nero

Manual

Nero Video

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1 Start Successfully

1.1 About the Manual

This manual is intended for all users who want to learn how to use Nero Video. It is process-based and explains how to achieve a specific objective on a step-by-step basis.

To make best use of this documentation, please note the following conventions:

!	Indicates warnings, preconditions or instructions that have to be precisely followed.
💡	Indicates additional information or advice.
1. Start …	The number at the beginning of a line indicates a prompt for action. Carry out these actions in the order specified.
➡	Indicates an intermediate result.
➡	Indicates a result.
OK	Indicates text passages or buttons that appear in the program interface. They are shown in boldface.
(see…)	Indicates references to other chapters. They are executed as links and are shown in red and underlined.
[…]	Indicates keyboard shortcuts for entering commands.

1.2 About Nero Video

Nero Video is a program for capturing, editing, and burning films or slide shows with an extremely user-friendly interface. Nero Video can be used to play your videos from DV video cameras or other external video devices on your PC and to burn them as DVD-Video, DVD-VFR (video mode)/+VR, Video CD (VCD), Super Video CD (SVCD), miniDVD, AVCHD or BD-MV or to save them to a hard drive folder. With the many features offered in this powerful multimedia software, you will have numerous options for creating and collecting your memories.

Nero Video opens a complete new creative dimension for compositing and for individual correction methods. It allows you to shorten videos quickly and easily, add effects to videos, produce chapters with the help of automatic scene detection, manually define chapter marks, produce your own menus from pre-defined menu templates with animated buttons, add background pictures and text, use the preview screen over the handy virtual remote control to view your project, and much more. Two different video editing modes are available to suit the needs and knowledge levels of beginners and advanced users in video editing.

Using your DV video camera, a FireWire card, and the appropriate hardware, you can import your own videos from your camera. If you have a DirectShow compatible video capture card you can use Nero Video to capture videos directly from the video capture card. If you do not have the required video hardware, you can edit video files from your PC or download them from the Internet.

1.3 Versions of Nero Video

Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.

Essentials or OEM software may also differ from the full version in a more or less broad functional range. Note that the feature limitations of your Essentials version depend on the co-contractor's choice.

The following features are not available in Nero Video Essentials:

- The number of supported transitions, video filters, text and audio effects is limited.
- Key frame handling is limited.
- The number of movie theme templates is limited.
- The **Advanced Editing** mode is not available for **Video Editing**.
- The number of menu templates is limited.
- Editing menu in **Advanced Editing** is not available.
- The number of supported video and audio codecs is limited.

1.4 System Requirements

Nero Video is part of the Nero product you have installed. Its system requirements are the same. Detailed system requirements of this and all other Nero products can be found in the Support section on our Web site www.nero.com.

1.5 Starting the Program

There are several ways to open Nero Video, depending on various factors such as the product you have installed and the operating system you are using.

- On Windows 7 and earlier versions of Windows, you can start Nero Video via:
- **Start** (the start icon) > (**All**) **Programs** > **Nero** > **Nero 12** > Nero Video
- the Nero Video 12 desktop icon
- the **Nero 12 Welcome Application** if you use Nero 12

The **Welcome Application** offers information about the main use cases and links to tutorials and other interesting Internet sites by Nero.

To start the **Welcome Application**, click the **Nero 12** icon on your desktop (Windows 7 and earlier) or select the **Nero 12** tile on the application selection screen (Windows 8).

- On Windows 8, you can start Nero Video via:
- the Nero 12 tile (Windows 8 style user interface) or the **Nero 12** desktop icon (desktop user interface) if you use Nero 12
- the Nero Video tile (Windows 8 style user interface) or the Nero Video 12 desktop icon (desktop user interface) if you use Nero Video 12 as a standalone product

At first startup and if not disabled, the **Welcome to** Nero Video window is displayed. Here you will find information about the main use cases with Nero Video and links to tutorials and other interesting Internet sites by Nero. The window can be started at any time within Nero Video by clicking the **Get Started** button.

2 Project Creation and Management

2.1 Working with Nero Video

The user interface for Nero Video consists of a main window and an expandable area. Basically, working with Nero Video consists of the selection of a task from the **Start** screen. You then complete the task by navigating through the different steps that are displayed in a separate screen for each individual step.

> If you have installed a DVD-RW/+RW burner and insert a DVD-RW or DVD+RW disc, you can use Nero Video to create editable DVD disc formats and DVD-Video: DVD-VFR (video mode) and DVD+VR.
>
> In comparison to DVD-Video, the advantage of these disc formats is that the content can be changed later on. This means that you can edit the movies, insert new passages, delete scenes that you do not want to see, or overwrite the disc. However, a disadvantage is that you cannot create individual menus.
>
> The DVD-VFR (video mode) and DVD+VR disc formats are compatible with DVD-Video and can be played on nearly any commercial DVD player.

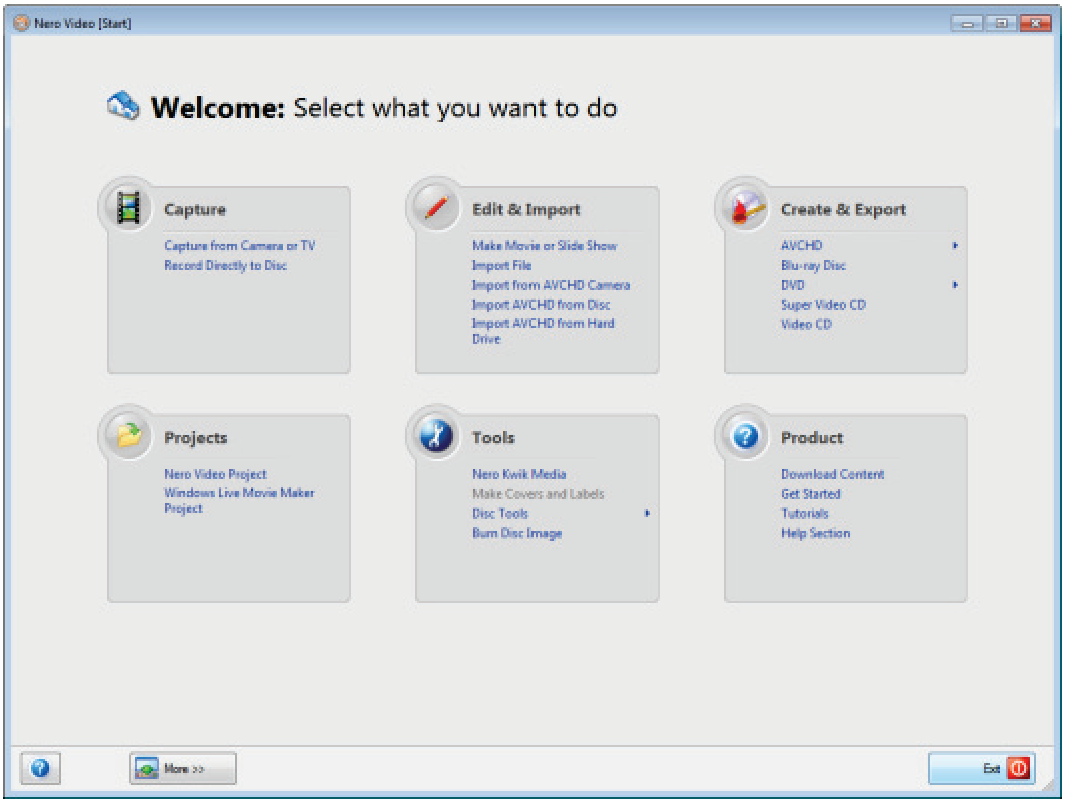
> Clicking the **Help** button in the lower left corner of the main window opens a drop-down menu that offers the option of accessing online help as well as viewing the versions number and other registration data.

To go to the next or previous screen, click the **Next** or **Back** button in the navigation bar. If necessary, you will be prompted to save the project, as the changes you have made will otherwise be lost.

A project consists essentially of four steps:

- **Selecting a task.**

Select what you would like to do by moving the cursor over the menu item.



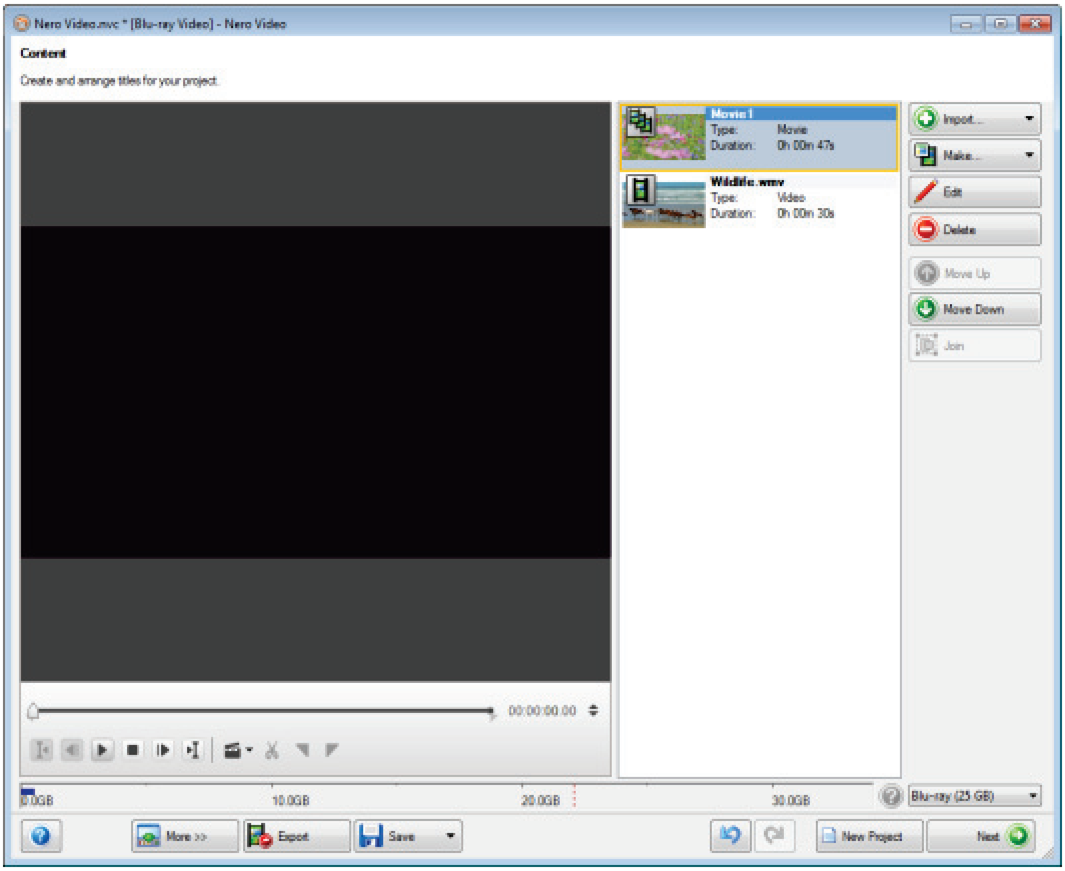
Start screen

This manual contains a chapter for each task that describes all of the steps required for its completion.

- **Completing a task**

Depending on the task, you will have to go through various steps until you reach the end. Each individual step consists of a new screen. To help you to know where you are and what you need to do, each screen comes with a name and a brief description. In addition, each screen furthermore contains tooltips, detailed information, and explanations for the various buttons, icons, and menus.

Both **Undo** and **Redo** buttons are available on screens in which you can perform different actions. These buttons allow you to quickly undo or redo the last performed action. In this way, you can try out a number of features in Nero Video risk free without having to discard the entire project if you do not like the change.



Content

Create and arrange titles for your project.

Movie 1
Type: Movie
Duration: 0h 00m 47s

Wildlife.wmv
Type: Video
Duration: 0h 00m 30s

00:00:00.00

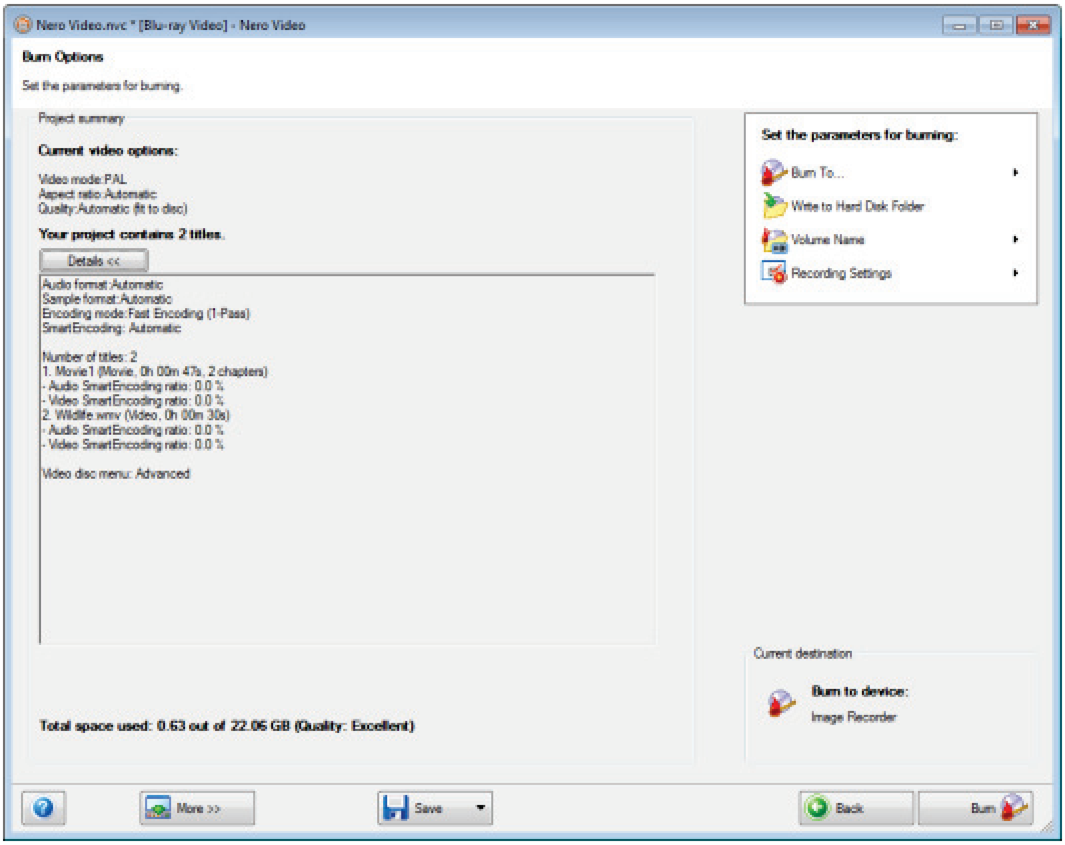
Blu-ray (25 GB)

Content screen

For each screen, the manual contains a chapter in which all areas are described in detail.

- **Burning**

Burning marks the end of a project. For this you should define the burning parameters and click the **Burn** button. Depending on the type of project you are working on and the burner connected to the system, a number of different entries are available for selection.


Nero Video.nvc * [Blu-ray Video] - Nero Video
Set the parameters for burning:
Burn To...
Write to Hard Disk Folder
Volume Name
Recording Settings
Details <<
More >>
Save
Back
Burn

Burn Options

Set the parameters for burning.

Project summary

Current video options:

Video mode:PAL
Aspect ratio:Automatic
Quality:Automatic (fit to disc)

Your project contains 2 titles.

Audio format:Automatic
Sample format:Automatic
Encoding mode:Fast Encoding (1-Pass)
SmartEncoding: Automatic

Number of titles: 2
1. Movie1 (Movie, 0h 00m 47s, 2 chapters)
- Audio SmartEncoding ratio: 0.0 %
- Video SmartEncoding ratio: 0.0 %
2. Wildlife.wmv (Video, 0h 00m 30s)
- Audio SmartEncoding ratio: 0.0 %
- Video SmartEncoding ratio: 0.0 %

Video disc menu: Advanced

Total space used: 0.63 out of 22.06 GB (Quality: Excellent)

Current destination

Burn to device:
Image Recorder

Burn Options screen

After burning

Once you have finished burning you can decide what you would like to do next: launch the media player and view your project or create covers and labels for the disc using Nero CoverDesigner. Of course, you can also save the project or start a new one.

See also

- Extended Area →14
- Content Screen →15
- Creating and Editing a Disc Project →19
- Saving a Project →24
- Burn Options Screen →124
- Creating Covers and Labels →15

2.2 Extended Area

The user interface for Nero Video consists of a main window and an expandable area. Clicking the **More** button displays an extended area.

> The user interface for Nero Video displays the options required at the time, depending on the screen you are in. This makes the interface easy to use.

The extended area is closed again in normal mode when you switch to the next screen. In so-called "sticky mode," the extended area will be displayed until it is closed once more by clicking the **More** button again. The icon 📌 in the extended dialog box displays its current mode. Click this icon to change the mode.

📌 The extended area is in normal mode.

● The extended area is in sticky mode.

See also

Buttons →14

2.2.1 Buttons

The following buttons are available in the extended area:

Configure	Opens the configuration of Nero Video.
Recording Format Options	Edits the default options when creating a video. The **Recording Format Options** window is opened. As long as no disc format has been selected the video options for all supported formats are shown. After selecting a disc format, only the tab for the current disc format is displayed.
Erase Disc	Erases rewritable discs. The **Erase Rewritable Disc** window is opened; the erasing method is adjustable. Before a disc can be erased, the burner must contain a rewritable disc.
Disc Info	Shows information about the inserted disc (e.g. type of disc, available storage capacity, number of sessions, and tracks). The **Disc Info** window is opened. Insert the disc that you want to know more about and select the drive in which it is located.
Finalize Disc	Finalizes the DVD-VFR (video mode) or DVD+VR disc. The **Disc Finalization** window is opened.

Make Covers and Labels	Starts Nero CoverDesigner. Only available if Nero CoverDesigner is installed. Note that Nero CoverDesigner is not installed automatically with Nero 12. However, it can be downloaded for free from the **Download** section at www.nero.com or via Nero ControlCenter and used together with Nero 12. Nero CoverDesigner is used to create and print labels and booklets for burned discs. Please see the separate Nero CoverDesigner user manual for full instructions on how to make professional-looking covers and labels.

See also

- Extended Area →14
- Application Settings Window →131
- Recording Format Options Window →133
- Erasing a Rewritable Disc →141
- Displaying Disc Info →141
- Finalizing a Disc →142

2.2.2 Creating Covers and Labels

With Nero you can create covers and a label for your disc project.

Nero CoverDesigner is not installed automatically with Nero 12. However, it can be downloaded for free from the **Download** section at www.nero.com or via Nero ControlCenter and used together with Nero 12. Please see the separate Nero CoverDesigner user manual for full instructions.

To start Nero CoverDesigner via Nero Video, proceed as follows:

1. Click the **More** button.
   ➡ The extended area is displayed.
2. Click the **Make covers and labels** button.
   ➡ Nero CoverDesigner is opened.

2.3 Content Screen

The **Content** screen is displayed when you select one of the entries of the **Create & Export** selection list on the start screen.

When you start a project via the **Create & Export** selection list on the start screen, you will subsequently go through the following screens:

Content > **Edit Menu** > **Preview** > **Burn Options**

You can always go back and forth between the screens, but you cannot skip any of the screens.

In the **Content** screen you can create a project according to your requirements and arrange titles of a compilation.

> A "project" refers to the process that begins when the video is first opened and ends when the movie is finished or exported. A project can be saved in a project file that will include all the performed changes. It can be reopened at a later time. The project file has the extension *.nvc (Nero Video Compilation).

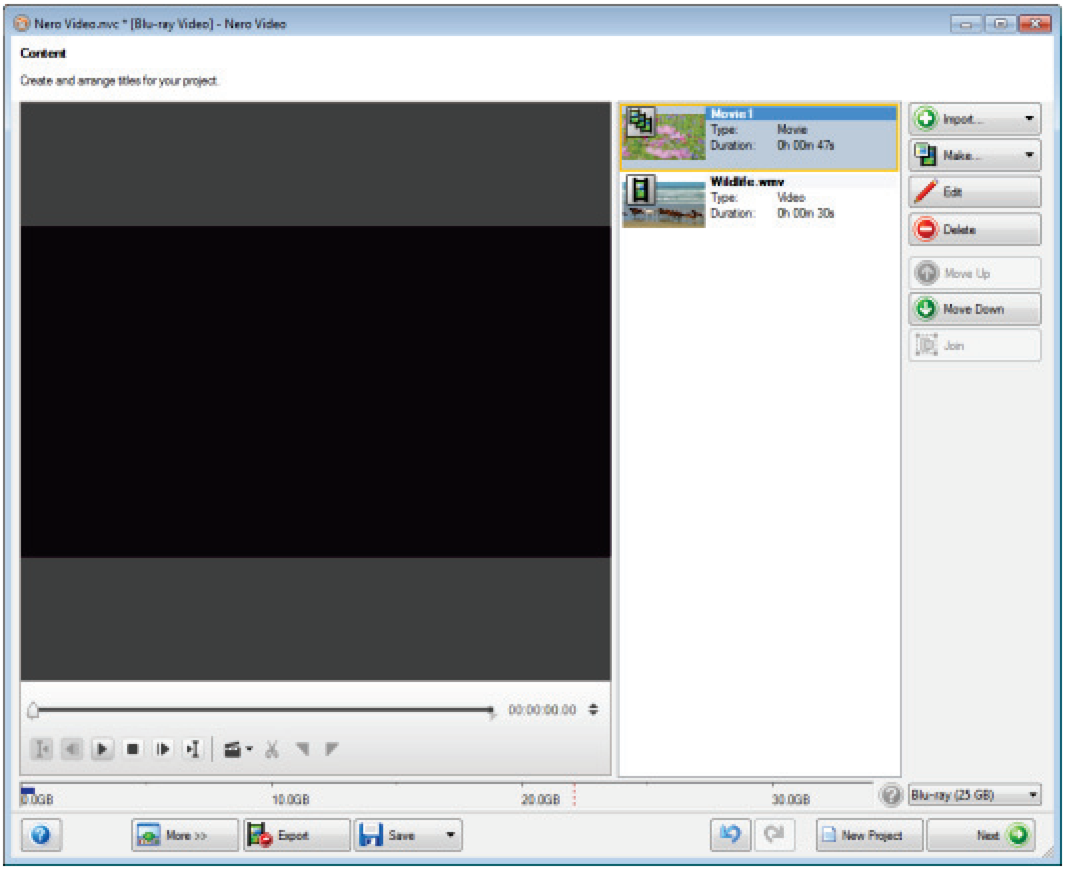
You can play back every title in the preview area in the upper left. The added titles are listed in the content area right next to the preview area. Each video title is shown with a thumbnail and information on the file name, length of the video, and number of chapters. In addition all existing chapters can be displayed ▼ or rendered invisible ▲ as desired with the aid of the buttons. The beginning of each chapter is indicated by the chapter mark on the scroll bar in the preview area; an exception to this is the first chapter because its beginning is also the beginning of the video title.

> Chapters are sections in a video title that you can access on your player using the **Back** and **Next** buttons without having to fast forward or rewind. Initially, each video title contains only one chapter. You can add new chapters manually or automatically.
>
> The advantage that chapters have is that they allow the user to jump directly to individual chapters within a video without having to fast forward or rewind.

If you have selected the **Create chapters automatically** check box in the extended area, chapter marks are automatically created during the burn process for quicker navigation with the remote control. However, these chapter entries do not have menu entries.

You can change the disc type next to the capacity bar of the overall memory used in the lower area of the screen. The indication of available space is adjusted accordingly. The total available space depends on which project you are editing. If the disc you are using is a DVD-1 or DVD-9 (with 7.95 GB capacity) instead of a DVD with 4.38 GB storage capacity, select the correct disc type in the drop-down menu. If the disc you are using is a CD, select either the 74 or 80 minutes capacity in the menu. For Blu-ray Disc projects, the **Blu-ray (25GB)** and **Blu-ray DL (50GB)** entries are available.

> A large variety of titles can be created depending on the type of disc (VCD/SVCD - up to 98 titles; DVD-Video/miniDVD, DVD-VFR - up to 99 titles). No titles are created in DVD+VR projects.



Nero Video.nvc * [Blu-ray Video] - Nero Video

Content

Create and arrange titles for your project.

Content screen

With the aid of the buttons in the right-hand area of the screen it is possible to insert and arrange titles into your project. The following selection entries are available in the **Import** selection list:

Import Files	Adds video files that are saved on the hard drive (e.g. your vacation video) to the project. A window is opened.
Import From Nero MediaBrowser	Opens the **Nero MediaBrowser** window which allows you to import files added to the media library.
Capture	Captures a video. The **Capture Video** screen is displayed.
Import Disc	Imports items from an existing disc.
Import From AVCHD Camera	Imports videos that are saved in an AVCHD project directly from camera and other supported devices.
Import AVCHD From Disc	Imports videos that are saved in an AVCHD project (on DVD).

Import AVCHD From Hard Drive	Imports videos that are saved in an AVCHD project (on memory card or hard drive).
Import From Internet	Imports files from Internet communities and adds them to the project as new titles.
Import PowerPoint® Files	Imports PowerPoint files and adds them to the project as new titles. A window is opened in which you can specify the duration of the single slides.

In addition, the following buttons are available:

Make	Creates a movie or a slide show. The video editing screen is displayed.
Edit	Opens the **Movie Options** window that shows recording format information. Afterwards, the video editing screen is displayed. Editing a video can include, for example, creating transitions, cutting scenes or creating a sound track.
Delete	Deletes selected media titles.
Move Up	Moves selected media titles up.
Move Down	Moves selected media titles down.
Join	Combines several video titles to form a single title.

In the preview area you can use the position marker on the scroll bar to move to a certain position within the video title. You can also use the **Position** buttons next to the time code display. Furthermore, the following setting options are available when a video has been marked in the content area:

Button ▶	Starts playback.
Button ■	Stops playback.
Button ◀▎/ ▎▶	Jumps to the previous/next frame.
Button ⏮ / ⏭	Jumps to the start/end of the file.

Drop-down menu 🎬	**Add chapter** - Inserts a chapter mark at the position of the position marker on the scroll bar. **Add chapter for each video** - Inserts a chapter mark with the title at the start of each video. **Auto-detect chapters** - Starts the automatic chapter recognition through which the program places a chapter mark automatically for each scene. **Remove chapter** - Deletes selected chapter marks. **Remove all chapters** - Deletes all previously created chapter marks of the title. Individual entries are only available when you have placed the position mark on the scroll bar.
Button ✂	Cuts a video title at the position of the position marker. Both parts are listed in the content area. Only available when you have placed the position marker on the scroll bar.
Button ◢ / ◣	Shortens a video by removing the part between the start and the position marking or the position and end marking. Only available when you have placed the position marker on the scroll bar.

Select the **Never use black thumbnails** check box in the extended area if you do not want the application to use black thumbnails in menus. Instead, the first non-black thumbnail is found and displayed.

See also

- Creating and Editing a Disc Project →19
- Capture Video Screen →27

2.4 Creating and Editing a Disc Project

If your burner supports an editable disc format, the **Editable DVD** format is also displayed in the **Make DVD** option.

You can find more information on Blu-ray support at www.nero.com/link.php?topic_id=416.

There may be differences when editing titles and movies due to the differences in the DVD-VFR (video mode) and DVD+VR specifications. However, the process is essentially identical to the process described in this chapter.

To create and edit a disc project, proceed as follows:

1. In the **Start** screen, select the **AVCHD**, **Blu-ray Disc**, **DVD**, **Super Video CD**, or **Video CD** selection entry and, if available, the desired disc type (e.g. **DVD-Video** or **Editable DVD**).
   ➡ The **Content** screen is displayed.
2. To capture a video for your project:
   1. Click the **Import** > **Capture** button.
      ➡ The **Capture Video** screen is displayed.
   2. Proceed as described in the **Capturing Video to Hard Drive** chapter.
3. If you have already captured a video or want to add a video saved on the hard drive:
   1. Click the **Import** > **Import Files** button.
      ➡ A window is opened.
   2. Select the files you want and click the **Open** button.
      ➡ The video titles are added to the project.
4. If you want to add videos that are stored on a disc:
   1. Insert the disc in a drive on your computer.
   2. Click the **Import** > **Import Disc** button.
   3. If more than one drive has been installed, select the drive in which the disc is inserted from the drop-down menu.
      ➡ The **Import Title from Disc** window is opened.
   4. Select the desired videos and click the **OK** button.
      ➡ The video titles are added to the project.
5. If you want to add titles from an AVCHD folder located on the internal hard drive or memory card of your AVCHD camera:
   1. Click the **Import** > **Import AVCHD From Hard Drive** button.
      ➡ The **Import AVCHD from folder** window is opened.
   2. Mark the desired folder or titles and click **OK**.
      ➡ The video titles are added to the project.
6. If you want to add titles from an AVCHD folder located on the DVD of your AVCHD camera:
   1. Click the **Import** > **Import AVCHD from Disc** button.
      ➡ The **Import AVCHD from folder** window is opened.
   2. Mark the desired folder or titles and click **OK**.
      ➡ The video titles are added to the project.

AVCHD cameras compress captured files directly into MPEG-4 transport data that is written to a DVD, memory card or internal hard drive. Data that you want to transfer from your camera to the hard drive is imported and thus not transferred by means of capturing.

For AVCHD cameras that capture to DVD, insert the camera DVD in the DVD drive of your computer to import. For AVCHD cameras that capture to hard drive, connect the camera to your computer. Connect memory cards with the computer by using the appropriate slot.

7. If files are to be imported from an Internet community, proceed as described in the **Import from the Internet** chapter.
8. If you want to make a movie or slide show:
   1. Click the **Make** button and select the **Movie** or **Slide Show** entry.
      ➡ The video editing screen is displayed.
   2. Proceed as described in the **Editing Videos** chapter and subchapters.
9. If you want to edit a media title:
   1. Highlight the title in the content area.
   2. Click the **Edit** button.
      ➡ The video editing screen is displayed.
   3. Edit your movie or slide show as described in the **Editing Videos** chapter and subchapters.
10. If you have already added several titles to your project and want to move a media title, select the media title and click the **Move Up** or **Move Down** button.
    ➡ The media title is moved to the desired position.
11. If you want to add chapters to a video title in your compilation, proceed as described in the **Creating Chapters** chapters.
12. If you want to reposition or remove existing chapters of a video title, proceed as described in the **Editing Chapters** chapter.
13. If you want to cut a title:
    1. Move the slider on the scroll bar in the preview area to the position where you want to cut.
    2. Click the ✂ button.
    3. The video title is cut and the new titles are listed as single new titles.
14. If you want to combine several video titles to form a single title:
    1. Highlight the video titles in the content area.
    2. Click the **Join** button.
       ➡ A window is opened.
    3. Click the **Yes** button.
       ➡ The selected video titles are combined to form a single new title.
15. If you want to remove a media title from the project, select the media title and click the **Delete** button.
    ➡ The media title is removed from the project.
       ➡ You have created and edited a disc project and can now arrange a menu for your project in the **Edit Menu** screen.

See also

- Content Screen →15
- Creating Chapters Manually →22

- 🗎 Creating Chapters Automatically →22
- 🗎 Editing Chapters →23

2.4.1 Creating Chapters Manually

You can manually add chapters to a video title of your project.

The following requirement must be fulfilled:

▲ The **Content** screen is displayed.

To create a chapter manually, proceed as follows:

1. Highlight the desired video title in the content area.
2. Move the slider on the scroll bar in the preview area to the position where the new chapter should begin.
3. Click the 🎬 > **Add chapter** button.

   ➡ The chapter is created, a chapter mark is set on the scroll bar in the preview area and the chapter is added to the chapter list in the content area. In addition all existing chapters can be displayed 🔽 or rendered invisible 🔼 as desired with the aid of the buttons.
4. Repeat the last two steps to add more chapters.

   ➡ You have manually created new chapters.

See also

- 🗎 Creating and Editing a Disc Project →19

2.4.2 Creating Chapters Automatically

Chapters can be automatically created for a video title in your project.

The following requirement must be fulfilled:

▲ The **Content** screen is displayed.

To create chapters automatically, proceed as follows:

1. Highlight the desired video title in the content area.
2. Click the 🎬 > **Auto-detect chapters** button.

   ➡ The **Chapter Detection** window is opened.
3. If you want to look for chapter marks with high sensitivity, move the **Sensitivity** slider to the right.
   Move the **Sensitivity** slider to the left if you want to use less sensitivity when looking for chapter marks.
4. If you want to reduce or increase the minimum length of a chapter, move the **Minimum chapter length** slider accordingly.
5. If you want to keep existing chapters, select the **Keep previous chapter marks** check box.

6. Click the **Start** button.

   ➡ Automatic chapter recognition is performed. This may take some time. The window shows how many chapters were detected using these settings.

7. Click the **Apply** button.

   ➡ The chapters are created, chapter marks are set on the scroll bar in the preview area and the chapters are added to the chapter list. In addition all existing chapters can be displayed ▼ or rendered invisible ▲ with the aid of the buttons.

   ➡ You have created chapters automatically.

See also

🗎 Creating and Editing a Disc Project →19

2.4.3 Editing Chapters

You can edit and rename chapters, reposition or remove individual chapter markings, as well as delete all existing chapter marks. You can move the position of the individual chapter marks within the start and end positions of the video title up to the next chapter mark.

The following requirement must be fulfilled:

▲ The **Content** screen is displayed.

To edit a chapter, proceed as follows:

1. Highlight the desired video title in the content area.

   ➡ All existing chapter marks of the respective title are displayed on the scroll bar in the preview area.

2. If you want to move an existing chapter mark, click the respective mark on the scroll bar in the preview area and drag it to the desired position.

3. If you want to delete a chapter, mark it in the content area and click the 🎬 > **Remove chapter** button.

   ➡ The chapter is deleted.

4. If you want to delete all chapters of a title, mark the video title and click the 🎬 > **Remove all chapters** button.

   ➡ All chapter marks are deleted.

   ➡ You have edited the chapters.

See also

🗎 Creating and Editing a Disc Project →19

2.5 Saving a Project

Once you have started working with your project, occasionally you may want to interrupt your work, resume it at a later time, or burn it.

A **project file** (*.nvc) saves the project data – information about file paths and layout – after you have started work on your project. This means that you can interrupt your work at any time and resume the project at a later point or burn it on disc. The contents of a project file can only be opened with Nero Video. The file size of a saved project is significantly smaller than a disc image.

A **Disc image** (image file) is the precise picture of the project data to be burned. You can burn the finished image as often as you like at a later stage, but it requires just as much space on the hard drive as the project to be burned.

As well as being burned to disc or as a disc image, some projects can also be captured to hard drive folders, memory stick or SD card, provided there is enough space.

To save a project, proceed as follows:

1. Click the **Save** button in the lower task bar of the main window.
   - ➡ The **Save As** window is opened.
2. Enter the desired file name in the **File name** input field and click the **Save** button.
   - ➡ You have saved the project and can open it again later to continue working on it or burn it.

Nero Video does not allow you to start multiple projects within one project. You can only create and edit projects one after another. Therefore, it is not possible to load two project files (*.nvc or *.wlmp files) into one single project. If you have two different projects that you want to combine, export one of them to a video file via the **Export** button and add the resulting video file to the project which has not been exported.

2.6 Opening a Project

To open a saved project, proceed as follows:

1. In the **Start** screen, select the desired project type by clicking the respective entry in the **Projects** selection list (**Nero Video Project** or **Windows Live Movie Maker Project**).
   - ➡ A window is opened.
2. Browse to the location where your project file is stored.
3. Select the project file and click the **Open** button.
   - ➡ The project is opened in the video editing screen.
     - ➡ You have opened an existing project and can now continue to edit it or burn it.

Nero Video does not allow you to start multiple projects within one project. You can only create and edit projects one after another. Therefore, it is not possible to load two project files (*.nvc or *.wlmp files) into one single project. If you have two different projects that you want to combine, export one of them to a video file via the **Export** button and add the resulting video file to the project which has not been exported.

2.7 Opening a Disc Image

To open a disc image, proceed as follows:

1. In the **Start** screen, select the **Tools** > **Burn Disc Image** selection entry.
   ➡ A window is opened.
2. Select the desired image file type in the drop-down menu.
3. Browse to the location where your image file is stored.
4. Select the image file and click the **Open** button.
   ➡ The image file is opened in the **Burn Options** screen.
      ➡ You have opened a disc image and can now burn it.

3 Capturing Videos from Cameras and Other External Capture Devices

3.1 Capturing

Capturing is a way of taking the video from a DV video camera or another video capture device connected to the video capture card and placing it on your computer. The capture device is the device that transmits the video signals to be captured (e.g. from a DV video camera, video capture card, or TV card).

> You will find a list of supported devices on our Web site at www.nero.com.

If you want to transfer the video from an external capture device to your computer to use it in a project at a later time, proceed as described in **Capturing Video to Hard Drive**.

If you want to create a disc and capture a video for this specific project, you should select the relevant option in the **Create & Export** category (**AVCHD**, **Blu-ray Disc**, **DVD**, **Super Video CD** or **Video CD**) in the **Start** screen, and then click the **Import** > **Capture** button in the **Content** screen. This way, you can capture the video and work on your project simultaneously.

> AVCHD cameras are an exception. They compress captured files directly into MPEG-4 transport data that is written to a DVD, memory card or internal hard drive. Data that you want to transfer from your camera to the hard drive is imported and thus not transferred by means of capturing.
>
> For AVCHD cameras that capture to DVD, insert the camera DVD into your computer's DVD drive and import the captured files with the **Import AVCHD from Disc** entry in the **Edit & Import** selection list on the start screen.
>
> For AVCHD cameras that capture to hard drive, connect the camera to your PC and import the captured files with the **Import AVCHD from Hard Drive** entry in the **Edit & Import** selections list on the start screen.
>
> For AVCHD cameras that capture to memory card, connect the memory card to your computer via the corresponding interface and then import the captured files also with the **Import AVCHD from Hard Drive** entry in the **Edit & Import** selections list on the start screen.

3.2 DV/HDV Cameras, Digital and Analog Videos

There are three types of capture devices: digital, analog and DV/HDV cameras. All three have different hardware requirements.

DV/HDV cameras: In the case of a DV or HDV camera, the video signal is sent to the PC in digital format. All you need to transfer video to your PC is a connecting cable and a corresponding socket on your PC.

Analog Video: Video signals from an analog source need to be converted to a digital format for your PC to be able to work with them. Examples of analog capture devices include VHS video recorders, TV, VHS-C, 8 mm, and Hi-8 video cameras. Unlike DV capture devices where the device itself delivers digital video signals to your PC, you need to have a video capture card installed in the PC in the case of analog video signals. The analog signals are converted into digital signals by the video capture card.

Digital Video (ATSC, DVB-T/S/C): Video signals from digital capture devices are sent to the PC in digital format and exist in MPEG-2 format after transfer. TV cards are typical examples of digital devices. In order to transfer digital video, a corresponding device must be connected to your PC.

3.3 Capture Video Screen

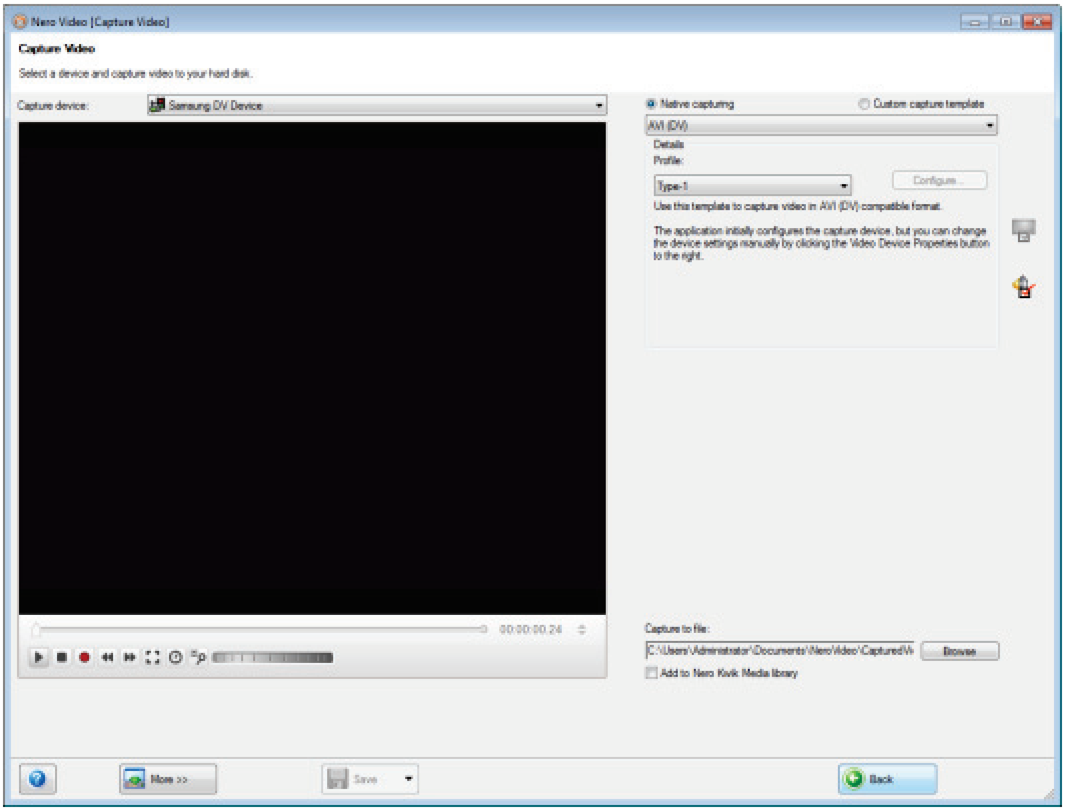
The **Capture Video** screen is displayed when you select the **Capture from Camera or TV** entry of the **Capture** selection list on the start screen.

On the **Capture Video** screen all the connected devices are shown on the **Capture device** selection menu. Besides the desired capture device the capture template can be selected here.

For detail settings and the capture procedure, the screen is divided into two areas, the preview area on the left and the information area that shows the most important settings of the target file.

Clicking the **Configure** button opens the window for adjusting the detail settings of the video options.

Clicking the respective button on the right screen margin opens the **Video Device Properties** or **Audio Device Properties** window. You can change the detail settings in both windows, if the connected capture device offers configuration options.



Select a device and capture video to your hard disk.

Capture device: Samsung DV Device

● Native capturing ○ Custom capture template

AVI (DV)

Profile: Type-1

Use this template to capture video in AVI (DV) compatible format.

The application initially configures the capture device, but you can change the device settings manually by clicking the Video Device Properties button to the right.

00:00:00.24

Capture to file: C:\Users\Administrator\Documents\Nero\Video\Captured\

☐ Add to Nero Kwik Media library

Capture Video screen

The following option buttons are available for the selection of the capturing template:

Native capturing	Optimizes all parameters based on the selected capture device and captures the video in the format specified by the capture device. The **Native capturing** option button is selected in the default settings. Capturing in the default settings is recommended.
Custom capture template	Adjusts the detail settings of the parameters. You can select the desired target format.

In the preview area you can use the **Position** buttons next to the time code display to move to a certain position within the video title. Furthermore, the following setting options are available:

Button ▶	Starts playback.
Button ■	Stops playback.

Button ⊙	Starts capture.
Button ◀◀ / ▶▶	Rewinds/Fast forwards the video.
Button ⬈	Switches to full screen mode. You can return to window mode by pressing the **Esc** key.
Button ⏱	Set the timer that enables specifying the capturing start time, end time and capturing time.
Button 🔍	Scans the tape and shows a thumbnail in the scene gallery for each recognized scene. Here the desired scene for capturing can be selected. Only available for DV-/HDV cameras in the VCR mode.
Button ▲ / ▼	Switches to the next/previous channel. Only available for TV cards.
Slider —●—	Increases or decreases the speed in the playback of the preview of DV-/HDV camera by up to 6 times. As soon as the slider is released it automatically jumps back to the central position and plays the tape back at the normal speed. Only available for DV-/HDV cameras in the VCR mode.
Jog dial	Navigates through the capture on a frame-by-frame basis. Only available for DV-/HDV cameras in the VCR mode.

Activate the **Enable capture device audio playback** check box in the extended area if you want to enable playback on the capture device. This setting does not affect playback of captured video files.

See also

- Preview Scan Window →30
- Video Device Properties Window →30
- Audio Device Properties Window →31
- Capturing Video to Hard Drive →33
- Capturing to Disc On-the-Fly →37
- Importing From The Internet →38

3.3.1 Preview Scan Window

In the **Capture Pre-scan** window it is possible to pre-scan the tape of your DV-/HDV camera.

The window is divided into a preview area on the left and the scene gallery on the right in which a thumbnail is shown for each recognized scene. Here the desired scenes for capture can be chosen.

In the case that you have not customized the setting for the capture in the **Capture Video** screen or if you wish to change the settings, all the options for the choice of the capture template are also available here.
The **Native Capturing** option button is selected in the default settings. Capturing in the default settings is recommended.

The following buttons are available:

Start Scan	Starts the scan process and shows a thumbnail of each recognized scene in the scene gallery.
Delete	Removes the marked scenes from the scene gallery.
Merge	Connects marked scenes.
Capture	Begins the transmission of the chosen scenes to the hard drive.
Cancel	Cancels the procedure and closes the window.

See also

Capture Video Screen →27
Pre-Scanning Video Captures →36

3.3.2 Video Device Properties Window

The following tabs are available in the **Video Device Properties** window:

Format	Sets the frame rate, color compression process and output format to correspond to the way the video is to be burned onto the disc. In the case of analog capture devices, clicking the **Configure** button starts the device test. You can select the video source here (video, composite or S-video).
General	Sets values such as brightness, sharpness or contrast using the sliders.
Channels	Displays all available channels of the selected device. Here you can select the required channel for your capture. Clicking the **Manage TV Channel Groups** button displays the last screen of the TV wizard again, and you can edit, add or remove groups and assigned channels. The TV wizard screen displays the available channels and groups of all installed capture devices.

	If you click the **Channel Setting** button, you can once again configure a TV card on a step-by-step basis using the TV wizard.

See also

- Capture Video Screen →27
- Setting a TV Card →31

3.3.3 Audio Device Properties Window

The following areas are available in the **Audio Device Properties** window.

Device settings	Defines the audio source.
Audio input	Defines the audio inputs (e.g. CD player, line, microphone). Click the 🔊 icon to display the available options.

See also

- Capture Video Screen →27

3.4 Setting a TV Card

To set up a capture device for digital and analog video, a recording card that meets the requirements of the manufacturer must be installed or must be already integrated in the PC at the factory.

Nero Video provides simultaneous support for multiple TV cards, TV cards with dual tuner, and/or hybrid tuner cards. You will find a list of supported TV cards on our web page under www.nero.com.

If you have connected a TV card to your PC and open the **Capture Video** screen for the first time, all connected devices are displayed in the **Capture device** drop-down menu.

The following requirement must be fulfilled:

▲ A TV card is connected to your PC and switched on.

To configure a TV card using the TV wizard, proceed as follows:

1. Select the **Capture from Camera or TV** option from the **Start** screen.
   ➡ The **Capture Video** screen is displayed.
2. If you have several devices connected to your PC, select the required device in the **Capture device** drop-down menu.
3. Click the ☑ button.
   ➡ The **Video Device Properties** window opens.

4. Click the **Channels** tab.
5. Click the **Channel Setting** button.
   - ➡ The first screen of the TV wizard, **Analog TV Channel Search**, is displayed. This wizard prompts you to make all the necessary entries step by step.
6. Select your country in the **Select country** drop-down menu.

> When configuring DVB-S TV cards, you must select the satellite instead of the country in the **Select your satellite configuration** field.
>
> When configuring DVB-C TV cards, you must select the appropriate frequency range instead of the country.

7. Choose between **Antenna** and **Cable** as the signal source in the **Select source type** drop-down menu.

> The **Select source type** drop-down menu is not available when configuring digital TV cards (DVB-T, DVB-S, DVB-C).

8. Click the **Start Search** button to start the search.
   - ➡ The search starts. You are kept informed about the search progress and the number of channels found in the **Search Status** area.
9. Click the **Next** button.
   - ➡ The second screen of the TV wizard, **TV Channel Edit**, is displayed. You can order, rename or remove the channels as required.
10. Click the **Up** and/or **Down** buttons.
    - ➡ The order of the available channels is changed.
11. Highlight the channels you do not want and click the **Remove** button.
    - ➡ The channels are deleted.
12. If you want to coordinate the channels of a number of TV cards with each other:
    1. Highlight a desired channel and click the **Rename** button.
       - ➡ The **Rename Channel** window is opened.
    2. Enter the name you want in the **Rename Channel** text field and click the **OK** button.
       - ➡ The channel is renamed.

> Nero Video regards TV channels with the same name – so-called "physical" channels – on different tuner cards as the same "logical" channel. This means that a logical channel can contain one or more physical channels.
>
> The channels are automatically coordinated with each other during the channel search. Only the logical channels will be displayed in Nero Video following configuration in the TV wizard.

13. Click the **Next** button.
    - ➡ The third screen of the TV wizard, **Manage TV Channel Groups**, is displayed. You can sort the channels in existing topic groups or in groups according to your requirements.
14. Click the **Add** button on the **TV Channel Groups** tab.
    - ➡ The **Add Group** window is opened.
15. Enter the desired name of the group in the **Add Group** text field and click the **OK** button.
    - ➡ The group is created.
16. Click the **TV Channels to Groups** tab.
17. Select the group you want to edit in the **Modify your groups** drop-down menu.
18. Highlight the channels you want to assign to this group in the **Available Channels** area and click the **>>** button.
    - ➡ The highlighted channels are shown in the **Modify your groups** area.
19. Click the **Down** and/or **Up** buttons.
    - ➡ The order of the channels within the group is adjusted.
20. Click the **Finish** button.
    - ➡ The TV wizard is closed and the **Capture Video** screen is displayed.
        - ➡ You have configured the TV card.

See also

Video Device Properties Window →30

3.5 Capturing Video to Hard Drive

To set up a capture device for digital and analog video, a recording card that meets the requirements of the manufacturer must be installed or must be already integrated in the PC at the factory.

You need a lot of free space on your hard drive to capture a video. Make sure that there is enough space available to capture the entire video. Capturing video from a capture card requires about 3-30MB of hard disk space per second depending on the resolution and the data format of your video. A DV capture via a FireWire card (IEEE 1394) uses up to 3.6 MB of hard drive space per second.

The following requirements must be fulfilled:

- No applications are running that place a high demand on the processor.
- There are no applications running in full-screen mode.
- The workstation is not blocked during the entire capture process.
- There is sufficient space on your hard drive.

To capture a video on the hard drive, proceed as follows:

1. Connect the digital or analog capture device to the PC using the corresponding cables and switch it on.
2. Select the **Capture from Camera or TV** option from the **Start** screen.
   ➡ The **Capture Video** screen and a window are displayed. The window recommends the **Native capturing** choice.
3. Select the capture device in the **Capture device** drop-down menu.

The capture device may be in **Camera** mode or in **VCR** mode.

In **Camera** mode, the video signals are continuously transferred from the capture device to the PC, and you can view the current video signal in the preview area. In the case of a DV video camera, everything in the picture area frame of the video camera is displayed in the preview dialog box.

A TV card is always in **Camera** mode as there is a constant video signal coming in and there is no way of pausing, rewinding/fast forwarding or restarting the video signal.

In **VCR** mode, the video already exists on tape (or another medium). To capture that video you need to insert the tape into your video device and play it back. You can also rewind/fast forward through the whole tape to play back specific scenes.

Digital video cameras can be set to either **Camera** mode or **VCR** mode. Please check the manufacturer's instructions on how to do this.

Analog video cameras are automatically in **VCR** mode.

Depending on whether the capture device is in **Camera** or **VCR** mode, some buttons are not available.

4. Choose between the **Native capturing** and **Custom capture template** option buttons in the upper right section of the window.

Native capturing transfers the video without losing information during conversion in the format specified by the capture device.

The **Native capturing** option button is selected in the default settings. Capturing with **Native capturing** is recommended.

5. If the **Custom capture template** option button is selected:
   1. Select the desired format in the drop-down menu.
      ➡ The **Profile** drop-down menu appears in the **Details** area.
   2. Select the desired **Profile**.
      ➡ The output file settings are displayed in the **Details** area under **Output File**.
   3. If you want to adjust the detail settings, click the **Configure** button.
      ➡ A window is opened.
   4. Make the desired detail settings and click the **OK** button.
      ➡ The output file settings are adjusted.

6. If you use an analog capture device, start the playback on the capture device.
   If you are using a digital capture device and it is in **VCR** mode, control the tape using the buttons.
   ➡ You will see the current scene in the preview area.

> You can scan the tape of your DV/HDV camera in advance. A thumbnail of each scene is displayed. Here you can select the desired scene for your capture. Clicking the button opens the **Pre-scan capture** window.

7. Check playback from the capture device in the preview area.
8. If you want to change the video settings:
   1. Click the button.
      ➡ The **Video Device Properties** window is opened.
   2. Make the desired settings and close the window.
      ➡ The video settings are adjusted.
9. If you want to select an external audio source for capture:
   1. Click the button.
      ➡ The **Audio Device Properties** window is opened.
   2. Make the desired settings and close the window.
      ➡ The audio settings are adjusted.
10. If you want to save the video file to a folder other than **My Documents/NeroVideo/CapturedVideo**:
    1. Click the **More** button.
       ➡ The extended area is displayed.
    2. Enter the path and the file name in the **Capture to File** input field.
11. Click the ◉ button.
    ➡ Capturing starts and the picture that was recently captured appears.
12. Click the same button again to stop capturing.
    ➡ A selection list is displayed. It contains captured files that have not yet been assigned to a project.
13. If you want to capture other videos from the same source, repeat the previous two steps.
14. If you want to view the captured video:
    1. Select the desired video in the selection list.
    2. Click the ▶ button.
       ➡ The captured video is displayed in the preview area.
15. Click the **Next** button.
    ➡ The screen with the menu **Select what you want to do next** is displayed.
       ➡ You have captured a video on the hard drive and can now edit it.

See also

- Capture Video Screen →27
- Pre-Scanning Video Captures →36

3.5.1 Pre-Scanning Video Captures

Scans the tape of your DV/HDV camera and shows a thumbnail of each recognized scene in the scene gallery. Here the desired scene for the capture can be selected.

To set up a capture device for digital and analog video, a recording card that meets the requirements of the manufacturer must be installed or must be already integrated in the PC at the factory.

You need a lot of free space on your hard drive to capture a video. Make sure that there is enough space available to capture the entire video. Capturing video from a capture card requires about 3-30MB of hard disk space per second depending on the resolution and the data format of your video. A DV capture via a FireWire card (IEEE 1394) uses up to 3.6 MB of hard drive space per second.

The following requirements must be fulfilled:

- No applications are running that place a high demand on the processor.
- There are no applications running in full-screen mode.
- The workstation is not blocked during the entire capture process.
- There is sufficient space on your hard drive.
- A DV/HDV camera is connected to the PC by means of the corresponding cables and is in the VCR mode.
- The **Capture Video** screen is displayed.

To scan a video before capture and to take over selected scenes to the hard drive, proceed as follows:

1. Click the button.

   ➡ The **Pre-Scan** window is opened.

2. Click the **Start Pre-Scan** button.

   ➡ The tape is scanned. Progress can be followed in the window.
   A thumbnail is shown for every scene in the scene gallery in the **Pre-Scan** window.

3. If individual scenes are not to be taken over on the hard drive, select the desired scenes in the scene gallery and click the **Delete** button.

   ➡ The scenes are removed from the scene gallery.

4. If individual scenes are to be combined into one, mark the desired scenes in the scene gallery and click the **Combine** button.

   ➡ The scenes are combined into one.

5. In the case that you have not customized the settings for the capture in the **Capture Video** screen or if you wish to change the settings, carry out your wishes now.

6. Click the **Capture** button.
   - ➡ The capture is started and the desired scenes are transmitted.
   - ➡ A selection list is displayed in the **Capture Video** screen. The list box shows captured files that are not assigned to a project.
     - ➡ You have scanned a video before capture and taken over selected scenes from the hard drive.

See also

- Capturing Video to Hard Drive →33
- Preview Scan Window →30

3.6 Capturing to Disc On-the-Fly

If you create an editable DVD by means of a capture device, you can transfer the desired data (e.g. camera captures) directly to disc, i.e. without buffering.

Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.

If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

To set up a capture device for digital and analog video, a recording card that meets the requirements of the manufacturer must be installed or must be already integrated in the PC at the factory.

If you have installed a DVD-RW/+RW burner and insert a DVD-RW or DVD+RW disc, you can use Nero Video to create editable DVD disc formats and DVD-Video: DVD-VFR (video mode) and DVD+VR.

In comparison to DVD-Video, the advantage of these disc formats is that the content can be changed later on. This means that you can edit the movies, insert new passages, delete scenes that you do not want to see, or overwrite the disc. However, a disadvantage is that you cannot create individual menus.

The DVD-VFR (video mode) and DVD+VR disc formats are compatible with DVD-Video and can be played on nearly any commercial DVD player.

The following requirements must be fulfilled:

- ▲ A capture device for digital or analog video is installed and connected to the PC.
- ▲ No applications are running that place a high demand on the processor.
- ▲ There are no applications running in full-screen mode.
- ▲ The workstation is not blocked during the entire capture process.

To create an editable DVD directly via a capture device, proceed as follows:

1. Insert a rewritable disc into the disc burner.
2. Turn the capture device on and launch Nero Video.
3. Select the **Record Directly to Disc** option in the **Start** screen.
4. If more than one disc burner is installed on your PC, select the disc burner in which you have inserted the rewritable disc in the drop-down menu.
   - ➡ The **Capture Video** screen is displayed.
5. If the TV card has not yet been configured, proceed as described in the **Setting a TV Card** chapter.
6. Proceed as described in the **Capturing Video to Hard Drive** chapter.
   - ➡ You have created an editable disc directly via a capture device.

See also

🗎 Capture Video Screen →27

3.7 Importing From The Internet

You can download a video or picture file from the Internet or Internet communities and add it to your project as a title or as an item in the timeline (content area of your compilation). You can import files in all capture formats supported by Nero Video. Only one file can be downloaded at a time.

The following requirement must be fulfilled:

▲ The **Content** screen is displayed.

To download a file from the Internet, proceed as follows:

1. In the **Content** screen, click the **Import** > **Import from Internet** button.
   - ➡ When starting the import feature, Nero checks whether new configuration files are available. A window informs you if there are any recommended or required updates.
   - ➡ The **Import from Web** window is displayed. The Internet communities that are available for loading from the media files are displayed in the drop-down menu at the top left. The navigation tree of the selected community appears below it. You always have the option of accessing the freely-accessible folders of the community. If you are registered you can also access your own videos there.
2. If you want to download another community displayed in the drop-down menu, select the desired community.
   - ➡ A window for entering your user data appears.
3. If you possess an account at the selected community:
   1. Enter your **Login Name** and **Password** in the input fields.
   2. Select the **Save Account Data** check box.
      - ➡ Your access data will be stored for future visits.
   3. Click the **OK** button.

4. If you do not have a user account for the selected community, click the **Cancel** button.
   - ➡ The navigation tree of the selected community appears.
5. Look for and highlight the desired media file on the right side of the window.

> You can enter a search word in the input field at the top right of the window and click the **Search** button to look through the community for keywords. Any files found are listed in the area below.

6. Click the **Download** button.
   - ➡ The import is started, the file is downloaded in its original format. Progress while importing is displayed in a separate window.
   - ➡ After the download is finished, Nero Video lists the file as a new title in the project. If you have imported the file directly into the video editing screen, Nero Video lists the file in the media area.
     - ➡ You have imported a file from the Internet and can now work it into your project.

See also

Capture Video Screen →27

4 Editing Videos

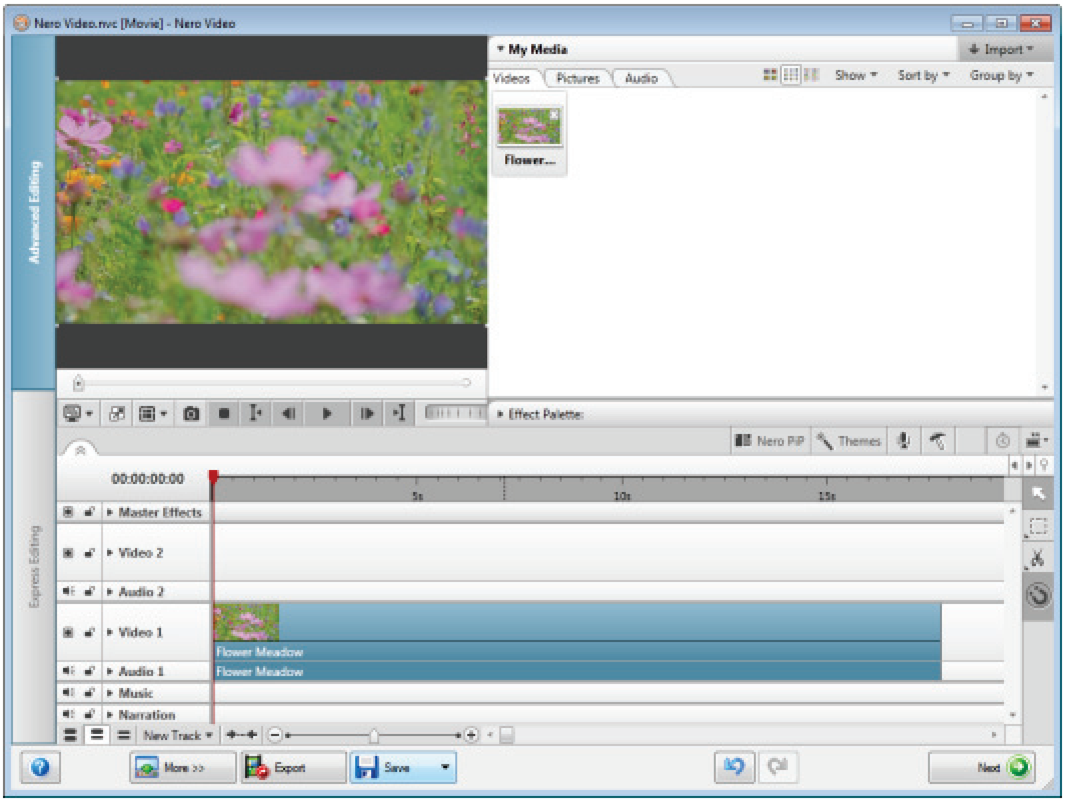
4.1 Video Editing

Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.

If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

The video editing screen is displayed when you select one of the entries of the **Edit & Import** selection list on the start screen.

In the video editing screen you can compile media files into a movie or slide show, cut videos that you have added and/or work with effects and transitions according to your requirements. You can also add comments and audio clips for background music.



Video editing screen

The video editing screen offers two different modes for video editing: the **Express Editing** mode and the **Advanced Editing** mode. Creating and editing your projects in one mode or the other differs in many points.

Both modes are available on the video editing screen. You can switch between the two modes via the **Express Editing** and **Advanced Editing** buttons on the left of the screen. These buttons also show which mode you are currently in: The button of the active mode is highlighted.

The displays of both modes are designed similarly – they include a preview area in the upper left of the screen, and various palettes on the upper right of the screen. The content area in the lower part of the screen is changed dynamically, according to the mode you have selected. A toolbar separates the upper part from the lower part of the video editing screen and is valid for both modes.

The size of the preview, palettes, and content area can be changed the same way you would change the size of a window – simply move the cursor to the border between two areas and wait for the cursor to change into a double-sided arrow. You can then move the border to make the areas larger or smaller.

The **Express Editing** mode is kept easy and does not offer as many possibilities as the **Advanced Editing** mode. It includes only one main video/picture track in the content area, with two additional audio tracks for **Music** and **Narration**. The **Express Editing** mode is recommended for users who are not too experienced with video editing yet, or for more experienced users who want to create a simple project with very little effort.

The **Advanced Editing** mode offers multiple video and audio tracks and more editing options in general. It is suitable for more elaborate projects including the use of keyframes.

See also

- Switching Between the Express Editing and the Advanced Editing modes → 70
- Making Movie → 71
- Movie Editing in Advanced Editing → 77
- Movie Editing in Express Editing → 86

4.1.1 Preview Area

You can preview your project and edit (scale, rotate) clips in the preview area in the upper left of the video editing screen. Shift the current position by dragging the timeline slider on the time scale.

The following setting options are available in the preview area:

Button with pop-up menu **Playback quality**	Allows you to define the preview playback quality of your project. Depending on the option you have selected in the **Movie Options** window, the **Low**, **Medium**, and **High** entries are available.
Button ↗	Switches to full screen mode. A control panel is displayed in the lower area of the full screen. To return to window mode, press the **Esc** key on your keyboard.

Button with pop-up menu **Tools**	Allows you to select the desired editing tools: You can choose to display rulers, guide lines, as well as a safe area which marks the outer 10 percent of the total menu width and height as protected from title editing and the outer 5 percent of the total menu width and height as generally protected. The **Snap to Guide** tool sets the clip to the guide if you come near a guide. The **Snap to Object** tool sets clips to each other if you come at 10 pixels to the snap line of an object with another one. Snap lines are left, right, bottom, top, horizontal center, and vertical center of both clips.
Button 📷	Creates a snapshot of the displayed position in the video title.
Button ⏮ / ⏭	Jumps to the next or previous edit (from all tracks).
Button ◀ / ▶	Jumps to the next or previous frame.
Button ■	Stops the playback of the movie.
Button ▶ / ⏸	Begins/pauses the playback of the movie.
Jog wheel	Navigates through the project on a frame-by-frame basis.

4.1.2 Media Area

On the **My Media** palette in the upper right of the video editing screen you can search for the desired media clips. Here, you can also import clips that can then be added to the project. Click the **Import** drop-down menu on the right to import more clips from various sources, e.g. from Nero MediaBrowser or even the Internet into Nero Video. Click the **Capture** entry to display the **Capturing** screen.

The different media types are displayed on single tabs. You can arrange the media within these tabs by selecting the desired entry in the **Arrange by** drop-down menu. Use the **Show** drop-down menu to narrow the selection of files that is displayed.

You can choose to see your media listed in thumbnail view (**Large thumbnails** or **Small thumbnails**) or list view; the **Small thumbnails** view is activated by default.

The following tabs are available on the **My Media** palette:

Videos	Provides imported video clips and subclips. You can create subclips from your videos via the **Scene Detection** entry in the context menu. The whole source clip stays available on the tab after pre-trimming, the resulting subclips are listed below.
Pictures	Provides imported pictures.
Audio	Provides imported audio clips.

Double-click any file to open a **Preview** window in which you can pre-trim the item into subclips and view metadata information such as the storage path.

The **Download Content** button allows you to download the Nero 12 Content Pack. The Nero 12 Content Pack includes additional content such as theme packs, disc menus, and effects to enhance your various projects in Nero Video. Note that the **Download Content** button is only displayed if the additional content is not yet installed.

4.1.3 Effect Palette

Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.

If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

All transitions, as well as audio, video and text effects, clip art and backgrounds are available – split by category – on the **Effect Palette** in the upper right area of the video editing screen. In the **Express Editing** mode, the different categories are available on single tabs. The **Show** drop-down menu to the right of the tabs lists the subcategories of each category. In the **Advanced Editing** mode, the different categories are available in a navigation tree. To view the subcategories, click the ▷ button in front of the respective category.

In both modes, you can add single items of the categories to the **Favorites** subcategory via the context menu. You can also choose between the **Large thumbnails** view and the **List view** via the respective buttons.

The **Video Effect** category offers various effects which can be applied to video clips or pictures. These effects also include **Express Video Effects** which e.g. brighten the items in your project or increase or reduce their contrast with values defined in per cent. This way, you do not have to edit the single properties of each item manually – you can simply apply a matching **Express Video Effect** to enhance your video clips or pictures. Other **Express Video Effects** are e.g. the **Fast Motion** or **Slow Motion** effects.

The **Audio Effect** category offers various effects which can be applied to video or audio clips. These effects also include **Express Audio Effects** which e.g. reduce or increase the bass or the treble of the items in your project in values defined in dB. **Reverb** and **Vintage** effects are also available. This way, you can enhance your video or audio clips or simulate that they were recorded under different conditions.

The **Text Effect** category offers **Single Line** and **Multiline** text effects which can be applied to video clips and pictures.

The **Transitions** category offers various transitions for video clips and pictures. They allow you to create a smooth transition from one video clip or picture to the other.

The **Clip Art** category offers various clip arts which can be applied on top of video clips or pictures.

The **Backgrounds** category offers various backgrounds which can e.g. be used as an empty intro or outro picture on top of which you can put text, or as a background for self-made picture-in-picture effects.

See also

- Inserting Transitions (Advanced Editing) →81
- Adding an Effect (Advanced Editing) →82
- Adding a Text Effect (Advanced Editing) →84
- Inserting Transitions (Express Editing) →89
- Adding an Effect (Express Editing) →89
- Adding a Text Effect (Express Editing) →90

4.1.4 Properties Area

Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.

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The **Properties** area is only available in the **Advanced Editing** mode.

The **Properties** area on the **Effect Palette** in the upper right of the screen shows the properties of selected or highlighted objects you dragged and dropped to the content area of your project from the **My Media** palette or **Effect Palette**. The specific properties of the single transitions and effects are displayed here and the basic effects of pictures, audio clips, and video clips are listed by default.

If you want to edit an object you dragged and dropped to the content area, it has to be selected and the timeline slider has to be positioned on the clip. Otherwise, all setting options in the **Properties** area remain gray.

The following basic effects are available:

Audio Level	Standard audio effect that allows you to adjust the volume of a respective clip. Available for audio and video clips only.
Anchor Point	Sets the position of the anchor point of the clip. You can either choose a predefined position by activating one of the **Corner** buttons on the right or select your own position in the input fields on the left. The center point is selected by default. Available for video clips and pictures only.
Position	Positions the clip at the desired position or sets it horizontally or vertically centered. You can also position a selected clip in the preview area in the upper left of the screen. Available for video clips and pictures only.
Scale	Scales (enlarges or downsizes) either the whole item or selected key frames by entering the desired percentage into the input fields. The **Fit to screen** template is selected by default; it will change to **Custom** if you enter any percentage into the input fields. The **Scale and Fit** and **Original Size** templates are also available. The lock is closed by default, horizontal and vertical scale can only be adapted proportionally. Click the icon to unlock and enter different values. You can also scale a selected clip in the preview area in the upper left of the screen. Available for video clips and pictures only.
Rotation	Selects the level of rotation by the number entered in the **Rotation** input field: positive for clockwise and negative for counter-clockwise. You can also rotate a selected clip in the preview area in the upper left of the screen. Click the lower left corner of the preview frame and keep the mouse key pressed while you drag the clip to the desired level. Available for video clips and pictures only.
Opacity	Adapts the transparency either of the whole clip or - with the help of key frames - of defined positions. Available for video clips and pictures only.

Additionally, you can easily drag and drop more or optional effects from the **Effect Palette** to a clip. All additional effects are listed below the basic effects in the lower part of the **Properties** area. If multiple clips are selected in the content area of your project, the same effect is assigned to each of the selected clips and listed in each clip's respective list of effects in the **Properties** area. Effects are rendered top to bottom. You can modify the order of optional effects per drag-and-drop function.

Clicking the ▼ button at the left side of any effect's headline expands an extended area which shows the respective effect's setting options. You can adjust these individual properties. The following setting options are always available:

Button ◉ / ◎	Enables or disables additional effects temporarily. If you activate the button for one of the basic effects, it will be performed in its default setting (e.g. Opacity = 100%).
Check box and controls **Use key frames**	Select the check box to add a key frames track for the respective effect below the respective main clip in the content area. As long as you have not chosen individual key frame positions on a track, the effect settings are valid for the whole clip. Once you created single key frames, effect settings are valid for chosen positions. A single key frame at the start and at the end of the clip is always added by default. You can add, select and/or delete single key frames with help of the controls. (Only available when the **Use key frames** check box is selected.) Click the **Create key frame** button to add a key frame to the chosen timeline slider position. Click the **Go to the next key frame**/**Go to the previous key frame** buttons to select the key frames on the timeline. If you click the main button again, a highlighted key frame is deleted (**Delete key frame**). Additionally, you can choose from three interpolation methods. The **Linear** interpolation method sets a constant alteration rate from single key frame to key frame; this method is set by default. The **Bezier** interpolation method sets a smooth step-up from key frame to key frame that softly fades away. The **Hold** interpolation method abruptly changes to a chosen value without gradual transition.
Button **Delete**	Removes the effect from the item in your project. Not available for basic effects.

Only one transition can be applied to a video clip or picture at once. If you drop a second transition, the first transition is replaced. Clicking the ▼ button at the left side of any transition's headline expands an extended area which shows the respective transition's setting options. You can adjust these individual properties. The following setting options are always available:

Button ◉ / ◎	Enables / disables a transition temporarily.
Input field **Duration**	Displays and defines the duration of the transition. The duration is set to one second by default.

Buttons **Alignment**	Defines if a transition is aligned more to the left (end at cut), more to the right (start at cut), or if it stays centered between two clips. A transition is centered between two clips by default.
Button **Delete**	Removes the transition. You can also press the **Del** key on your keyboard to delete a selected transition from your project.

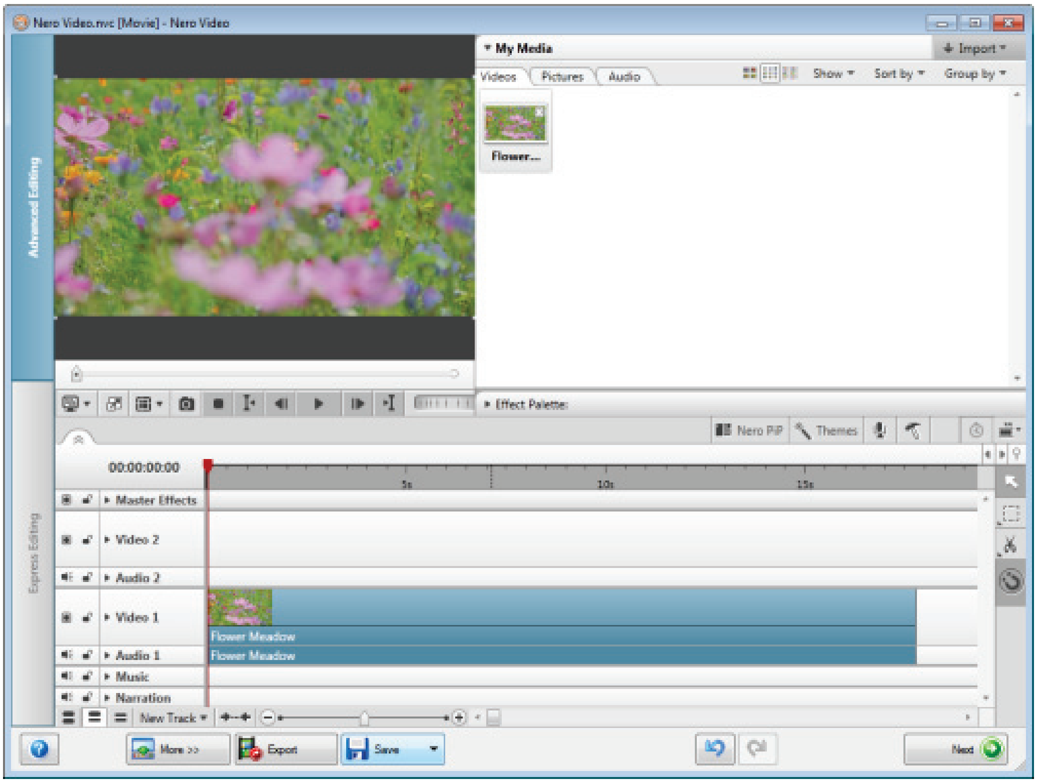
See also

- Editing Transitions (Advanced Editing)→81
- Editing Effects (Advanced Editing)→83

4.1.5 General Handling in the Advanced Editing Mode

> Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.
>
> If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

The **Advanced Editing** mode in the video editing screen is displayed by default if the last project you edited was done in the **Advanced Editing** mode. Otherwise, you can access this mode by clicking the **Advanced Editing** button in the video editing screen.



Video editing screen - Advanced Editing mode

A time cursor can be dragged or moved by scrubbing the mouse cursor on the time scale to display respective frames in the preview window in the upper left of the screen. The time cursor sticks to its position when you insert clips.

If you want to edit an object you dragged and dropped to the content area, it has to be selected and the time cursor has to be positioned on the clip. Otherwise, all setting options in the **Properties** area remain gray.

A time display in the upper left of the tab shows the time position in the time format hh:mm:ss:ff. It corresponds to the current position of the time cursor. Clicking the display changes the view into an input field. Enter a respective time and press the **Enter** key on your keyboard to jump to the given position. You can also enter a time difference. (For example + 500 - equal to + 5:00 - jumps to the current position plus five seconds.)

If you want to adapt the area of your compilation that will actually be transcoded or exported into a video, you can activate the **Enable WorkSpace** entry in the context menu of the time scale and move the **Workspace Mark In** and **Workspace Mark Out** markers to shorten the active (white) workspace. However, files to the left and right of the markers (gray space) stay fully available for editing.

The following setting options are available in the left columns of the content area:

Button **Hide Track / Show Track**	Allows you to deactivate the preview of whole tracks. A cleared check box in **Video** tracks deactivates the preview of video tracks. A disabled loudspeaker in **Audio** tracks deactivates the preview of audio tracks.

Button **Lock Track / Unlock Track**	Locks the entire track so that further editing is prevented. For example, when you add or move clips by pressing the **Shift** button, clips in locked tracks are not shifted to the right.

The following setting options are available on the lower task bar of the content area:

Button **Switch to minimal timeline view**	Allows you to adjust the height view of the different tracks. All tracks are displayed in small height. In addition, you can adjust the height of the tracks manually by dragging the separator to the respective position.
Button **Switch to mixed timeline view**	Allows you to adjust the height view of the different tracks. The video tracks are displayed in extended height and all audio tracks are displayed in smaller height. In addition, you can adjust the height of the tracks manually by dragging the separator to the respective position. The tracks are displayed in mixed timeline view by default.
Button **Switch to extended timeline view**	Allows you to adjust the height view of the different tracks. All tracks are displayed in extended height. In addition, you can adjust the height of the tracks manually by dragging the separator to the respective position.
Drop-down menu **New Track**	Creates a new track in the content area. Tracks are rendered from bottom to top. You can choose if you want to add a pure video track, a pure audio track or a video track with audio. You can also create a new track by moving selected clips beyond the top video or audio track. Drop the clips when a white insert line appears.
Button **Show all objects in the timeline**	Adjusts the content area view to display the full range of the clips in the project.
Slider **Zoom**	Zooms into the timeline view or zooms out to give an overview.

You can choose from several tools that change the mouse cursor to suit your respective editing needs on the timeline. The following setting options are available in the right border area of the content area:

Create Chapter Marker	Allows you to create a new chapter marker at a selected time cursor position on the time scale. A position marker for each created chapter is displayed on the time scale. If you add chapters between existing ones, the consecutive numbering is adapted.

	Renaming single chapters is possible via the **Rename Chapter Marker** entry in the context menu. You can jump from position marker to position marker with a click on the < **Go to next chapter marker** / **Go to previous chapter marker** > arrows. Selected chapters can be deleted by clicking the **Delete Chapter Marker** button. An additional **Delete all Chapter Markers** entry is available via the context menu.
Standard Tool	Allows you to select clips in the timeline. Press the **Shift** key on your keyboard to select multiple clips. Selected clips are highlighted. Associated clips are selected and highlighted automatically.
Rectangular Marquee	Selects multiple clips by dragging the mouse on the timeline. This has the same effect as clicking single clips while pressing the **Shift** key on your keyboard. Keep the button pressed to display the **Select track tool**, **Select track backward tool**, and **Select track forward tool** entries. The appearance of the cursor is changing according to the selected tool.
Select track forward tool	Selects all clips to the right of the point you click in a track. Keep the button pressed to display the **Select track tool**, **Select track backward tool** and **Rectangular Marquee** entries.
Select track backward tool	Selects all clips to the left of the point you click in a track. Keep the button pressed to display the **Select track tool**, **Rectangular Marquee**, and **Select track forward tool** entries.
Select track tool	Selects all clips in the track you click. Keep the button pressed to display the **Rectangular Marquee**, **Select track backward tool**, and **Select track forward tool** entries.
Cutter	Cuts a clip in two parts. If a video contains an associated audio clip, the audio clip is also cut. Keep the button pressed to display the **Roll Tool** and **Slip Tool** entries.
Roll Tool	Adjusts the out point and the in point of two adjacent clips simultaneously. Only the touch or edit point between the two clips moves while the total display duration of both clips on the timeline is retained. Click in an area of 10 dots to the left or right of the touch point of two adjacent clips to select both clips and change into the "roll mode". By scrubbing the mouse, the edit point is rolled. Of course, an edit point cannot be rolled outside the total duration of a respective clip. The roll tool might be useful if you want to fit two clips into a shorter timeline gap and still need to find the perfect cut-out combination to use.

	Keep the button pressed to display the **Slip Tool** and **Cutter** entries. Available for video clips only.
Slip Tool	Changes the in and out point of a cut clip on the timeline. When scrubbing the clip, the total duration of the file is shown. Surrounding clips are not affected. Adjusting the visible segment of a clip by scrubbing to the left and right does not change its position or duration on the timeline. Instead, scrubbing changes what cutout appears in the timeline. Of course, if the total duration of the file is the same as the duration of the clip in the timeline, slipping will not have an effect. The slip tool might be useful if you want to fit a clip into a timeline gap and still need to decide which outcut of the source file is the best to fill the space. Keep the button pressed to display the **Cutter** and **Roll Tool** entries. Available for video clips only.
Magnet	Aligns a dragged clip to another in the timeline if its border hovers an area within 10 dots left or right to the border of the other clip. You can also align dragged clips to clips in other tracks. A catch marker ▽ is displayed if the clips are aligned to each other. Catch markers are only displayed if the **Magnet** is activated. The **Magnet** is activated by default.

Colored markers can be applied to single clips (**Label**) as well as single positions within a clip (**Nero Clip Marker**). They are available via the **Label** and **Nero Clip Marker** entry in the context menu. These markers in various colors serve only as an orientation guide for labeling single clips or positions.

When you no longer need a certain label, select the transparent label via the **Label** entry in the context menu. To remove a clip marker, select it in the timeline and press the **DEL** key to delete it.

See also

- Track Handling in the Advanced Editing Mode →51
- Clip Handling in the Advanced Editing Mode →52
- Preview and Trim Window →68
- Movie Editing in Advanced Editing →77

4.1.6 Track Handling in the Advanced Editing Mode

The content area in the **Advanced Editing** mode contains a number of tracks which are rendered from bottom to top. New pure video tracks and combination tracks are added above the current top track. New pure audio tracks are added below the recent bottom track. Double-clicking a track's title column selects the name so that you can rename it.

You can delete empty tracks via the respective entry in the context menu. The function automatically deletes all empty tracks in the tracks area. In any event, the default tracks always remain.

The following tracks are available by default:

Master Effects	Contains the master effects. Effects applied to this track are always rendered to the resulting video output of all tracks. The **Master Effects** track is always on top of all other tracks. It cannot be renamed or deleted.
Video 2	Contains the video clips and pictures of the second track. **Video 2** and **Audio 2** are associated or linked by default.
Audio 2	Contains the audio clips of the second track. **Video 2** and **Audio 2** are associated or linked by default.
Video 1	Contains the video clips and pictures of the first track. **Video 1** and **Audio 1** are associated or linked by default.
Audio 1	Contains the audio clips of the first track. **Video 2** and **Audio 2** are associated or linked by default.
Music	Contains pure audio clips (e.g. for the use of background music).
Narration	Contains pure audio clips (e.g. for the use of narration clips).

See also

General Handling in the Advanced Editing Mode → 47

4.1.7 Clip Handling in the Advanced Editing Mode

When you drag a clip from the media area to a track in the content area, the clip's duration is displayed. The duration is determined by the timescale setting - the opacity setting is set to 50% so that the items underneath are visible. The preview area in the upper left of the video editing screen temporarily shows the frame at the position of the insert marker instead of the frame at the position of the timeline slider.

You can drag multiple video clips or pictures from the media area to a track in the content area. The dropped items are then arranged successively and aligned to each other.

If clips are linked to the one you selected in the timeline (like a video clip with included audio), the linked clip is also highlighted. Both clips in a link are affected when you trim, move, or copy one of them. You can detach the link via the **Unlink Audio & Video** entry in the context menu. Vice versa, if one independent video and one audio clip are selected, you can apply a link via the **Link Audio & Video** entry in the context menu. It is not possible to link multiple audio clips to one video clip.

You can insert clips into the content area in various combinations. The following basic rules or consequences apply for dragged clips:

Video clip with included audio	When dropped in a combination track, video and audio are added. When dropped in a video track, video is added and audio is ignored. When dropped in an audio track, audio is added and video is ignored.
Video clip without audio	When dropped in a combination track, video is added and audio stays empty. When dropped in a video track, video is added. When dragged over an audio track, a **Forbidden** cursor is shown.
Audio clip without video	When dropped in a combination track, audio is added and video stays empty. When dropped in an audio track, audio is added. When dragged over a video track, a **Forbidden** cursor is shown.

You can insert clips into the content area and edit them there in various ways. The following basic rules or consequences apply for clip handling:

Selecting clips	Clicking a clip selects and highlights the respective clip in the timeline.
Linking and unlinking clips	If clips are linked to the one you selected in the timeline (like a video clip with included audio), the linked clip is also highlighted. Both clips in a link are affected when you trim, move, or copy one of them. You can detach the link via the **Unlink Audio & Video** entry in the context menu. Vice versa, if one independent video and one audio clip are selected, you can apply a link via the **Link Audio & Video** entry in the context menu. It is not possible to link multiple audio clips to one video clip.
Fitting clips into gaps (Shifting)	If necessary, the width of a dragged clip is adjusted to fit into the gap it is dropped to. In this case, the end of the clip is truncated. To fit a clip into a gap without cutting it, keep the **Shift** key on your keyboard pressed while dropping the clip. All items in all tracks to the right of the insert marker's position are shifted to the right. The offset is according to the duration of the dropped clip. This way it is also possible to divide a clip on a track by dropping a new clip in the middle of the existing clip. The right part is shifted to the right together with all other track objects to the right of the insert marker.

Moving clips (Copy and paste)	A selected clip can be moved within a track or between tracks. Basically the same rules apply for moving as for inserting per drag-and-drop function. Selected clips can be copied to the clipboard (simultaneously press the **Ctrl** + **C** keys on your keyboard) and pasted to another timeline position (simultaneously press the **Ctrl** + **V** keys on your keyboard). The clips are inserted at the position of the timeline slider.
Trimming clips	A clip is added in full length (or in its pre-trimming length if you have trimmed it before). The default length of a picture is 4 seconds. You can trim a clip down to a minimum of 1 frame and to the maximum of the respective media file. To display left or right trim cursors, hover your standard mouse cursor over the sides of a selected clip. A preview of the potentially first or last frame is shown in the preview area. Double-click any clip to open a **Trim** window in which you can trim the item on an exact frame by frame basis. If two clips (audio and video) are associated with each other, both clips are trimmed.
Deleting clips	Selected clips can be deleted by pressing the **Del** key on your keyboard. Press the **Shift** + **Del** keys on your keyboard to remove selected clips and to also shift all remaining clips to the left.

See also

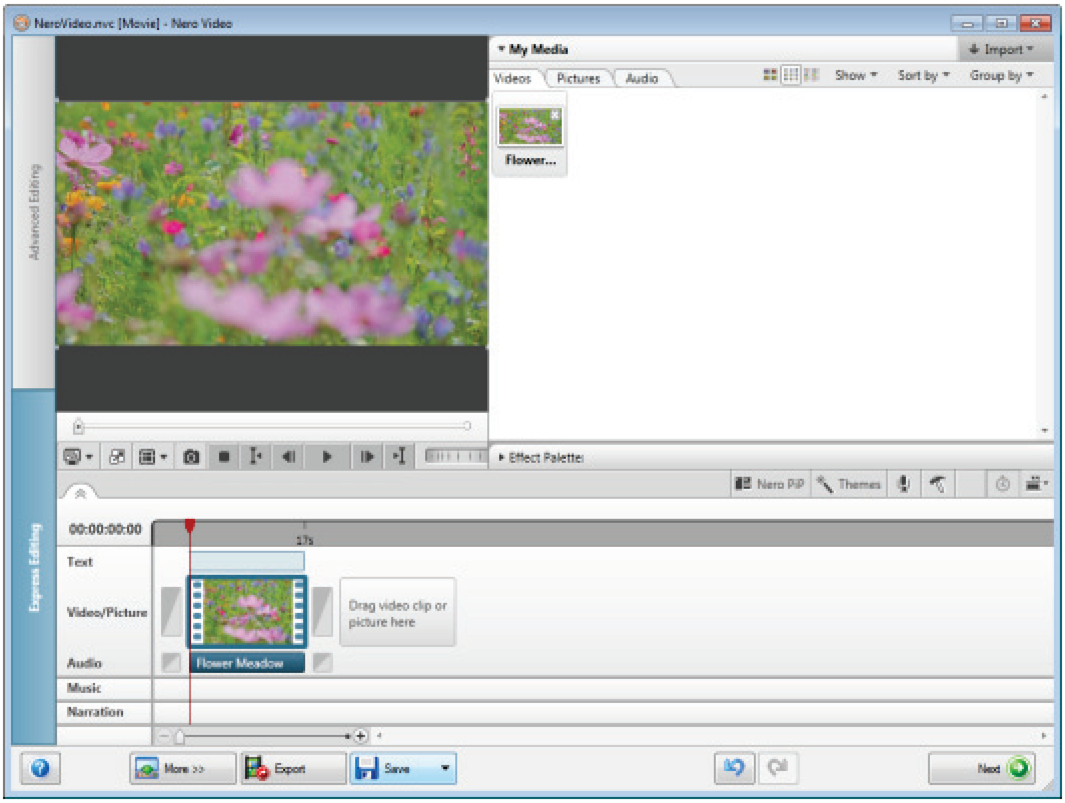
🗎 General Handling in the Advanced Editing Mode → 47

4.1.8 General Handling in Express Editing

The **Express Editing** mode in the video editing screen is displayed by default when you select the **Make** > **Slide Show** entry in the **Content** screen.

The content area of the **Express Editing** mode includes three tracks:

- The main track with a display for **Text**, **Video/Picture**, **Audio**, and the respective transitions in between
- The **Music** track
- The **Narration** track



Video editing screen - Express Editing mode

The main track offers a thumbnail view for every video clip or picture which is added to the project. Video clips are always indicated by filmstrips to distinguish them from pictures. Every first (non-black) frame is displayed as a thumbnail. Below each thumbnail the duration and title of the clip are displayed.

You can drag and drop new clips or pictures from the **My Media** palette to the placeholders at the end of the track as well as transitions from the **Effect Palette**. To change the position of a clip or picture, simply drag the respective item to the new position and drop it between two other items. Transitions can be placed between any two clips. You can move, trim or delete narrations and soundtracks; all other items in the track keep their position.

The content area of the **Express Editing** mode offers many options which allow you to edit your project and the included items in a convenient way. These options can mainly be accessed via various buttons on and around the added items by hovering the cursor over them. Additionally, right-clicking an item in a track opens a context-menu which offers several further options, depending on what kind of item has been selected.

Generally, the following setting options are available on the tracks in the content area, depending on what items you have added to your project:

Button T	Alters the preview area so that you can enter your text and change the font, the size, and the color of the text. Only available if a text effect has been applied.

Sliders ⏷⏷	Allow you to change the duration of the text effect, i.e. for how many seconds or minutes the text effect is visible. Move the sliders to adjust the duration. Only usable if the respective text effect is selected.
Button 🔗	Allows you to apply a text effect to the previous or next video clip or picture. Not available between two items which already share the same text effect.
Button ◂¦▸ **in the text line**	Allows you to split a text effect which has been applied to two consecutive video clips or pictures. Only available between two items which share the same text effect.
Button 🖌	Opens the **Trim** window which allows you to trim a video clip or adjust the length of a picture. You can also see the metadata of the selected item.
Button *fx*	Opens a window for the selected video clip or picture which allows you to change the **Scale** or the **Rotation** of the selected item. If an effect is applied to the selected item, an additional option is displayed which allows you to apply this effect to all items or to delete it.
Button ◂¦▸ **on a video clip or picture**	Allows you to split a video clip or picture. The item is split at the position of the time slider. If the time slider is not positioned on the item to be split, the ◂¦▸ button will not be available.
Button ◂¦▸ **at the end of an audio clip**	Allows you to split an audio clip. If the time slider is positioned on the item to be split, the item is split at that exact position. If the time slider is positioned at the very beginning of the item to be split, or not positioned on this item at all, the item is split in the middle.
Button 🔊	Allows you to set the volume of the video or audio clip. Only available for video clips with included audio and for audio clips.
Button ⊢■⊣	Opens the **Trim** window which allows you to trim the audio part of the selected video or audio clip. You can also see the audio metadata of the selected item. Only available for video and audio clips.

See also

🗎 Movie Editing in Express Editing → 86

4.1.9 Arranging Screen

The **Arranging Screen** allows you to easily rearrange the content you have added to your project. It is opened when you click the button in the content area. The screen then expands and covers the whole video editing screen.

The **Arranging Screen** gives you an overview of the video clips and pictures you have added to the content area. Each item is displayed as a thumbnail. With the thumbnail overview, you can easily decide whether you want to change the order of the video clips and pictures. If you want to change the order, you can simply drag the respective item to the desired position. When you are finished, click the button to return to the normal view of the video editing screen.

When you edit your project in the **Arranging Screen**, the following rules apply:

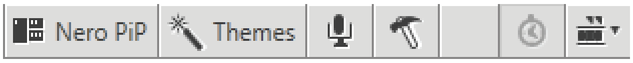
- Only one track is shown in the **Arranging Screen** – the main track in the **Express Editing** mode, and the first track from below (usually the **Video 1** track) in the **Advanced Editing** mode.
- The **Arranging Screen** only shows video clips and pictures, even if these items include audio or have audio clips linked to them.
- Linked audio is moved with a video clip or picture only if it is in the same track.
- Unlinked audio and linked audio clips added to another track than the video clip or picture will not be moved.
- You can right-click an item in the **Arranging Screen** to open a context menu. This context menu allows you to **Trim** or **Delete** the selected item.
- Gaps are closed automatically when deleting or trimming an item in the **Arranging Screen**.

See also

Moving and Positioning Files (Express Editing)→86

4.1.10 Toolbar

The toolbar is located between the palettes area on the upper right and the content area in the lower part of the video editing screen.



The following setting options are available in the toolbar:

Button **Nero PiP**	Opens the **Nero PiP Effects** window in which you can choose between various **Nero Picture in Picture Effect templates**. These templates allow you to create multitrack overlay projects in just a few steps. The templates are sorted by the number of elements, i.e. placeholders, available per template. Each template has a certain number of placeholders which you can replace with the desired video clips or pictures after inserting the template.

	You can also change the duration and insert setting options in this window.
Button **Themes**	Opens the **Themes** window in which you can choose files and set up basic editing options for your movie. You will find templates for various themes such as birthday or wedding. Each template amends your project by a theme-based intro and outro video and automatically inserts various suitable (text) effects, transmissions, as well as background music into the content area.
Button **Record Audio**	Opens the **Audio Recording Settings** window in which you can record a narration (a spoken comment) for single clips in the content area. By default, the narration is recorded to the **Narration** track at the position of the timeline slider but it can be moved to any free audio track position.
Button 🔨	Opens the **Movie Options** window in which you can define all settings for the content area.
Button **Duration**	Opens the **Duration** window in which you can choose between three **Insert mode** options and the corresponding duration. The **Shift** entry is selected by default. The **Auto fill gap** option button is only available when a gap is left between a single selected clip and the following item on a track.
Drop-down menu **Movie Detection**	**Scene Detection** - Starts a scene detection of a selected clip in the content area. The detected subclips are inserted back into the track, thereby replacing the source clip. They can be edited separately. **Ad Spotter** - Opens the **Ad Spotter** window in which all settings can be defined so that Nero Video can search for and delete commercial sequences in your captured files from your project. **Music Grabber** - Opens the **Music Grabber** window in which all the settings can be defined to search for music clips in movies. Only available if a single clip is selected in the content area.

4.1.11 Nero Picture in Picture (PiP) Effects

Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.

If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

The **Nero Picture in Picture Effects** feature allows you to easily create multitrack overlay projects with animated picture-in-picture effects in just a few steps. You can choose between many different templates in the **Nero PiP Effects** window. Each template has a certain number of placeholders and is specifically animated; some of them also have different backgrounds to choose from.

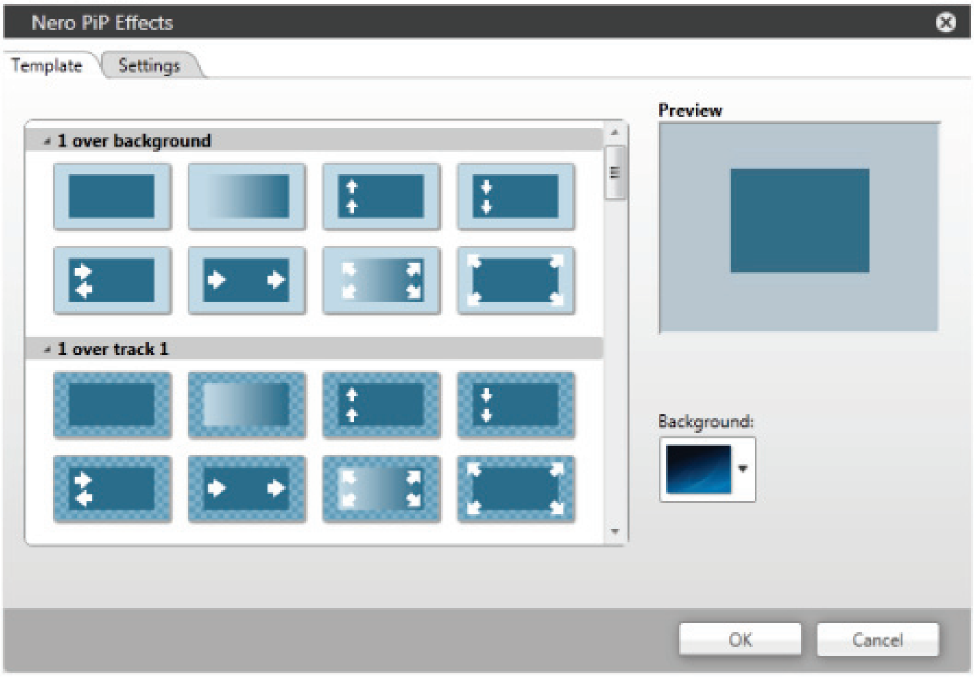
The templates are sorted by their number of placeholders. Depending on the mode you are in, the display differs after you have selected a template and inserted it in into your project. In the **Advanced Editing** mode, each placeholder occupies one video track in the content area. In the **Express Editing** mode, the template is represented by one thumbnail in the content area, but the single placeholders are visible in the preview area. To replace the placeholders with video clips and pictures, you can drag the desired items from the **My Media** palette and drop them onto the respective placeholders in the preview area, no matter which mode you are in. If you are in the **Advanced Editing** mode, you can also drop an item onto a placeholder in the content area.

See also

- Inserting Nero Picture in Picture Templates (Express Editing) →88
- Inserting Nero Picture in Picture Templates (Advanced Editing) →80
- Nero PiP Effects Window →59

4.1.11.1 Nero PiP Effects Window

The **Nero PiP Effects** window is opened after clicking the **Nero PiP** button, with the **Template** tab being displayed. It allows you to choose between various **Nero Picture in Picture Effect templates** and to watch an animated preview of them.

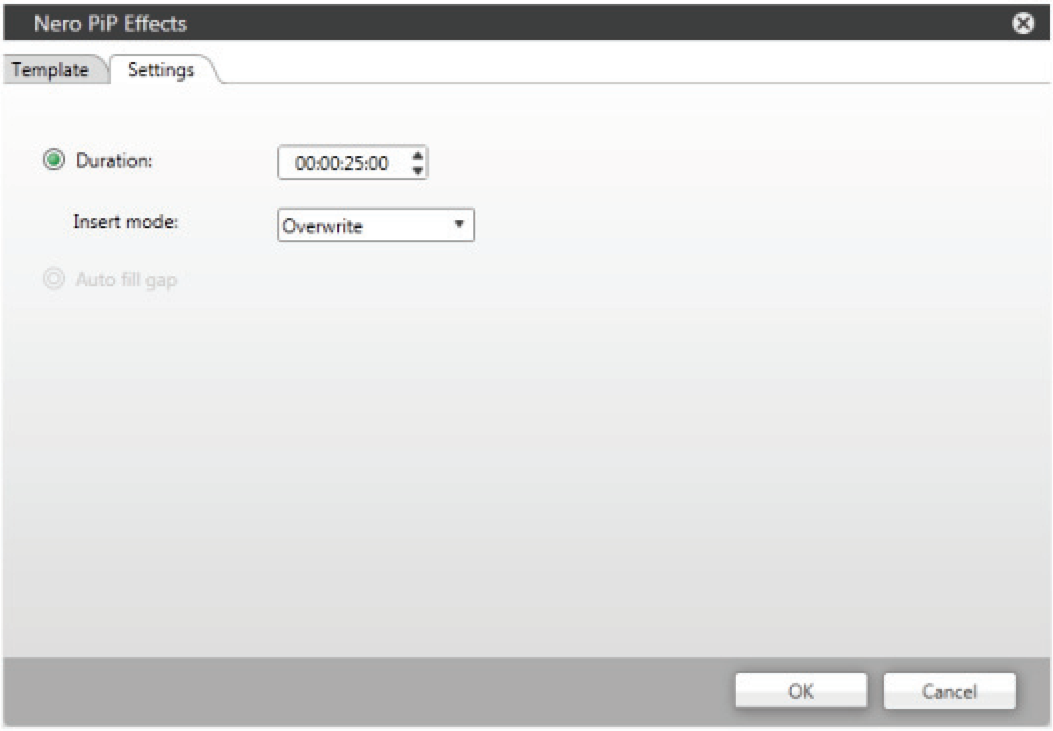


Nero PiP Effects window – Template tab

The following setting options are available on the **Template** tab of the **Nero PiP Effects** window:

Area **Template selection**	Displays the available **Nero Picture in Picture Effect templates** and allows you to choose one. The templates are divided according to the number of elements, i.e. placeholders, within the respective template.
Area **Preview**	Displays an animated preview of the **Nero Picture in Picture Effect template** you have selected in the template selection area.
Drop-down menu **Background**	Displays the available backgrounds for the **Nero Picture in Picture Effect template** you have selected in the template selection area and allows you to choose one. Only available if backgrounds are available for the selected **Nero Picture in Picture Effect template**.

On the **Settings tab** of the **Nero PiP Effects** window, you can define the insert setting options for the **Nero Picture in Picture Effect templates**.



● Duration: 00:00:25:00

Insert mode: Overwrite

○ Auto fill gap

Nero PiP Effects window – Settings tab

The following option buttons are available on the **Settings** tab:

Duration/Insert mode	Includes the **Duration** input field and, if you are in the **Advanced Editing** mode, the **Insert mode** drop-down menu. The **Duration** input field allows you to define the duration of the selected **Nero Picture in Picture Effect template**. Every **Nero Picture in Picture Effect template** has a default and a minimum duration. The **Insert mode** drop-down menu allows you to choose between three insert setting options. They determine how the **Nero Picture in Picture Effect template** is inserted into the timeline. **Use gap**: This is the default setting. Inserts the template into the gap to the right of the time cursor. Only available if the gap has at least the length of the template you want to insert. **Overwrite**: Inserts the template according to the duration you have selected, without adjusting its length to the gap. If the template is longer than the gap to the right of the time cursor, the video clips/audio clips/pictures or parts of these items to the right of the template are overwritten by the template. **Shift**: Shifts the video clips/audio clips/pictures to the right of the time cursor and positions them after the template.
Auto fill gap	Inserts the template into the gap to the right of the time cursor. The duration of the template is automatically adjusted and cannot be manually modified. Only available if the time cursor is placed in a gap that has at least the length of the template you want to insert. If the time cursor is placed at the end of the last video clips/audio clips/pictures in the timeline, the default duration of the template is used.

The **Download Content** button allows you to download the Nero 12 Content Pack. The Nero 12 Content Pack includes additional content such as theme packs, disc menus, and effects to enhance your various projects in Nero Video. Note that the **Download Content** button is only displayed if the additional content is not yet installed.

See also

- Inserting Nero Picture in Picture Templates (Advanced Editing) →80
- Nero Picture in Picture (PiP) Effects →58

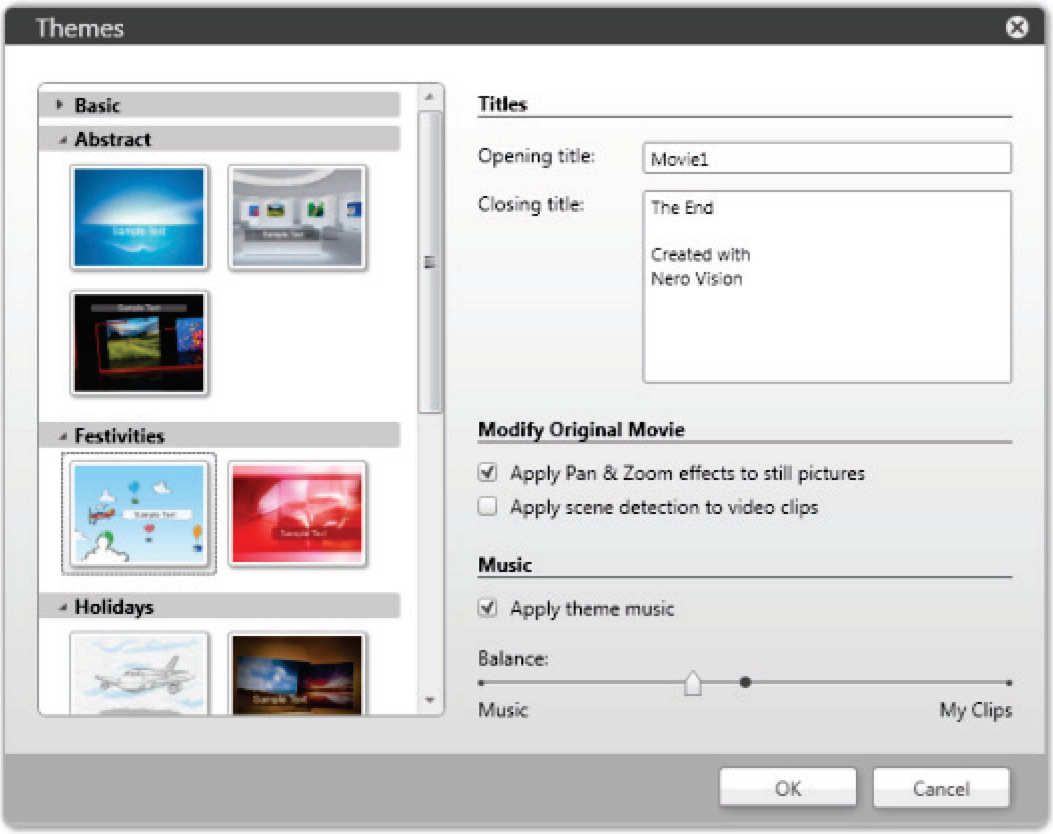
4.1.12 Movie Wizard

Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.

If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

In the **Themes** window you can choose themes and set up basic editing options for your movie. The window is opened when you click the **Themes** button in the upper right of the content area in the video editing screen.

The **Download Content** button allows you to download the Nero 12 Content Pack. The Nero 12 Content Pack includes additional content such as theme packs, disc menus, and effects to enhance your various projects in Nero Video. Note that the **Download Content** button is only displayed if the additional content is not yet installed.



Themes

Titles

Opening title: Movie1

Closing title: The End

Created with
Nero Vision

Modify Original Movie

☑ Apply Pan & Zoom effects to still pictures

☐ Apply scene detection to video clips

Music

☑ Apply theme music

Balance: Music – My Clips

Themes window

A list of categories and respective templates is available on the left. The category palettes can be expanded to display the templates in a thumbnail view. By default, the wizard chooses the first template of the first category which is not listed in the **Basic** category. Of course, if **Basic** is your only template category, the first basic template is set by default.

Additionally, the following setting options are available in the **Titles** area on the right:

Input field **Opening title**	Shows the default text for the intro title of the selected template. You can modify the text. Other text attributes such as font and alignment are pre-defined by the template and can be modified after the template has been inserted in the timeline. In case the selected template does not contain an intro section, the input field is grayed out.
Input field **Closing title**	Shows the default text for the outro text of the selected template. You can modify the text. In contrast to the intro text, line breaks are allowed. Other text attributes such as font and alignment are pre-defined by the template and can be modified after the template has been inserted in the timeline. In case the selected template does not contain an outro section, the input field is grayed out.

The following setting options are available in the **Modify Original Movie** area on the right:

Check box **Apply Pan & Zoom effects to still pictures**	Enables Pan & Zoom effects for slides. If disabled, the wizard ignores Pan & Zoom effects. If the selected template does not contain a **Pan & Zoom** effect group or a **Pan & Zoom** effect for still pictures, the check box remains gray.
Check box **Apply scene detection to video clips**	Runs a scene detection before applying the selected theme. If disabled, no scene detection is performed. The check box is cleared by default.

The following setting options are available in the **Music** area on the right:

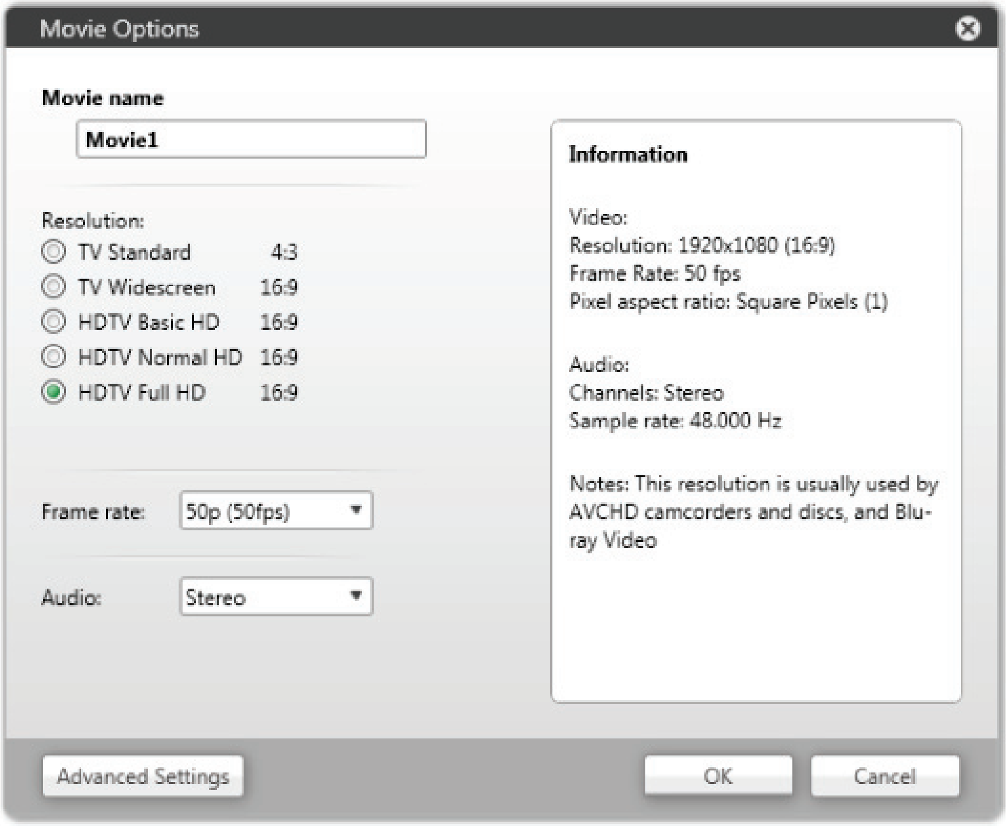
Check box **Apply theme music**	If the check box is selected, the theme music defined in the template is added to the content area. If the check box is cleared, the Movie Wizard does not add the theme music to your project. If the selected template does not contain theme music, this check box as well as the balance slider underneath are grayed out. The check box is cleared by default.
Slider **Balance**	Specifies the volume level of the theme music (such as intro and outro sounds) in contrast to the volume level of all other audio clips which are already available in the timeline. If you do not move the slider, both **Music** and **My Clips** have the same audio level.

4.1.13 Movie Options Window

In the **Movie Options** window you can set up all settings for the content area.

When you click the **Make** > **Movie** or **Slide Show** button in the **Content** screen, the **Movie Options** window is opened automatically before the video editing screen is displayed according to the chosen settings.

In the video editing screen, you can reopen the **Movie Options** window to change the current setting options by clicking the **Movie Options** button in the upper right of the content area. Please consider that the content in the content area is adapted to your changes.



Movie name
Movie1

Resolution:
○ TV Standard 4:3
○ TV Widescreen 16:9
○ HDTV Basic HD 16:9
○ HDTV Normal HD 16:9
● HDTV Full HD 16:9

Frame rate: 50p (50fps)

Audio: Stereo

Information

Video:
Resolution: 1920x1080 (16:9)
Frame Rate: 50 fps
Pixel aspect ratio: Square Pixels (1)

Audio:
Channels: Stereo
Sample rate: 48.000 Hz

Notes: This resolution is usually used by AVCHD camcorders and discs, and Blu-ray Video

Movie Options window

Various setting options are provided on the left. A summary of the selected settings is shown in an **Information** display on the right. The following setting options are available:

Input field **Movie name**	Defines or changes the name of the movie which is used as the title name in the **Content** screen and which is visible on buttons in the menu when burning the movie to a disc.
Option buttons **Resolution**	Selects the resolution from a list of possible resolutions and defines the resolution of the resulting video. Ideally, you should use the settings with which your source material was recorded.

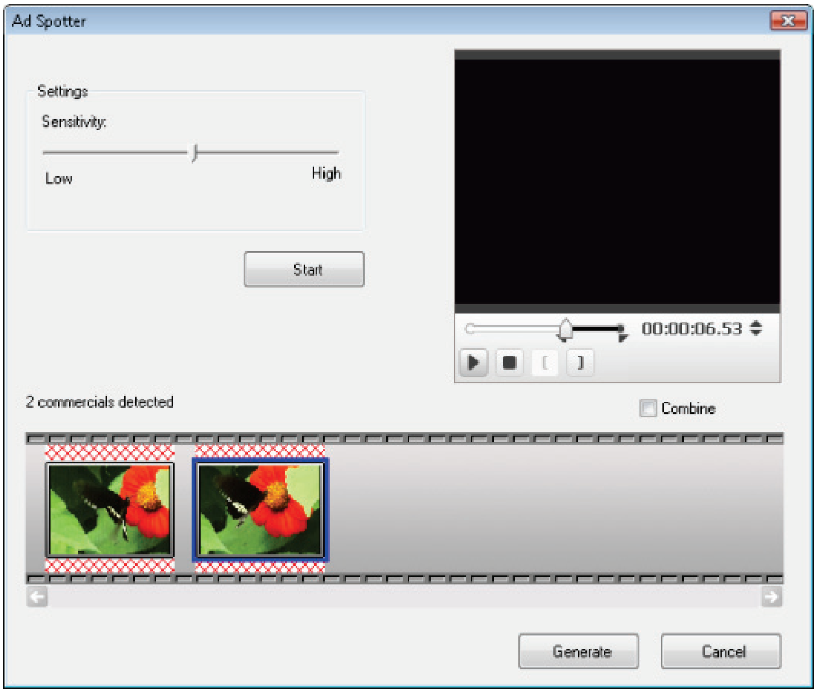
Drop-down menu **Frame rate**	Allows you to select the frame rate. Depending on the resolution you have selected, different frame rate options are available. TV resolutions do not offer as many different frame rate options as HDTV resolutions do. Ideally, you should use the settings with which your source material was recorded.
Drop-down menu **Audio**	Chooses which audio format is used. The **Stereo (2 Channel)** option button is selected by default.

Clicking the **Advanced Settings** button in the lower left of the screen opens the **Advanced Settings** window. You should only change the expert settings if you are sufficiently familiar with this area of video encoding. The **Advanced Settings** button is only available for changes; it is not available for the initial content area set up.

4.1.14 Ad Spotter Window

In the **Ad Spotter** window all settings can be defined for Nero Video to be able to search for commercials in your captured files and to remove them directly from the project.

Carry out the desired settings in the left top **Settings** area. The **Sensitivity** slider defines the sensitivity of the auto recognition. A higher sensitivity has the result that small indications to advertising sequences in the video are also recognized as hits and are then shown in the results. The found video and commercial sequences are shown on a film strip. The commercial sequences have a red border.



2 commercials detected

Ad Spotter window

At the top right of the window, sequences that are found can be played back in the preview area and detailed corrections can be carried out.

In the preview area, with the aid of the position marker on the scroll bar, you can move to a specific position within the video clip. You can also use the **Position** buttons next to the time code display. Start and end markings appear for the found commercial and video sequences. Furthermore, the following buttons are available:

▶	Starts playback.
⏸	Pauses playback.
■	Stops playback.
[/]	Shortens the video sequence by removing the part between the start and the position marking or the position and the end marking. You can also customize the video sequence by moving the start and end markings on the scroll bar. This item is only displayed if you have placed the position mark on the scroll bar. Otherwise a gray button is shown.

In addition, the following setting options are available in the window:

Button **Start**	Starts the search in the selected video clip.
Check box **Combine**	If the check box is selected, then all the found commercial sequences are compiled into one sequence. This also applies to the video sequences.
Button **Generate**	Inserts the video without the commercial sequences back into its previous place in the project.
Button **Cancel**	Cancels the procedure and closes the window.

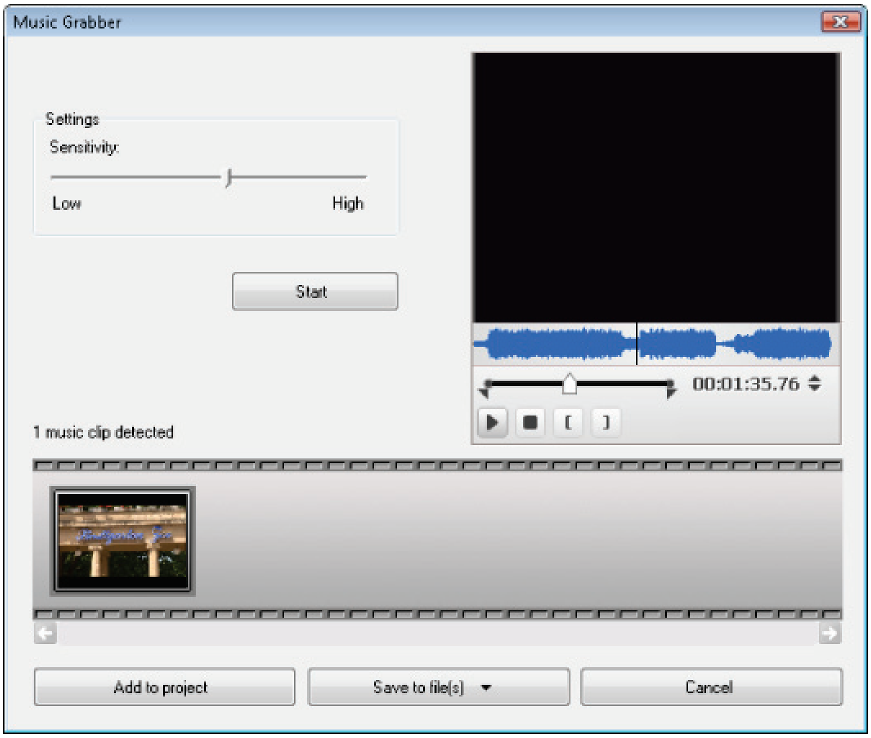
See also

Detecting Commercials →75

4.1.15 Music Grabber Window

In the **Music Grabber** window all settings for identifying music clips in video clips can be selected. Recognized music clips can be inserted into the project or can be saved as a pure audio file that is separate from the video. In the saving, Nero Video supports the WAV, MP3, WMA, and Ogg formats.

Define your desired settings in the **Settings** area in the top left area. The **Sensitivity** slider defines the sensitivity of the auto-recognition. A higher sensitivity has the result that also small indications to music clips will be recognized as hits and shown as results. The found music sequences are shown on a film strip. At the top right in the preview area, found sequences can be played back and, if necessary, detailed corrections can be carried out.



1 music clip detected

Music Grabber window

In the preview area with the aid of the position marker on the scroll bar you can move to a specific position within the video title. You can also use the **Position** buttons next to the time code display. A start and end marking is shown on the picture list of the preview area for each found music clip. Furthermore, the following buttons are available:

▶	Starts playback.
❚❚	Pauses playback.
■	Stops playback.
[/]	Shortens the music clip between the start and position markings or the position and the end markings. The music clip can also be customized by moving the start and end markings on the scroll bar. This item is only displayed if the position marking is placed on the picture scroll bar. Otherwise a gray button is shown.

Additionally, the following buttons are available in the window:

Start	Starts the search in the selected video clip.
Add to project	Cuts out found sequences from the whole movie and inserts the desired music clips into the project.
Save to file(s)	Saves desired music clips as pure audio files. In the saving, Nero Video supports WAV, MP3, WMA, and Ogg formats.
Cancel	Cancels the procedure and closes the window.

See also

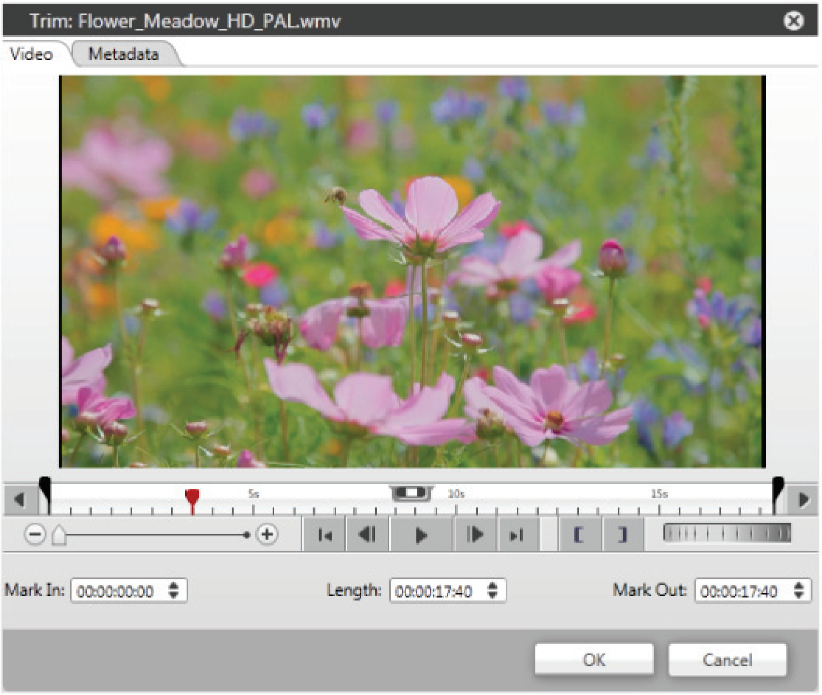
Searching for Music Clips →76

4.1.16 Preview and Trim Window

Double-clicking any item in the media area or in the content area opens the **Preview** or **Trim** window. Two tabs are available in both windows. You can use the setting options in these windows to pre-trim or trim audio and video clips as well as pictures in your timeline.

On the **Metadata** tab information like file name, file size, or the storage path is displayed. Depending on the media file type you selected, the setting options on the second tab are adapted accordingly. A preview or waveform view is available on all three item tabs.

Click the **OK** button in the lower right to save the changes and close the window.



Mark In: 00:00:00:00

Length: 00:00:17:40

Mark Out: 00:00:17:40

Preview / Trim window

On the **Video** and **Audio** tab, you can shift the current position by dragging the timeline slider on the time scale. Clicking the buttons in the left-most and right-most position of the time scale moves the scale. You can set desired **Mark In** and **Mark Out** points by moving the respective buttons directly on the time scale or with help of the input fields below. Keep the ▭ button pressed and move the currently chosen length on the time scale to find the best cut from the full video or audio clip.

The following setting options are available on the **Video** and **Audio** tab:

Slider **Zoom**	Zooms into the time scale view or zooms out to give an overview.
Button ⏮ / ⏭	Jumps to the **Mark In**/**Mark Out** position on the time scale.
Button ◀ / ▶	Jumps to the next or previous frame.
Button ▶	Begins the playback of the video or audio clip.
Jog wheel	Navigates through the preview on a frame-by-frame basis.
Buttons [/]	Defines the start/end position of the active video or audio clip by placing the mark in/mark out point at the position of the time cursor. However, items on the time scale left of the mark in and right of the mark out remain fully available for editing.
Input field **Mark In/Mark Out**	Defines the start/end position of the active video or audio clip via the entered values. However, items on the time scale left of the **Mark In** and right of the **Mark Out** remain fully available for editing.
Input field **Length**	Shows the display duration of the selected item. If in the **Trim** window you change the duration to a new length that is longer than the available free space on the respective timeline track, an information window offers you to either overwrite or move the following clip.
Button **Make Subclips**	Creates subclips from your video or audio clips. The whole source clip stays available after pre-trimming. The resulting subclips are listed below. Only available in the **Preview** window.

The following setting option is available on the **Picture** tab:

Input field **Length**	Shows the display duration of the selected item. Additionally, the following rule is valid for the **Advanced Editing** mode: If in the **Trim** window you change the duration to a new length that is longer than the available free space on the respective track, an information window offers you to either overwrite or move the following clip.

See also

- General Handling in the Advanced Editing Mode → 47

4.1.17 Handling of Windows Live Movie Maker Projects

Nero Video allows you to import *.wlmp projects created with Windows Live Movie Maker. These projects are treated as any other project you have created with Nero Video - they can be edited, saved, exported, and burned, according to your wishes.

Windows Live Movie Maker is a Microsoft program which allows you to create slide show and video projects. These projects can be saved as a *.wlmp project file in Windows Live Movie Maker.

Note that Windows Live Movie Maker is only available on Windows Vista and Windows 7 operating systems.

You can open a Windows Live Movie Maker project via the **Projects** > **Windows Live Movie Maker Project** selection list on the Nero Video start screen. Before entering the video editing screen, you will be asked whether you want to edit your project in the **Express Editing** mode or the **Advanced Editing** mode. After that, the video editing screen is displayed, and you can work on the project as usual.

Nero Video does not allow you to start multiple projects within one project. You can only create and edit projects one after another. Therefore, it is not possible to load two project files (*.nvc or *.wlmp files) into one single project. If you have two different projects that you want to combine, export one of them to a video file via the **Export** button and add the resulting video file to the project which has not been exported.

4.1.18 Switching Between the Express Editing and the Advanced Editing modes

Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.

If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

When editing a project in the video editing screen, switching between the **Express Editing** and the **Advanced Editing** modes is generally possible. When you start in the **Express Editing** mode, but find that you need more tracks or features to edit your project, you can switch to the **Advanced Editing** mode and continue editing your project. However, as soon as you start editing in the **Advanced Editing** mode, you can only go back to the **Express Editing** mode without transferring the changes you made in the **Advanced Editing** mode.

Generally, the following rules apply when switching between the two modes:

- If your project is empty, you can switch between the two modes without any consequences.
- If you start in the **Express Editing** mode, edit your project, then switch to the **Advanced Editing** mode, you can save your **Express Editing** project status in an *.nvc project file. You can then always go back to that status, even after editing your project in the **Advanced Editing** mode.
- If you edit a project in the **Advanced Editing** mode which you initially started in the **Express Editing** mode and want to switch back to the **Express Editing** mode, your changes to the project will not be transferred to the **Express Editing** mode. However, you can save your **Advanced Editing** project status in an *.nvc project file. You can then always go back to that status, even after editing your project in the **Express Editing** mode.
- If you edited a project in a certain mode, this mode will be displayed when closing and re-opening the project.
- If you started a project in the **Advanced Editing** mode, switching to the **Express Editing** mode is possible, but the content of your project will not be transferred. You will start with an empty content area in the **Express Editing** mode. When you switch back to the **Advanced Editing** mode, you can resume the project you started in the **Advanced Editing** mode.

4.2 Making Movie

> !
>
> Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.
>
> If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

To make a movie or slide show, proceed as follows:

1. In the **Start** screen, select the **Make Movie or Slide Show** option.
   ➡ The **Movie Options** window is opened.

If you are in the **Content** screen and want to create a movie or slide show for your project, click the **Make** > **Movie** or **Slide Show** button.

2. Enter a title for the movie in the **Movie name** input field.
   - ➡ The name is used as the title name in the **Content** screen and visible on buttons in the menu when burning the movie to a disc.
3. Choose the adequate settings options for the content area and click the **OK** button.
   - ➡ The video editing screen is displayed according to the chosen settings. If media files are already available, they are displayed on the **My Media** palette in the media area at the top right.
4. If you want to add media files that are on your computer, click the **Import** > **Import File** entry in the upper right of the **My Media** palette.
   - ➡ A window is opened.
5. Select the desired media files and click the **Open** button.
   - ➡ The files are added to the media area. For a better overview, different media types are automatically arranged in single tabs.
6. Select video clips that you want to add to your movie and drag them from the **Videos** tab to desired positions on a track.
7. Select pictures that you want to add to your movie or slide show and drag them from the **Pictures** tab to the desired positions on a track.
   - ➡ Video clips and pictures are added to the content area.
8. If you want to add background music to your movie or slide show, drag audio clips from the **Audio** tab on the **My Media** palette to the desired position on a track.

With two pure sound tracks, you can also place several audio clips on top of one another in Nero Video. For example, a narration (a spoken comment) can be provided on the **Narration** track while music plays simultaneously on the **Music** track.

If you want to add transitions between individual media items or add narrations, effects, or text effects to your project, follow the detailed descriptions in the respective subchapters.

9. If you are satisfied with the movie or slide show, click the **Next** button in the lower right corner of the main window. You can examine the status of your composition in the preview area at any time.
   - ➡ The **Select what you want to do next** screen is displayed.
     - ➡ You have made a movie or slide show and can now add additional titles to your project or create a menu.

See also

- Detecting Commercials →75
- Searching for Music Clips →76
- Detecting Video Scenes →75
- Moving and Positioning Files (Advanced Editing) →77
- Cutting and Trimming Audio and Video Clips (Advanced Editing) →78
- Fitting the Display Duration of Pictures (Advanced Editing) →79
- Choosing a Movie Template →73
- Inserting Transitions (Advanced Editing) →81
- Editing Transitions (Advanced Editing) →81
- Adding an Effect (Advanced Editing) →82
- Editing Effects (Advanced Editing) →83
- Adding a Text Effect (Advanced Editing) →84
- Recording a Narration File →74
- Creating Chapters in Timeline (Advanced Editing) →85

4.2.1 Choosing a Movie Template

> ! Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.
>
> If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

In the **Themes** window you can choose files and set up basic editing options for your movie. You will find templates for various themes such as birthday or wedding. Each template amends your project with a theme-based intro and outro video and automatically inserts various suitable (text) effects, transitions and background music into the content area.

The following requirements must be fulfilled:

- ▲ The video editing screen is displayed.
- ▲ You have inserted at least one video clip into the content area.

To use a theme-based template, proceed as follows:

1. Click the **Themes** button.
   - ➡ The **Themes** window is opened. A list of categories and respective templates is available on the left. The category palettes can be expanded to display the templates in a thumbnail view.
2. Select the desired theme on the left.
3. Add your desired intro title in the **Opening title** input field on the left. Other text attributes such as font and alignment are pre-defined by the template and can be modified after the template has been inserted in the timeline.

4. Add your desired outro title in the **Closing title** input field on the left. In case the selected template does not contain an intro or outro section, the input fields are grayed out.
5. If you want to add theme music that is defined in the template to the content area, select the **Apply theme music** check box in the **Music** area.
6. Move the **Balance** slider to adjust the volume level of the theme music added by the template in contrast to all other audio clips available in the timeline.
7. Click the **OK** button.

   ➡ The items of the theme-based template as well as the intro and outro video are inserted into the content area.

   ➡ You have selected a theme-based template.

See also

- Making Movie →71
- Movie Wizard →62

4.2.2 Recording a Narration File

You can record a narration (a spoken comment) for single clips in the content area. By default, the narration is recorded to the **Narration** track at the position of the timeline slider, but it can be moved to any free audio track position.

The following requirement must be fulfilled:

▲ The video editing screen is displayed.

To record an audio comment and add it to your project, proceed as follows:

1. Move the timeline slider to the desired position on the timeline.
2. Click the **Record Audio** button.

   ➡ The **Audio Recording Settings** window is opened.
3. If you want to change the storage location or need to change the device settings for the audio input, make all preparations for the recording now.
4. Click the **OK** button.

   ➡ The recording starts.
5. Record your speech.

   ➡ You can see the recording time in the lower right of the progress window.
6. Click the ⏹ button to stop recording.

   ➡ A window informs you about the successful creation and saving of the audio file.
7. Click the **OK** button.

   ➡ The recording is added to the timeline.

   ➡ You have recorded an audio comment and added it to your project.

See also

Making Movie →71

4.2.3 Detecting Video Scenes

The following requirement must be fulfilled:

▲ The desired video title is displayed in the video editing screen.

To detect scenes in a video clip, proceed as follows:

1. Select the desired video clip in the timeline.
2. Click the **Movie Detection** > **Scene Detection** button.

   ➡ The **Scene Detection** window is opened.
3. If you want to change the sensitivity settings of the analysis:
   1. Move the **Sensitivity** slider to a higher or lower percentage.
   2. Move the **Minimum Scene Length** slider to a shorter or longer scene length setting.
4. Click the **Start** button.

   ➡ The chosen video file is analyzed. The number of detected scenes is displayed in the **Results** area of the window.
5. Click the **Apply** button.

   ➡ The clip in the timeline is cut into single scenes.

   ➡ You have detected scenes in a video clip and can now edit the independent scenes.

See also

Making Movie →71

4.2.4 Detecting Commercials

In Nero Video it is possible to search for commercials in a captured file and to remove them directly from your project.

The following requirement must be fulfilled:

▲ The desired video clip is displayed in the video editing screen.

To search for commercials and to remove them from your video clip, proceed as follows:

1. Select the respective clip in the content area.
2. Click the **Movie Detection** > **Ad Spotter** button.

   ➡ The **Ad Spotter** window is opened.
3. If you wish to increase the sensitivity of the auto-recognition (**High**) or reduce it (**Low**), customize the slider.
4. Click the **Start** button.

   ➡ The video clip is searched for commercial sequences.

➡ The number of found commercial sequences is shown above the film strip. The individual video and commercial sequences are highlighted on the film strip. The commercial sequences have a red border.
On the scroll bar in the preview area the individual sequence start and end markings are also shown. Here, detailed corrections can be carried out if necessary.

5. Click the **Generate** button.

   ➡ The video clip is inserted without the commercial sequences at the previous position in the project.

      ➡ You have removed the Web sequences from your movie.

See also

- Making Movie →71
- Ad Spotter Window →65

4.2.5 Searching for Music Clips

In Nero Video you can search for music sequences in a video clip. Recognized music sequences can be added to your project as music clips (similar to a music video) or saved separately from the video clip as a pure audio file. In the saving, Nero Video supports the WAV, MP3, WMA, and Ogg formats.

The following requirement must be fulfilled:

▲ The desired video clip is displayed in the video editing screen.

To search for music sequences in a video clip, proceed as follows:

1. Click the **Movie Detection** > **Music Grabber** button.

   ➡ The **Music Grabber** window is opened.

2. If you wish to increase the sensitivity of the auto-recognition (**High**) or reduce it (**Low**), customize the slider.

3. Click the **Start** button.

   ➡ The video clip is searched for music sequences.

   ➡ The number of music sequences is shown above the film strip. The individual music sequences are highlighted on the film strip. On the scroll bar in the preview area the individual music sequence start and end markings are also shown. Here, detailed corrections can be carried out if necessary.

4. If you wish to incorporate the found music sequences into your project as music clips, click the **Add to project** button.

   ➡ The found music sequences will be cut out and inserted into your project as music clips.

5. If you wish to save the music sequences as pure audio files:

   1. Click the **Save to file(s)** button and select the desired format.

      ➡ A browser window is opened.

   2. In the displayed directory tree select the desired storage location and click the **OK** button.

      ➡ The audio file is exported and saved.

➡ You have searched for music sequences in a video clip.

See also

- Making Movie →71
- Movie Options Window →64
- Music Grabber Window →66

4.3 Movie Editing in Advanced Editing

The **Advanced Editing** mode allows you to create projects with multiple video and audio tracks and offers many editing options. It is suitable for more elaborate projects including the use of keyframes. You can also edit effects and transitions, cut the clips of your project conveniently, and create chapters within your project.

> Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.
>
> If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

4.3.1 Moving and Positioning Files (Advanced Editing)

The following requirements must be fulfilled:

▲ The desired files are displayed in the video editing screen.

▲ You are in the **Advanced Editing** mode.

To move and reposition single video clips, pictures, narration or background music clips in the content area, proceed as follows:

1. To reposition a video clip, picture, narration or background music clip on the respective track, drag the selected item on the timeline.
   - ➡ When you drag a clip from the media area to a track in the timeline, the clip's duration is displayed. The duration is determined by the timescale setting - the opacity setting is set to 50% so that the objects underneath are visible. The preview area in the upper left of the video editing screen temporarily shows the frame at the position of the insert marker instead of the frame of the timeline slider.
   - ➡ The catch marker ▽ aligns a dragged clip to another in the timeline if the clip's border hovers over an area within 10 dots left or right to the border of the other. You can align dragged clips to clips in other tracks, too.
   - ➡ The timeline in the content area moves back or forth when you drag the item to the border area. You can also move item file from one track to another.
2. Drop the item to the desired position.
   - ➡ The item is repositioned.

If necessary, the width of a dragged clip is adjusted according to fit into the gap in which it is dropped to. In this case, the end of the clip is truncated.

To fit a clip into a gap without cutting it, keep the **Shift** key on your keyboard pressed while dropping the clip. All objects in all tracks right to the position of the insert marker are shifted to the right. The offset is according to the duration of the dropped clip.

This way it is also possible to divide a timeline clip by dropping a new clip in the middle of the existing clip. The right part is shifted to the right together with all other track objects to the right of the insert marker.

If you want to detach the link of a video clip to its audio file to edit or move them independently, click the **Unlink Audio & Video** entry in the context menu.

➡ You have arranged all video clips, pictures, narration, or background music clips in your compilation. You can now also customize the specific properties of selected effects or add a theme based template.

You can also move and reposition your video clips and pictures via the **Arranging Screen**. The **Arranging Screen** is opened when you click the ︽ button in the content area. It gives you an overview of the video clips and pictures you have added to your project. Each item is displayed as a thumbnail. If you want to change the order of the video clips and pictures, you can simply drag the respective item to the desired position.

See also

- Making Movie →71
- Arranging Screen →57

4.3.2 Cutting and Trimming Audio and Video Clips (Advanced Editing)

When cutting or trimming audio or video clips in Nero Video, the original file is not changed; instead the cut information is stored in the project.

The following requirements must be fulfilled:

- ▲ The desired clips are displayed in the video editing screen.
- ▲ You are in the **Advanced Editing** mode.

To cut or trim an audio or video clip, proceed as follows:

1. If you want to cut a clip:
    1. Select the respective clip in the content area.
    2. Click the ✂ button in the right border area of the content area.
       ➡ The standard mouse cursor changes into a cutter.
    3. Move the mouse cursor or cutter to the desired cutting position on the timeline.
       ➡ In case of video clips, the exact cutting position is displayed in the preview area.

   4. Click the left mouse button.
      ➡ The clip is cut at the desired position. Both parts are listed in the content area.
   5. Click the **Standard tool** button in the right border area of the content area to change back to the standard mouse cursor.

2. If you want to trim a clip at the start or end:
   1. Select the respective clip in the content area.
   2. Move the mouse cursor over the left (start) or right (end) border area of the clip.
      ➡ The ◂|▸ icon is displayed.
   3. Keep the left mouse button pressed and shorten the clip by dragging the mouse.
      ➡ In case of video clips, the exact trimming position is displayed in the preview area.
   4. Release the mouse button at the desired position.
      ➡ The clip is trimmed according to your requirements.

Trimmed parts in your clips are temporarily disabled. If you want to enable the trimmed parts again, simply drag back the clip to its full size.

Double-click any item to open a **Trim** window in which you can trim the item on an exact frame-by-frame basis.

➡ You have cut or trimmed an audio or video clip.

See also

Making Movie →71

Preview and Trim Window →68

4.3.3 Fitting the Display Duration of Pictures (Advanced Editing)

You can adjust the display time for the pictures of a project or slide show as desired. You can specify a default display time for still pictures, effects, and transitions that you add to the compilation in the **Default Duration Values** area of the **Application Settings** window. In addition, you can adjust the display time of the pictures already added to the content area to this new default value.

The following requirements must be fulfilled:

▲ The desired items are displayed in the video editing screen.

▲ You are in the **Advanced Editing** mode.

To adjust the display duration of single or multiple pictures in a project, proceed as follows:

1. If you want to adjust the display duration of a single picture, select the respective item in the timeline.
2. If you want to adjust the display duration of selected pictures, keep pressing the **Ctrl** key on your keyboard and select all respective items in the timeline.

3. If you want to adjust the display duration of your slide show project in a timeline track:
    1. Click the **Select track tool** in the right border area of the content area.
        ➡ All items in the track are selected.
4. Click the **Duration** button.

    ➡ The **Duration** window is opened.

> Additionally to the duration itself, you can choose between three insert settings options. The **Shift** entry is selected by default. All items to the right of your selected picture are shifted to the right. The **Overwrite** entry adapts the display duration without moving the following items in the timeline. (If no items are available to the right, the entry remains gray.) The **Use Gap** entry adapts the duration by filling the gap between the selected and the following item in the timeline. (As long as no gap is left, the entry remains gray.)

5. Enter the desired display duration in the **Duration** input field.
6. Click the **OK** button.

    ➡ The display duration is adapted in the timeline.

    ➡ You have adjusted the display duration of single or multiple pictures in a project.

See also

Making Movie →71

4.3.4 Inserting Nero Picture in Picture Templates (Advanced Editing)

With the **Nero Picture in Picture Effects** feature, you can insert **Nero Picture in Picture Effect templates** into the timeline.

The following requirements must be fulfilled:

▲ The video editing screen is displayed.

▲ You are in the **Advanced Editing** mode.

To insert a **Nero Picture in Picture Effect template** into the timeline, proceed as follows:

1. Click the **Nero PiP** button.

    ➡ The **Nero PiP Effects** window is opened with the **Template** tab being displayed.
2. Select the desired template in the template selection area on the left side of the window.

    ➡ An animated preview of the selected template is displayed on the right side of the window.
3. If backgrounds are available for the selected template, select the desired background in the **Background** drop-down menu.
4. To change the duration or the insert settings for the selected template, click the **Settings** tab.
    1. If you want to change the duration and insert settings manually, select the **Duration / Insert mode** option button.

   2. Enter the desired duration value in the **Duration** input field and select the desired insert setting option in the **Insert mode** drop-down menu.
   3. If you want Nero Video to automatically calculate the duration of the template, select the **Auto fill gap** option button.

5. Click the **OK** button.

   ➡ The **Nero Picture in Picture Effect template** is inserted in the timeline. You can now replace the placeholders with the desired video clips and pictures by dragging them from the **My Media** palette and dropping them onto the respective placeholders either in the content area or in the preview area.

See also

- Nero Picture in Picture (PiP) Effects →58
- Nero PiP Effects Window →59

4.3.5 Inserting Transitions (Advanced Editing)

Transitions can be used to link the individual video clips, audio clips, or pictures that were added to a project.

The following requirements must be fulfilled:

▲ The desired items are displayed in the video editing screen.

▲ You are in the **Advanced Editing** mode.

To insert a transition, proceed as follows:

1. Click the **Transition** category on the **Effect Palette**.

   ➡ The subcategories of transitions are listed in the navigation tree.

2. Choose a desired subcategory of transitions from the **navigation tree**.

   ➡ The transition types of the selected group are displayed.

3. Drag the desired transition from the **Effect Palette** onto the respective item.

   ➡ The transition is added in front of the selected item in the content area.

   ➡ You have inserted a transition.

See also

- Making Movie →71

4.3.6 Editing Transitions (Advanced Editing)

Transitions can be used to link the individual video clips, audio clips, or pictures that were added to a project.

The following requirements must be fulfilled:

▲ The desired transition is added in front of a selected item in the content area of the video editing screen.

▲ You are in the **Advanced Editing** mode.

To edit the properties of a transition in a project, proceed as follows:

1. Select the transition in the content area.

> If you want to simply remove a selected transition, press the **Del** key on your keyboard.

2. Click the **Effect Palette**.
3. In the **Properties** area, click the button at the left side of the transition's headline.
   - ➡ An extended area is expanded which shows the respective transition's setting options. The duration is set to one second by default but it can be adapted to your specific needs.
4. If you want to adapt the duration of the transition, insert the desired length into the **Duration** input field.
   - ➡ A transition is centered between two clips by default but it is possible to move it.
5. If you want to change the alignment more to the left (end at cut) or right (start at cut), click the respective button in the transition's headline.
6. Adapt the respective transition's settings in the expanded area to your requirements.
   - ➡ The changes are adjusted in the content area.
     - ➡ You have edited the properties of a transition in your project.

See also

Making Movie →71

4.3.7 Adding an Effect (Advanced Editing)

You can overlay the added video clips, audio clips, or pictures of a project with effects. Depending on the selected effect, you can customize properties such as intensity and speed.

The following requirements must be fulfilled:

- ▲ The desired items are displayed in the video editing screen.
- ▲ You are in the **Advanced Editing** mode.

To add effects to your project, proceed as follows:

1. Click the **Video Effects** or the **Audio Effects** category on the **Effect Palette**.
   - ➡ The subcategories of effects are listed in navigation tree.
2. Choose a desired subcategory of effects from the navigation tree.
   - ➡ The effect types of the selected group are displayed.
3. Drag the desired effect from the **Effect Palette** to the respective video clip, audio clips, or picture on the timeline.
   - ➡ The effect is added to the selected item in the content area.
   - ➡ All additional effects of an item are listed below the basic effects in the lower area of the **Properties** area. You can customize the specific properties of the effects here.

A **Master Effects** track is also available in the content area. Effects applied to this track are always rendered to the resulting video output of all tracks.

To add a master effect, simply position a desired effect on the **Master Effects** track (like you would add any video clip to the timeline) and customize it like other effects.

➡ You have added effects to your project.

See also

Making Movie →71

4.3.8 Editing Effects (Advanced Editing)

The basic effects of video clips, audio clips, or pictures and the additional effects you added are customized the same way.

The following requirements must be fulfilled:

▲ The desired items are displayed in the video editing screen.

▲ You are in the **Advanced Editing** mode.

To customize the properties of single effects, proceed as follows:

1. Select the item with the respective effect you want to edit in the content area.
2. Click the **Effect Palette**.
   - ➡ The list of basic effects and all additional effects added to the item is displayed in the **Properties** area. Effects are rendered top to bottom, you can modify the order of optional effects with the drag-and-drop function.
   - ➡ As long as you have not chosen individual key frame positions on a track, the effect settings are valid for the whole item.
3. If you want to create single key frames that will only enable the effect settings for those positions that were chosen:
   1. Select the **Use key frames** check box in the effect's headline.
      - ➡ A key frames track is displayed below the respective main item in the content area. Additional controls are displayed next to the check box in the **Properties** area.
   2. Position the timeline slider on the timeline and click the **Create key frame** button to add a single key frame.
      - ➡ The key frame is displayed on the key frames track.
   3. Repeat the previous step to add more key frames.

If you want to delete an existing key frame, select the respective key frame and click the **Delete key frame** button. Use the buttons to the left and right (**Go to the previous key frame** / **Go to the next key frame**) to navigate from key frame to key frame.

4. If you want to (temporarily) disable an additional effect in your project, disable the option button to the left of the effect's name in the headline. Enable the option button once more to activate the effect again.
5. Click the button on the left side of any effect's headline.
   ➡ An extended area is expanded which shows the effect's individual setting options.
6. Adapt the respective effect's settings in the expanded area to your requirements.
   ➡ The changes are adjusted in the content area.
      ➡ You have customized the properties of single effects in your project.

See also

Making Movie →71

4.3.9 Adding a Text Effect (Advanced Editing)

You can overlay the added video clips or pictures of a project with text effects. Depending on the text effect selected, you can customize the various detail settings.

A **Master Effects** track is also available in the content area. Effects applied to this track are always rendered to the resulting video output of all tracks.

To add a master effect, simply position a desired effect on the **Master Effects** track (like you would add any video clip to the timeline) and customize it like other effects.

The following requirements must be fulfilled:

▲ The video editing screen is displayed.
▲ You are in the **Advanced Editing** mode.

To add a text effect to your project, proceed as follows:

1. Click the **Text** category on the **Effect Palette**.
   ➡ The subcategories of text effects are listed in the navigation tree.
2. Choose a desired subcategory of text effects from the navigation tree.
   ➡ The text effect types of the selected group are displayed.
3. Drag the desired text effect from the **Effect Palette** to a video track on the timeline. You can position the effect in the content area to run parallel with a specific item.
   ➡ The text effect is added to the content area.
4. Position the timeline slider on the text effect in the timeline and double-click the text effect.
   ➡ The preview area is altered and shows the setting options for the respective text effect.
5. Enter the desired text in the text input field in the middle of the preview area.
6. If you want to change the font and its corresponding settings, click the **Fonts** button.
7. The **Fonts** window is opened.

8. Select the desired font, size, and color.
9. Click the ✕ button to close the **Fonts** window.
   ➡ The text you have entered is adjusted according to the changes you have made in the **Fonts** window.
10. Click the **Done** button in the upper left of the preview area.
    ➡ All changes you have made to the text and its font are applied.
11. If you want to change other settings of the text effect, click the button to the left of the **Text Effect** headline in the **Properties** area of the **Effect Palette**.
    ➡ An extended area is displayed which shows the setting options for the respective text effect.
12. Make any additional settings as desired, depending on the selected effect.
    ➡ The text effect is adjusted to your requirements.
13. If you want to change the duration or position of your text effect, proceed as described in the **Moving clips** chapter.
    ➡ You have added a text effect to your project.

See also

🗎 Making Movie →71

4.3.10 Creating Chapters in Timeline (Advanced Editing)

You can manually add chapters to the content area of your project. You can edit and rename chapters as well as reposition or remove individual chapter markings.

The following requirements must be fulfilled:

▲ The video editing screen is displayed.

▲ You are in the **Advanced Editing** mode.

To create and edit chapters, proceed as follows:

1. Position the timeline slider on the timeline and click the **Create Chapter Marker** button in the right border area of the content area.
   ➡ A position marker for a new chapter is displayed above the time scale.
2. Repeat the previous step to add more chapters.
   ➡ A position marker is added for each chapter. If you add chapters between existing ones, the consecutive numbering is adapted.
3. If you want to move an existing chapter, select the respective position marker and drag it to the desired position. Use the buttons to the left and right (**Go to the previous chapter marker** / **Go to the next chapter marker**) to navigate from chapter to chapter.
   ➡ The chapter is moved to the desired position. You can move the position of the individual chapter markers within the compilation up to the next chapter mark.
4. If you want to rename an existing chapter:
   1. Double-click the respective position marker on the timeline.

➡ The chapter name display is changed into an input field.

2. Enter the desired chapter name.

➡ The chapter is renamed.

An additional **Rename Chapter Marker** entry is available via the context menu.

5. If you want to delete a chapter, select the respective position marker and click the **Delete Chapter Marker** button. Use the buttons to the left and right (**Go to the previous chapter marker** / **Go to the next chapter marker**) to navigate from chapter to chapter.

➡ The chapter is deleted.

An additional **Delete all Chapter Markers** entry is available via the context menu.

➡ You have created and edited the chapters.

See also

🗎 Making Movie →71

4.4 Movie Editing in Express Editing

The **Express Editing** mode allows you to create simple, yet professional-looking projects with little effort. The Express Editing mode is kept easy and therefore does not offer as many possibilities as the **Advanced Editing** mode. The **Express Editing** mode includes only one main video/picture track in the content area, with two additional audio tracks for **Music** and **Narration**. You can add effects, transitions, and text to the items in your project and do some basic trimming. For a multitrack effect, you can use the **Nero PiP** feature.

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4.4.1 Moving and Positioning Files (Express Editing)

The following requirements must be fulfilled:

▲ The desired items are displayed in the video editing screen.

▲ You are in the **Express Editing** mode.

To move and reposition single video clips, pictures, narration or background music clips in the content area, proceed as follows:

1. If you want to reposition a video clip or picture on the main track:
   1. Drag the selected item on the timeline.
      ➡ While dragging, a slim time cursor shows where the item will be positioned when you drop it. The timeline in the content area moves back or forth when you drag the item to the border area.
   2. Drop the item to the desired position.
      ➡ The item is repositioned.
2. If you want to move a narration or background music clip on the respective tracks:
   1. Drag the selected item on the timeline.
      ➡ The timeline in the content area moves back or forth when you drag the item to the border area. You can also move the item from the **Narration** up to a position on the **Music** track and vice versa.
   2. Drop the item to the desired position.
      ➡ The item is repositioned.

   ➡ You have arranged all video clips, pictures, narration, or background music clips in your project. You can now also customize the specific properties of selected effects or add a theme-based template.

You can also move and reposition your video clips and pictures via the **Arranging Screen**. The **Arranging Screen** is opened when you click the ⌃ button in the content area. It gives you an overview of the video clips and pictures you have added to your project. Each item is displayed as a thumbnail. If you want to change the order of the video clips and pictures, you can simply drag the respective item to the desired position.

See also

Arranging Screen →57

4.4.2 Fitting the Display Duration of Pictures (Express Editing)

You can adjust the display time for the pictures of a project or slide show as desired. You can specify a default display time for still pictures, effects, and transitions that you add to the project in the **Default Duration Values** area of the **Application Settings** window. In addition, you can adjust the display time of the pictures already added to the content area to this new default value.

The following requirements must be fulfilled:

▲ The desired files are displayed in the video editing screen.

▲ You are in the **Express Editing** mode.

To adjust the display duration of single or multiple pictures in a project, proceed as follows:

1. If you want to adjust the display duration of a single picture, select the respective item in the timeline.

2. If you want to adjust the display duration of selected pictures, keep pressing the **Ctrl** key on your keyboard and select all respective items in the timeline.
3. Click the **Duration** button.

   ➡ The **Duration** window is opened.
4. Enter the desired display duration in the **Duration** input field.
5. Click the **OK** button.

   ➡ The display duration is adapted in the timeline.

     ➡ You have adjusted the display duration of single or multiple pictures in a project.

4.4.3 Inserting Nero Picture in Picture Templates (Express Editing)

With the **Nero Picture in Picture Effects** feature, you can insert **Nero Picture in Picture Effect** templates into the timeline.

The following requirements must be fulfilled:

▲ The video editing screen is displayed.

▲ You are in the **Express Editing** mode.

To insert a **Nero Picture in Picture Effect** template into the timeline, proceed as follows:

1. Click the **Nero PiP** button.

   ➡ The **Nero PiP Effects** window is opened with the **Template** tab being displayed.
2. Select the desired template in the template selection area on the left side of the window.

   ➡ An animated preview of the selected template is displayed on the right side of the window.
3. If backgrounds are available for the selected template, select the desired background in the **Background** drop-down menu.
4. To change the duration for the selected template, click the **Settings** tab and enter the desired duration value in the **Duration** input field.
5. Click the **OK** button.

     ➡ The **Nero Picture in Picture Effect** template is inserted in the timeline. It is displayed as one thumbnail. You can now replace the placeholders with the desired video clips and pictures by dragging them from the **My Media** palette and dropping them onto the respective placeholders in the preview area.

See also

Nero Picture in Picture (PiP) Effects →58

4.4.4 Inserting Transitions (Express Editing)

Transitions can be used to link the individual video clips or pictures that were added to a project.

The following requirements must be fulfilled:

- ▲ The desired files are displayed in the video editing screen.
- ▲ You are in the **Express Editing** mode.

To insert a transition, proceed as follows:

1. Click the **Transition** tab on the **Effect Palette**.
   - ➡ The subcategories of transitions are listed in the **Show** drop-down menu on the right of the tab.
2. Choose a desired subcategory of transitions from the **Show** drop-down menu on the right of the tab.
   - ➡ The transition types of the selected group are displayed.
3. Drag the desired transition from the **Effect Palette** to the respective placeholder between two clips.
   - ➡ Items with transitions are identified in the content area by a colored icon. Items without a transition are indicated in the content area by a gray icon.
     - ➡ You have inserted a transition.

4.4.5 Adding an Effect (Express Editing)

You can overlay the added video clips, audio clips, or pictures of a project with effects.

The following requirements must be fulfilled:

- ▲ The desired items are displayed in the video editing screen.
- ▲ You are in the **Express Editing** mode.

To add effects to your project, proceed as follows:

1. Click the **Video Effects** or the **Audio Effects** tab on the **Effect Palette**.
   - ➡ The subcategories of effects are listed in the **Show** drop-down menu on the right of the tab.
2. Choose a desired subcategory of effects from the **Show** drop-down menu on the right of the tab.
   - ➡ The effect types of the selected group are displayed.
3. Drag the desired effect from the **Effect Palette** to the respective item on the timeline.
   - ➡ The effect is added to the selected item in the content area.
     - ➡ You have added effects to your project.

4.4.6 Adding a Text Effect (Express Editing)

You can overlay the added video clips or pictures of a project with text effects. Depending on the selected text effect, you can customize the various detail settings.

The following requirements must be fulfilled:

▲ The video editing screen is displayed.

▲ You are in the **Express Editing** mode.

To add a text effect to your project, proceed as follows:

1. Click the **Text** tab on the **Effect Palette**.
   ➡ The subcategories of text effects are listed in the **Show** drop-down menu on the right of the tab.
2. Choose a desired subcategory of text effects from the **Show** drop-down menu on the right of the tab.
   ➡ The text effect types of the selected group are displayed.
3. Drag the desired text effect from the **Effect Palette** to an empty text field in the main track.
   ➡ The text effect is added to the content area.
4. Click the T button on the right side of the text field in the content area.
   ➡ The preview area is altered and shows the setting options for the respective text effect.
5. Enter the desired text in the text input field in the middle of the preview area.
6. If you want to change the font and its corresponding settings, click the **Fonts** button.
   ➡ The **Fonts** window is opened.
7. Select the desired font, size, and color.
8. Click the ✕ button to close the **Fonts** window.
   ➡ The text you have entered is adjusted according to the changes you have made in the **Fonts** window.
9. Click the **Done** button in the upper left of the preview area.
   ➡ All changes you have made to the text and its font are applied.

   ➡ You have added a text effect to your project.

5 Exporting Videos

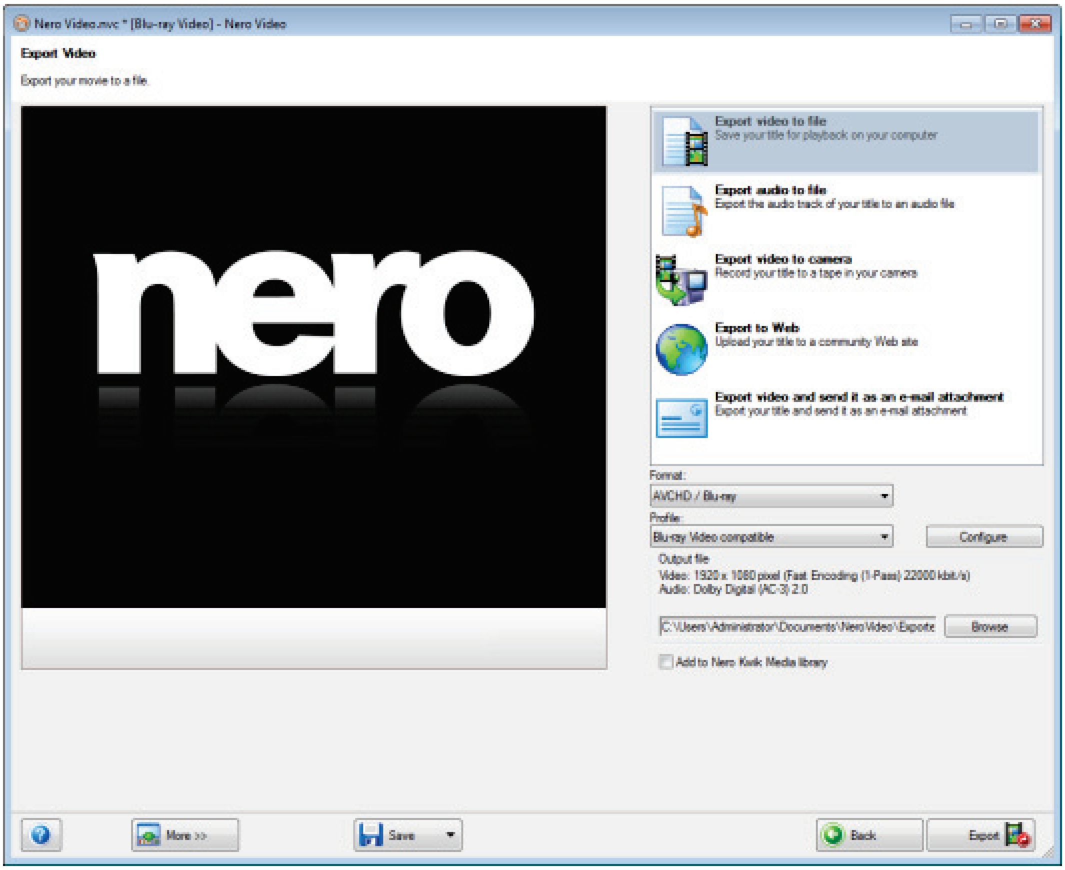
5.1 Export Video Screen

The **Export Video** screen is displayed when you click the **Export** button in the lower task bar of the main window. It can be divided into three areas: the preview area for playing the movie back, a selection area to the right of that, which lists the export options, and the **Format** and **Profile** drop-down menus in the area below that.

All data that results for the output file is displayed in the **Output file** area. You can click the **Browse** button to select the storage location for the output file. If you want to add the output file to the Nero Kwik Media library, simply select the relevant check box.

Adapted format and profile drop-down menus are available for each export option. Click the **Configure** button to open a window to adjust the detail settings.

Depending on the export template chosen, the output format, aspect ratio, quality settings, bit rate, resolution, encoding mode and/or audio quality will change.



Nero Video.nvc * [Blu-ray Video] - Nero Video

Export Video

Export your movie to a file.

Export video to file
Save your title for playback on your computer

Export audio to file
Export the audio track of your title to an audio file

Export video to camera
Record your title to a tape in your camera

Export to Web
Upload your title to a community Web site

Export video and send it as an e-mail attachment
Export your title and send it as an e-mail attachment

Format: AVCHD / Blu-ray

Profile: Blu-ray Video compatible

Output file
Video: 1920 x 1080 pixel (Fast Encoding (1-Pass) 22000 kbit/s)
Audio: Dolby Digital (AC-3) 2.0

C:\Users\Administrator\Documents\NeroVideo\Exporte

☐ Add to Nero Kwik Media library

Export Video screen

The following export options are available in the selection area:

Export video to file	Exports a movie to a video file.
Export audio to file	Exports the audio track from a video to an audio file. The **WMA**, **WAV**, and **Ogg** formats are available. The exported audio file can be edited externally and re-imported into Nero Video.
Export video to camera	Exports a movie to a tape in the camera. Nero Video automatically sets all parameters according to the attached camera and the **Format** and **Profile** drop-down menus are not available. Only available if a camera is connected to your PC and is switched on.
Export to Web	Exports a movie to the Internet in a file size adjusted accordingly. Communities normally limit the maximum length of a video file to 10 minutes with a maximum file size of 100 MB. If the movie is too long, an error message is displayed and Nero Video cancels the procedure.
Export video and send it as an e-mail attachment	Exports a movie, adjusted to an appropriate file size, to send as an e-mail attachment. The **MPEG-1** and **MP4** formats are available. You can choose between **1 MB**, **2 MB**, **5 MB** or **Custom**. The export file can be attached to a new e-mail from the default e-mail application or saved to the hard drive.

If you have selected the **Export video to file** export option, the following export templates are available:

AVI	Contains all codecs provided by your operating system.
AVI (DV)	**AVI-DV type 1** and **2**
WMV	**Pocket PC**; **Broadband**; **Portable Device**; **DVD Quality**; **HD 720p**; **HD 1080p** and **HD 1080i** **Custom** - All parameters are set to a medium value but can be customized within the scope of the WMV play.
Flash Video	**Flash Video (FLV)**
MPEG-1	**VCD compatible** - All parameters in the video options are predefined and cannot be changed, with the exception of the frame rate. **Custom** - All parameters are predefined in accordance with VCD, but can be customized within the capabilities of the MPEG-1 format.

MPEG-2	**DVD-Video compatible** and **SVCD compatible** **HDV HD1**; **HDV HD2 (1080i)**; **HDTV 1080i**, **Editable Blu-ray Disc compatible** **Custom** - All parameters are predefined in accordance with DVD-Video. The parameters of all profiles are predefined and can be customized within the capabilities of the MPEG-2 format.
MP4	**PSP**, **MPEG4 3GPP**; **MPEG4** The parameters of all profiles are predefined and can be customized within the capabilities of the respective profile.
AVC	**PSP AVC**; **PSP AVC (480x272)**, **PSP AVC (720x480)**, **PSP AVC (640x480)**, **PS3 AVC**, **iPod/iPhone AVC**, **AVC** The parameters of all profiles are predefined and can be customized within the capabilities of the respective profile.
AVC NVIDIA CUDA	**PSP AVC**; **PSP AVC (480x272)**, **PSP AVC (720x480)**, **PSP AVC (640x480)**, **PS3 AVC**, **iPod/iPhone AVC**, **AVC** The parameters of all profiles are predefined and can be customized within the capabilities of the respective profile. To use the CUDA technology, a supported NVIDIA graphic card must be connected to the PC.
AVC Intel(R) Media SDK	**PSP AVC**; **PSP AVC (480x272)**, **PSP AVC (720x480)**, **PSP AVC (640x480)**, **PS3 AVC**, **iPod/iPhone AVC**, **AVC** The parameters of all profiles are predefined and can be customized within the capabilities of the respective profile. To use the Intel(R) Media SDK technology, a supported Intel(R) graphic card must be connected to the PC.
AVC AMD App Acceleration	**PSP AVC**; **PSP AVC (480x272)**, **PSP AVC (720x480)**, **PSP AVC (640x480)**, **PS3 AVC**, **iPod/iPhone AVC**, **AVC** The parameters of all profiles are predefined and can be customized within the capabilities of the respective profile. To use the AMD App Acceleration technology, a supported ATI graphic card must be connected to the PC.
AVCHD / Blu-ray	**AVCHD compatible**, **Blu-ray Video compatible** To burn a disc in AVCHD disc format, a supported DVD burner must be connected to the PC. To burn a Blu-ray disc, a supported Blu-ray burner must be connected to the PC.

See also

- Exporting Video to File →94
- Exporting Video to Camera →96
- Exporting Video to Send it as E-Mail →98
- Exporting Audio to File →95
- Exporting Video to Web →96

5.2 Exporting Video to File

In the **Export Video** screen, you have various options for exporting a movie that you created in Nero Video in addition to burning it to disc.

The following requirement must be fulfilled:

▲ The **Content** or video editing screen is displayed.

To export a movie as a file to the hard drive, proceed as follows:

1. Click the **Export** button in the lower task bar of the main window.
   ➡ The **Export Video** screen is displayed.

   In the **Select what you want to do next** selection, choose the **Export** option.

2. Select the **Export video to file** export option in the selection area.
   ➡ The drop-down menus for output format and profile are displayed accordingly.
3. Select the desired format in the **Format** drop-down menu and the desired profile in the **Profile** drop-down menu.
   ➡ The selected export template primarily specifies the output type and playback quality.
4. If you want to make changes to the export settings:
   1. Click the **Configure** button.
      ➡ A window is opened.
   2. Make the desired changes and click the **OK** button.
5. If you want to save the video to another folder and/or under a name other than the name displayed in the **Output File** display panel:
   1. Click the **Browse** button.
      ➡ The **Select a location for the video file** window is opened.
   2. Browse to the desired location.
   3. Enter the desired file name in the **File Name** input field and click the **Save** button.
6. Click the **Export** button.
   ➡ The export starts. Progress while exporting is displayed in the same window. Once the export is complete, a window is opened.
7. Click the **OK** button.

➡ Nero Video automatically returns to the screen that was displayed before the export.

  ➡ You have exported a movie to the hard drive.

See also

🗎 Export Video Screen →91

5.3 Exporting Audio to File

In the **Export Video** screen, you have various options for exporting a movie that you created in Nero Video in addition to burning it to disc.

The following requirement must be fulfilled:

▲ The **Content** or video editing screen is displayed.

To export a movie's audio track, proceed as follows:

1. Click the **Export** button.

   ➡ The **Export Video** screen is displayed.

2. Select the **Export audio to file** export option in the selection list.

   ➡ The drop-down menus for output format and profile are displayed accordingly.

3. If you want to make changes to the export settings:
   1. Click the **Configure** button.

      ➡ A window is opened.
   2. Make the desired changes and click the **OK** button.

4. If you want to save the video to another folder and/or under a name other than the name displayed in the **Output file** display panel:
   1. Click the **Browse** button.

      ➡ The **Select a storage location for the video file** window is opened.
   2. Browse to the desired location.
   3. Enter the desired file name in the **File Name** input field and click the **Save** button.

5. Click the **Export** button.

   ➡ The export starts. Progress while exporting is displayed in the same window. Once the export is complete, a window is opened.

6. Click the **OK** button.

   ➡ Nero Video automatically returns to the screen that was displayed before the export.

     ➡ You have exported a movie's audio track. The exported audio file can be edited externally and re-imported into Nero Video.

See also

🗎 Export Video Screen →91

5.4 Exporting Video to Camera

In the **Export Video** screen, you have various options for exporting a movie that you created in Nero Video in addition to burning it to disc.

! This feature is only available if a camera is connected to your PC and is switched on. The camera must be in VCR mode.

The following requirement must be fulfilled:

▲ The **Content** or video editing screen is displayed.

To export a movie to camera, proceed as follows:

1. Click the **Export** button.
   ➡ The **Export Video** screen is displayed.

   In the **Select what you want to do next** selection, choose the **Export** option.

2. Select the **Export video to camera** export option in the selection area.
   ➡ The format is automatically adjusted to the camera connected.
3. Click the **Export** button.
   ➡ The export starts. Progress while exporting is displayed in the same window. Once the export is complete, a window is opened.
4. Click the **OK** button.
   ➡ Nero Video automatically returns to the screen that was displayed before the export.
      ➡ You have exported a movie to the camera.

See also

Export Video Screen →91

5.5 Exporting Video to Web

In the **Export Video** screen, you have various options for exporting a movie that you created in Nero Video in addition to burning it to disc.

The following requirement must be fulfilled:

▲ The **Content** or video editing screen is displayed.

To export a movie to the Internet, proceed as follows:

1. Click the **Export** button.
   ➡ The **Export Video** screen is displayed.
2. Select the **Export to Web** export option in the selection area.

3. The **Profile** drop-down menu is displayed.
4. Select the desired quality for the output file from the **Profile** drop-down menu.
   - ➡ The quality details for the selected profile are displayed in the **Output** file area below the **Profile** drop-down menu.
5. Click the **Export** button.
   - ➡ A window informs you that your video must now be converted to an export file.

> Communities normally limit the maximum length of a video file to 10 minutes with a maximum file size of 100 MB. If the movie is too long, an error message is displayed and Nero Video cancels the procedure.

6. Click the **Yes** button.
   - ➡ The video is exported to a file. Progress is displayed in the same window.
   - ➡ After your video is converted, the **Upload to web** window is opened. The communities available for uploading media are displayed on the left side of the window.

> When starting the export feature, Nero checks whether new configuration files are available. A window informs you if there are any recommended or required updates.

7. Select the desired community.
8. Log into your account of the selected community using your user name and your password.
   - ➡ The input fields of the selected community are displayed accordingly.
9. Enter a title and brief description of your video in the **Title** and **Description** input fields, as well as any other information depending on the selected community.
10. You must agree to the terms of use for the communities in order to upload files to **My Nero** and other communities. Select the appropriate check boxes at the bottom of the window.
    - ➡ The **Upload** button is enabled once you have made all the required entries.
11. Click the **Upload** button.
    - ➡ The export starts. Progress while exporting is displayed in the same window. Nero Video automatically returns to the screen that was displayed before the export.
      - ➡ You have exported a movie to the Internet.

See also

Export Video Screen →91

5.6 Exporting Video to Send it as E-Mail

In the **Export Video** screen, you have various options for exporting a movie that you created in Nero Video in addition to burning it to disc.

The following requirement must be fulfilled:

▲ The **Content** or video editing screen is displayed.

To export a movie to send via e-mail, proceed as follows:

1. Click the **Export** button.
   ➡ The **Export Video** screen is displayed.
2. Select the **Export video and send it as an e-mail attachment** export option in the selection area.
   ➡ The drop-down menus are displayed accordingly.
3. In the upper drop-down menu, select the desired format.
4. In the bottom drop-down menu, select the desired maximum file size.
5. If you want to make changes to the export settings:
   1. Click the **Configure** button.
      ➡ A window is opened.
   2. Make the desired changes and click the **OK** button.
6. If you want to save the video to another folder and/or under a name other than the name displayed in the **Output File** display panel:
   1. Click the **Browse** button.
      ➡ The **Select a storage location for the video file** window is opened.
   2. Browse to the desired location.
   3. Enter the desired file name in the **File Name** input field and click the **Save** button.
7. Click the **Export** button.
   ➡ The export starts. Progress while exporting is displayed in the same window. Once the export is complete, a window is opened.
8. Click the **OK** button.
   ➡ Nero Video automatically returns to the screen that was displayed before the export.
      ➡ You have exported a movie to send via e-mail.

See also

🗎 Export Video Screen →91

6 Menu

6.1 Levels

A menu can have up to two levels in addition to the intro video. The main or title menu consists of all the video titles in the project. Each video title is represented by a button consisting of a thumbnail and a button text. If a video title has more than one chapter, a video title submenu is generated. Each chapter of the respective video title is represented by a button in the chapter menu.

When making changes, you can adjust the levels of the menu independently. You can select the layout of each menu from existing menu templates. Menu templates are subdivided into individual menu template groups for a better overview.

6.2 Edit Menu Screen

Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.

If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

The **Edit Menu** screen is displayed after you have added the desired media items to your project (**Content** screen). It is a follow-up screen of the **Content** screen and cannot be displayed directly by selecting a task on the start screen.

When you start a project via the **Create & Export** selection list on the start screen, you will subsequently go through the following screens:

Content > **Edit Menu** > **Preview** > **Burn Options**

You can always go back and forth between the screens, but you cannot skip any of the screens.

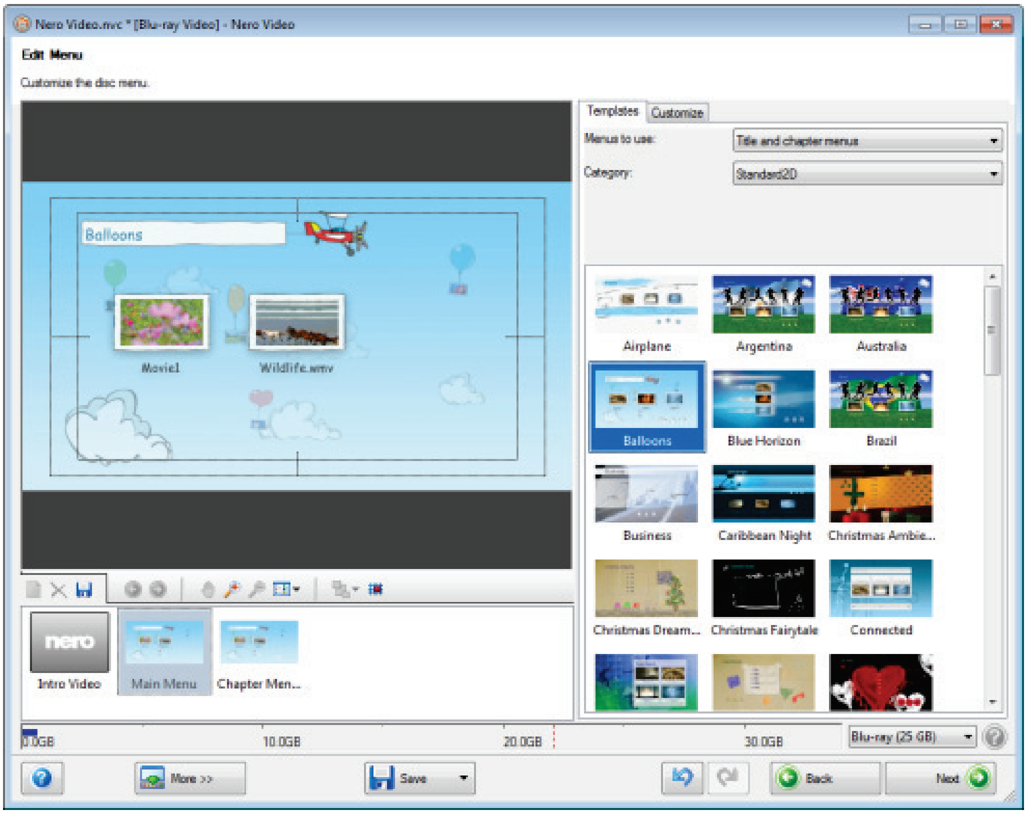
You can select menu templates and/or templates that meet your requirements in the **Edit Menu** screen. In the normal editing mode, editing remains limited to the most important features. Additional customization options are available in **Advanced Editing**.

You can choose the individual form and design of the menu in the advanced editing mode. You can place and edit your own graphical items and text on the menu, modify, delete and create various button options, as well as create links between any buttons, menus and videos.

In the preview and compilation area of the screen on the left, the menu items of the title or chapter menus are displayed according to the selected template. If the intro video is selected, the preview shows a still of the video. Here, you can directly edit the individual items of the template. Selected objects are identified by a frame and can then for example be adjusted for size, rotated or moved.

The **Templates** and **Customize** tabs are available on the right. You can also make changes to objects on the respective palettes.

A capacity bar below the compilation area shows how much space your project occupies on the selected medium.



Nero Video.nvc * [Blu-ray Video] - Nero Video

Edit Menu

Customize the disc menu.

Menus to use: Title and chapter menus

Category: Standard2D

Edit Menu screen

The following buttons are available on the navigation scroll bar in the compilation area:

Create New Menu	Creates an empty menu without links in the layout of the template that was last selected. Only available in **Advanced Editing**. Not available for Smart3D templates.
Delete	Deletes a style item from the template. All items except the background can be deleted. Only available in **Advanced Editing**.
Save As Template	Saves a template with all changes made. The **Save As Template** window is opened. If you want to save your own menu template, you have to specify and save the title and chapter menu separately, even if both are based on the same template. Not available for Smart3D templates.

Previous / Next Menu Page	Goes to the next or previous page of the title or chapter menu that was selected in the menu view. If a title or chapter menu consists of several pages, the thumbnails are displayed one above the other. Only available in normal editing if a menu has several pages.
Toggle Move Cursor	If the button is activated, it is possible to move desired areas of an enlarged menu page in the visible range of the compilation window with the hand cursor. Only available when the visible compilation area is enlarged.
Zoom In	Enlarges the visible compilation area up to 500%.
Zoom Out	Reduces the visible compilation area to 100%.
View	If the **Show Guidelines** option is activated, Nero Video fades in a guideline grid in the compilation area. If the **Show Safe Area** option is enabled, Nero Video displays the frame of the safe zone in the compilation area. If the **Show Button Numbers** option is enabled, Nero Video assigns each button in the compilation area a number. This option is only available in **Advanced Editing**.
Order	Changes the arrangement of graphics and text fields of a template. Marked items can be moved to the back or front by one level. They can also be moved to the very back or very front. The background picture always stays on the back level, buttons stay on the front level. Only available in **Advanced Editing**.
Snap to Guidelines	If the **Snap to Guidelines** button is activated, items that move in the compilation area automatically line up to the horizontal and vertical guidelines.

The **Download Content** button allows you to download the Nero 12 Content Pack. The Nero 12 Content Pack includes additional content such as theme packs, disc menus, and effects to enhance your various projects in Nero Video. Note that the **Download Content** button is only displayed if the additional content is not yet installed.

See also

- Templates Tab →102
- Customize Tab →103
- Save as Template Window →118
- Creating Menu →119

6.2.1 Templates Tab

> ! Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.
>
> If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

Select a desired template from the **Standard2D**, **Animated2D** and **Smart3D** categories on the **Templates** tab. In addition, you can save your own templates in the **My Menu Templates** category.

> ! If you select a **Smart3D** menu, please note that a graphics card with 3D acceleration must be connected to the computer. The **Advanced Editing** is not available for Smart3D menus.
>
> If problems arise when editing the menu, make sure that you have installed the current version of the graphics driver.

The following drop-down menus are available:

Menus to use	Defines whether the menu should be created as a title and chapter menu or simply as a title menu. You can also choose not to create a menu.
Category	Specifies the category from which the template can be selected. The **My Menu Templates** option shows saved templates. You can give your videos an appropriate graphic background with a menu template from the **Standard2D** group. The menu contains a layout for the title and chapter menu. You can give your videos predefined background animations with a menu template from the **Animated2D** group - including matching intro video and scoring. The menu contains a layout for the title and chapter menu, as well as background music for the intro video and menu pages. You can give your videos a starting animation and three-dimensional menus with a menu template from the **Smart3D** group. The menu templates are based on dynamic 3D scenes with animated menu transitions and predefined scorings.

See also

- Edit Menu Screen →99

6.2.2 Customize Tab

The number of palettes that are displayed on the **Customize** tab depends on the selected mode. Clicking the title bar of the palette closes or opens the palette.

Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

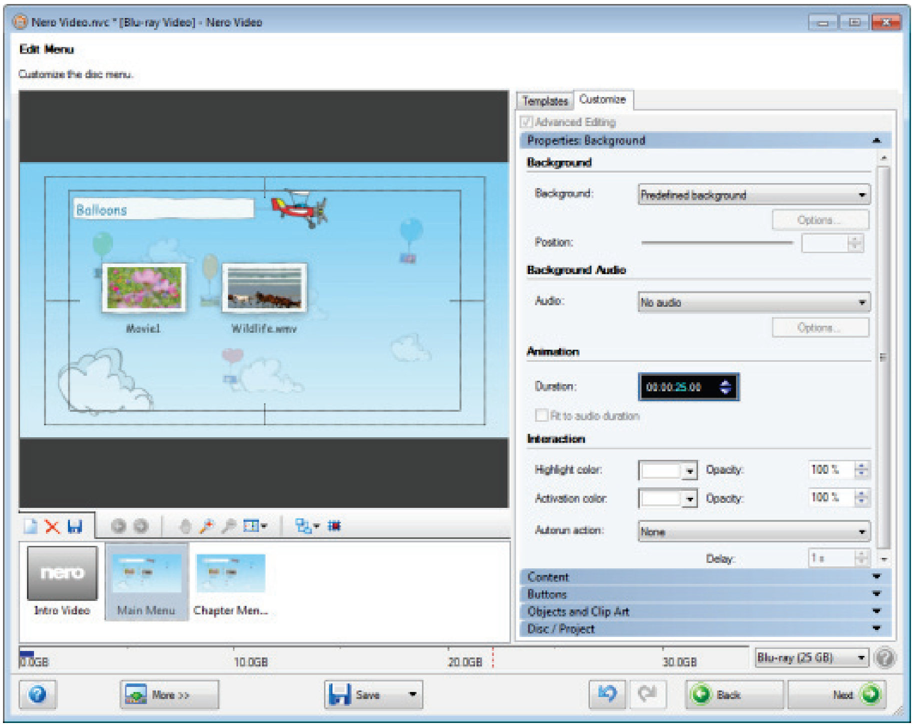
Nero Video automatically starts in normal editing mode with the **Compact Menu View**. A thumbnail is displayed for the intro video and title, as well as for each chapter menu. Unused components remain gray. If a title or chapter menu consists of several pages, the thumbnails are displayed one above the other.

Select the **Advanced Editing** check box to go to **Advanced Editing** with **Extended Menu View**. The intro video and each page of the individual menus are displayed as thumbnails.

Only go to **Advanced Editing** if you have experience editing menus.

If you select the box, a window appears that indicates you are about to enter advanced editing mode. Links between menus and buttons are not created dynamically based on project content. Therefore, video titles, menus and buttons that are not added after opening advanced editing mode must be manually linked to each other.

Advanced Editing is not available for Smart3D templates.



Nero Video.nvc * [Blu-ray Video] - Nero Video

Edit Menu

Customize the disc menu.

☑ Advanced Editing

Background: Predefined background

Audio: No audio

Duration: 00:00:25:00

☐ Fit to audio duration

Highlight color: Opacity: 100 %

Activation color: Opacity: 100 %

Autorun action: None

Delay: 1 s

Blu-ray (25 GB)

Edit Menu screen - Customize tab

The following palettes are available:

Properties	Displays a customized area for each menu item marked in the compilation area. You can make any setting changes here.
Content	Lists all titles and chapters of the project in an overview. Not available for Smart3D menus. Only available in **Advanced Editing**.
Buttons	Offers sets of predefined buttons in the **Thumbnail buttons**, **Text-only buttons** and **Navigation buttons** categories. Not available for Smart3D menus.
Objects and Clip Art	The **Standard objects** category offers a selection of pre-defined graphic objects, drawing items such as circles, rectangles or lines, as well as clip art. The category also includes an empty text box. You can import your own graphic files into the **My objects** category. Not available for Smart3D menus. Only available in **Advanced Editing**.
Disc / Project	The **Disc Settings** area offers settings that customize the playback of the disc according to your requirements. In addition you can check the customized navigation of your menus for completeness. In the **Project Settings** area you can simplify the menu editing by individual additional guide lines.
Template Settings	Offers a number of theme-related versions for Smart3D menus. Only available for Smart3D menus.

See also

- Edit Menu Screen →99
- Template Settings Palette →105
- Properties for Background and Intro Video Palette →105
- Button Properties →108
- Properties of Graphic Objects →111
- Content Palette →112
- Buttons and Graphic Objects Palettes →112
- Disc/Project Palette →113
- Select Start Position Window →114
- Edit Background Audio Window →116
- Select Poster Frame Window →117
- Shadow Settings Window →117

6.2.2.1 Template Settings Palette

If you have selected a Smart3D template on the **Templates** tab, you can customize the menu transitions according to your requirements in the **Template Settings** palette and, depending on the menu template selected, choose between different theme versions.

Only available for Smart3D menus.

The following setting options are available:

Option button **Default transitions**	Enables all transitions of the selected template.
Option button **Custom transitions**	Enables the **Options** button. Clicking this button opens the **Transition Settings** window that displays all the transitions of the selected template. You can disable individual transitions and/or the background audio of the transitions.
Drop-down menu **[Topic]**	Defines the desired theme version of the selected menu template. The drop-down menu and the number of options depend on the selected template.
Button **Options**	Opens a window in which you can customize individual properties of the menu independent of a theme. You can also combine theme items here. The drop-down menu and number of options depends on the selected template. Not available for all Smart3D menus.

See also

Customize Tab →103

6.2.2.2 Properties for Background and Intro Video Palette

If the background is enabled in the compilation area, the **Properties** palette is divided into the **Background**, **Background Audio**, **Animation** and **Interaction** areas. The **Spreading** area is only available in normal editing mode.

The **Background** and **Animation** areas are not available for Smart3D menus.

If an **Intro Video** is displayed in the compilation area, the **Background** and **Background Audio** areas are also available. The **Linkage** area is also available in **Advanced Editing** mode.

The following setting options are available in the **Background** area:

Drop-down menu **Background**	Specifies whether a picture or video should be imported into the background of the template or whether the background should be a solid color. In the default settings, the **Predefined background** entry is selected that provides every template with a suitable background. If you select the **Picture file** or **Video file** option, a window opens in which you can select the desired file. The path to the selected file is then displayed in the selection area. The number of drop-down menus that are displayed for detailed settings depends on the selected option.
Slider/Input field **Position**	Moves the selected picture or video to the correct position. Detailed settings (e.g. aligning the position of the same picture in the intro video and on the menu pages) can be performed easily with the aid of the input field. Background pictures are placed on the screen without black borders. Only available for background pictures and videos.
Button **Options**	Defines the detail settings of the background video. The **Select Start Position** window opens. Only available for background videos.
Drop-down menu **Color**	Defines the desired color as the background color. Only available for background color.

The following setting options are available in the **Background Audio** area:

Drop-down menu **Audio**	Defines an audio file as background music or disables the background music. If you select the **Custom** option, a path appears for selecting a desired file. The **Predefined Audio** option, which is stored for each Animated 2D and Smart3D template with the appropriate scoring, is selected in the default settings.
Button **Options**	Defines the detail settings of the background music. The **Background Audio** window is opened. Only available if you selected the **Custom** option in the **Audio** drop-down menu.

The following setting options are available in the **Animation** area:

Input field **Duration**	Defines the duration of animation for the respective menu.

Check box **Fit to audio duration**	If this check box is selected, the respective menu is displayed over the full playback duration of the selected background audio file.

In the **Interaction** area you can specify whether the menu responds to input when playing back the disc. The following drop-down menus are available:

Highlight color	Defines the color used to highlight marked buttons. You can also specify the **Opacity** in percent.
Activation color	Defines the color used to highlight enabled buttons. You can also specify the **Opacity** in percent.
Autorun action	If desired, it specifies a video title or chapter to automatically start after a timeout. As an alternative you can also rotate through the pages of the menu. No automation is selected in the default settings (i.e. the **None** option is enabled). Not available for Smart3D menus.
Delay	Defines the timeout duration after which the selected automation begins. Not available for Smart 3D menus.

The following drop-down menu is available in the **Spreading** area:

Title/Chapter number per menu	Defines the number of titles or chapters that are shown per menu page. The number per page is freely selectable as long as the maximum number for the selected menu template is not exceeded. If the **Evenly** entry is selected, Nero Video divides the number of titles or chapters equally over the menu page. For instance, a total of eight titles are divided to four on a menu page. If the **Standard** setting is selected in the default settings, then the titles and chapters are automatically distributed so that the maximum number of selected menu templates per menu page is achieved. For instance, in the case of eight titles, and depending on the capacity, six might be positioned on the first menu page and the other two on another.

The following setting options are available in the **Linkage** area:

Drop-down menu **Link to**	Defines to which page of the menu the intro video should link to.

Drop-down menu **Transition**	Defines a transition for the link, if desired.
Button **Options**	Opens the **Transitions** window. Depending on the selected transition you can specify the detail settings here. You can also specify the duration of the transition; a period of one second is selected in the default settings.

See also

🗎 Customize Tab →103

6.2.2.3 Button Properties

If a button is activated in the compilation area the **Properties** palette is divided into the **Linkage**, **Appearance**, **Font**, **Text**, and **Transformation** areas.

In Smart3D menus, the **Linkage** and **Transformation** areas are not available, the **Appearance** area is only available for buttons, not for the header or footer.

To edit a desired item, enable it in the compilation area. The highlighted area is identified by a red frame and sizing handles. You have three options when editing a **Thumbnail button** to set the focus. If the focus lies on the entire button, it can be moved or adjusted proportionally in size. If the focus lies on the text item of the button, the length of the text field can be adjusted and moved within the button. If the focus lies on the text in the text item, the input can be edited.

In Smart3D templates, the focus lies on the entire button. Buttons, headers and footers cannot be deleted in Smart3D menus; additional objects cannot be added or moved. They also cannot be adjusted in size. The position marks of the headers and footers are used to simplify editing and are not visible in your menu later on. Even if you do not use headers and/or footers, they do not have to be deleted.

The **Linkage** area is only available in **Advanced Editing**.

The following setting options are available in the **Linkage** area:

Drop-down menu **Link to**	Defines where the button should link. All available destinations of the project (video title, all chapters and slide shows) are displayed in the drop-down menu.
Drop-down menu **Transition**	Defines a transition for the link, if desired.

Button **Options**	Opens the **Properties** window. Depending on the selected transition, you can specify the detail settings here. You can also specify the duration of the transition; a period of two seconds is selected in the default settings.
Drop-down menu **Button number**	Manually specifies the numbering of the buttons. Nero Video automatically numbers all the buttons of a template. The number is not displayed in the editable text field of a button. When you edit the menu and reposition buttons, Nero Video maintains the numbering. Any adjustment to the text (e.g. font) is automatically adopted. If a button is assigned a different number (A), Nero Video automatically assigns the number that is now available (B) to the button with the number (A) that has been selected for the new assignment.

The following setting options are available in the **Appearance** area:

Drop-down menu **Display**	Specifies what is displayed on the thumbnail of the button: video title, still of a video or picture. If the **Display Title** or **Display Picture** option has been selected, clicking the **Options** button opens the **Select Start Position** or **Select Poster Frame** window. If you select the **Picture file** option, a window automatically opens in which you can select the desired picture.
Drop-down menu **Text numbering**	Specifies the numbering of the buttons displayed on the template. Only the numbering, text on the button, or number and text can be displayed. Nero Video automatically numbers all the buttons of a template. The number is not displayed in the editable text field of a button. When you edit the menu and reposition buttons, Nero Video maintains the numbering. Any adjustment to the text (e.g. font) is automatically adopted.
Drop-down menu **Format**	Defines the style of numbering.
Check box **Apply shadow**	If the check box is selected, the button is given a shadow. Clicking the **Options** button opens the **Shadow Settings** window. You can customize the shading according to your requirements.

The following setting options are available in the **Transformation** area:

Input field **Pos. X**	Defines the horizontal position of the marked object in the compilation area.
Input field **Pos. Y**	Defines the vertical position of the marked object in the compilation area.
Input field **Scale X**	Defines the width in percent. Buttons can only be adjusted in Nero Video in the lock aspect ratio. If the value is adjusted, **Scale Y** automatically adjusts.
Input field **Scale Y**	Defines the height in percent. Buttons can only be adjusted in Nero Video in the lock aspect ratio. If the value is adjusted, **Scale X** automatically adjusts.
Check box **Lock aspect ratio**	If the check box is selected, the **Scale X** and **Scale Y** values of a graphic object (i.e. width and height in percent) can only be adjusted in the lock aspect ratio. If a value is adjusted, the other value automatically adjusts. Buttons can only be adjusted in Nero Video in the lock aspect ratio.
Input field **Rotation**	Rotates the selected item.
Input field **Opacity**	Defines the opacity of the button.

You can customize the font and size of the text in the **Font** area. In Smart3D templates you can enter an individual title for your buttons in the **Text** area or enter desired text in the header and/or footer. In all other template categories, the following drop-down menus are available in the **Text** area:

Text Color	Defines the color of the text.
Horizontal alignment	Defines the horizontal alignment of the text: centered, left or right.
Vertical alignment	Defines the vertical alignment of the text: top, middle or bottom.

See also

- Customize Tab →103

6.2.2.4 Properties of Graphic Objects

If a graphic object is activated in the compilation area, the **Properties** palette is divided into **Appearance** and **Transformation** areas.

To edit a desired item, activate it in the preview area. The outer highlighted area is identified by red sizing handles. With the aid of the focus, the entire surface can be moved or adjusted proportionally in size.

In addition, green nodes mark the corners on all polygon standard formats and the end points on lines. All polygons can be edited simply by clicking one of the nodes or end points. By selecting a node or an end point with a click, it is marked and can be moved or deleted. New node points can be inserted at any place with a double click. A surface object must consist of at least three points; a linear object of at least starting and end points.

The following setting options are available in the **Appearance** area:

Drop-down menu **Fill color**	Defines the fill color of a graphic item. Only available when the focus is positioned on a standard form (drawing item).
Drop-down menu **Border color**	Defines the color of the margin/frame of a graphic object. Only available when the focus is positioned on a standard form (drawing item).
Drop-down menu **Line thickness**	Defines the thickness of the margin/frame of a graphic object. Only available when the focus is positioned on a standard form (drawing item).
Check box **Apply shadow**	If the check box is selected, the button is given a shadow. Clicking the **Options** button opens the **Shadow Settings** window. You can customize the shading according to your requirements.

The following setting options are available in the **Transformation** area:

Input field **Pos. X**	Defines the horizontal position of the marked object in the compilation area.
Input field **Pos. Y**	Defines the vertical position of the marked object in the compilation area.
Input field **Scale X**	Defines the width in percent.
Input field **Scale Y**	Defines the height in percent.
Check box **Lock aspect ratio**	If the check box is selected, the **Scale X** and **Scale Y** values of a graphic object (i.e. width and height in percent) can only be adjusted in the lock aspect ratio. If a value is adjusted, the other value automatically adjusts.

Input field **Rotation**	Rotates the selected item.
Input field **Opacity**	Defines the opacity of the graphic object.

See also

Customize Tab →103

6.2.2.5 Content Palette

Only available in **Advanced Editing**.

Not available for Smart3D menus.

On the **Content** palette, all the titles and chapters of the project that you have compiled in the **Content** screen are listed in a navigation tree.

Using the drag-and-drop function, you can link any title in the list to a desired button and thereby define the target of a link. If the title is dragged into the compilation for the first time or again without a specific button marked, Nero Video automatically creates a default button and links it to the video.

Note that all menu items on the template remain linked when you make changes!

If a new link is assigned to a button, the old link is lost (i.e. it is not automatically assigned to another button). The same menu item can be linked via multiple buttons.

See also

Customize Tab →103

6.2.2.6 Buttons and Graphic Objects Palettes

The graphic objects are only available in **Advanced Editing**.

First, you can select the category of the available items in the **Buttons** or **Objects and Clip Art** palettes. The available buttons or graphics from the selected category are listed in the preview area of both palettes. With the **Apply** or the **Add** button, the view of a button is customized to your menu template or graphics are added.

Available on the **Buttons** palette are the categories **Thumbnail buttons**, **Text-only buttons**, and **Navigation buttons**. The sets of **Navigation buttons** always consist of three buttons (one each for **Back**, **Next** and **Back to Main Menu**).

Available on the **Objects and Clip Art** palette are the **Standard objects**, **My objects**, **Bubbles**, **Fields**, **Frames**, and **Lines** entries. The default objects include drawing items such as circles, rectangles and lines as well as clip arts. The **My objects** folder contains all pictures that have been imported into Nero Video.

You can select and combine individual buttons in **Advanced Editing** only. You can also customize existing template buttons and add new ones. Links must be manually assigned to buttons that you add.

See also

Customize Tab →103

6.2.2.7 Disc/Project Palette

The **Disc/Project** palette is divided into the **Disc Settings**, **Project Settings**, and **Button Numbering** areas.

The following pop-up menus are available in the **Disc Settings** area.

Drop-down menu **First play item**	Defines the title that is played first after inserting the disc into a player. Only available in **Advanced Editing**. In normal editing mode, the intro video is automatically played or the title menu is displayed.
Drop-down menu **Title Menu**	Defines the menu that is displayed when the **Title** button is pressed on the remote control. Only available in **Advanced Editing**. In normal editing mode, the title menu is automatically displayed.
Drop-down menu **End action**	Defines whether the menu is displayed again after playback of a title is complete (enabled in the default settings) or whether the next title (by number) is played automatically.
Drop-down menu **Additional folder**	**Nothing** only saves the pictures in the slide show. **Original pictures** saves the pictures in the original format as well. Original pictures are saved on the disc in the ORIGPICS folder. **HTML browsing gallery** creates an HTML version of the slide show that can be displayed on any computer with a browser. You can display the HTML browser gallery by opening the INDEX.HTM file on the disc. **PC slide show** creates an executable file on the disc; this can be opened on any Windows computer. The executable file for the computer slide show has the name slideshow.exe. Only available if a slide show has been inserted into your project.

Button **Check Project**	Checks the menu for unlinked or overlaying buttons (title and/or chapter), for orphaned menu pages as well as for videos and/or slide shows of the project that are not linked to the menu. A detailed overview of problems with a short error description is listed in a window. Only available in **Advanced Editing**.

The following setting options are available in the **Project Settings** area:

Drop-down menu **Number of guides**	Inserts a further horizontal and vertical guide line into the grid in the compilation area or removes lines. Nero Video creates an even lattice network. However, the lines can be moved as desired with the mouse and can be positioned as desired in the compilation area.
Check box **Never use black thumbnails**	If the check box is selected, Nero Video ensures that the thumbnails of the buttons show the first frame of the linked video title and not only a black picture.

The following check box is available in the **Button Numbering** area:

Restart numbering on each menu page	When this check box is selected, the button numbers will start with 1 on each new menu page. When the check box is cleared, the buttons are numbered continuously throughout the menu. This box is selected by default in the default setting. Only available in normal editing.

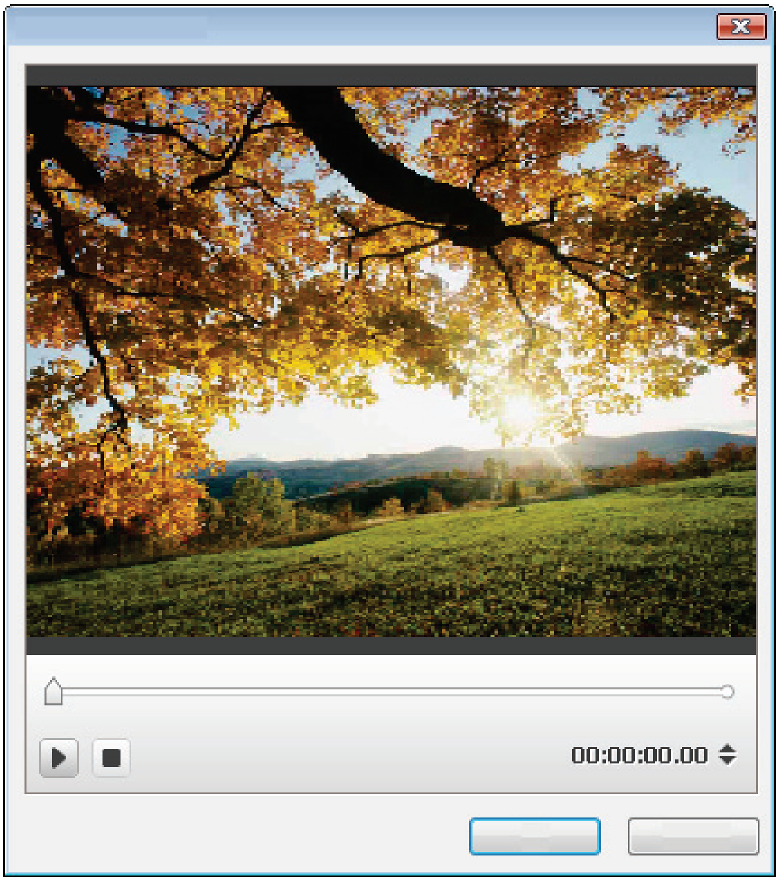
See also

- Customize Tab →103

6.2.2.8 Select Start Position Window

In the **Select Start Position** window you can define which section of a linked video is displayed in the background of a menu side, in the background of the intro video or in the thumbnail view of the **Thumbnail** button.

The controller on the navigation strip shows the start position in the video. The duration of the video is automatically customized to the duration of the menu and is displayed graphically by a darker bar on the navigation strip. You can define the desired start position by moving the controller (and bar) on the navigation strip. Or the start position can be defined by entering an exact starting time in the input field below. You can also use the **Position** buttons next to the time code display.



Select Start Position window

Additionally, the following setting options are available:

Button ▶	Plays the video back in the preview area of the window.
Button ■	Stops the preview.
Button ▂▄▆ ▆▄▂	Fades the audio in or out during playback in the menu (each one second).
Button with slider 🔊	Customizes the sound level of the playback. Click the button to mute the sound.

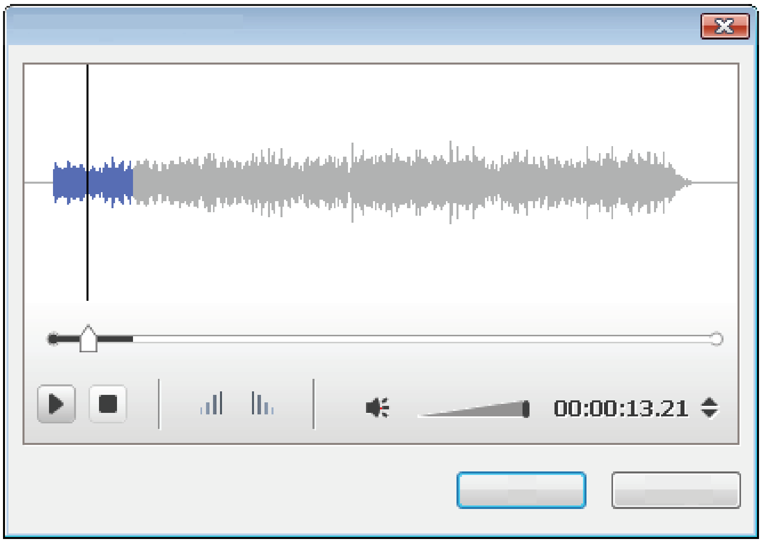
See also

- Customize Tab →103

6.2.2.9 Edit Background Audio Window

In the **Edit Background Audio** window you can define which section of the selected audio file is played as the menu's background music. For this purpose, the file is depicted in the top area of the window in wave form.

The controller on the navigation strip shows the start position in the audio file. The duration of the background music is automatically customized to the duration of the menu. You can define the desired start position by moving the controller on the navigation strip. Alternatively, the start position can be defined by entering the exact starting time in the input field below. You can also use the **Position** buttons next to the time code display.



00:00:13.21

Edit Background Audio window

The following setting options are available:

Button ▶	Plays the audio file.
Button ■	Stops playback.
Button	Fades the audio in or out during playback in the menu (each one second).
Button with slider 🔊	Customizes the sound level of the playback. Click the button to mute the sound.

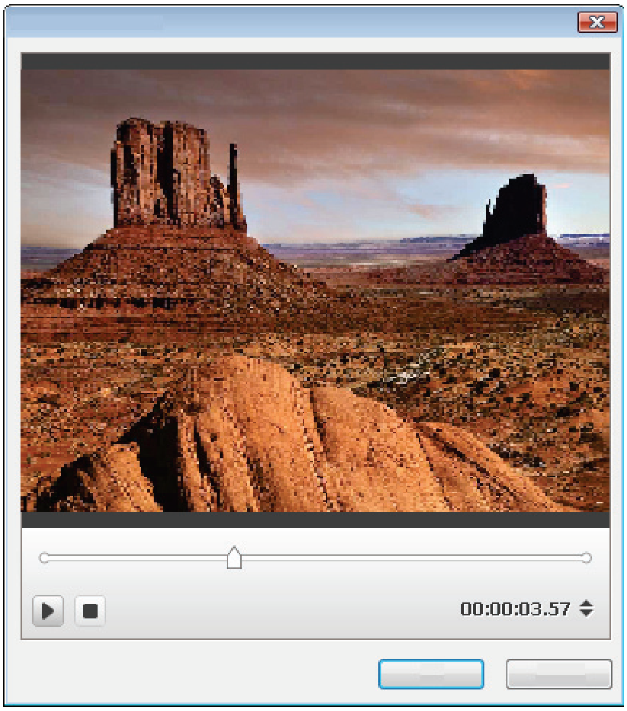
See also

Customize Tab →103

6.2.2.10 Select Poster Frame Window

In the **Select Poster Frame** window you can define which picture of a linked video is displayed in the thumbnail view of the **Thumbnail** button.

The controller on the navigation strip shows the position of the picture in the video. You can specify the picture to be used by moving the controller.



Select Poster Frame window

The following buttons are available:

▶	Plays the video back in the preview area of the window.
■	Stops the preview.

See also

- Customize Tab →103

6.2.2.11 Shadow Settings Window

If the **Apply shadow** check box in the **Properties** palette is selected, the selected button or graphic object is given a shadow. Clicking the **Options** button opens the **Shadow Settings** window.

You can adjust the detail settings of the shading in the **Shadow Settings** window. The changes you make are directly visible in the menu area. Click the **Cancel** button to discard the changes, or the **OK** button to apply them.

The following setting options are available:

Drop-down menu **Light source**	Defines the desired angle of the virtual light source in relation to the object.
Slider **Opacity**	Defines the desired shadow transparency in percent. An opacity of 0 means that the shadow is invisible.
Slider **Distance**	Defines the distance between the object and the shadow (in pixels).
Slider **Widen**	Defines the scatter degree of the shadow (in percent). The scatter is added to the size of the shadow.
Slider **Blur**	Defines the blurring degree of the shadow. In the default settings the shadow has an exact contour which gives a blurring degree of 0%.
Drop-down menu **Color**	Defines the desired color of the shadow.

See also

🗎 Customize Tab →103

6.2.3 Save as Template Window

The following drop-down menus are available in the **Save As Template** window:

Intro video	Displays the name of the intro video or **No intro video**, if no video has been added to the menu template.
Main menu	Defines which menu from the arranged template is saved as the title menu. All menus that are available in the template are also available in the drop-down menu.
Chapter menu	Defines which menu from the arranged template is saved as the chapter menu. All menus that are available in the template are also available in the drop-down menu.
Template name	Defines the name under which you want to save the new template.
Add to subcategory	Defines where the template is saved. Nero Video automatically saves created menu templates in the **My Menu Templates** folder. If you want to sort your templates in topic groups, select an existing group or the **Create new subcategory** option to create a new category.

New subcategory name	Defines the name of a new category. Only available if you have selected the **Create new subcategory** option in the **Add to subcategory** drop-down menu.

If the **Store media files with template** check box is selected, Nero Video saves the media files used in the template with the new template.

See also

Edit Menu Screen →99

6.3 Creating Menu

> ! Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.
>
> If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

The following requirement must be fulfilled:

▲ The **Edit Menu** screen is displayed.

To create the menu for a project, proceed as follows:

1. Choose whether your disc should have title and chapter menus, title menus only or no menu at all in the **Menu to use** drop-down menu on the **Templates** tab.
2. If your disc consists of video titles with multiple chapters, i.e. if your menu has title and (multiple) chapter menus, repeat the following steps for each menu you wish to edit.
3. Select the desired menu template group in the **Category** drop-down menu.
   ➡ The menu templates of the selected category appear.
4. Select the desired menu template.
   ➡ In the preview and compilation area, the menu items of the selected title or chapter menus are displayed according to the template selected.
5. Click the **Customize** tab.
   ➡ The **Customize** tab is displayed. You can edit the selected menu template here.
6. If you want to go to **Advanced Editing** to make changes:
   1. Select the **Advanced Editing** check box.
      ➡ A window is opened notifying you that you are entering **Advanced Editing**.
   2. Click the **Yes** button.
      ➡ The additional features appear.

> ❗ Only go to **Advanced Editing** if you have experience editing menus.
>
> If you select the box, a window appears that indicates you are about to enter advanced editing mode. Links between menus and buttons are not created dynamically based on project content. Therefore, video titles, menus and buttons that are not added after opening advanced editing mode must be manually linked to each other.
>
> **Advanced Editing** is not available for Smart3D templates.

7. Highlight the menu you want to edit in the **Menu View**.
8. If you want to make changes:
    1. Mark the style item you want to edit in the preview and compilation area.
        ➡ Additional palettes may appear or disappear on the **Customize** tab. Clicking the title bar of a palette displays all areas.
    2. Adjust the desired settings on the palettes.
        ➡ Any changes are displayed in the preview and compilation area.
9. If you want to save the adjusted menu as a menu template:
    1. Click the **Save As Template** button.
        ➡ The **Save As Template** window is opened.
    2. Enter a name in the **Template name** input field.
    3. Select the **Create new subcategory** option in the **Add to subcategory** drop-down menu.
    4. Enter the name for the new menu template group in the **New group name** input field and click the **OK** button.
        ➡ The customized menu is saved as a menu template.

➡ You have edited the menu and can now view the entire project in the preview area.

See also

Edit Menu Screen →99

7 Preview

7.1 Preview Screen

The **Preview** screen is displayed after you have added the desired media items to your project (**Content** screen) and created and edited the menu of your project (**Edit** Menu screen). It is a follow-up screen of the **Edit Menu** screen and cannot be displayed directly by selecting a task on the start screen.

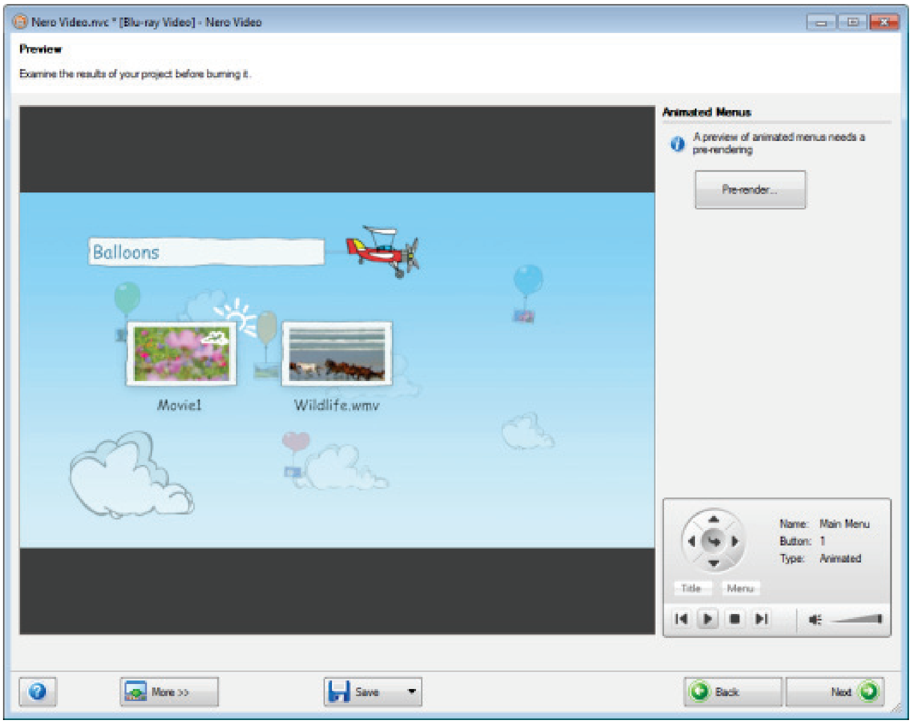
When you start a project via the **Create & Export** selection list on the start screen, you will subsequently go through the following screens:

Content > **Edit Menu** > **Preview** > **Burn Options**

You can always go back and forth between the screens, but you cannot skip any of the screens.

In the **Preview** screen, you can play part of a disc to test it before actually burning it. Using the cursor or the remote control, you can test how the disc behaves when played back on a compatible player. In the menu, all of the buttons can be used normally so that you can view your finished work.

If a menu contains animated items, pre-rendering is required before you can view the menu with its animations. Clicking the **Pre-render** button opens the **Menu Animation Preview** window in which the menu is pre-rendered and the background animations can be viewed. Without pre-rendering, the standard picture is shown as the video background.



Nero Video.nvc * [Blu-ray Video] - Nero Video

Preview

Examine the results of your project before burning it.

Animated Menus

A preview of animated menus needs a pre-rendering

Name: Main Menu

Button: 1

Type: Animated

Preview screen

The following setting options are available on the virtual remote control:

Button ▲ ◀ ● ▶ ▼	Moves the mark up or down, to the left or right. Click the center to confirm the mark at its position and start the marked item.
Button **Title**	Displays the title menu.
Button **Menu**	Displays the last menu used.
Button ▶	Plays the current media title.
Button ■	Stops playback.
Button ⏮ / ⏭	Switches to the previous/next chapter.
Icon with slider 🔊	Customizes the sound level of the playback.

See also

🗎 Showing a Preview →122

7.2 Showing a Preview

The following requirement must be fulfilled:

▲ The **Preview** screen is displayed.

To display the preview for a project, proceed as follows:

1. Click the buttons for the desired actions on the virtual remote control.
   ➡ If the menu contains animated items, the **Pre-render** button is displayed.
2. Click the **Pre-render** button.
   ➡ The **Menu Animation Preview** window is opened. While the menu animation is being calculated, the current status appears in the progress bar.
3. Click the **Close** button.
4. If you are satisfied with the preview, click the **Next** button.
   ➡ The **Burn Options** screen is displayed.

➡ You have displayed the preview and can now burn your project.

See also

🗎 Preview Screen →121

8 Burn Options

8.1 Burn Options Screen

The **Burn Options** screen is e.g. displayed after you have added the desired media items to your project (**Content** screen), created and edited the menu of your project (**Edit Menu** screen), and previewed your project (**Preview** screen). In that case, it is a follow-up screen of the **Preview** screen. The **Burn Options** screen is also displayed when you select the **Burn Disc Image** entry of the **Tools** selection list on the start screen and open a disc image.

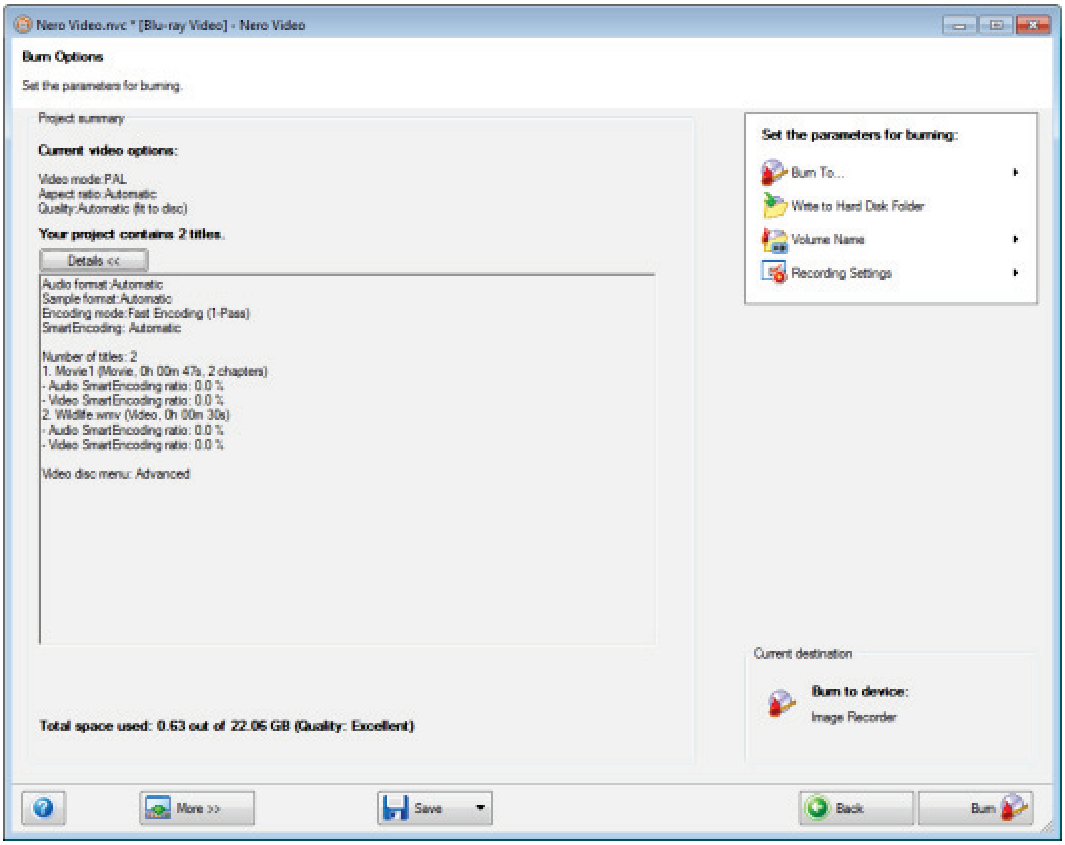
In the **Burn Options** screen you can burn a project as a disc, a disc image or write it to the hard disc drive (or save it to memory stick or SD card) as a folder. Depending on the type of project you are working on and the burner connected to the system, a number of different options are available in the **Set the parameters for burning** selection list on the right side of the screen. The **Project summary** area on the left side displays information about the settings and content of the project.

Even if you do not have a drive that is capable of burning DVDs, Blu-ray Discs or CDs, you can still use the **Image Recorder** to burn a disc image and save it for future use on your hard drive. Once you have connected an appropriate disc burner to the system, you can burn disc images on real discs at any time using Nero Video.

A **project file** (*.nvc) saves the project data – information about file paths and layout – after you have started work on your project. This means that you can interrupt your work at any time and resume the project at a later point or burn it on disc. The contents of a project file can only be opened with Nero Video. The file size of a saved project is significantly smaller than a disc image.

A **Disc image** (image file) is the precise picture of the project data to be burned. You can burn the finished image as often as you like at a later stage, but it requires just as much space on the hard drive as the project to be burned.

As well as being burned to disc or as a disc image, some projects can also be captured to hard drive folders, memory stick or SD card, provided there is enough space.


Nero Video.nvc * [Blu-ray Video] - Nero Video
Burn Options
Details <<
Set the parameters for burning:
Burn To...
Write to Hard Disk Folder
Volume Name
Recording Settings
Current destination
More >>
Save
Back
Burn

Set the parameters for burning.

Project summary

Current video options:

Video mode:PAL
Aspect ratio:Automatic
Quality:Automatic (fit to disc)

Your project contains 2 titles.

Audio format:Automatic
Sample format:Automatic
Encoding mode:Fast Encoding (1-Pass)
SmartEncoding: Automatic

Number of titles: 2
1. Movie1 (Movie, 0h 00m 47s, 2 chapters)
- Audio SmartEncoding ratio: 0.0 %
- Video SmartEncoding ratio: 0.0 %
2. Wildlife.wmv (Video, 0h 00m 30s)
- Audio SmartEncoding ratio: 0.0 %
- Video SmartEncoding ratio: 0.0 %

Video disc menu: Advanced

Total space used: 0.63 out of 22.06 GB (Quality: Excellent)

Burn to device:
Image Recorder

Burn Options screen

Depending on the type of project you are working on and the burner connected to the system, the following options are available in the **Set the parameters for burning** selection list:

Burn To	Defines the desired disc burner. All disc burners available in the system are displayed. If you want to burn the project as a disc image, select the **Image Recorder** option. The current destination is shown in the display in the lower right of the screen.
Write to Hard Disk Folder	Opens the **Select a location for the project** window. Define the desired storage path or folder. It is displayed in the **Current destination** display in the lower right of the screen.
Write to Memory Stick	Opens the **Select a location for the project** window. Define the desired storage path or folder. It is displayed in the **Current destination** display in the lower right of the screen.
Write to SD Card	Opens the **Select a location for the project** window. Define the desired storage path or folder. It is displayed in the **Current destination** display in the lower right of the screen.

Volume Name	Displays a dialog box. You can specify a name for the disc.
Recording Settings	Displays a dialog box. You can change the desired **Settings for recording** here.

The following setting options are available in the dialog box of the **Recording Settings**:

Drop-down menu **Speed**	Allows you to choose the burning speed. Only available when burning to a disc burner.
Check box **Determine maximum speed**	Before burning, the program verifies whether the disc burner is capable of burning the session with the selected write speed.
Check box **Write**	If this check box is selected, Nero Video carries out burning immediately after a speed test. When writing to an image file, this check box is automatically enabled.
Drop-down menu **Book Type setting**	Defines the book type. The **Automatic** option is selected by default. The drop-down menu is only displayed for supported disc burners.

The following entries are available in the **Book Type setting** drop-down menu:

Automatic	Automatically defines the most compatible book type for this disc.
DVD-ROM	Sets the book type to DVD-ROM.
Physical disc type	Leaves the book type unchanged as specified on the DVD disc.
Current recorder setting	Applies the book type setting from the disc burner.

See also

Burning a Disc →127
Burning an Image File →128
Writing to Hard Drive Folders →129

8.2 Burning a Disc

The following requirement must be fulfilled:

▲ The **Burn Options** screen is displayed.

To burn a project to a disc, proceed as follows:

1. Insert a writable disc in the desired burner.
2. Select the **Burn To** entry and the desired burner.
   ➡ The **Burn** button appears in the window in the lower right corner.
3. Select the **Volume Name** option.
   ➡ A dialog area is displayed.
4. Enter the desired name for the disc in the input field. Characters that are not permitted in the disc name are automatically converted to underscores (_).
5. Select the **Recording Settings** option.
   ➡ The **Settings for recording** dialog area appears.
6. In the **Speed** drop-down menu, select the speed that the burner should use to write to the disc.
7. If you want to perform a speed test, select the **Determine maximum speed** check box.
   ➡ Before burning, the program verifies whether the burner is capable of burning the session with the selected writing speed. In addition, it also verifies if all files selected for burning are actually available.
8. If you want to burn the disc on positive verification, select the **Write** check box.
9. If Nero Video is capable of changing the book type with your burner and you want to make the changes to the book type, select the desired option in the **Book Type setting** drop-down menu.
10. Click the **Burn** button in the lower right of the screen.
    ➡ The **Burning** screen is displayed. The project files are converted into the appropriate format and then burned to the disc. The priority determines how much computing power is assigned to the burn process. Normally, you should not change this setting.
11. If you want to change the priority of the burn process, select the relevant entry from the **Priority** drop-down menu.
12. If you would like your PC to shut down automatically after successfully burning a disc, select the **Shut down computer when finished** check box.
    ➡ As soon as the burn process has finished, a window is opened.
13. If you do not want to save a log file for the burn process, click the **No** button.
14. If you would like to save a log file:
    1. Click the **Yes** button.
       ➡ A window is opened.
    2. Select the desired folder in the **Location** drop-down menu.

3. Enter the desired file name in the **File Name** input field and click the **Save** button.
   ➡ You have burned a disc and can now burn the project again or save it, start a new project or create covers and labels.

See also

Burn Options Screen →124

8.3 Burning an Image File

Even if you do not have a drive that is capable of burning DVDs, Blu-ray Discs or CDs, you can still use the **Image Recorder** to burn a disc image and save it for future use on your hard drive. Once you have connected an appropriate disc burner to the system, you can burn disc images on real discs at any time using Nero Video.

The following requirement must be fulfilled:

▲ The **Burn Options** screen is displayed.

To burn a project as a disc image, proceed as follows:

1. Select the **Burn To** > **Image Recorder** entry.
   ➡ The **Burn** button appears in the window in the lower right corner.
2. Select the **Volume Name** option.
   ➡ A dialog area is displayed.
3. Enter the desired name for the disc in the input field. Characters that are not permitted in the disc name are automatically converted to underscores (_).
4. Select the **Recording Settings** option.
   ➡ The **Settings for recording** dialog area is displayed.
5. If you want to burn the project directly to the disc without temporarily storing the disc structure on the hard drive first, select the **Use Burn-at-once** check box.
6. Click the **Burn** button in the lower right of the screen.
   ➡ A window is opened.
7. Select the desired folder for the image file in the **Location** drop-down menu.
8. Enter the desired file name in the **File Name** input field and click the **Save** button.
   ➡ The **Burning** screen is displayed. The project files are converted into the appropriate format and then burned as a disc image. The priority determines how much computing power is assigned to the burn process. Normally, you should not change this setting.
9. If you want to change the priority of the burn process, select the relevant entry from the **Priority** drop-down menu.
10. If you would like your PC to shut down automatically after successfully burning a disc, activate the **Shut down computer when finished** check box.

➡ As soon as the burn process has finished, a window is opened.

11. If you do not want to save a log file for the burn process, click the **No** button.
12. If you would like to save a log file:
    1. Click the **Yes** button.
       ➡ A window is opened.
    2. Select the desired folder in the **Location** drop-down menu.
    3. Enter the desired file name in the **File Name** input field and click the **Save** button.
       ➡ You have written a disc image and can now burn the project again or save it, start a new project or create covers and labels.

See also

Burn Options Screen →124

8.4 Writing to Hard Drive Folders

The following requirement must be fulfilled:

▲ The **Burn Options** screen is displayed.

To write a project as a folder to the hard drive, memory stick or SD card proceed as follows:

1. Select the respective option from the **Set the parameters for burning** selection list, e.g. **Write to Hard Drive Folder**.
   ➡ The **Select a location for the project** window is opened.
2. In the folder tree, click the folder where the files are to be saved and then click the **OK** button.
   ➡ The **Write** button appears in the window in the lower right corner.
3. Select the **Volume Name** option.
   ➡ A dialog area is displayed.
4. Enter the desired name for the disc in the input field. Characters that are not permitted in the disc name are automatically converted to underscores (_).
5. Click the **Write** button.
   ➡ The **Burning** screen is displayed. The project files are converted into the appropriate format and then written as a folder to the target folder. The priority determines how much computing power is assigned to the process. Normally, you should not change this setting.
6. If you want to change the priority of the write process, select the relevant entry from the **Priority** drop-down menu.
7. If you would like your PC to shut down automatically after successfully writing to the target folder, activate the **Shut down computer when finished** check box.
   ➡ As soon as the write process has finished, a window is opened.
8. If you do not want to save a log file for the write process, click the **No** button.

9. If you would like to save a log file:
    1. Click the **Yes** button.
        ➡ A window is opened.
    2. Select the desired folder in the **Location** drop-down menu.
    3. Enter the desired file name in the **File Name** input field and click the **Save** button.
        ➡ You have written a project into a target folder and can now burn the project again or save it, start a new project or create covers and labels.

See also

🗎 Burn Options Screen →124

9 Configuration And Recording Formats

9.1 Application Settings Window

The **Application Settings** window contains the **General**, **Folders** and **Editing** tabs. You can customize Nero Video to your own personal requirements here.

You can open the **Application Settings** window via the **Configuration** button in the extended area.

See also

- General Tab →131
- Folders Tab →131
- Editing Tab →132
- Buttons →14

9.1.1 General Tab

The **General** tab is divided into the **Format of saved media files** and **Options** areas.

The **Pictures** drop-down menu is available in the **Format of saved media files** area. Here you can define the graphics format in which Nero Video saves media files from external devices and snapshots of videos. **Portable Network Graphics (*.png)** is selected in the default setting.

The following setting option is available in the **Options** area:

Drop-down menu **Display tool tips**	**Verbose** - When you move the cursor over a pop-up menu, it displays its function and provides a detailed explanation as a tooltip.This entry is selected by default. **Brief** - When you move the cursor over a pop-up menu, it displays its function. **None** - Does not show anything when the cursor is moved over a pop-up menu.

See also

- Application Settings Window →131

9.1.2 Folders Tab

The following input fields are available in the **Directories** area of the **Folders** tab:

Temporary files	Defines the folder in which temporary files are stored. The folder should be located on a drive with plenty of free drive space. The temp folder of the user who is logged on is used by default.

Saved picture files	Defines the folder in which imported picture files and video snapshots are stored. The **My Pictures** folder of the user who is logged on is used by default.
Imported video files	Defines the folder in which imported video files are stored. The **NeroVideo** subfolder of **My Documents** of the user who is logged on is used by default.

The **…** button opens a window in which the folder can be selected for the respective files.

See also

Application Settings Window →131

9.1.3 Editing Tab

The **Editing** tab is divided into the **Default Durations** area and the **Nero Background Rendering** area.

In the **Default Durations** area, the default duration for still pictures, effects and transitions is listed. For all controls a minimum and maximum value is defined. If you choose a value out of range, the application automatically replaces your input by the next allowed value.

The following input fields are available:

Pictures	Sets the default duration of still pictures when you drag them to a track in the timeline in the video editing screen. The minimum possible duration is 1 second, the maximum is 60 seconds. Default duration is 4 seconds.
Text effects	Sets the default duration of text effects when you drag them to a track in the timeline in the video editing screen. The minimum possible duration is 1 second, the maximum is 60 seconds. Default duration is 4 seconds.
Master effects	Sets the default duration of video effects when you drag them to the **Master Effects** track in the timeline in the video editing screen. The minimum possible duration is 1 second, the maximum is 60 seconds. Default duration is 4 seconds.
Video Transitions	Sets the default duration of video transitions when you drag them to a track in the timeline in the video editing screen. The minimum possible duration is 1 second, the maximum is 10 seconds. Default duration is 1 second.
Audio Transitions	Sets the default duration of audio transitions when you drag them to a track in the timeline in the video editing screen. The minimum possible duration is 1 second, the maximum is 10 seconds. Default duration is 1 second.

The following check box is available in the **Nero Background Rendering** area:

Enable Nero Background Rendering	If this check box is selected, time-consuming effects are rendered in the background to ensure smooth preview capacity while you edit your project.

See also

- Application Settings Window →131

9.2 Recording Format Options Window

You can change the settings that affect the encoding of future projects in the **Recording Format Options** window. The tabs for all supported formats are displayed until you have selected a disc format. After selecting a disc format, only the respective format appears.

You can call up video options at any time from the extended area. The window is also opened if you select **Custom Capturing** and customize the video settings when recording a video.

See also

- General Tab →133
- [Disc Format] Tab →135
- Buttons →14

9.2.1 General Tab

The **General** tab is divided into the **Video mode** and **Nero SmartEncoding** areas.

In the **Video mode** area, the color transmission system is defined specifically. This guarantees that videos can be displayed on the existing playback devices. The following entries are available in the drop-down menu:

PAL	Selects the PAL video mode, which is used in Europe as well as in Australia, South America, and many African and Asian countries.
NTSC	Selects the NTSC video mode, which is used in extensive parts of America and some East Asian countries.
[Country]	Automatically sets the correct video mode for the selected country. If you are unsure about the video mode that is used in your country, select your country from the country list.

The following settings options are available in the **SmartEncoding** area:

Drop-down menu **SmartEncoding**	Allows you to select the SmartEncoding option that is used when exporting or burning video projects. **Automatic (recommended)**: Determines automatically whether video and audio material is re-encoded. Nero Video checks, among other things, how much space is available for the project and then determines which compatible segments are re-encoded. This saves a lot of time for large-scale projects, so that you achieve your goal much faster. In some cases, video and audio material which is not 100% compatible with the target format will nevertheless not be re-encoded, depending on the source material and the project settings. The resulting disc or output file might not be playable on every player. To make sure that only video and audio material which is 100% compatible with the target format will not be re-encoded, select the **Standard** check box. The **Automatic** entry is selected by default. **Disable**: Deactivates SmartEncoding. Video and audio material which is already compatible with the target format is still re-encoded.
Check box **Standard**	With this option, only video and audio material which is 100% compatible with the target format is not re-encoded. Only available if the **Automatic (recommended)** SmartEncoding option has been selected. This check box is cleared by default.

See also

🗎 Recording Format Options Window →133

9.2.1.1 Nero SmartEncoding

Nero SmartEncoding is a feature in Nero Video which can effectively shorten the time required for transcoding (converting) your video projects.

Video files can be created using different codecs. Each codec involves a certain file format. Depending on the target format you choose for your project in Nero Video, the video files you have used in your project might not be compliant to the target format. Therefore, these video files will have to be transcoded (converted) into the target format. This can be a very time-consuming process.

The **Nero SmartEncoding** feature analyzes the video files that you have added to your project and checks if they are compliant or partially compliant to the selected target format. Parts which are compliant to the target format will not be re-encoded; this can save a lot of time. If the **Nero SmartEncoding** feature is enabled, it is applied when you export your project to a video file, or when you burn your project onto a disc or save it onto hard drive. When you export your project to a video file, Nero Video automatically pre-selects the target format which requires the least re-encoding of your project.

The following target formats are supported by the **Nero SmartEncoding** feature:

- MPEG-1
- MPEG-2 SD
- MPEG-2 HD
- MPEG-2 HD 24p
- AVCHD
- AVCHD 24p
- AVCHD 1080/60p, 50p
- MPEG-2 HD to Blu-ray Disc
- MPEG-2 HD 24p to Blu-ray Disc
- AVC to Blu-ray Disc
- AVC 24p to Blu-ray Disc

9.2.2 [Disc Format] Tab

On the tab of a respective disc format the video options can be customized within the scope of the profile play.

The following setting options are available:

Drop-down menu **Video format**	Defines the video mode. This guarantees that videos can be displayed on the existing playback devices.
Drop-down menu **Aspect ratio**	Defines the desired aspect ratio. The entry **Automatic** that automatically recognizes the aspect ratio for every title on the basis of the starting material is selected by default.
Drop-down menu **Sample format**	Please note that only experienced users should change this setting. **Progressive** - Uses the progressive or full-screen procedure in which actual full pictures are used for generating the picture. **Interlaced (top field first)** - Uses the interlaced or line jump procedure, in which a picture is made up of two separate half pictures, and transmits the top half picture first. **Interlaced (bottom field first)** - Uses the interlaced or line jump procedure in which a picture is made up of two separate fields, and transmits the bottom field first. **Automatic** - Encodes the file in the sample format in which the original exists. This entry is selected by default.
Check box **Motion-adaptive Deinterlacing**	If the check box is selected, then motion adaptive conversion is used in order to improve the picture quality of the videos and slide shows. This check box is cleared by default.

Check box **Motion-adaptive Frame Rate Conversion**	If the check box is selected, then motion adaptive conversion is used in order to improve the picture quality of the videos and slide shows. This check box is cleared by default.
Drop-down menu **Quality setting**	**Automatic (fit to disc)** - Automatically uses the best possible encoding quality in relation to the available storage capacity. Other settings for bit rate and resolution are not available. This entry is selected by default. **High Quality**, **Standard Play**, **Standard Play Plus**, **Long Play**, **Extended Play**, **Super Long Play** - Sets the respective preset quality profile with defined bit rate and resolution. **Custom** - Enables user-defined settings. Manual setting of the bit rate and resolution is available only for this entry.
Slider **Bit rate**	Determines the bit rate of the resulting video. The bit rate affects the quality of the video. The bit rate can be determined with the aid of the slider or by customizing the value of the input field.
Drop-down menu **Resolution**	Selects the resolution from a list of resolutions possible for the disc type and defines the resolution of the resulting videos. The drop-down menu is only activated if the **Custom** entry has been selected from the **Quality setting** drop-down menu. The **Automatic** entry is selected in the default settings.
Check box **Super resolution**	If the check box is selected, then the Super resolution procedure is used in order to improve the videos and slide shows. This check box is cleared by default.
Slider/Input field **Encoding quality fine tuning**	Determines the quality level of the encoder to be used. The encoding quality can be determined with the aid of the slider or by customizing the value in the input field.
Drop-down menu **Encoding mode**	**Fast encoding (1-pass)** - Encodes the video in a single pass. Encoding is faster, but the quality is inferior. **High Quality (2-pass VBR)** - Encodes the video in two passes with variable data rate. Encoding takes longer, but the quality is better. VBR stands for Variable Bit Rate and means that individual periods in a video are encoded using different, suitable data rates: Scenes with a lot of movement are encoded with a higher bit rate than scenes with less movement.

Drop-down menu **Audio formats**	Chooses which audio format is used when recoding the project. The **Automatic** entry is selected by default. **Dolby Digital (AC-3) 5.1** - Encodes audio data in the Dolby Digital audio format with 6 channel surround sound. (5.1 means: 5 channels with the full frequency range and one bass channel.) **Dolby Digital (AC-3) 2.0** - Encodes audio data in the Dolby Digital audio format in stereo. **MPEG Audio** - Encodes audio in MPEG-1 (layer 2). This option is only available in PAL video mode. **LPCM** - Encodes audio data in LPCM. This option is only available in NTSC video mode.

See also

Recording Format Options Window →133

9.3 Nero MediaBrowser

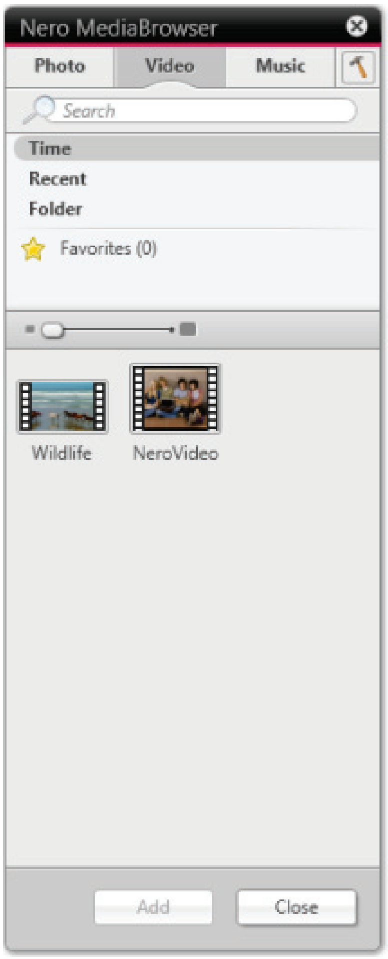
Nero MediaBrowser is a tool which you can use to easily find, view and access media files and add them to your project.

More precisely, with Nero MediaBrowser you can access a media library which contains all your media files that were indexed by Nero Kwik Media. Nero MediaBrowser is designed to be accessed in several Nero applications.

> Nero MediaBrowser and the media library come with Nero Kwik Media and are installed together. You will find further information in the Nero Kwik Media manual.

Nero MediaBrowser can be opened via the 🏛 icon. Although Nero MediaBrowser can be moved freely around your desktop, it is part of Nero Video.

Nero MediaBrowser displays only media files which can actually be used in the relevant Nero Video project. To add media files to your project, select the media files in Nero MediaBrowser and click the **Add** button.



Nero MediaBrowser

The browsing task bar is the starting point for browsing Nero MediaBrowser. The categories (**Photos & Videos**, and **Music**) are the same as featured in Nero Kwik Media. Each of the categories offers a **search bar**. It is only possible to search within one category at the same time. When one of the categories is clicked, the corresponding browsing area is displayed below.

There are different views available for each category: Clicking one of the entries in the upper part of the list (for example **Timeline**) displays the same view as when clicking the corresponding tabs in Nero Kwik Media. Clicking one of the collections in the lower part of the list displays the collection contents made within Nero Kwik Media. When one of the list items is clicked in Nero MediaBrowser, the corresponding content is displayed in the content area below.

A **dynamic scroll bar** is used in the content area. If the scroll thumb is dragged in a direction, the content will be constantly scrolled in this direction. The scrolling speed increases the further the scroll thumb is dragged from the center. If the scroll thumb is released it jumps back to the center position and stops the scrolling.

The following views are available for the **Photos & Videos** category:

Entry **Timeline**	Displays all photos and videos sorted in chronological order by creation date. Refers to **Timeline** in the upper task bar of Nero Kwik Media.
Entry **Faces**	Displays all photos in which faces of persons have been detected and named listed in alphabetical order. Unconfirmed or unnamed faces are not displayed. Faces are grouped into stacks; you can access one of the stacks by double clicking it. Refers to **Faces** in the upper task bar of Nero Kwik Media.
Entry **Tags**	Displays all existing tags enabling you to create a query. Refers to **Find** in the upper task bar of Nero Kwik Media.
Collections **Marked / Rated**	Displays the currently marked or rated content. Refers to **Marked** / **Rated** in the sidebar of Nero Kwik Media.
Collections **Recently added / Recently modified**	Displays the recently added or modified content. Refers to **Recently added** / **Recently modified** in the sidebar of Nero Kwik Media.
Collection **Album**	Displays the content of smart albums and user generated albums. Refers to **Photo & Video Albums** in the sidebar of Nero Kwik Media.
Collection **Person group**	Displays the content of user generated person groups. You can switch between full photo and faces only view with the / icon. Refers to **Faces** in the sidebar of Nero Kwik Media.

The following views are available for the **Music** category:

Entry **Albums**	Displays all audio tracks sorted in alphabetical order by album. Refers to **Albums** in the upper task bar of Nero Kwik Media
Entry **Artists**	Displays all audio tracks sorted in alphabetical order by artist. Refers to **Artists** in the upper task bar of Nero Kwik Media
Entry **Genres**	Displays all audio tracks sorted in alphabetical order by genre. Refers to **Genres** in the upper task bar of Nero Kwik Media
Entry **Songs**	Displays all audio tracks sorted in alphabetical order by title. Refers to **Titles** in the upper task bar of Nero Kwik Media

Collections **Marked / Rated**	Displays the currently marked or rated content. Refers to **Marked** / **Rated** in the sidebar of Nero Kwik Media.
Collections **Recently added / Recently played**	Displays the recently added or played content. Refers to **Recently added** / **Recently modified** in the sidebar of Nero Kwik Media.
Collection **Playlist**	Displays the content of user generated playlists. Refers to **Playlist** in the sidebar of Nero Kwik Media.

The **Options** window is opened when you click the 🔨 button on the upper task bar. The options refer directly to Nero Kwik Media. The following setting option is displayed:

Library	Displays the **Library Manager** settings area. All monitored folders are displayed in the respective Watched folders or drives area. If you want to add additional media folders, click the Add button and select the desired folder from the navigation tree. The library is refreshed when launching Nero Kwik Media. To delete a folder from the application's watchlist, click the ✕ button. You can also just drag files or folders to Nero Kwik Media . A window automatically opens and asks if you want to add the folder(s) to the library.

10 Disc Tools

10.1 Erasing a Rewritable Disc

Using Nero Video you can erase rewritable discs, i.e. discs with the RW specification, as long as your recorder supports this feature. Two erase methods are available for this purpose:

Quick erasing does not remove the data physically from the disc, but instead only makes it inaccessible by erasing the references to existing content. The data can be restored!

Full erasing removes the data from the disc by overwriting it with zeros. The contents cannot be restored with conventional methods. Repeated full erasing increases the probability that third parties will not be able to reconstruct the contents.

To erase a rewritable disc, proceed as follows:

1. In the **Start** screen, select the **Disc Tools** > **Erase Disc** selection entry.
   ➡ The **Erase Rewritable Disc** window is opened.

> The **Disc Tools** options (**Erase Disc**, **Disc Info** and **Finalize Disc**) can also be started from the advanced area of the main window at any time.

2. In the top drop-down menu, select the burner in which the disc has been inserted.

> Sometimes it can take a long time to erase a rewritable disc completely.

3. Click the **Erase** button.
   ➡ The erase procedure starts.
      ➡ You have erased a rewritable disc.

See also

Buttons →14

10.2 Displaying Disc Info

To display information about a disc that has been inserted, proceed as follows:

1. In the **Start** screen, select the **Disc Tools** > **Disc Info** selection entry.
   ➡ The **Disc Info** window is opened.

> The **Disc Tools** options (**Erase Disc**, **Disc Info** and **Finalize Disc**) can also be started from the advanced area of the main window at any time.

2. Select the burner in which the disc has been inserted from the drop-down menu.
   ➡ You have displayed information on the disc that is inserted.

See also

🗎 Buttons →14

10.3 Finalizing a Disc

> ! Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.
>
> If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

To finalize a DVD-VR/-VFR (video mode)/+VR/+R or DVD+RW disc with videos and to prevent further processing, proceed as follows:

1. In the **Start** screen, select the **Disc Tools** > **Finalize Disc** selection entry.
   ➡ The **Finalize Disc** window is opened.

> The **Disc Tools** options (**Erase Disc**, **Disc Info** and **Finalize Disc**) can also be started from the advanced area of the main window at any time.

2. Insert the disc you want to finalize and select the drive where the disc is located in the **Select a recorder** drop-down menu.
3. Click the **Refresh** button to display information about the disc you have inserted.
4. In the **Menus to create on the disc** drop-down menu, choose whether you want to create a new menu on your disc, keep an existing menu or not create a menu at all.
5. Click the **Start** button.
   ➡ You have now finalized a DVD.

See also

🗎 Buttons →14

11 Technical Information

11.1 Supported Disc Formats

Nero Video supports various disc formats.

For details on which disc format is available on which discs, refer to the **Overview of Compatibility Between Disc Formats and Discs** chapter. For details on which disc format for editable DVD is available on which discs, refer to the **Compatibility Overview - DVD Disc - Editable Disc Format** chapter.

Nero Video is available in different versions with a varying feature range. Depending on the Nero product you purchased, your version of Nero Video may be limited and may not include the full feature range.

If you have a limited version of Nero Video without the features mentioned here, you can upgrade your Nero product at www.nero.com to get the full version of Nero Video with all features.

To burn a DVD-Video, DVD+VR/-VFR (video mode) or ACVHD disc, a supported DVD burner must be connected to the PC. To burn VCD/SVCD/miniDVD discs, you need to have a supported CD and/or DVD recorder connected to your system.

You will find a list of supported recorders on our web page under www.nero.com.

You can find more information on Blu-ray support at www.nero.com/link.php?topic_id=416.

Even if you do not have a drive that is capable of burning DVDs, Blu-ray Discs or CDs, you can still use the **Image Recorder** to burn a disc image and save it for future use on your hard drive. Once you have connected an appropriate disc burner to the system, you can burn disc images on real discs at any time using Nero Video.

See also

- Overview of Compatibility Between Disc Formats and Discs →144
- Compatibility Overview - DVD Disc - Editable Disc Format →145

11.1.1 Overview of Compatibility Between Disc Formats and Discs

The following table provides details of which disc formats are available for which discs:

Disc format	Discs supported
DVD-Video	DVD-R DVD-R DL DVD-RW DVD-RAM DVD+R DVD+R DL DVD+RW
DVD-VFR (video mode)	DVD-R DVD-RW
DVD+VR	DVD+R DVD+R DL DVD+RW
Video CD (VCD)	CD-R CD-RW
Super Video CD (SVCD)	CD-R CD-RW
miniDVD	CD-R CD-RW
AVCHD	DVD-R DVD-R DL DVD-RW DVD-RAM DVD+R DVD+R DL DVD+RW Memory card Hard drive

11.1.2 Compatibility Overview - DVD Disc - Editable Disc Format

The following table gives details of which disc formats are available for editable DVDs for which discs:

Disc	Supported disc formats for "editable DVDs"
DVD-R	DVD-VFR (video mode)
DVD-RW	DVD-VFR (video mode)
DVD+R	DVD+VR
DVD+R DL	DVD+VR
DVD+RW	DVD+VR

11.2 Keyboard Shortcuts

The following shortcuts for entering keyboard commands are available in Nero Video.

The following **General** key combinations are available:

F1	Help.
[Ctrl+S]	Save project.
[Ctrl+C]	Copy.
[Ctrl+X]	Cut.
[Ctrl+V]	Paste.
[Ctrl+A]	Select all.
[Ctrl+Z]	Undo
[Ctrl+Y]	Redo
[Alt+K]	Display key definitions.
[Alt+P]	Edit program preferences.
[Alt+T]	Display page tip.

The following **General** keyboard combinations are additionally available in the video editing screen:

[Ctrl+C]	Copy.
[Ctrl+X]	Cut.
[Ctrl+V]	Paste.
[Ctrl+S]	Save the active project.
[Ctrl+A]	Select all.
[Shift+Ctrl+A]	Select nothing.
[Ctrl+Z]	Undo
[Ctrl+Y]	Redo
[Ctrl+D]	Timeline settings.
[Ctrl+`+`]	Zoom in.
[Ctrl+´-´]	Zoom out.
[Ctrl+0]	100% scaling.
F1	Display Help.

The following **View** keyboard combinations are additionally available in the video editing screen:

F1	Help.
F2	Rename the selected item.
F5	Open **My Media**.
F6	Open **Properties**.
F7	Open **Effects**.
F4	Switch between **Storyboard** / **Timeline** view.
F8	Switch between **Timeline** view (Minimal / Mixed / Extended).
F11	Full screen mode on / off.
Del	Delete the object.

[Ctrl+I]	Import.
[Ctrl+M]	Open **Movie Wizard**.
Page up	Jump to previous cut.
Page down	Jump to next cut.
[Ctrl+T]	Show / hide safe area.
[Ctrl+R]	Show / hide rulers.
[Ctrl+P]	Snapshot.
Enter	Renders work area and start playback.

The following keyboard combinations are additionally available for tools in the preview area of the video editing screen:

C	Cutter.
S	Slip.
R	Roll.
V	Standard tool.
H	Rectangular marquee.
Space	Start / Pause playback.
I	Set Mark In.
O	Set Mark Out.
T	Opens text window.
M	Magnet on / off.
N	Narration.

The following keyboard combinations are available for timeline navigation in the content area of the video editing screen:

Left arrow key	Move one frame backward on the timeline.
Right arrow key	Move one frame forward on the timeline.
[Ctrl+Left arrow key]	Move 5 frames backward on the timeline.

[Ctrl+Right arrow key]	Move 5 frames forward on the timeline.
Arrow key up	Moves one track up.
Arrow key down	Move one track down.
[Shift+Left arrow key]	Select all clips to the left of the starting position.
[Shift+Right arrow key]	Select all clips to the right of the starting position.
[Shift+Down arrow key]	Select all clips downwards from the starting position.
[Shift+Arrow key up]	Select all clips upwards from the starting position.
[Ctrl+Left arrow key]	Move selected clip one frame to the left.
[Ctrl+Right arrow key]	Move selected clip one frame to the right.

The following keyboard combinations are available in the **Edit Menu** screen:

Alt. Graph	Marks a selection of items that can be clicked in the preview and the compilation areas. Items can be deleted from the selection by repeated clicking.
Ctrl	Marks a selection of items that can be clicked in the preview and the compilation areas. Items can be deleted from the selection by repeated clicking.
Shift	Displaces a marked item (when moving the mouse) in distances of horizontal or vertical grid positions.
Mouse wheel	Zooms in or zooms out to the original position in the view of the menu in the preview and compilation areas.
Space	Changes the mouse pointer into a hand cursor with whose aid desired areas can be moved into an enlarged menu page in the visible area of the compilation area. Only available when the visible compilation area is enlarged (**Zoom in**). No item may be selected at the same time for text processing.
F2	Changes directly into the text processing of a marked item.

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