

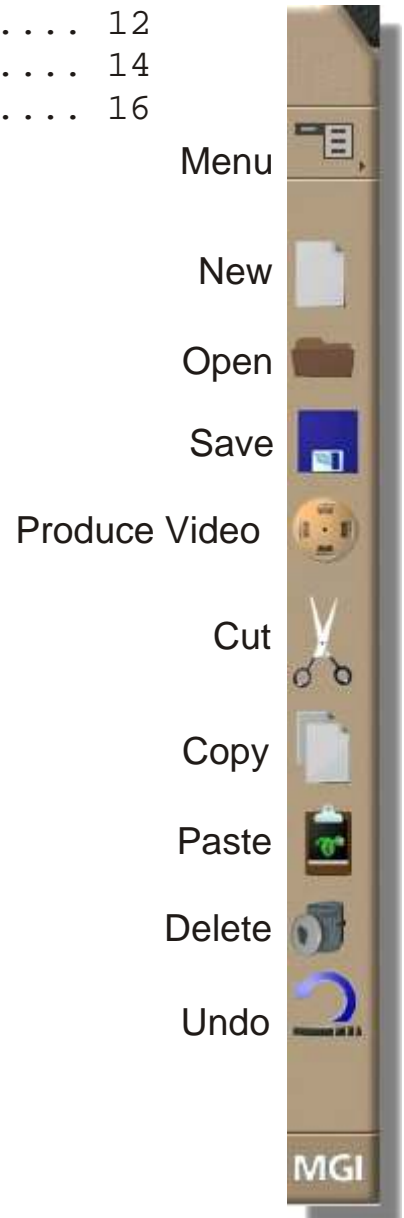
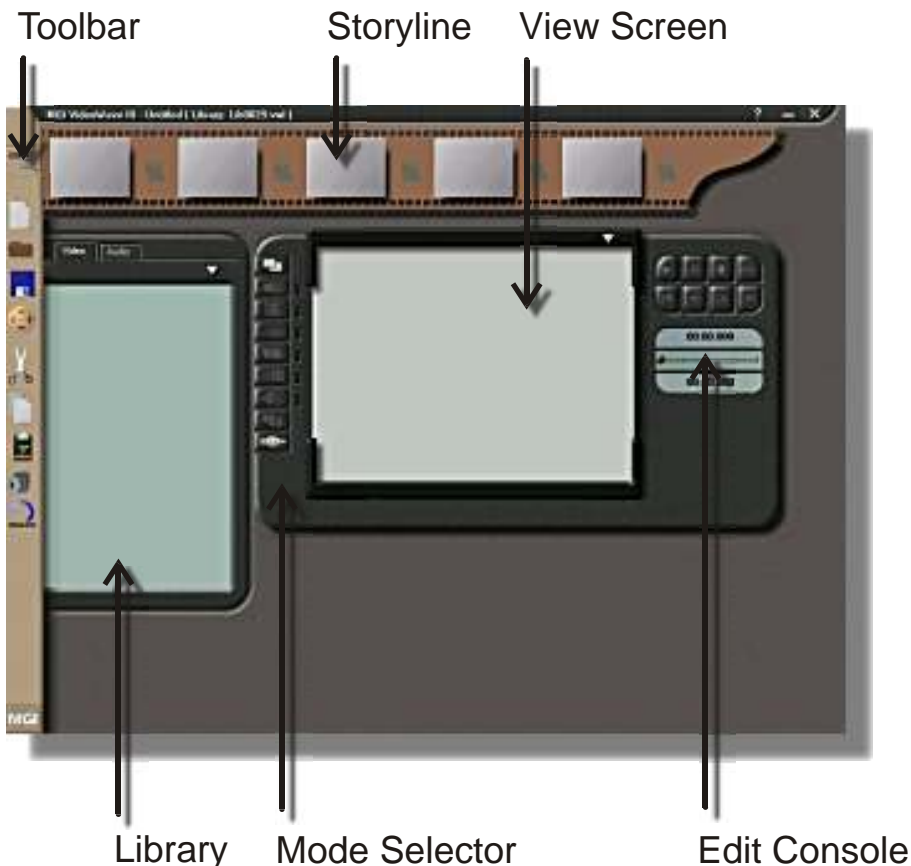
MGI VideoWave III SE Notes:

Contents:

Starting VideoWave III	1
Toolbar	1
The Work Space	1
The Storyline	2
Adding Scenes	2
Deleting Scenes	3
Rearranging Scenes	4
Saving	5
The Library	6
Adding Scenes	6
Deleting Scenes	7
The Cutting Room	8
Trimming Scenes	8
Transitions	11
Editing Transitions	12
Adding Credits	14
Producing the Video	16

Starting VideoWave III

Select Start | Programs | MGI VideoWave III | MGI VideoWave III



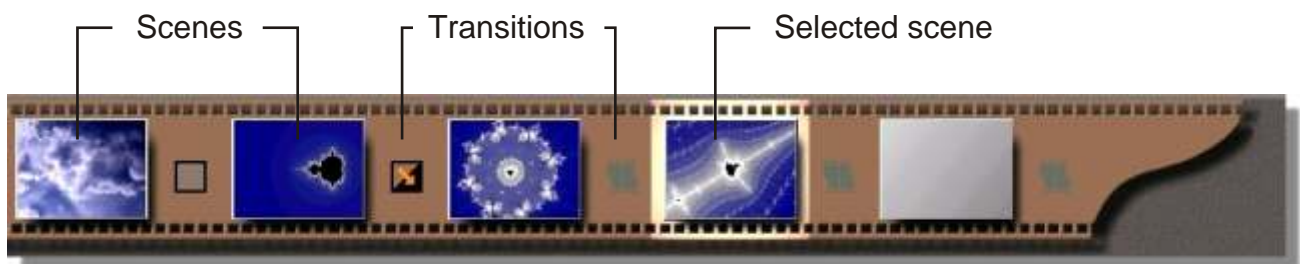
The Storyline:

Theory:

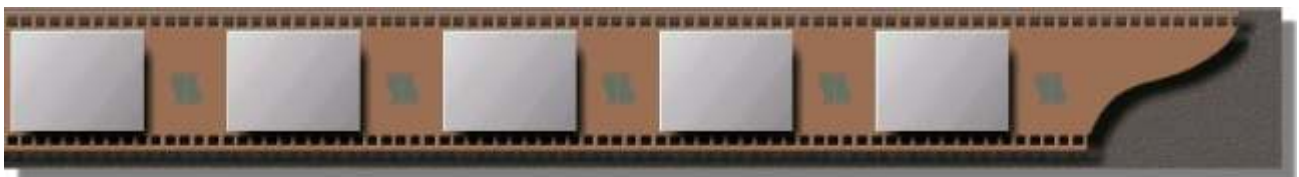
The Storyline is where you assemble your video production by combining video clips, scenes, transitions, text and special effects. The Storyline is comprised of panels, or boxes, of which there are two types; one to hold Clips and scenes, and the other to hold Transitions. While only a few panels are viewable on the screen at any one time, you can have an unlimited number of scenes and transitions for longer video productions.

As you fill the panels, you can scroll the Storyline horizontally to add more clips, scenes and transitions. To scroll, move the mouse pointer over the Storyline until the cursor changes to a "hand". Click and drag the left mouse button, and then move the Storyline to the left or right.

To create a video production, you arrange all your video clips and scenes in the video panels of the Storyline..Then insert transitions between scenes.

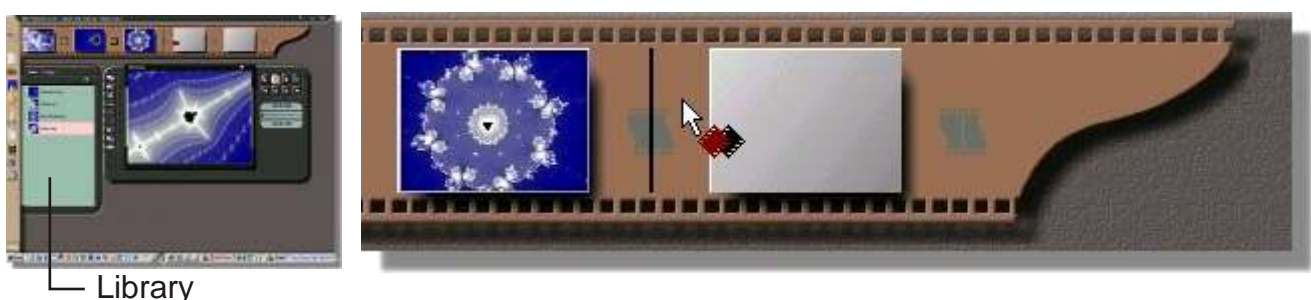


When Videowave starts the Storyline is empty.



Adding scenes

Typically, you load source files first into the Library and then transfer and arrange them in the Storyline. The Library serves as a holding place for any number of files. To add a scene to the Storyline select the scene you wish to add from the Library and then drag it onto the Storyline.



The Storyline: Adding scenes (cont.)

1 Select the scene you want to add to the Storyline.

2 Drag the scene onto the Storyline. Note: You can drop a new scene at the end of any existing scenes or between scene on the Storyline.

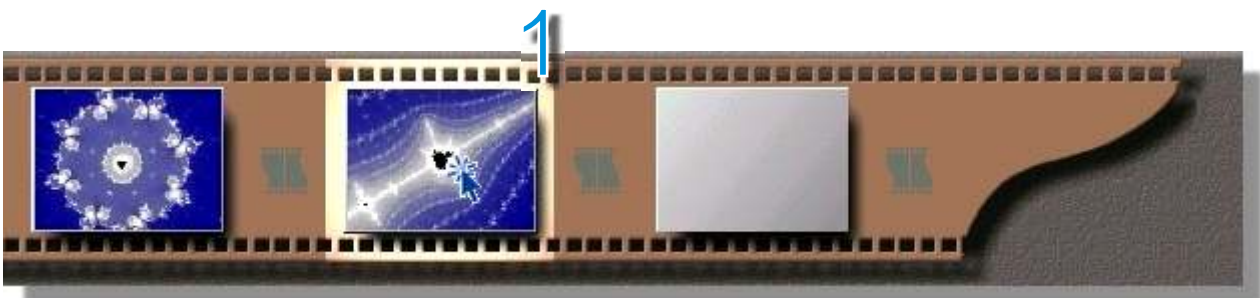
The new scene will be added to the right of the cursor.



Deleting scenes

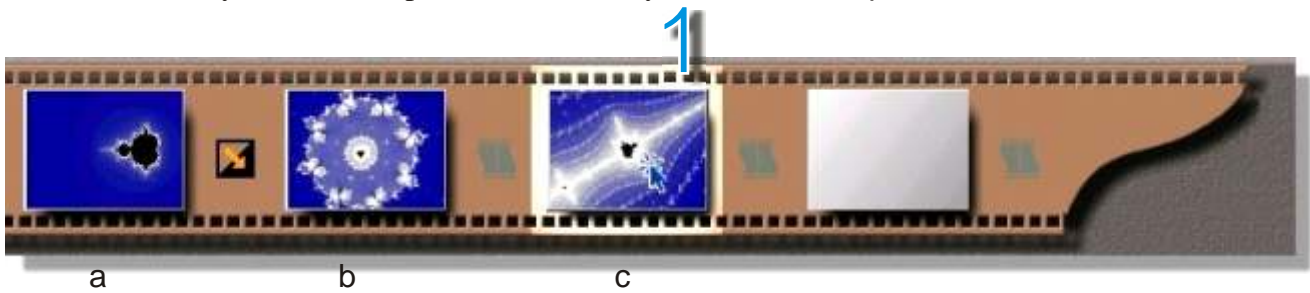
1 Select the scene you wish to delete from the Storyline.

2 Press the delete key on the keyboard.



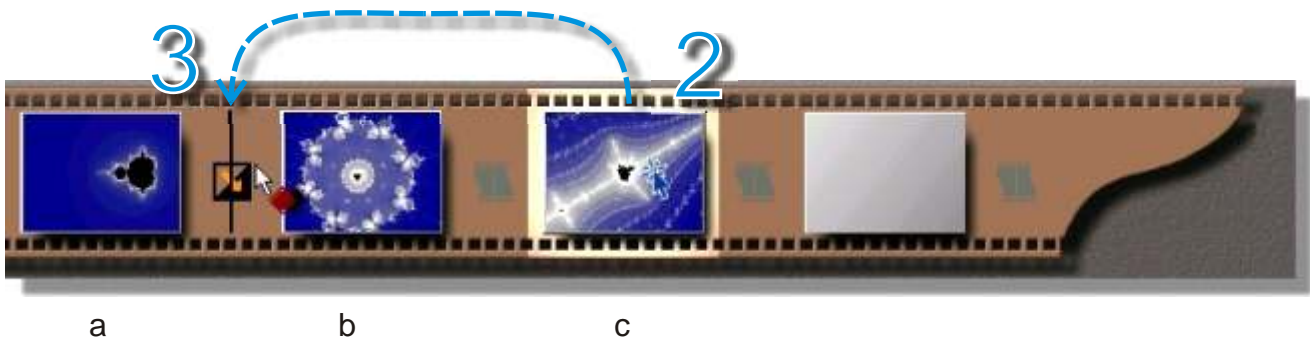
The Storyline: Rearranging scenes

1 Select the scene you want to reposition in the storyline. For example

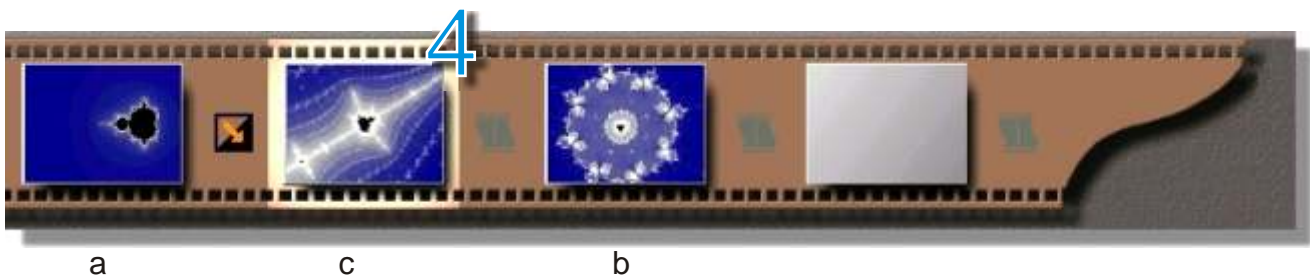


2 Click once again on the scene you want to reposition.

3 Drag the scene to the new position.



4 The scene should change position.



Note:

Scenes may also be repositioned within the Storyline by cutting the scene and pasting it into the desired position.

The Storyline: Saving the Storyline

Theory:

It is a good idea to save your storyline regularly during movie production.

For added security save incremental versions – by placing a number or letter at the end of the filename and incrementing it. For example the first save is called videowave1 and the last save for the session is called videowave2 – You should save when production reaches a plateau, or at the end of each production session.

Note: The keyboard shortcut **Ctrl + S** **does not save the storyline.**

1 Click on the menu icon.



2 Click: Storyline.

3 Click: Save.

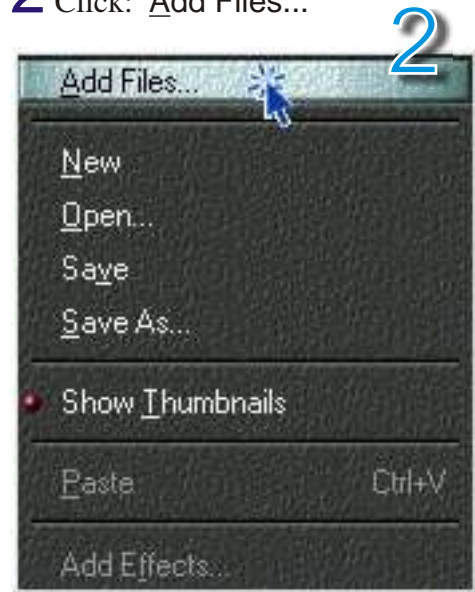


The Library: Adding Scenes

1 Pull down the Library menu.



2 Click: Add Files...



3 Select one or more files to add.

4 Click: Open.



The Library: Deleting scenes

- 1 Select the scene you wish to delete.



- 2 Press the Delete key on the keyboard.

- 3 Select Yes if you want the file to be deleted from your hard disk. Select NO if you do not want to delete the scene from your hard disk.



- 4 The scene should be deleted from the Library.



The Cutting Room: Trimming Scenes

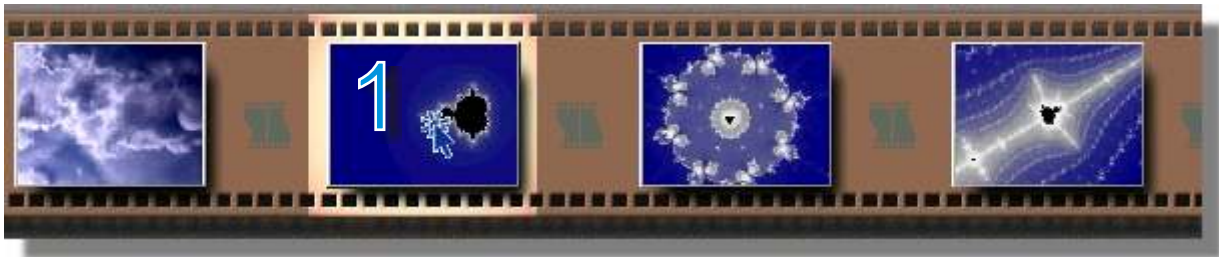
Theory:

The Cutting Room is where you trim video files removing unwanted footage at the beginning or end of a scene.

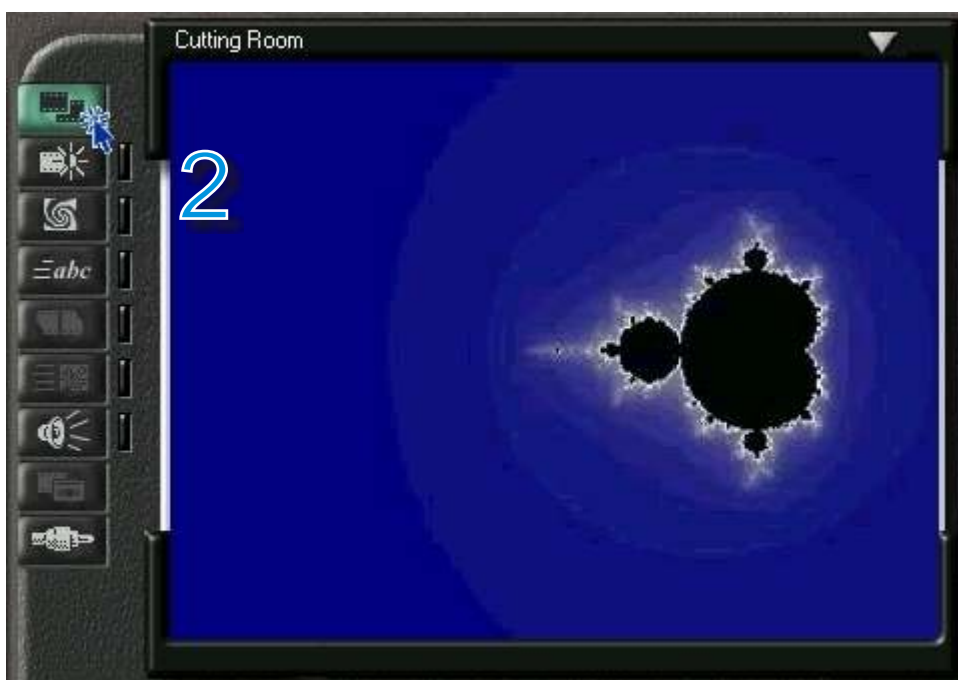
In the Cutting Room you can also:

- extract video from a scene
- extract one or more still images from a scene
- split scenes
- extract sound from a scene

1 Double click the scene you want to trim



2 Select the Cutting Room from the Mode Selector.



The Cutting Room: Trimming Scenes (cont.)

3 Select the frame where you want the scene to begin.



Use the Control panel to advance to the desired frame in the video scene.

3a Use the Time Slider to advance quickly to the general location of the frame.

3b Use the Previous Frame / Next Frame buttons to select the precise frame to start the trimmed scene.

4 Use the Mark In-Point button to mark the new beginning for the scene.

3b

Previous Frame/
Next Frame

3a

Time Slider

4

Mark In-Point
(start of scene)



Control Panel

The Cutting Room: Trimming Scenes (cont.)

5 Select Apply

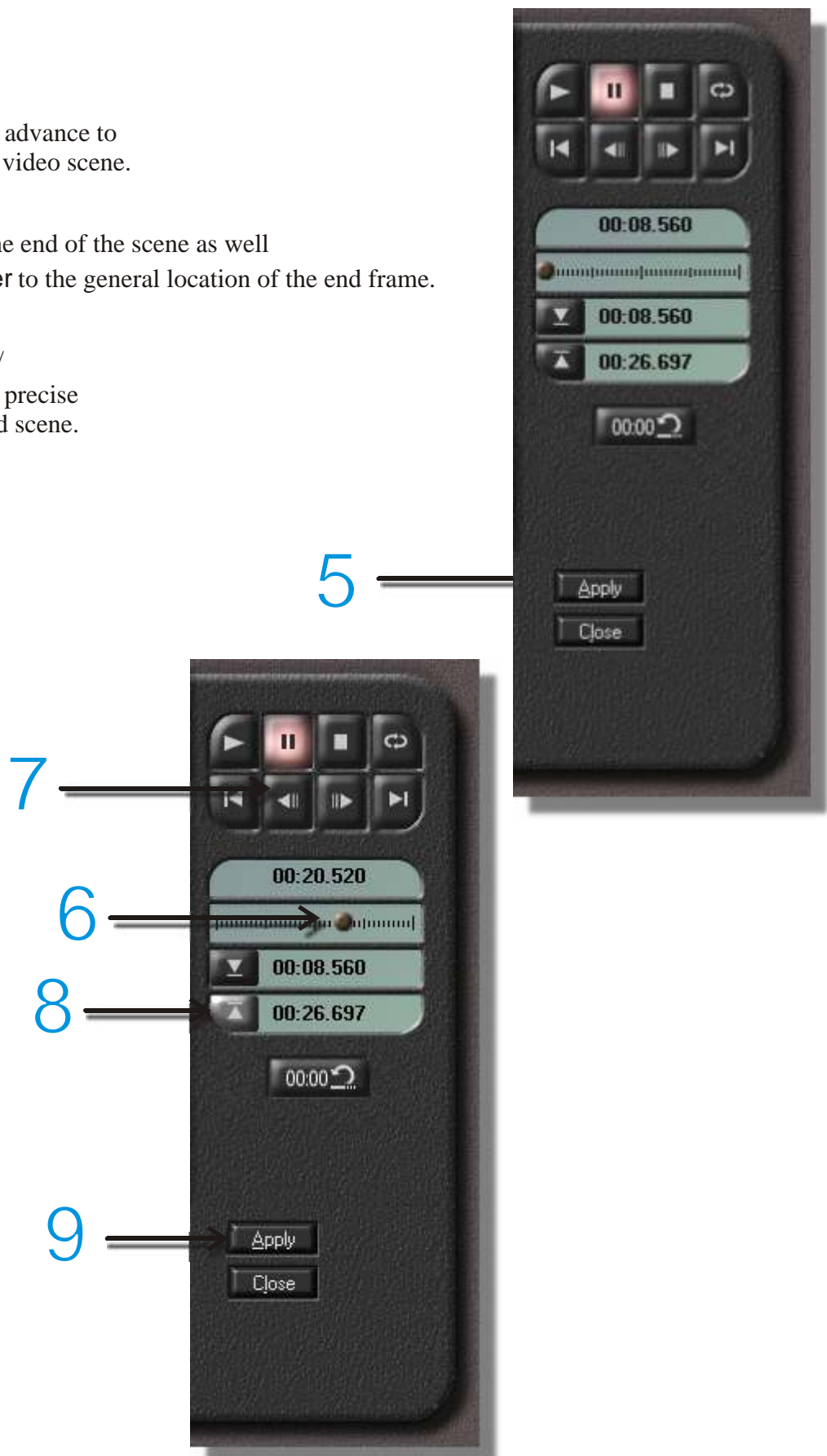
Use the Control panel to advance to the desired frame in the video scene.

6 If you want to trim the end of the scene as well Advance the **T**ime **S**lider to the general location of the end frame.

7 Use Previous Frame / Next Frame to select the precise frame to end the trimmed scene.

8 Mark the Out-Point

9 Select Apply

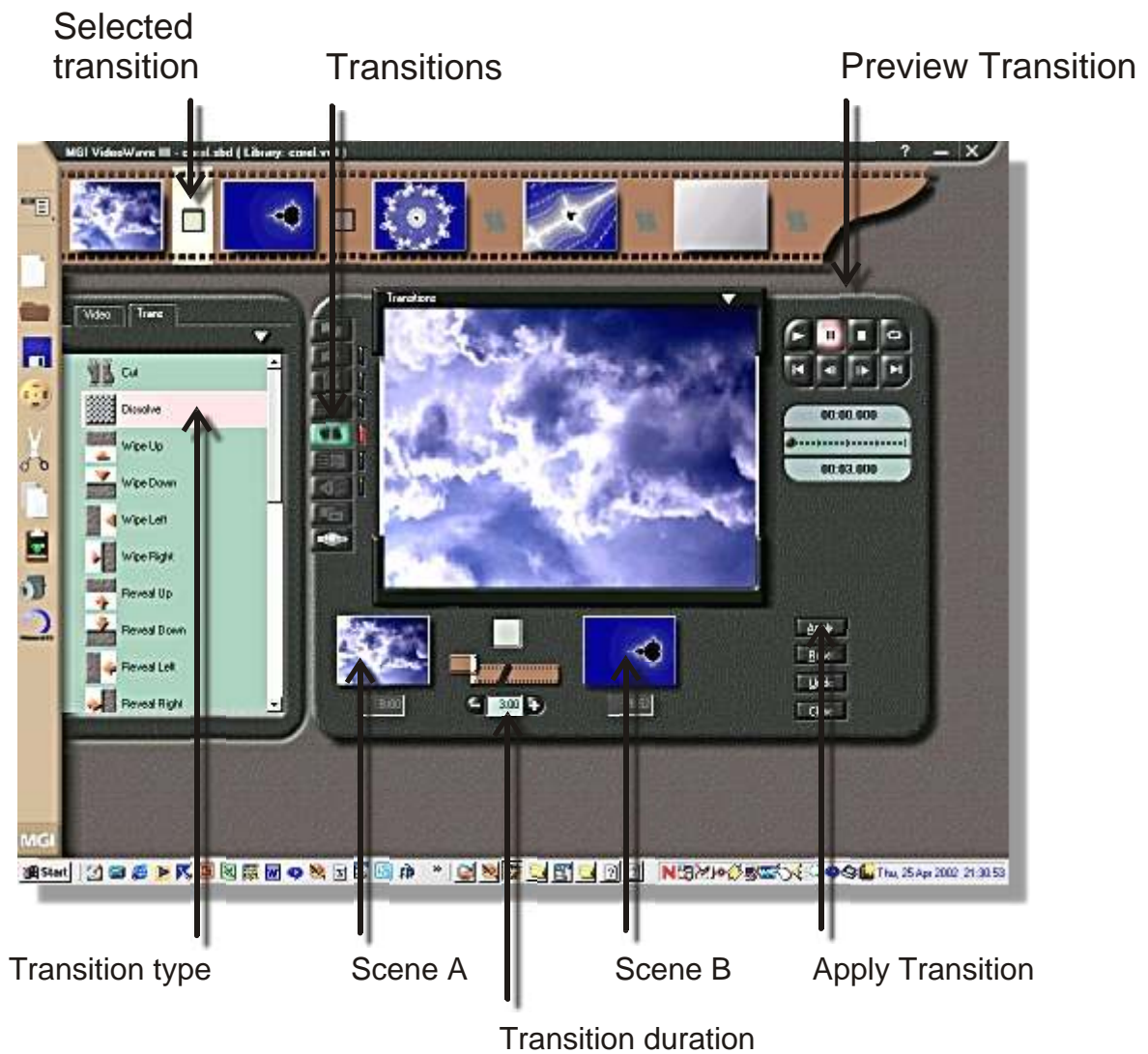


Transitions:

Theory:

Transitions control the way the movie changes from scene to scene.

Use Transitions to reinforce the flow from one idea to another. Transitions can be as simple as a cut – where there is simply an instantaneous change to a new scene – to complex fades or blends.



Transitions: Editing Transitions

1 Right mouse click on the Transition you want to edit.

2 Select: Edit Transition...



3 Double click on the Transition effect you want to apply.

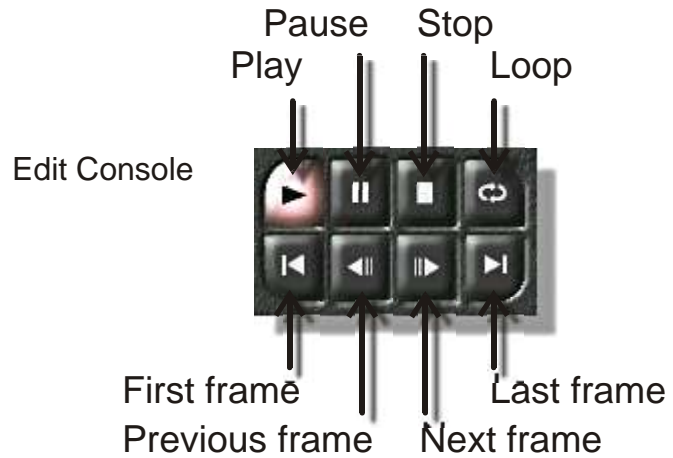


4 Adjust the duration of the Transition.

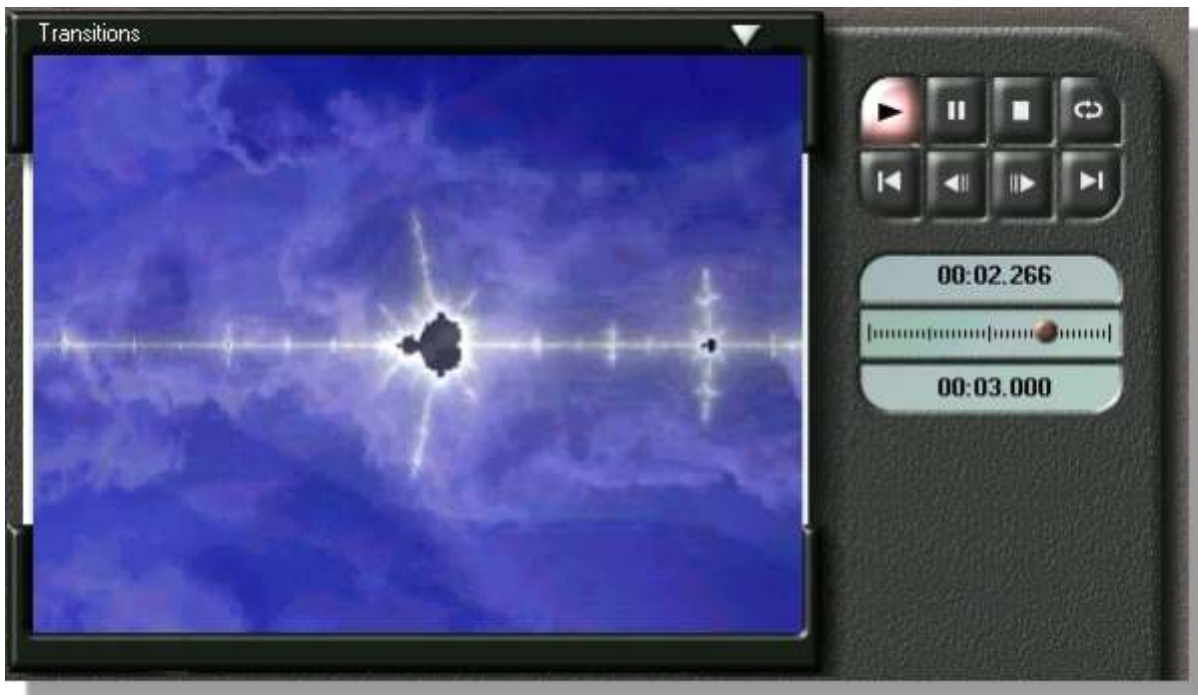
5 Click: Apply.



Transitions: Previewing Transitions

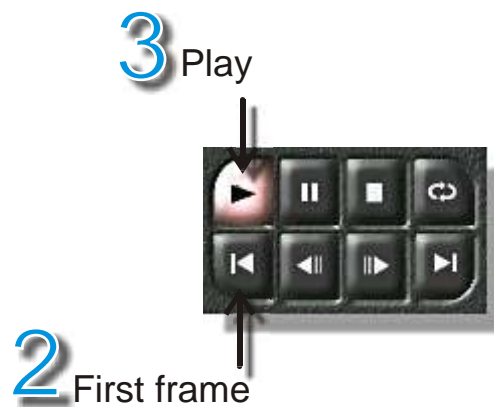


1 Click: Play to preview the Transition.



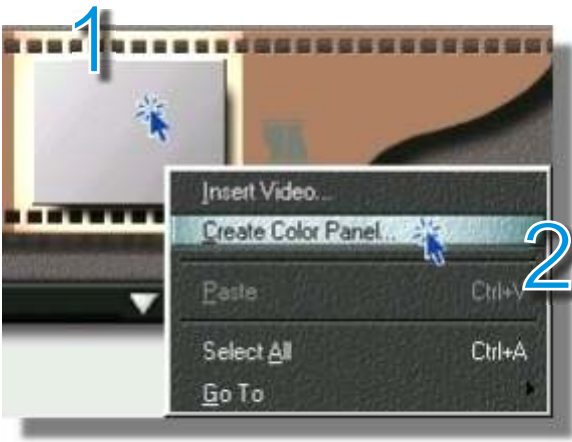
2 To preview the Transition again click: First frame.

3 Then click: Play.

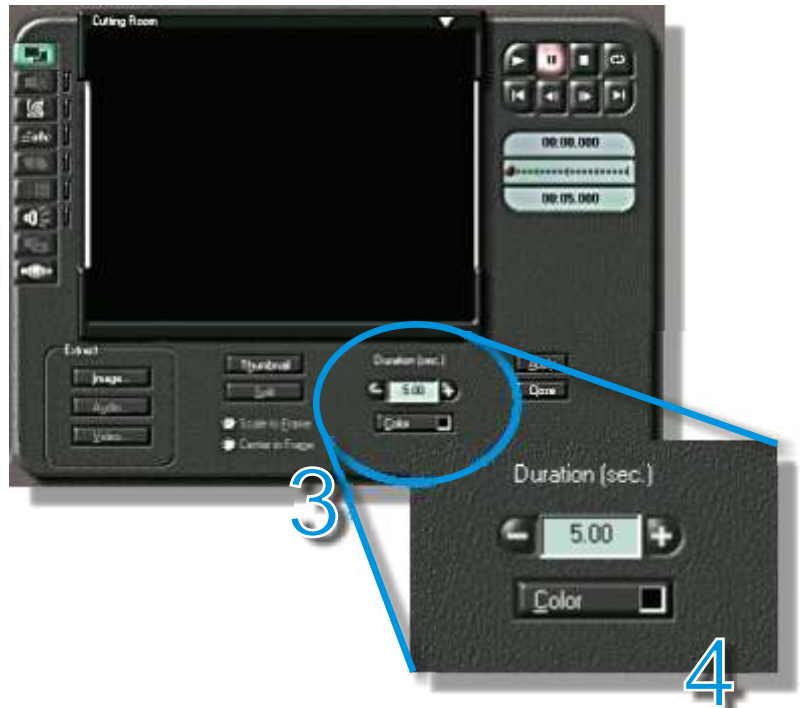


Credits: Adding Credits

1 Right click on a blank scene panel.



2 Select Create Color Panel...



3 Set the duration for the scene.

4 If you do not want a black background choose another colour.

5 Select a colour of your choice.

6 Click: OK.



Credits: Adding credits (cont.)

7 Click the Text Animator *abc* button.

8 Double click on the Credit Roll animation effect choose another style of animation if desired.

9 Type the credits.

10 Preview the animation by pressing Play.

11 Click: Apply.



Producing the Video:

Theory:

The entire storyline or selected scenes are produced in final playback format ie. as an .avi file. The produced file cannot be edited. If you wish to continue editing, you must reopen the Storyline. Complete the editing process. Then produce the video again.

1 Before producing a video you should save the storyline. See page 5 for details.

2 Usually you will want to produce the whole storyline. If you only want to produce selected scenes, select one or more continuous scenes.

3a Select Storyline | Produce

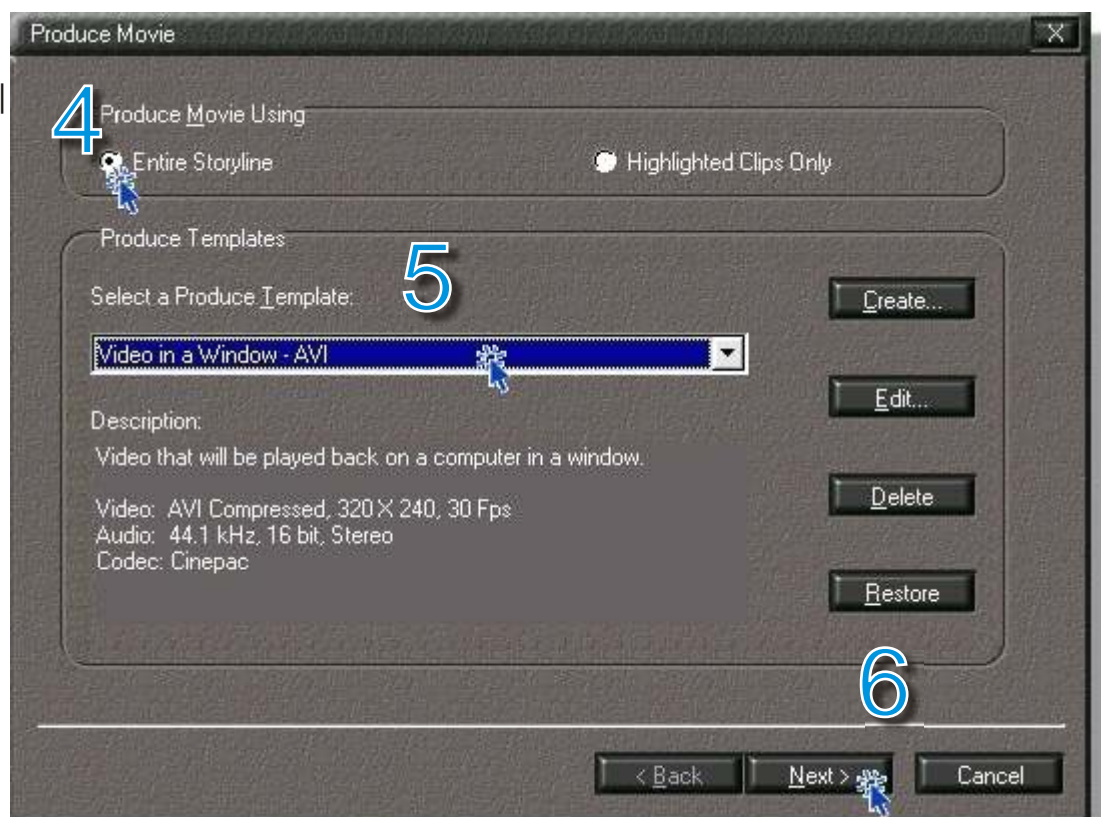
or **3b** Click: The Produce Video icon on the toolbar.



4 Select Produce Movie Using | Entire Storyline.

5 Select Video in a Window - AVI.

6 Click Next >



Producing the Video: (cont.)

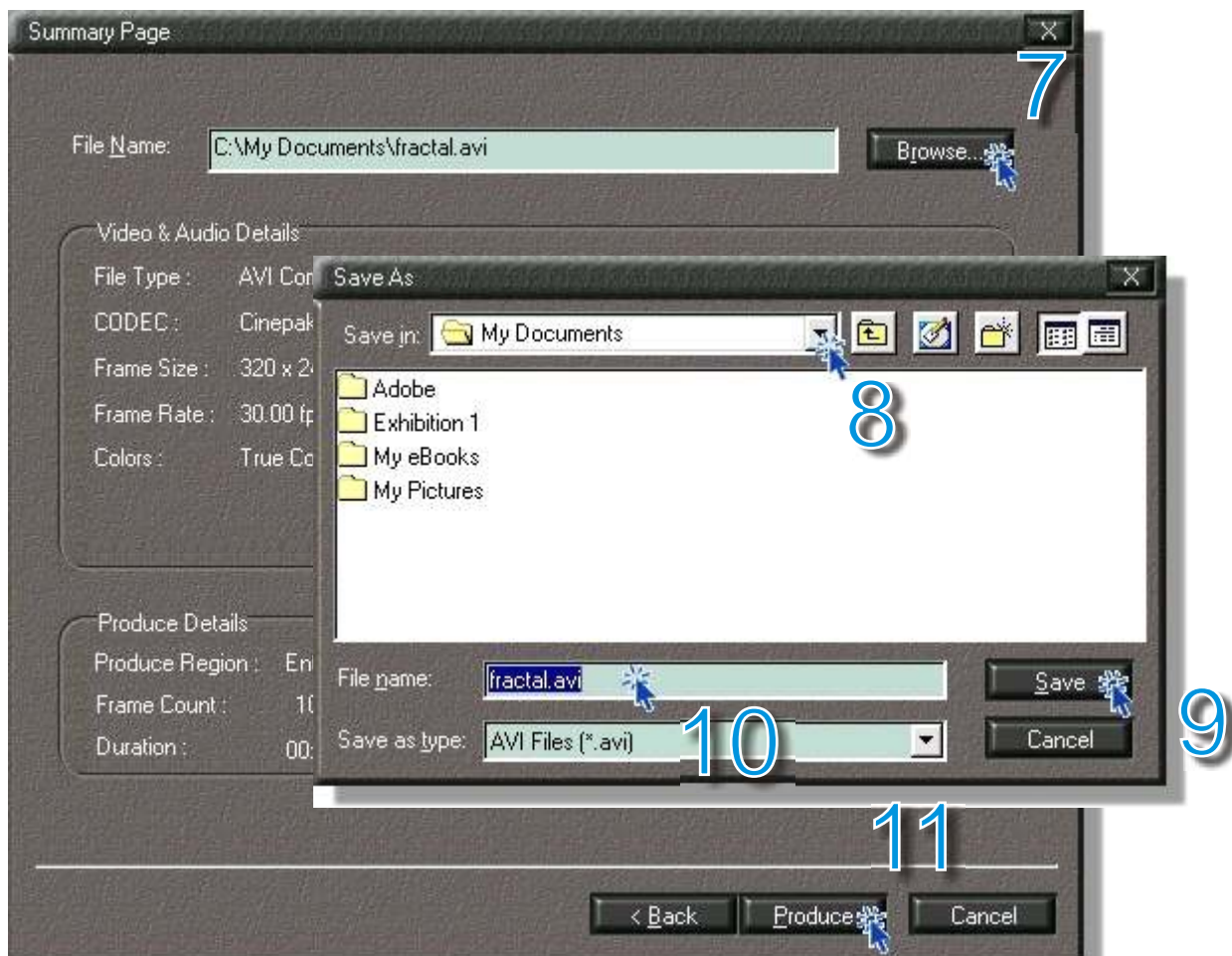
7 Click Browse...

8 Choose a folder in which to save the production file.

9 Enter a File Name.

10 Click Save.

11 Click Produce.



Notes created by Rupert Russell 17 July 2002

Applications used: MGI VideoWave III SE,
Paint Shop Pro 7 & CorelDRAW 10
e-mail: r.russell@ballarat.edu.au
www.ballarat.edu.au/~russell/tutorials/videowave
Version 2.5

Permission granted to reproduce and/or modify these
notes for non-commercial educational use only.
For any other use contact the author.