom right (by clicking on the tray 18) is activated also available. The audio rack moves with activated Media Pool in the center of the Media Pool find its right place.



The handling of the media pools here in "audio recording / editing" is virtually identical to the handling under "Edit". The "active" department is bright and clear to see from here songs can be copied to the audio storage, either by clicking on the arrow at the top between the departments or the "drag and drop" method of touch with your mouse move to the neighboring department.

Be video scenes from the Media Pool pushed into the rack, there ends up only their audio content (with the name of the video scene).

Audio pieces that are pushed into the media pool, than a code Touch Key.

Elements ( 19) to import temporary files and their handling is exactly the same as described in section 4.4.1.

Similar to the editing department can view the Media Pool content using (or listen here) and they also delete the functions of "Trim", "Split", "special" and "new piece of music" but can not be , If one wishes thus machined pieces of music, you have to do the work in the Audio File, and then insert the products of this work in the Media Pool.

(20)  



 You can assign each piece of music of a group and thereby structure the Au fl Itemizer clearer and better.

You can then, for example, display only the samples of a selected group

open penoptionen and select "group a name" to make the assignment to a group. Was a piece of music, a group assigned to fi nd the group name in the bottom left of the menu between the declarations

the audio name and the counter again.

Have you already written quite a lot of group names, it may be advantageous to arrange the view of the displayed groups. So you can turn up archives creation in which only certain group names. So you can reduce the selection of groups.

Likewise, you have made possible a selection of pieces of clay in the group selection. With the switch inventory display all group names already assigned in this project. Work with groups, you have several options to select samples in storage. If you only want the

select "group selection" menu field.



It opens a list of all available groups that have been used in this project or created. About the selection function you can one or several

Then only the scenes appear associated with those groups. The other scenes are not deleted, only hidden in the display. To delete the group name of a tone, select the group name "---" from the group list. If you want to see all the pieces of music, even those who are assigned to a group, you reopen the group selection and confirm the selection with "All". Now you have again present your entire tray. If not all shown, so pay attention to the upper menu border. There, the information is displayed in the center "Filter active". Thus Always to this ad if you are missing a piece of music.

**S** You can continue to improve in certain circumstances the overview in the tray by hiding already inserted in the storyboard clay pieces. Is a tick in the check box in front set "also inserted Tonstücke Show", the inserted audio samples (all pieces of clay with a white mark in the upper image area) is displayed in the tray. Does the box a stroke, the function is turned off and already inserted pieces of music are not displayed in the tray. Of course, the audio samples are not deleted when you hide, but only suppresses the display.

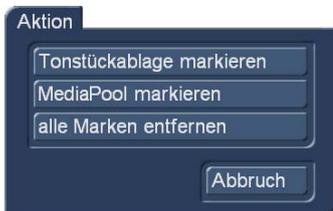


The already in the Edit menu (chap. 4.4. (28)) addressed trim Reserve is set here. It is identical

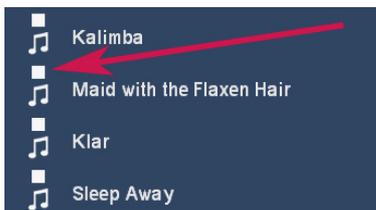
(21) The "Select" button brings the same result, namely a marked in the tray (to be haktes) piece of music as a click on the bar in front of the audio file. In combination with the arrow keys on the keyboard connected to a multiple selection of various audio tracks can but done faster.



(22) The "Action" button enables fast multiple selection of diverse music and audio samples.



"Mark Tonstückablage" With all provided listed in the shelf pieces with a hook and then can be "used" in common.



"Mark Media Pool" selects all Mediapool samples (see figure below), they get a "block" on the note symbol and can then "in one go" be transported for example in the filing.

"Remove all the marks" deletes all hooks, blocks, etc.

(23) In the department of "audio recording / editing" that users can top surface (GUI) de fi ned, though not as sophisticated as in the video department "Edit".

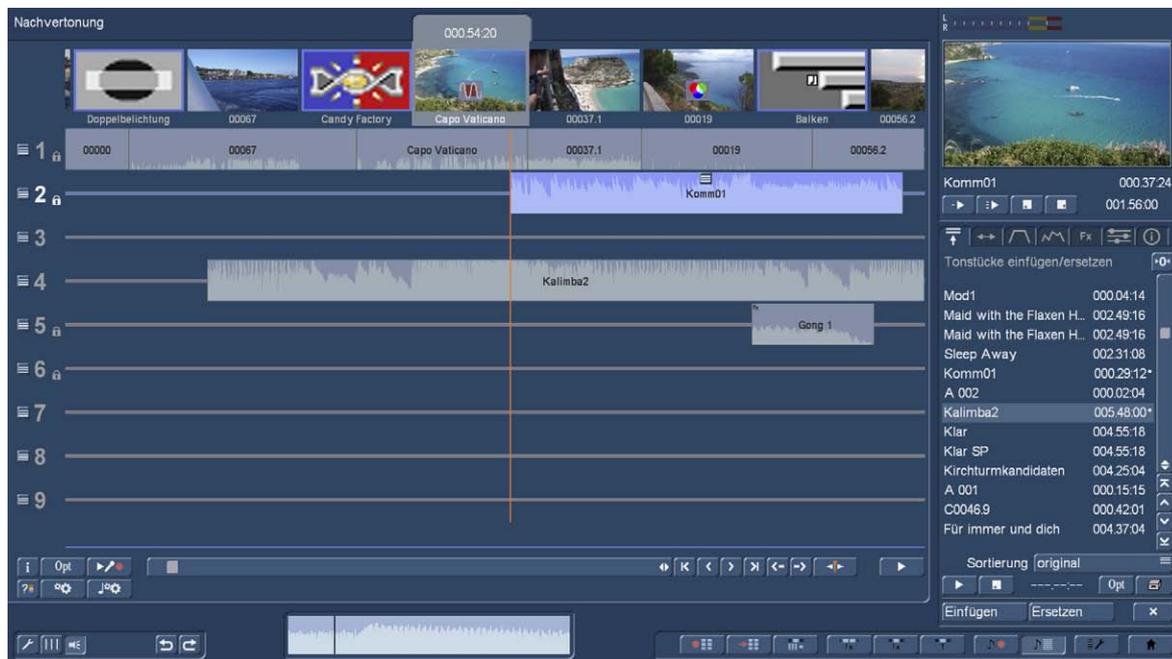


The "image size in the Media Pool" simply brings more small or few larger items on the screen, which bring "reduced image name" or indeed are not reduced image name a significant increase readability with it.

(24) 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, titling, audio recording / editing (currently selected), dubbing, settings and main menu.

## 4.10.2 dubbing

Here you can arrange recorded commentaries, music and background sound in the storyboard, add audio effects and tune the volume for the audio tracks fine.



### 4.10.2.1 audio Vorvertonung

The audio Vorvertonung is a possible option to cut to match the tone.

In the audio Vorvertonung you can, if at least one scene was inserted into the storyboard, insert a piece of music in the audio dubbing and can then build your piece of music to fit the more storyboard. If you have inserted at least one scene in the storyboard, you can include z. B. a song below. The song is shortened automatically so that it fits under the scene. The track used for this set in the "Audio Settings" to "free" if you have chosen a bound track. Only with free tracks the Vorvertonung can be performed.

Now you can see in the audio dubbing the inserted scene in the storyboard and also automatically shortened at the end piece of music in the previously selected sound track. When you insert additional scenes in the storyboard, you piece of music automatically grows with the storyboard. This means in our example, you can insert scenes and the previously shortened song below will get longer automatically until the end of the song is reached. Now, if the storyboard is shortened, the song is again automatically shortened at the end. In this way it is possible to provide a storyboard with the Vorvertonung and then make any changes to the storyboard. You can add transition effects, and also remove or change in length. You can replace scenes against längere- or shorter scenes. The Vorvertonung is always maintained. This makes it very easy scene changes possible to change to fit with or without a transition effect to the music.

### 4.10.2.2 audio dubbing

Audio dubbing is similar in principle to the image processing.

**S** **E** few functions of the dubbing are only with the activation of silver or gold edition available. The Dubbing menu can be displayed in two versions, in Storyboard or Timeline mode. The switch between the two views put by the mode in the "Settings"> "Storyboard, Timeline". In the menu of dubbing find you can switch the presentation directly at the bottom left is a switch with the. At the top of the screen you will always see the storyboard or timeline with you inserted scenes and video effects.

Unlike the storyboard view of the Edit menu transition effects in the dubbing are, however, presented as a separate scene in the storyboard. This representation is useful because other pieces of music can be placed so accurate even while the effect time.

Under the storyboard fit to a plurality of horizontal strips, the sound tracks ligand. Have you asked (below explanation) the "tracks" button on the default settings in the "Dubbing" on the small wrench icon, see the differences between the tracks in detail as follows:

Scene (s) attached. When changes of scenes before and after the clay pieces that remain synchronized at his old position. Changes to scenes that overlap in time with the piece of music, it must be deleted (after a query).

Tonstücke in the music tracks 3 and 4 are not tied to a scene, but retain their temporal position relative to the start point of the storyboard at. Any modification to the video before or during the audio sample result shifts, but with or similar background music are .meist critical.

Because of this difference in behavior is bound to the video tracks especially for comments or sound-dubbing suitable. The music track is similar rather for background music thought. Taking into account the differences of the tracks, they can of course be "misused" also arbitrary.



**G** Bogart 9, you can even have nine tracks, each as free or bound de fi ned of which can be if necessary. But for more down, first some basic things for dubbing.

An audio dubbing could be described in the following steps:

1. Insert piece of music in a particular track.

Second Move piece of music and trim.

Third Audio calculate and control.

4th correct volume. Bogart has a total of three methods of volume control: the direct volume control, indirect volume control and volume control per envelope.

Which method of volume control in each individual case is used, thus depends mainly on the particular task:

right way. The change in total volume fl uence directly the representation of the envelope.

rend runs a comment? Then the indirect volume control is the most convenient way for you to edit the audio samples per envelope or manual splitting the music would also mean a disproportionate effort.

Volume be adjusted? Then communicates with the envelope of a powerful tool. However, there are some limitations with the "indirect Lautstärkeregelung" each time a piece of music using the "envelope" was edited.

5th Tonstücke soft or hide.

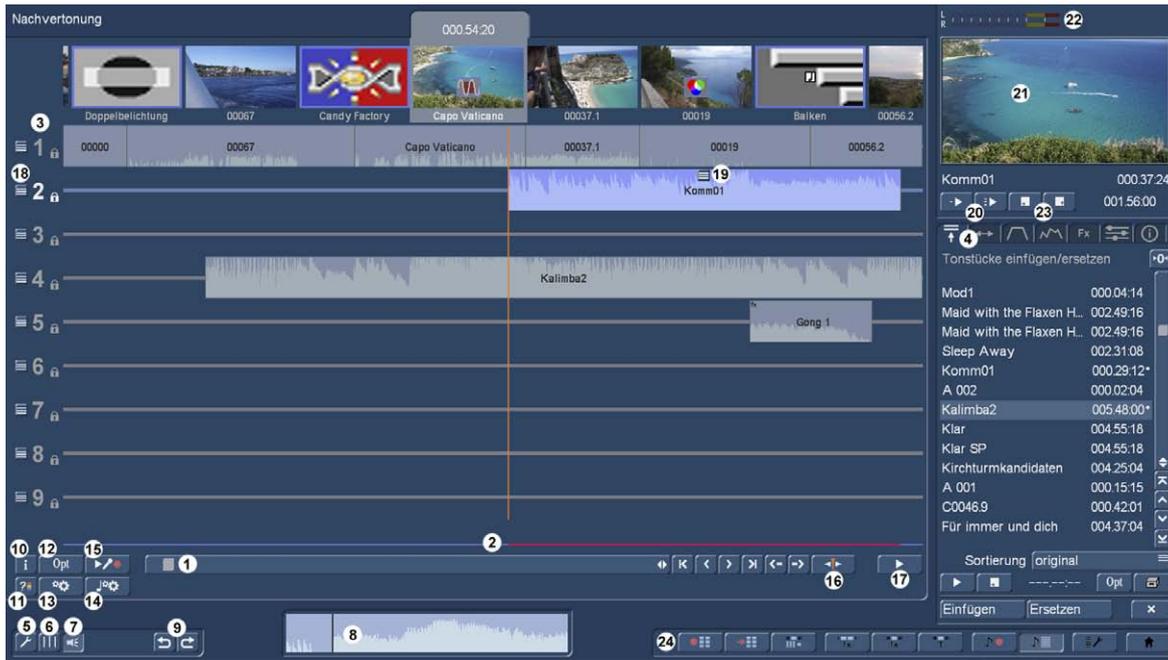
6th add audio effects. Individual pieces of music, as well as complete sound tracks may be provided with a respective audio effect (standard effects, surround effect, additional effects).

7th Check dubbing again.

Enter in sequence the other pieces of music and adjust volume, tone controls and effects as needed.

8th. calculate audio. Calculate the sound. The color bar directly beneath the storyboard should now have no red shares more that are indicative of an overload.

4.10.3 The screen elements in the Storyboard view



The following screen display can be seen in the dubbing to the Storyboard view:

We describe here the first "system elements", the functions of the various "riders" ( 4 ) follow afterwards.

(1) The storyboard with the usage you are already known from other menus. Using the slider you can move scene by scene through the storyboard very quickly.

The individual switches to the right of the slider  click to scene after scene of your movie.

With the switches  takes you to the very beginning or the very end of the storyboard.

The switches  bring piece of music for piece of music in the currently active sound track by the film strip. This feature is very useful when a large number of short pieces of music are below a video scene, because these could be represented only a very narrow lines in the normal select by clicking on them.

The desired sound track, you can select by dragging them directly select or click on the corresponding icon on the left of the screen.

(2) not counting (yellow) or already calculated according to standards (Blue). An override is displayed in red. This is already displayed when an audio tip has an override. Overdriven parts you should edit again to

(3) each audio track is by selecting the number of an audio track or by clicking on the track switched to "active", the track number will know the track turns blue, lying on the track audio samples are brightened (picture below). If you let the mouse arrow above the track, you get the number of the track and the volume setting appears.



The actions that are now possibly executed., Refer to this track.

however, to choose a piece of music directly, the piece of music turned blue (pictured below).



Here, too, information on the track and the selected piece of music are displayed in floating on the play cursor after a short time.

**9** (4) On the right side of the dubbing menu we see a major change of version Bogart 9. Here various functions are selected via so-called "rider", available in fast access for you only call or in previous versions sub-menus are changed screens had to. This entire department, we explain below, when we explained the basic functions of the dubbing.

(5) settings

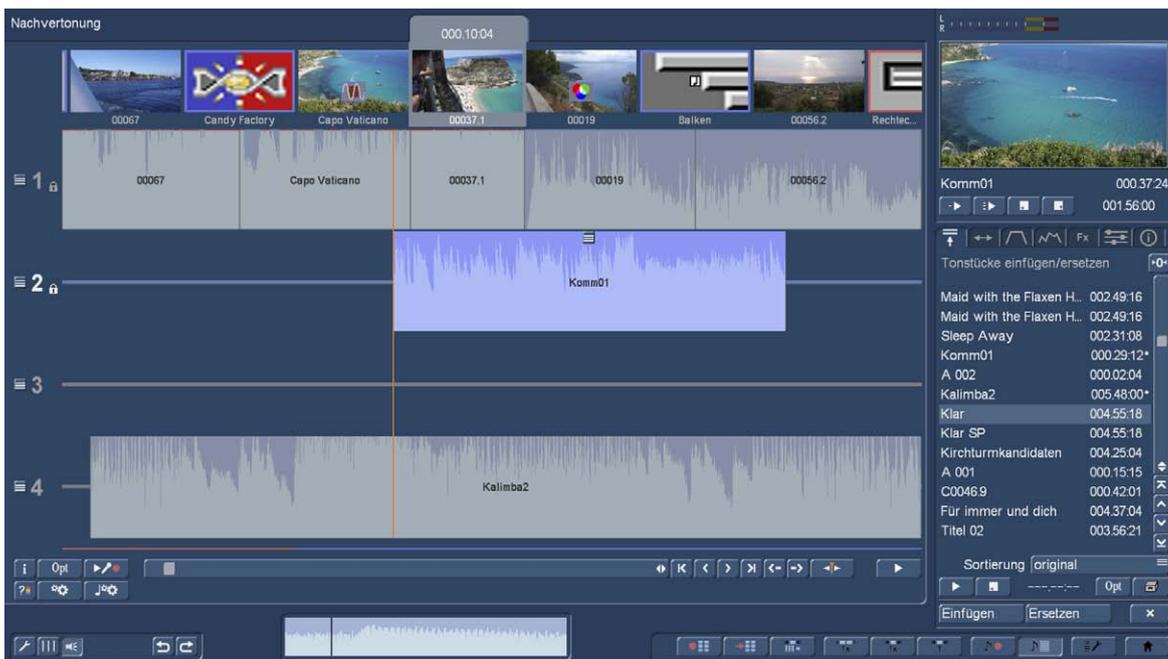
 With this switch, you will access the "Settings" menu.



Here you can initially de fi ne whether the Storyboard (selected here) or in timeline mode (see Chap. 4.10.2.4) want to work.

On the right side we see the up to 9 tracks, the Select (check mark) or downright Hide (underscore) can be. Tracks are deselected because you will not (yet) need here, the display changes in the dubbing, the remaining traces then share the place of hidden tracks.

In the picture below, we see four active tracks much more information if you like.



, the "deselection" if you need more tracks, at any time reversed, then stand back up to 9 tracks.

Also, you can here de fi ne whether a piece of music "bound" or to be "free". The explanation is relatively simple: overall A "

bundenen "piece of music is bound to the video scene at which it begins. The consequence: If material is inserted in front of this video scene yet, "slips" the scene together bound piece of music in the film backwards, so the inserted sound maintains its connection to the scene. If you have comments or noises that relate to specific events in the picture is

A "free" piece of music, or all pieces of music on a "free" as defined track remain in the course of the film exactly where they are inserted. Let a music so at 5 minutes is 25 seconds, it starts right there. If the front of the movies now even scenes are inserted, "slipped" the music is not in relation to their own start time (5Min.25Sek.), But rather in terms of the scene under which they once finished, we have inserted them.



"Free" tracks are not marked as such, "bound" tracks have behind the track number with a lock.



**Tip:** In earlier times, it was recommended to place music quietly on "free" tracks, as the purchase of music scene is not so direct and a general and consistent music supporting the entire film had a higher priority. We must learn interface experience with the Casablanca, now almost 2 decades that it is for most users already of great importance that music starts to or "under the" Scene, under which it was also inserted and that scary often "slipped" music was excited. We therefore recommend that by default all traces of "bound" to adjust.

If you have to cut for music and partout is reliant on a music begins at a very precise moment, can of course turn one or more tracks on "free".

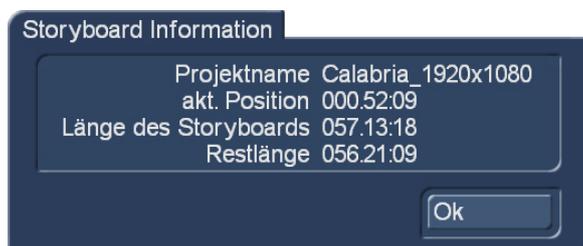
sizes selection for the storyboard. Depending on your taste and place on the screen is here between small, medium and large selected.

(6) If necessary, yellow guides display with this switch that separate the scenes and transition effects visually from each other. They each represent the starting point of a scene and provide a clear overview when arranging the various pieces of music in the various tracks.

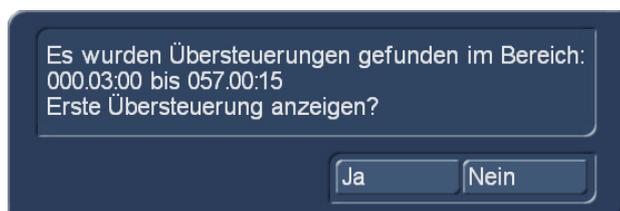
(7) This switch is used, an "audio scrubbing" on or off. We turn on the Scrubbing is under ( 8th) the envelope of the currently active piece of music displayed. The effects are described in the tab "period".

(9) The other areas geläu fi gen "UnDo" - and "ReDo" switch are also present in the dubbing.

(10) The information desk provides information on how the project is, how long it is total, at which time the currently active scene begins and how long is the residual maturity of the project. Especially important for long projects.



(11)  This switch can be tested its entire project to clipping. After the search, the system that has been found is ...



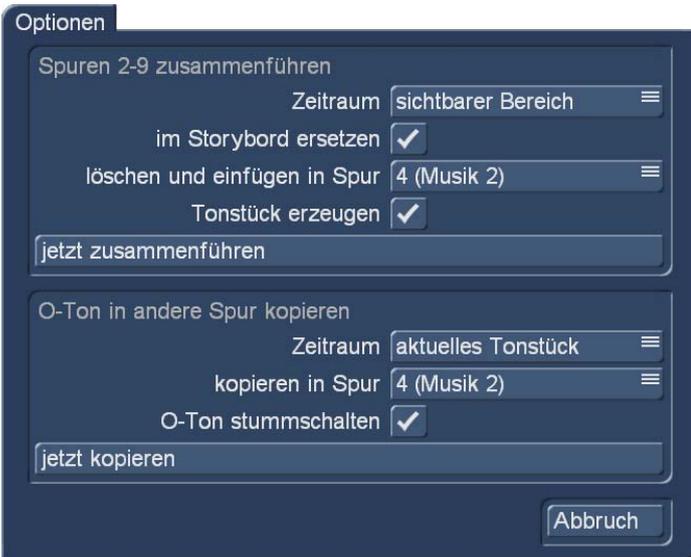
... and offers to display the first oversteer, then what happens clearly visible.



The overexposed areas are (in the tone curve and also on the control strip 2) displayed and can / should be corrected in order to avoid unpleasant surprises audio of the inclined audience.

 **Tip:** It is advisable that examination and correction at the very - time - make the end of the dubbing, as each subsequent insertion of sounds / noise / music can cause new clipping.

(12)  
be folded to an audio track. So you can for example make room when all audio tracks are already occupied and you want to add your package another audio clip (unlikely when the 9 tracks).



The need for merging de fi period may "current piece of music" on the "visible" or be set "whole storyboard."

You get a new piece of music (Name: Mix), which is inserted directly into a selected track of you when you

amount deposited notes will be deleted.

If you (either alone or simultaneously with "in

have the combined piece of music also appears in your audio rack.

With "now merge" the action is triggered, which - do not worry - if required or failure to "undo" can be reversed.

automate copy to a certain extent.

As with the merging of the traces of time can also click the "latest piece of music" to be determined "visible" or the "whole storyboard."

the intended or not.

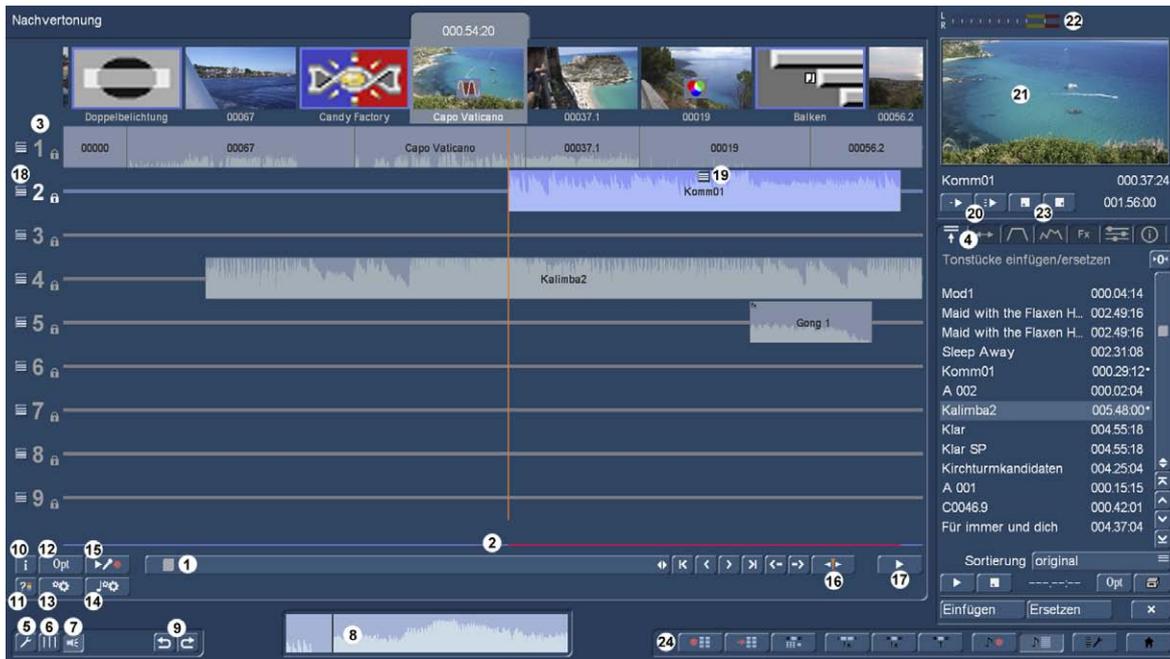
the tab "period" possible "Quick Copy". More on this below.

(13) storyboard calculate: With this switch you calculate the entire storyboard in picture and sound.

(14) storyboard calculate, only sound: This switch only calculated the tone of the storyboard.

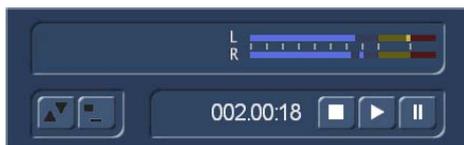
(15)  Click on the Record button that the storyboard is played (from the scene point). It can be absorbed through the set audio input simultaneously. If, for example selected the microphone input or USB microphone, you can appropriately speak to your video comments. During the audio recording shows the superimposed your video at the bottom of the, level indicators.

The recorded message will be on track 2 (formerly commentary track) used automatically as long as there is enough space and is filled to the available space. At the same time the captured piece in the piece of music list appears.

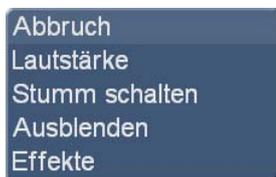


(16)  The position markers has been helping Bogart 9 in the dubbing and allows a more precise and efficient Work than ever before. Generally jumps the position marker visible as orange line on all tracks, when you select a piece of music at the beginning of the newly activated piece here on the overview screen currently at the beginning of our commentary "Komm01". After pressing the playback switch (17) will play the storyboard precisely from this point. The position markers can be determined by selection using the "position controller" (Chap. 4.4.14) but also in any other anywhere in the storyboards move about even in the midst a long scene inside. is played then go from there. (23) - much more important the position marker at the "Mix in the Preview window" (20).

(17) With the "play" button to the right of the scroll bar of the storyboard, you can play in the film strip from the position of the position marker. The other tracks running simultaneously be played here, they will be added together in real time. While playing a level meter is displayed so that you can see any clipping. This level meter has a "peak level" display. Ie that the highest modulation is until the renewed exceeding displayed.



(18)



 Clicking this button opens a field that we can conclude with "Cancel" again. In "Volume" the rider opens right "mixer" (Chap. 4.10.4.6), where we can adjust the volume of the then marked track.



"Turn mute" just does this, the track is muted, recognizable by the crossed track number. "To end the mute" of the track gives "volume".

"Hide" hides the track completely, it can be as required in the settings ( 5) to switch back. Open the "Effects" tab "Effects" (Chap. 4.10.4.5) in which effects for the entire track can be done.

(19)

- Abbruch
- frei bewegen
- Trimmen/Schieben (groß)
- Lautstärke
- Korrektur
- Tonblende
- Hüllkurve
- Effekte
- Tonstück erzeugen
- Entfernen
- nur Tonstück abspielen



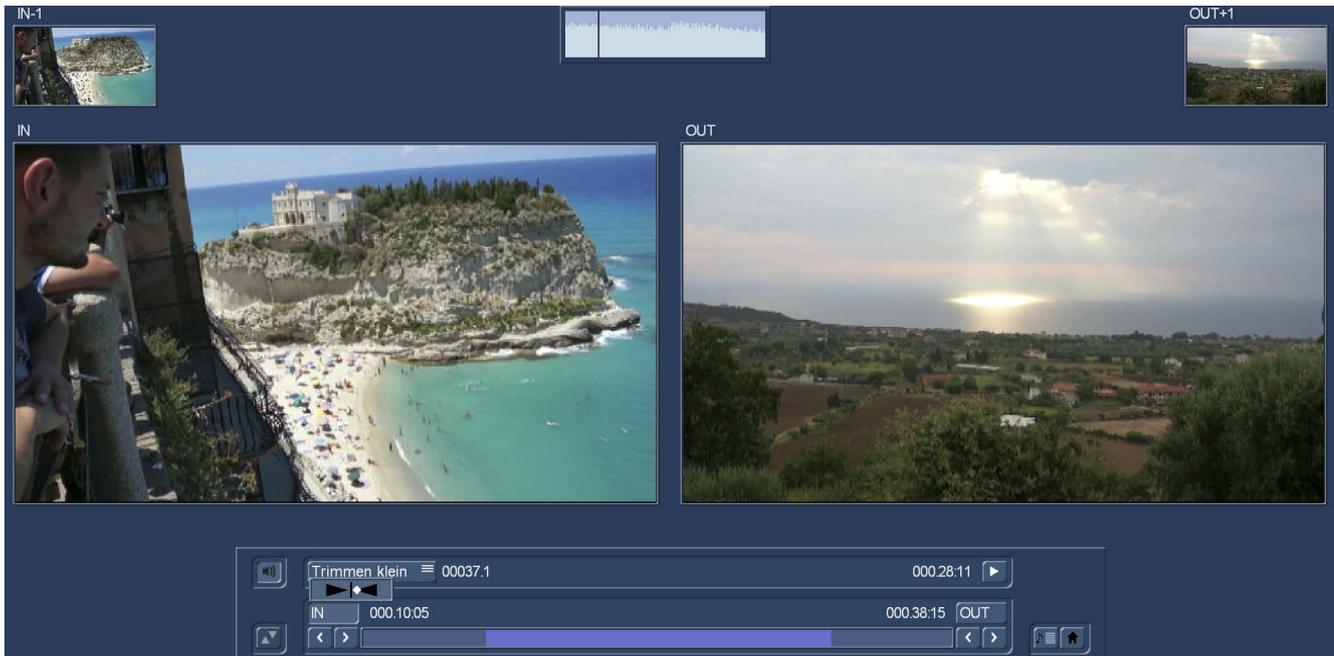
After selecting this button opens a selection field that we can conclude with "Cancel" again opens here.

"Move freely" just allow this, that just yet indicated disappearing piece of music and "hangs" on the mouse pointer, which gets an envelope icon.



While horizontal toggle the cursor on the soundtrack and forth, the picture on the storyboard appears to the right in the preview window. After left-click the piece of music is sent to the selected location,

"Trimming / Slide (large)" calls the large trim menu (pictured below). You can now view the first and last image on which the piece of music is, trim the piece of music or slide.

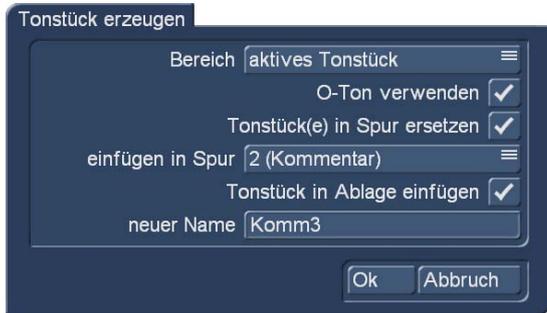


This switch brings you back to dubbing.

"Volume", "correction" and "Fade" calls the "aperture" (Section 4.10.4.3) tab where you regulate tone controls and volume and can correct a track in relation to the other.

"Envelope" calls the envelope of the piece of music, description when tab "Hüllkrue" (Chap. 4.10.4.4).

"Effects" calls the effect selection. Here you can select an effect that is applied to the piece of music. A more detailed description of the individual effects when tab "effects" (Chapter 4.10.4.5).



"Create piece of music" produced a new piece of music from the used in the dubbing clay pieces. Here, you can first define the "area" of the newly-producing piece of music and has the choice between the length of the "active audio sample," the "active scene" (ie the above centrally positioned), the "active audio sample + scenes" or "arbitrary" range.

to be built. "

Third, de fi ned to whether the new piece of music to replace the previously placed in this field pieces and determines the "Insert in track" with the one video track in which to land the new piece.

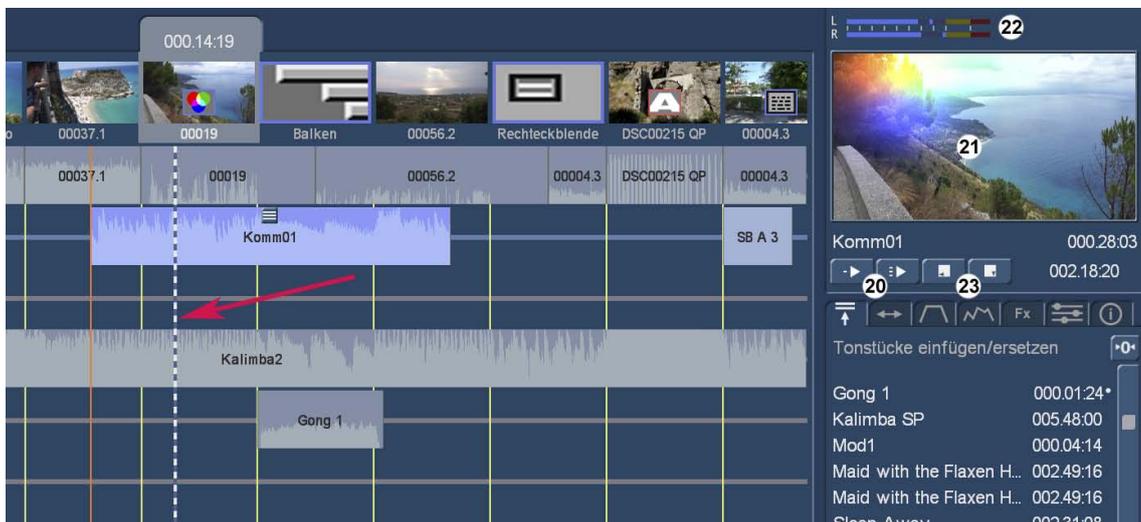
Finally, perhaps you can decide if the piece newly created will also appear in the tray to use it elsewhere. gets a name the new piece if required, also.

This function can use it to combine pieces of clay and thus to bring more complex Tonkonstruktionen "to a common denominator" or on a track.

do place more effective and beneficial.



Brand new or redesigned is the possibility of his dubbing in the small (depending on the monitor and adjust also not so small) preview window top right "organize" them.



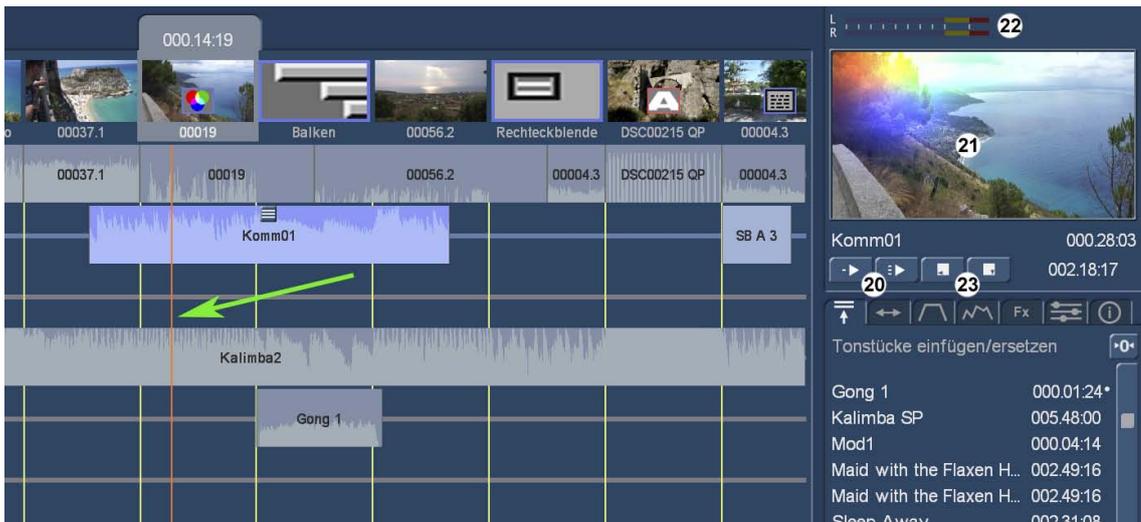
To this end, we fi nd under the preview image switches that are relatively easy to explain himself.

(20) Here we see the switch  and . optionally the active track or all tracks, beginning at Positionsmarker, play. On the one hand the preview (running in the moving image 21) secondly, a mark runs (red arrow), indicating us where in the dubbing we just fi nd.

(22) The level goes up always and shows us any clipping.

(23)  A click on the left "stop" button stops playing as usual, the mark and the preview image to jump back to the position markers. Now you can possibly. Still make corrections and listen to the whole again.

 A click on the new "stop here" switch causes besides the fact that the play stops, a jump of the position marker to the current position (see figure below, green arrow).



In this way you can hear little by little through his dubbing, if necessary at one point stopping to be and has, in contrast to the traditional view, getting all the tracks in the view. Without "zurückgestoppt" back to the beginning of the piece of music

This "work in preview window" is when you get used to it, even in conjunction with the "tab" structure to up some faster by hand than the previously required switching back and forth between different full-screen views. This without ever "switch" "more information" with the eyes is likely to be a short time for most users the norm in the dubbing.

First, the preview of current monitors with higher screen-Au fl is not olutions soo small as you might fear, and secondly, the sharpness of detail plays a minor role in the dubbing.

We pay more on the harmonious coexistence and coordination of the various sound levels as (now) "on the color of the left sock protagonists". Such things are observed and usually before in video editing processes.

Playing one or all audio track / s under full-screen view is of course on the "Play" button ( 17) still possible.

As used to in other menus, is also available in audio dubbing the opportunity ( 24) To change "Quick jump-switches" to the other Bogart departments.

Now that we have described the basic functionality of dubbing, we come to the (in point 4) mentioned "tabs".

#### 4.10.4 The functions of the "tab"

On the right side we see in the dubbing, the above already mentioned "tab" ( 1). These riders are different menus that become active after selection (light) and "Insert / edit pieces of music" to access the functions, "period", "aperture", "envelope", "effects", "mixer" and "information" allow, without the need for the working screen should be switched or open new windows.

This type of menu management allows, similar to the dubbing in the preview window, a faster, more effective and less strenuous operation than before.

4.10.4.1 The tab "Insert / Tonstücke"



With activated rider stored in the audio archive audio samples are shown ( 2).

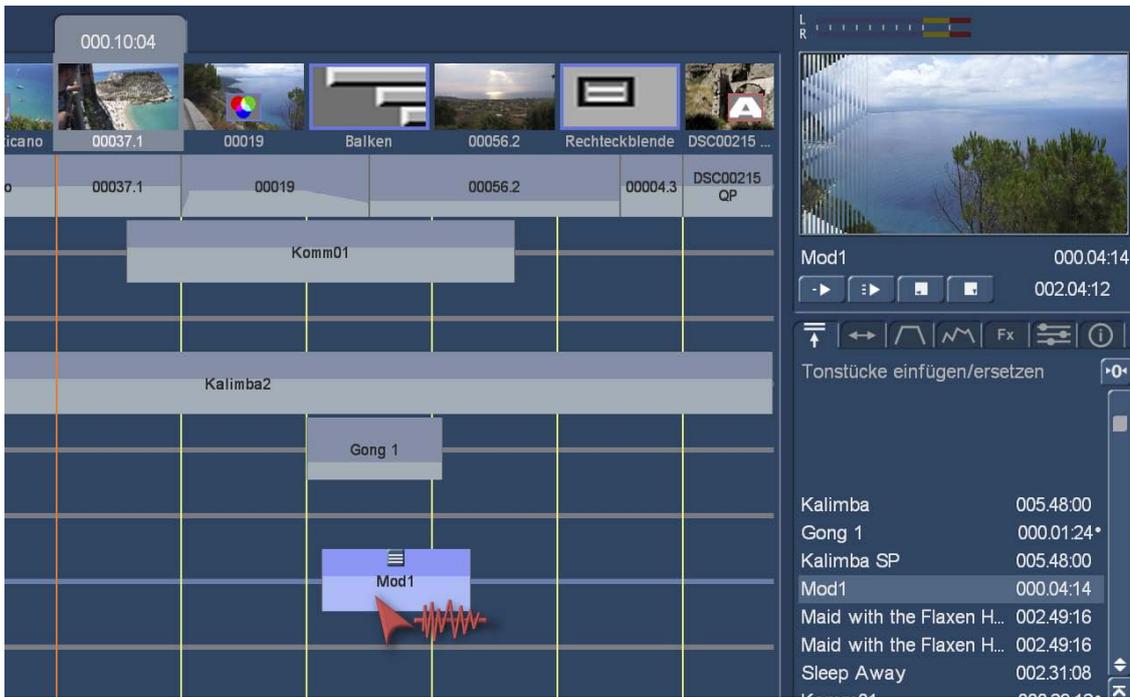
If required, the pieces can be sorted ( 3) we have the choice between "original", "by Name" and "the length". A selected piece can - for example to control before pasting - to play ( 4) playing can naturally stop ( 5).

(6) you have the option, similar to the "Edit" menu to sorting your audio tracks in groups

to make or show up ren to have at dozens or even hundreds of pieces of music a better overview, description see Chap. 4.10.1.20.



(With "Insert" 7) add the selected piece of music in the Audio Dubbing, it jumps to the activated track under the centrally selected scene.



Alternatively, you can download the piece of music "grab" with the mouse and drag over the desired track. The piece then emerged there - the "envelope cursor" suspended - on. At the same time, the video image is upper right of the preview window, under which the piece of music starts when you "drops" it here.

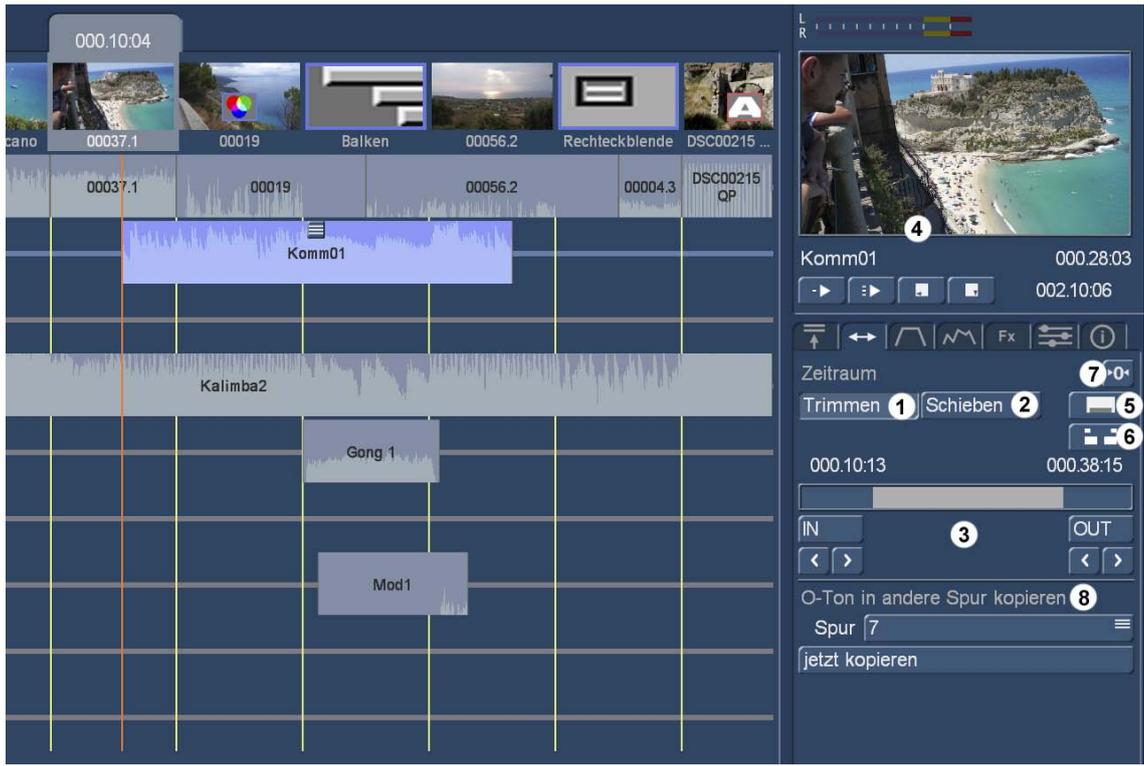
In this way, a piece of music can be placed very precisely so that the "fine-tuning" for accurate placement is probably no longer necessary often. "Replace" ( 8th) replaced an activated in the dubbing piece of music by the selected in the list.

 This switch ( 9) removed the activated in the audio dubbing piece of music.

 With this known from other menus "reset" switch ( 10) sets you back all the settings of the selected tab menu. In this menu, the switch makes little sense, in other already.

(The "clipboard" and "Media Pool" switch 11) we change the view and now get the stuff displayed (menu top right), whose operator is identical to the procedure just described in this menu. Or nearly identical, because from the Media Pool, we can also drag scenes or their tone in the audio dubbing.

4.10.4.2 The rider "period"



The second tab "period" allows the "trim" ( 1 ) or "pushing" ( 2 ) the selected piece of music.

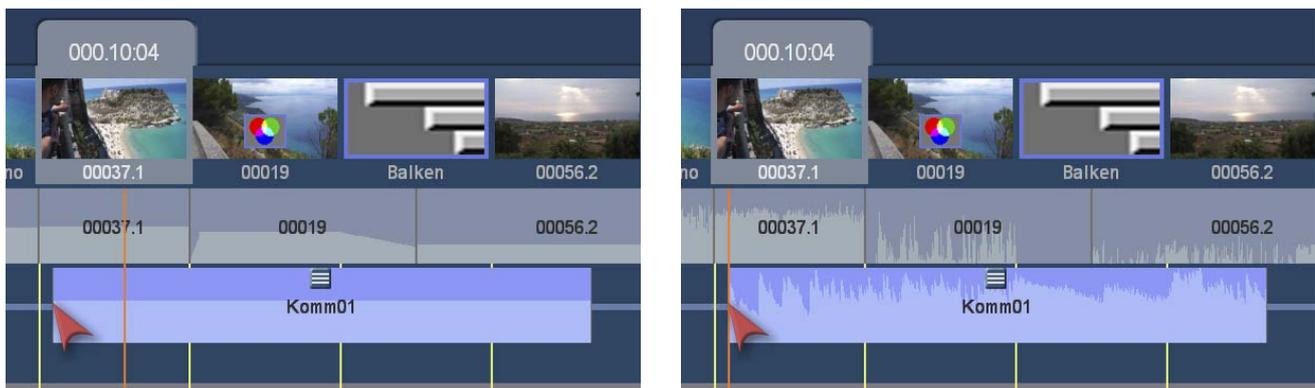
(3) work directly in the dubbing without having the screen

must leave.

(4) including the information is

how long is the piece of music, which trimming was carried out and at which position in time the storyboard nds just fi.

to trim, for example, the IN point which is clear even in the presentation in the dubbing (see picture below)



The piece is extended to the front (left), after you release the mouse, the new trim is fixed, the position marker jumps forward to the new trimmed piece of music-onset (right).

The "Slide" ( 2 ) works the same way.

(5) and ( 6) Those who prefer to trim his clay pieces on hergebrachte way or slide, can of course the

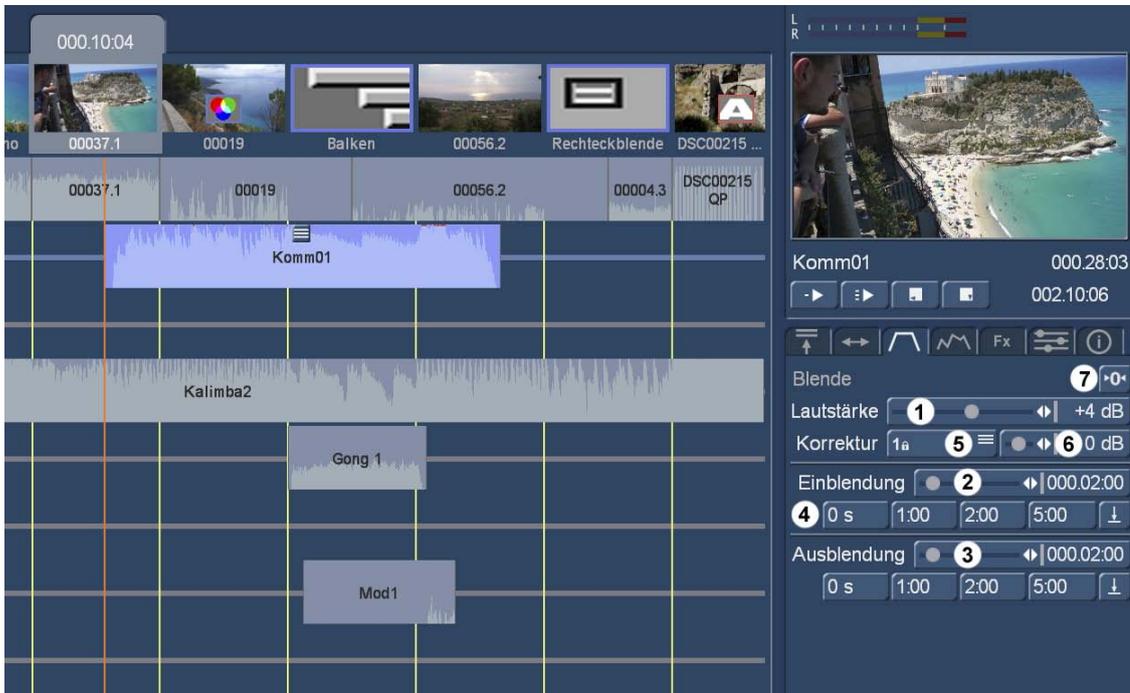
Lich also: can After the election of "trimming" or "push" to the views of "trimming or pushing large" (with these switches 5) or "trimming or pushing small" ( 6) see chap. 4.4.13) call.

**Note:** The "Reset" button ( 7 ) brings the selected and possibly getrimmte piece of music back to the original length. Accidental operation can, however, with "Undo" again correct.

(8th)

in another track. For details on the settings and conditions that copy under Chap. 4.10.2.3. (12).

#### 4.10.4.3 The tab "aperture"



The third tab "aperture" allows the "Volume" (1) adjust the volume of the selected piece of music. The control range has its normal position at 0, is quieter to -30 dB (next level, "mute") and gets louder to +30 dB. The corresponding setting is immediately on the envelope of the piece of music visualized (see below).



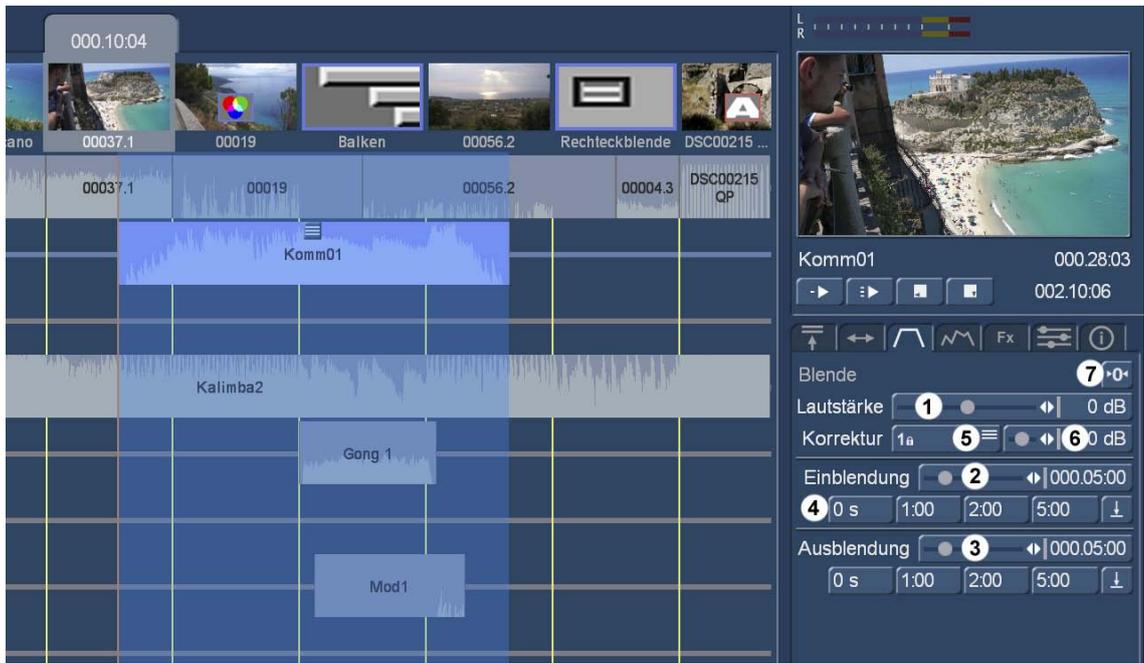
nice and quiet, +23 dB on the right side are shown with the red line that a significant overexposure would be produced here, if we were to carry out this volume control that.

Here also leaves a "message" (2) and a "map" (3) from 0 to 30 seconds in length de fi ne, which is also displayed in the envelope of the selected audio sample (see below). During our 28-second sample piece of music that the sound at 0 seconds "hard" on and exposes becomes clear. At 2 seconds, the increase is still relatively steep, at five seconds about a lot smoother.

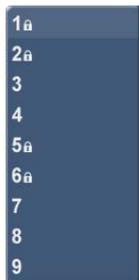


Among the inputs and fade-out controls fi we find the switch with pre-set times of 0, 1, 2, 5 seconds, and the button "Save" (4). Who the switch wants to impose the requirements of its own "favorite values" can do that. Set a desired blend time, press the button and then select the switch to which you'd like this fade time.

In the "aperture" we can also make the so-called "correction" between the volume of the individual tracks. The "correction" switch refers to the area of a dubbing, the active piece occupies (see figure below, light blue region).

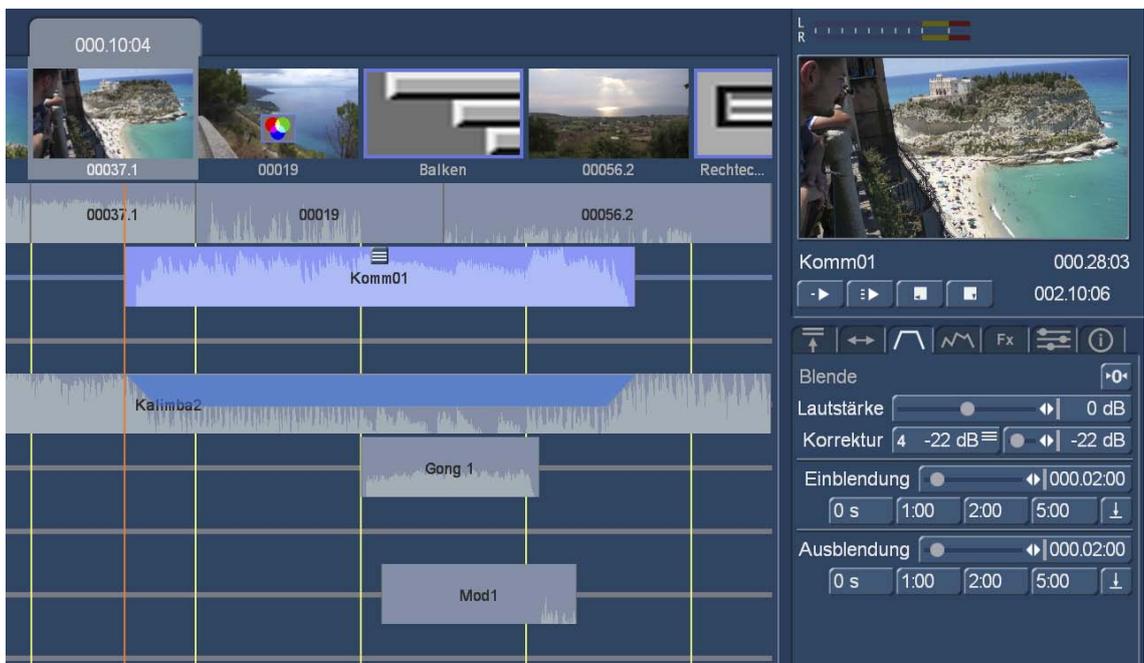


, So we can to give the classic an example, for the duration of our commentary "Komm01" turn down our music "Kalimba2", so you can understand the comments posted yet.



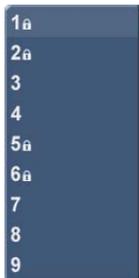
(5).

After that we want to correct (in our case, the lane 4), we get the correction controller (6) to the desired value, we now have selected the track. We regulate the track 4 to -22 dB down and set so that the piece is not suddenly quiet, plus a fade in and out with a blend of 2 seconds. Thus we have, see picture below, built a classical "bathtub" (and also shown in blue), in which the music level drops gently while the comment starts and as gentle rises again if the comment ends.



and with very simple few clicks we create a harmonious music composition here.

If other elements such as the pasted to the scene change "Gong 1" appear to us to be loud, we may be the same with "do" them by clicking and sliding the correction control, as well as the piece of music on track. 7



considered commentary on track 2 of the corrections in lanes 4, 5 and 7. These corrections and volume controls remain in this area exist as long as the comment piece exists. we delete it, the corrections are also deleted.

We put another sound immediately before the gong or our sound on track 7, this piece of music is also down-regulated according to the requirements for the period of our commentary. In the tab "Aperture" we can "reset" with the switch ( 7) reset all values. However, "Reset Values" This applies only to the selected piece of music.

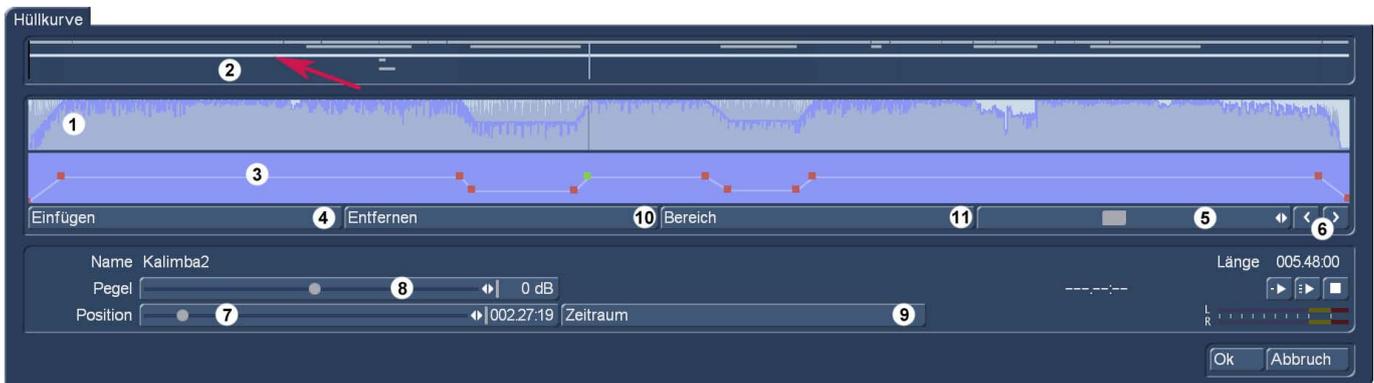
#### 4.10.4.4 The rider "envelope"



The audio envelope of an audio sample is processed by the so-called "rubber band" function on the tab "envelope" containing only an "envelope" switch.

When audio is to be raised a passage within a piece of music or lowered to eliminate, for example, a loud noise, then the

Envelope the appropriate tool. Click the desired piece of music, so that it is highlighted in blue and then select the "envelope" switch



In the upper region of the Hüllkurvenfensters, the so-called Hüllkurvenansicht, the volume of the selected piece of music is gra fi c shown in the form of an envelope ( 1)

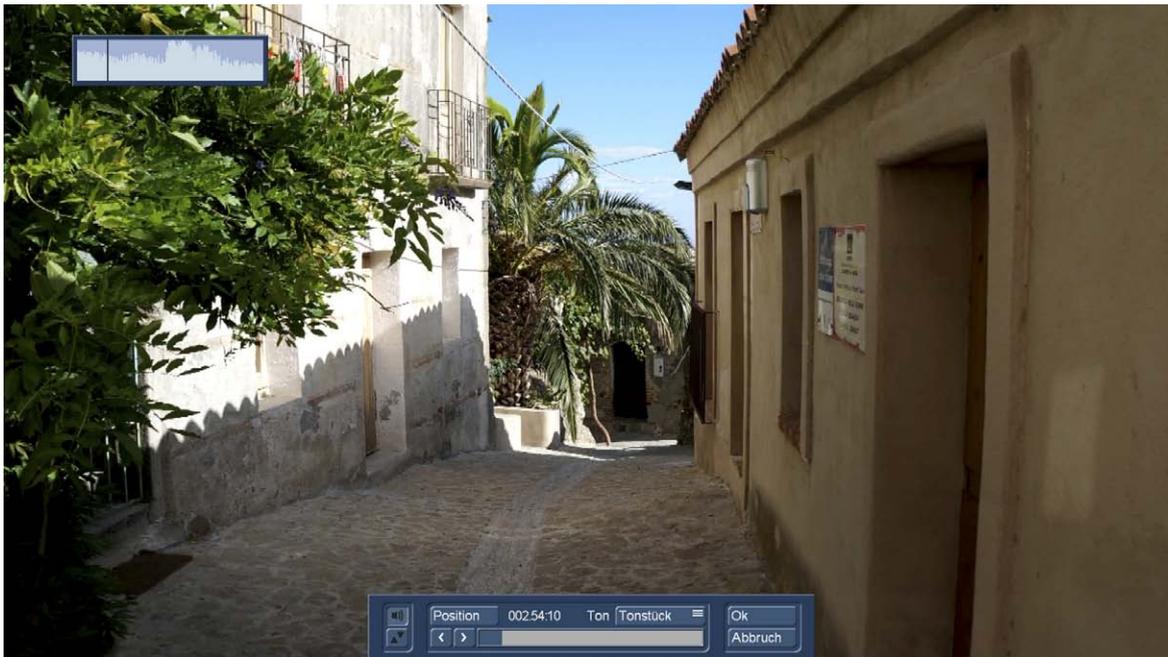
orientation ( 2). The length of the envelope representation always corresponds to the length of the selected audio sample, which appears bright in the overview display as the other pieces (red arrow).

In view of the level immediately below the Hüllkurvenansicht can by means of the "rubber band function" ( 3) the volume of the selected audio sample be selectively raised or lowered. This, first those edit points need to be set within the piece of music in which raising or lowering is to take place the volume. The insertion of these points is done either by a left click in the level view near the desired site, or by clicking on the "Insert" ( 4) below the level view. Now activate one of the newly added points by clicking either directly on him, or (it using the sliding bar 5) and the frame circuit ( 6) Select the right below the level meter screen. The color of each active point changes from red to green. Then the exact positioning of the following can be made.

Click the activated (green) point again. Its color changes from green to blue. then drag the point horizontally to the desired time position in the level meter screen. In order to increase the volume or lower, move the point upwards (louder) or down (quieter) .Note that the first and last point in the level view not horizontal can be moved (in time). With another left-click to confirm the position of the point.

After clicking the "Position" ( 7) The active point can be moved horizontally. The volume of the chosen moment (using the slider "level" 8th) set. Drag the "level" to the right to raise the volume, or to the left to lower the volume.

**G** To determine the position of a point based on its location within the video, click on "period" ( 9).



The view changes and you will see your video at precisely the point that was selected on the envelope. The position of the point, which is the beginning or the end of a fade in or fade can then be determined by "position" or by means of stop. Optionally, the tone of the piece or the sound of the storyboard will be played and even Appears when envelopes button here. So then be ends, certain audio events "clicks" or similar lightweight fi.

The volume at the selected time is then again (in the envelope representation, using the slider "level" 8th) set. Do the same with the other points in the level view until the desired result is achieved. You can adjust the volume level between -30 dB and +30 dB in 1-dBSchritten.

The "Insert" button ( 4) adds a processing point after the currently selected (green) point into the level view. It is not possible to insert a point between two points very close together points.

The "Remove" button ( 10) removes the currently selected editing point from the level meter screen.

(Using the "Range" switch 11) it is possible, to an area, that is to a common group to group a plurality of adjacent processing points:

tung, so that it appears green.

within the highlighted area are also green and thus actively shown, the top of the envelope of the dark area is marked.



In this area the following functions can now be applied:

(8th).

"Period" ( 9) on.

(7) or adjust the position over

below the level of view, or on any point ends the area selection.

(10). A click in the scroll bar

There are two playback desk.

can control tracks.



With the Play button you can - from the selected point  
- play the piece of music currently displayed in the envelope view a dashed marker indicates what you're listening. Left of the play button, the time playing position in minutes: seconds: frames displayed. The current playback volume is shown in the level meter. The playout can always be interrupted by stop switch.

Points:

possible. However, it must be a new calculation.

4.10.4.5 The tab "Effects"

Next rider in the series, the "effects" that can either be applied to the selected piece of music are (bottom left)



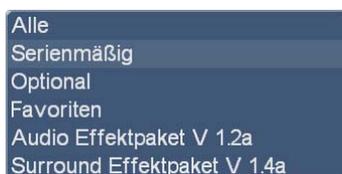
The small but fine difference between these two figures, the "4" next to the "Fx" top of the tab, which "used in lane 4" next to indicating how many effects (in the track is in our

Example lane 4) are used. In addition, such track is forward marked with a "fx".



The left Effect menu tells us that two effects were used in the piece of music. In addition, the piece of music gets the upper right corner a little "fx" sign.

The check mark from the effects provide information about what effects there are. Under the effect of selection, the adjustment dip



The sound effects are divided into several categories, which - because also of clarity - can select separately.

All: All effects are displayed.

Standard: Only the effects contained in the Bogart 9 software are displayed.

optional: Only the effects of all additional software packages are displayed.

favorites: Only those specified in the setting "Favorites" effects (Sec. 4.1.6) are displayed.

[Effect package]: Only the effects of the respective effects package are displayed.

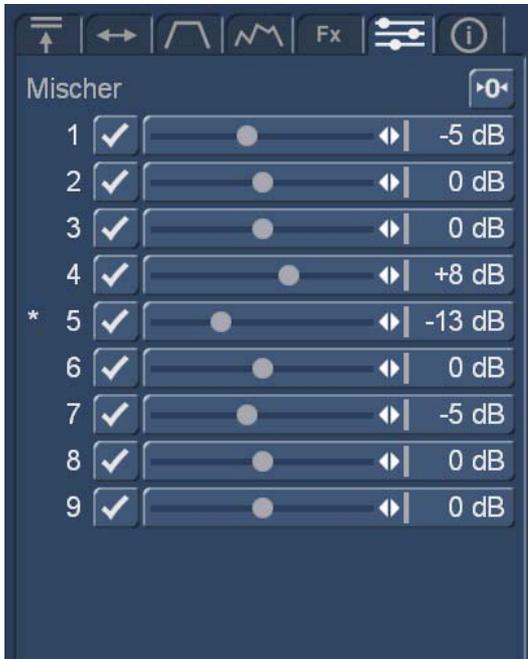
The here available as standard effects in Section 4.10.1. (5) described in detail.

**i** Under Info you can get information about the respective selected effect.

 Under Archive to effect combinations with sub-settings can be saved and loaded again.

 "Reset" with the known from the other menus switch puts you back all the settings.

4.10.4.6 The tab "mixer"



The "mixer" tab allows a total mixture of the storyboard. The active track is indicated by an asterisk in front of the track.

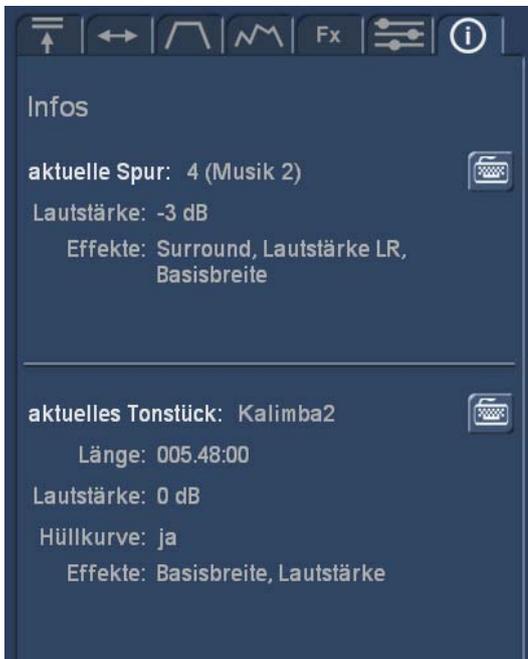
So the set in the mixer values relate to the complete track and not to individual pieces of music.

Before or after effects added or corrections of individual pieces or tracks are not invalidated by the settings in the mixer, in the sum of all the settings are aggregated.

In this respect, the mixer rather global settings and not the "fine-tuning" is used.

Comments must be set slightly louder, is done much faster with the mixer as the manipulation of individual pieces of music.

4.10.4.7 The tab "Info"



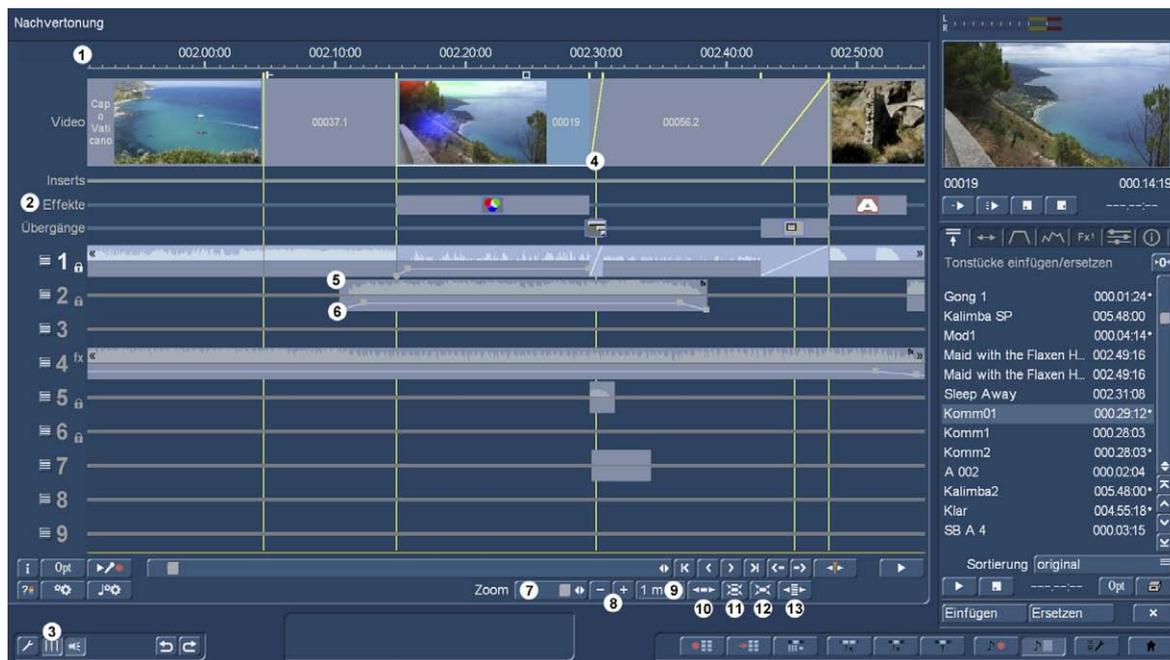
The last "info" tab gives information on both the selected piece of music as well as on the current track.

The names, volumes, lengths and effects used are listed here in brief, from the keyboard is possible the name

and corrections would like a quick overview.

## 4.10.5 The screen elements in the Timeline view

**G** The Timeline view is only available with activated Gold Edition!



**Note:** Most of the features are identical in the Timeline and Storyboard view, in that here we only describe the different timeline features.

The main difference of the timeline for the storyboard view in the dubbing is the fact that in the timeline corresponds to the length representation of scenes to their actual length.

During a scene is always shown the same size in the storyboard view, whether they 5 seconds or 50 seconds is now long, the 50-second scene will be in a timeline display really 10 times as long as the 5 sekündige scene. Therefore can and should and even the "Timeline" must (in the timeline display on the upper screen edge 1) displays a timeline in seconds and minutes.

In this way, we know exactly in the timeline display where the film we stay straight.

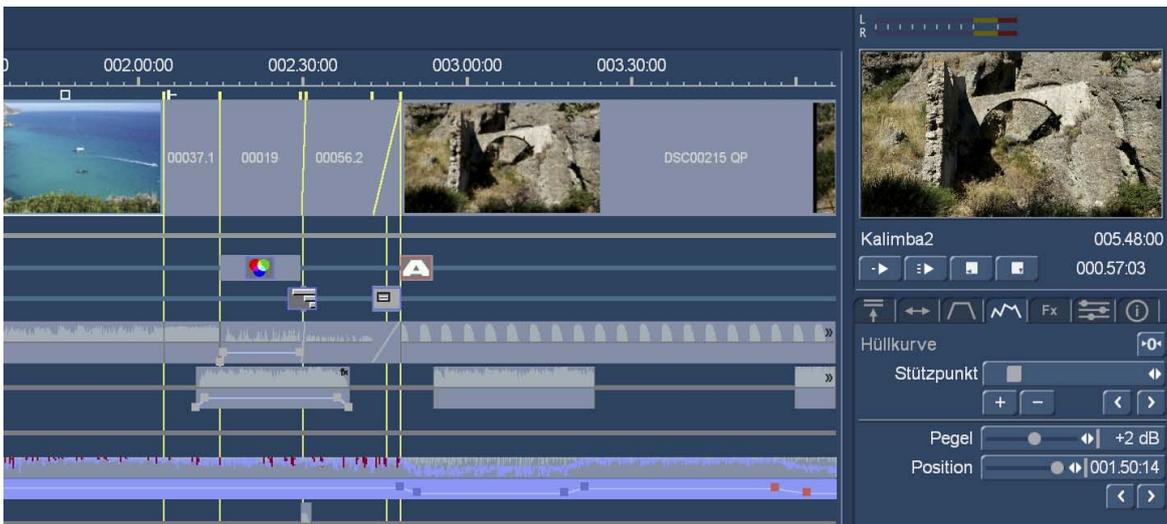
Furthermore, be "opened" in the timeline below the video scenes three other tracks that we also proportional to the actual length show inserts, effects, titles and transition effects ( 2).

Among these traces are up to 9 tracks. To be able to orient themselves better can be (via the switch 3) the yellow guides from the video track, separating the optically scenes from each other ( 4) extend to the full height of the tracks. They each represent the starting point of a scene and provide a clear overview when arranging the various sound

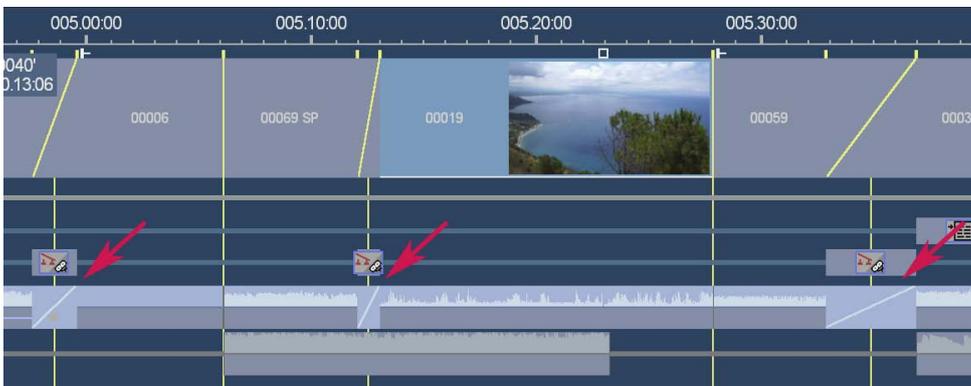
If you add pieces of clay or moves them, the guides thus facilitate accurate positioning - more on that later.

In the individual tracks, the audio samples are. The audio samples show in the upper half of the so-called tone curve ( 5). This roughly showing the volume characteristic of the clay .In the lower half of the envelope is shown ( 6). About them you can adjust aperture and other volume changes freely.

If you click with the mouse in the envelope of a audio sample, the right of the envelopes tab opens (Chap. 4.10.4.4, pictured below). Here you can either directly "in view" on the top right of current preview, edit the envelope, without having to switch screens or menus. Also in the timeline display, the tab structure so noticeable, with an increase of overview and possible speed.



rule the clay pieces by a diagonal line appears.



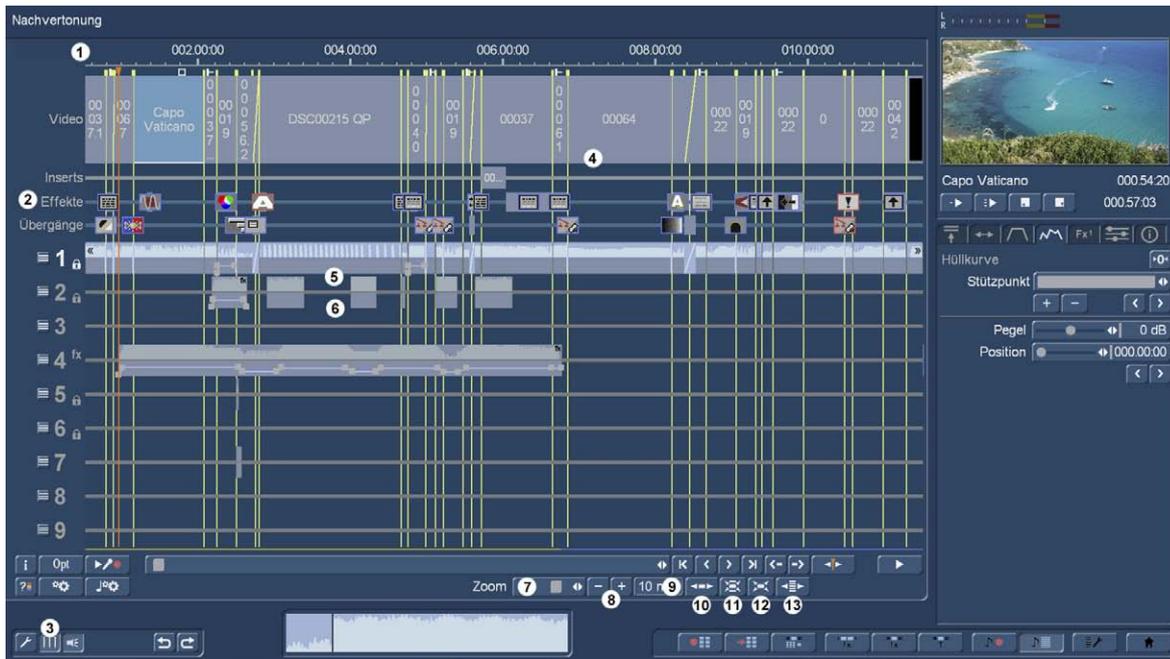
The presentation of the tone curve can be turned off in the settings.

Audio dubbing with adding pieces of clay, panels, and effects, pp. takes place in the timeline display just like in the Storyboard view using the tabs menu.

The presentation of the timeline and the individual pieces of music can be defined more closely de fi as follows:

(Using the "Zoom" 7) we have a slider with which we can zoom the timeline. Our overview picture above is set to a zoom of one minute (1m), with which one should video editing work and high screen-Au "get there" with "normal" dissolution quite well.

Down here in the picture for demonstration once the ten minutes (10 m) graph.



Pretty colorful, but in the end "Augenpulver" that can serve to search for very long audio pieces maybe, but not more for detailed work.

The zoom can be up to 57 minutes, "raise", the field ( 9 ) provides information on the selected level. Who does not like slide ( 7 ) the adjustment using the "+" - and "-" - switch ( 8th ) take care of.

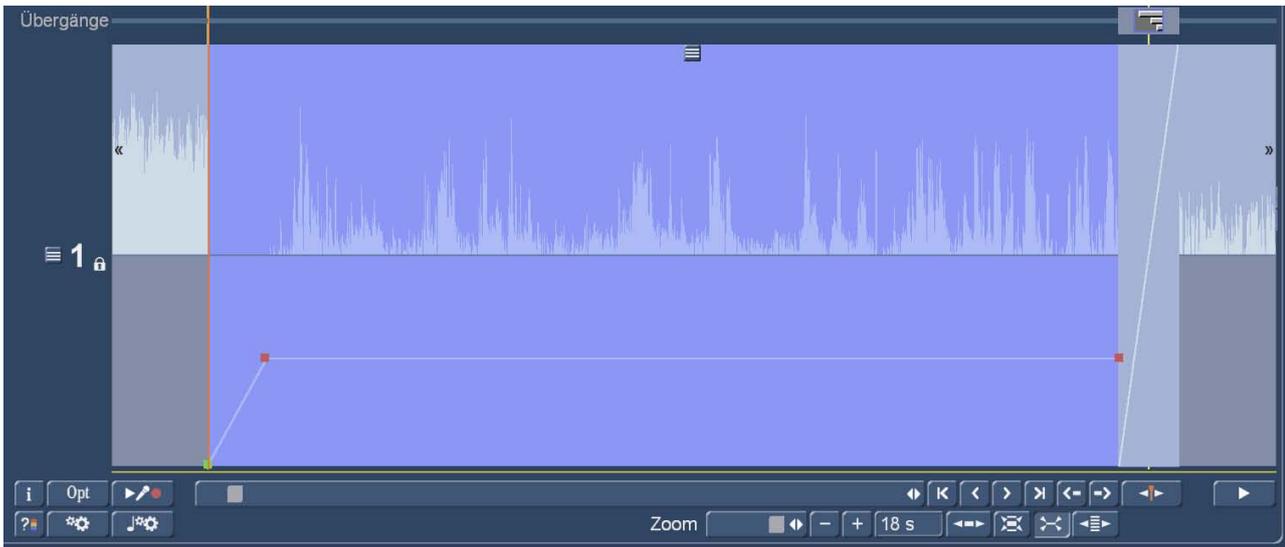
The switches ( 10 ) to ( 12 ) allow one-button special presentation styles.



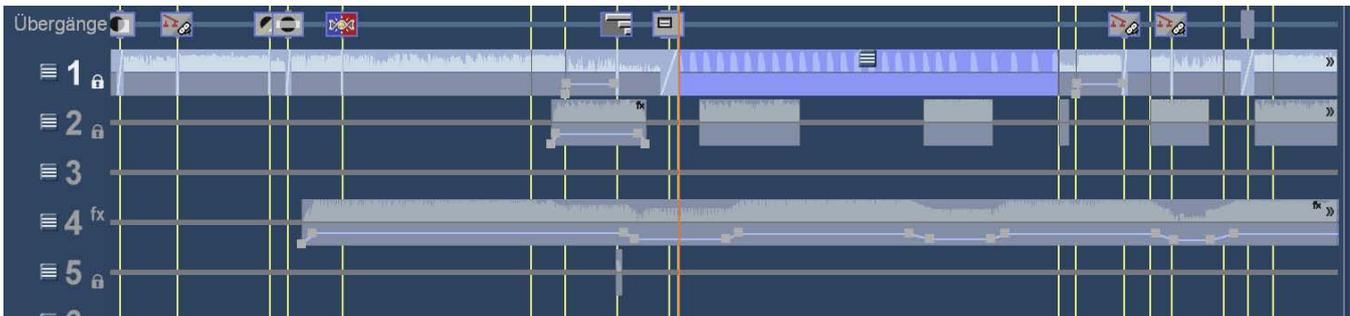
(10)  "Normalize display on current piece of music", the switch puts the selected piece of music to approximately the size of the screen (top).



(11)  The "Adjust to maximum size" switch is a two-way switch arranged to move the selected piece of music a maximum zooms. When pushed, one can "restore size" the action with his Pendent undo.



- (12)  the selected soundtrack is shown even larger bring to the switch "on maximum size, others To temporarily turn tracks. " Again, this is a two-way switch that switches "Restore Size" to return to the previous view.



- (13)  The last switch in this series, "Overview" switches the timeline Zoom in one overview level of 6 minutes, which,

You will notice the transformation of dubbing requires a little training, but then allowed a much more relaxed and work faster than before.

#### 4.11 Exit



This switch turns off Bogart. When correct off all settings are saved so that you can continue your project at the site the next time where you left off.

The project is thus secured again automatically only after the program ends.

Please pay special attention when working on external hard drives that you wait in peace for a few seconds until Bogart has completed all the necessary safety work before you turn off the external hard drives or pull off. Their projects will thank you!

## 12.4 Provisional fi ges Conclusion

We know that reading manuals is still not one of the exciting pastimes. Where we have taken a lot of effort, so fl uous, loose and hopefully also to write this guide again full of tips and advice, as it is at all.

If we should not have succeeded, you are missing something in this manual or have any other suggestions on how we can improve our guidance, let us know!

We know that our software developed already during the printing of this manual ... what indeed is good and desirable ... and we all want ...

... and place that we adhere to the next Bogart Guide as soon as the software advances make it necessary.

**Have fun and joy in working with** Bogart !





