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## Pinnacle Studio 15

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## Pinnacle Studio 15

### Lesson 01: Creating movies with Studio is a three-step process:

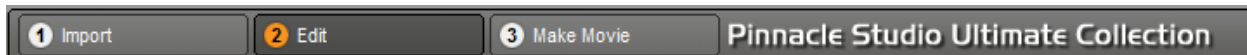
**1. Capture:** Import source video material – your “raw footage” – to your PC hard drive. Possible sources include analog videotape (8mm, VHS etc.), digital videotape (HDV, DV, Digital8), and live video from a video camera, camcorder or webcam.

**2. Edit:** Arrange your video material as desired by reordering scenes and discarding unwanted footage. Add visuals, such as transitions, titles and graphics, and supplementary audio, such as sound effects and background music. For DVD and VCD authoring, create interactive menus that give your audience a customized viewing experience. Edit mode is the arena for most of your work in Studio. See “Edit mode” later in this chapter (page 4) for a fuller introduction.

**3. Make movie:** When your project is complete, generate a finished movie in your choice of format and storage medium: tape, VCD, S-VCD, DVD, AVI, MPEG, RealVideo or Windows Media.

#### Setting the mode

Select which step of the movie-making process you want to work on by clicking one of the three mode buttons at the top left of the Studio window:

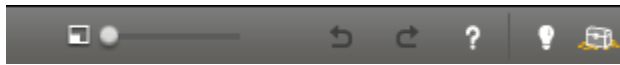


When you switch modes, the Studio screen changes to display the controls needed for the new mode.



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### Lesson 02: Undo, Redo, Help, Support and Premium



**The Undo, Redo, Help, Support and Premium buttons are always to be found in the top right corner of the Studio window, no matter which of the three modes you are currently working in.**

- Undo allows you to back out of any changes you have made to your project during the current session, one step at a time.
- Redo reinstates the changes one by one if you undo too far.
- The Help button launches Studio's built-in help system.
- The Support button opens Studio's technical support site in your web browser.
- The Premium button lets you expand Studio by purchasing and installing premium content.

### Lesson 03: How to open your Video?

The source folder for the section's content is listed at the top of the left Album page, next to a small *Folder* button. To change the source of the current section, either select a folder from the dropdown list, or click the button, browse to another folder on your system, and select any file. The file you select will be highlighted in the repopulated Album section.



Some Album sections also provide a *Parent folder* button to facilitate moving around within a group of folders containing appropriate media.





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### Lesson 04: EDIT MODE

Studio opens in Edit mode each time it is launched, because that is the mode you use most often. The Edit mode display includes three main areas.

- The Album stores resources you will use in your movies, including your captured video scenes.
- The Movie Window is where you create your edited movie by arranging video and sound clips, and by applying transitions and effects.
- The Player provides playback and previewing for whichever item is currently selected in Studio. That may be an Album resource – such as a video scene, title or sound effect – or your edited movie, complete with transitions, titles, effects and several audio tracks. The Player is covered below.



### The Player

*The Player displays a preview of your edited movie, or of the item currently selected in the Album.*

It consists of two main areas: a *preview window* and *playback controls*. The preview window displays video images. The playback controls allow you to play the video, or go to an exact position within it. These controls come in two formats: *standard* and *DVD*.



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### Standard mode

The standard playback controls are similar to those on a camcorder or VCR. They are used for viewing ordinary video.



### The preview window

This is a point of focus in Studio because you use it so often, especially for previewing your movie. It can also be used to display:

- Any type of Album content.
- Still images or titles from your movie.
- Changes to video effects in real time while you adjust the parameter controls for the effects.
- Still frames from your video.

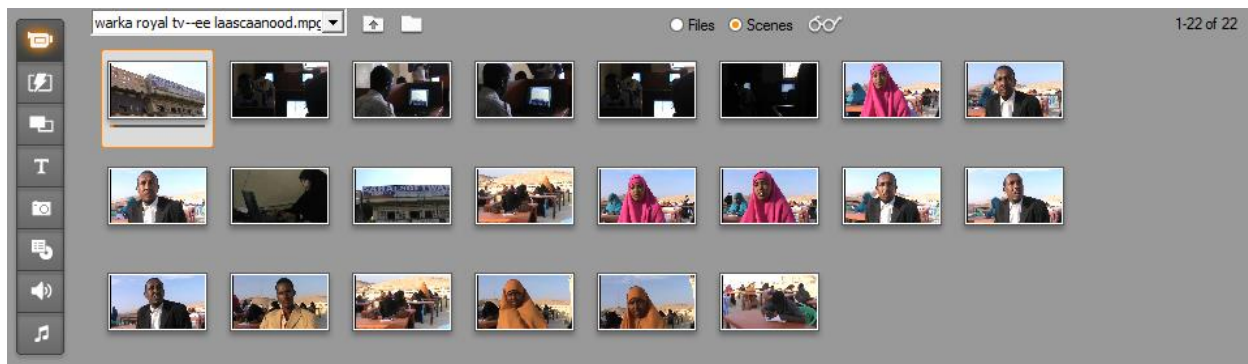


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### Lesson 05: The Album

The source materials you need for making a movie are stored in the various sections of the Album, each of which is accessed by its own tab as follows:

**Video Scenes:** This section contains your video footage. The supported video file formats are: **avi, mpg, mpeg, mod, mp2, mp4, m2ts, tod, m1v, m2v, mpv** and **wmv**. You can access and preview files directly, or you can load one into the Album, where its scenes are represented by thumbnail icons. To use some of the scenes in your movie, just drag their icons into the Movie Window



### Video aspect ratios

Most digital video files provide format information that allows Studio to detect the frame aspect ratio of 4:3 or 16:9 automatically. If the file does not provide aspect ratio information, Studio defaults to the standard 4:3 format. The *Aspect Ratio 4:3* and *Aspect Ratio 16:9* commands on the *Album* menu let you manually set whichever ratio you need. These commands also appear on the right-button context menu for video in the Album. Their method of operation is to stretch the original frames to the new frame size. If you set the ratio of a 4:3 movie to 16:9, for example, people and objects will appear widened relative to their height.



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You can change the ratio -> Album Menu/ aspect ratio of 4:3 or 16:9

### View options

Both the *Files* and *Scenes* modes support multiple view options that let you tailor the display to your needs by showing more or less information about each Album item. Studio provides several methods of accessing these view options:

- Through commands on the *View* menu/comment view
- Through the right-button context menu on the Album page.
- Through the pop-up menu button that appears when you click the *View* button at the top of the right-hand Album page.





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### Lesson 06: Combining and subdividing scenes

After previewing your scenes, you might want to combine or subdivide some into larger or smaller units. Such adjustments are easily made.

#### To combine scenes in the Album:

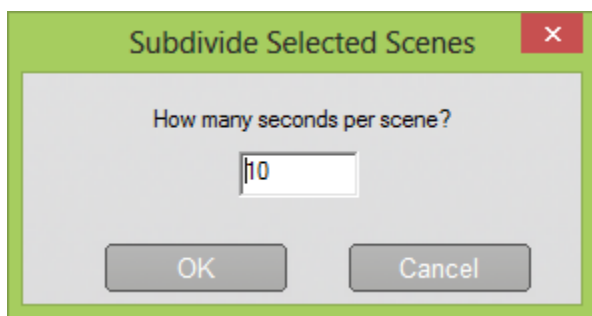
- Select the scenes to be combined.
- Select *Album menu/Combine Scenes*.

The selected scenes are combined into one. Only selected adjacent scenes can be combined.

#### To subdivide scenes in the Album:

- Select the scenes to be subdivided.
- Select *Album*  *Subdivide Scenes*. The Subdivide Selected Scenes dialog box appears.
- Choose the length of the subdivided scenes by typing in a value. The smallest allowed subdivision is one second. Any video remaining after subdivision is added to the last scene.
- Click *OK*.

A progress bar appears, the scene is subdivided, and new scenes are added to the Album. To revert, press Ctrl+Z, or click the *undo* button.







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### Lesson 07: Redetecting scenes

If you combine or subdivide scenes and later decide that you'd prefer to restore them to their original state, you may redetect any scene or selection of scenes. The detection results are identical to those obtained after capturing, provided the same scene detection technique is used.

If you have subdivided scenes, you must first recombine them. Even if you cannot exactly recall the initial state and so recombine more than is necessary, the detection process will restore the original scene sequence.

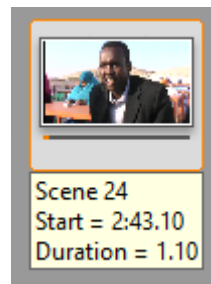
#### To redetect scenes:

- ✓ If you need to recombine any scenes, first select the subdivided scenes, then apply the *Album menu/Combine Scenes* menu command.
- ✓ Select the scenes you wish to redetect.
- ✓ From the *Album* menu, select either *Detect Scenes by Video Content* or *Detect Scenes by Shooting Time and Date*.

A progress window appears as Studio detects the scenes and repopulates the Album.

#### Displaying scene and file information

As you move the mouse pointer over video scenes, the pointer changes to a grabber symbol. If you pause momentarily on the scene, the start time and length is displayed in a popup box. If you leave the grabber on the scene, the display persists for several seconds. The start time shown is the timecode from the original source



video, in minutes, seconds, and frames.



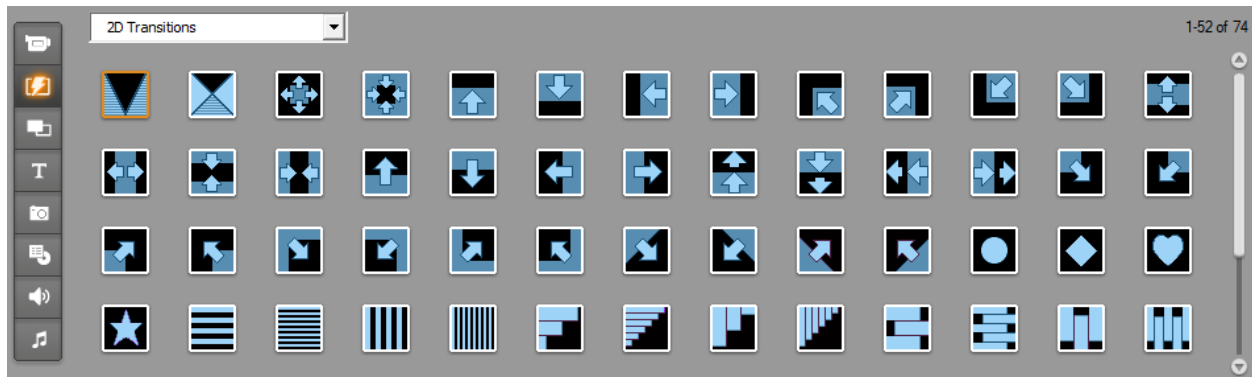
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### Split the video

- click where you want to split the video in the timeline
- right click the mouse and choose split command

### Lesson 08: Transitions

This Album section contains fades, dissolves, slides, and other transition types, including the elaborate Hollywood FX transitions. To use a transition, position it next to or between video clips and graphics in the Movie Window

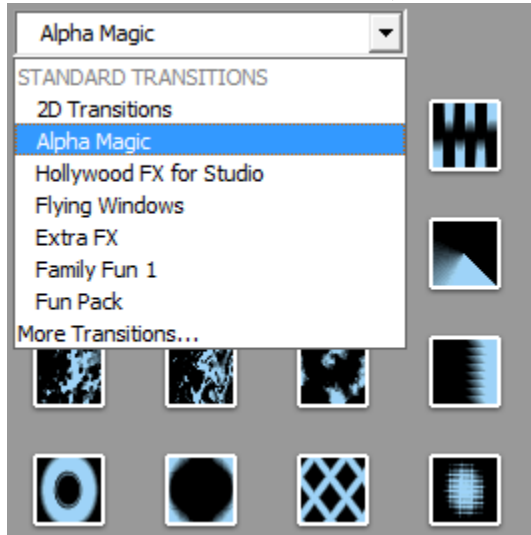


The Transitions section of the Album provides a large set of drag-and-drop clip transitions. To keep things manageable, the transitions are divided into groups. Use the dropdown list to select which transition group you want to view. All the transitions in the group are displayed, on as many Album pages as necessary.



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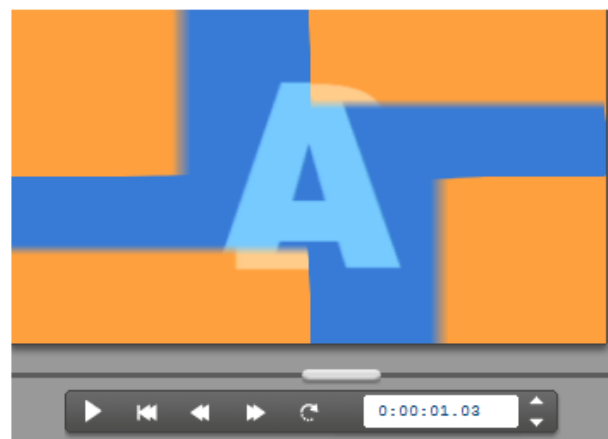
To learn about transitions, and how you can use them in your movies,



Studio's transitions collection includes 74 standard transitions, more than 50 Alpha Magic transitions, and a starting set of unrestricted Hollywood FX 3-D transitions.

### Previewing transition effects

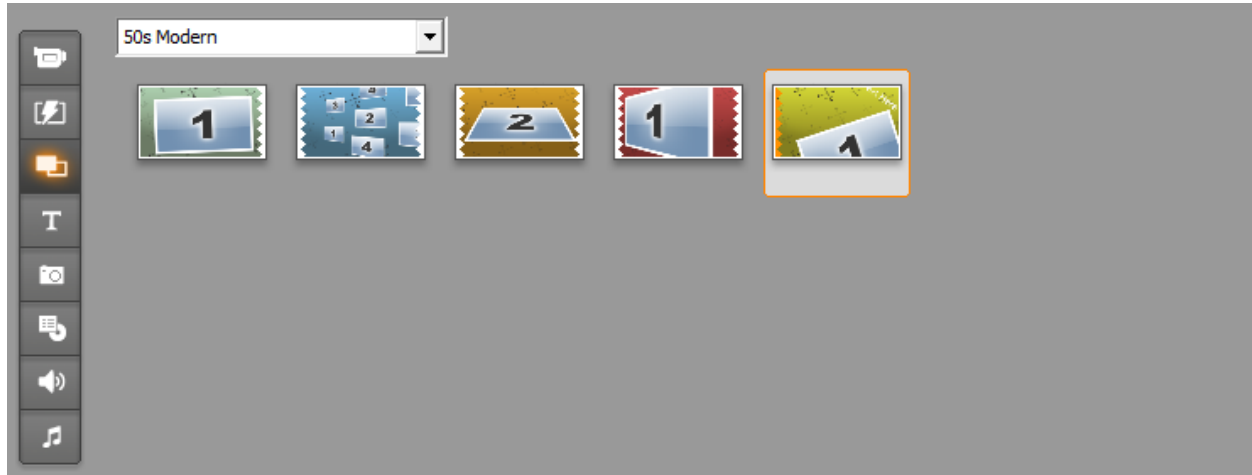
When you click on a transition icon, the Player demonstrates the transition using the convention that "A" represents the original clip and "B" the new clip. The demonstration cycles for as long as the icon remains selected. To see a detailed view, stop the Player and use the jog buttons (*Frame reverse* and *Frame forward*) to step through the transition one frame at a time.





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A Theme in Studio is a set of matching templates. You can use the templates to create effective sequences that combine your video and still images with built-in animations and effects.

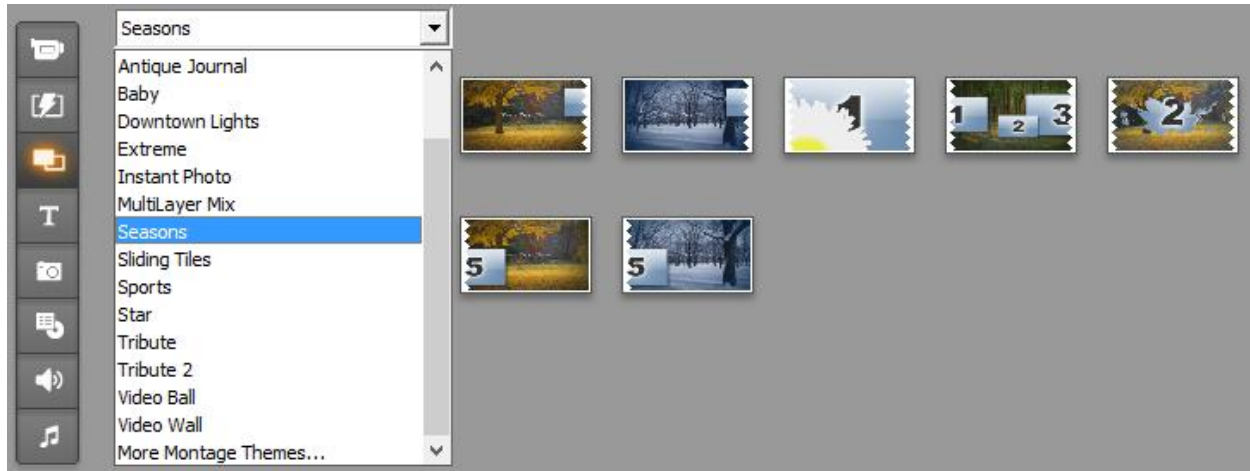


Editing based on Montage® Themes is a powerful feature unique to Studio. Each theme is a set of matching templates. Use the dropdown list to select the Theme whose templates you want to view.

The templates available for each theme provide slots for your video, photos, captions and settings. When you create a theme clip from the template (by dragging it to the Movie Window), the Theme Editor opens to accept your customizations. It can be reopened at any later time by double-clicking the clip. Templates give you a fast, easy way to craft visually effective sequences that combine your own materials with built-in animations and effects. For information on using themes in your movies,



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### Lesson 10: Titles

This section contains editable titles, which you can use as overlays or as full-screen graphics. You can create your own titles from scratch, or use or adapt the supplied ones. Studio supports rolls, crawls, and many typographical effects.

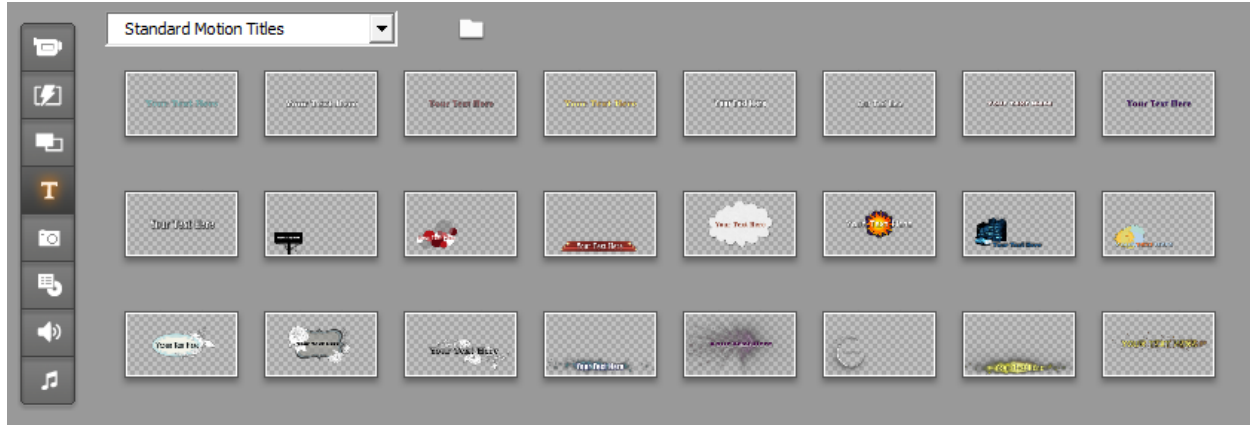


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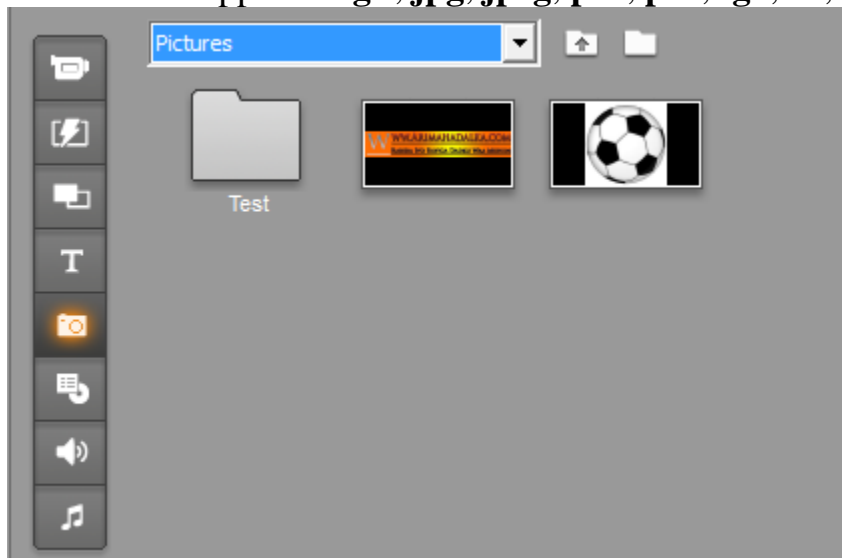
Website: [www.sahalsoftware.com](http://www.sahalsoftware.com)  
Facebook Page: [www.facebook.com/shirkadasahalsoftware](http://www.facebook.com/shirkadasahalsoftware)  
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### Lesson 11: Photos and Frame Grabs

This is a section of photographs, bitmaps and grabbed video frames. You can use these images full-screen or as overlays on the main video. Most standard image file formats are supported: **gif, jpg, jpeg, pcx, psd, tga, tif, wmf** and **png**.

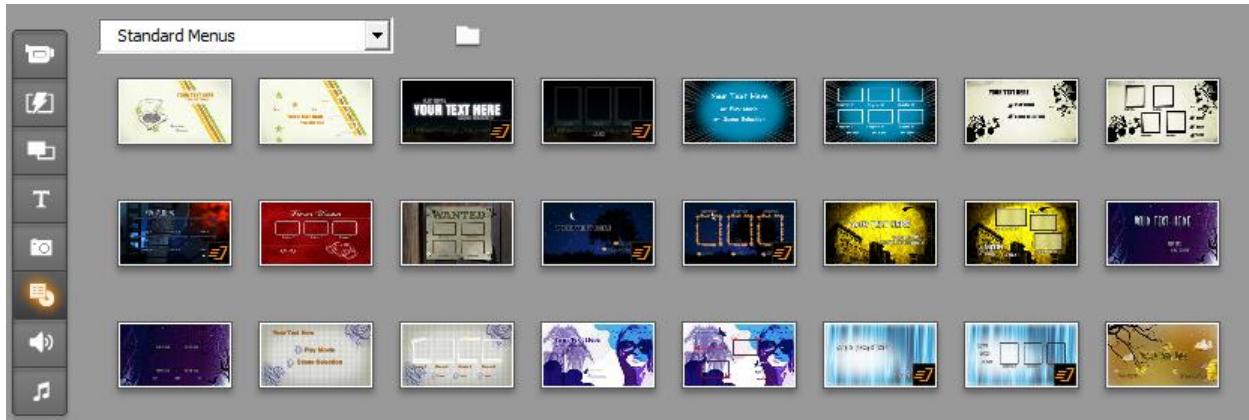


### Show Menus

Studio has an extensive collection of chapter menus to use in DVD, VCD and S-VCD authoring. You can use these as they are, modify them, or create your own.

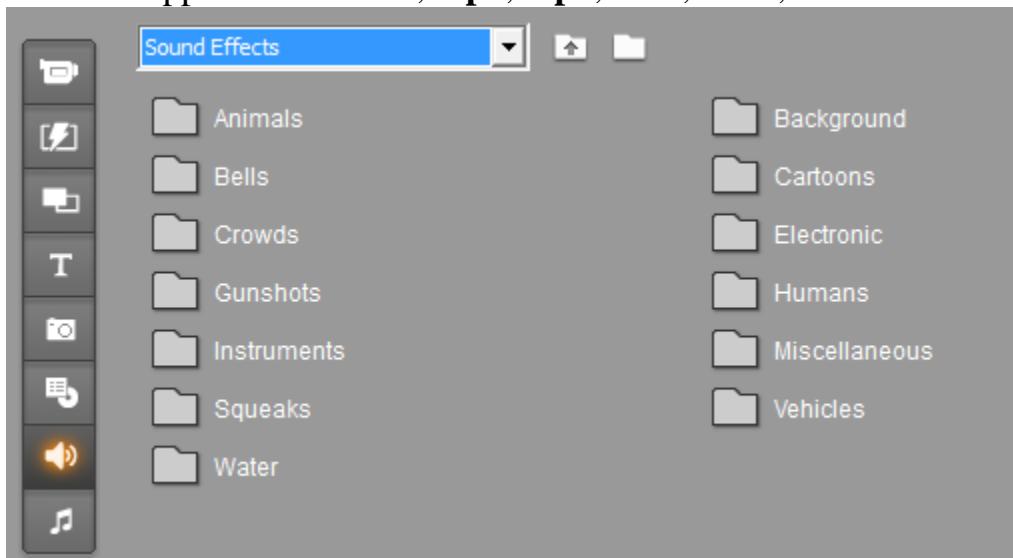


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### Lesson 12: Sound Effects

Studio comes ready with a wide range of high-quality sound effects. You can also use files that you have recorded yourself or obtained from other sources. The formats supported are: **wav**, **mp3**, **mpa**, **m4a**, **wma**, **avi** and **ac3**.

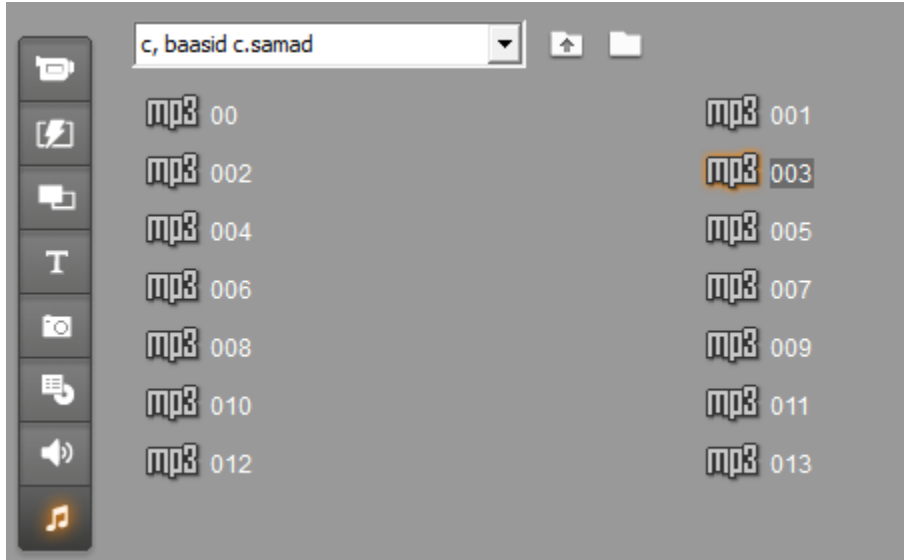


### Lesson 13: Music

In this Album section you can locate and use music files stored on your hard drive. The formats supported are: **wav**, **mp3**, **avi**, **mpa** and **wma**.



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### Lesson 14: Making your movie

One of the great things about digital video is the large and growing number of devices that can make use of it.



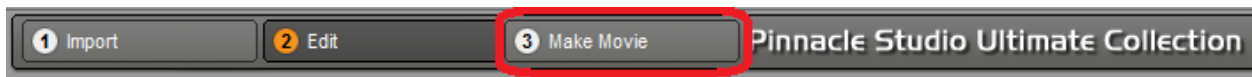


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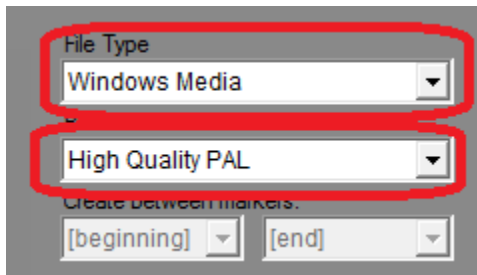
When you have finished editing your project, switch to Make Movie mode by clicking the *Make Movie* button at the top of the screen.

This opens the Output Browser, which lets you tell Studio with a few clicks everything it needs to know to output your movie in the form you want.

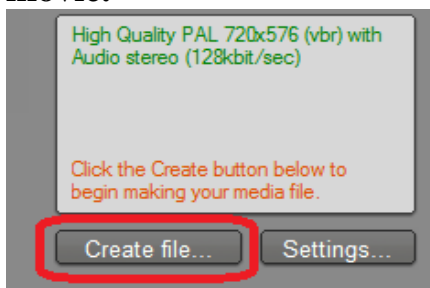
### Step 1: Select Make Movie



### Step 2: Select File Type



**Step 03: Finally, click Create and wait a few minutes depending on your movie.**



**End**