Bogart 12

operation manual

Addendum to version Bogart 11 for Windows and Casablanca 3

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Please therefore ensure that you back up your video material before using the device. We recommend that you do not delete the video material or create a backup copy beforehand.

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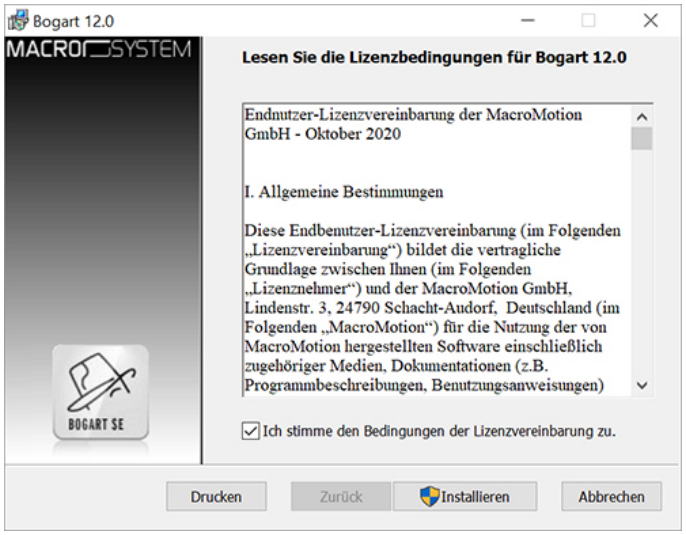
1 installation

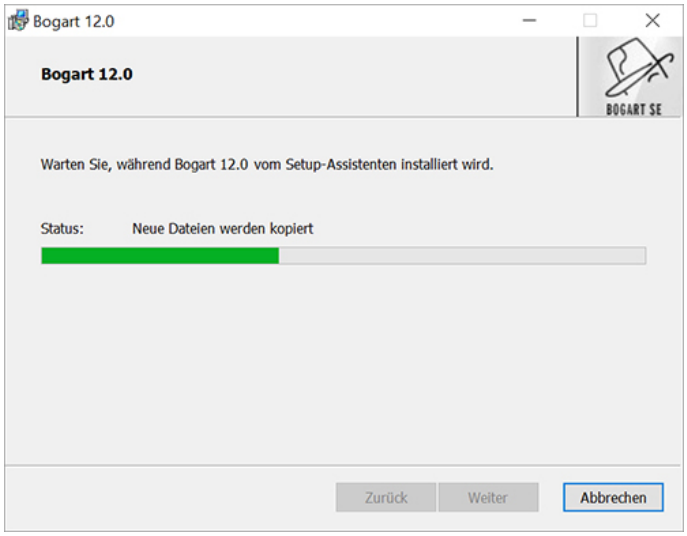
1.1 Bogart for Windows



Bogart is constantly being developed, so check our homepage to see if a more recent version is available before installing it for the first time. A Microsoft Windows 7 ©, Windows 8 ©

or Windows 10 © needed.
The installation of Bogart should be carried out as an administrator. The program is generally installed on your boot partition, usually the C: \ hard disk. Your work data as well as video and audio data are also stored on this partition.

You need at least 24 GB of free hard disk space. Bogart always reserves 16 GB of hard disk space at runtime for completing your projects. You cannot completely fill a hard drive with video material through Bogart.



You can define another disk installed in the system as storage space for the video and audio data at any time, to which Bogart then automatically moves the projects that have already been saved.

To install Bogart, please start the
Installation file "Bogartinstall_12x.msi". Then follow the instructions that will guide you through the installation.

After the installation you need an activation code for Bogart 12 (Bronze Edition) and possibly for the Silver Edition or Gold Edition in order to use Bogart with different
Activate the range of functions. If you do not (yet) have an activation code, you can test the software, including the Silver and Gold Editions, free of charge using the demo functionality (Section 1.5).

Note: *You do not enter the activation code for an edition during the installation, but after starting Bogart.*

After you have completed the installation, you will find a start icon for Bogart on your desktop. Start the Bogart system with a double click.
The Bogart main menu appears after each start. The main menu is, so to speak, the control center from which you can access the individual parts of the video post-processing. If you have carried out a new installation of your software, you must first activate the Bogart software in order to activate it. To do this, you will be directed to the corresponding menu (Chapter 0).

Note: *If you change the name of the desktop icon "Bogart" to another, an uninstallation of the software or an update will not update this desktop icon. So you will get another desktop icon after an update. You have to delete the previous one manually.*

The program is read from the hard disk when it starts. The software version supplied on the CD / DVD may be more recent than the preinstalled version. To check this, first switch on the device with the switch on the front (the operation of the switches is explained in more detail in the hardware manual of your system).
After the welcome message, the main menu appears and you can compare the version number on the CD / DVD with the number given in the "Settings" menu at the bottom left. If there is a current version on your system, you can start the commissioning straight away.

If your device does not start immediately, an installation is required in any case.

1.2 Bogart Linux - installation from CD / DVD

Bogart Linux is always installed from a CD / DVD. The installation is carried out with the trackball / mouse or the keyboard. The installation is either displayed on a monitor connected via VGA, DVI, HDMI or Scart, depending on the monitor setting you last selected (VGA for a new hard disk). Switching the display from one monitor to the other is usually possible using the "v" key on a USB keyboard or on the screen.

To do this, press the "v" key repeatedly until your monitor shows the menu. At the same time, the installation menu is always displayed on VGA. If you want to install the main software "Bogart SE" again or as an update, you can do this as follows.

The CD / DVD for installing the Bogart software is a boot / start medium, which means that the installation is not carried out within the system in the “Install product” menu, but the device must be started with the installation medium inserted. The CD must be inserted into the drive provided for it before the actual boot.

Inserting the CD for devices without control buttons on the front of the device (Ultra Upgrade, TOPAZ, KARAT):
To be able to insert the CD / DVD, switch on your device. Immediately after the control lamp on your DVD drive lights up, please press the eject button on the drive, insert the CD and then close it again.

Inserting the CD for devices with control buttons on the front of the device (S-4000 (PRO), S-2000, S-4100, DVC, ...):
If there is already a system on your hard drive, wait until it has started, open the DVD tray using a switch in the menu or the front button on the device. If there is no system on your hard drive (e.g. a new hard drive), press the eject button on the front of your device several times immediately after switching on. The drawer will then open and you can insert the installation medium. Then close the drawer. If it opens again automatically, just switch your device off directly. To do this, press the front buttons, if your device has them, OK and ON / OFF simultaneously for 4 seconds or the main switch specified in the hardware manual. Your system will then turn off. Now switch your device on again.

It is now booted from the CD / DVD and the menu-driven installation appears.

Then follow the installation instructions. In order to be able to select the options, please click with the trackball (mouse) on the desired function (or the preceding symbol) or press the key shown in front of the option on the keyboard.

Depending on your equipment, the installation can be output to Scart, Video, HDMI or DVI
will. This setting is only possible in the first menus and only makes sense there. However, if you do not see an installation menu after booting from the installation, even after a long wait, this could be due to the fact that it is currently being output on an unused video output. In such a case, press the "v" key on your connected USB keyboard or select the menu item with the mouse pointer to redirect the video output to another output. Before the installation can be carried out, your hardware will be analyzed and adjustments made if necessary.

The installation starts with the language selection. The installation can be carried out in English or German here. You can also change the menu display output here and switch between HDMI, DVI and / or Scart.

After the language has been selected, a message appears indicating that you need a valid activation code to activate Bogart so that you can activate the software after installation. If you have the necessary activation code, you can continue with the installation.
If you do not have an activation code, you should cancel the installation.

Note: *You do not enter the activation code for an edition during the installation; you will be prompted to do so after starting Bogart. If you do not enter an activation code, you will no longer be able to use the system and it will switch off automatically.*

If you do not have a running Bogart system on your hard drive, you can only reinstall the hard drive. If there is already an operational system on your hard drive, you will automatically be offered the update installation.

If you want to carry out a new installation in any case, you can switch accordingly. During the installation you will see a progress bar and no further entries are possible. After the installation you will receive a message whether it was successful or errors occurred.

In any case, the DVD drawer will open automatically and you will be asked to remove the medium. Press the OK button to close the drive again and finish the installation, whereby the device switches off. Please switch it on again to start Bogart.

Note: *If an error occurred during the installation and you want to carry out a new installation, simply leave the installation medium in the drive and finish the installation with "Ok". Then start the device and start a new installation.*

Now that you have restarted your device, it will take a while for all the necessary data to be loaded. Then the main menu of Bogart appears. The main menu is, so to speak, the control center from which you can access the individual areas of the video post-processing. If you have reinstalled your software, you must first activate Bogart. To do this, you will be directed to the corresponding menu (Chapter 03). The start phase is now over and you can start editing the video.

1.2.1 Prepare an installation medium

You can install products either from a CD / DVD or from a USB stick.
Depending on which installation medium you want to use, you should pay attention to the following notes.

CD preparation:
If you have received a product CD from MacroMotion or from a dealer, you can use it directly to install the product. However, if you have downloaded products from our homepage or the MacroSystem Forum, you have either received an ISO file or a ZIP file. With the ISO file you can create an installation medium directly with an appropriate burning program.

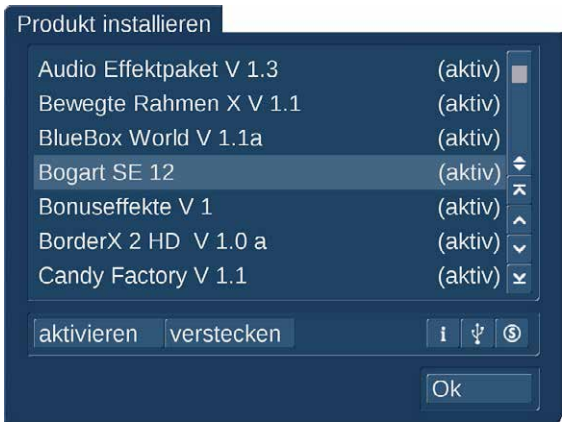
If you have a ZIP file, you have individual files and directories available for installation. If you want to write the data to a CD, then open the ZIP file. This usually contains two files and three directories. Please copy this 1: 1 onto your CD and burn it as a UDF CD. If the CD is burned in ISO format, Bogart / RV will not recognize this CD and the products will not be listed.

USB preparation:
If you want to write the data to a USB stick, then open the ZIP file. This usually contains two files and three directories.
Please copy this 1: 1 to your USB stick in the main directory.
Please insert the USB stick into your device before opening the “Install product” menu. If necessary, you will have to open the installation menu again until the product or products are listed. If you insert the USB stick while you are in the "Install Product" menu, the list of products will not be updated.

1.3 Activation of the system and additional software

You can significantly expand the range of functions of Bogart SE. Many software extensions (Bogart editions, additional effects, specialized additional programs, etc.) are available for this purpose, which you can purchase from specialist retailers or from our online store.
Some products are already installed with the Bogart software and only need to be activated in this menu.

Otherwise, every additional product is installed under Windows by starting the corresponding installation file (* .msi). This will install the product on your computer. Only then can you activate the product in Bogart. All products must be activated - just like the bonus effects supplied (have you already registered?). To do this, start Bogart and go to the “Settings” menu, then to the “System” menu and start “Install product”. For the Bronze Edition, select the “Settings” menu, “Product List” and then “Install Product”.



A list of installed products is displayed there. The term behind the product provides information about the condition of this installation. If you have already installed a product as a demo, you do not need to install this product again. In this case you can activate it directly with the activation code.
You can also use many of the additional software in a demo mode without activation and thus test it out before purchasing it. During the calculation, demo versions are marked with a lettering. In order to be able to use these effects unrestrictedly, you have the option of informing your specialist dealer of the serial number of your device (eight digits + check digit, to be found in the "System Settings" menu, field at the bottom left) so that they can generate one specifically for your device calls the chargeable activation code.

Once you have received the code, start Bogart, open the system settings and activate the product. You will then be asked to enter the license code.
There are three "states" in which a product installed on the system can be:

- (active): The product, the effects or font packages are activated and can therefore be used without restrictions.

- (Demo): The product, the effects or the font packages are displayed in the lists within the program, but are identified by a red point in the effects list and are calculated as demo effects with "Demo" lettering when used.

• (hidden): This product and the associated effects are not displayed in the Bogart SE software lists. This option can also be used to hide demo versions again so that the products are no longer listed in the effect lists.

Now select the product or the effect or font package and click on "Activate". If the effect has not yet been activated, a menu for entering the code opens. Here you can see the name of the product that you want to activate as well as the serial number of your device. After entering the license code, the product is switched to "active" and you can now use it without restrictions. If you do not enter a code, but cancel the process, the software will only be installed as a demo version and can be used as a demo version or "hidden" again. Please note that the license number only works and exclusively for your serial number on one device; you need different activation codes for different hardware.

Note: *If you have another user on a Windows system who also has Bogart installed, you need extra activation codes for this, as this user receives a different serial number for Bogart. This also applies to the additional products that the other user wants to install.*

1.4 The base, silver and gold edition

Bogart SE is available in three editions: bronze, silver and gold. The editions have some features in common, but Silver and Gold provide many additional options and functions. If you work with the Bronze or Silver Edition, you can purchase an upgrade to the Silver or Gold Edition at any time and benefit from the extended functionality.

The edition currently active in Bogart is displayed in the main menu at the top left below "Bogart SE".

In this manual we describe the functionality of all editions. Functions that are only included in the Silver or Gold Edition are identified by a corresponding note or by the following symbols.

S Silver edition
G Gold Edition

When a S is specified, this also implies that this function is also available in the Gold Edition.

1.5 The demo functionality (Bogart Windows)

The Bogart 12 editing software can be fully tested (including the silver and gold version) as a demo. For this purpose there is a “BogartInstall_12.x_Demo_DE.msi” in addition to the Bogart full version. If you want to test Bogart 12, please install this file. After the installation you will see in the top left of the main menu that you are in the demo version.

Note on testing and licensing: *The Bogart demo version can be used as long as you like. A demo lettering is stamped in during export or DVD / BD creation. You can cut with the demo version as with the full version, but the results have the demo symbol (Bogart hat with demo).*

In order to activate Bogart 12, the installation of the full version is required. This then generates an individual serial number which is assigned to the PC + user account. An activation code can only be ordered with this serial number. The demo version does not have a serial number and can therefore not be activated.
Conversely, this means that projects that have been cut with the demo version cannot be used or finished afterwards. The demo version runs completely separately and parallel to the full version.

Advantage: The demo version can also run parallel to an older Bogart Edition installed and tested. This has no influence on ongoing projects. If you have installed the Bogart software and possibly other additional products, it may be necessary to delete them again.

1.6 Deletion of software and products

If you have installed the Bogart software and possibly other additional products, it may be necessary to delete them again.

Bogart Windows

Deletion from the software takes place via the product's own deinstallation. You can select this via the Windows menu start bar or via the Windows program menu. Please note, however, that if you delete an additional product, the corresponding effect is no longer available in Bogart. If you have used such an effect in your storyboard and it has not yet been calculated, it can no longer be used after deinstallation.

Bogart Linux

Additional products can be deleted under Bogart Linux or on a Casablanca3 system, in contrast to Bogart for Windows, directly in the "Install product" department. If you select a product and then select the "delete" option, the product in question will be deleted after a security query.
If you need this product again, you will have to reinstall it from a DVD or USB stick.

2 Welcome to Bogart 12

Thank you for choosing Bogart 12!

We thank you for your trust and hope that we will meet your expectations. If you have not yet carried out video post-processing, you will easily understand Bogart SE and will soon enjoy new dimensions in video editing. If you have already gained experience with other systems, for example with linear (analog) editing consoles or with digital computer systems, you may have to adapt a little - but given the ease of use and the numerous possibilities at Bogart SE, this conversion will work out for you worth it. This manual will be by your side when using the Bogart SE software. We believe that video editing with Bogart will be a lot of fun!

This part of the manual is an addendum to version Bogart 11. If you start from scratch with version 12 with digital video editing, you will also need the manual for version 10, Linux (Casablanca3) or Windows (Casablanca4) depending on the device)-Variant.

The manuals for the Bogart editing software have become so extensive that we have decided to create this additional manual, as the new features of the respective software versions otherwise run the risk of being overlooked or "drowning". Users of the Bogart 11 version can look up the “basics” in the 10 manual. The new features of version 12 are described here in words and pictures.

2.1 What's new in Bogart 12?

Here is a brief overview of the news, followed by further explanations.

Settings

- With an active Bogart 12, all previous versions can now be activated without the need for separate activation codes. This means that those who switch from older versions can also "hide" v12 and older. You can now familiarize yourself step by step with the innovations of the respective version as much as you want.

Import:

- Film-Scanner files in the unusual format 1440x1080 with 4: 3 image aspect can now be imported into 16: 9 projects without being anamorphically distorted (earlier HDV 1440x1080 16: 9 standard).
- CASABLANCA-3: SDXC memory cards and other data carriers with the exFAT file system can now be read. (Compatibility of media, card reader, USB connection etc. with reservation)
- Before the import, any image section can be selected from a video file or photo, which is then imported in project size.

To edit:

- WINDOWS: A direct exchange of scenes between the Compoesy editing software and Bogart is possible without export / import.
- Split according to picture content: In the "extended split" menu there is now an additional switch next to the 'Auto' switch (if available) for searching for cuts in material.
- The Shuttle-TT can now also be used for control in the "Period" menu.
- The IN and OUT points when trimming in the preview window now also support the Shuttle-TT.
-

Audio editing:

- The current project name and the project format are displayed at the top left.

Audio dubbing:

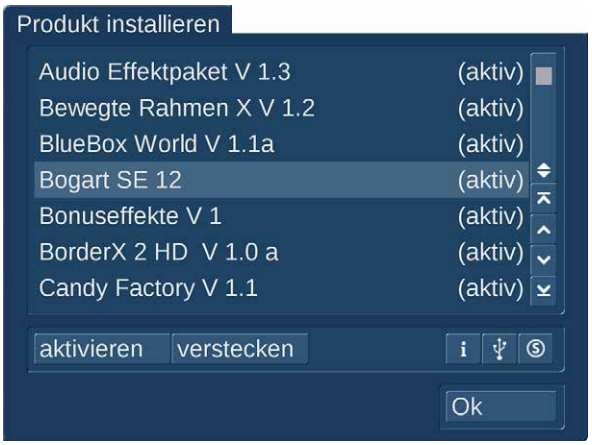
- A double click on the picture of the storyboard "Plus" selected in the middle shows the original sound in full width.

Various:

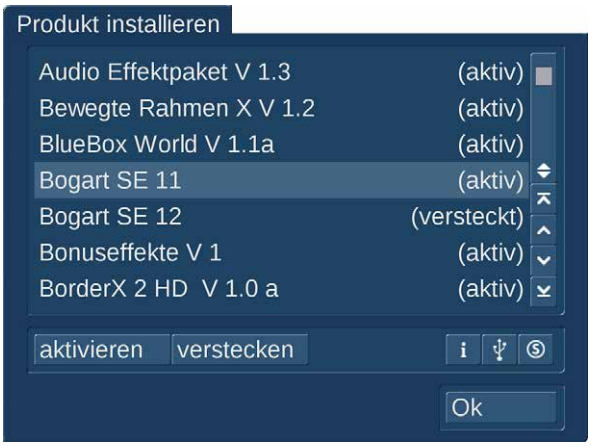
- The project name and the project format are displayed in the top right of the main menu.

If a function is only possible or available with the Bogart 12 Linux or the Bogart 12 Windows, this will be done accordingly (Linux) or (Windows) marked.

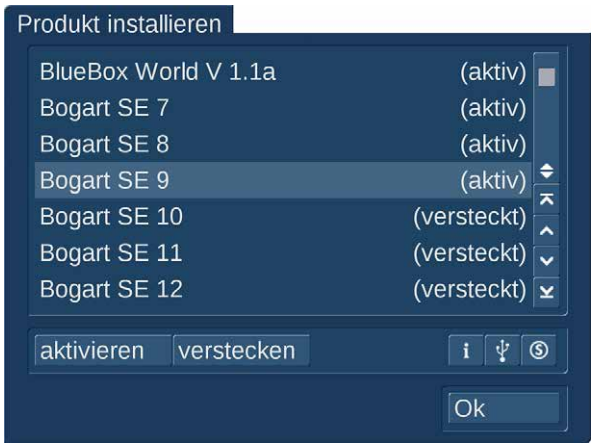
3 Settings



When installing version Bogart 12, all earlier Bogart versions are automatically switched to “active” in the “Install product” menu. In the "normal state" you can see the currently installed and licensed version (ie the Bogart 12) as "active" (picture on the left).



If you want to work with a lower version, you select the Bogart 12 and "hide" it.
Then the next lower version (in the picture here on the left the Bogart 11) is marked as "active" and we see the Bogart 12 as "hidden".



This way you can hide one version after the other and then work with a lower version (see picture on the left). We hope to make it a little easier for those who are upgrading from very old versions to “feel their way” to the current versions, also because the update price no longer increases after a certain number of jumps.

For example, if you come from the Bogart 5, you pay the same for an update to the Bogart 12 as for an update to the Bogart 8.
Up to now this possibility of the intermediate steps did not exist, one had to enter all license numbers of all Bogart versions on the device in order to be able to “switch up and down” freely.

In order not to be misunderstood: This function should not mislead you into working with different Bogart versions every day. But those who come "from the past" can now work with the Bogart 7, for example, by activating the 12er Bogart, in order to get used to the new functions with the import and export menu. Two or three projects later, you may switch to version 8 or 9 to get used to the MediaPool or the new dubbing.

Two more projects later, you feel your way to the “StoryboardPlus” of the Bogart 10 in order to finally work a few more projects with the Bogart 12. And all of this without entering a license number again and especially without paying again for an update !!

4th Import

4.1 Import settings

Film-Scanner files in the unusual format 1440x1080 with 4: 3 image aspect can now be imported into 16: 9 projects without being anamorphically distorted (earlier HDV 1440x1080 16: 9 standard).

4.2 exFAT media now also with

Up to now it was not possible to use memory cards with a size> 32 GB and / or an exFAT formatting on the Casablanca3 devices due to restrictions in the Linux data carrier management.

Video scenes generated with modern cameras first had to be copied on the PC to a medium with a formatting that could be read by Linux devices in order to be used with Casablanca3 devices. Most customers used sticks or hard drives with the common NTFS formatting. The films can then be processed further from these media on the Casablanca3 without further ado.

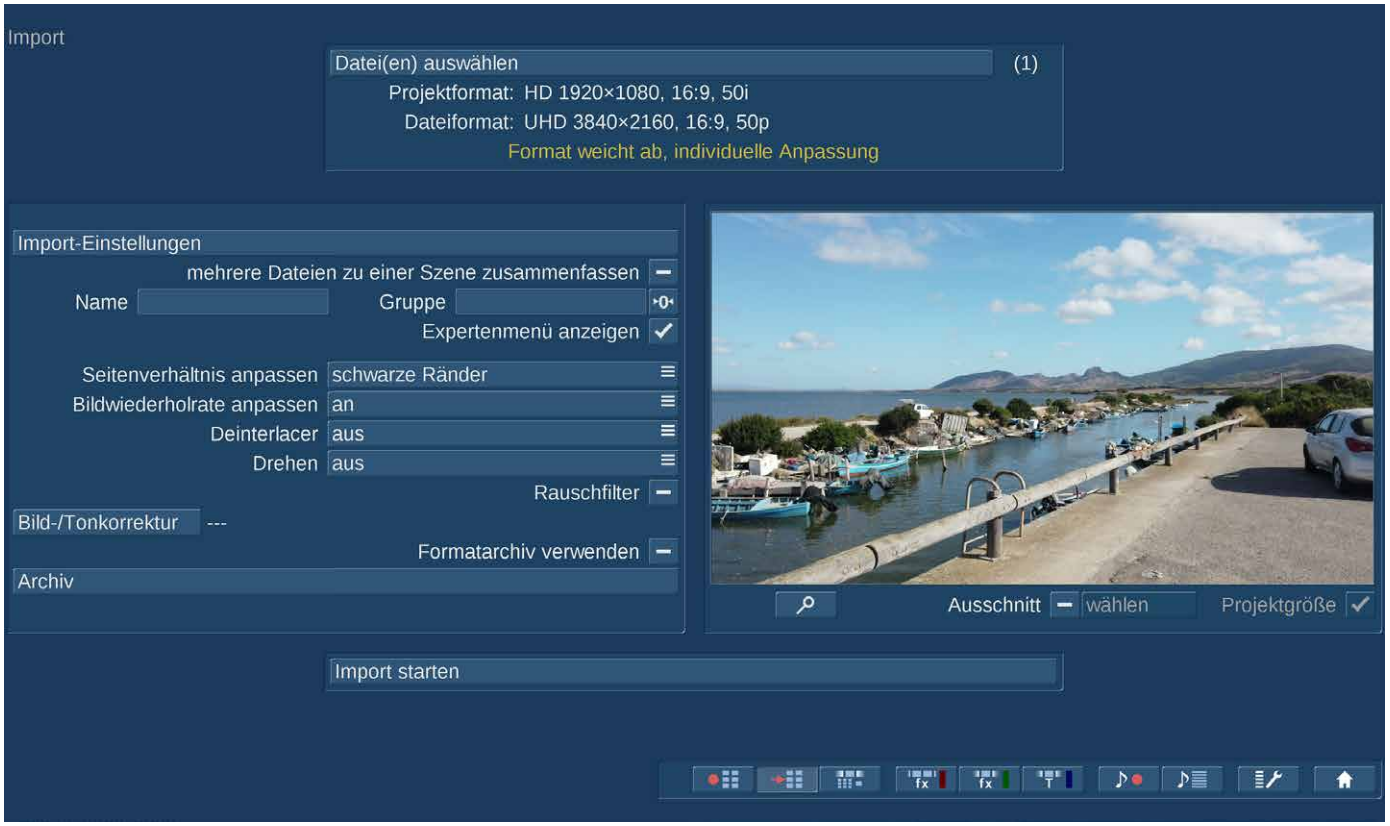
The problem: 1) You need a PC to which you can connect the exFAT-formatted storage medium and an NTFS-formatted target medium. 2) The copying process takes time.

The solution: With Bogart 12 you can now use storage media of any size, formatted in exFAT or SDXC memory cards. In order not to be misunderstood: The project size is still limited to Full-HD (1,920 x 1,080 pixels, up to 60 frames / sec.) With the Casablanca3 or the Linux operating system. But the “miserable” copying of data from more modern media or media with 4k content (which are downscaled to 1,920 x 1,080 pixels) has finally come to an end.

When using the new storage media, please ensure that your old accessories can also process or manage these media. It is of little use if Bogart 12 can now cope perfectly with exFAT media, but your old card reader from SmartEdit times refuses to recognize such a large and modern memory card at all.

4.3 Define the image section

With Bogart 12, before importing a scene, we can now choose whether the scene is to be imported with the entire image size or whether we only want to import a section of the scene. Up to now, you could only import a scene in full image size and, if necessary, had to cut out a section of the image using the "zoom" function.



With the "normal" import, the scene was (and is) generally adapted to the project size. In full HD projects (see above, in the Casablanca3 generally “the highest of feelings”) you can read in 4k material, as can be seen in the picture. When reading in, however, the entire scene is downscaled to full HD resolution. If we then need a section of such an HD scene, we can select the section with “Zoom”, but the resolution is clearly in the direction of SD quality. Simply because we only grab a section of our HD video and extrapolate back to HD.

In Bogart 12 we can select the option “Section” under the preview image of the scene (image on the left).

Then we may check the "Project size" box, which is likely to be the common option in many applications.

With “Select” you get to the section selection, where you can use the familiar “Position” button to move a project-sized selection rectangle over the entire image and thus define the desired section.

If you deselect the "project size" or do not choose it at all, you are completely free to define the position and size of the section. If required or constantly recurring position or size values, a grid with levels from 2 to 50 pixels helps with the definition.

After confirming with "OK" the import of the scene section can be started.
The section definition is also effective when selecting several raw scenes, even if it should not make much sense in the vast majority of cases.
The great advantage of importing a section, in addition to preserving the original quality (you do not cut from a downscaled file, but from the high-resolution original), is about 10 times faster than the "zoom" method.

Better quality with faster calculations and more flexible selection is, so to speak, a "win-win-win" situation.

Nevertheless, one should also keep an eye on the "disadvantages". Since you naturally zoom into the picture digitally with the section (which, as written, is by no means inferior in quality with high-resolution or highest-resolution raw material), camera movements have a much more extreme effect than when importing the complete scene. If you import a section of an already shaky scene, you will get an even shakier result. You can take countermeasures afterwards with a stabilizer such as the DeShaker, slow motion or other "detaching" measures, but the safest recipe for calm images is best used beforehand: a tripod.

We don't know who will often use the selection of the image section, but we suspect that theater and landscape filmmakers will benefit greatly from this function. And they are often on the move with a tripod.

Action cam users will find that they will probably only be able to use short excerpts from the scene.

Apart from the fact that the segment selection works with every combination of project resolutions and every raw scene, it probably also makes sense at the other end of the scale: with the very old recordings.

Anyone who has had their cine recordings digitized or has moved in the realms of the 4: 3 format, especially when mixing with more modern formats, often struggling with black borders. It has been possible to conceal these beautifully with the Aspector for a number of years, but many users simply want to cut them away.

And once you have the scenes on the record, using the “zoom” function is a tedious undertaking that doesn't improve the quality of the films either. So as not to be misunderstood: The area selection is not a magic tool that turns our 20 to 50 year old, low-resolution films into great high-end works of art in 16: 9 format. But at least we don't lose any more quality when importing and we have the old works in an adequate image format right away, if we want it.

In this respect, this function will hopefully make it easier for a large number of users to work with all possible video materials.

5 To edit

5.1 Scene exchange with Compoesy (only)

A direct exchange of scenes between the Compoesy editing software and Bogart is possible without export / import.

In the "Edit" menu, under "Options", there is the switch "Transfer to Compoesy". This switch can be used when the “Compoesy” program (our new video editing program) has been started on the Casablanca4 system or PC.

After selecting the switch, the scene selected in the storage is transferred (back) to the storage of the active Compoesy project.

Compoesy has a very simple, intuitive interface and an even easier-to-use assistant, but it has not yet had any additional effects.

Since Compoesy has a "Transfer to Bogart" switch, you can use this "direct transfer" to send scenes from Compoesy to Bogart and edit them there with the numerous special effects available. While Bogart is doing the effect calculations, you can easily continue editing with Compoesy (on the same computer).
After the calculations have been completed, the results are then sent back to Compoesy (using the “Transfer to Compoesy” button).

This direct connection saves any time-consuming and computationally intensive intermediate storage by means of export and / or import.

5.2 Scene function

In the "Opt a scene in the shelf without any further query be generated. Until now, you had to switch to the long-term or title menu and then after using the "scene" function, you had to do a few more definitions.

As usual with the conventional scene function, the created scene is sorted behind the active scene in the shelf.

When creating a scene from the storyboard in the clipboard, cutting information for automatic splitting is now inserted into this scene. In this way, a number of long-term effect calculations carried out "in one go" can be divided into individual scenes.

5.3 Use of the shuttle TT

5.3.1 Period menu

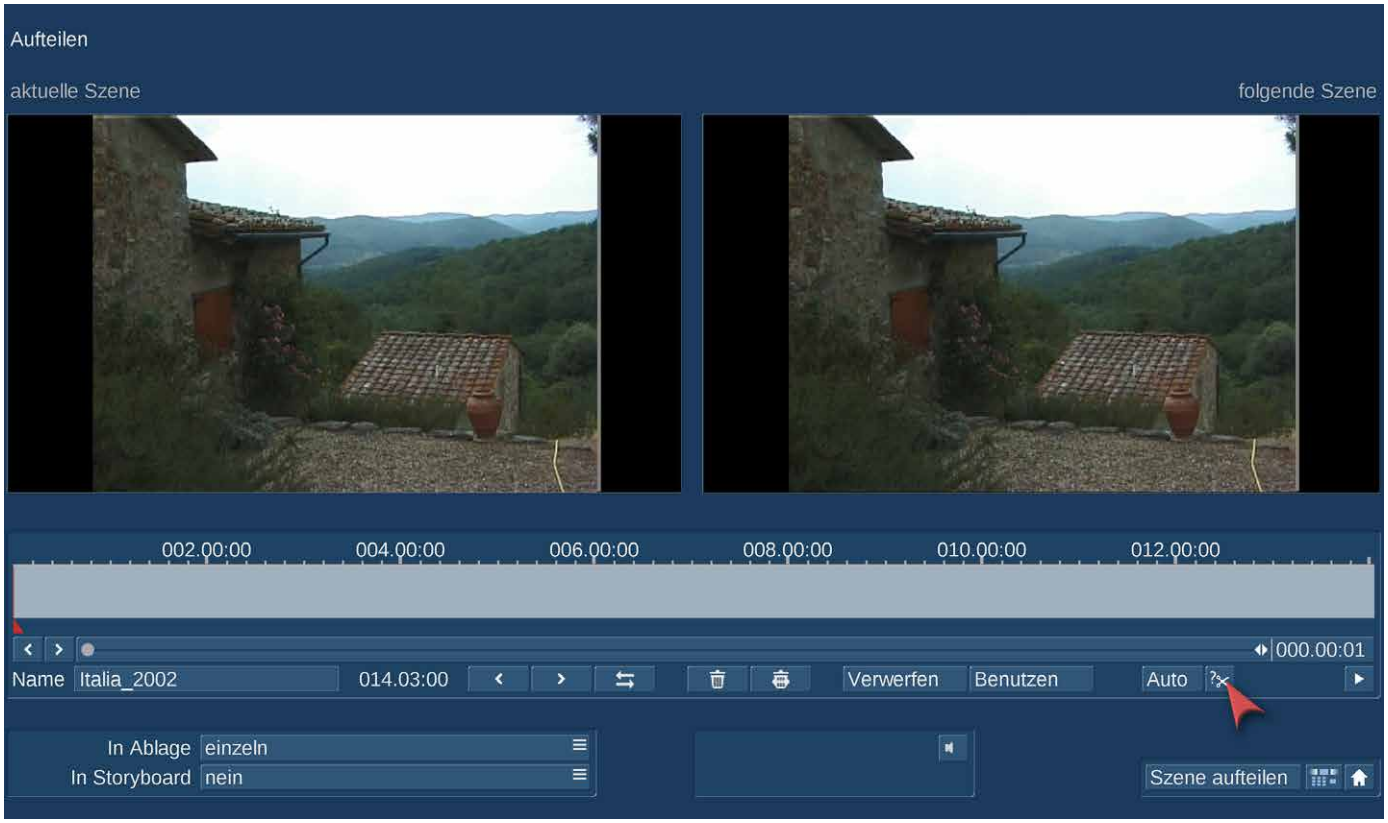
The Shuttle-TT can now also be used for control in the "Period" menu. This makes it much more convenient to scroll through the entire film or storyboard in order to find certain scenes that you still want to edit.

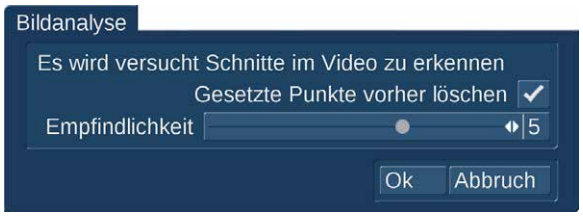
5.3.2 Preview window

The IN and OUT points when trimming in the preview window now also support the Shuttle-TT. This means that you can now navigate the scenes even more conveniently in single-monitor mode.

5.4 Cut detection and split scenes according to image content

In addition to the 'Auto' button (available with the Silver and Gold Edition) there is now an additional button in the "extended split" menu for searching for cuts in the video material. The video sequence is examined for jumps or major changes in the image content. So it is not about digital separation information (for DV recordings or combined HD video scenes) that could be found with the "Auto" split function.
This split function is particularly suitable for long analog scenes that previously had to be split by hand. Especially with longer scenes or entire films, this has often been associated with hours of highly concentrated manual work.



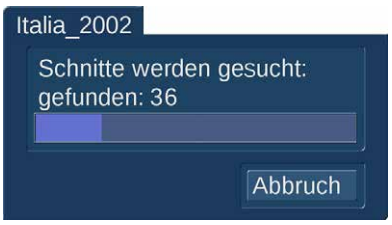


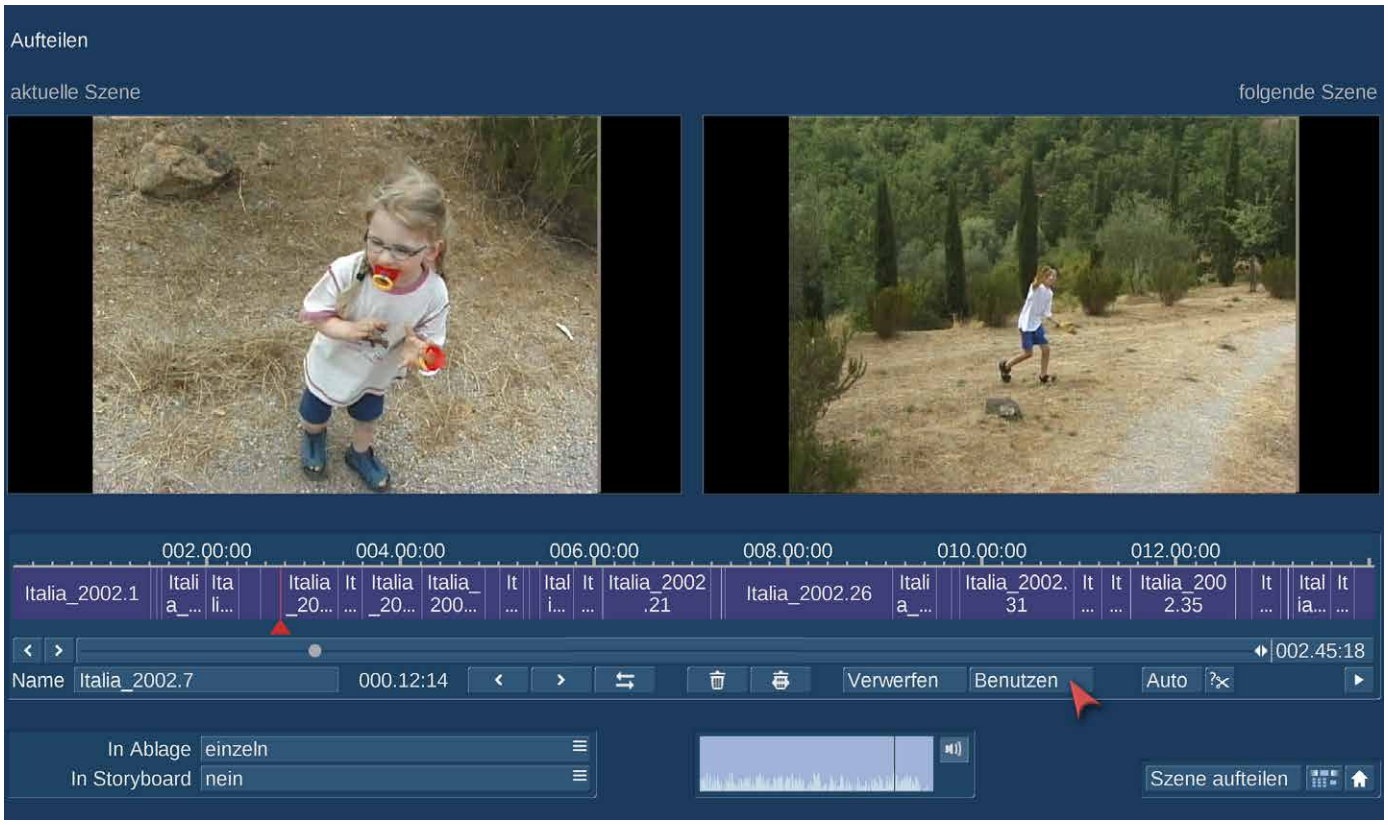
After selecting the cut detection, Bogart 12 carries out an image analysis. The sensitivity can be set between levels 1 and 7 beforehand.

The default setting here is level 5, which delivered the best results in a number of tests in the vast majority of scenes.
With lower values, too few separating points tend to be found and you will probably have to divide some parts by hand.

At levels 6 or 7, the software may interpret even minor changes in the image content as a scene change and may produce hundreds of intersections, which you then have to delete afterwards before the final division.

If intersection points already existed or were set in a previous division, these points can be deleted by ticking the box before the analysis. After selecting the "Ok" button, the analysis begins. Bogart 12 shows how many cuts have already been found.



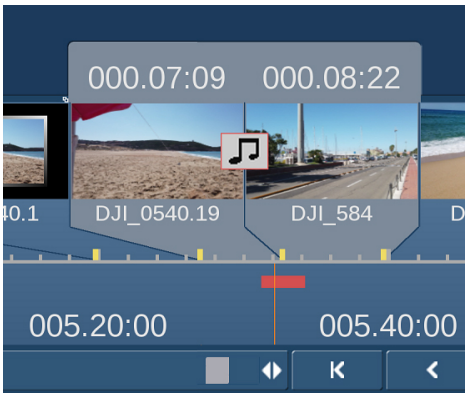


After the end of the analysis, we see the result of the cut recognition and can now jump from cut mark to cut mark with the arrow keys to assess whether the recognition has worked well. If you do not want to have all the scenes, you can use "Discard" and "Use" to separate the wheat from the chaff - as you are used to with the split function - and then use "Split scene" to finally split it up. The two great children in our example - hey, 18 years ago - we will definitely keep ;-)).

6th Effects

6.1 Audio fade / cross fade

The image is cut hard and the sound can be faded softly depending on the effect length set. This avoids abrupt tone changes despite hard cuts.



The audio fade is found in the normal video transition effects.
That sounds a bit confusing at first, but it is justified because the audio fade "works" like a video fade in the end.
The two video scenes overlaid with the audio fade overlap each other for the length of the set fade period. The picture shows us in the middle of the Fade time, a hard cut, while the sound of the scenes is gently faded from the beginning to the end of the audio fade. This allows a gentle change of sound, as we know it from many professional productions, to be achieved despite a hard image cut.

Please use the "audio panel" if possible, before You start dubbing. Since the audio fade “eats up” the time of the two scenes involved, it naturally also has an influence on the length of the storyboard and any audio dubbing that may have already been set up.

Because the audio fade works like a video fade between two scenes, it can have a maximum length of the shorter of the two scenes involved.

6.2 Special and long-term effect "LUT" (lookup table)

With Look Up Tables (LUT), color moods in photo and video recordings can be adjusted quickly and easily and the motif can be given a new look, a new “mood”.

Lookup tables (LUT) or conversion tables are used in computer science and digital technology to statically define information and to use it during the runtime of the program - to avoid time-consuming calculations or high memory consumption. (Quote from Wikipedia)

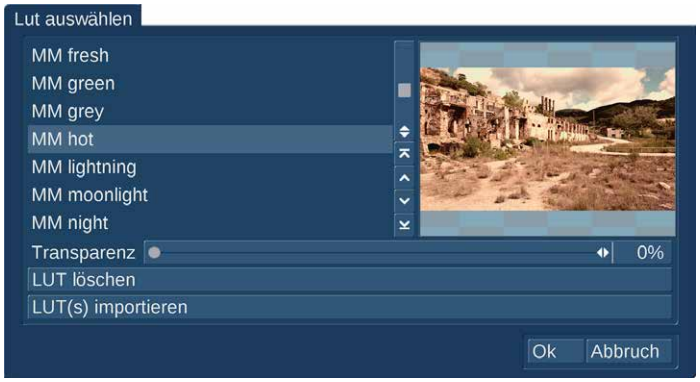
With the help of a LUT, we make color corrections to the video material. Manual color grading - this is the name given to the color adjustment of video material after recording - takes a lot of time. Each basic color usually has to be adjusted separately and brightness, contrast and saturation should be precisely defined until the composition of the image pleases the user or fulfills the intended purpose. Prefabricated LUTs make it easier for the user here.

In addition to the LUTs supplied with Bogart 12, hundreds of freely available LUTs can be downloaded from the Internet. Many camera manufacturers supply look-up tables with their cameras that allow processing of the video data recorded in raw mode (HDR or log mode).

If you pay close attention - and every now and then throw a wakeful comparative look into the real world ;-)) - you notice that a lot of productions in TV and cinema work with such "mood makers". This is of course not a “must” for committed videographers, but a very attractive “can”.

And the great art is to design scenes with the help of the LUTs in such a way that the use of the color filters is not even noticeable ... except through suitable and emotive image design.

We find the "LUT" s for use on a scene in the scene bin under "Special", for use in the storyboard (then also over several scenes) in the long-term effects.

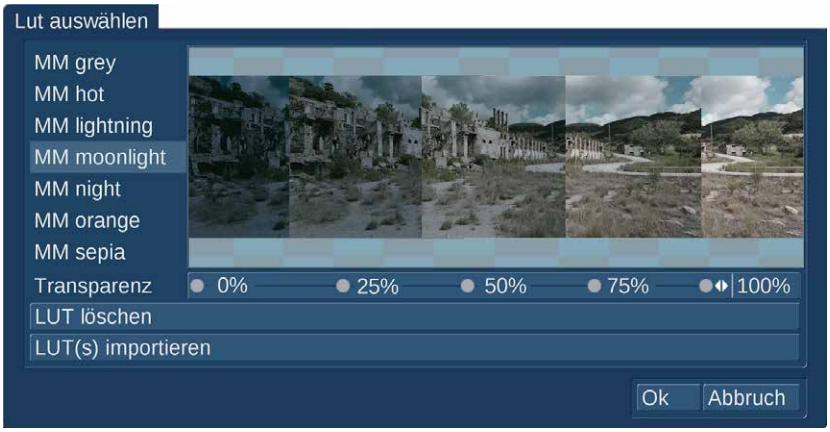


After selecting the “Select LUT” button, you will find the 20 included look-up tables, all of which are called “MM” with “first names”.
On the right-hand side, a preview of the LUT effect on the scene selected in the shelf or in the storyboard or its first image is shown in real time.

In the LUT selection you can also import further LUTs or, if you made the mistake of importing a huge mountain with one sentence, you can also delete LUTs again.

As nice as the possibility of free LUTs from the Internet is, you can only try them out after importing them and the names assigned on the Internet often don't mean anything.

And if one then threatens to completely lose track of dozens of LUTs with names such as "Morales", "Wilson", "Farmer", "1973", "Stein", "Lang" and "Levy", the "LUT delete" -Switch not bad at all.



If you have selected a LUT, you can determine the degree of transparency with which the original scene is superimposed on the LUT before the calculation.

As here on the left using the example "Moonlight"

shown, the LUT shows full effect at 0%. At 100% the LUT doesn't work at all, we see the original video.

In between, the levels can be set with percent accuracy if you want to create a mix of original and color-corrected scene.

So that you can get an approximate overview of the effect of the supplied LUTs, we have edited the scene with the Sardinian factory ruin twenty times. It's amazing that you can create so many variants with one shot ... without having to be there at night, moonlight, sunset or very hard light. We wish you a lot of fun and success with the - careful - use of this professional feature.

6.3 Color regulator, activation via keyboard shortcut

The RGB color setting controls can now also be called up via the rgb buttons (with PowerKey).

Anyone who has to work with colors, color adjustments and color values that are as exact as possible will appreciate it.

The color controls can now be selected individually and then adjusted either with the mouse / trackball or with the arrow keys.

Under Linux you need an active "PowerKey" option for this.

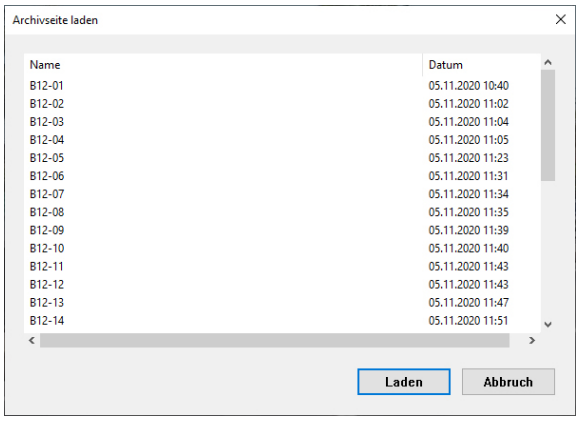
7th Titling

7.1 Standard font

The Bogart standard font can now also be used for titling. In the font selection you will find the new "Standard" font.

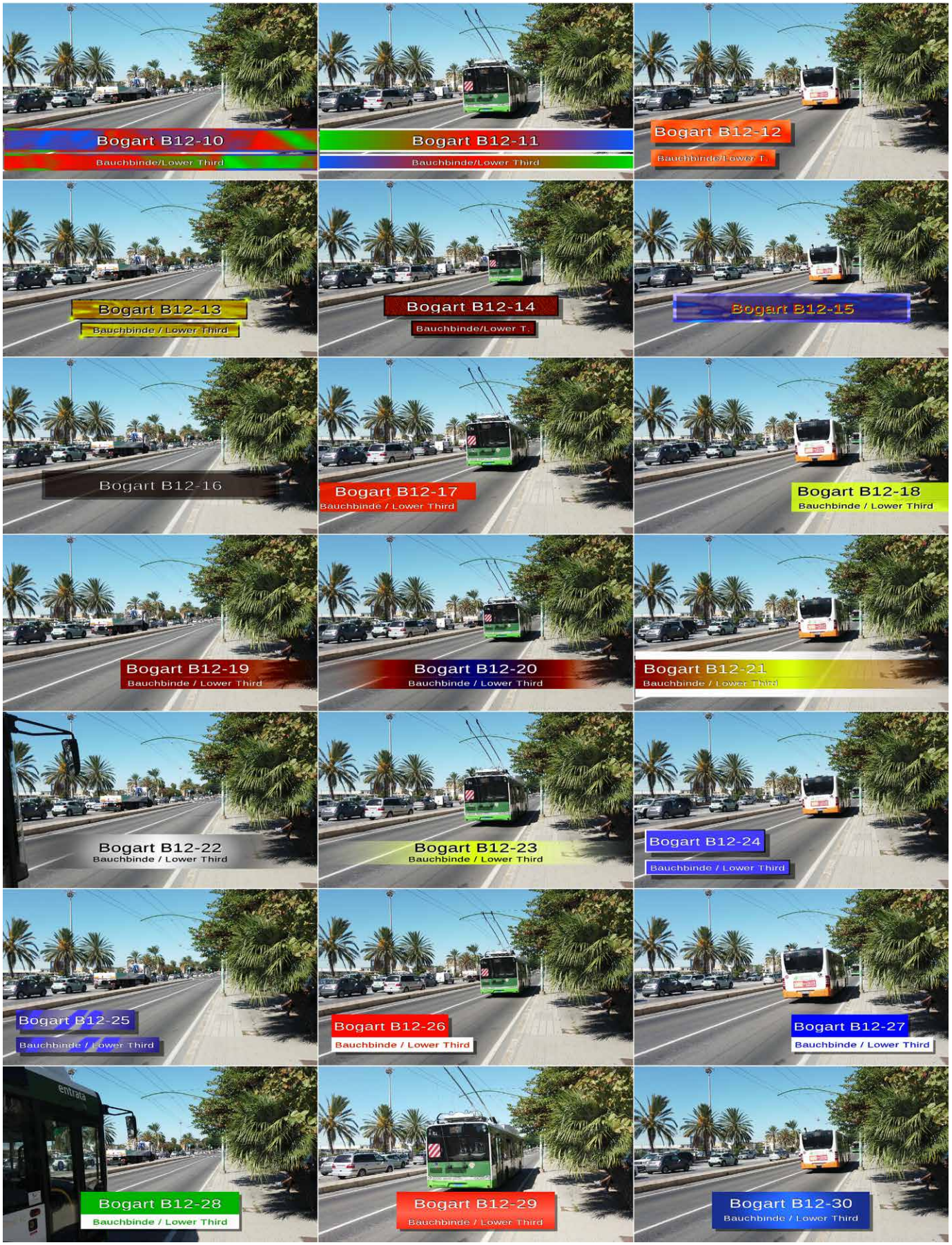
7.2 "Bellybands" and templates

For the Bogart Titler, the Vertigo Titler and the TitelStudio, 30 "bellybands" and templates are supplied as "page" archives.



The templates are selected under "Pages".
There they are stored in the "archive", under the name "B12" and then numbered from 01 to 30.

For better orientation we have shown them below:



Please note that in the "normal" Bogart Titler the imported page is always "loaded", so you have to delete the first title page that is still available but may be superfluous.

The 30 templates should make it easier for you to create your own belly bands. The colors and gradients preset here can - and should be happy - to be adapted to your own needs with just a few clicks.

8th Audio

8.1 information

The current project name and the project format are displayed in the top left of the “Record, Edit” menu. Useful information at this point too.

8.2 Dubbing

A double click on the picture of the storyboard "Plus" selected in the middle shows the original sound in full width.
The problem: In Storyboard Plus mode you would like to see more precisely what the original soundtrack of a scene looks like.
Up to now this could only be done with the help of the zoom control, whereby the relevant piece of sound was often out of view.

With Bogart 12 this is now much easier: a double click on the desired scene image adjusts the zoom factor of the Soundtracks automatically to the scene, the original sound is displayed in full screen. So you quickly have the desired overview.

9 various

In the main menu, the project name and the project format as well as the storage location of the video data are displayed at the top right.

In this way, you are informed immediately after the program has started, also and especially when using external hard drives.

10 Preliminary closing words

We hope that with this manual we have clearly explained the new features of the Bogart 12 version.
If we haven't succeeded, if you miss something in this manual or if you have any other suggestions on how we can improve our manuals - and also our software - please let us know!
We are working as usual, while you are reading this manual, on the next steps and developments of all of our video editing software.

But first of all have fun and enjoy working with !!!

MacroMotion GmbH
www.macromotion.info

Bogart 12 Addendum
Win / Linux - 11/2020