Quick Photo 2

operation manual

Casablanca 3 and 4 and Windows PCs

MACRO SYSTEM

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Macro System Help

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

Since any changes in the software have shown after the manuals were printed, the illustrations and descriptions of the functions in this manual may differ from the software.

Table of Contents

1. Welcome to Quick Photo 2nd , 4

2. Requirements. , 4

3. Installation. , 4

4. Start Quick Photo 2, import the images. , 5

5. Settings and General. , 9

6. editing functions. , 13

7. The collage. , 20

7.1 The "Background" tab. , 20
7.2 The tab "element." , 24
7.3 The collagen control elements. , 26
7.4 The tab "label". , 28
7.5 The "Settings" tab. , 30
7.6 The "aperture" rider. , 31

8. The tracking shot. , 33

8.1 Start driving. , 34
8.2 Principles of the Tracking. , 36
8.3 The settings and control. , 37
8.4 Start and End-neck. , 39
8.5 Directly and indirectly, linear and non-linear. , 40

9. Quick Wizard. , 41

9.1 Creating a collage. , 41
9.2 camera movements. , 43

10. Final word, possibly temporary. , 45

1 Welcome to Quick Photo 2!

Thank you for choosing Quick Photo 2!

Quick Photo 2 is an additional program that allows editing digital photos and create slide shows can be considerably accelerated and simplified.
In addition, the design of collagen (also with moving images) is possible with QuickPhoto2 and are very easy to produce high-quality camera work on digital photos and collages.

Quick Photo 2 benefits from the newly introduced with Bogart 7 technique of photo-Imports, created with the after import not only a scene in the selected project format, but also the photo stores in its original resolution.

With such (in the resolution of the video project usually superior) Photos can work then without having to accept losses in the quality of zooming, when panning or tracking shots.

With Quick Photo 2 you can invite a large amount of photos in a very short time, edit, add effects and "expect" as "photo-track" in a storyboard. After that, the thus calculated photo show can still be like a normal film edit, annotate, music and titles before being output as DVD, Blu-ray or file.

Quick Photo 2 also provides Tracking templates available that calculate or a combined zoom with pan in four selectable directions either a slight push in the digital photo (or any other scene). Such Tracking templates can also very easily create itself and then automatically apply them to his photos.

Note: *All functions described below are the same for Casablanca and PC systems. For simplicity, we speak in the following text only of Casablanca. Another standard term in this manual will be the "element". With "Element" a photo, a scene still image or a video scene to mean, generally the functions of Quick Photo 2 apply to all these media types.*

Have fun, success and joy you edit your photo collections, and your high-resolution images with Quick Photo 2!

2 requirements

Quick Photo 2 is compatible with all Casablanca systems where Bogart SE (version 5.18 /
is 6.13 / 7.11 / 8.8 / 9.3) installed as system software.

Please ensure that the latest version of Bogart system software is installed.

3 installation

Quick Photo 2 is like any other optional additional programs in the department "environment" installed under "Settings," "System" and then "Install Product".

Bogart Linux: Please attach to when you are "install product" under the heading, the CD or DVD with the additional products, wait a moment until the product appears and then select "Enable" to Quick Photo 2 on the system to copy hard disk.

Bogart Win: Quick Photo 2 is found in a zip compressed folder. If this folder is unzipped, you see the "QuickPhoto2_1.0_DE.msi" file. After double this file, the installation procedure of Quick Photo 2 expires. Then you can Quick Photo 2 "Installing the product" and see "activate".

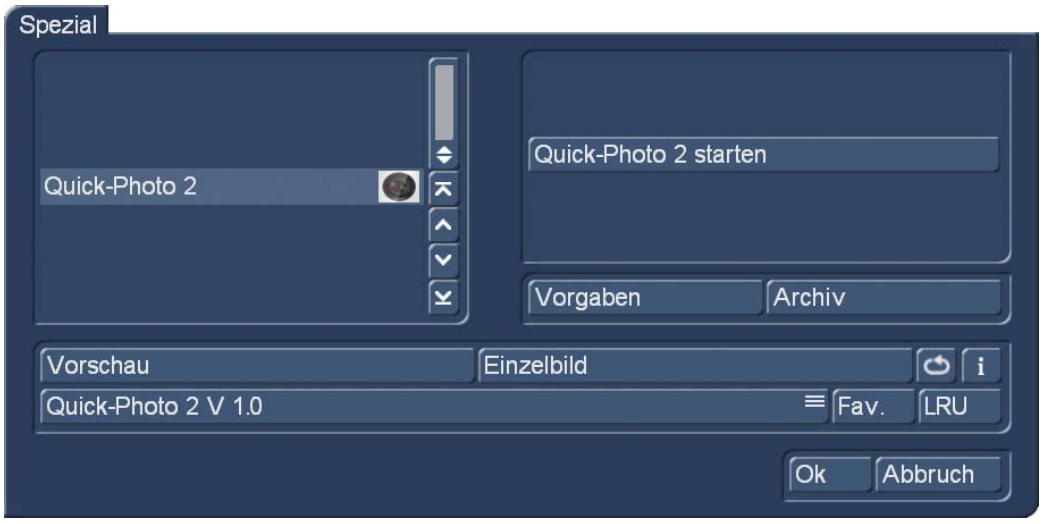
The system will ask for the activation code that you obtained from your dealer.

Enter the 12-digit code and confirm your entry with "OK". The successful activation you recognize the fact that after the entry "Quick Photo 2", the entry "(active)" is displayed.

Quick Photo 2 can also be used as a demo version. You can get an overview of the features of Quick Photo 2, the calculated members are, however, provided with a demo script. Another limitation of the demo version is that items can not be exported as a picture to your hard disk.

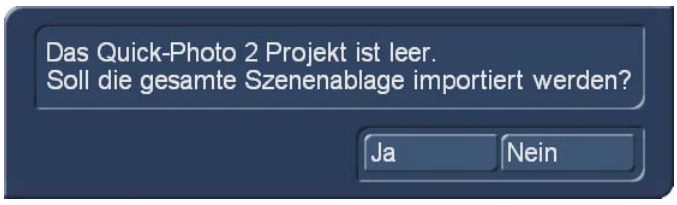
4 Start Quick Photo 2, importing images

The launch of Quick Photo 2 via the "Edit" menu. There, the program Quick Photo 2 is started under "Special".



After the first start you get, because Quick-Photo was 2 not yet in use, asking if you want to import the entire scene bin (or still images of entire scenes tray).

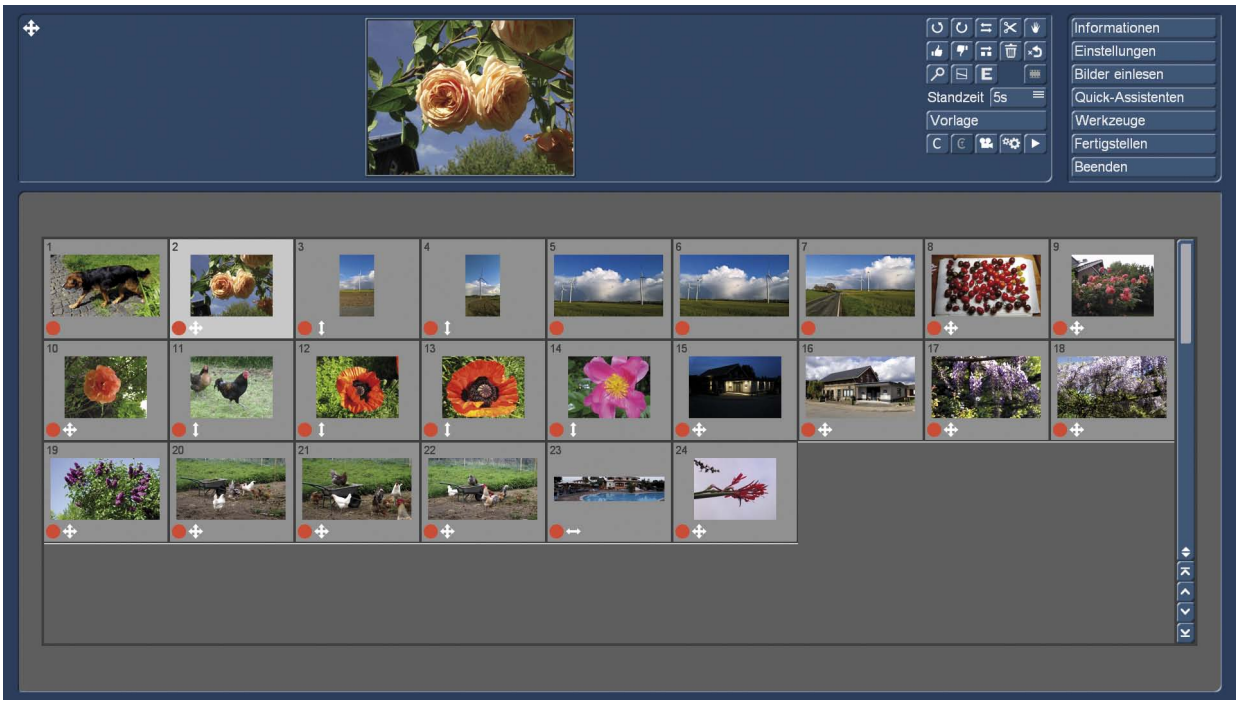
Note: *In contrast to any known photo editing programs "Photo Studio" series on the Casablanca Quick Photo 2 communicates only with the filing of the currently selected project. Who wants to process photos or video scenes from different projects in Quick Photo 2, the materials via the clipboard or the media pool must copy it to the scene of his current shelf, worked with Quick Photo 2 project.*



A "yes" gets another query on the screen.

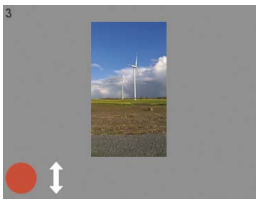
Now we have to if we want to start a "mass import", make a selection.

Let the check in the activated "only true photo-scenes" and click "OK", only the imported images / scenes in our Quick-Photo 2 project that was previously imported as pictures in scenes tray. That may be for creating slide shows exactly the right attitude.



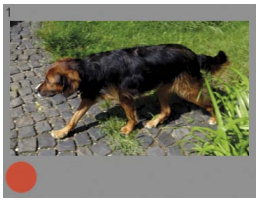
If we have "only true photo-scenes" imports, we see something like the screen up here. The imported images are listed numbered. has any image as long as it has not been calculated in Quick Photo 2, a red dot (after calculating a green). Among the pictures - and on the left side next to the above larger shown, is select Image - there are icons that provide us at a glance some information on this item.

A four-way arrow means that this photo is larger than the current project resolution, so well suited for tracking shots.



A vertical double arrow indicates that this photo has a greater height than the current project resolution, so you can use it for vertical pans and tracking shots.

A horizontal double arrow indicates that this photo has a greater width than the current project resolution, so you can use it for horizontal panning and tracking shots

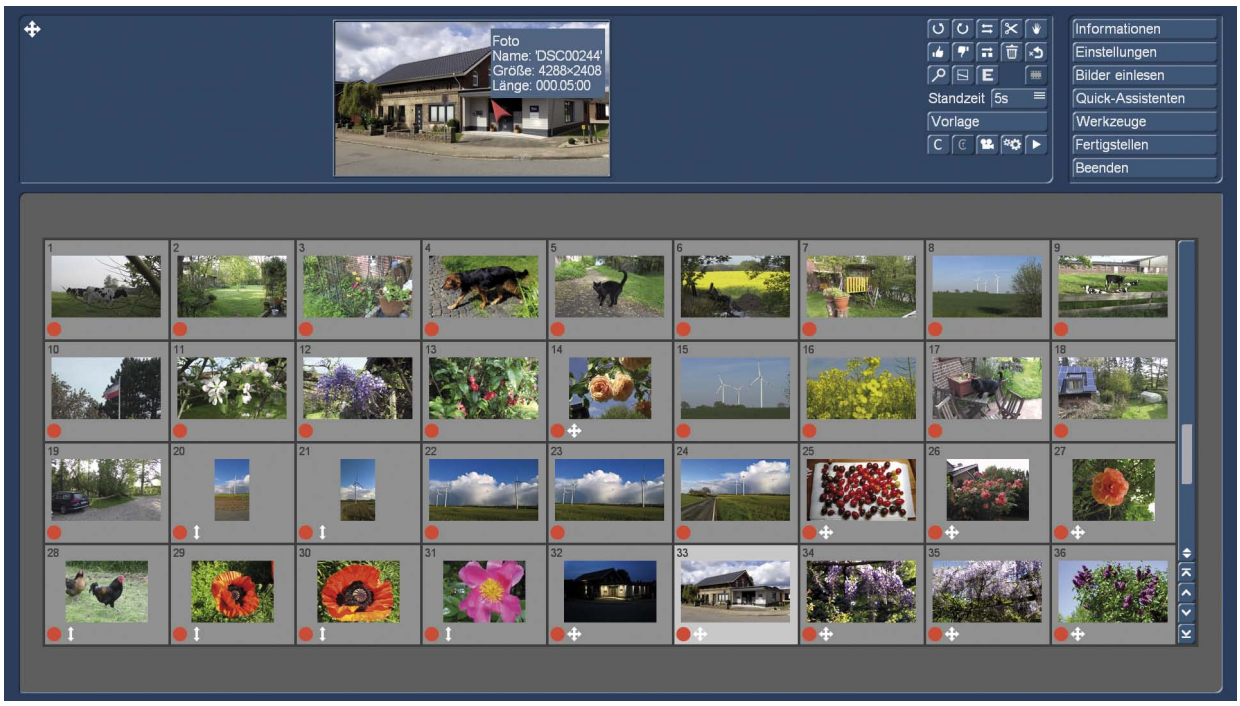


No arrow indicates that the photo is smaller or the same size as the current project. One can of course organize tracking shots on such images, the image quality will not be as good as on larger photos.

Note: *The information always put the images in terms of project size. In our example, we work 2,160 pixels resolution in a 4k project with 3,840 x. The resolution to be selected project aimed conveniently either on the recorded video material (in our example, a mix of 4k videos and photos) or after the scheduled output format. Since the production of a Blu-ray also a project with 1,920 x 1,080 pixels resolution would be sufficient. Please think twice before starting work, making as sense!*

But back to the import variants:

Clicking the checkbox "Only true photo-scenes" away, and then selects (both "only true photo-scenes" and "video scenes as video" Although active (light), but not "hooked") "OK" , all the scenes from the tray are imported as stills, so you get in addition to the digital photos and still images of video scenes and the first image of each scene in video resolution.



The marking of the images is the same as before with double or quadruple arrows invitees still images (like photos smaller or equal to the video resolution) no labeling.

To be better navigate the screen size when the mouse pointer "floats" more than 2 seconds over an image, displayed the information on this image.

In the first line of the image type appears, either "Freeze", "Photo" or - we describe below - "Film". Including the name of the picture is displayed.

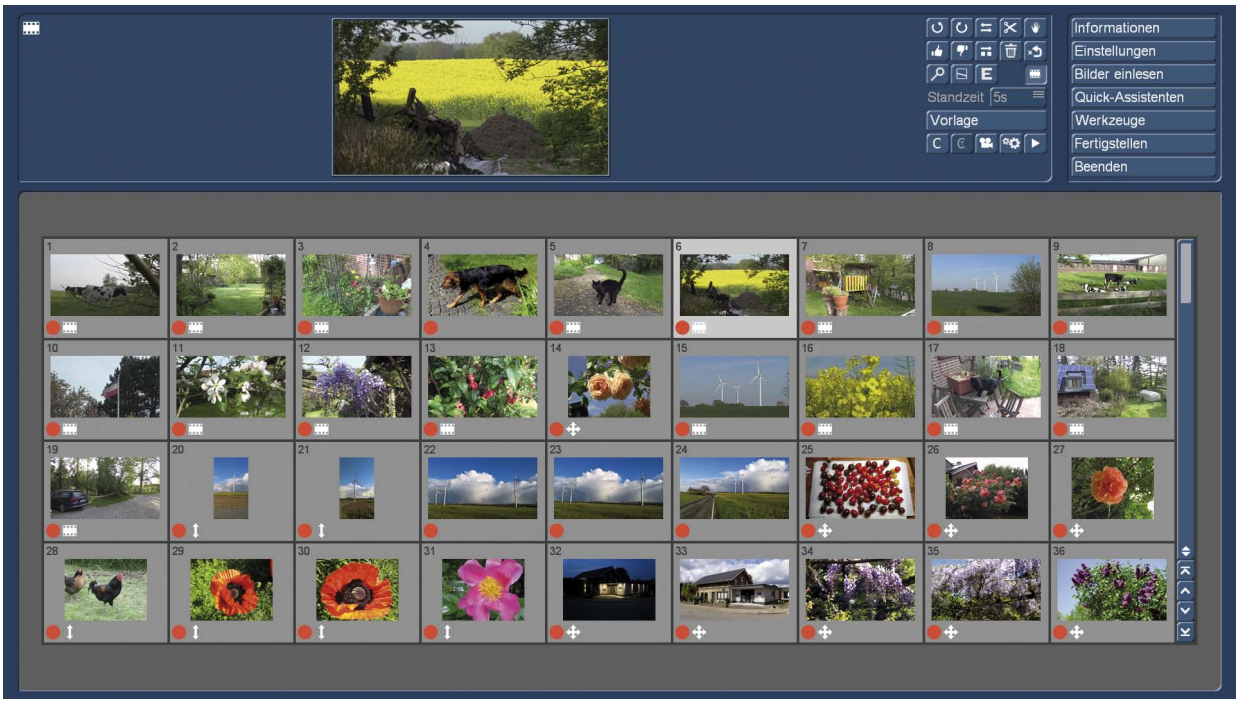
In the third line, the size of the image is shown.

In the fourth line, the length of the photo or the term of a film or camera movement is output.

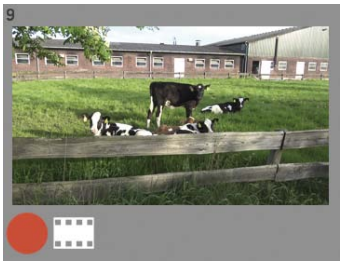
This brochure is not only the images of the "File", but also for the enlarged preview image (see picture above).

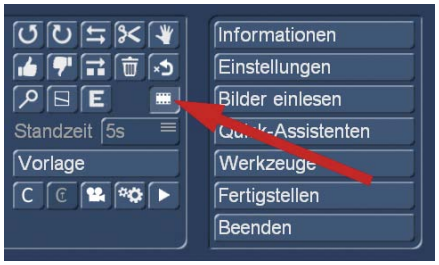
And once again return to the Import:

If we check the "video scenes as a video", in addition to all photos that are stored in the shelf video scenes in our Quick-Photo 2 project are loaded.



We can use two moving images for collages and camera movements namely, in contrast to the quick photo 1 and photo studio, in quick photo. More on this in Chapters 7 and 8. FIG.



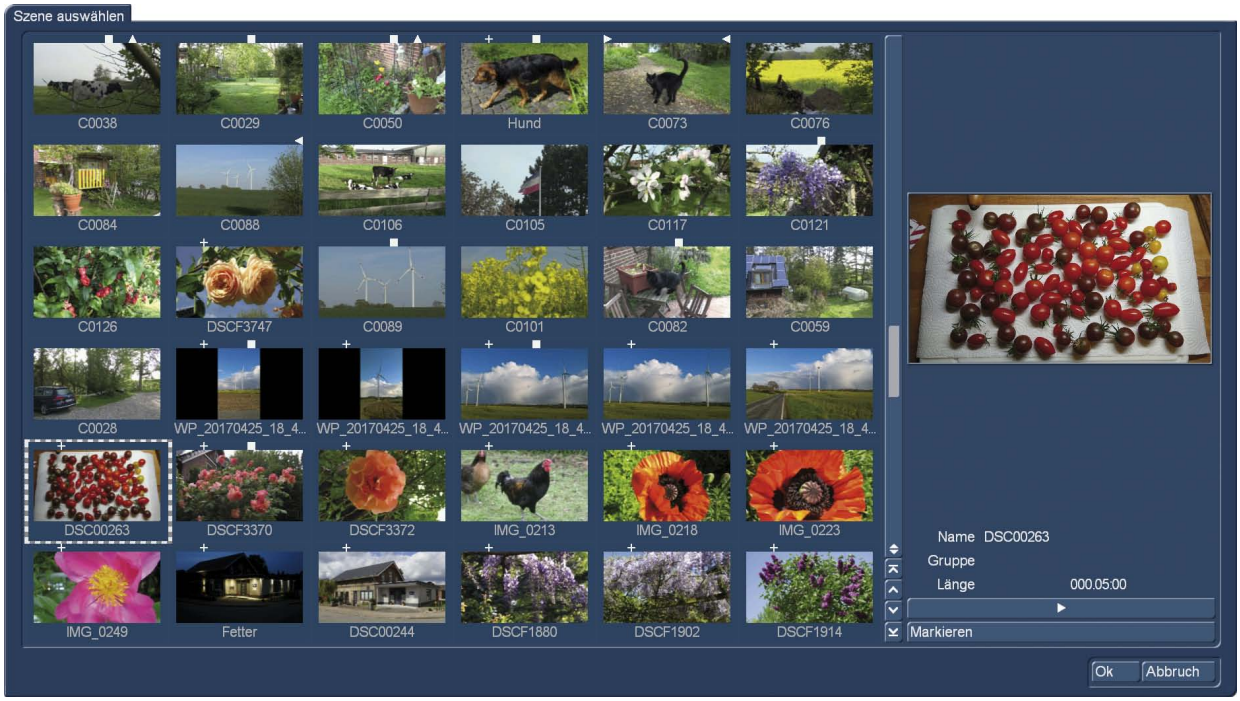


Video scenes are characterized by a film strip (top left).

Whether the video scene really used as a film or the first image is used as a still image, you choose by having selected the "movie" button (see picture right) or deselecting it. If the "Movie" button is deselected and the film strip disappears. In this way you can make a previously charged as a still image video scene to the video scene in retrospect, if you want to use it as a moving scene.

In addition to the full import of the project repository, it is of course also possible to input question "whether the entire scene bin should be imported" to answer "no".

Then once nothing happens and it starts in an "empty" Quick Photo 2 project. After selecting the "Import Pictures" switch it then enters the scene selection.



Here you can watch his scenes and photos and "tag" with (produces a square "block" on the picture) Select the images or videos that you would like to import into its Quick Photo 2 project.

After confirming with "Ok" we have as described above (ie, in addition to import photos only still images or moving images) the same options, but it is limited to the previous selection.

In this way you can "reload" individual still unwanted images.

5 Settings and General

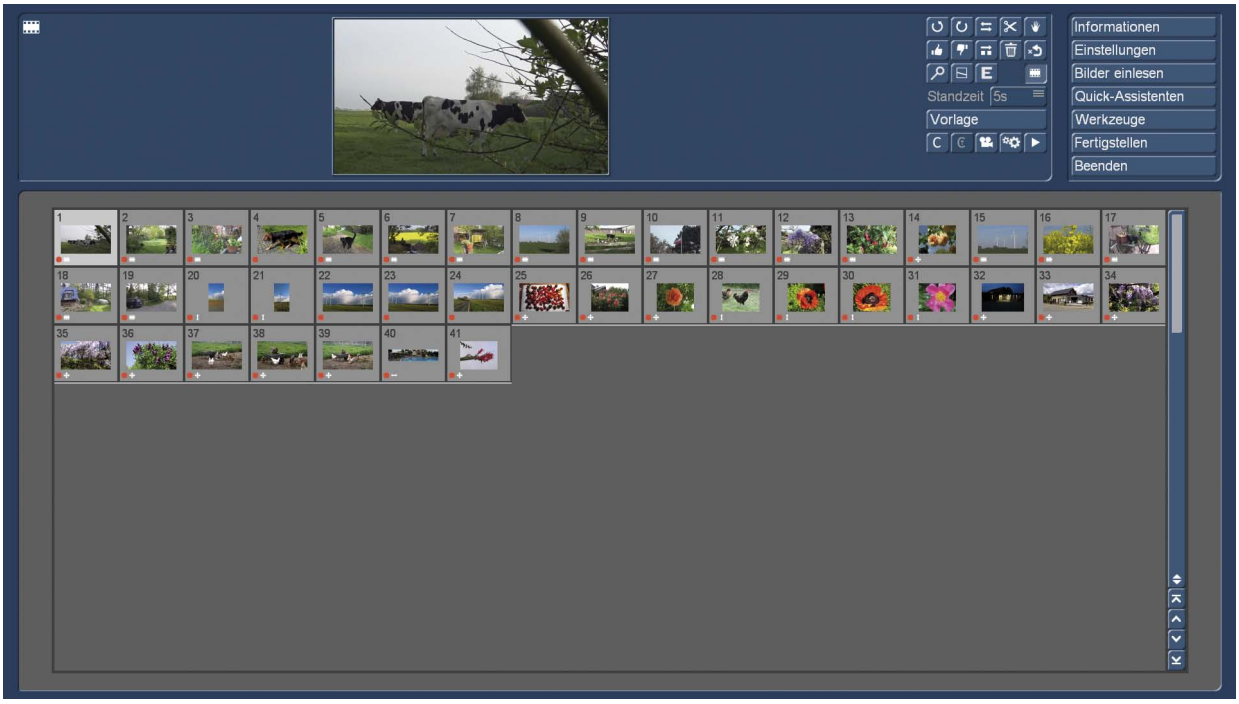
Before we start processing the images for an image show, we consider first of all the department "general", which is found on the top right:

(1) Information: "Information" contains information used Quick Photo 2 version and information about how many "elements", ie photographs, still images and / or video scenes in the current Quick Photo 2 project be used or discarded were.

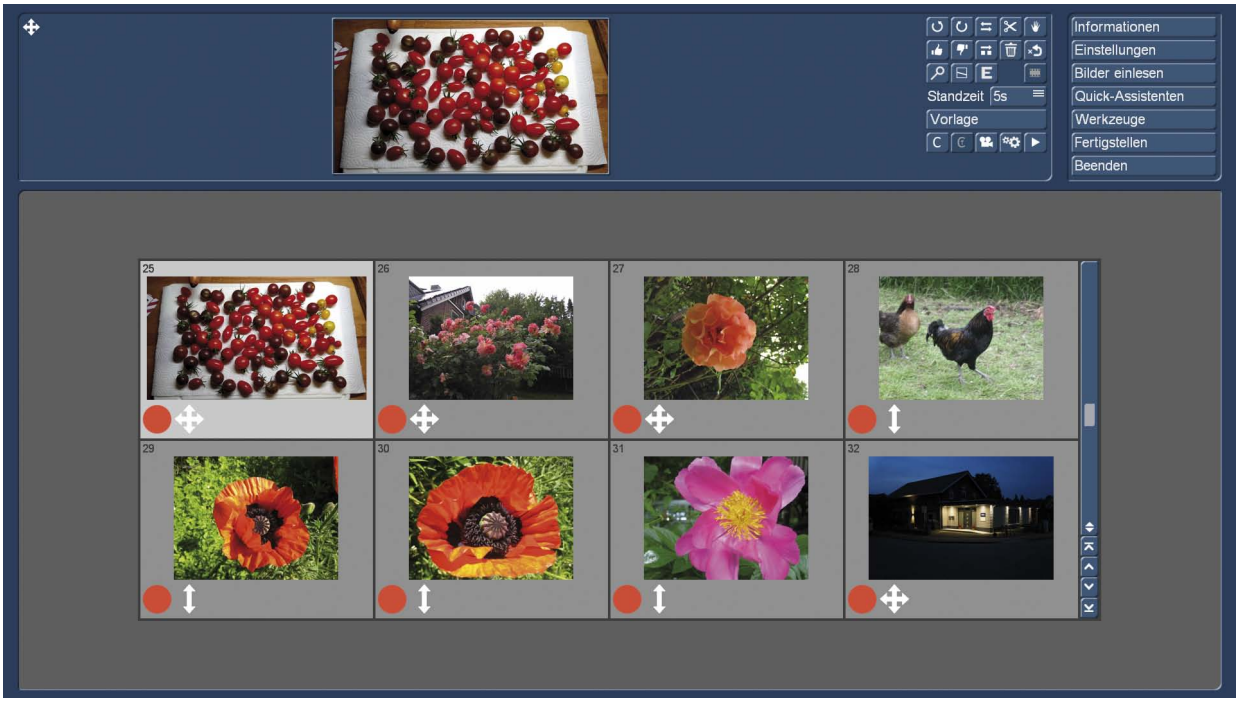
(2) Settings: in the "Settings" can be the "default lifetime" define, so the running time getting a photo loading in the Quick Photo 2 project. Here we have a choice between one and 30 seconds in increments.

In addition, the "Resolution", ie the size of our preview images can be defined here. Here are five levels from "very small" to "very large" are available.

We here at the bottom of a 1,920 x 1,080 pixels big screen again the selected "very small" resolution at which then match 17 preview images in a row.



For example, 136 elements on the screen could show, where you can ask yourself how much you can still see on the single image. In the "very large" resolution (below) just fit eight images on the screen, which will soon be as big as the large preview image above.



Pretty to look at, but not very clear in a photo show.

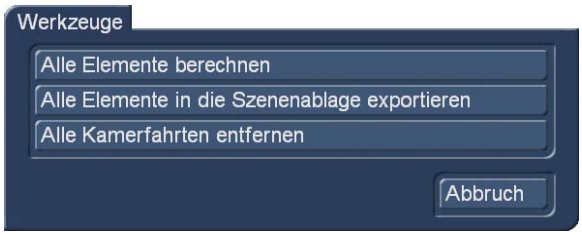
The default setting "medium", which we had previously shown, can accommodate 9 x 4 = 36 thumbnails. That should be a good compromise between size and number of images for most users.

Finally, we can "delete 2 project Quick Photo" in the "Settings" complete. After an "Are you sure?" - demand and confirmation is then permanently delete the project.

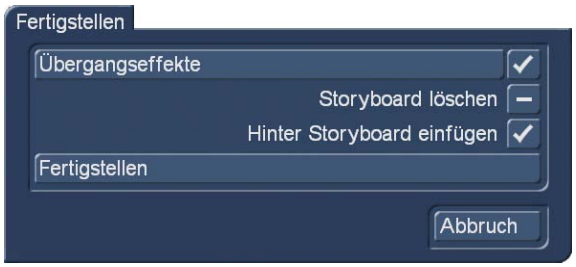
(3) Images read: "Read in images" the switch we had already described at the end of the fourth chapter. Here you can select photos and video scenes, which you can then import into an empty or in a filled part project.

(4) Quick Wizard: the assistance systems for the production of collagen and tracking shots can be started here.

The function of the wizard, we describe in Chapter 9th

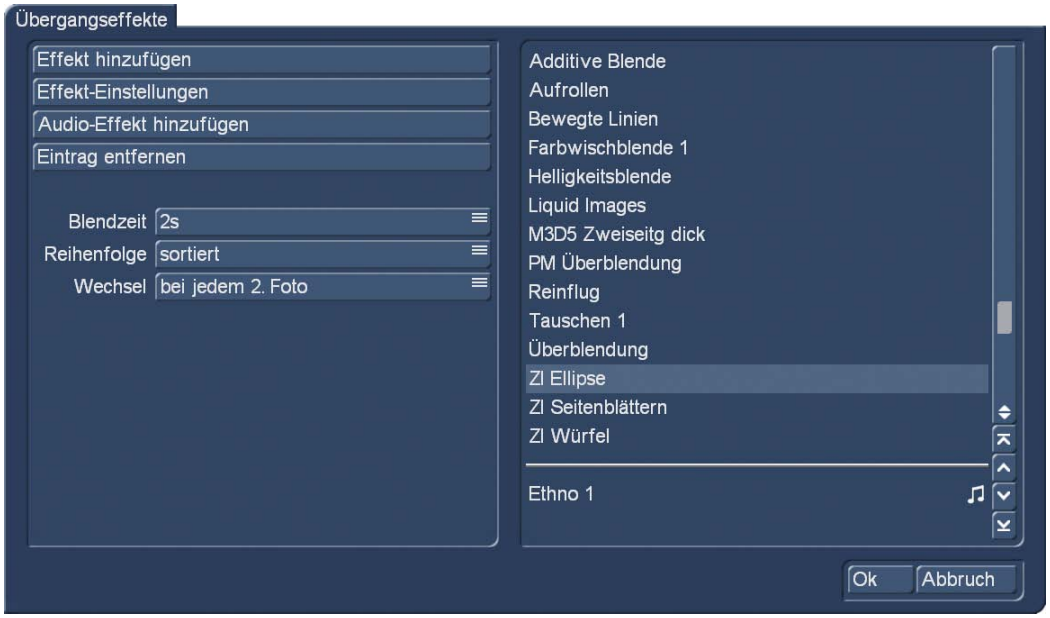


(5) Tools: are the "tools" commands or instructions to the program for the calculation of all elements of the export of items in the scene storage and removal of all camera movements.



(6) Finish: the "Finish" is defined for a photo show whether transition effects to be calculated or not and to what will happen to the photo show: Either they will be inserted after the storyboard (activated here in the picture) or they will take the storyboard inserted.

Note: *Select "Delete Storyboard" option, the storyboard of the current project will be completely deleted and replaced by the created photo show. Please do not put this hook, without being on your storyboard in the current project clear!*



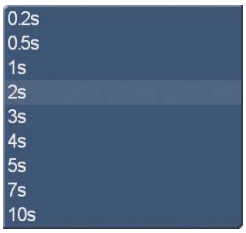
allows selection transition effects in "transition effects", which are then placed between the (if necessary via the camera down slightly moving) still images.

After selecting the option "Add Effect", all installed at Bogart transition effects are listed, it can be all or also select any selection of effects.

The effects are selected, each effect can be defined in more detail under "Effect Settings". Shown here setting options correspond to those in the transition effect menu.

"Add audio effect" with it can add a piece of music that can be selected from all available Bogart clay pieces to accompany the transitions acoustically.

Under "Remove entry" can remove individual effects to correct its list.



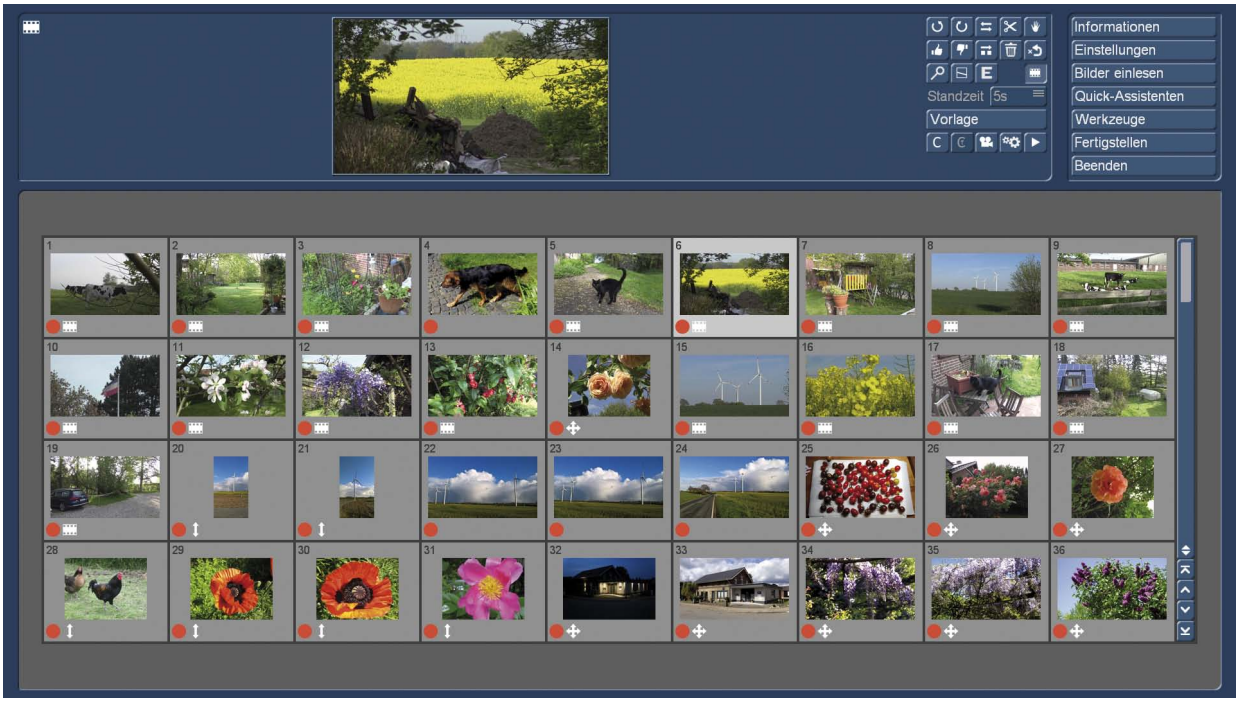
By "fade time" to set times between 0.2 and 10 seconds for the transitions, then defined in "order" if the effects sorted or used random and determines whether an effect of change in each, each

to take place 2nd, 3rd, 5th, 10th, or 20th photo.

"OK" this transition effect definition is then confirmed, back into the "Finish" department is started with the switch "Finish" the calculation.

(7) Exit: Closed Quick Photo 2, we return to the "Special" menu.

There is currently, however, far too early, at first we wanted in the first place even create a photo show.



So we are back in Quick Photo 2 main menu where you can edit the individual imported images or "elements" in the sequence if necessary.

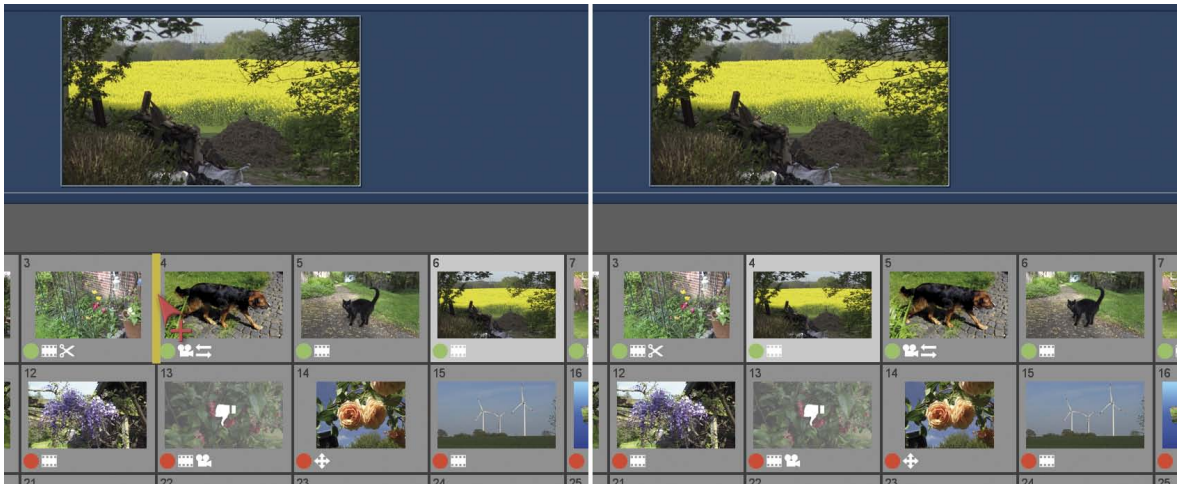
On this occasion, we should take a closer look at the individual elements: Quick Photo 2 gave us the photos and video sequences so simply "kicking off a row" in the Quick-Photo 2 menu imported.

can fill if we here, as just seen, automates all the storyboards with pictures shows, we should of course also the Reihengfolge the elements change or they can arrange as we would have liked.

We can do in two ways.

The old-hergebrachte: **We delete an item by selecting and trash-click (16). Then we select another image (it is light gray) and select "retrieve deleted photo" (17). Then our trash element is restored, lines up behind the active element and thereby gets a** new number.

The "drag and drop" method: **We choose an element** (in the picture below left, the number 6, our canola field) and drag it with the mouse / trackball to the point where we would have liked it added.



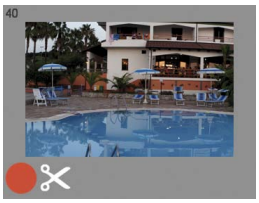
The mouse is provided with a "+", the same is evidenced by a yellow mark, at which point the element is then, after having released the mouse / trackball inserted.

As we see on the right picture, our rapeseed field now stands at position 4 of the dog, the dog and cat are "moved up one" and now are numbered. 5 and 6

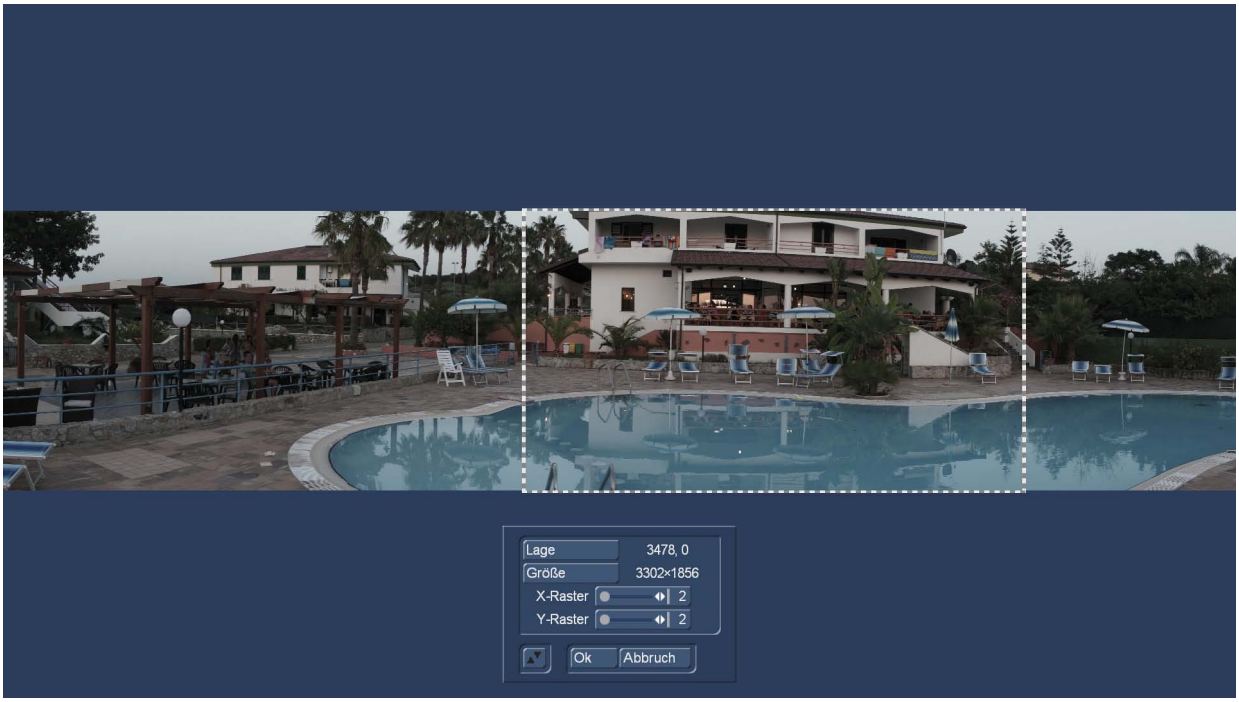
6 Editing functions

With (8th) and (9) "Rotate the image to the left" and "Rotate image right" can be images that are "slipped through" us on import and therefore currently lying on your side, turning with a click so that we can use them. The processing of an image is represented by an icon.

("Mirror" 10) does what the name and logo say a picture is flipped horizontally. Again, the processing by the "Mirror" icon is clarified.

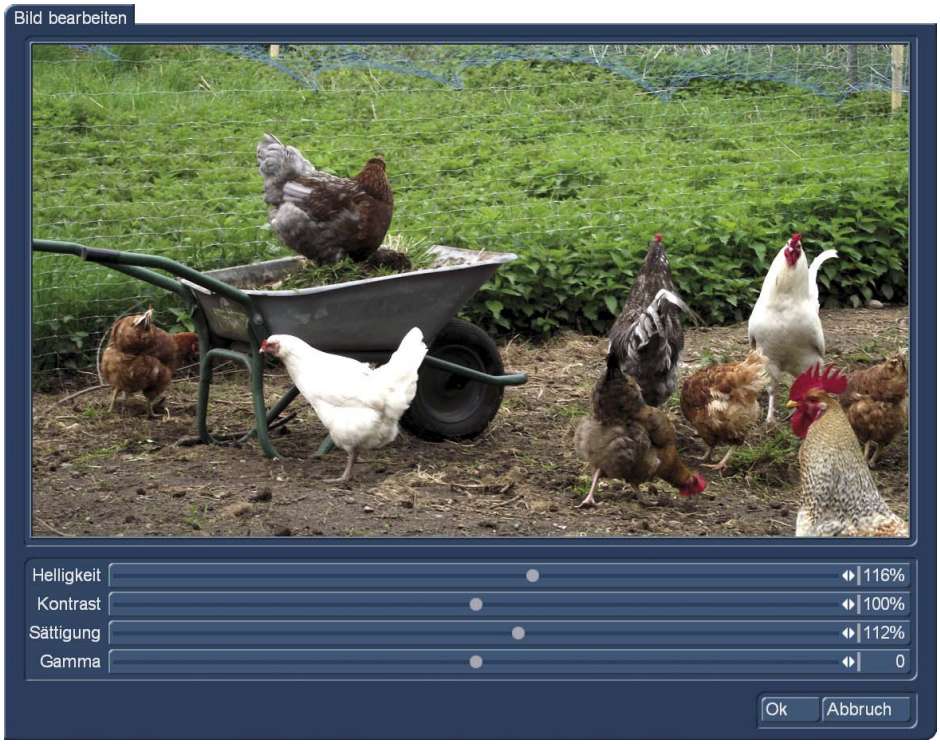


In the "Crop" (11) opens the familiar from other program areas "cut" screen (pictured below), in which an area can be defined from an image using a "location" and "size" definition. For a better adjustment of the cut, we can set an X and Y grid, the "jump" of the frame. The result will, in like the other processed images by an icon.



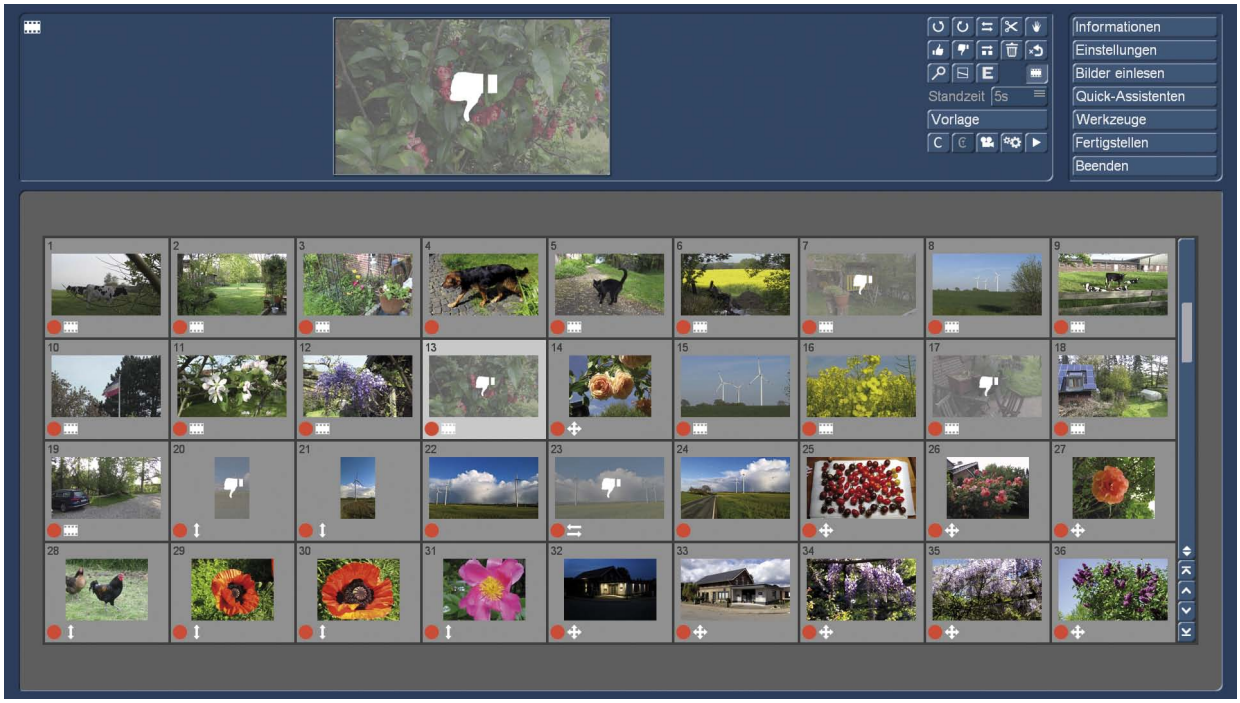
In the "Edit" (12) are the parameters "brightness", "contrast", "Saturation" and "gamma" are available (see figure below) with which the image can be newly fine-tuned as needed. Also this post is indicated by a symbol.

The actions can of course also be applied in succession on one and the same element, then it gets more symbols.



A decision that you probably should take before machining or has taken place in the second row, "using photo" With (**13)** or "Do not use photo" (**14)** you can with the "thumbs up" - and "thumbs down" symbols the images that you do not want to use in the current photo show sort out.

the "thumbs down" serves to sort out icon (**14)** but such screened elements can be "thumbs up" reactivate switch back to the.



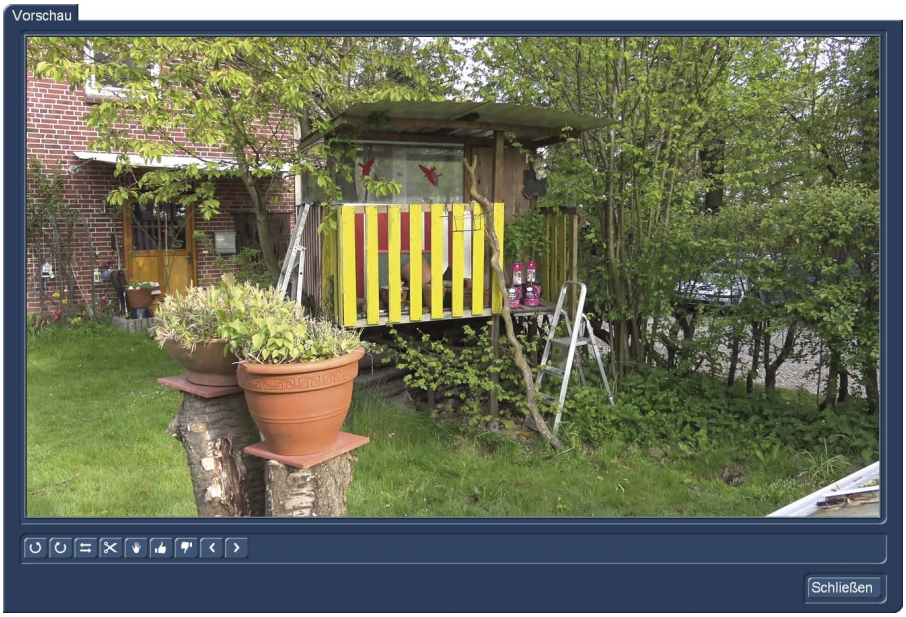
The sorted items are "greyed out" on the table and given a "thumbs down" icon.

Those who want to experiment with the elements, can with (**15)** "Element Copy" make a copy, which then appears behind the copied image.

To bring order to restore the overview, to definitively say goodbye to the unused elements or clean up after extensive experiments, which serves "Trash" (**16).**

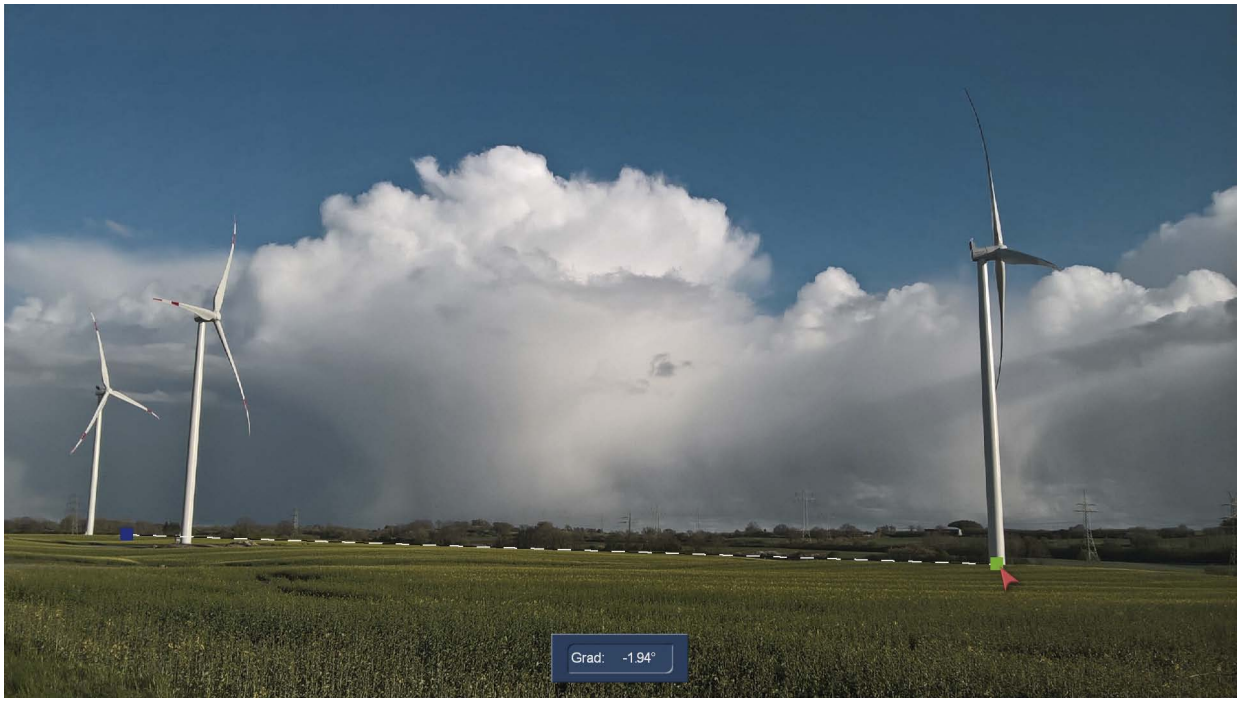
If you change your mind, you can "retrieve deleted photo" with (17) bring the trash content back on the shelf. It can undo up to 10 extinguishing actions. With the exit of Quick Photo 2 Trash is basically permanently deleted!

(With a magnifying glass 18) you get what you get by simply clicking on the big picture of the selected element on the Quick Photo 2 **"File": a large preview (see figure below), in which one (the just mentioned editing options 8th) - (14)** can dial directly. If you like, this work so it can also do this directly on a large screen, the arrow keys left and right turn through the tray.

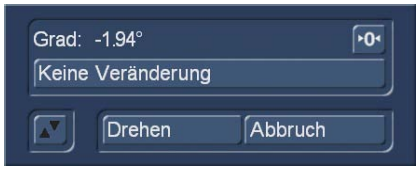


Who has the camera not quite kept straight when filming or photographing, knows the problem: the horizon is wrong. After **selecting the "horizon change" switch (19)** opens a large preview, where we can "straighten" things.

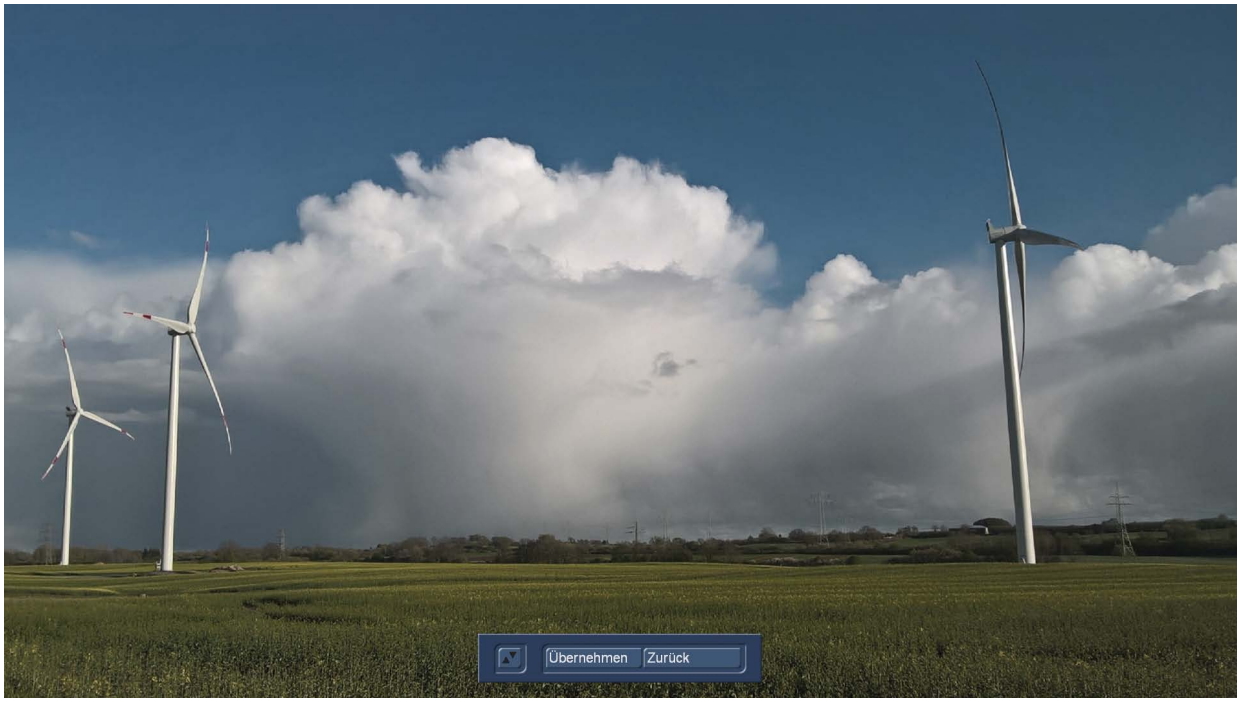
In the example, we see a slightly crooked horizon. Using the setting tool (the two blue, connected by a dashed line points) we can take the image correction. For this, we select one of the blue points (it turns green) and move it to any place in the picture.



The change of the horizon is down to hundredths of a degree exactly shown us. The clever and smart about this method to set the horizon: we can (see picture above) are guided by the circumstances and subjects in the image, so we lay down the line "Please be nice to be straight" after the calculation. After discontinuation of the green dot the menu reappears.



"No change" represents the correction tool to "0". With "turning" the calculation is carried out, the result is displayed and we have the choice to go there to "Apply" or "Back".

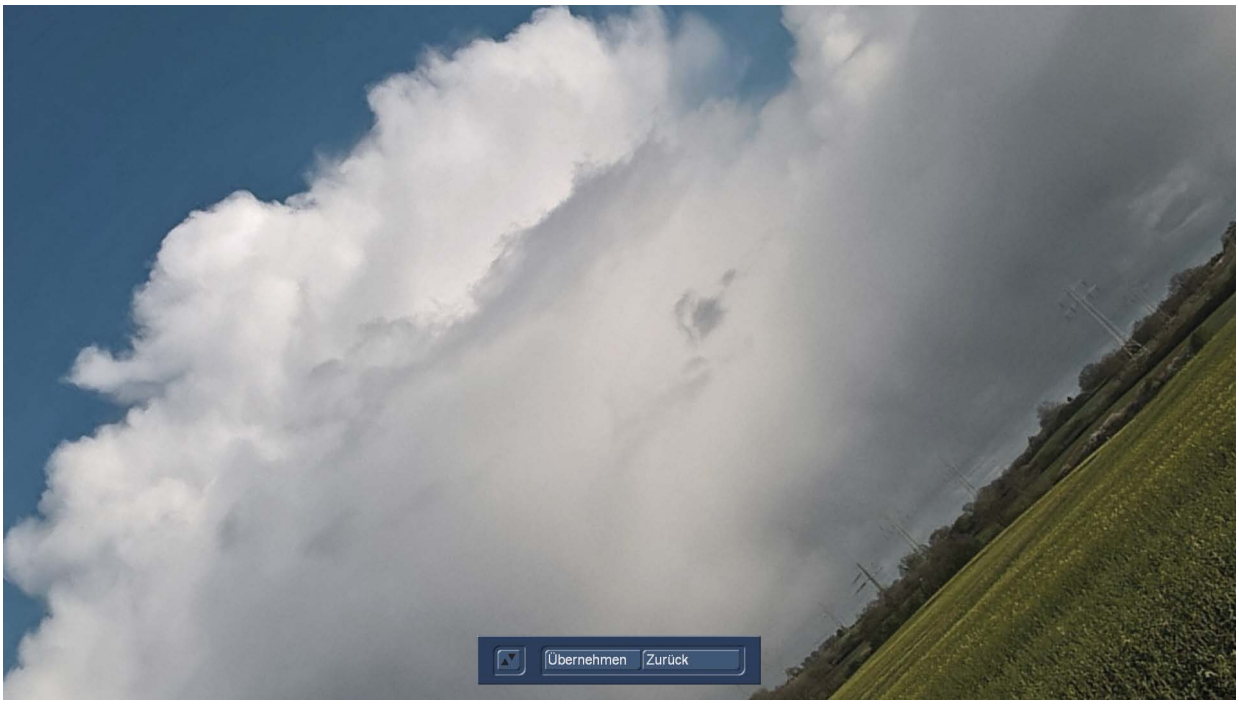


"Apply" we can return to the Quick-Photo-2 surface, our element now has a "horizon" icon.

If we rotary result should not like it, we come up with "Back" back to the horizon menu where we can then adjust and turn until we are satisfied with the result.

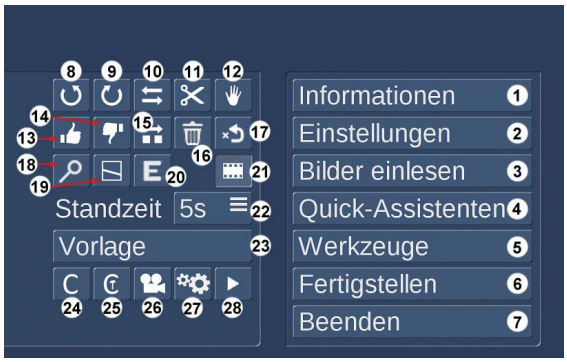
Quick Photo 2 "remembers" but generally our attitudes. If you call an element with twisted horizon again, you will find the latest setting to the hundredths of a degree just in front again. As a reminder, we are preparing so currently our photos for the production of a photo show before, completely counted is anything yet.

When turning Quick Photo 2 zooms into the photos to exclude margins.



In general, the zooms "horizon change" operator in the center of the selected image, which is why "more violent" under rotations (see figure here above) running out of the picture remains.

Note: *Basically, the operators are "processed" in the order in which they are applied. The sequence of symbols that is appearing at the bottom of the element, however defined. The rotations are always on the far left and the far right horizon, even if you have the operators used in a different order. This is in most cases no matter only exception is the "Crop" (* **11)** *and even the "horizon change "(* **19).** *When an image is rotated first, due to the rotation "out of the picture zoomed" areas are no longer available for cropping. If you want to use both operators, so you should cut first and then change the horizon.*



"Export element" with (20) We charge a - single element and send it either to the scene bin or given the opportunity to the calculated result as a photo on a connected storage medium or store (with Bogart Win) on one of the internal hard drives - however altered.

After calculating this element has a green dot instead of red.

The "movie" switch (21) is not really a function switch or operator, but also has more info character. We had to import in the introduction when it comes to media import the choice of our video scenes from the project repository as a film or as a still image in Quick Photo 2nd For all "as a film" in Quick Photo 2 invited scenes of the "movie" button is pressed and the scenes have the "Movie" icon.

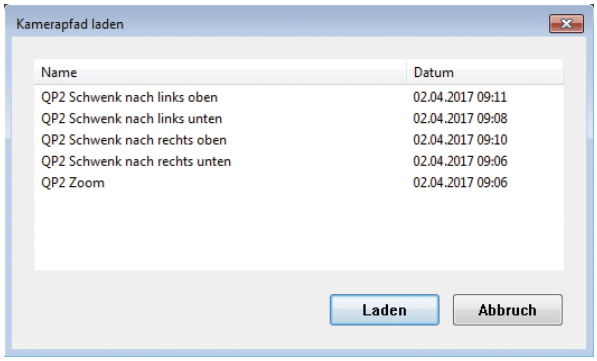
These video scenes can be a single click on the "film" for still image photos make .... and vice versa imported still images can be a click to video scenes. The decision at the beginning, videos was to import a video or videos as still images and is therefore not final, but an always revisable decision. For photos, the film switches, "grayed out" just like collagen, so do not use.

Now it is, so far we had individual elements selected, edited and corrected if necessary, to the final preparations for the photo show:

We had (in the "Settings" 2) yes mentions the "default tool life", the imported for all "in one go" Elements applies. (By "lifetime" 22) can be set individually for each image now, how long are there in the later photo show.

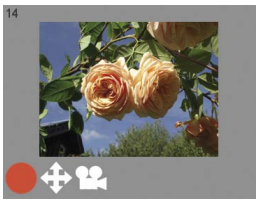
For films this button is, just like collagen and Tracking elements inactive. Photos or video still images can be known from the specification in the stages 1, 2, 3, 4, 5, 7, 10, 15, set 20 and 30 seconds.

Before we calculate even a first photo show, us the switch to "Template" (23) interest which can load camera movements and paths on each image.



Here pictured left the Windows version of the selection.

With such a gentle light pans or zooms to bring life into the otherwise stationary images. On film sequences, this camera paths can also apply. To what extent that makes sense, you have to test yourself.



After a quick photo-loaded two pan or zoom in on an element, a corresponding identification.

The editing of such a camera path is - possible as opposed to quick Photo1 here in Quick Photo 2nd See below for more on camera path editor in Chapter eighth

If all elements are machined pans and zooms were fixed, if necessary, and (under "Finish" 6) Transition effects and possibly audio events have been defined, is (also under "Finish") calculates the photo show.

Using the "Calculate" (27) in Quick Photo 2 menu of the selected element is calculated (with the "Play" button 28) it will play full-formatig.

7 The collage

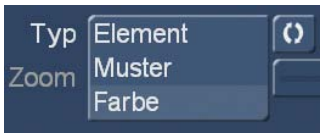
With Quick Photo 2 but can not only slide or photo shows create, but you can put together photos, films and writings into collages. However, these collages are not as pure in the "predecessor" programs of Photo Studio series still images, but they are films with input and suppressions of the various elements, with movies as Picture in Picture and varied fonts and backgrounds. If you like.

A new collage we will start operating the switch "Collage" (24) in Quick Photo 2 main menu ...

... which opens the collage editor, where we are greeted with a black background.

7.1 The "Background" tab

Before we explain the collagen menu in detail, we should decide whether we should make this background so or perhaps would like to make a little less bleak.



For this we have control over "type" if we would like a color (on the double arrow on the right to open the known color-selection box), with "pattern" one of the many graphics that offers or Bogart but one of the elements of Quick Photo 2 want to select.

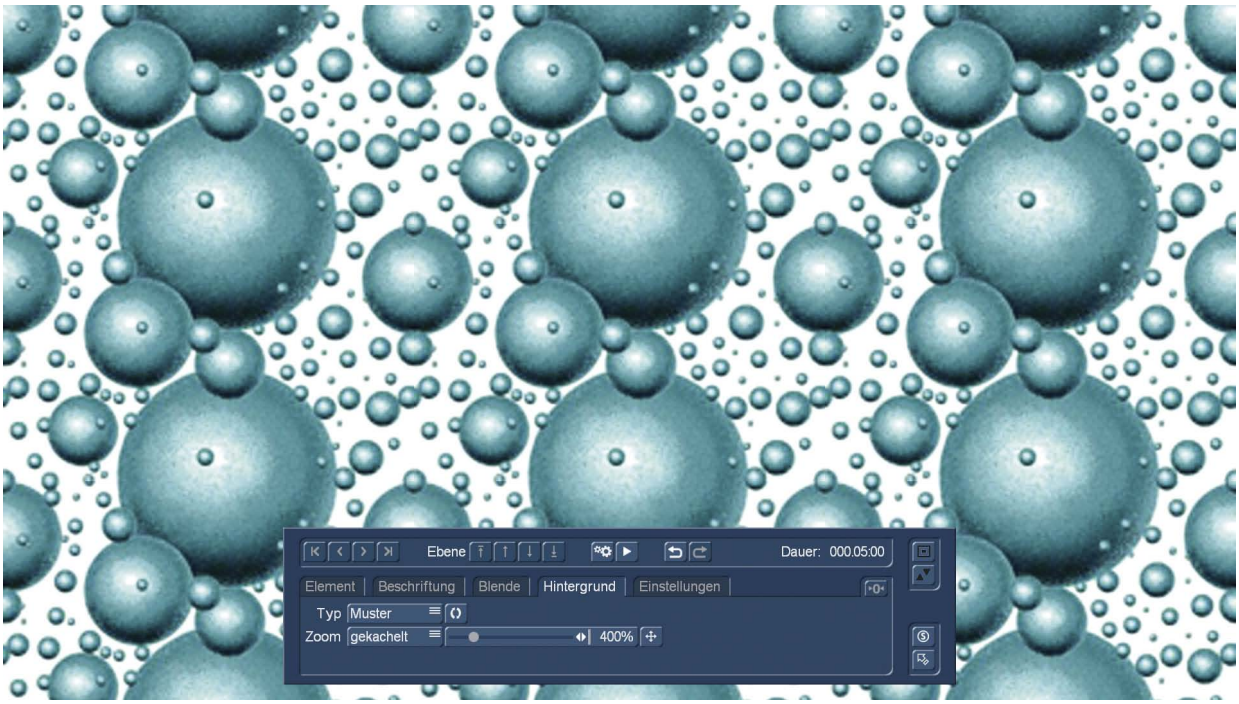
we are choosing a color advance as known in the patterns as a background we get offered a few interesting variations that we should explain.

We choose to first of all a "good old" patterns from the old DVD arabesque background collection of. These images are in 4: 3.

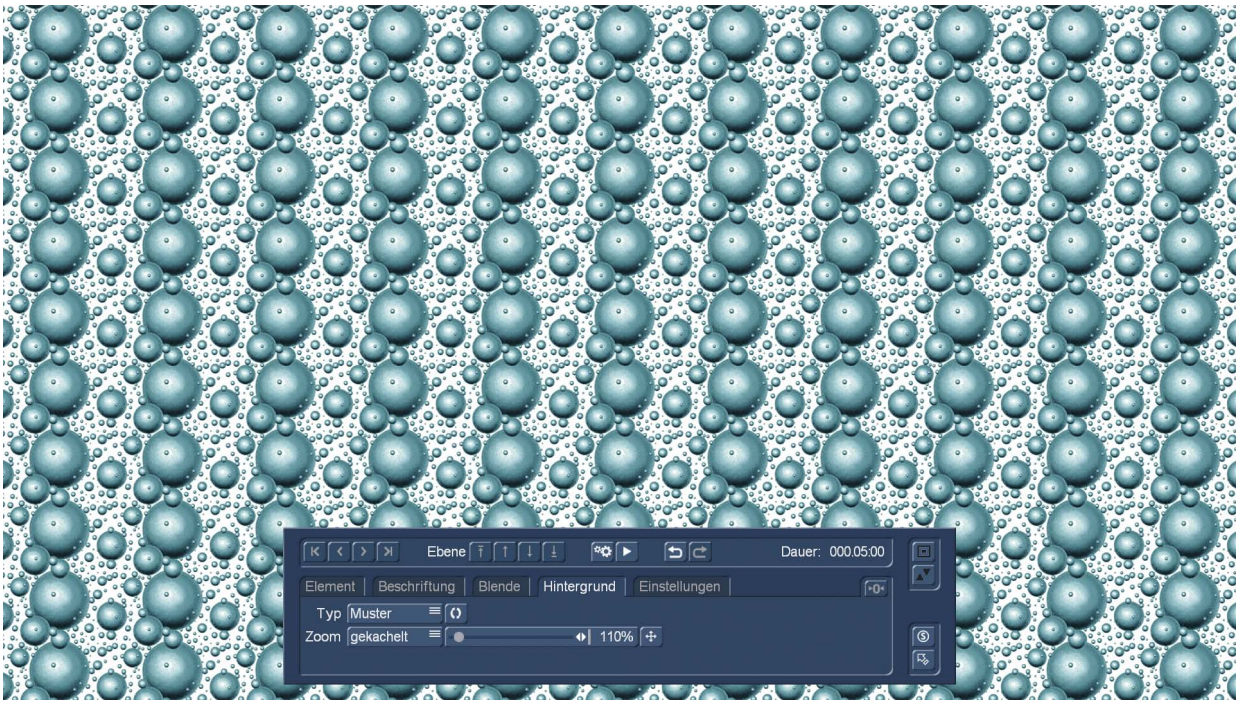
At the preset zoom setting "undistorted" fits Quick Photo 2 the image into our project format (remember, 4k in 16: 9), that takes over the entire width of the image and cut it up and down from.

we change the zoom setting to "distorted", Quick Photo 2 fills the project format with the picture, our 4: 3 pattern we see the distortion (image here above) also quite at.

Alternatively, there is also the possibility of "tiled" on to set the zoom. This makes for real images as our keyboard up here little sense in a truly "tile-enabled" pattern from the additive effect Package "Candy Factory" (pictured below) have more.



And if you adjusted the zoom level, you can see down here, build beautiful backgrounds.



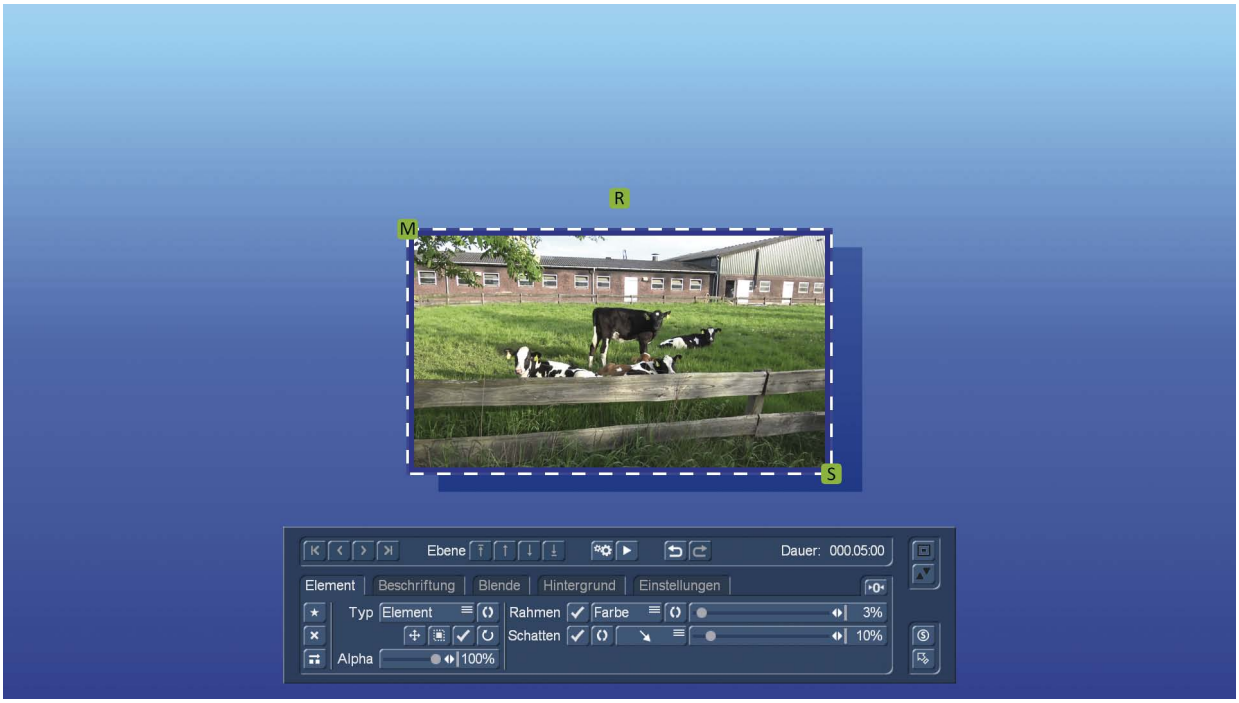
After we now speak out very far just in the use of patterns (that everything has become relatively small) we can "tiled" but drive up quite close to the zoom setting.

Here we have loaded a pattern of the current arabesque backgrounds that are in HD resolution. may zoomed maximum one using the "Background position" switch on the big picture driving around and choose a picture detail that "makes the background" then.

we can type "element" use film sequences as the background, and, just like the frame, zoom in, even in these sequences.

With this great flexibility, we should manage to make a fitting for us Collage background.

7.2 The tab "element"

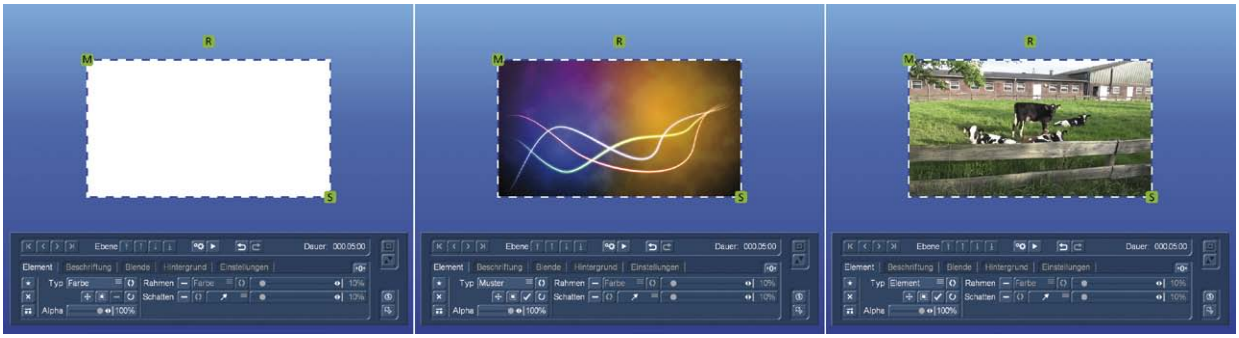


Now that we have created a background (in this example a characteristic of light blue to blue on a Bogart-standard course), we come to the "content" of the collage.

In general, there may be a collage of unlimited photos, movies, or fonts that are arranged on a background. This also moving collage you can then look at, they use as a film beginning or end credits background or - as we will see in Chapter 8 - organize tracking shots on it. So we begin to meet the collage with life.

This, first we choose the "element" horsemen.

The asterisk for "New Element" (1) invokes a query that gives us a choice of color, pattern and element. Depending on what we choose a color that we define appear, a pattern that we select from the accompanying or as an additional option packages purchased or one of the elements that we invited in Quick Photo 2nd

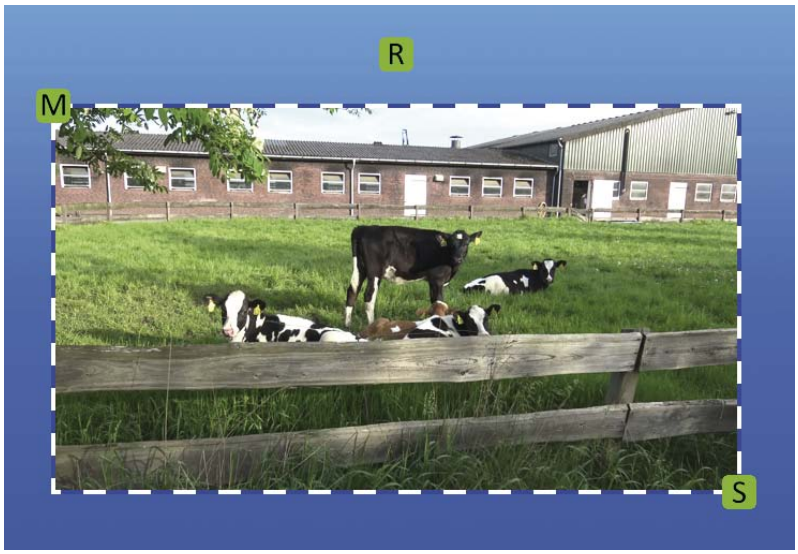


(With the cross 2) you can delete the collagen element again (with the copy switch 3) possible to produce copies of the element.

The type can also afterwards with the types switch (4) still change.

With the switch "element position" (5) We can change the position of the element of "change element size" switch (6) increased or decreased our collagen element and the **"element rotate" switch (8th)** rotates the element.

For intuitive operation, take care if you like, the green "handles" that have the same functions:



(M) ove moves the element,
(S) ize it and scaled
(R) Otate rotates it.

"Preserving the element aspect ratio" with the switch (7) you can set check mark (as default), get the element proportions. If you take the hook off, does this affect the size Switch: We can then produce very narrow or wide elements. A mouse / trackball movement up or down then causes a vertical movement to the right or left, a horizontal size change.

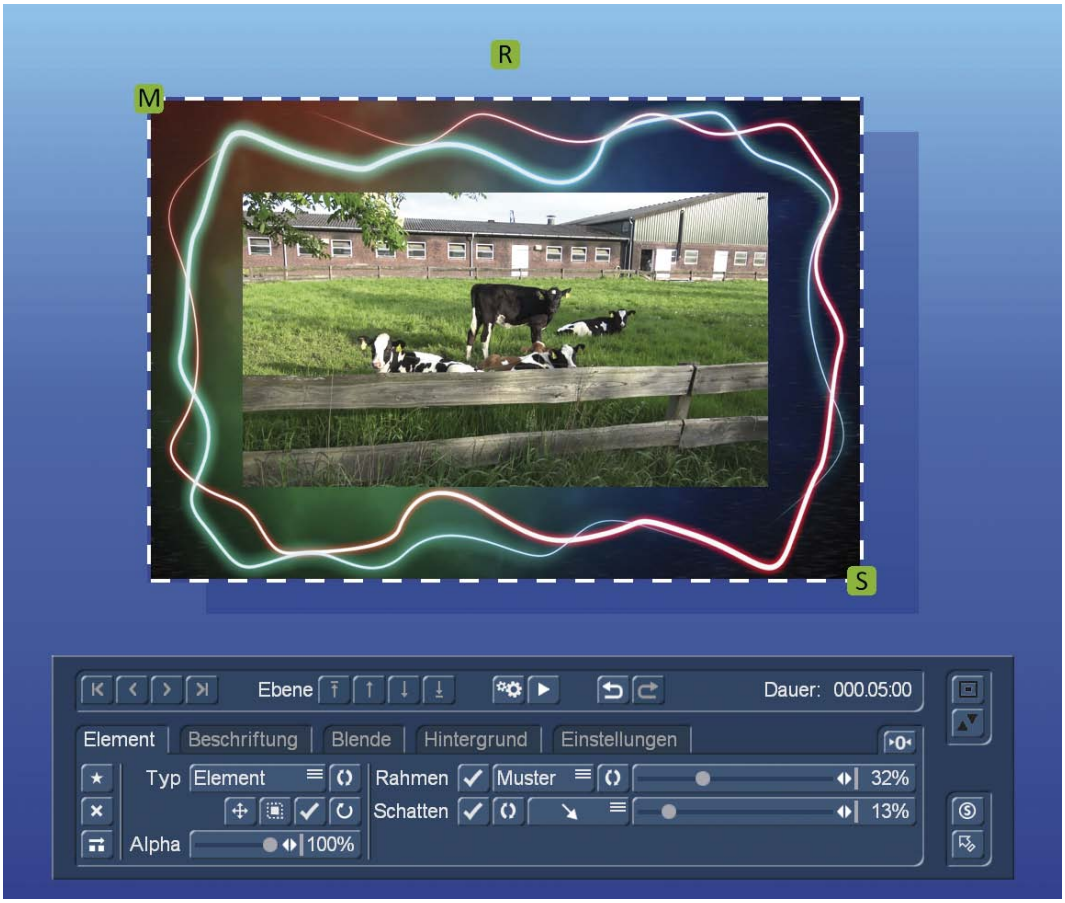
Anyone who has "gambled" can restore the normal proportions of the element again by setting the Proportions-check mark.

Anyone who has "verkurbelt" in turning, may "reset rotation element" by the switch
(15) again give a straight element.

When it is necessary for the dramatic collage, can be an element with the Alpha-controller
(9) make clear to complete transparency.

An element can, if desired, have a frame (10) which may consist of a color or a pattern. The width of this frame can be with the control (11) Adjust between 0 and 100%.

In addition one can inflict upon the element a shadow (12) the direction of the shadow define (13) and the distance of the shadow, also between 0 and 100% set (14). The double arrow
allows the shadow only the choice of color and - in color adjuster - the Einstel-
development of a transparency for the shadow.



We have selected the top example of a frame from the arabesque background Collection, relatively broad set it and provide the whole story with a relatively transparent shadows.

7.3 The collagen-controlling elements

Before we look at the other riders, we should take a look at the adjustment and control possibilities for the design of the collage.

We have four elements to generate and positioned halfway elegant on the screen. With the generation of more than one element, the control options are activated.

As can be seen in the picture above, which is characterized currently "active" element with a dashed line. If you want to edit another item, you can select it directly by mouse / trackball. Alternatively - or if the selection is difficult because of overlapping **elements - can be the selection switches 16 to 19 use. (16) jumps directly to the top, the (17) to the lowest element in this collage.**

With the (18) leads in the row of elements, a position to the front, having the (19) a position to the rear.

The department "level" you can exchange the items in their order. (20) and (21) convey an element all the way forward / up or all the way back / down.

This is important if, as we have stored here in our example above the other elements. With **(22) pushes to an element one position to the above, with (23) by one position downwards. In this way, the elements can** be arranged according to taste and need.

Since a collage not necessarily composed only of still images, but a "permanent" or "length" has, of course must also be calculated, **if necessary with the switch "calculate" (24). Who wants to see the collage, presses the "play" button (25). Then, a preview is if** nothing has been calculated play, which is the collage "coarse", an overview of the design and effects (we describe below) to get.

When the collage was calculated, it is played with the "Play" button in full splendor and beauty.

The Collage Editor has known from many other programs "UnDo" - "ReDo" function (26)
with which you can undo all actions or restore. Quick Photo 2 "remembers" all changes until you leave the Collage editor.

Those who want to save a collage that makes (with the "Save" button 27). Thus the current state is saved exactly as one would leave Quick Photo 2nd Anyone who has ever had a power outage in the middle of a complex work, do so appreciate a quick save button.

can leave you the collages editor with the familiar "back" button (28).

7.4 The tab "labeled"

Also new and different to all previously used on the Casablanca systems photo programs: We can decorate with fonts our collage.
Be to use it as a title, caption of the individual collage elements, or the collage as background for DVD and Blu-ray menus.
Fonts can enrich the collage and round.

Similar to the image or video elements, there are also in the font elements a switch to create a new element (1), a (for removal of an element 2) (And a switch to copy elements 3).

Under "writing" (4) We choose us from the Bogart fonts pool a font, it will appear to the right of choice by name. (With the magnitude regulator 5) We set the font size. At 500 (maximum value), we get picture filling font sizes in 4K projects.

How meaningful those giant writings are, everyone likes assess themselves a certain charm have, just in view of all applicable transparencies, already.

"Text" (6) we arrive at the virtual keyboard, where we can not only enter a text / should / must, but left also have access to all the special characters of a font on the special character button below.

With "Style" (7) we get the long-known style requester, in which we can set the font color or a pattern, a colored adjustable frame and a shadow direction, expression, color and blur. Italic, smoothed and can be provided with 3D effect font also be an archive of prefabricated font styles are available and can also be filled with their own style creations of Privacy whim.

By "marking position" (8th) and "Rotate label" (9) we can bring our texts exactly in position and also in a rotated position on the background. The rotation of the font can be (with the reset switch 10) set to 0.

The labels are elements like the photos previously treated well, they will be so in the "Element forward" - and included "element to the back" -Reigen, pictured above with the huge "2017" we have the Scripture packed about everything ,

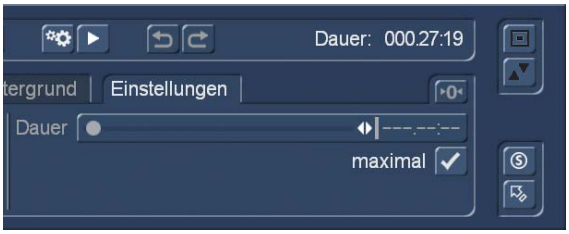
Now that we have positioned images and text, the tab order would be to actually "cover" to the series, but we prefer because of the work process two divisions to the right.

7.5 The "Settings"

At this point the work, it is time to make clear once again Principles, and for the rider is the "Settings" necessary.

The length of the collage is on the set default length in Quick Photo predetermined two main menu, but can be changed, of course. In our example case is 5 seconds, we (with the regulator 14) up to a maximum length can pull of 5 minutes. The result is a 5-minute collage, which is expected not much happens.

How can we break this rather sluggish animation, we see right the tab "Aperture" but 5 minutes is perhaps too much.



Among other reasons, there is the switch "max" (15). If the activated, as seen here on the right, presents Quick Photo 2 the duration of collage automatically to the duration of the longest used in the collage video sequence one, in our example, 27 seconds and 19 frames.

Once the set Collage calculated this video sequence is made once, shorter video sequences are repeated in a loop.

Since you can use the collages for camera movements (see Chapter 8 more), the output size can in width (11) and height (12) highly-scalable, up to double the resolution of the project

In our exercise project, we can then use an 8k video for further use at the end of the calculation.

Those who do not need quite as "thick", but would like to later organize a horizontal camera movement, disables the "Collage preserve aspect ratio" switch (13) and can be (picture below) produce a very broad, but not as high file.

7.6 The tab "aperture"

With the tab "Aperture" is the Quick Photo 2 Collage Editor for animation program, because we can all elements, ie photos, video clips and writings at defined times and off to hide.

To stay with our example, we would like to have on our screen with blue course the show four pictures or videos in a row and run, then the font offset and hide together before the images one after the other left us short again and at the end again remains our screen left with the course.

After selecting an element we if we want to display it, first the Fade time (16) on.

Then we go to "A Start" (17) the timing at which the display, the duration of which we had just set to begin.

If we want the element to be hidden again, then we (the fade duration 18) and then define about "From start" (19) the beginning of the fade-out process.

The stand-time of our element is then obtained from the start of the display + the duration of the display to the beginning of the fade. In our example, here the font "country life" begins at 14:00 with the second display, is fully displayed in seconds 16.00, is to second

22:00 (thus 6 seconds) and then fades to 24.00 seconds.

The individual adjusters are based, or "end" at the end of the "duration". They do that automatically. Should I therefore - in our example - come to pull the duration of suppression, the controller will begin to move "from the start" because we lack something behind in a further increase in the blend time at a time of 5:19 seconds. I pull up further, Quick Photo 2 automatically shifts the start point of the fade forward.

So please do not "regulate wild" and prior to the calculation of our animated collage with the preview function again if all of the blend operations go as planned:

If so, one can produce thanks to the great flexibility with the quick 2 Photo Collage function also beautiful PiP animation. A picture-in-picture software Quick Photo 2 thanks to the fact that we can use a movie for the background, anyway.

Back in Quick Photo 2 main menu, you can "edit collage" with the switch (25) at any time to return to the selected collage and process them further.

8th The tracking shot

Another function of Quick Photo 2 program is the production of camera movements (26) on digital photos, video sequences or also produced by ourselves, high-resolution collages.

As an entry-example - and probably most widely used application - we choose a high-resolution digital photo, which we "organize" a tracking shot want.

Reasons for such trips there are enough: Often there are not ready, the video camera fast enough, a digital photographic apparatus but already. Second, there are no places (churches, museums, etc.) in which video cameras are prohibited, cameras, however.

A pan shot of a photo also brings more life to the film as the simple showing a still image.

Another reason for the photo-swing: as clean as a photograph simply does not swing in the great outdoors, the city or on the high seas. Even professionals usually need a tripod to "build" a really nice swing to.

Due to the now partially highest resolution digital photos you usually enough "food" to host slalom rides on digital photos. And then to use even without loss of quality in high resolution movies and Blu-ray.

But we do not want to go slalom, but simple and easy swing, with a little push you. But the photo that we have chosen for this ride is a bit special. Various digital cameras have for some time a "Sweep Panorama" feature that allows you to rotate smoothly when the trigger is and to make a series of high-resolution digital photos, the camera then a single - high definition - just very wide photo makes.

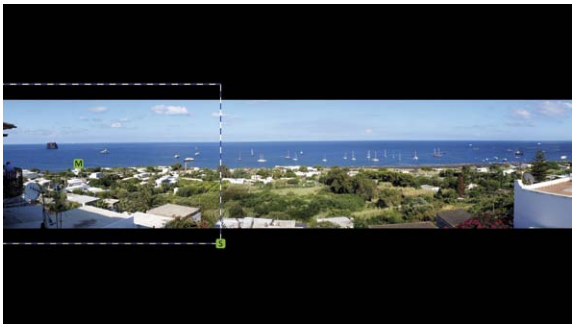
except that you can hang such a photo in a very broad frame on the wall, it is ideal for a tracking shot.

To use and the image size of 8192 x 1856 pixels still have a little "meat", we project with 1,920 x 1,080 pixels changed in a Full HD and have the camera path editor (**26)** to enter.

Here we see our picture (the width) and then a blue-white mark. This mark is our start-image section for the planned camera driving. Since we wanted to swing, we should define where we want to start and how large our start-image section should be first of all.

8.1 Start driving

The "where", that is our starting point, we can define in two ways: Either we pack intuitively the green (**M)** ove- "handle" with the left mouse button. Then, the menu disappears and we see See picture below left, only our photo and the blue and white flag. If we move the mouse or trackball now, the frame moves with and we can move in the picture it first. The frame may well fall out of the picture, but the center (our "M") must remain visible. Since we still make us the size of the image section equal thoughts, we lay the point only once on the white house on the sea border.



The other option, our image-center move is the "position" arrow. If you click on the disappearing all the menus and you can see "what the picture detail sees". The photo, see here on the top right is shown a lot bigger and you can then "push handle" its image section with the movement of the mouse pointer that you hitting the center about. If one has an exact point in view, which is intended to be the first method because of the central green "M" is more precise.

Now we should define how large our image-neck at the start of the trip should be. We do not necessarily want to see and cut off **should not be our image and black edges yes. In addition there is now again two possibilities: Either we pack intuitive green (S) tart** "handle" with the mouse and reduce our shot so long as we do not have a black border more in the mark and will not cut off our border-marking (picture below left).

Or you can select the "cut-Start" switch on and end up back in the great overview of where now zooms by sliding the mouse to the right or to the left in the picture or zooms out.

Now that we have established in this way the starting point and-neck of our journey, we create by selecting the "New anchor point" switch to the end of our camera movement.

At this point we need before we go into detail in the function and control switch of the camera path editor, explain some the fundamental nature and terms.

8.2 Principles of the Tracking

A tracking shot is made of so-called anchor points and - if necessary - even bases. For each anchor point you can always (we have just been made) specify the position and the size of the image area. Furthermore, can define a life at each anchor point if you want to. And you can determine whether the camera from the anchor point does not, slow, medium or fast braking and after passage of the anchor point does not, slow, medium or fast speeds at each anchor point. So we can define the individual stages of our trip with the anchor points and determine what will make the camera at these stations.

So for a normal tracking shot we need at least two anchor points, one for the start and one for the end. There is a dedicated camera drive (not really a ride, but a zoom), which manages with an anchor point. More on that later.

In general, start and end points of a camera's have to be an anchor point. Between these two anchor points can be either more anchor points or contact points. Bases can only be changed in the position, the size of the image section and any accelerations or decelerations are not possible for bases. So the bases are used to control the camera in the direction.

8.3 The settings and control

We have up here generates a tracking shot from left to right across our wide photo. The active, ie editable anchor point is marked by the boundary-marking and the three green "handles", just not active anchor points are shown in blue. Bases are white.

As discussed above, we generate "new anchor point" (**1)** a new anchor point, "Remove item" with (**2)** we delete an anchor or base.

Note: *Points can not be generated by the Actions menu, but are created by clicking the mouse on the path. Also, the displacement of support points can be accomplished only by selecting the item with the mouse, and then move.*

The trash can" (**3)** deletes the entire camera movement to demand.

Determining the position of a point (**4)** (In the Start menu cutout and the definition **5)**
We have also been described.

If you have selected an anchor point, you can (with the regulator "lifetime" **6)** specify whether and, if necessary. how long the camera will stop at this point and stop. A maximum of one minute is possible.

(The "Term" **7) (** maximum here one minute) determines how long the camera should be on the road by the active anchor point to the next anchor point. This can be set separately for each anchor point, with any change in the standing or running times automatically changes the "Duration" (**10)** the tracking shot.

As briefly mentioned earlier on, can be for each anchor point acceleration ((from the anchor point away) **8th)** and a deceleration ((to the anchor point out) **9)** define, in stages "not at all" "slow", "medium" or "fast". Since the camera (for "not at all") travels linearly or slows down more or less elegant and slow points from or accelerated away from the point.

The control switch (**11)** serve to navigate us through our anchor and bases. The switches on the far left and far right are used to jump to the beginning or end of the tracking shot, the arrows in the center bring us a point forward or backwards.

The "undo / redo" function (12) there is in the tracking shots of course. Up here in the image only "UnDo" is currently operated, because we have not withdrawn any action. Once "UnDo" was first operated, can we take back with a "ReDo" or restore the old state this action.

The different preview modes we describe most of the meaningful in practice order:

The "Preview with frame" (13) shows us our background image on which the camera path defined by us expires as a framework. Here we can see whether the respective anchor or any breakpoints are properly whether the timing is managed and - at least in a case like ours - if we "have remained pretty in the picture" always with the frame.

This preview is important to overview and orientation rough, but shows us no details - the "view from above" so to speak.

The "normal" preview (14) shows us the content of the frame, so as usual a preview, with a slight jerkiness during movement but be reckoned with. Here we can see more detail whether the contents or excerpts that we wanted to show really "in it".

For longer trips camera (yes there for several minutes are possible due to the maximum uptime and operating costs), it is **sometimes a bit annoying to have to always watch the preview from the start. (With the "preview from the current anchor point" 15) a** preview is playing, the starts running, for a selected anchor point from there, for a selected base from the anchor point before this base.

If we would like to have the camera movement "in you", we should "calculate camera path" with (16) can be calculated. If that happened - can vary depending on the background, size and settings also have lasted even longer - show the two "big" preview switch us the calculated drive to large.

On the right side, the familiar system switch found to shrink the menu (17) and (changes the position 18).

"Camera paths Archive" (19) can be backed up camera paths invite again and delete.

The quick memory switch (20) we had on page 27 in the section explaining the collages, the "back" button (21) brings us back to the Quick-Photo 2 main menu.

8.4 Start and End-Neck

So far we have spoken of camera movements between anchor points or anchor point to anchor point.

But there is also a zoom camera movement "within an anchor point", which earlier was already briefly mentioned.

In our previous activities, we have always assumed that start and end section of an anchor point are the same (as is also the pre-setting). And we have the green "E" point been paid no attention.

This has now changed: with the green "E" point or the "neck end" (22) we choose (it turns out, see above picture, a second blue-white frame) the "end-cut" our anchor point from.

In the preview, we see what happens: the camera "zooms" the (S) tart-frame to the **(e)** nd frame. Depending on who is larger of the two, which is a zoom-in or zoom-out. If we have set more than one anchor point, our camera movement starts after this zoom action until the next anchor point.

In determining our start and end sections we always see the big picture, on which the blue and white frames appear when using the green "handle".
If we want to choose the size of our cuttings under direct vision on the image we come up with "cut-Start" (5) (Or "cut-end" 22) further to determine the position of the cut with a direct view of the result, the switches help us "position change start with cut" (4) "Change position with cut end" and **(23).**

The duration of this zoom is (under "lifetime" 6) Are defined.

Who "gambled" has or zoom drive but wants to solve with two anchor points, activates the "same cutout" switch (25) and sets the same start and end cut.

Who - here is probably not as useful on such wide images as our example, on normal photos already - look for the center, centers **the anchor point "center anchor point" with the switch (24).**

The advantage of the start-end zooms into an anchor point: it is produced quickly, start and end cut are set, the service life is defined and ready.

but he has two drawbacks: the first we can see in comparison up here: Links the starting zoom. Both frames have - of course - and the same center, so you can centrally zoom out to the common center or away from the center.

Right (this is with the two frames a collage in the program you see either one or the other), the zoom version with two anchor points. Here it is possible to set the two sections completely free. so we can into it and at the same time also zoom up a notch to the right in the picture. Is simply a good bit variable.

The second drawback: The start-end zoom in an anchor point produces linear drives. If instead works with two anchor points, and also spatially shifts something can / should the aforementioned acceleration of the camera from the anchor point off and define the anchor point. This is not possible at the start-end zoom.

If you include in a large camera movement with various anchor points such start-end zoom while harnessing accelerations and decelerations, viewers might not be able to directly call the cause, but will probably get a "Un-harmony 'notice. Since then it is worth more to accomplish the zoom with anchor points, the greater flexibility during detail definition also speaks for it.

8.5 Directly and indirectly, linear and non-linear

Just now discussed, the linearity plays a role at the last to be discussed point: The "direct" switch, acting under the Clipping definitions (see picture above right) that the anchor points are connected linearly.

By default, Quick Photo 2 when placing more than two anchor points produced sweeping camera movements, because the seeming simplicity harmonious. The square-robotic does not correspond exactly to the movements of a human camera man. No one is in a swing immediately to a defined and maintained throughout the swing speed and no pans to an exactly horizontal or otherwise completely straight line. That just does not work out and see if it is possible to provide very little mechanical and human made. Insofar as the sweeping camera path in the image at the top left of the "natural".

The "direct" definition above right but may well have their place. If we "fly" tight curves, it can happen that curves are "flown" who were not necessarily intended by the automatic "camera path Blur".

Below we see the left as an example in which an unintended "overshoot" (red arrow on the left) is being bent by setting the "direct" option (red arrow on the right).

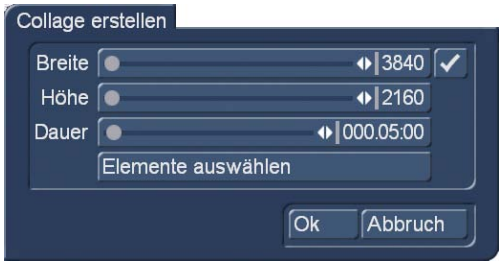
but we get more natural drives, if we do not go directly and get accelerations and decelerations.

Now if you still consider that you can organize high-resolution collages camera movements not only still images but to any "elements", that started on itself, the limits for Quick Photo 2 in the true positive sense of the word are pretty much stuck ,

9 The Quick Wizard

For a quick introduction to the complex issues collage and Tracking the Quick assistants provide. After the selection, we have a choice:

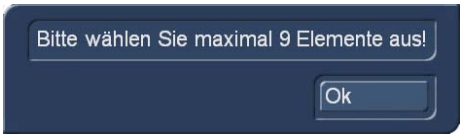
9.1 Creating Collage



"Create Collage" After selecting the option, we first define how big to be our collage. Double the project size is the limit here, maintaining the aspect ratio can be switched off by deselecting the hook top right.

The duration of the collage is also set here.

"Select items" on we reach our Quick Photo 2 Element Collection, where we - it is indicated by a check mark - can select any items.



But beware, the assistant to grab a bit of a helping us, yes. And since we should not overload equal to the collage. 9 elements must be enough for `s first.

After selecting these elements opens then ...

... the collagen surface, where we from now may continue to potter about on its own. With the many opportunities offered by the collagen editor, an assistant would be overwhelmed here.

9.2 camera movements

The Tracking Assistant allows us greater amounts of elements "in one go" to assign tracking shots. What the switch "Template" (page 19) causes with individual elements, makes the tracking shot Assist with all elements.

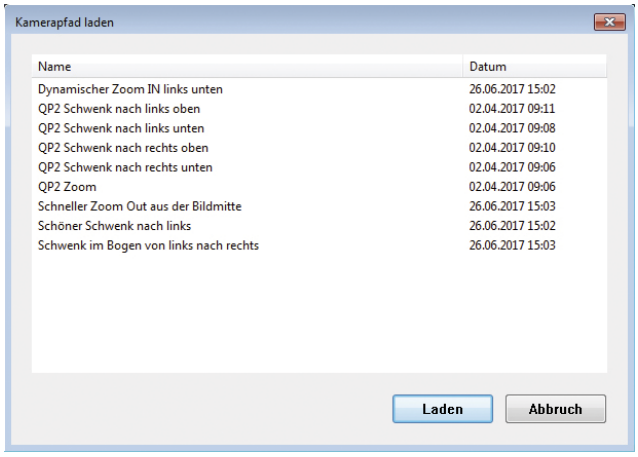
Before mass-scatter camera pans over the entire Quick Photo 2 filing, we can set two premises:

Check "Remove all tracking shots" does just this and deletes all the rides, we set 2 project in our quick photo to make space for the trips that we want to define right now.

"Replace camera movements" box at the camera pans already defined are free in our Quick Photo 2 filing for overwriting.

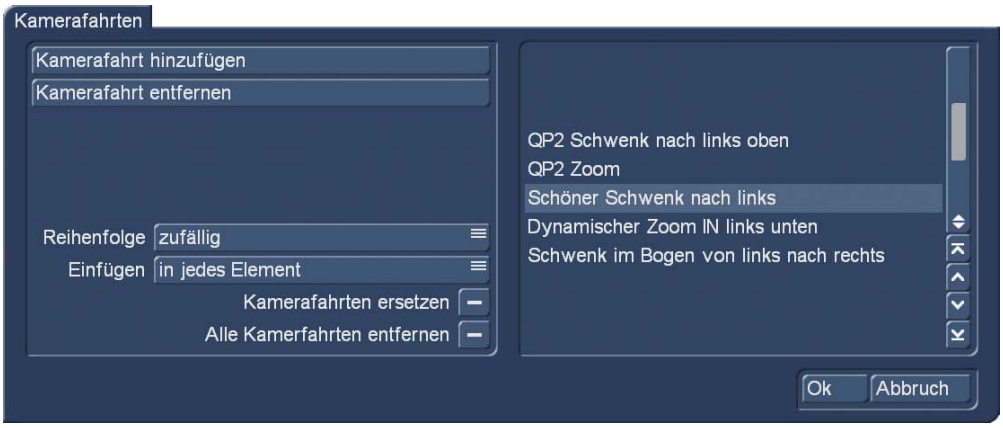
Without set tick the wizard produces tracking shots only on the elements on which no camera is driving.

"Add Tracking" under we call the camera movement archive, which appear next to the 5 supplied soft panning and zoom all tracking shots that we may have created yourself and stored.



From this pool, we can now select all the rides that we like and in our photo show (on the subject we are here) should apply.

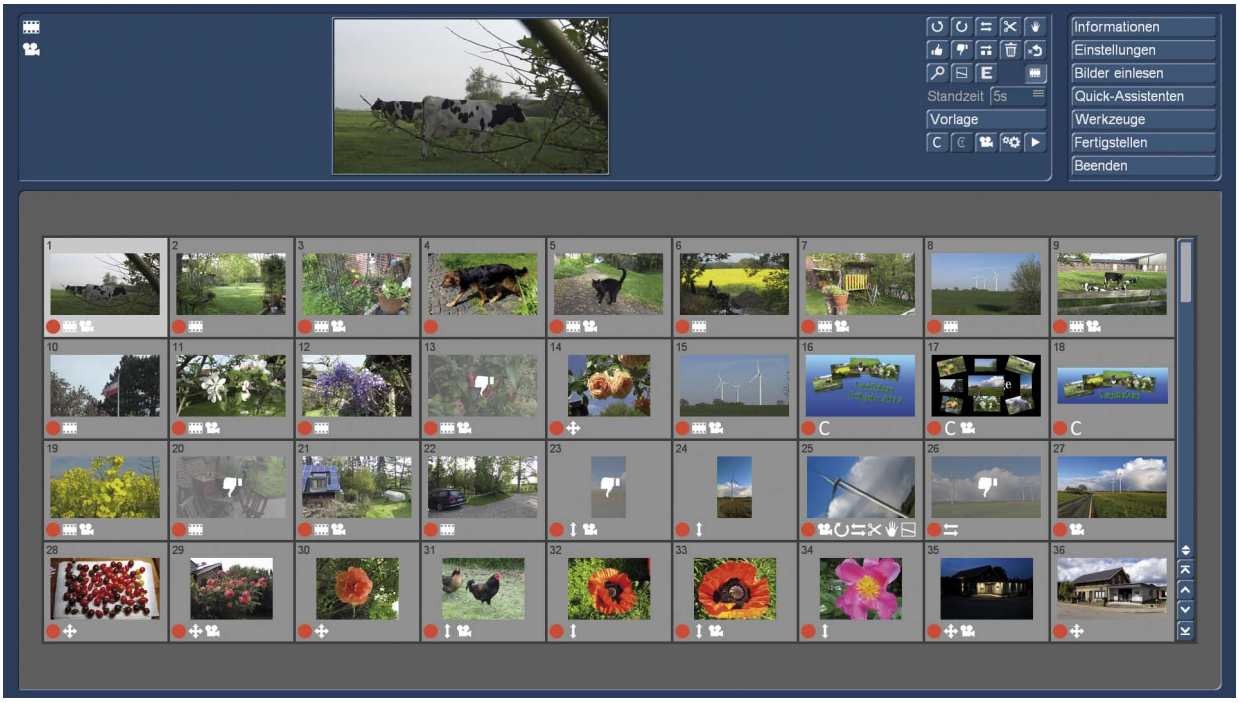
The paths must be loaded in succession, a multiple selection is not possible here.



When the desired paths are loaded, we can still left the set "order", here we have a choice between "order" and "random".

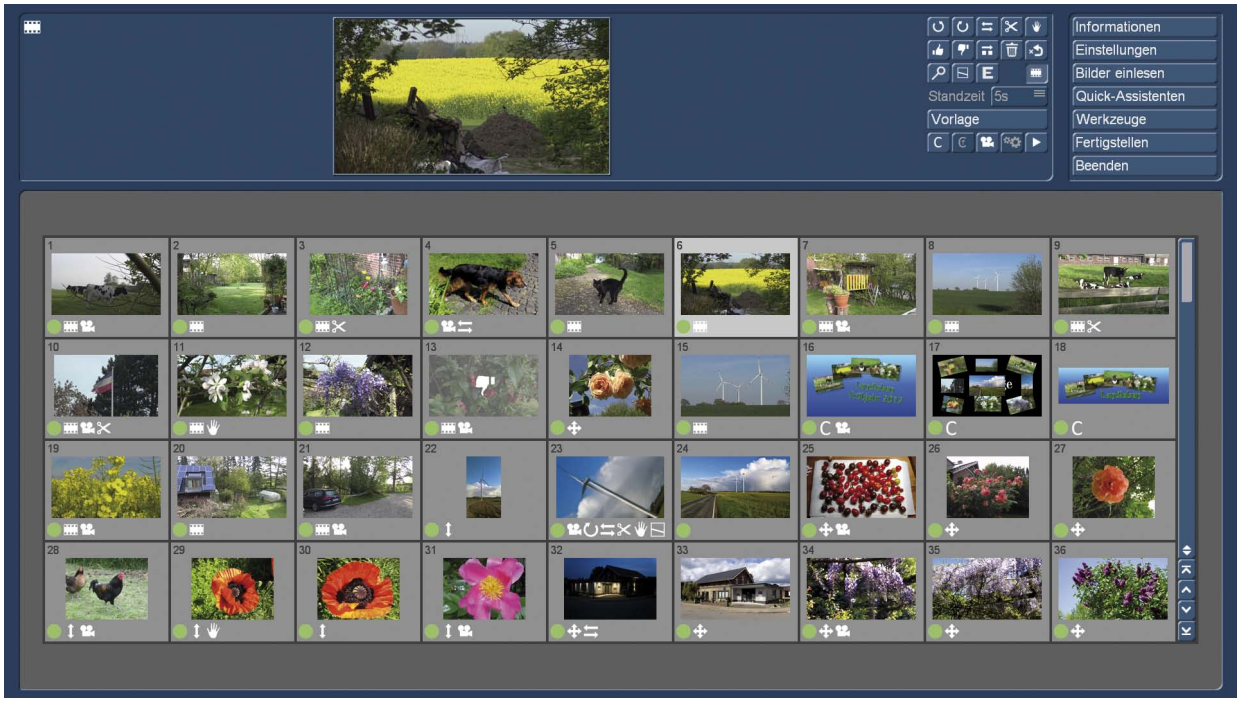
Then can be defined whether a camera path in each, every second, third, fourth or fifth element is to be inserted here yet.

After that we go on "OK", a short time later you see the result.



The wizard has us here relatively "mercilessly", every other item (was set) with a tracking shot shows regardless of screened images, collages, films, etc., when lightweight pans may not make any sense.

But the Wizard is typically not released in such a colorful hodgepodge of items, but most likely, without the dials on a photo collection to be revived quickly with a little movement with his help each photo separately.



After calculating all elements of the traffic light should then stand "on green" and our elements are clear for export to storyboard the scenes filing of our current project.

10 Final word, possibly preliminary

In Quick Photo 1 manual we have written in February 2015 no final word certainly not a temporary ...

It would - in retrospect - given rise enough, because after the release of the first Quick-Photo version came so many requests, so many "but, you would have it," It would be great if's and "Because still has no's that the software Quick Photo 2 you certainly have right now on your Casablanca right long was due (on).

But it takes just always a while until all ideas are collected, there is a coherent approach and our brave programmers can open the necessary time window.
Then the whole work has to be built, followed by the first internal tests and the further cut in the program. Often some things knocked over then, because they do not let so feel or control how it thought the concept. The program then sometime in the beta test and we get the opinion and sometimes criticism of a larger amount of dedicated customers. And grind on ...

then finally someone sits down at the - almost finished - work and strives to write one for all and, if possible, all program requirements understandable manual ...

... and expresses the final word of hope that we can give a photo editing program to the hand of the inclined Casablanca-user and fan base with Quick Photo 2, which no longer leaves a lot to be desired.

And if it still should give desires, we should have -Program or -Posted to the real needs over-conceptualized, let us know so that we make it a good deal better with the next version.

but now only once a lot of fun and joy in processing your numerous digital photos, collages and tracking shots with Quick Photo 2!

Macro Motion GmbH
www.macrosystem.de

QuickPhoto2 - 06/2017