

Greetings again Casablanca Colleague,

I am happy to share the following few pages of tutorials and tips to enable you to get more of the creative power capable in your Casablanca digital video editor.

If there is anything I might do to better support your successful use of Casablanca – please do contact me.

Regards,
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Favorite Specials

Here is a sampler of the special operations, effects, and filters found under the 'Special' button in the Edit menu that I use most commonly. I have also used most of the other transitions for specific applications or reasons.

Backwards (OS)

Black Border (OS)

An important tool for those exporting your finished project to computer/internet playback. Use this effect on the finished scene/s of your project.

Color Filter (Filter Pack)

A must have for wedding videographers! My favorite tool is the Low Saturation setting.

Flip (OS)

Can be used to make your pan left to right reversed and go right to left

Fog (Effects Pack 5)

This is also popular with wedding videographers, placing a colored (white or other) fog effect around the subject.

Hotspot (Effects Pack 7)

This can be used to identify a key subject on screen making the rest of the scene darker while highlighting a key area (sizeable and position-able). Great for athletics to identify a key player.

Movie Mode (OS)

Essentially de-interlaces your project – some like this new 'film look'

Panorama Zoom (OS)

This enables you to modify 16:9 scene in a 4:3 project or visa versa

Rotate 2 (Effects Pack 8)

This seldom-used tool is dynamite when you need it! You can rotate a scene that may be a little off-kilter (create your own Dutch angles!).

Zoom (OS)

This effect allows you to zoom in or crop a scene. Best if you only plan/need to crop a little as a more extensive zoom produced pixelization that looks unclean.

Chet's Favorite Tips

Here are some of my Favorite Smart Edit Tips (that also work equally well in the new Bogart SE OS)

Managing Scenes

Rearranging Scene Bin

Creating and Using Bookends in your Scene Bin

Pick Color in Color Palette

Colored Patterns

Shift Hue

Split Screen

Managing Scenes/Samples

I find it easier to keep an editing project running smoothly when I take the time to name scenes and audio samples. Here are some of the practices I use.

- Naming Scenes: When I import/record new video footage, I make it a practice to name the newly imported scene that contains all the footage prior to splitting it. Keep the name between 4-6 characters in length – this allows viewing space when the suffix is added after splitting the footage (example: Sea becomes Sea.1, Sea.2, Sea.3, etc).
- When I make a Scene of part of my Storyboard I will add an asterisk (*) to the beginning of that new scene in the Scene Bin to help tell me there is something special here. I will also sometimes rearrange the scenes to the end of the Storyboard as I am building a major project (see notes below).
- I also find it useful to name the audio Samples in the Audio Record/Edit menu. I will add a prefix like M=music, N=Narration, Sfx= Sound Effects. That way, in my audio sample menu it is easy to determine what the different elements are.

Rearranging the Scene Bin

This is a great way to organize your scene bin, particularly if you are working on a project with a lot of scenes

Select a scene in the clip bin.

Delete the clip.

Click on a different scene in the clip bin.

Click undelete (icon to right of Delete) button.

The deleted scene will appear immediately to the right of the scene selected.

(remember you have ten levels of undelete - 10 scenes you can do this with. NOTE: this delete 'memory' is cleared when your unit is powered down or when you switch projects!

Chet's Favorite Tips (continued)

Creating and Using "Bookends"

Here is a way to organize different groups of scenes you may be working on for a single project (they are all in the same project/Scene Bin). This is helpful as you can Create a colored New Scene, 1-second duration, and add it to the end of the storyboard.

Enter Titling, select 'Pages'

Click Enter/Change Text, choose a large font (I found ' Keagan' to work well).

Then select 220 and type your title. For example 'FLWR' (all caps)

(do not click RETURN at the end of this line as it throws off the spacing)

Click OK

Click 'Create'.

When rendering is complete, click 'Scene'

Make a new scene of the effect, renaming it 'FLWR' (Flowers).

Using the Delete/Undelete technique described above, you can now move similar clips to a place after the bookends in the clip bin. I also recommend putting this new clip at the end of the storyboard. So, you can click on it, then click 'Search' to go to that section of scenes.

Pick Color in Color Palette

With Smart Edit 4 and Smart Edit 5 you have more 'ink wells' in your Color Palette. You can also select or sample colors directly from a video scene by using the 'Pick Color' button). This feature is found in the New Scene; Pattern buttons in Edit Screen as well as in the other menus where you have the option of selecting color for a screen/effect. Once in the Color Palette, click on Pick Color, then Select Scene and then adjust size and position so that the color picking box icon is sampling the color you wish to select (the large color swatch indicates the color you have selected).

Colored Patterns

1. In the Edit screen, click on 'New' and then select 'Pattern'
2. Click on 'Select Pattern'
3. Where it says 'Type' you can choose from any of the add-on products you have purchased like the Split X collections, the newer Ultimate Spice Box or you can use the masks provided with your Casablanca like Smart Edit (called Casablanca in earlier OS versions).
4. Under 'Type' select 'Masks' In the Smart Edit – Masks you have 6 different patterns click on one of them.
5. Then check the box next to 'Colorize' and click on 'Colorize'
6. You can now adjust or add 1, 2 or 3 colors to this pattern
 - a. 1 Color is from the top 'ink well'
 - b. 2 colors are from the top and the bottom 'ink-well'
 - c. 3 colors is from all 3 'ink-wells'
7. Click on one of these 'ink-wells' and select the hue and saturation of each color.
8. Click OK twice and then adjust the length of time you want this colored pattern in your Scene Bin. Click ok once more and voila' you have created your own colored pattern!

Chet's Favorite Tips (continued)

Shift Hue

One of the functions in Effects Pack 6 is Shift Hue. This allows you to shift or modify the colors in a scene (all colors at once).

1. Select a scene in your scene bin – this works best with a colored pattern (see above tip)
2. Open up 'Special' and select 'Shift Hue'

I recommend opening the scene in Full Size (preview)

3. With 'Still' selected you can vary the hue and modify the scene
4. To really create a cool effect, select 'Animate' and run the slide to '360'
5. This will shift the colors in your scene 260-degrees around what is called the color wheel, starting and ending with the same original colors – providing our own custom backgrounds!

* The length of the scene determines how long the Shift occurs.

Split Screen

I get asked about Split Screen capabilities of Casablanca and want to share these two benefits with you here. There are two different Split Screen tools in Casablanca. Split Screen is included with the Casablanca and Split Screen 2 is part of Effects Pack 5.

With both these effects, usually you use two scenes in your storyboard that are the same length.

1. Insert the effect from the Transition screen and click on Full Size

Split Screen 1 allows for a simple (but potentially effective standard split screen). You need to videotape your footage with this effect in mind as it essentially places the subjects from one scene next to the subject from the other scene. Adjusting the 'Direction' arrows dictates how the scenes will be split and the Split % adjusts the physical split between the scenes. If you want the Split Screen Effect the entire time – adjust the Fade Time to 0. You can use this setting to fade in the Split effects.

Split Screen 2 provides much flexibility and creative control of your Split Screen effects.

Mode: Shift actually moves the entire scenes up/down or left/right – whereas Stretch squeezes or stretches the image to fit

Direction enables you more flexibility as to the split effect

Size determines how much of one scene will be split and added to the other

Duration sets how long the effect will take during the Transition Time

Hope you have fun with these tips... my suggestion is to take some of your own clips and substitute them for the ones named above and practice. Please feel free to share with my any cool tips and tricks you come across as well.

Chet's Favorite Power Key Shortcut Commands

Getting Started with Power Key

You need to have the Power Key software loaded and activated on your Casablanca unit to use the following. Note that there is a special Power Key keyboard available from MacroSystem that has specific key icons silk-screened onto some keys.

F2

The most important key to memorize while using Power Key is 'F2' (function key f2). This key displays for you on your interface monitor every applicable power key command/short cut for that screen!

Storyboard and Windows (Menus) Keys

On the bottom of you Power Key keyboard, you have two unique symbols – refer to your manual for the appearance of these keys:

- The button that represents the Storyboard (further referred to as the 'SB' key (on either side of the Space Bar)
- The button that represents the Screens or menus (to the right of the Space bar between 'Storyboard key' and 'Control')

Windows/Menus Keys

By Pressing the Windows or Menu key and the following letter it will take you to that specific Casablanca menu screen:

H – Home
S – System Settings
P – Project Settings
V – Video Settings
R – Record
E – Edit
I - Image Processing
T – Titling
C – Transitions (c=crossfade)
A – Audio Record/Edit
M – Audio Mix
F - Finish

Transport Controls

Using Function Keys, provide you with the quick means to play back a scene – used in conjunction with the SB key, you will affect the selected position in the Storyboard rather than in the Scene Bin.

'F9' = Record
'F10' = Stop
'F11' = Play
'F12' = Pause

Entering Numerical Values

Pressing 'Alt' key and a number/s will enter that data into an appropriate menu

Chet's Favorite Power Key Shortcut Commands

Yes or No ?

Y = Yes

N = No

You can select Yes or No anytime your Casablanca asks this question (example: "Do you want to delete this Insert?")

Text Fields

Whether it is Scenes in the Scene Bin or Audio Samples in the audio menus, you can quickly access the text area for these items by pressing the 'K' key. The mini text menu opens allowing you to name/rename the item with either the virtual (on-screen) or your USB connected keyboard.

Open the List

In any Casablanca menu screen where you are presented with a vertical list of options (effects in Special menu, Effects in Transitions or Titling menu) you can access that list by pressing 'L'. You can then scroll up or down using the Trackball or the up/down cursor keys. Or you can enter a letter to go directly to a specific section of that menu (example C in the Transitions menu gets you to transitions beginning with a 'c').

Setting Memory (Macro) Buttons

PowerKey provides four 'memory' buttons that allow different functions in each menu screen. This provides four macros or memorized operations in several of the Casablanca menus:

Transitions:

For me the most useful is in the Transitions window. Select a Transition effect you use most often, for me I use Crossfade. Once the effect is highlighted, press 'Control' + 'M1' (function key F5). Then select an additional transition like Motion 3D2 Thick Sided and press 'Control' + 'M2' (function key F6). Now each time you are in the Transition window and press M1 it will automatically select the Crossfade effect.

Edit

M1 – M4 can be programmed to quickly access your 4 favorite scenes in the Scene Bin.

Image Processing

M1 – M4 can be programmed to quickly access your 4 favorite IP effects.

Titling

M1 – M4 can be programmed to quickly access your 4 favorite title effects.

Audio Record/Edit

M1 – M4 can be programmed to quickly access your 4 favorite Samples in the Audio Sample Bin.

Chet's Favorite Power Key Shortcut Commands

EDIT MENU

Copying a scene in the Scene Bin

Click on 'c' in the Edit Screen and the selected Scene in the Scene Bin will be copied (it has an added ".k" as a suffix to note it is a copy).

Repeat Trim

If you wish to have multiple scenes in your scene bin with the same length (they must be in order in your Scene Bin):

Trim the first scene and then press 'Ctrl' + 'T' and it will trim the next scene to the right to the same length. You can hold these two keys down and it will rapidly move through your scene bin executing this Repeat Trim.

Trimming a Scene in the Storyboard

Press 'SB' + 'T' keys to trim a scene that was already added to the Storyboard. This opens up the normal Trim menu but you are affecting the scene IN the Storyboard that will then also copy your action on the original in the Scene Bin

Halt

When playing back the Storyboard stop playback by pressing the 'H' key. This cool feature drops you back into the Edit screen enabling you to see exactly where you are in the Storyboard. Pressing 'SB' + 'F11' (playback button) will begin playing the Storyboard again at the scene where you stopped. This is valuable when doing a quality check, allowing you to note a scene where you may want a revision.

Cut, Copy Paste in the Storyboard

- CUT: You can Cut (remove) a Scene in the Storyboard by highlighting that scene and pressing 'SB' + "x".
- COPY: Copy a Scene in the Storyboard by highlighting that scene and pressing 'SB' + 'c'
- PASTE: You can then Paste (Add) that cut or copied Scene back into the Storyboard by pressing 'SB' + "v" (placing it to the right of the selected position in the Storyboard).

Finding a Named Scene

(To benefit from this, you will need to first name your scenes and remember them... an edit list!) To find a scene in the Scene Bin, press 'Ctrl' + "f" and then type in the scene name in the pop-up menu. Click OK and your scene will be found for you!

To find a scene in the Storyboard, do the above but also press the 'SB' key.

Locating a Scene in the Storyboard

You can select a Scene in the Scene Bin and find its position in the Storyboard by pressing 'SB' + 'f'. This will select and highlight its location. If you have multiple copies of that scene in the Storyboard you can press the keys again for the next entry.

Chet's Favorite Power Key Shortcut Commands

Repeat Add Scenes

PowerKey can make creation of photo montages a much quicker process. This requires that you have all the scenes you want in the Storyboard to be in the proper order in the Scene Bin. Select the first photo/scene in your Scene Bin and then press the 'Control'+ 'Storyboard' and 'insert' keys on your keyboard. This will add the first clip to the Storyboard while also selecting the next clip in the Scene Bin.

You then repeat and add the subsequent scenes by pressing 'Control' and 'r'. This brings up the Repeat menu, click on 'r' and select the number of scenes you wish to add to the storyboard (up to 999). Clicking on OK (or Return/Enter) will take just a few moments to add all those scenes to the Storyboard.

Editing to the Beat

If you have preformed the special split an audio sample to the beat (found in Audio Record/Edit in Smart Edit 5+) you can use this special Power Key combination to add scenes to all the audio samples now sitting in the Storyboard. It's actually the same idea as the last option 'Repeat Add Scenes', except this time you use the 'p' key instead of the insert key: Select the first photo/scene in your Scene Bin and then press the 'Control'+ 'Storyboard' and 'p' keys on your keyboard. This will add the first clip to the Storyboard while also selecting the next clip in the Scene Bin.

You then repeat and add the subsequent scenes by pressing 'Control' and 'r'. This brings up the Repeat menu, click on 'r' and select the number of scenes you wish to add to the storyboard (up to 999). Clicking on OK (or Return/Enter) will take just a few moments to add all those scenes to the Storyboard.

TRANSITIONS / IMAGE PROCESSING MENUS

Repeat Transitions / IP Effects

Select a transition effect and position your workbox to the scene in your storyboard you wish to being your many transitions. Press the 'Control'+ 'Storyboard' and 'insert' keys on your keyboard. This will add the effect to the Storyboard while also selecting the next two scenes in the storyboard.

You then repeat and add the subsequent scenes by pressing 'Control' and 'r'. This brings up the Repeat menu, click on 'r' and select the number of scenes you wish to add transitions to (up to 999). Clicking on OK (or Return/Enter) will take just a few moments to add all effects to all those subsequent scenes.

Preview & Full Size Preview Short-cut

- 'p' activates the motion preview function
- 'f' activates the Full Size preview option

Chet's Favorite Power Key Shortcut Commands

TITLING MENU

Deleting Line of Text

While in the Text menu of the Titler (showing the virtual keyboard), pressing both 'CTRL' (Control) and the 'Del' (delete) keys will delete the current line of text.

Preview & Full Size Preview Short-cut

- o 'p' activates the motion preview function
- o 'f' activates the Full Size preview option

AUDIO MIX MENU

Copying the volume of an audio sample

This function allows you to apply the volume of any audio sample to the one after it (in the same track to its right). In the „Audio Mix“ screen, set the volume of an audio sample to the required level. Then press the key combination of 'Ctrl' + 'e' so that the next sample on the same audio track becomes active and takes on the volume level of the previous sample. The „Repeat function“ can be used here as well

Muting Audio Samples

Select an audio sample on one of the audio tracks in the „Audio Mix“ screen, and press the 'm' key. To mute multiple audio samples – press the 'Ctrl' + the 'm' key. This will mute the selected audio sample and move to select the next sample to the right. By holding down this combination you can mute multiple audio samples very quickly - even in the Original audio track

Volume Menu

You can activate the Volume slider (control) by pressing the 'V' key. Then you can either scroll the trackball or use the < and > cursor keys on the keyboard to modify the volume of the selected audio sample.

Fade Menu

You can open up the Fade menu by pressing the 'F' key. You can then modify the fade in duration of the selected audio sample.

There are many, many more commands available with power Key – see the Power Key manual for the complete set of instructions. You can download the PowerKey manual as a PDF document here <http://www.macrosystem.de/e//downloads.html>

Favorite Transitions

Here is a sampler of transitions I use most commonly. I have also used most of the other transitions for specific applications/reasons. It sometimes pays to simply play with a different transition using specific footage to determine if it suits your needs.

Bump (Effects #5)

This gives you a great, embossed look – particularly useful for titles or a ‘watermark’ effect

Color Fade (OS)

I select the color white and run this at ½ second (15 frames) as a transition between photos

Crossfade (OS)

Ok, I am a bit old-fashioned but there is nothing like a good crossfade for many projects

Diagonal Wipe (Effects #5)

A clean, simple transition

Double Exposure (OS)

As its name implies, provides a means for overlapping two scenes

Fly-On (Effects #3)

I use this effect to transition between different segments of a video

Megazoom (Effects #3)

Used sparingly, this over the top effect is particularly well suited for sports, commercials, etc

Motion 3D – Pack 1 and Pack 2

These two separate Effects packages provide a multitude of professional looking 3D transitions. A must have for corporate/commercial projects.

PIP Studio/PIP Studio 2 (PIP Studio / PIP Studio 2)

One of our oldest and most popular transition packages, PIP Studio has many applications.

Raster (Effects #1)

Another clean, but attractive transition I use often

Streaks (Effects #5)

A clean but artsy transition that can be used in many types of projects.

Z1 Drop 2 (3D Shapes)

Particularly cool if used in a project where water is part of the subject

Z1 Page Turn (OS)

A staple of photo montages, also makes a good transition between different segments

Zoom Fade (Effects #8)

A very versatile transition as you can select the actual transition pattern from any in your Image Pool! Wedding videographers enjoy using the heart pattern from Ultimate Spice Box

Art-Full Effects

1) Full Motion PIP Cube

- a) Select four scenes, trim to same length (I used 0:05:00)
- b) Add your four scenes to the Storyboard
- c) In Transitions window select M3D3 (Motion 3D) and add to Storyboard, set length (Time) to half the time of their length (0:02:15 in my example)
- d) Select Motion Path '9' in the sub-menu on the right
- e) For maximum effect, click on 'Appearance' in M3D3 Effects menu, 'Color' and use Pick Color to select background color from scene where motion PIP will reside
- f) Click on Scene button and 'Range' to select all 4 scenes with their effects. Click ok – this will make a composite/Scene of all 4 cubes with the 3 transitions between them
- g) Add this new Scene (which should be 12:15 in length to the SB, adding it enough times to create an effect long enough for your purpose – to simply learn this effect I suggest adding it three times. (for a full length DVD menu add it x times).
- h) Add M3D3-9 effect between these 3 cubes to extend the transition duration to 2:15
- i) Make a Scene of these 3 cubes with the effects, this will give you a 32:15 scene
- j) Use 'Trim' on this new scene to trim off 02:15 of both In and Out
- k) Add this completed effect (rotating cube) to your Storyboard behind an equal length background scene. HINT: I find that this effect works best with a background scene of uniform color – same as color you selected in step 'd' above.
- l) Use PIP or PIP Studio to place the Cube inside your desired background and make a new scene of the completed effect.

2) Video Wallpaper

- a) Select Video and create Still Scene or use Photo or Art for background (you can use Collage function in Photo Studio 2 to embellish the photo – put the new box (photo) in center of PS2 Collage and use Pick Color in Collage Background to inset photo in a better border).
- b) Create a New Scene of video black the same length of your Photo/Art/Still Scene from step 'a'.
- c) Add black scene created in 'B' to Storyboard and add 'Horizontal Scroll' title effect.
- d) Use white font and set to first ½ the length of the scene (for a 0:10:00 scene, set title effect to 0:05:00).
- e) Use Boxes to position scrolling vertical title to the upper (or lower) 1/3 of Black scene.
- f) Make scene (Effect + Scenes) and leave in Storyboard
- g) Again, add 'Horizontal Scroll' title effect but this time select 2nd 1/2 length of the scene (for a 0:10:00 scene select the last 0:05:00).
- h) You can use same text or 2nd title text and use Boxes in title menu to position scrolling vertical text in the 1/3 of the scene that is opposite position in 'e' above
- i) Make scene which includes both vertically scrolling titles
- j) Add Scene from 'a' above and add to Storyboard in front of the scene created in 'l'
- k) In Transitions, add 'Bump' effect (Effects Pack 6) and run duration/time/length to length of either scene (which should be same, 0:10:00 in my example)
- l) Click on Full Size (preview) and scroll time position bar until you see the embossed effect. Adjust settings in Bump effects menu to your preference
- m) Make a Scene of the 'Effects + Scenes' which will render (create) and make a composite – Voila!

Art-Full Effects (continued)

3) Still video into Background for Photo Collage

- a) Select video scene to be used for background still, adjust IN trim position to desired still frame
- b) Using 'Still Scene' from Special menu in Edit Screen, select Field and create a short length (0:01:00 for example) and click 'ok'
- c) Using 'Color Filter' in Special menu in Edit Screen (part of Filter Pack software) select 'Low Saturation' and click 'ok'. This will add effect to the still scene
- d) Click on the newly created still scene in the Scene Bin and click 'Photo Transfer' in Special menu in Edit screen.
- e) Insert USB Drive in Casablanca USB port
- f) Click 'Export' and 'ok' and select 'High Quality' and select source as "USB Drive" (this will save your still scene to the USB Drive as a JPEG file).
- g) Launch Photo Studio 2 (Special menu in Edit screen)
- h) Click Import and select USB Drive from source
- i) Select the image previously saved in step 'c' above and click 'ok' (this will pull that image into Photo Studio 2).
- j) In Photo Studio 2 main menu, click on 'Collage' – select 'New' and add image pulling this still scene into the collage.
- k) Resize the image to fit the entire screen size (or desired layout).
- l) You can now add additional images on top of this scene, enabling it to function as your background for a collage of other still photos.
- m) When you have the desired collage, click 'create scene' for this image to move to your Scene Bin.

4) Embellished Lower Thirds Title Box

- a) Create a Black scene from the New menu of the Edit screen that is equivalent length to a scene you wish to place a lower thirds title onto
- b) With the new Black scene selected in the Scene Bin - use the Draw function in Akaba-New Concept (add-on software found in the Special menu of the Edit screen). I chose to create a rectangle positioned in the lower right portion of the screen
- c) You may also wish to adjust the Effect to suit your preference (I chose Move In and Fade out) and set the length as you wish
- d) Click OK and the white rectangle will be added to the black scene
- e) Add this new Scene to the Storyboard behind the video scene to be titled
- f) Add Candy Factor (add—on software found in the Transition menu) and adjust length/duration time to full length of the black/Akaba-affected scene.
- g) Click on 'Launch Candy Factory' and set parameters to your preference – for a quick creative effect, load a preset from the Archives (example:)
- h) Scroll the time bar to see the Candy Factor effect on your white image
- i) Make a Scene of the 'Effect + Scenes' which will render (create) and make a composite
- j) You can now add a Title onto the embellished lower third box

Casablanca Titling Tips

A. Adding Transparency to your Font (Alpha Channel)

B. Adding a Pattern to your Font

C. Copy Font/Style to all lines

D. Moving the Title Box

E. Adding additional Text Boxes within one screen

F. Adding background to your text box

G. Use 'Range' to adjust title length

H. Default Title Screen

I. Importing Text Files into the Casablanca Titler

J. Embossed Titles with the Bump Effect

This effect (from Effect Pack 5) is great for creating an Embossed look for titles, logos, etc.

1. Take a high contrast title or logo (white letters on black scene (or reverse) and make a Scene of it so the Title or logo is imbedded in the Scene
2. Add that to the Storyboard with a scene you wish to serve as the background on the left of that scene in the SB (NOTE: for maximum effect, both scenes should be same time).
3. Go to Transition screen and add 'Bump'. Click on Time (beneath SB) and select entire length of scene.
4. I recommend going to Full Size preview... here you can make adjustments and instantly see the result: adjust the "intensity" level and the Light source angle to suit your preferences.
5. Click OK and it will create this embossed effect. You can use moving titles or logo with a moving background as well for great effects with Bump.

A. Adding Transparency to your Font (Alpha Channel)

Adding transparency to your Fonts in titles can add a more elegant, creative appearance.

1. Select 'Color' under the Style button in the Title Screen (after adding to Storyboard and clicking 'Enter/edit text').
2. Click on the slider under 'Alpha' channel.
3. Sliding to the left will increase the opacity or transparency of your colored font
4. Depending on the scene, I find 75% - 85% looks nice.

B. Adding a Pattern to your Font

1. Select 'Pattern' under the Style button in the Title Screen (after adding to Storyboard and clicking 'Enter/edit text').
2. Click on the button to right of 'Product' and select from the software you have active on your Casablanca. For example, Casablanca comes with every system.
3. Click on the button to right of 'Type' and select one of the choices. In 'Smart Edit' there are Masks, Monochromatic (black & white), Polychromatic and Images.
4. You can even modify /add color to many of these images. Click on the 'Colorize' button beneath the preview window. Adjust the 'Colors' to either 1, 2 or 3, depending on the number of colors you wish. Then you can click on the colors to bring up the color requester menu and make adjustments as you wish (if you select 2 colors you will modify Color 1 and Color 3). Click OK when done.
5. You can adjust the position of the pattern/effect by the choices under 'Mode'
6. And you can adjust the opacity of the pattern by adjusting the Alpha slider.
7. Click 'Ok' when done and you will see the pattern inside the title you are creating (more narrow fonts do not show patterns too well).

Casablanca Titling Tips (continued)

C. Copy Font/Style to all lines

You may be aware the Casablanca Titler is a line-oriented titler. This means each line can have different fonts, sizes and styles. But once you type several lines of text and then make a change sometimes you wish to change all lines to conform to your new selection - here is how you do this (this is particularly useful when composing a long line of credits to scroll at the end of your production).

1. With your titles typed, select the line of text you wish to copy to all the other lines.
2. Click on 'Box Options' and then click on 'Expanded'
3. If you wish to copy just the Font and/or its revised size to all other lines of text click on 'Copy font to all lines'
4. If you wish to copy the revised style to all other lines of text click on 'Copy style to all lines'.
5. You can click on both of these to copy all revised adjustments to all lines of the current title screen.

D. Moving the Title Box

There may be situations where you wish to have the title positioned over a specific portion of the screen - for example just beneath a person or subject.

1. After adding your text, click on Box Options
2. I find it easiest to click on 'Min Size'. This reduces the title box to the area surrounding your typed title (note the dotted pattern around your title).
3. Now click again on 'Box Options' and select 'Move Box'.
4. You can now move the trackball around which moves the title box around the screen. Left click where you wish the title to be positioned.
(If you need to add more text into the box, you will need to go back into Box Options and select either Size box to adjust the box to fit more text or click on 'visible size' which enlarges the box to full screen size again).

E. Adding additional Text Boxes within one screen

You can add more than one title or text box on the same screen with different fonts and styles in each box!

1. Add your text for the first box and position it by using the steps listed above
2. Click again on 'Box Options' and then on 'Add box'. This will plant another text box on-screen, which you can position wherever you desire.
3. Left clicking the trackball plants the top left corner into position. You can then scroll the trackball to adjust the size of this box.
4. A second left click plants the box on-screen.
5. You can then type text into this new box, adjusting font, size and style!
You can add a number of these boxes and even make modifications to each box by first left clicking on the box and then selecting the changes you wish to make.

Casablanca Titling Tips (continued)

F. Adding background to your text box

Adding a transparent background to your text or title box creates a professional looking title, especially useful when adding lower thirds titles - identifying onscreen interviews, etc.

1. First type your title and adjust the Title Box to the size you wish to have a shaded box appear. For example, when I am adding lower 3rds titles - I size the box to stretch screen left to screen right and just a little taller (top and bottom) than the letters.
2. Click again on 'Box Options' and click on 'Box-Background'. The default setting has the transparent box checked. This means no background/shading on the title box.
3. Click in the 'Transparent' box and you will see a pattern applied to the preview window. You can add either a color or a pattern to the box background. We will add a color here.
4. Click on 'Color' and then adjust the color requester to the hue you prefer. I recommend adjusting for a high degree of transparency - something like 30-40%
5. Click 'ok' twice and you will see that you have added a colored background to your title box. Play a bit with the pattern choices and see what you can now create!

G. Use 'Range' to adjust title length

In the Titling screen, highlight the Scene you wish to add a title to.

1. After building a title click on the time length at the top right corner under the storyboard. Its length will be the length of the scene you have built your title onto.
2. Click on the 'Range' button and then adjust the IN and/or OUT points to modify the title to fit the length you wish it to appear in your storyboard.

Another application of the Range function is to place a title over more than a single scene.

1. After building a title click on the time length at the top right corner under the storyboard.
2. Click on the 'Range' button and then adjust the IN point to add the title over the scenes to the left of the selected scene.
Or Adjust the OUT point to add the title over the scenes to the right of the selected scene.

H. Default Title Screen

If you have a particular font and/or color/style that you find yourself using a lot, here is a way to select those settings.

1. Go to the Titling window, but BEFORE adding the Title to the storyboard, click on 'Enter/edit text'.
2. Select the Font/size and Color/Style you wish to have come up each time you add a title. You can type in a sample title like your production company name, etc.
3. Simply by clicking 'ok' you have set this as your new default title! Every time you add a new title this will come up on-screen.

* It is imperative you do not use any unlicensed fonts in your default title screen.

Doing so may cause your titles to come up with the 'Demo' stamp when you go to create and finish them.

To clear this situation, proceed through the above 3 steps but after clicking on 'Enter/edit text, Delete all lines and even 'Delete Page' (under 'Page Options') to ensure all previous text has been cleared.

Casablanca II Titling Tips (continued)

I. Importing Text into the Casablanca Titler

(requires Smart Edit 6+)

This function in the Casablanca Title menu is a huge time saver, allowing you to import a raw text file into your project (example: credits for a dance recital, concert, play, etc).

It does *not* retain or import any specific font, color, or font attributes – it only transfers the text.

If you are working to create a credits scroll for example, I find it easiest to obtain the document file from the person who prepared the printed program. You can either have them email it to you or provide it on disk (highly preferred to scanning it in as you would then need to use an OCR (Optical Character Recognition) application which will work but requires more time and another step).

You must get this text file saved as a Unicode or ASCII text file. This setting can be found in word processing applications but frankly I find that it is much easier to take your text (created in whatever application), copy and then paste it into one of the following two application which have a much quicker/easier saving process and are fully compatible with this function on your Casablanca:

If you are on a Windows device, simply copy and paste the text file into Notepad – this utility is found as a free utility. Or you can use the free word processing application from OpenOffice.Org (www.openoffice.org). Drop the text into a text document and use 'Save as: text'. Then save this file on either a CD or a USB thumb drive (USB Stick).

1. In your Casablanca go into the Titling menu, add a Title Effect to the storyboard to the appropriate scene (if you are adding a long line of text, like credits you would likely select either V-Scroll or Fading V-Scroll)
2. Delete any previous title In the menu (delete both Boxes & Pages)
3. Select the Font you wish to impart onto the incoming text, and set it for size 25 (this is important as if you have longer names/text and a large font it will not import all of your information)
4. If you wish, also select/adjust the other attributes in the Style menu of the titler that will automatically be imparted to your imported text.
5. Insert the CD or the USB stick/device into the Casablanca, ensuring it is fully seated (connected)
6. Open up the Text button in your titler to see the onscreen keyboard
7. Click on the tiny square icon (disk with arrow) in bottom right corner of keyboard
8. Then select the location of your text (CD/DVD or USB)
9. The name of the file you saved previously should show up, click on that file to select it and click ok.
10. Your screen should fill with the text from that saved file
11. You can now use the Boxes, Extended, Copy Font/Copy Style to All Lines if you wish to make a change of the Font, size and/or style.

Casablanca II Titling Tips (continued)

J. Embossed Titles with the Bump Effect

This effect (from Effect Pack 5) is great for creating an Embossed look for titles, logos, etc.

1. Take a high contrast title or logo (white letters on black scene (or reverse) and make a Scene of it so the Title or logo is imbedded in the Scene
2. Add that to the Storyboard with a scene you wish to serve as the background on the left of that scene in the SB (NOTE: for maximum effect, both scenes should be same time).
3. Go to Transition screen and add 'Bump'. Click on Time (beneath SB) and select entire length of scene.
4. I recommend going to Full Size preview... here you can make adjustments and instantly see the result: adjust the "intensity" level and the Light source angle to suit your preferences.
5. Click OK and it will create this embossed effect. You can use moving titles or logo with a moving background as well for great effects with Bump.

Advanced Audio Tutorials

- A. Rubber Banding/envelope
- B. VO Record Button
- C. Sample > Scene, Scene > Sample
- D. Use Range in audio mix window to move position of audio sample
- E. Exporting/Creating an Audio CD
- F. Editing to the Beat
- G. Audio Effects Pack – selected applications

A. How to use Rubberbanding Audio

I would show how to add anchor points, move them left/right, lower/raise volume, then make a block using two anchor points and show how to lower music for narrator or eliminate bad audio in track.

In the Audio Mix window, highlight the clip that you want to make audio level changes to, and click on “Envelope” to open the Audio Envelope window.

At the top of this window, you will see a graphic representation of your audio waveform, and a line underneath it that represents the modifications that you are making to the levels. By default, the line is a line straight across at 0dB.

By clicking on the line, you create an anchor point. Clicking on an unselected anchor point will select it, and highlight it in green. Clicking on a selected anchor point will turn it blue and allow you to move the up or down - changing the audio level up/down. Click the trackball again to drop the anchor point.

Moving the point left or right changes it's position in time, moving the point up or down changes the level of the audio. You can watch the representation of the audio waveform update in real-time as you move the anchor point around. When a point is highlighted green, click on “Remove” to delete the point. You can also select anchor points by clicking on the < and > arrows beneath the envelope window. This chooses the next adjacent anchor point. Or you can also scroll through the anchor point by clicking on the sliding elevator button next to these arrows.

To make fine-tune adjustments to the position of the anchor point select the anchor point - then you can use the Level slider to adjust the point to the exact level you desire. Note the display of the volume in dB and also the graphical representation of the waveform.

RANGE

To adjust the position of an anchor point while seeing your storyboard or listening to the audio sample, use the “Range” button. First select the Anchor Point you wish to move, then click on Range. Then click on position. This will enable you to scroll through your storyboard and position that anchor point precisely where you want it (you can turn scrub audio on or off depending on your need here as well).

Advanced Audio Tutorials (continued)

A. How to use Rubberbanding Audio (continued)

BLOCK

To affect a passage of music, dialog or other audio you can use the “block” button. This enables you allows you to select multiple anchor points to move several points forward or backward, to increase or decrease the volume. This is particularly helpful if you wish to have background music fade just before a narration/commentary and then return to 'normal' volume following the dialogue.

To do this, add an anchor and move it to the precise position you want to begin your 'dip' in audio. Then add another anchor and move it to the position in the audio sample where you wish your dip to end. These will be what I call the outside anchors for your block, holding the sample volume. You then want to add two more anchor points just to the inside of these two outside anchors. The farther apart from the anchors these two inside points are, the more gradual will be your fade in/out.

Select the first inside anchor point - with it still highlighted, click on the 'Block' button. Then click on the next inside anchor point. You will have selected both inside anchor points, giving you an audio block. With this block still selected, move the level slider down to see how you could affect this audio block. You could also drag down the anchor point.

B. VO Record Button (Audio Mix Window)

In SmartEdit you find a new record button in the left side, just under the audio tracks of the storyboard. This enables you to record a voiceover or narration that is synchronized to the video track. On Prestige/Solitaire, simply connect a mic into the front mic input - Avio/Kron connect a mic through a mixer (or use the mic on your camcorder) and take the line level audio outputs into the Avio/Kron (make sure in the Audio Record/Edit window you have the appropriate audio input selected). Some customers appreciate the increased quality you receive by using an audio/mix mixer and running the line level audio into the audio inputs (you may experience a cleaner signal via the line level over the mic inputs).

Click on the Narration/Commentary track, which will highlight the icon and click so the scene you wish to narrate to is in the workbox of the Storyboard (or the scene preceding it for timing purposes). Then click on this special record button. The storyboard will playback on screen and record your narration - you even get a pair of peak LED meters to ensure you are recording appropriate volume levels.

C. Sample > Scene, Scene > Sample

Using 'Scene > Sample'

Let us look at an application where you need to use background (or ambient - natural sound) audio over a still scene. For example, in a project about Hawaii with music running under a still shot of a beach where you also want to waves sound effects to continue. Here is how I would build that.

1. *First I determined the approximate length of the wave SFX (Sound Effect) I wanted. It was 4 seconds.
2. I then went back to my Edit window and found a clip with beach waves and made a COPY of this scene and trimmed it down to 04:00.

Advanced Audio Tutorials (continued)

C. Sample > Scene, Scene > Sample (continued)

3. Then I clicked on the Special button in the Edit screen and selected SCENE >SAMPLE. This copies the audio from a scene and sends it to the Audio menus.

1. Then I went back to Audio Mix and inserted this new audio sample under the still scenes of the beach. Voila!

Sound effects beneath a freeze frame - more powerful than no ambient audio.

Using 'Sample > Scene'

Here is the reverse function of the above effect. In the Audio Record/Edit window, select clicked on a music track. Then select 'Sample > Scene' and the wonderful Casablanca creates a new scene with your selected sample as the audio striped with video black. The progress bar on-screen shows you when it's complete... then go to the Edit window and your new scene will be the one highlighted. Add this to the storyboard and you may INSERT clips onto it --- a fast and fun way to make music videos and montages!

D. Moving the Audio Sample

In Audio Mix screen, highlight the Audio Sample you wish to move, then click on the Range button. Select Position (not Trim) and slide the audio sample to the desired location while viewing the storyboard (you could also note the time of the sample and slide it forward or back to fit a specific time requirement).

Another application of the Range function is to place an audio sample so a key word or musical moment occurs during a specific video event. Select the audio sample and go into Range. Then trim the OUT point of the sample to the desired word, use Position and END to place that word at the precise moment on the Storyboard. Then click on Trim and roll the OUT point back out to the full length.

E. Exporting/Creating an Audio CD

If you wish to make an Audio CD from a project in your storyboard (recital, concert, oral history, etc.), you can do so easily with this new function. First go to one of the Effects Screens (Titling, Image Processing or Transitions) and select 'Scene'. Click on Range and select the entire Storyboard. Click 'Ok' and you will make a single scene of the entire Storyboard. Use the '**Scene > Sample**' detailed in 'C' above which will make an Audio Sample of your project. You can now follow the steps in 'E' above to create an Audio CD of your project to share with family, friends and sell to customers!

Advanced Audio Tutorials (continued)

F. Editing to the Beat

Begin with an empty Storyboard – then go into to the Audio Record/Edit screen.

1. Select a song from your Audio Sample list, or quickly load one in with the CD Import function.
2. Then click the “Split” button. Click the “Insert scenes into the Storyboard” box.
3. Then, playback the song (or other audio element) by clicking the playback icon
4. Click on ‘use’ every place you wish to split your audio content.
5. When you are done splitting your audio - click “OK” - this process may take a few minutes as Smart Edit 5 automatically adds video black to the audio segments you chose.
6. When you go back to the Edit screen you will see a new storyboard with multiple scenes with your song/audio as the original audio track. Note the colored musical note icon in each scene in your storyboard (this is an indication that something special is about to occur!).
7. Now select a scene from your Scene Bin to use as the first scene in your music video. With a scene selected in your Storyboard (with the musical note icon) click “Replace” and the video scene in your Scene Bin will be added to the Storyboard – on top of the highlighted Storyboard scene. You will hear that this new scene retains the audio you split.

If the scene you use is longer than the audio segment, the end of the scene will be automatically trimmed to fit the segment. Continue on and replace all of the scenes in the Storyboard, and you are now finished. You may add titles or Image Processing Effects. This editing to the Beat function is designed for hard cuts where the new scene accents a sharp beat in the music. Transitions will change your audio timing and are not designed for easy use with this effect (though there is a method to do this by manually calculating the new times with added scene length for the transitions).

* You could manually split your audio element (music or voice) if you wanted to precisely make a split. To do this, follow the above steps but instead of the above step #3, click on Split Audio, scroll the trackball to mark the split location and then click on ‘Use’. Then again click on ‘Split Position’, scroll trackball to find the next split location and click ‘use’. Repeat the process until your entire audio element is split as you desire. Complete the rest of the process as above (steps 5-7).

Advanced Audio Tutorials (continued)

G. Audio Effects Pack – selected applications

The following audio operations are available on any of the Casablanca II products that have the optional Audio Effects Pack installed. This newer Casablanca software offers 27 effects and tools. Here are just some of the possibilities

Be sure to click the 'Prelisten' button In the Audio Record/Edit screen and select 'Effect' to hear instantly what you new audio will sound like with the effect added. Adding any of these Tools/Effects will copy your audio sample with the selected effect, so your original is untouched.

Also you can add these Audio Effects Pack benefits and other audio specials by selecting an audio sample in the audio mix window and then clicking on 'Effects. Remember to click the effect (checkmark) to apply. You can also add an effect to the entire track in the Audio Mix window by clicking on the 'FX' button next to tracks 2-6 in the Audio Mix window) :

TOOLS:

- **De-hummer:** Simply select '60 Hz' to eliminate AC (electrical frequency) hum that may get into your on-site recordings of community events
- **Filter:** This is the filter we played with a bit at the conference – first select a specific frequency to affect. Then
 - o Low Pass: allows frequencies below the selected Frequency to get through
 - o High Pass: allows frequencies above the selected Frequency to get through
 - o Band Pass: allows only stops the selected Frequency to get through
 - o Band Stop: only stops the selected Frequency
- The Band Pass may be the most effective means to identify and isolate a troubling frequency
- **Time Change:** This awesome tool allows you to take a sample of audio (music or voiceover) and stretch or trim it to fit a specific video length! Simply adjust the number of frames you need to modify and it does the work for you.
- **Maximize Audio:** This is great to apply to a whole audio track and it will pump up and average out inconsistencies in lower volume recordings!
- **Phono Convert:** Corrects record-player recordings that have been recorded at a different speed. This is a great tool to modify older 78RPM recordings that were recorded on a 33RPM phonograph.

EFFECTS

- Echo, Flanger, Hall and Sway are some of my favorite effects when playing with a voice recording. You can select any of these Audio Effects Pack effects and adjust the variables to select your favorites too.

DVD Arabesk 4 Tutorial & Tips

DVD Arabesk 4 Tutorial & Tips Contents:

- A. Editing Chapters
- B. Creating/Editing the DVD Menu (EDIT MENU)
- C. Films (Film Order, Creating the Menu) (FILM)
- D. Previewing the DVD Menu (ALL)
- E. Checking DVD Arabesk settings (SETTINGS)
- F. Burning your DVD (WRITE DVD)
- G. Playing back titles created with DVD Arabesk (DVD)
- H. Copying DVDs (READ DVD)

This DVD authoring software for Casablanca II Editors enables you to produce creative DVD menus and burn them on the Pioneer DVD drive right in your Casablanca. It requires Smart Edit 5 and 256 Meg RAM (the shadow blur effect is only available when using Smart Edit 6+)

DVD Arabesk 4 allows you to create a menu with 1 to 6 separate films, each accessible from the DVD menu. Within each of these films you can program up to 99 chapter points (accessible by the audience via their DVD player's remote control). To begin authoring your DVD you should have already edited your video and have rendered all effects, titles and audio. (NOTE: check your Audio Mix screen to ensure the audio is not over-modulated. If you see red lines beneath the storyboard in any part of your production you have audio that is over- modulated (too much signal volume). You will need to reduce one or more of the audio tracks' volume in that portion of the project.

Hint: Before adding my Film to DVD Arabesk 4, I choose to name the scenes that will become the beginning chapters – this not only eases my authoring but also speeds up the naming of chapters (they're already done!).

A. Editing Chapters (ADD FILM)

This menu gives you the ability to set chapter points in each of your films as well as adjust Image and Audio Qualities and - new with DVD Arabesk 4– create visible Chapter menus.

1. Set the Image Quality and Audio mode.

1A. Image Quality of Normal is the standard setting - using the Low Image Quality will allow you to incorporate more video onto your DVD (and many users note they cannot detect a significant loss of quality). Using a High Quality setting is not advised as this limits the number of DVD players who can playback the DVD.

1B. Audio Mode - the standard setting is uncompressed while compressing the audio facilitates a longer video project onto your DVD (these estimated times are with the single layer DVD – Dual Layer capacity doubles your capacity):

<u>Video Quality</u>	<u>Audio Uncompressed</u>	<u>Compressed</u>
Normal	1hr+40mins	2hrs+7mins
Reduced	2hrs+03min	2hrs+46mins

2. Select the Project you wish to pull the video from for your first film. Once you have done this, that projects storyboard, is pulled into the DVD Arabesk 4 menu.

DVD Arabesk 4 Tutorial & Tips (continued)

A. Editing Chapters (ADD FILM) – continued

3. After you have selected your image quality, audio mode – click on Edit Chapter Menu to adjust the following:

'Start Chapter' - This causes the currently selected scene (in your menu window) to become a new chapter. This identifies it for your viewers as a new portion of your video and allows your viewer to access this part of your project from the Chapter menu you will create as well as from their DVD Remote Control

'Undo Chapter' - This changes the currently selected scene (in your menu window) from a new scene to be part of the previous chapter (see application below)

Scenes>Chapters' - This is a quick way to convert all your scenes to separate chapters. You can then go back and click on 'Undo Chapter' to have 2 or more consecutive scenes appear as one chapter.

'Edit Chapter Menu' - This opens a new menu with several choices that affect how your audience will view your new Chapter Menu/s:

Context - In DVD Arabesk 4, your Chapter menu will display up to 6 chapters on each Chapter page (in the Settings menu on the lower right you can select 6, 7, 8 or 9 chapters per page). If you have 8 chapters, you will see the first 6 chapters on the first page and the remaining 2 chapters (7 & 8) on the 2nd page. This simply allows you to move from one chapter menu page to another. Click on the slider to select a page to view (the finished Chapter Menu has arrows to allow navigation between multiple pages in the chapter menu).

NOTE: The following 8 menu options affect your Chapter Menu globally – that is your background, Title, text attributes will be the same for all the Chapter menu pages in this Project/Film. You can have different choices for each separate Film/Projects Chapter Menu.

Background - This is where you select the background for your Chapter menu. You can choose from a color background or a Pattern (from the Image Pool) or you can have a still scene as the background of your Chapter menu. To use a scene, select 'Scene', then choose the Project your scene is in and then select the specific scene. It will use the first frame of that scene for the background NOTE: unlike the main DVD menu in DVD Arabesk 3 you can only have a still scene, not animated and no audio. This will be the Background for all the pages of this Chapter Menu.

Title - This will create the Title of your DVD Chapter Menu, the title on-screen the audience will see. Its default is 'Chapter Menu' - Click in the text box and type-in your title. Then you can adjust the Font/Size, Style (text color, border size/color and shadow size/color). If you wish to have more than one line of text in the title click on 'Alt' and the return key to force a line change. Lastly click on 'Position' to move the Title into the precise space you desire for the DVD menu. Again, this will be the Title for all the pages of this Chapter Menu.

DVD Arabesk 4 Tutorial & Tips

A. Editing Chapters (ADD FILM) – continued

Buttons - This is the portion of the menu where you set the size and position of the icons that represent the chapter icons in your DVD Chapter menu. By default the first frame of your Chapter scene is selected and shown. You can vary the size of each button and their position. You can also choose to just have the text (name of the chapter) without an image/stamp. Remember that the position, size, etc of these buttons affect globally the other buttons in this Chapter menu. Example: When using 6 chapters - if you change Chapter 1's stamp to small size, Chapter 7, 13, 19, etc will also exhibit those characteristics.

Chapter Texts - These will be the titles for each of the 1-9 Chapter Icons – if you followed my hint above, your Chapters are already named! Select any film Icon and then type in the Text box to change the title/text for any film. You can also change the position of the text relative to each Film Icon.

Chapter Text-attributes is used to select the font and font styles for the Chapter text. This selection impacts/affects all the Icon Texts (all your Chapter texts).

Borders, Active Borders and Shadow all affects your Chapter Buttons

When you have completed the above steps, click 'OK' and this Film will be added to the DVD memory. When the on-screen indicator shows it has completed the Adding of the Film, repeat steps 1-4 to add any additional Films for this DVD title (up to a maximum of six (6) films).

B. Creating/Editing the DVD Menu (DVD Arabesk 4Edit Menu)

B1. Control

This feature lets you program the DVD so it will boot up and play the first project only, go directly to the DVD Menu, or to the trailer Film first, then the DVD menu. In DVD Arabesk 4, the Trailer is automatically the first Film you add. If you are producing a DVD with only one film and you wish it to automatically play once it is inserted into a DVD player, then select Trailer Only. To have the DVD menu play upon boot-up with the 1-6 films select Menu. If you wish to have the first Film (Trailer) play automatically then go to the DVD menu for the audience to select from the other films then you would use 'Trailer+Menu'. (Trailer is useful for introduction with your company logo, copyright warning, contact information, etc).

B2. Background

This is where you select the background for your DVD menu. You can choose from a color background or a Pattern (from the Image Pool) or you can have a still or motion scene as the background of your DVD menu. To use a scene, select 'Scene, then choose either Still or Animated (Motion). Then click on Select to choose the project and the specific scene to have as your background. You can choose a scene up to 0:59:29 for your background. Check the 'Audio' button if you wish to use the audio from your animated scene for the main menu.

DVD Arabesk 4 Tutorial & Tips (continued)

B. Creating/Editing the DVD Menu (EDIT MENU)

B3. Title

This will create the Title of your DVD Menu, the title on-screen the audience will see (read). Click in the text box and type-in your title. Then you can adjust the Font/Size, Style (text color, border size/color and shadow size/color). If you wish to have more than one line of text in the title click on 'Alt' and the return key to force a line change. Lastly click on 'Position' to move the Title into the precise space you desire for the DVD menu.

B4. "Buttons"

This is the portion of the menu where you set the size and position of the icons that represent the 1-6 films in your DVD menu. Many producers use a still scene from the project to identify the Film. Select 'From Scene' and then click on 'Select Scene' to grab a scene to represent the film (it will take the first frame from any scene in your Scene Bin). The Background Stamp, under Type enables you to create what is called an 'Easter Egg' to represent the button the audience clicks on for the DVD menu but shows through to the video underneath to allow use of motion Film icons (see tutorial on our website here)

There is a new feature in this button in DVD Arabesk ... this new choice provides you with the means to program DVD Arabesk 4as to how you wish each Film to appear to the viewer: do you want the audience to see the Chapter Menu when they click on that film or do you want the Film to begin playing? If the latter, the audience can still access the Chapter menu you created by clicking on the Chapter Menu button on their DVD Remote.

This function is decided under the Edit Menu button of DVD Arabesk 4; select the 'Buttons' choice and click on the choice next to 'Action': 'Start Movie' will launch the video/film when the audience clicks on that Film in your DVD Menu 'To chapter Menu' will open the Chapter Menu for the audience to select a specific Chapter to begin playback. The film will playback the rest of the chapters in that film before coming back to the DVD Menu. You can program each Film to either Open Chapter menu or Playback.

If you use the 'Trailer Only' or 'Trailer + Menu' function on DVD Arabesk 4, ensure you have the first film programmed to 'Start Movie'.

You can select from Small, Medium and Large sizes of the Icons - or even select no Stamp, which allows you to just use the Title of a Film for the launch of that film. Position allows you to move and position the Film Icon anywhere on-screen. Simply click on any Icon on-screen to affect these properties.

B5. Button Texts

These will be the titles or texts for each of the 1-6 buttons. Select any button and then type in the Text box to change the title/text for any film. You can also change the position of the text relative to each Film Icon.

DVD Arabesk 4 Tutorial & Tips - continued

B. Creating/Editing the DVD Menu -EDIT MENU (continued)

B6. Film Text-attributes is used to select the font and font styles for the film text. This selection impacts/affects all the Icon Texts (your 1-6 Film texts).

B7. Borders enables you to add a Border (or edge) to your Film Buttons/Icons. You select the size and can also add a color or even a pattern to the border/s. This one choice also affects all 1-6 Film Icons.

B8. Active Borders is used to select the colors that show the Film (Icon) has been highlighted when the audience is accessing the DVD menu with their DVD remote control. This one choice also affects all 1-6 Film Icons.

B9. Shadow is where you set the Drop Shadow for the Film Icons. Again, this one choice affects all 1-6 Film Icons.

C. Films (Film Order, Creating the Menu) (FILM)

Clicking on the Film button brings up a menu titled 'Film-Info' that shows you the Films that are loaded into DVD Arabesk, and the order in which they are loaded. You can click on any Film and re-order it by click on the Up/Down arrow in the bottom right corner. This affects how the films will sequence when the audience is using a remote control. You can playback any of the films by highlighting that film and clicking on the playback triangle at the bottom left of the menu. To remove a film from DVD Arabesk, select that Film in the menu and click on 'Remove Film'

D. Previewing the DVD Menu (ALL)

The ALL button in the Info/Play section of the Arabesk 4 menu lets you create (render) and then preview the DVD menu you have created. If 'Create' is an option, click on it to build your DVD file, then you can click on the Playback triangle to play the DVD menu.

E. Checking DVD Arabesk settings (SETTINGS)

Clicking on the 'Settings' button in the miscellaneous area of DVD Arabesk 4 allows you to review:

What Write Speed you are using Normal Speed for 1x and 2x,

What version of DVD Arabesk you have loaded

Which Pioneer DVD burner (hardware) you have installed

What DVD Firmware you have installed (see note below)

What DVD media are supported by the above configuration

Check our Support WebPages <http://www.casablanca.tv> for current information on the DVD write speeds, media and DVD Firmware.

DVD Arabesk 4 Tutorial & Tips - continued

* DVD Firmware is software supplied by the DVD burner manufacturer (Pioneer) that enables earlier released units (A04, A05) to use and burn DVDs with the newer high-speed media without damage to the DVD drive.

F. Burning your DVD (WRITE DVD)

After you have prepared/edited your DVD menu, have rendered/created it and have previewed it (not required, but highly recommended) you are ready to burn your DVD. Using an appropriate DVD Media, click on Write DVD and your Casablanca will automatically open the DVD drawer and ask you to insert a blank disc. Place the DVD media into the drive and press the close button. It should start the processing of recording/burning a DVD for you. This length of this process depends on the settings, your burner and the DVD media you are using.

G. Playing back titles created with DVD Arabesk (DVD)

Once the DVD write (burning) process is complete you can playback your new DVD title right on your Casablanca! Simply click on 'DVD' in the Info/Play section of the DVD Arabesk 3 menu and up will pop an interface to navigate your DVD menu.

H. Copying DVDs (READ DVD)

You can copy a DVD you authored previously in DVD Arabesk 4 - place the DVD into the Pioneer DVD drive and click on 'Read DVD'. When the process is complete, you can record a duplicate by clicking on Write DVD" (see Step F above). You are recommended not to 'peek' at the menu as for some reason this may prevent a successful mirror copy of your DVD. NOTE: This erases any work you already have in process in DVD Arabesk 4.

Additional Resources

We recommend Birdy's Tips & Tricks Volume 2 DVD – highly creative DVD menu authoring is presented (complete with practice footage for you to work alongside our creative expert)

More info on our customer website here <http://www.macrosystem.us> (click on Support and FAQs and go to DVDs).

You can download the complete DVD Arabesk 4 Manual on the website here:
<http://www.macrosystem.de/e/downloads.html>

Casablanca Photo Studio 2 Tutorial

Casablanca Photo Studio 2 Tutorial & Tips Contents:

- A. Importing Photos/Images
- B. Sort Menu: Managing your Images/Using Folders
- C. Show Detail Menu
- D. Compare Menu
- E. Edit Menu: Cropping, rotating Images/
- F. Filter Menu:
- G. Animation Menu
- H. Collage Menu
- I. Maximum Compatibility with Photos/JPEGS for Importing into Photo Studio 2

This software for Casablanca II Editors enables you to produce creative photo montages and work with JPEG images incorporated with your video menus in Smart Edit 4 and higher. It requires a minimum of OS Smart Edit 4.1D and 256 Meg RAM.

Launching Photo Studio 2

Once you have installed the software, you will find Photo Studio 2 in the Edit Screen – click on the Special button and scroll down to Photo Studio 2. Click on 'Start Photo-Studio' and it will open the Photo Studio 2 menu.

A. Importing Photos/Images

You can import JPEG photos into Photo Studio 2 either by Smart Media Card (on the internal Smart Media reader), CD (via the internal DVD drive) or by other digital card if you connect a contemporary digital card drive via USB port in your Casablanca (to do this last choice you will need to have the free Casablanca Card Drive software activated on your Casablanca).

1) Click on 'Import Photos'. This brings you to the Import menu – click on 'choose input' and select how you are importing your images. If your choice is recognized after a few moments you will see the images from that card/CD in the window on-screen.

2) With a photo selected (you will see a white border around the photo indicating it is selected), you can see a larger preview by clicking on the 'Preview' button. Once in the Preview window, you can click on 'Select' button to bring a new photo into this window or click on 'Get Photos' to import a selected imaged into Photo Studio 2. The < and > keys on the bottom left allow you to scroll through the images on your source in the preview window.

3) If you wish to import a single image, simply click on that image and click on 'Get photos'. It will then import that photo into Photo Studio 2. If you wish to bring in the entire collection of images from that source – go to the Date filter button and select 'Off'. This will show all the photos in one folder. Select that folder and click 'Get photos'. All the images in that folder will then be imported into Photo Studio 2

4) Play with the Date filter to see how your collection of images is arranged with the different choices.

Casablanca Photo Studio 2 Tutorial (continued)

A. Sort Menu: Managing your Images/Using Folders - continued

This same process can be used also to export images to the Scene bin in Smart Edit that you do not wish to animate. For example if you have a number of photos you want to bring to Smart Edit and wish to add transitions, add titles to, etc. You can bring a 'batch' of photos by using the folder method above:

- 1 In the Sort window, make a New Folder (click on 'Special' at top of menu and select 'Make New Folder'. The option following this one 'Place Photos in new folder' should not be checked for this procedure).
2. Click and drag those images you wish to bring over to Smart Edit and drop them into this new folder.
3. Go to the Edit window – with the Folder noted above selected, click on 'Make Scene'.
4. Select the length you wish each photo to show up in your Scene Bin (you can always trim down the length in Smart Edit more easily than making it longer later).
5. Click 'Ok' – Photo Studio 2 will now automatically render into NTSC video all the images in that folder. When you close Photo Studio 2 you will see these images in your Scene Bin ready for your project!

NOTE: Before exporting photos into Smart Edit, check the selection in 'Presentation – Options'

B. Show Detail Menu

This menu simply allows you to view your images close-up. Click on 'Select' and click on the photo you wish to view, then click 'ok'. If you want the image set aside for deletion (out of focus, etc) click on 'Sort out'. This moves the image to a Sort Out folder that you can delete later. If there is a particular area of the image you wish to viewer even closer, click on the small square to the right of Sort Out. Then use trackball to move the cross hair to the area to zoom in. Left click and you will see a more detailed view of that portion of the image. Left click again on that square to return to regular view. You can click select again to bring another image into the close-up viewer or you can click the < and > buttons to scroll through the folders.

C. Compare Menu

This menu is great for comparing 2, 3 or 4 images against each other... to determine which would be the best for a particular place in your photo montage. It is great for previewing several group shots to ensure all subjects had their eyes open, etc. Click on one of the 4 viewing ports and click on 'Select' and click on the photo you wish to view (from the PS2 Library), then click 'ok'. Bring in other pictures into the other viewers in the same manner. You can use the Sort out function and the < and > keys in this menu as well.

D. Edit Menu: Cropping, rotating Images, naming images/folders, making scenes

In this menu, you have a similar view that exists in Sort. You can select an image and here you will see its name in the field 'Description'. This is commonly a number but you can click here and enter a name for the scene. This is also where you can name your folders!

With an image selected (white border) you can Copy it – which is recommended if you wish to crop or perform other image processing on the image.

Casablanca Photo Studio 2 Tutorial (continued)

Edit Menu: (continued)

CROP

To crop an image, first select the image and click on 'Crop'. Select the proper format for your finished video in the menu at bottom left (if you are producing a standard video, select Video 4:3). You will now see a lighter color rectangle on your image – this indicates the area of your image that will be seen full-screen (without borders). You can click and move that rectangle to your preference. You can also click on any of the edges of the crop area and resize the shape to delete or crop out any unwanted part of the image.

NOTE: Once you click Ok it will modify your picture using the crop points you select – you cannot un-do this step. That is why it is highly recommended you create a copy of an image to be cropped.

ROTATE

To rotate an image that has the incorrect orientation – select the image and click on 'Rotate'. Up pops a menu showing you your 3 choices and the result. Clicking on the image preview or the degree of rotation completes the process.

CREATE SCENE

Before this next step – go back to the Photo Studio 2 menu and under Presentation, click on 'Options'. To ensure you get undistorted photos for use in Smart Edit, select either Black or White border. This will be added to your vertical pictures – selecting either crop or squeeze will result in images with interesting qualities.

If you are ready to export an image or images to your Smart Edit Scene Bin for incorporation in a video project, select the image and click on 'Create Scene'. Then adjust the slider for your preferred length – from 1 to 60 seconds (remember it is easy to trim down an image in Smart Edit so go a little longer if you are uncertain). Click OK and you will see your video scene being created. It will then deposit that new scene in your Scene Bin. You may continue working in Photo Studio 2 or close PS2 and work in Smart Edit.

DELETE

This removes or deletes a selected image from Photo Studio 2.

E. Filter Menu:

CONTROL PHOTO (Filters)

First select an image and click on 'Control Photo'.

You can now adjust the photos brightness, contrast or saturation; its Gamma or RGB values. Note the handy 'reset' button to bring your sliding controls back to 0.

Here you also see the Archive button – you can save specific filter settings to speed up your filtering process. And... the developers provided you with 11 pre-set Filter effects you can preview on your photo/s. It displays the original image on the Left and the affected image on the right.

Casablanca Photo Studio 2 Tutorial (continued)

RETOUCH

This has some powerful capabilities for re-touching a photograph! Once you have clicked on 'retouch' move the rectangle to the area you wish to modify.

First select the size and whether you want a softer (higher %) blurred edges.

To copy a color or pattern onto different areas of the photo – click on 'non-aligned'. Then left click on the area you wish to copy/clone – the area turns from green to red. Now move the cursor to the area you wish to copy onto and hold down the left trackball button to 'paint' onto the photo. Right click when done and then you can either save your changes or exit without changing.

The other choice – Aligned Clone allows you to more realistically color out something in a scene. Follow the steps above but the difference is that your first click and your 2nd click defines the distance your cloned part of the photo is apart from the part to be changed.

F. Animation Menu

Once you launch the Animation menu in Photo Studio 2 you see you have a separate bin or folder to hold your Animated photos. To start, click on 'new' and select an image from your images previously loaded (ideally you have already rotated/cropped and/or retouched them prior to Animation). Clicking 'OK' brings that image into the Animation menu choices. You will see a default animation already set-up; the green circle is your first or starting Keyframe and the 2nd circle (now yellow) is your ending keyframe. Click on the Playback button (to the right of the Length and it will preview your animation.

To customize this animation – click on your 1st keyframe and it turns from Green to blue. Now you can rotate this around the photo to select where you wish to start this animation. If you wanted to start wide and zoom into a subject (say the face of a child) Here is how you would do that: Click on the 'Edit' button and you may then click on 'Center' and 'Minimal' this will zoom the shot out to its widest possible shot (still retaining your 4x3 Aspect Ratio).

Click 'Ok' to go back to the Animation menu. If that selection box is not properly centered on your subject you can move it by again clicking on the green circle and moving it with your trackball. Now click on the 2nd keyframe (yellow circle) and move it to reflect a closer view of a key subject in the photo.

Moving your cursor to the corner edges of the selection box reveals a double sized arrow cursor – which when clicked – allows you to change the size of that selection box. You could instead choose to modify the size and position of that selection box by clicking on 'Edit' and then click on Position 'Change' and/or Zoom 'Change' to change the placement and size of the selection.

Again – click 'OK' and click on the Playback triangle to see preview of the animation. You can adjust the length of the animation, the duration of pauses before and after movement (Pause In/ Pause Out) in the Settings menu. I find it useful to leave a 1-second pause in and out that allows me to smoothly transition between this animated shot in my storyboard.

Casablanca Photo Studio 2 Tutorial (continued)

G. Animation Menu (continued)

You can shape the path of the animation by clicking directly on the line between your 1st and last keyframe. This you can click and move about and you will see how it shapes the path your virtual camera will follow on this animated photo (to remove on any of these 'waypoints' you simply position your cursor over the waypoint (smaller circle on the animation path line) and right click. It should delete that waypoint.

If you have a group shot, you can have the animated camera pause over key subjects by adding additional Key frames. Clicking the 'New' button under Camera Move does this. This circle (larger than a Waypoint) also corresponds to the Settings under Camera Move allowing you to pause for a specified length on this new Keyframe!

When you are happy with your animated photo, click 'create'. This will render the animation, leaving a created version in your Animation bin and also sending out a rendered video scene to your Smart Edit Scene bin. NOTE: You can also choose to name these Animated scenes in the text field of the Animation bin.

H. Collage Menu

Similar to the Animation Menu, the new Collage menu in Photo Studio 2 has a bin to store your previously created Collages. Collages make great title scenes, credit sequences and some compelling visuals even with a single image, which we will create here.

Click on 'New' to build a brand new Collage. You can now select a background for your Collage. This is done via the 'Options' button. The bottom selection allows you to create a new 'Background Color'. Click on the color swatch and you can adjust from the color menu or you can even select a scene from your Scene bin to pull a color from using the 'Pick color' button. If you intend this collage to be used in your video project (rather than export out for printing, etc) you should turn on the 'Auxiliary Lines' to 'Presentation'. You will then see a 'safe area' that shows where your video aspect ratio is in reference to that Collage. Only put photos inside those lines, which you wish to appear in your final collage.

Click New Box and then select a photo and click 'Ok'. You then can position that photo where you please on the collage, the first click places the upper left corner of the image and then you can scroll to adjust the size of the image. Add as many images as you desire. Note: you can click on any image and resize and re-position it any time during this process. You can also select any photo and move it to the front or back of any other image/s to make creative collages with overlapping images.

Casablanca Photo Studio 2 Tutorial (continued)

H. Collage Menu (continued)

You can further add creativity to the Collage by clicking on 'Edit Box' after selecting any photo. Here you can add a border (your color choice) and a drop shadow and even rotate the box/photo on its axis... once you click 'Rotate box', simply scroll the trackball and watch it swing!

When you are happy with your Collage – you can 'Create Scene' which renders it for Smart Edit (you select length).

You can also do a really cool animated collage... click on 'Create Photo'. This sends you collage as a photo to the Photo Sort bin. You can then launch the Photo Studio 2 Animation menu to animate your collages... very cool!

* To export the photos from Photo Studio 2 to your Smart Edit project, please see the 'CREATE SCENE' portion under the Edit Menu above.

I. Maximum Compatibility with Photos/JPEGS for Importing into Photo Studio 2

1) A JPEG must be adjusted if it is of a small resolution – Photo Studio 2 works best with images that are at least 300 DPI. We have also found that Photo Studio 2 works best when JPEGS are smaller than a file size of xxx.

Particularly if you are scanning images/photographs, if it is a black & white image you must still save it as a color (RGB) JPEG. Photo Studio will not work with a monochrome file, but will work with a black & white image saved as an RGB file.

Images altered with Adobe Photoshop

The most common: Failure to convert to a JPEG and leaving the file as a Photoshop file that Photo Studio 2 can't read. This includes an imported JPEG that was converted to a PS file where the operator manipulated the photo and FORGOT to FLATTEN the layers of their designated photo before closing down to the PC's picture file/window. Upon closing Photoshop convert the Photoshop file back to the original JPEG file. The JPEG will now read as a PS file.... which is layered.