



Video Studio®

**PRO
X6**



USER GUIDE

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Welcome

Thank you for purchasing Corel® VideoStudio® Pro, the video-editing software that lets you produce professional-looking videos, regardless of your skill level. Corel VideoStudio Pro provides a complete set of tools for capturing, importing, and editing video and other media, and for sharing your final production on a DVD or Blu-ray Disc, mobile devices, or the Web.



The availability of features depends on the version of the software you have.

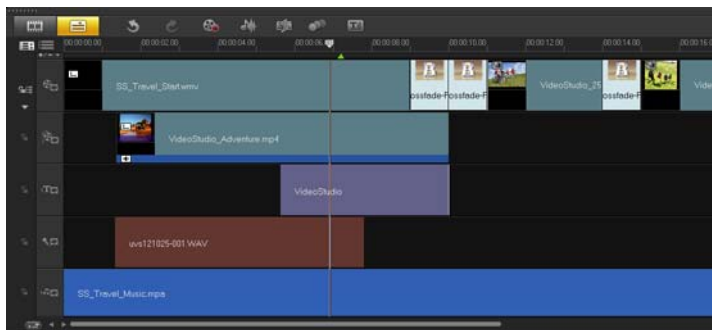
This section contains the following topics:

- Introducing Corel VideoStudio Pro
- What's new in Corel VideoStudio Pro X6?
- System requirements
- Installing and uninstalling the application
- Starting and quitting the application
- Accessing the Corel® Guide
- Learning how to use the application
- Preparing for video capture and editing
- Registering Corel products
- Updating the application
- Corel® Support Services™
- About Corel

Introducing Corel VideoStudio Pro

Corel VideoStudio Pro guides you step-by-step through the process of capturing, editing, and sharing videos. The application also offers more than a hundred transitions, professional titling capabilities, and simple tools for creating soundtracks.

To produce a video, you must capture or import footage from a camcorder or another video source. You can then trim the captured videos, arrange their order, apply transitions, and add overlays, animated titles, voice-over narration, and background music. These elements are organized on separate tracks in **Timeline View** and appear as chronologically arranged thumbnails in **Storyboard View**.



Components of a project as displayed in Timeline View

Video projects are saved as Corel VideoStudio Pro project files (*.vsp), which contain information on the location of the clips, on the Library, and on how the movie has been put together. After you finish your movie production, you can burn it to a DVD or Blu-ray Disc, or export the movie back to your camcorder. You can also output your movie as a video file for playback on a computer, or export your movie to mobile devices or the Web.

What's new in Corel VideoStudio Pro X6?

Corel VideoStudio Pro X6 provides you with advanced features that support the latest video editing technologies, making it possible to create home movies with ease.

- **Motion Tracking** — Ever wish you could avoid all the repetitive steps required to set up motion tracking? Corel VideoStudio Pro X6 is smart enough to track specific on-screen elements in your video, like a walking man, license plates, or a bouncing ball — all in just a few clicks!

For more information, see “Tracking motion of video objects” on page 136.

- **Customize Motion** — Bring ordinary objects to life! You can now customize the movement of graphics, titles, objects, or even video clips for that picture-in-picture effect!

For more information, see “Customizing motion” on page 147.

- **Ultra HD (4K resolution) support** — Be up-to-date with the latest in video technologies! The program lets you output files to the 4K video format to maximize the capabilities of Ultra HD 4K-enabled devices for the best video viewing experience!

For more information, see “Combining Overlay clips to create an Ultra HD (4K) video” on page 123 and “Creating video files” on page 170.

- **Subtitle Editor** — Add subtitles to your video using the new Subtitle Editor. The program can automatically detect voice and distinct audio in your video and easily convert them to subtitle segments. You can also refer to the Waveform View to help identify areas in your video with significant audio. The Subtitle Editor lets you organize and edit all of your subtitles in one place!

For more information, see “Adding titles with the Subtitle Editor” on page 88.

- **Enhanced AVCHD 2.0 support** — Get the most out of the enhanced AVCHD 2.0 video format. The program now supports AVCHD 3D, AVCHD Progressive and AVCHD 3D/Progressive. You can also output AVCHD-quality video to the *.MVC file format and save it directly to an SD card for viewing on your portable devices! For more information, see “Creating discs” on page 178 and “Export to SD card (Menu, No menu)” on page 195.
- **DSLR Stop Motion and Enlarged Mode** — Corel VideoStudio Pro X6 now supports a wide array of the latest DSLRs! Maximize the potential of your high-definition cameras with the DSLR Enlarged Mode — a feature that mimics your camera’s viewfinder, complete with all the features and settings of a DSLR! Supported models even display the live view focus, allowing you to adjust the camera’s focus on-screen. You can also use your DSLR as an input device, which is ideal for on-the-spot shoots and high-quality stop motion animation! For more information, see “To capture images using a DSLR” on page 55.
- **Variable Speed** — Whether you need your videos slowed down or sped up, Corel VideoStudio Pro X6 has the solution. With the Variable speed function, you can now alter the speed of every part of your video without having to work on multiple video clips! For more information, see “Variable Speed” on page 69.
- **Enhanced screen capture** — This feature has been enhanced to let you specify the frame rate to use during screen capture and is a great way to make presentations that require the visual environment of your computer. You can also guide your audience more effectively by integrating mouse clicks in your training and demo videos! For more information, see “Recording your screen” on page 60.

- **Swap tracks** — Working with multiple overlay tracks? We've made it easier for you to reorganize a project by swapping overlay tracks and all of their contents.

For more information, see "Adding and Swapping Multiple Tracks" on page 119.

- **Random effect customization** — Corel VideoStudio Pro X6 now gives you more control over the random effects that are applied to your clips. Choose a specific set of transitions for your project by using the Customize option.

For more information, see "Transitions" on page 84.

System requirements

For optimal performance of Corel VideoStudio Pro, make sure that your system meets the recommended specifications.

Minimum system requirements

- Intel Core Duo 1.83-GHz Processor or AMD Dual Core 2.0-GHz Processor
- Microsoft Windows 8, Windows 7 SP1 (32-bit or 64-bit edition), Windows Vista SP1 or SP2 (32-bit or 64-bit editions), or Windows XP SP3 operating system software
- 2 GB of RAM
- Minimum display resolution: 1024 × 768
- Windows-compatible sound card
- Windows-compatible DVD-ROM (for program installation)
- Windows-compatible DVD Burner (for DVD output)

Recommended system specifications

- Intel Core i5 or i7 Processor, or AMD Phenom II X4 or X6 Processor

- Microsoft Windows 8, Windows 7 (32-bit or 64-bit edition), Windows Vista SP2 (32-bit or 64-bit editions), or Windows XP SP3 operating system software
- 4GB of RAM or higher
- 1GB of VRAM or higher
- Minimum display resolution: 1024 × 768
- Windows-compatible sound card
- Windows-compatible Blu-ray Disc Burner (for Blu-ray Disc and DVD output)

Supported input/output devices

- Digital Single-Lens Reflex (SLR) cameras
- Camcorders that record to internal memory, memory card, DVD disc or hard drive
- USB capture devices, PC cameras, webcams
- 1394 FireWire cards for use with DV, D8, or HDV camcorders
- USB Video Class (UVC) DV
- Support for OHCI Compliant IEEE-1394
- Analog capture cards for analog camcorders (VFW and WDM support for Windows XP and Broadcast Driver Architecture support for Windows Vista and Windows 7)
- Analog and digital TV capture device (Broadcast Driver Architecture support)
- Windows-compatible Blu-ray Disc, DVD-R/RW, DVD+R/RW, DVD-RAM and CD-R/RW drive
- iPhone, iPad, iPod Classic with video, iPod touch, Sony PSP and Android smartphones

Hardware acceleration

Depending on your hardware specifications, Corel VideoStudio Pro lets you optimize the performance of your system by optimizing hardware acceleration.



Hardware decoder and encoder acceleration is supported only by Windows Vista and later versions of the Windows operating system software and requires at least 512 MB of VRAM.

To change hardware acceleration settings

- 1 Select **Settings > Preferences [F6]**.
- 2 Click the **Performance** tab and select the following options under **Editing Process** and **File Creation**:
 - **Enable Hardware Decoder acceleration** — enhances editing performance and improves clip and project playback by using video graphics acceleration technologies of the computer's available hardware
 - **Enable Hardware Encoder acceleration** — improves the rendering time required for producing your movies

Note: For optimum performance, VGA cards must support DXVA2 VLD mode with Vertex and Pixel Shader 2.0 or later.



If you want the program to automatically detect the hardware acceleration capabilities of your system and determine the optimum settings, select all hardware acceleration options in **Performance Optimization**, including **Enable hardware acceleration optimization**.

If the feature is not supported by your system, some hardware acceleration options will be grayed out.

Installing and uninstalling the application

The Corel VideoStudio Pro installation disc has an autorun feature that is designed to start installing the application automatically.

To install Corel VideoStudio Pro

- 1 Insert the Corel VideoStudio Pro installation disc into your DVD-ROM drive.
- 2 When the Setup screen appears, follow the instructions to install Corel VideoStudio Pro on your computer.
Note: If the Setup screen does not appear after you load the DVD, you can manually launch it by double-clicking the My Computer icon on your desktop and then double-clicking the icon for the DVD-ROM drive where the installation disc is inserted. When the DVD-ROM window appears, double-click the Setup icon.
- 3 In addition to Corel VideoStudio Pro, the following programs and drivers are automatically installed:
 - DirectX 2010
 - Microsoft Visual C++ 2005 Redistributable Package
 - Microsoft Visual C++ 2008 Redistributable Package
 - SmartSound
 - Adobe Flash Player

To uninstall Corel VideoStudio Pro

- 1 On the Windows taskbar, click **Start > Control Panel**.
- 2 Click the **Add or Remove Programs** icon.
The **Add or Remove Programs** dialog box appears.
- 3 From the **Currently installed programs** list, choose **Corel VideoStudio Pro X6**, and click **Remove**.
- 4 Follow the instructions to remove Corel VideoStudio Pro from your computer.

Starting and quitting the application

You can start Corel VideoStudio Pro from the Windows desktop or Start menu, and quit the program from the application window.

To start the application

- Double-click the **Corel VideoStudio Pro X6** icon on the Windows desktop.

Note: You can also start Corel VideoStudio Pro from the list of programs on the Windows Start menu.


To quit the application

- Click the **Close** button  in the upper-right corner of the application window.

Accessing the Corel Guide

The Corel Guide provides the most up-to-date information and content for your application. You can find tips and tricks, download new styles and content for your projects, explore new ways to share your photos and videos, and access the latest updates for your application.


To access the Corel Guide

- On the upper right corner of the application window, click the **Help and product information** button . The **Corel Guide** window appears.

Learning how to use the application

You can learn how to use Corel VideoStudio Pro in various ways: by searching the Help, by accessing the tips and tricks in the Corel Guide, or by exploring the Corel Web site (www.corel.com).

To use the Help

- 1 On the application window, click the **Help and product information** button .
- 2 On the **Learn** tab of the **Corel Guide**, click **Launch Help**.
- 3 In the Help window, click one of the following tabs:
 - **Contents** — lets you browse through topics in the Help
 - **Index** — lets you use the keywords from the index to find a topic.
 - **Search** — lets you search the full text of the Help for a particular word or phrase. If you are looking for information about a specific tool or command, you can type keywords to display a list of relevant topics.



You can also press **F1** to launch the Help.

Preparing for video capture and editing

Video capture and editing are tasks that require a lot of computer resources. Your computer must be properly set up to ensure successful capturing and smooth video editing. Below are some tips on how to prepare and optimize your computer for capturing and editing.

- It is recommended that you close all other applications when working with Corel VideoStudio Pro. To avoid interruptions while capturing, it is best to turn off any automatically launched software, such as a screen saver.



- If you have two hard drives in your system, it is recommended that you install Corel VideoStudio Pro to your system drive (usually C:) and store captured videos on your other drive (usually D:).
- It is recommended that you store video files on a dedicated hard drive.
- Increase the Paging File (Swap File) size to twice your amount of RAM.

Registering Corel products

Registering Corel products is important to ensure that you receive timely access to the latest product updates, as well as valuable information about product releases. Registration also gives you access to free downloads, articles, tips and tricks, and special offers.

The Corel Guide provides you with information about registering your Corel products. You can also check the Knowledgebase articles on how to register your Corel products.



To access registration information in the Corel Guide

- 1 Click the **Help and product information** button .
- 2 In the **Corel Guide**, click the **Product information and preferences** button , and choose **Register now** from the menu.

Updating the application

You can check for and install product updates. Updates provide important new information about your application.

To update the application

- 1 Click the **Help and product information** button .
- 2 In the Corel Guide, click the **Product information and preferences** button , and choose **Check for Updates**.



You can turn automatic program updates on or off by choosing **Message preferences** from the **Product information and preferences** menu and marking options in the dialog box.

You can find the application version information and serial number by choosing **About Corel VideoStudio Pro X6** from the **Product information and preferences** menu.

Corel Support Services

Corel Support Services can provide you with prompt and accurate information about product features, specifications, pricing, availability, services, and technical support options. For the most current information on available support and professional services for your Corel product, please visit the Corel Software Support page of your region.

About Corel

Corel is one of the world's top software companies providing some of the industry's best-known graphics, productivity and digital media products. Boasting the most comprehensive portfolio of innovative software, we've built a reputation for delivering solutions that are easy to learn and use, helping people achieve new levels of creativity and productivity. The industry has responded with hundreds of awards for innovation, design and value.

Used by millions of people around the world, our product lines include CorelDRAW® Graphics Suite, Corel® Painter™, Corel® PaintShop® Pro, Corel® VideoStudio® Pro and Corel® WordPerfect® Office.

For more information on Corel, please visit www.corel.com.

Corel VideoStudio Pro Editor

Corel VideoStudio Pro provides a hands-on workflow to produce professional-looking videos, giving you the freedom to customize all the elements in your video project.

This section introduces you to the Corel VideoStudio Pro application window and workspace tools and briefly explains the steps involved in creating a movie.

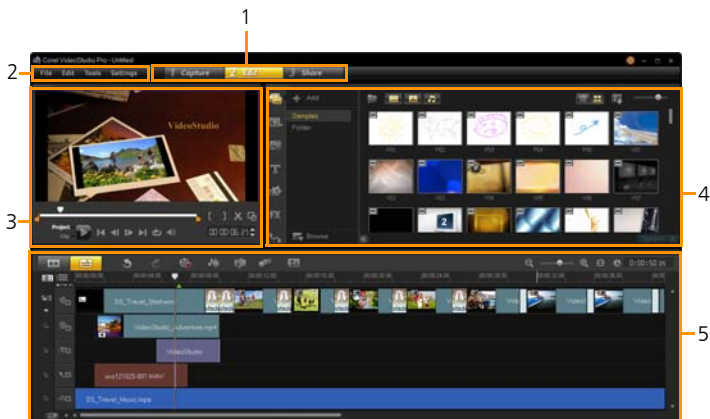
This section contains the following topics:

- Workspace
- Step Panel
- Menu Bar
- Preview Window and Navigation Panel
- Toolbar
- Project Timeline
- Options Panel
- Library

Workspace

The new workspace is designed to provide you with a better editing experience. You can now customize the size of the program window and change the size and position of the elements on your screen for full control of your editing environment.

Each panel behaves like an independent window that can be modified according to your editing preferences. This is very useful when you are using large displays or dual monitors.



Part	Description
1 — Step Panel	Contains the Capture , Edit , and Share buttons, which correspond to the different steps in the video editing process.
2 — Menu Bar	Contains the File , Edit , Tools , and Settings menus, which provide different sets of commands.
3 — Player Panel	Contains the Preview Window and Navigation Panel .

Part	Description
4 — Library Panel	Contains the Media Library , Media Filters and Options Panel .
5 — Timeline Panel	Contains the Toolbar and Project Timeline .

To move a panel



- Double-click the top-left corner of the **Player Panel**, **Timeline Panel** or **Library Panel**.

When the panel is active, you can minimize, maximize, resize each panel.



You can also drag the panel outside the main application window into the second display area for dual-monitor setups.

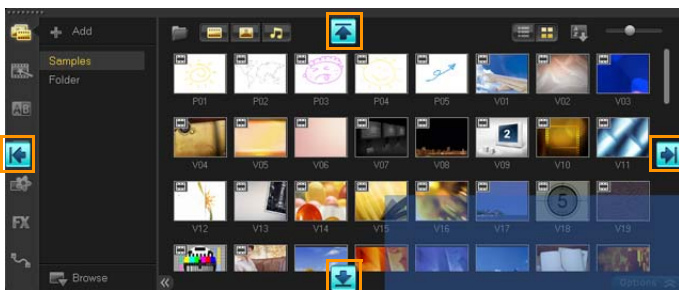
To customize the size of the program window

- You can do one of the following:
 - Click the  **Restore** button and drag the ends of the program window to the desired size.
 - Click the  **Maximize** button for full screen editing.

To dock a panel

- 1 Click and hold an active panel.

The docking guide appears.



- 2 Drag your mouse over the docking guide and choose a docking position to snap the panel in place.

To save a custom workspace layout

- Click **Settings > Layout Settings > Save to** and click a Custom option.

To load a custom workspace layout

- Click **Settings > Layout Settings > Switch to** and choose **Default** or one of the custom settings you have saved.

To know more about hotkey combinations assigned for each preset, see “Layout settings shortcuts” on page 209.



You can also change the layout settings from the **UI Layout** tab in **Settings > Preferences**.

Step Panel

Corel VideoStudio Pro simplifies the process of creating movies into three simple steps. Click the buttons in the **Step Panel** to switch between steps.

1 Capture

Media clips can be recorded or imported directly to your computer's hard drive in the **Capture Step**. This step allows you to capture and import video, photo, and audio clips.

2 Edit

The **Edit Step** and the Timeline are the heart of Corel VideoStudio Pro, where you can arrange, edit, trim and add effects to your video clips.

3 Share

The **Share Step** lets you export your finished movie to tape, a DVD, or the Web.

Menu Bar

The **Menu Bar** provides various commands for customizing Corel VideoStudio Pro, opening and saving movie projects, working with individual clips, and more.

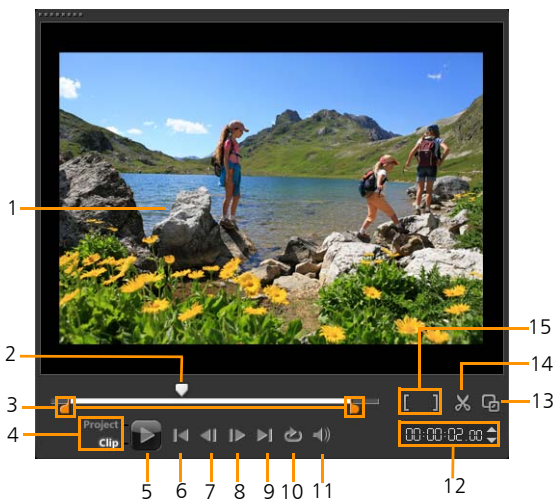


File Edit Tools Settings

Preview Window and Navigation Panel

The **Navigation Panel** provides buttons for playback and for precision trimming of clips. Use the **Navigation Controls** to move around a selected clip or your project. Use the **Trim Markers** and **Scrubber** to edit your clips.

In the **Capture Step**, this panel also acts as the device control for the DV or HDV camcorder.



Part	Description
1 — Preview Window	Shows the current project or clip being played.
2 — Scrubber	Lets you scrub through the project or clip.
3 — Trim Markers	Lets you drag to set a preview range in the project or to trim a clip.

Part	Description
4 — Project/Clip Mode	Specifies a preview of the entire project or of a selected clip only.
5 — Play	Plays, pauses, or resumes the current project or a selected clip.
6 — Home	Returns to the starting segment or cue.
7 — Previous	Moves to the previous frame.
8 — Next	Moves to the next frame.
9 — End	Moves to the end segment or cue.
10 — Repeat	Loops playback.
11 — System Volume	Lets you adjust the volume of your computer's speakers by dragging a slider.
12 — Timecode	Lets you jump directly to a part of your project or selected clip by specifying the exact timecode.
13 — Enlarge Preview Window	Increases the size of the Preview Window.
14 — Split Clip	Splits the selected clip. Position the Scrubber to where you want the clip to be split, and then click this button.
15 — Mark-in/Mark-out	Sets a preview range in the project, or sets the start and end points for trimming a clip.

Toolbar

The toolbar provides easy access to many editing commands. You can change your project view, zoom in and out on the Project Timeline, and launch different tools that can help you edit efficiently.



Part	Description
1 — Storyboard View	Displays your media thumbnails in chronological order.
2 — Timeline View	Lets you perform frame-accurate editing of your clips on separate tracks, add and position other elements such as titles, overlays, voice-over and music.
3 — Undo	Undoes the last action.
4 — Redo	Repeats the last action that was undone.
5 — Record/Capture Option	Shows the Record/Capture Option panel, where you can capture video, import files, record voice-overs and take snapshots.
6 — Sound Mixer	Launches the Surround Sound Mixer and the multitrack Audio Timeline, which lets you customize your audio settings.
7 — Auto Music	Launches the Auto Music Options Panel for adding Smartsound background music to your project in a variety of styles and moods. You can set the music to match the duration of your project.
8 — Track Motion	Launches the Track Motion dialog box, which lets you create tracking paths of particular elements in selected video clips.

Part	Description
9 — Subtitle Editor	Launches the Subtitle Editor dialog box, which lets you detect and organize segments to easily add titles in selected video clips.
10 — Zoom Controls	Lets you adjust your view of the Project Timeline by using the zoom slider and buttons.
11 — Fit Project in Timeline Window	Adjusts your project view to fit the entire span of your Timeline.
12 — Project Duration	Shows the total duration of the project.

Project Timeline

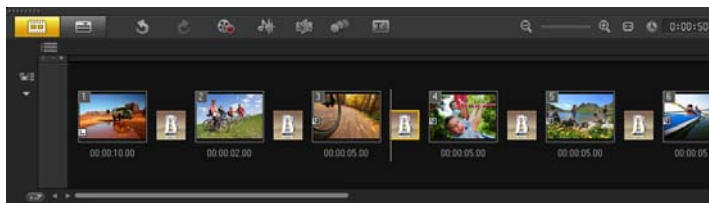
The Project Timeline is where you assemble the media clips for your video project.

Two types of views are displayed in the Project Timeline: **Storyboard View** and **Timeline View**. To switch between the different views, click the buttons at the left side of the Toolbar.



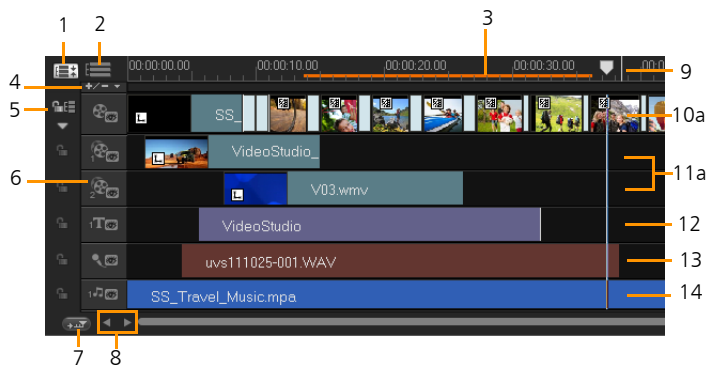
Storyboard View

The fastest and simplest way to organize photos and video clips in a project is to use the Storyboard View. Each thumbnail in the storyboard represents a photo, video clip, or a transition. Thumbnails are shown in the order in which they appear in your project, and you can drag thumbnails to rearrange them. The duration of each clip is shown at the bottom of each thumbnail. In addition, you can insert transitions between video clips, and you can trim a selected video clip in the Preview Window.

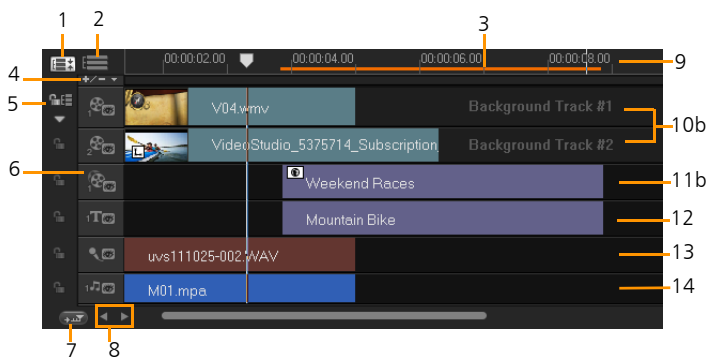


Timeline View

Timeline View gives you the most comprehensive display of the elements in your movie project. It divides a project into separate tracks for video, overlay, title, voice, and music.



Corel VideoStudio Pro Timeline



Corel VideoStudio Pro Timeline in HTML5 Mode

Part	Description
1 — Show All Visible Tracks	Displays all tracks in your project.
2 — Track Manager	Lets you manage the tracks visible in the Project Timeline.
3 — Selected range	Displays a color bar that represents the trimmed or selected part of a project.
4 — Add / Remove Chapter or Cue	Lets you set chapter or cue points in your movie.
5 — Enable / Disable Ripple Editing	Locks or unlocks tracks of any movement while you insert clips.
6 — Track buttons	Shows / Hides individual tracks.
7 — Automatically scroll timeline	Enables or disables scrolling along the Project Timeline when you preview a clip that extends beyond the current view.
8 — Scroll controls	Lets you move around your project by using the left and right buttons or dragging the Scroll Bar.
9 — Timeline ruler	Helps you determine clip and project length by displaying the project's timecode increments in hours:minutes:seconds:frames.
10a — Video Track	Contains videos, photos, color clips, and transitions.
10b — Background Track (HTML5 Mode)	Contains videos, photos, color clips, and transitions in creating HTML5 projects.
11a — Overlay Tracks	Contains overlay clips, which can be video, photo, graphic, or color clips.
11b — Overlay Tracks (HTML5 Mode)	Contains overlay clips, which can be photo, graphic, or color clips.

Part	Description
12 — Title Track	Contains title clips.
13 — Voice Track	Contains voice-over clips.
14 — Music Track	Contains music clips from audio files.



To move between tracks, click the track buttons. You can use the mouse wheel to scroll through the Project Timeline.

Right-click on any track button and choose **Select all media** to select all media clips that are in the track.



When the pointer is at the **Zoom controls** or **Timeline ruler**, you can use the wheel to zoom in and out of the Project Timeline.

You can show or hide tracks from playback or when you render your video. For more information, see “Enabling and disabling tracks” on page 106.

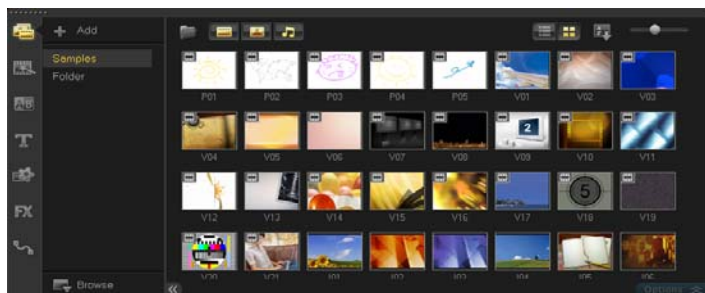
Options Panel

The **Options Panel** changes according to the program’s mode and the step or track that you are working on. The Options Panel may contain one or two tabs. The controls and options in each tab vary, depending on the selected clip.

When you start Corel VideoStudio Pro, the Edit Step appears, and the video clip thumbnails are displayed in the Library. You can open the Options Panel by double-clicking a clip or clicking the **Options** button.

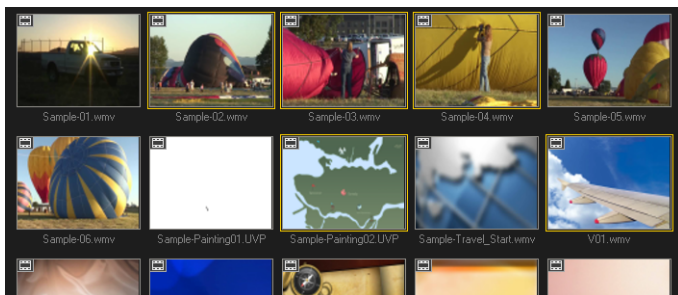
Library

The **Library** is a storage depot for everything you need to create a movie: video clips, photos, audio files, instant project templates, transitions, titles, filters, color clips, and tracking paths.



Right-click a clip in the Library to view the clip's properties as well as copy, delete, or split clips by scene.

You can also trim a clip in the Library by using the **Trim markers**. Hold **[Ctrl]** or **[Shift]** to select multiple clips.



Adding and deleting media clips in the Library

Organize the media clips in the Library so you can access assets for your projects with ease and speed. You can also import a Library to restore media files and other library information.

To add media clips to the Library

- 1 Click **Add** to create a new library folder where you want to store your media clips.
Note: You can create custom folders to separate your personal clips from sample clips and manage your assets more efficiently or to keep all clips that belong to a project in a single folder.
- 2 Click **Import Media Files** to locate your files.
- 3 Select the files you want to import.
- 4 Click **Open**.



Click **Browse** to open the **File Explorer** where you can drag and drop files to the Library or Timeline.

To delete media clips from the Library

- 1 In the **Library**, select a clip and press **[Delete]**.
Or, right-click the clip in the Library and click **Delete**.
Note: While the clips are referenced in the Library, they actually remain in their original location, so when you delete a clip from the Library, only the Library instance is deleted. You can still access the actual file in the location where it is stored.
- 2 When prompted, confirm that you want to delete the thumbnail from the Library.

To automatically locate and restore the link of the files in your library

- Click **File > Relink**.

A message appears that notifies you about the number of clips that are successfully relinked.

Note: If the links to some clips are not restored, you can restore them manually by browsing for the corresponding file on your computer.

To export a library

- 1 Click **Settings > Library Manager > Export library** and specify a folder location where you want to save your Library.
- 2 Click **OK**.



It is recommended that you back up your Library to avoid losing important library information and media clips. This action creates a backup of the virtual media files information of your current library in a directory you specify.

To import a Library

- 1 Click on **Settings > Library Manager > Import Library** and find the folder path of the directory you want to import.
- 2 Click **OK**.



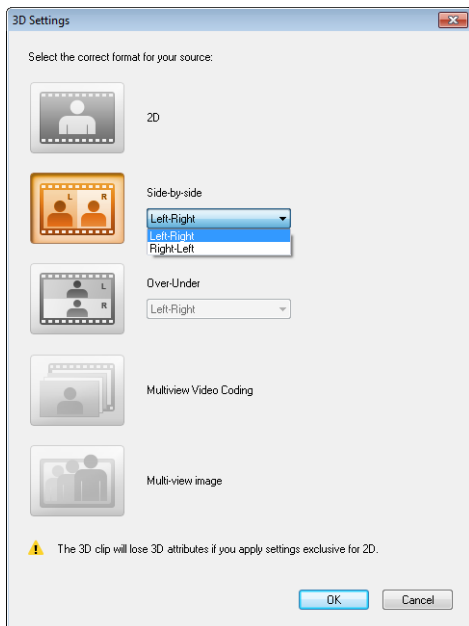
To reset your Library to the default settings, select **Settings > Library Manager > Reset Library**.

Tagging Files as 3D

3D media clips are supported in Corel VideoStudio Pro. Tagged 3D media clips are marked with **3D** for easy identification and to enable the 3D media clip for 3D editing.

To tag video and photo clips as 3D

- 1 Right-click 3D files imported into the Library or the Timeline and choose **Tag as 3D** from the right-click menu. The **3D Settings** dialog box is displayed.



- 2 Choose one of the following options to set the correct format for 3D content:
 - **2D** — the default setting if the selected clip is not recognized as 3D.
 - **Side-by-side** — delivers 3D content by splitting the horizontal resolution of each frame for the left and right eye. Side-by-side 3D is widely used by cable channels for delivering content for 3D

ready TV sets because of lower bandwidth usage. Choose between the **Left-Right** and **Right-Left** formats.

- **Over-Under** — delivers 3D content by splitting the vertical resolution of each frame for the left and right eye. The higher count of horizontal pixels makes this option more suitable for displaying panning motion. Choose between the **Left-Right** and **Right-Left** formats.
- **Multiview Video Coding (MVC)** — generates a high-definition two-view (stereoscopic) video or a multi-view 3D video.
- **Multi-view image** — delivers high-quality stereoscopic images such as Multi-Picture Object (MPO) files that are shot using 3D cameras.

3 Click OK.

The thumbnail of the media clip in the Library and Timeline now has the 3D tag.



In Corel VideoStudio Pro, MVC and MPO clips are automatically detected and tagged as 3D during import.

The **Left-Right** format for side-by-side 3D is a popular choice for delivering content and is used mostly in media clips imported or captured from 3D video cameras. The **Right-Left** option is used mostly in media clips acquired from the Web.

Tagging video and photo clips as 3D is required for editing in 3D mode.

To preserve 3D attributes, make sure you only split or trim 3D media clips. Applying 2D effects or filters to a 3D clip converts the 3D clip to 2D.

Saving Titles to the Library

When you are creating multiple title clips that share the same attributes, such as font type and style, it is useful to store a copy of your title clip in the Library.


To save your title as a preset

- Right-click the title clip in the Timeline and click **Add to My Favorites**. This way, you can easily change the text by dragging it from **My Favorites** in the **Library** back onto the **Title Track** while still maintaining the attributes of the title clip.



Sorting clips in the Library by using Media Filters

There are different ways to sort your media clips according to classifications and views.

To sort media clips by name, date or rating

- Click the **Sort clips in the Library** button , then select **Sort by Name**, **Sort by Type** or **Sort by Date**.


To change the media clips views

- Click the **List view** button  to display your media clips in a list that includes file properties, or click the **Thumbnail view** button  to display thumbnails.

To show or hide media clips

- Click one or more of the following buttons:

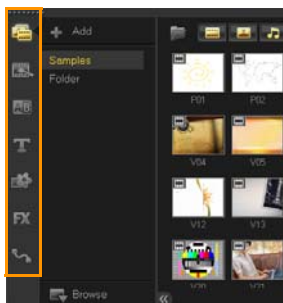
- Show / Hide Videos 

- Show / Hide Photos 

- Show / Hide Audio Files 

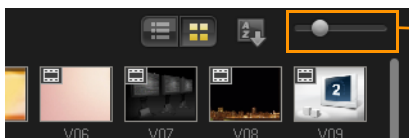


You can also use the icons in the Media Library to display media clips, transitions, titles, graphics and filters.



Thumbnail Views

Corel VideoStudio Pro allows you to adjust the size of thumbnails for easier access to the different media clips in the Library.



Thumbnail size slider

To adjust thumbnail size

- Move the slider to the left or right to decrease and increase thumbnail size.

Starting a new movie project

Corel VideoStudio Pro combines the video, titles, sounds, and effects in a process called **rendering**. Project settings determine how your movie project is rendered when you preview it. The output video can then be played back on your computer, burned to disc, or uploaded to the Internet.

This section contains the following topics:

- Creating new projects
- Using Instant Project templates
- Setting your preferences
- Setting project properties
- Adding clips
- Previewing
- Undoing and redoing actions
- Showing and hiding grid lines
- Saving projects
- Saving projects by using Smart Package

Creating new projects

When you start Corel VideoStudio Pro, it automatically opens a new project and lets you start creating your movie. New projects are always based on the default settings of the application. You can also create HTML5 projects that you can post on the Web.

To create a new project

- Click **File > New Project** [Ctrl + N].

To create a new HTML5 project

- Click **File > New HTML5 Project** [Ctrl + M].


To open an existing project

- Click **File > Open Project** [Ctrl + O].

Using Instant Project templates

Corel VideoStudio Pro has sample project templates that can help you get familiar with the tasks and features of the application. You can also use the Instant Project templates to create your video project or custom templates.

To open an Instant Project template

- 1 Click the **Instant Project** button  in the Media Library.

Note: The **Custom** category is the default path that contains templates you have created.

- 2 Choose a template category from the folders that appear and click a project thumbnail to preview the selected template.

- 3 Right-click on the template thumbnail and choose the point of insertion in the Timeline between **Add at the beginning** and **Add at the end**.

The template will be automatically imported into the Timeline.

Note: You can also drag the template thumbnail to the Timeline.

To create an Instant Project template

- 1 Open the video project that you want to save as a template.
- 2 Click **File > Export as template**.
- 3 Click **Yes** when prompted to save your project.
- 4 Enter a **File name**, **Subject** and **Description**.
- 5 Browse for the folder where you want to save your template and click **Save**.
- 6 In the **Export project as template** dialog box, move the slider to display the thumbnail that you want to use for the template.
- 7 Specify the path and folder name. Choose the category from the drop-down menu where you want to keep your template.
Template details will also be displayed.
- 8 Click **OK**.

To import project templates

- 1 Click **Import a project template** and browse for the *.vpt file that you want to import.
- 2 Click **Open**.

Setting your preferences

Customize your working environment by using the **Preferences** dialog box. You can specify a working folder for saving files, set undo levels, choose preferred settings for program behavior, enable Smart Proxy, choose the default transition effect for your project and more.

To set program preferences

- Click **Settings > Preferences** or press **F6** to launch the **Preferences** dialog box.



The Corel VideoStudio Pro Timeline allows 30P (30 frames per second) editing by default. To prevent video clips with high frame rates from being truncated, it is recommended that you choose **Enable 60P/50P editing** from the **Settings** menu.

Setting project properties

Project Properties serve as your template for previewing your movie projects. The project settings in the **Project Properties** dialog box determine the appearance and quality of a project when it is previewed on-screen.

To modify project properties

- 1 Click **Settings > Project Properties**.
- 2 Choose the appropriate setting options in the **Project Properties** dialog box.
- 3 Click **OK**.



When customizing project settings, it is recommended that you make the settings the same as the attributes of the video footage that will be captured to avoid distorting the video images and have smooth playback without jumping frames.

Adding clips

There are a number of ways to add clips to your project.

To add clips

- Do one of the following:
 - Capture video clips from a video source. The video clips are inserted into the Video track.
 - Drag clips from the Library to the appropriate tracks.
 - Drag clips from File Explorer to the appropriate tracks.
 - In the Library, right-click on the thumbnail, select **Insert To** and choose the track where you want to insert the media file.
 - Right-click on the Timeline and choose the type of media you want to add.

Previewing

The **Play** button in the **Navigation Panel** serves two purposes: for playback of your entire project or a selected clip.

To preview projects or clips

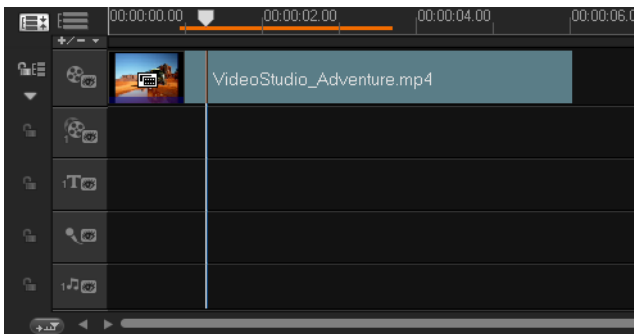
- Click **Project** or **Clip**, then click **Play**.



While working on your project, you will want to preview your work frequently to see how your project is progressing. **Instant Playback** allows you to quickly preview changes in your project. Playback quality will be dependent on your computer's resources.

Setting a preview range

You may choose to play only a part of your project. The selected range of frames to preview is referred to as the **preview range**, and it is marked as a colored bar in the Ruler Panel.



To play the preview area only

- 1 Use the **Trim Markers** or the **Mark-in/out** buttons to select the preview range.
- 2 To preview the selected range, select what you want to preview (**Project** or **Clip**), then click **Play**. To preview the entire clip, hold **[Shift]**, then click **Play**.

Undoing and redoing actions

You can undo or redo the last set of actions that you performed while working on your movie.

To undo the last action

- Click the **Undo** button  in the Toolbar.

To redo the last undone action

- Click the **Redo** button  in the Toolbar.



You can adjust the number of undo levels in the **Preferences** dialog box.

You can also use the keyboard shortcuts **[Ctrl] + Z** and **[Ctrl] + Y** to undo and redo actions respectively.


Showing and hiding grid lines

You can use grid lines to guide you when repositioning or resizing photos and videos. You can also use grid lines to line up titles in your movie.

To show grid lines

- 1 In the **Edit** step, double-click a clip to display the Options Panel.
- 2 Click the **Attribute** tab and choose **Distort clip**.
- 3 Check **Show grid lines**.



Click  to adjust grid line settings.

Saving projects

To save your project

- Click **File > Save [Ctrl + S]**.

Note: Corel VideoStudio Pro project files are saved in *.vsp file format. HTML5 video projects are saved in *.vsh file format.

To automatically save your work

- 1 Click **Settings > Preferences** and click the **General** tab.
- 2 Choose **Automatic save interval:** and specify the time interval between saves.

Note: This setting is set at 10 minutes by default.



Save your project frequently to avoid accidental loss of work.

Saving projects by using Smart Package

Packaging a video project is useful if you want to back up your work or transfer your files for sharing or for editing in a laptop or another computer. You can also package your project as a zipped folder or prepare them for online storage using WinZip's file compression technology that is integrated into the Smart Package feature.

To save projects by using Smart Package

- 1 Click **File > Smart Package** and choose to pack your project as a folder or Zip file.
- 2 Specify the **Folder path**, **Project folder name** and **Project file name**.
- 3 Click **OK**.



You need to save your project before you use Smart Package.

Capture

Corel VideoStudio Pro lets you capture or import video from DVD-video, DVD-VR, AVCHD and BDMV discs including camcorders that record on memory cards, internal memory of discs, DV or HDV camcorders, mobile devices, as well as analog and digital TV capture devices.

This section contains the following topics:

- The Capture Step Options Panel
- Capturing Video
- DV Quick Scan
- Importing from digital media
- Creating stop motion animations
- Creating screen capture videos

The Capture Step Options Panel

In the **Capture Step**, Corel VideoStudio Pro displays the Library and the Capture Options Panel where different media capture and import methods are available.

The table below discusses the options in the Capture Step.



Click **Capture Video** to capture video footage and photos from your camcorder into your computer.



Click **DV Quick Scan** to scan your DV tape and select the scenes you want to add to your movie.



Click **Import from Digital Media** to add media clips from a DVD-Video/DVD-VR, AVCHD, BDMV formatted disc or from your hard drive. This feature also allows you to import video directly from AVCHD, Blu-ray Disc or DVD camcorders.



Click **Stop Motion** to create instant stop motion animations using captured images from your photos and video capture devices.



Click **Screen Capture** to create screen capture videos that capture all computer actions and elements shown on your screen.

Capturing Video

The steps on how to capture are similar for all types of camcorders except for the available capture settings in the Capture Video Options Panel that can be selected for each type of source.

To capture video and photos from your camcorder

- 1 Connect your camcorder to your computer and turn on the device. Set it to **Play** (or **VTR / VCR**) mode.

- 2 In Capture Options Panel, click **Capture Video**.
- 3 Select your capture device from the **Source** drop-down list.
- 4 Select a file format to use for saving your captured video from the **Format** drop-down list. Browse the folder location where the files will be saved under **Capture folder**.
Note: Click **Options** to customize capture settings specific to your video device.
- 5 Scan your video to search the part for capture.
Note: If you are capturing video from a DV or HDV camcorder, use the **Navigation Panel** to play your video tape.
- 6 Click **Capture Video**, when your video for capture is already on cue. Click **Stop Capture** or press **[Esc]** to stop capturing.
- 7 To capture a photo from the video footage, pause the video on the desired photo then click **Take a Snapshot**.
Note: When your camcorder is in Record mode (usually named **CAMERA** or **MOVIE**), you can capture live video.
Note: The available settings in the **Video properties** dialog box vary, depending on the capture file format that you have chosen.

Capture Video Options Panel

- **Duration** — Sets the length of time for the capture.
- **Source** — Displays the detected capture device and lists other capture devices installed in your computer.
- **Format** — Gives you a list of options where you select a file format for saving your captured video.
- **Capture folder** — Allows you to specify a folder where you want your captured files to be saved.
- **Split by scene** — Automatically separates captured video into several files based on changes in shooting date and time when capturing video from a DV camcorder.

- **Capture to library** — Choose or create a Library folder where you want your video to be saved.
- **Options** — Displays a menu allowing you to modify your capture settings.
- **Capture Video** — Transfers video from your source to your hard drive.
- **Take a Snapshot** — Captures the displayed video frame as a photo.

Direct video capture to MPEG format

Corel VideoStudio Pro supports real-time capture from DV, analog, or any video source to MPEG-2 format.

To capture video in MPEG-2 format

- 1 In **Source**, choose your video source.
- 2 Specify or browse for the destination folder where you want your clips to be stored in **Capture folder**.
- 3 Click **Options** and select **Video Properties**. In the dialog box that opens, select a profile in the **Current Profile** drop-down menu.
- 4 Click **OK**.
- 5 Click **Capture Video** to start capturing and **Stop Capture** to end your capturing session. Your media clip will automatically be stored as MPEG-2 format in the folder you specified.

Split by scene

A single DV tape may contain several videos that were shot at different times. Corel VideoStudio Pro automatically detects these segments and saves them as separate files.


To use Split by scene option in Capture Step

- 1 Select the **Split by scene** option in the Options Panel.
- 2 Click **Capture Video**. Corel VideoStudio Pro will automatically look for the scenes according to their shooting date and time and capture them as separate files.

DSLR

Corel VideoStudio Pro captures videos and photos taken with your DSLR in real time, maximizing the full power of your camera's sensor and lens.

To capture videos and photos from a DSLR

- 1 Connect your DSLR to your computer and turn on the device.
- 2 Select your device from the **Source** drop-down list.
- 3 Specify a folder location for your saved files by clicking the **Capture Folder** button .
- 4 Click **Capture Video** to start recording. Click **Stop Capture** or press [Esc] to stop capturing.
- 5 To capture a photo while the DSLR is connected to the computer, click **Take a snapshot**.

Digital Video (DV)

To capture Digital Video (DV) in its native format, select **DV** from the **Format** list in the Options Panel. This saves the captured video as a DV AVI file (.avi).

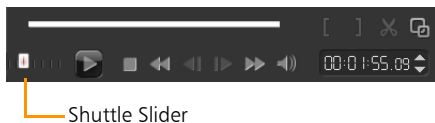


You can also use the **DV Quick Scan** option to capture DV video DV AVI Type-1 and Type-2.

When capturing DV, click **Options** in the Options Panel and select **Video properties** to open a menu. In the Current Profile, choose whether to capture DV as **DV Type-1** or **DV Type-2**.

Controlling the DV camcorder with the Navigation Panel

When capturing from a DV camcorder, use the **Navigation Panel** to scan your footage and locate the scenes you want to capture.



To find scenes in your video

- Drag the **Shuttle Slider** to move forward and back through the footage at variable speeds.

High Definition Video (HDV)

You can capture high definition video using the following methods:


- For HDV camcorders, use the **Capture video** feature.
- For AVCHD and Blu-ray Disc devices, use **Import from Digital Media**.

To capture video from an HDV camcorder

- 1 Connect your HDV camcorder to your computer's IEEE-1394 port using the IEEE-1394 cable.
- 2 Turn on your camcorder and switch it to Play/Edit mode and make sure that your HDV camcorder is switched to HDV mode.

Note: For Sony HDV camcorders, flip open the LCD screen and see if **HDVout I-Link** is on the LCD screen to check if the camera is set to HDV mode. If you see **DVout I-Link**, press **P-MENU** at the lower

right of the screen. In the menu, press **MENU** > **STANDARD SET** > **VCR HDV/DV** and press **HDV**.

- 3 Click **Capture Step** and click  to capture video.

Digital TV or DVB-T video

Before capturing, ensure that the DVB-T source is connected via a compatible capture card installed on your computer.

To capture DVB-T video

- 1 Click **Capture Step** and select **Capture Video**.
- 2 Select **Digital TV Source** from the **Source** drop-down list.
- 3 Click **Options** and select **Video Properties**. The **Video properties** dialog box will appear.
- 4 In the **Input Source** tab, select **TV** from the **Input source** drop-down list. Click **OK**.
- 5 In **Channel List**, click **Start Scan** to start scanning for channels.
Note: DVB-T channels are not automatically scanned. Make sure to manually scan the channels first before capturing.
- 6 Click **Capture Video**.
- 7 Click **Yes** when prompted if you want to start capturing and automatically recovering DVB-T video.
- 8 Follow the remaining steps as described in the procedure for capturing videos.

Analog video

When footage is captured from analog sources such as VHS, S-VHS, Video-8, or Hi8 camcorders/VCRs, it is converted to a digital format that can be read and stored by the computer. Before capturing, choose the desired file format to use for saving the captured video in the Options Panel's **Format** list.

To specify the type of video source you are capturing from

- 1 Click **Options** and select **Video properties**.
- 2 In the dialog box that opens, you can customize the following capture settings:
 - In the **Input Source** tab, choose whether you are capturing NTSC, PAL, or SECAM video and select the **Input source** (TV, Composite, or S-Video).
 - In the **Color Manager** tab, you can fine tune the video source to ensure good quality captures.
 - In the **Template** tab, choose the frame size and compression method to use for saving the captured video.

TV footage

Corel VideoStudio Pro allows you to capture TV footage through a TV tuner. Capture a segment of your favorite television show on regular TV or cable then save it in your hard drive in AVI or MPEG.

To capture TV footage

- 1 Select your TV tuner device from the **Source** drop-down list.
- 2 Click **Options** > **Video Properties** to open the **Video properties** dialog box. If needed, adjust the settings accordingly.

Click the **Tuner Information** tab to choose Antenna or Cable, scan available channels in your region, and more.
- 3 In the **Channel** box, specify the channel number from which to capture.

DV Quick Scan

Use this option to scan a DV device for scenes to import. You can add the date and time of your video.

For more information on this feature, see “Appendix B: DV-to-DVD Wizard” on page 211.

To add the date and time of your video

- 1 After scanning your DV tape, click **Next**.
This will then display the **Import Settings** dialog box.
- 2 Select **Insert to Timeline** and choose **Add video date information as title**.
Note: If you want the shooting date to appear in the entire duration of the video, select **Entire video** or only during a specified time.

Importing from digital media

You can import DVD/DVD-VR, AVCHD, BDMV video and photos from a disc, hard drive, memory card and digital camcorders into Corel VideoStudio Pro.

To import digital media

- 1 Click **Capture Step** then click **Import from Digital Media**.
- 2 Click **Select Import Source Folders** and browse for folders that contain your digital media and click OK.
- 3 Click **Start** and the **Import from Digital Media** dialog box appears.



- 4 Choose the media clips you want to import and click **Start import**. All imported videos will be added to the thumbnail list in the Library.

To enable timecode retrieval for AVCHD

- 1 In the **Capture Step Options Panel**, click **Import from Digital Media**.
- 2 Select the thumbnail of the video file. Click **Start import** to launch **Import Settings**.
- 3 In **Import Destination**, select **Insert to Timeline** or select **Add video date information as title**.
- 4 Choose **Entire video** to import the timecode of video file to appear as a title spanning the entire duration of the video. Choose **Duration** to import the timecode as a title within a specified duration. Click **OK** to apply the settings.

Note: You can apply the same settings for all video files for importing. Click the **Apply this setting and never ask me again** box or press **[F6]** to turn on the settings.

Creating stop motion animations


Using captured images from DV/HDV camcorders, webcams or DSLRs, or imported photos, you can create stop motion animations directly in Corel VideoStudio Pro and add them to your video projects.



For best results, use a tripod when you shoot photos and videos that you want to use in your stop motion animation project.

To open the Stop Motion window

- Click **Stop Motion** in the **Capture Step Options Panel** to launch the **Stop Motion** window.

Note: You can also launch the **Stop Motion** window when you click **Stop Motion**  from **Record/Capture Option** .


To create a new stop motion animation project

- 1 Click **Create** to create a new stop motion project.
Note: If you have an existing project open, you will be prompted to save your work before proceeding.
- 2 In **Project Name**, enter a name for your stop motion project.
- 3 In **Capture Folder**, specify or browse for the destination folder where you want your clips to be stored.
- 4 Select where you want your stop motion project to be stored by choosing an existing Library folder from the drop-down menu in **Save to Library**.
Note: You can also create a new Library folder when you click **Add a new folder**.

To capture images

- 1 Connect the webcam, DV/HDV camcorder or DSLR to your computer.
- 2 A message box appears to confirm that you want to use the device. Click **OK**.
- 3 If more than one device is connected, select your preferred capture device from the drop-down list.
- 4 Modify any of the **Stop motion settings**.
- 5 Click **Capture image** to capture images manually.





Stop motion settings tab

- **Image Duration** — Lets you choose the exposure time for each image. A higher frame rate results in a shorter exposure time for each image.
- **Capture Resolution** — Lets you adjust the screen capture quality. Options vary according to the settings on your capture device.
- **Auto Capture** — You can click **Enable auto capture** to configure the program to capture automatically using preset intervals. Click the **Set Time** button  to adjust the **Capture Frequency** and **Total Capture Duration** settings.
- **Onion Skin** — Lets you move the slider from left to right to control the opacity of the new captured image and the previously captured frame. Captured frames automatically appear in the Stop Motion timeline.

To capture images using a webcam or DV/HDV camcorder

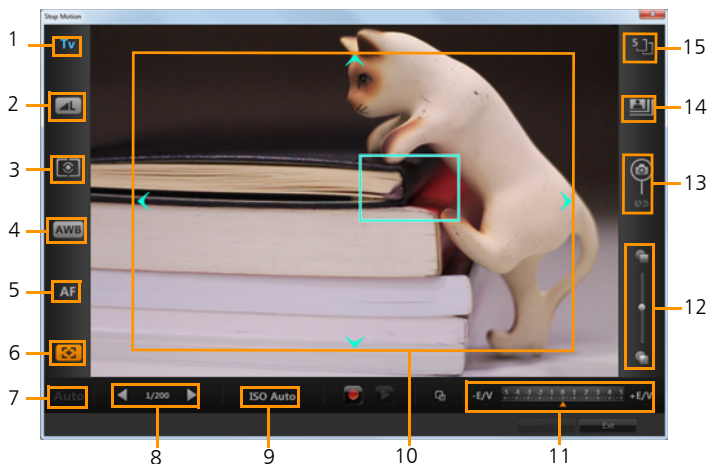
- 1 If you are using a DV/HDV camcorder, switch it to Play/Edit mode and make sure that your DV/HDV camcorder is switched to DV/HDV mode.
- 2 In Record mode, move your subject between each capture to show movement in the images.
- 3 If you are using footage from a DV/HDV camcorder, you can make screen captures during video playback.

To capture images using a DSLR

- 1 When a supported DSLR is connected, the **Auto Focus** button  will be enabled automatically. You can choose to keep this setting or click the **Manual Focus** button .
Note: If the DSLR does not support Auto Focus, the Manual Focus button will be enabled automatically and the Auto Focus button will be grayed out.
- 2 You can enable the live view focus display on supported DSLRs by clicking the **Show focus** button .
- 3 Modify any of the following **DSLR settings**: ISO, White Balance, Ev, Metering Mode and Image Quality. Corel VideoStudio Pro uses the DSLR settings for Mode, Aperture and Shutter Speed.
- 4 You can switch to the Enlarged mode by clicking the **Enlarge** button .

DSLR Enlarged Mode

Corel VideoStudio Pro mimics the camera viewfinder and gives you quick access to DSLR features and settings.



Part	Description
1 — Mode	Displays information on the selected camera mode.
2 — Image quality	Lets you set the image size and quality.
3 — Metering mode	Lets you set the metering mode by selecting from your camera's preset options.
4 — White balance	Lets you set the white balance by selecting from your camera's preset options.
5 — Focus indicator	Displays information on the selected focus setting.
6 — Show focus	Displays live view focus guides on the screen.

Part	Description
7 — Aperture	Displays the aperture settings of the camera. This will be disabled when the DSLR is in P or Tv mode.
8 — Shutter speed	Displays the shutter speed settings of the camera. This will be disabled when the DSLR is in P or Av mode.
9 — ISO	Lets you adjust the ISO setting by selecting from your camera's preset options.
10 — Live view focus guides	Lets you adjust the focus area by clicking on the arrows or dragging the focus area box.
11 — Ev	Lets you choose the exposure value compensation setting.
12 — Onion skin	Lets you control the opacity of the new captured image and the previously captured frame by moving the slider.
13 — Auto capture	Enables the auto capture feature.
14 — Capture resolution	Lets you set the image resolution. You can choose from the preset options or use the settings on your DSLR.
15 — Image duration	Lets you set the exposure time for each image.

Stop motion supported DSLR devices

- Canon EOS 1Ds Mark III, EOS 1D Mark IV, EOS 1D Mark III, EOS 1D X, EOS 5D Mark III, EOS 5D Mark II*, EOS 7D*, EOS 40D, EOS 50D*, EOS 60D*, EOS 60Da*, EOS 650D/Rebel T4i, EOS 600D/Rebel T3i, EOS 1100D/Rebel T3, EOS 550D/Rebel T2i, EOS 500D/Rebel T1i, EOS 450D/Rebel XSi, EOS 1000D/Rebel XS

*Supported models display the live view focus guides.

To open an existing stop motion animation project

- 1 Click **Open** and browse for the stop motion animation project that you want to work on.

Note: Stop motion animation projects created in Corel VideoStudio Pro are in Ulead Image Sequence (*.uisx) format.

- 2 Click **Open** to activate the project.

To import images into a stop motion animation project

- 1 Click **Import** and browse for the photos that you want to include in your stop motion animation projects.

Note: If photos do not appear in the folder, click **Browse**.

- 2 Click **Open**.

Your photos are automatically included in the stop motion animation project.



A series of photos shot with your DSLR on auto/continuous mode is a good example for stop motion animation projects.

To play your stop motion animation project

- Click **Play**.

To save your stop motion animation project

- Click **Save**. Your project is automatically saved in the Capture and Library folders that you specified.



To exit Stop Motion

- Click **Exit** to go back to your video project.

Creating screen capture videos

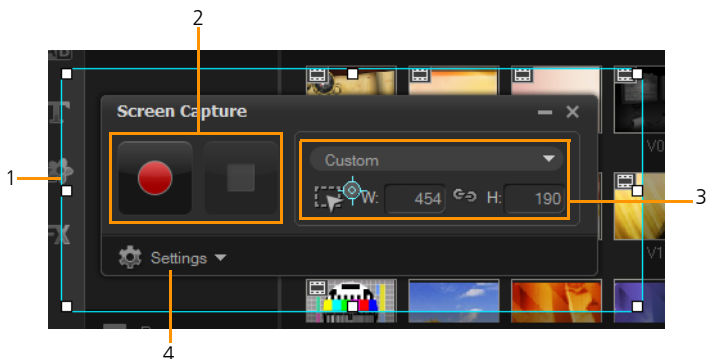
Record computer actions and mouse movement by using the screen capture feature in Corel VideoStudio Pro. This feature lets you create videos that require visualization in a few easy steps. You can also define the capture area for more emphasis and focus or integrate voice-overs.

To open the Active Screen capture window

- You can do one of the following options:
 - Click **Screen Capture** in the **Capture Step Options Panel** to launch the **Screen Capture** toolbar. The Corel VideoStudio Pro main program window minimizes in the background and the Screen Capture toolbar appears.
 - Click **Screen Capture**  from **Record/Capture Option** .
 - Double-click the **Corel ScreenCap X6** desktop shortcut or from the program group in the Start menu.

The capture area frame automatically covers the entire screen by default and appears along with the Screen Capture toolbar.

Toolbar Basics




Part	Description
1 — Capture area frame	Specifies the display area to capture. This covers the entire screen by default.
2 — Recording Controls	Contains the buttons that control your screen capture.
3 — Capture area frame dimensions	Specifies the active program to capture and the exact dimensions of the area to capture in the Width and Height boxes.
4 — Settings (default view)	Lets you specify file, audio, display and keyboard shortcut settings.

Recording your screen

Before taking the actual screen capture, make sure to configure the settings of the video first.



To configure your video

- 1 Click **Settings**.
- 2 In **File Settings**, specify the following details:
 - **Filename** — Enter a filename for your project.
 - **Save to** — Lets you specify the location where you want to save the video file.
 - **Capture to library** — Enable to automatically import your screen capture to the Library and identify the save path in the Library.

Note: Screen captures are saved to the **Samples** folder in the Library by default. Click  to add a new folder and change the location where the file is saved.

- **Format** — Choose an option from the available formats in the drop-down menu.
- **Frame rate** — Lets you specify the number of frames to be used when recording.

Note: Using a lower frame rate is ideal for uploading videos to the Internet as it yields a smaller file size but with less accuracy on screen dynamics. A higher frame rate produces a larger file size and is most useful for detailed presentations to capture actual screen dynamics.

- 3 In **Audio Settings** > **Voice**, do one of the following:
 - Click **Enable voice recording**  to record a voice-over. Click the **Sound Check** button to test your voice input.
 - Click **Disable voice recording**  to disable voice-over recording.
- 4 Enable or disable **System audio** and adjust the slider to your preference.
- 5 In **Control Settings**, the following options are available:
 - **Mouse click animation** — Enable to include mouse clicks in the screen capture.
 - **Enable F10/F11 shortcut key** — Turns the keyboard shortcuts for screen capture on and off.

Note: If the screen capture shortcut keys are in conflict with the program you want to capture, it is recommended that you disable this feature to avoid accidental stops or pauses while recording.
- 6 In **Monitor Settings**, choose a display device.

Note: The program automatically detects the number of display devices available on your system. **Primary monitor** is selected by default.

To record your screen capture

- 1 Choose one of the following options:
 - **Full screen** — lets you capture the entire screen. When you launch the Screen Capture toolbar, this option is enabled by default.
 - **Custom** — lets you specify the area to capture. The capture area dimensions are displayed accordingly. You can also specify an

application window to capture by choosing an option from the list of active programs.

- 2 Click **Settings** to access more options.

Note: To include voice-overs and system audio, you must enable and configure the respective settings before you start recording.

- 3 Click **Start / Resume Recording** to start the screen capture.

All activities inside the specified capture area are recorded. Screen capture starts after the countdown.

Note: You can press **F10** to stop and **F11** to pause or resume the screen capture.

- 4 Click **Stop Recording** to finish your screen capture.

The screen capture is added to the Library and the custom folder that you have specified and can be imported into the Corel VideoStudio Pro Timeline.

Edit

The **Edit Step** is where you put together all the elements of your project. You can select videos, instant project templates, transitions, titles, graphics, effects, and audio clips from the Library and add them to the Timeline. Using the Options Panel, you can further customize the attributes of each element that you use.

This section contains the following topics:

- Working with clips
- The Edit Step Options Panel
- Assets and Effects
- Copying and pasting media clip attributes
- Taking snapshots in the Edit Step
- Ripple Editing
- Enabling and disabling tracks
- Editing with Smart Proxy
- Converting multiple files
- Enhancing clips
- Adding cues and chapters
- Working with Overlays
- Tracking, matching and customizing motion in video
- Painting images and animations using Painting Creator
- Working with Audio

Working with clips

Videos, photos and audio clips are the foundation of your project and manipulating them is the most important skill you can master.

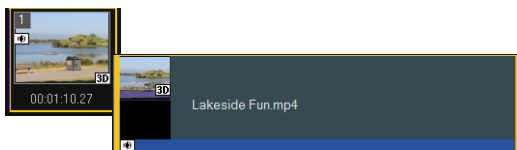
Adding video clips

There are several ways of inserting video clips to the Timeline:

- Select a clip in the Library and drag it to the Video Track or Overlay Track. Multiple clips can be selected by pressing **[Shift]**.
- Right-click a clip in the Library and select **Insert To: Video Track** or **Insert To: Overlay Track**.
- Select one or more video files in Windows Explorer and drag them to the Video Track or Overlay Track.
- To insert a clip from a file folder directly to the Video Track or Overlay Track, right-click the Timeline, select **Insert Video** and locate the video to use.



3D media clips are supported in Corel VideoStudio Pro. You can tag 3D media clips so that they can be easily identified and edited with 3D editing features. For more information, see “Tagging Files as 3D” on page 30.

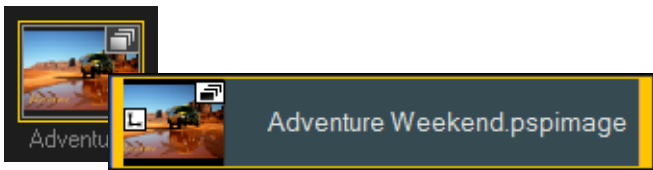


Aside from video files, you can also add video from DVD or DVD-VR formatted discs.

Adding photos

Photo clips are added to the Video Track the same way as video clips. Before you start adding photos to your project, determine the photo size that you want for all your photos. By default, Corel VideoStudio Pro adjusts the size to keep the photo's aspect ratio.

Corel PaintShop Pro PSPIMAGE files (*.pspimage) are now supported in Corel VideoStudio Pro. PSPIMAGE files that are imported into the Library have a multiple layer indicator so you can distinguish them from other types of media clips.



To make all inserted photos the same size as the frame size of your project

- 1 Click **Settings > Preferences > Edit**.
- 2 Change the **Image resampling** option default to **Fit to project size**.

To import PSPIMAGE files into the Timeline

- 1 Right-click a clip in the Library.
- 2 Click **Insert To** and select the track where you want to add your media clip.
- 3 Choose one of the following options:
 - **Layers** - lets you include the layers of a file into separate tracks
 - **Flatten** - lets you insert a flattened image into a single track



You can also drag the file directly into the Timeline and the program will automatically add the layers to separate tracks. To insert a flattened image, hold down **[Shift]** and drag the file.

Color

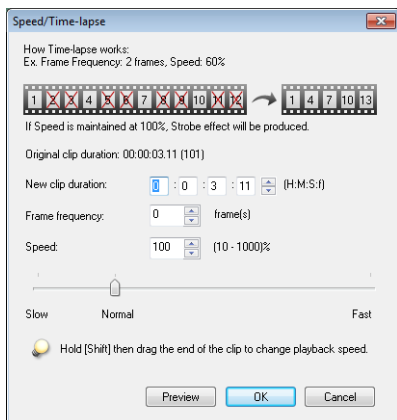
Color clips are usually added as backgrounds and are useful for titles. Adding of color clips on the Video Track follows the same procedure as that of video and image clips. For more information about adding color clips, see “Adding Color Clips” on page 97.

Speed and Time-lapse

You can modify the playback speed of your videos. Set your video in slow motion to emphasize a movement, or set it to play at lightning speed and give your movie a comical air. You can also use this feature to achieve time-lapse and strobe effects on your videos and photos.

To adjust the speed and time-lapse attributes of your video clip

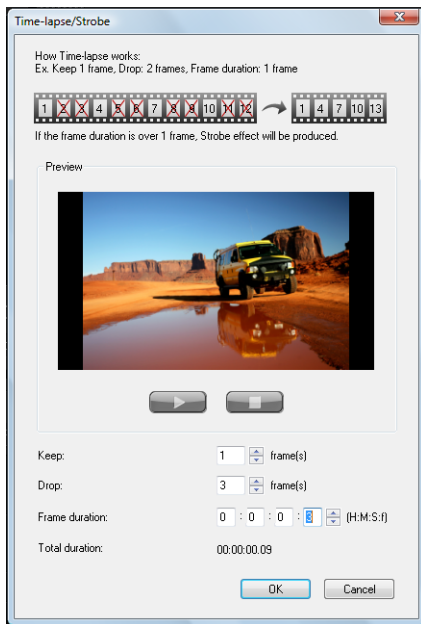
- 1 Click **Speed/Time-lapse** in the **Options Panel** of the **Edit Step**.



- 2 In **New clip duration**, specify a set duration for your video clip.
Note: If you want to maintain the original duration of your clip, do not change the original value.
- 3 In **Frame Frequency**, specify the number of frames to be removed at regular intervals during video playback.
Note: A higher value entered in Frame Frequency will produce a more noticeable time-lapse effect on your video. Otherwise, maintain the value at **0** to retain all frames in your video clip.
- 4 Drag the **Speed** slider according to your preferences (i.e., slow, normal or fast), or enter a value.
Note: The higher the value you set, the faster the playback of your clip. (Values range from 10-1000%).
- 5 Click **Preview** to view the results of your settings.
- 6 Click **OK**.

To apply Time-lapse/Strobe effects on your photos

- 1 Click **File > Insert Media File to Timeline > Insert Photo for Time-lapse/Strobe**.
- 2 Browse for the photos you want to include in your project and click **Open**.
Note: It is recommended to choose a series of photos taken in succession from your DSLR.
- 3 Specify the number of frames to be retained and removed in **Keep** and **Drop**.



Note: For example, you enter a value of 1 in Keep and 3 in Drop. This means that it will follow the interval to retain one frame and remove three frames for the set of photos selected.

- 4 In **Frame duration**, specify the exposure time for each frame.
- 5 Use the playback controls to preview the effect of the frame settings on your photos.
- 6 Click **OK**.

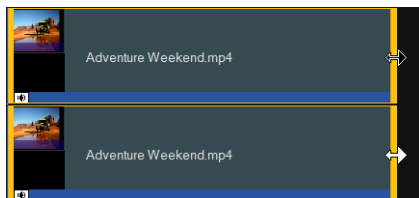


If the value of Frame Frequency is more than 1 and clip duration is the same, Strobe effect will be produced. If the value of Frame Frequency is more than 1 and clip duration is shortened, Time-lapse effect will be produced.



Hold **[Shift]** then drag the end of the clip on the Timeline to change the playback speed.

The black arrow means you are trimming or extending the clip, while the white arrow means that you are changing the playback speed.






Variable Speed

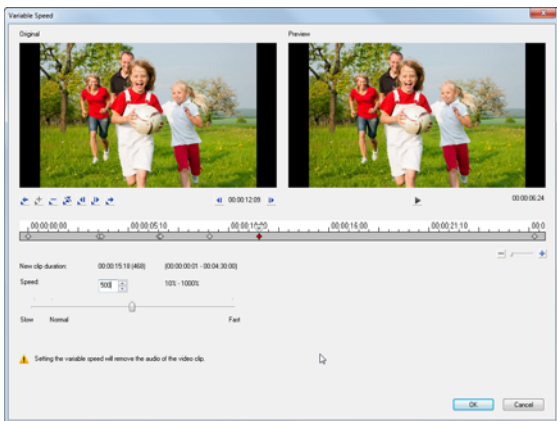
You can add variety to your project by modifying the playback speed of a clip at different intervals.



Setting the variable speed removes the audio of the video clip.

To adjust the variable speed attributes of your video clip

- 1 Click **Variable Speed** in the Options Panel of the Edit Step or right-click the clip and select **Variable Speed**.
- 2 Drag the Scrubber to the points where you want to add key frames.
- 3 Click **Add key frame**  to set the frame as a key frame in the clip. You can change the playback speed at each key frame.
- 4 To increase or decrease the speed, click the  buttons or enter a value in **Speed**.
You can also drag the slider from Slow to Normal or Fast.
- 5 Click the **Play** button  to preview the effect.



6 Click **OK** when finished.

Reversing video playback

You can reverse the playback of video clips.

To reverse video playback

- Click **Reverse video** in the Options Panel.

Replacing media clips

Media clips in the Timeline can be replaced in their current position. When you replace a clip, the attributes of the original clip are applied to the new clip.

To replace a clip

- 1 In the Timeline, right-click the media clips you want to replace.
- 2 Choose **Replace clip** from the right-click menu.

The **Replace/relink clip** dialog box appears.

- 3 Browse for the replacement media clips and click **Open**.

The clip in the Timeline is automatically replaced.



The duration of the replacement clip must be equal to or longer than the duration of the original clip.

Hold **[Shift]** and click multiple clips to select two or more clips in the Timeline and repeat the process for replacing multiple clips. The number of replacement clips must match the number of clips that you selected in the Timeline.



You can also drag a video clip from the Library to the Timeline and hold the **[Ctrl]** key to automatically snap on a clip to be replaced.



Trimming a clip


The best part of editing your movie on your computer is the ease with which you can split and trim your clips with frame accuracy.

To split a clip into two

- 1 In Storyboard View or Timeline View, select the clip you want to split.
- 2 Drag the **Scrubber** to the point where you want to split the clip.

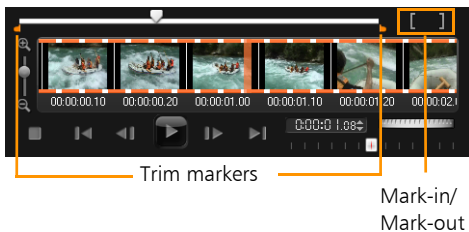


Note: Click  or  to set the cutting point more precisely.

- 3 Click  to split the clip into two clips. To remove one of these clips, select the unwanted clip and press **[Delete]**.

To trim a clip with the Trim markers using Single Clip Trimmer

- 1 Double-click a video clip in the Library or right-click on a video clip and choose **Single Clip Trim** to launch the **Single Clip Trim** dialog box.
- 2 Click and drag the Trim markers to set the Mark-in/Mark-out points on the clip.
- 3 For more precise trimming, click on a Trim marker, hold it, and use the left or right arrow keys on your keyboard to trim one frame at a time. The Mark-in/Mark-out points can also be set by pressing **[F3]** and **[F4]**, respectively.



- 4 To preview the trimmed clip only, press **[Shift + Space]** or hold **[Shift]** and click the **Play** button.

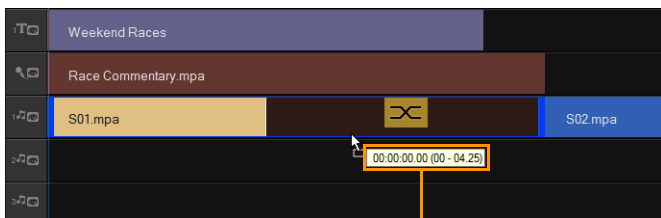
Note: You can also use zoom controls to display each frame of your video on the Timeline and trim one frame at a time. The **Scroll Bar** makes navigating through your project quicker and easier. A wheel mouse can also be used to scroll, and to zoom by pressing **[Ctrl]**.

To trim a clip directly on the Timeline

- 1 Click a clip on the **Timeline** to select it.
- 2 Drag the **Trim markers** on either side of the clip to change its length. The Preview Window reflects the position of the Trim marker in the clip.

Note: Instant timecode tip is a feature of Corel VideoStudio Pro that allows you to add clips with a specific timecode. It appears

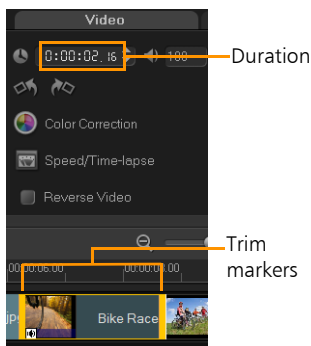
while trimming and inserting overlapping clips on the Timeline, enabling you to make adjustments based on the timecode shown. For example, the instant timecode tip appears with the format 00:00:00.00 (00 - 04.25). 00:00:00.00 indicates the current timecode where the selected clip is located. The (00 - 04.25) start-end range represents the duration of one overlapping clip with the previous clip and another overlapping with the next clip.



Instant timecode tip

To trim a clip using the Duration box

- 1 Click a clip on the **Timeline** to select it.
- 2 Click the timecode in the **Duration** box in the Options Panel and enter the desired clip length.



Note: Changes made in the video **Duration** box only affect the Mark-out point. The Mark-in point remains unchanged.

Split by Scene


Use the Split by Scene feature in the Edit Step to detect different scenes in a video file and automatically break it down into several clip files.

The way Corel VideoStudio Pro detects scenes depends on the type of video file. In a captured DV AVI file, scenes can be detected in two ways:

- **DV Recording Time Scan** detects scenes according to their shooting date and time.
- **Frame Content** detects content changes, such as motion change, camera shifting, brightness change, etc., and splits them into separate files.

In an MPEG-1 or MPEG-2 file, scenes can only be detected based on content changes (i.e., by **Frame Content**).

To use Split by Scene on a DV AVI or MPEG file

- 1 Go to the **Edit** Step and select a captured DV AVI file or an MPEG file on the Timeline.
- 2 Click **Split by Scene** button  in the Options Panel. This will open the **Scenes** dialog box.
- 3 Choose your preferred scan method (**DV Recording Time Scan** or **Frame Content**).
- 4 Click **Options**. In the **Scene Scanning Sensitivity** dialog box, drag the slider to set the **Sensitivity** level. A higher value means more precision in the scene detection.
- 5 Click **OK**.

- Click **Scan**. Corel VideoStudio Pro then scans through the video file and lists all the detected scenes.

You may merge some of the detected scenes into a single clip. Simply select all the scenes that you want to join together then click **Join**. The plus sign (+) and a number indicates how many scenes are merged into that particular clip. Click **Split** to undo any Join actions that you have done.

- Click **OK** to split the video.



Multi-trimming your video


The Multi-trim Video feature is another method for breaking down a clip into multiple segments. While Split by Scene is automatically done by the program, Multi-trim Video gives you complete control over the clips you wish to extract, making it even easier to include only the scenes you want.



Part	Description
1 - Timeline zoom	Drag up and down to sub-divide a video clip into frames per second.
2 - AccuCut Timeline	Scan a video clip frame by frame for accurate mark-in and mark-out positions.
3 - Jog Wheel	Use to scroll to different parts of the clip.
4 - Playback Speed Control	Preview the clip at different playback speeds.

To trim a video file into multiple clips

- 1 Go to the Edit Step and select the clip that you want to trim.
- 2 Double click the clip to open the Options Panel.
- 3 Click **Multi-trim Video** in the **Options Panel**.
- 4 View the whole clip first by clicking **Play** to determine how you want to mark segments in the **Multi-trim Video** dialog box.
- 5 Choose the number of frames to display by dragging the Timeline zoom. You can choose to display the smallest subdivision of one frame per second.
- 6 Drag the **Scrubber** until you get to the part of the video that you want to use as the beginning frame of the first segment. Click **Set Mark-in** button .
- 7 Drag the **Scrubber** again, this time, to the point where you want the segment to end. Click **Set Mark-out** button .
- 8 Do steps 4 and 5 repeatedly until you have marked all the segments you want keep or remove.

Note: To mark segments in and out, you can press **[F3]** and **[F4]** while playing the video. You can also click the **Invert Selection** button  or press **[Alt+I]** to toggle between marking segments

that you want to retain or marking segments that you want taken out from the clip.

Quick search interval allows you to set a fixed interval between frames and browse through the movie using the set value.

- 9 Click **OK** when finished. The video segments that you kept are then inserted onto the Timeline.

Navigation controls in the Multi-trim Video dialog box



[F5] [F6]

Reverses or advances through the video in fixed increments. By default, these buttons move up or down through the video in increments of 15 seconds.



Plays a preview of the final trimmed video.



Plays the video file. Hold **[Shift]** then click to play only the selected segments.



Moves to the start or end frame of a trimmed segment.



Moves to the previous/next frame in the video.



Repeats playback of video

Saving trimmed clips

Frequently, when you make changes (i.e., after auto-splitting clips using Split by Scene, extracting clips using Multi-trim Video, or manually trimming clips), you may wish to make a permanent change to the clip and save the edited file. Corel VideoStudio Pro gives you a margin of safety since it saves the trimmed video to a new file and does not alter the original file.

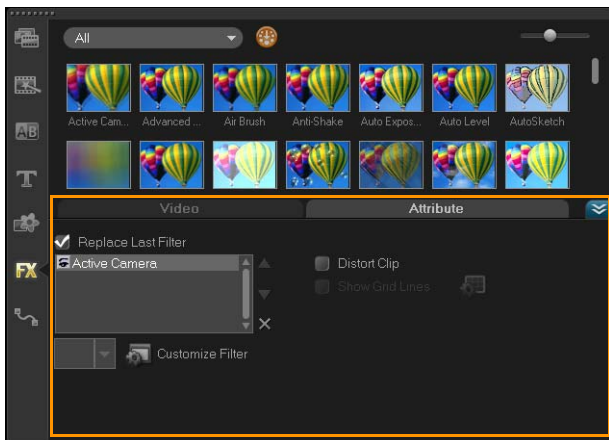
To save a trimmed clip

- 1 In the Storyboard View, Timeline View, or the Library, select a trimmed clip.
 - Click **File > Save Trimmed Video**.

The Edit Step Options Panel

The **Options Panel** in the **Edit Step** allows you to modify the media, transitions, titles, graphics, animation, and filters that you add to the Timeline.

The elements that you use in your project or effects that you apply to your clips can be modified or fine tuned in the **Attribute** tab.



Video: Video tab

- **Video Duration** — Displays the duration of the selected clip in hours:minutes:seconds:frames. You can trim the selected clip by changing the clip duration.

- **Clip volume** — Allows you to adjust the volume of the audio segment of your video.
- **Mute** — Silences the audio segment of your video without deleting it.
- **Fade-in/out** — Gradually increases/decreases the volume of the clip for a smooth transition. Select **Settings > Preferences > Edit** to set the fade-in/out duration.
- **Rotate** — Rotates the video clip.
- **Color Correction** — Allows you to adjust the hue, saturation, brightness, contrast, and gamma of the video clip. You can also adjust the White balance of the video or photo clip or make auto tone adjustments.
- **Speed/Time-lapse** — Allows you to adjust the playback speed of your clip and apply Time-lapse and Strobe effects.
- **Variable Speed** — Allows you to adjust the playback speed of a clip at different intervals.
- **Reverse video** — Plays the video backward.
- **Take a Snapshot** — Saves the current frame as a new image file and places it in the Library. All enhancements made to the file are discarded before saving.
- **Split Audio** — Allows you to separate the audio from a video file and place it on the Voice Track.
- **Split by Scene** — Splits a captured DV AVI file based on the shooting date and time, or the changes in video content (i.e., motion change, camera shifting, brightness change, etc.).
- **Multi-trim Video** — Allows you to choose desired segments from a video file and extract them.

Photo: Photo tab




- **Duration** — Sets the duration of the selected image clip.


- **Rotate** — Rotates the image clip.
- **Color Correction** — Allows you to adjust the hue, saturation, brightness, contrast, and gamma of the image. You can also adjust the White balance of the video or image clip or make auto tone adjustments.
- **Resampling Option** — Lets you modify a photo's aspect ratio when a transition or effect is applied.
- **Pan & Zoom** — Applies the Pan & Zoom effect to the current image.
- **Presets** — Provides various Pan & Zoom presets. Choose a preset from the drop-down list.
- **Customize** — Allows you to define how to pan and zoom the current image.

Color: Color tab

- **Duration** — Sets the duration of the selected color clip.
- **Color Picker** — Click the color box to adjust the color.

Attribute tab

- **Mask & Chroma Key** — Allows you to apply overlay options such as mask, chroma key, and transparency.
- **Alignment Options** — Allows you to adjust object position in preview window. Set the option through the Alignment Options pop-up menu.
- **Replace last filter** — Allows the last filter applied to a clip to be replaced when you drag a new filter onto the clip. Clear this option if you want to add multiple filters to your clips.
- **Applied filters** — Lists the video filters that were applied to a clip. Click  or  to arrange the order of the filters; click  to remove a filter.

- **Presets** — Provides various filter presets. Choose a preset from the drop-down list.
- **Customize Filter** — Allows you to define the behavior of the filter throughout the clip.
- **Direction/Style** — Allows you to set the direction and style of entry/exit of the clip. This can be set to static, top/bottom, left/right, top-left/top-right, bottom-left/bottom-right.
As for the style, you can set direction of entry/exit of clips through: **Rotate before/after pause duration** and **Fade in/out motion effect**.
- **Distort clip** — Allows you to modify the size and proportions of the clip.
- **Show grid lines** — Select to display the grid lines. Click  to open a dialog box where you can specify settings for the grid lines.

Assets and Effects

Video and photo files, transitions, titles, graphics, filters, and audio files are common elements in a movie production. The Library Panel provides quick access to these elements. Clicking a button in the Library Panel displays a specific media type or effect in the Library.

Media

The Media Library displays a selection of photos, videos and audio in the Library. These elements can be added to the corresponding tracks.



Video format support:

Input: AVI, MPEG-1, MPEG-2, HDV, AVCHD, M2T, MPEG-4, M4V, H.264, QuickTime*, Windows Media Format, MOD (JVC MOD File Format), M2TS, TOD, BDMV, 3GPP, 3GPP2, DVR-MS, FLI, FLC, FLX, SWF, DivX*, RM*, UIS, UISX, WebM

Output: DVAVI, MPEG-2, MPEG-4, H.264, QuickTime*, Windows Media Format, 3GP, 3GP2, AVCHD, BDMV, FLI, FLC, FLX, RM*, DivX*, UIS, UISX, WebM

*Drivers need to be installed to enable this option.

Image format support:

Input: BMP, CLP, CUR, EPS, FAX, FPX, GIF87a, IFF, IMG, JP2, JPC, JPG, MAC, MPO, PCD, PCT, PIC, PNG, PSD, PXR, RAS, SCT, SHG, TGA, TIF/TIFF, UFO, UFP, WMF, PSPImage, Camera RAW (RAW/CRW/CR2/BAY/RAF/DCR/MRW/NEF/ORF/PEF/X3F/SRF/ERF/DNG/KDC/D25/HDR/SR2/ARW/NRW/OUT/TIF/MOS/FFF), 001, DCS, DCX, ICO, MSP, PBM, PCX, PGM, PPM, SCI, WBM, WBMP

Output: BMP, JPG

Audio format support:

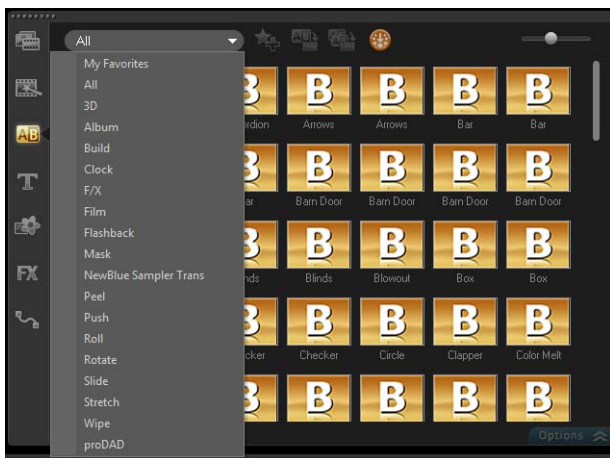
Input: Dolby Digital Stereo, Dolby Digital5.1, MP3, MPA, QuickTime, WAV, Windows Media Audio, MP4, M4A, Aiff, AU, CDA, RM, AMR, AAC, OGG

Output: Dolby Digital Stereo, Dolby Digital 5.1, M4A, OGG, WAV, WMA

Transitions

Transitions can help your movie switch smoothly from one scene to the next. They can be applied to single clips or in between clips on all tracks in the Timeline. Effective use of this feature can add a professional touch to your movie.

There are 16 types of transitions in the Library. For every type, you choose a specific preset effect by using the thumbnails.



To add a transition

- In the **Corel VideoStudio Pro Editor**, do one of the following:
 - Click **Transitions** in the Library and select from various categories of transitions from the drop-down list. Scroll through the transitions in the Library. Select and drag an effect between two video clips in the Timeline. Drop your effect and it will snap into place. You can only drag and drop one transition at a time.
 - Double-click a transition in the Library to automatically insert it into the first empty transition slot between two clips. Repeat this

process to insert a transition at the next cut. To replace a transition in your project, drag the new transition onto the transition thumbnail for replacement in the Storyboard View or Timeline View.

- Overlap two clips in the Timeline.

To add a transition automatically

- 1 Select **Settings > Preferences >** and click the **Edit** tab.
- 2 Under Transition Effect, enable **Automatically add transition effect**

The default transition is added automatically between clips.


Note: A default transition is always added automatically between overlapping clips, whether the **Automatically add transition effect** in **Preferences** is enabled or not.



To further customize transitions, you may also do one of the following:

- In **Default transition effect duration**, enter a value for the number of seconds you want transitions to take place in between clips.
- Choose a transition effect from the **Default transition effect** drop-down menu.
- In **Random effects**, click the **Customize** button and select transitions you want to use in your project when transitions are added in between clips.

To add a selected transition to all video track clips

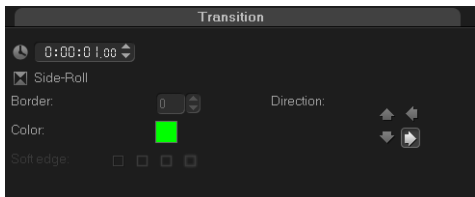
- 1 Select the thumbnail of the transition.
- 2 Click the **Apply current effect to video track** button  or right-click on the transition and select **Apply current effect to video track**.

To add random transitions to all video track clips

- Click the **Apply random effect(s) to video track** button .

To customize a preset transition

- 1 Double-click a transition effect in the Timeline.
- 2 Modify the attributes or behavior of the transition in the Options Panel.




To delete a transition

- Click on the transition to be removed and press **[Delete]**.
- Right-click on the transition and select **Delete**.
- Drag to separate two clips with transition effect.

Adding transitions to My Favorites

You can collect your favorite transitions from different categories and save them in the **My Favorites** folder. This way, you can easily find the transitions you use most often.

To save a transition in My Favorites

- 1 Select the thumbnail of the transition.
- 2 Click the **Add to My Favorites** button  to add the transition in the Favorites Library list.

Titles

Corel VideoStudio Pro lets you create professional-looking titles, complete with special effects, in minutes. While a picture may be worth a thousand words, the text in your video production (i.e., subtitles, opening and closing credits, etc.) adds to the clarity of your movie.

Adding titles

Corel VideoStudio Pro allows you to add text either in multiple text boxes or in a single text box. Using multiple text boxes gives you the flexibility to position the different words of your text anywhere on the video frame and allows you to arrange the stacking order of the text. A single text box works well when you are creating opening titles and end credits for your projects.

To add multiple titles directly on the Preview Window

- 1 Click **Title** in the Library Panel.
- 2 Double-click the Preview Window.
- 3 In the **Edit** tab, select **Multiple titles**.
- 4 Use the buttons in the **Navigation Panel** to scan your movie and select the frame where you want to add the title.
- 5 Double-click the Preview Window and type in your text.

Click outside the text box when you are done typing. To add another set of text, double-click again on the Preview Window.

You can also add a preset title from the Library and modify the text on the Preview Window by dragging a preset title thumbnail from the Library to the Title Track. and modifying the text on the Preview Window.



You can add multiple titles and modify the attributes of each title.



Title clips can be placed on Title, Video and Overlay tracks.

To add a preset title to your project


- 1 Click **Title** in the Library Panel.
- 2 Drag and drop the preset text onto the Title Track.

Note: You can modify a preset title by double-clicking it on the Preview Window and entering new text. Open the Options Panel to edit the title attributes.

Adding titles with the Subtitle Editor

The Subtitle Editor lets you add titles to video or audio clips. Easily add on-screen narration or song lyrics for music videos, or subtitles with precise frame entry and exit using timecodes!

To launch the Subtitle Editor



- 1 Select a video or audio clip in the Timeline.
- 2 Click the **Subtitle Editor** button .

The **Subtitle Editor** dialog box appears.




You can also launch the Subtitle Editor dialog box by right-clicking a selected video or audio clip in the Timeline and choosing **Subtitle Editor**.


To add subtitles manually with the Subtitle Editor

- 1 In the **Subtitle Editor** dialog box, drag the scrubber or play the video to the part where you want to add titles.
- 2 Using the playback controls or manual scrubbing, click the **Mark in**  and **Mark out**  buttons to define the duration of each subtitle.

Each subtitle segment manually added will appear in the Subtitle list.

Note: You can also click the **Add a new subtitle** button  to add a subtitle segment on the current location of the scrubber. If you click this button while the scrubber is on an existing subtitle segment, the program will seamlessly create an end point of the existing subtitle segment and the start point of a new subtitle segment.



Click the **Waveform view** button  to display the audio waveform of the video clip. This is helpful in determining areas that have significant audio levels.

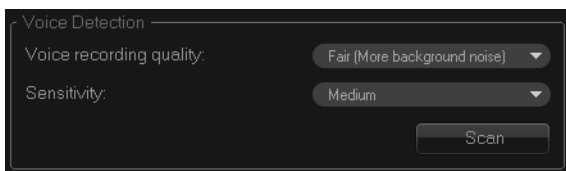
To add subtitles automatically with the Subtitle Editor

- 1 In the **Voice Detection** area, select settings in the **Voice recording quality** and **Sensitivity** drop-lists that correspond to the characteristics of the audio quality in your video.
- 2 Click **Scan**.

The program will automatically detect subtitled segments based on audio levels.


The subtitle segments are added to the Subtitle list.

Note: Voice Detection will be activated only if your video clip has audio.



For better voice detection results, it is best to use videos with clear speech and less background noise. This feature works best for video tutorials, speeches and video presentations.

To import subtitle files using the Subtitle Editor

- 1 Click the **Import subtitle file** button  and browse for subtitle files that you want to import.
- 2 Click **Open**.

The selected subtitles appear in the Subtitle List.







All subtitle segments previously added manually or automatically, along with its properties, will be replaced by the selected subtitle files.

To edit subtitles by using the Subtitle Editor

- 1 For each subtitle in the Subtitle list, click the default text to activate the text box and type the text you want. Click outside the text box when you finish editing the text.
Repeat this step for all subtitle segments.

	Start	End	Subtitle
1	00:00:00.03	00:00:00.16	It was a beautiful sunny morning
2	00:00:01.15	00:00:02.16	I decided to take a walk
3	00:00:03.18	00:00:05.01	And see the world...
4	00:00:06.15	00:00:07.16	
5	00:00:09.00	00:00:11.01	Add a new subtitle...


- You can further customize titles in your project by using the following options:

Part	Description
	Delete selected subtitles — Deletes the selected subtitle segment
	Join subtitles — Merges two or more selected subtitles
	Time offset — Introduces timing offsets for the entry and exit of subtitle segments
	Text Options — Launches a separate dialog box where you can customize the font attributes, style and position of subtitles

- Click **OK**.

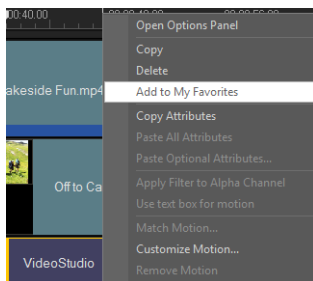
All segments in the Subtitle list will appear on the Title Track in the Timeline.

To save subtitle files using the Subtitle Editor

- Click the **Export subtitle file** button  and browse for the path where you want to save the subtitle file.
- Click **Save**.

Saving your titles to My Favorites in the Library

If you still intend to use the title you have created for other projects, it is recommended that you save to My Favorites in the Library. You can drag a title to the Library to save it or right-click the title clip in the Timeline and click **Add to My Favorites**.



The Title Safe Area

It is recommended to keep your text within the title safe area. The title safe area is the rectangular white outline on the Preview Window. Keeping the text within the bounds of the title safe area will make sure the title does not get cut off at the edges.

To show or hide the title safe area

- 1 Click **Settings > Preferences**.
- 2 Under the **General** tab, click **Display title safe area on Preview Window**.

Editing titles

To edit titles

- 1 Select the title clip on the Title Track and click the Preview Window to enable title editing.

- 2 Modify the properties of the title clip by using the different options in the **Edit** and **Attribute** tabs of the Options Panel.

To adjust the duration of title clips

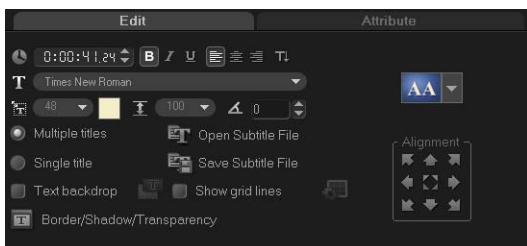
- Do one of the following:
 - Drag the handles of the clip
 - Enter a **Duration** value in the Edit tab.



To see how the title appears on the underlying video clip, select the title clip and then click **Play Trimmed Clip** or drag the **Scrubber**.

Modifying text attributes

Modify the attributes of your text, such as font face, style, size, and more, by using the available settings in the Edit tab of the Title Library. Click **Title** in the Library then go to the Edit tab to apply options available for modifying text attributes.




More options allow you to set the style and alignment, apply **Border**, **Shadow** and **Transparency** and add a **Text backdrop** to your text.



You can apply preset styles to your title by clicking the Title Style Preset button.


A text backdrop superimposes your text on an ellipse, rounded rectangle, curve-edged rectangle and a rectangle color bar.

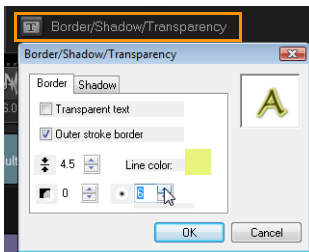
To add a text backdrop

- 1 Click the **Customize text backdrop attributes** button  to open the **Text Backdrop** dialog box.
- 2 Choose a solid background bar or shapes that fit with text.
- 3 Choose the color of your backdrop. Use a solid or gradient color and set the transparency.



To modify text border, transparency, and add shadows

- Click the **Border/Shadow/Transparency** button  in the Options Panel and set attributes using the **Border/Shadow/Transparency** dialog box.



To rotate text in the Preview Window


- 1 Select a text to display the yellow and purple handles in the Preview Window.
- 2 Click and drag a purple handle to the position you want.

Note: You can also rotate text using the Options Panel. In the **Edit** tab, specify a value in **Rotate by degree** to apply a more precise angle of rotation.

Applying animation

Apply motion to your text using title animation tools, such as Fade, Moving Path, and Drop.

To apply animation to the current text

- 1 In the **Attribute** tab, select **Animation** and **Apply**.
- 2 Select the animation category from the **Type** drop-down list and select the specific preset animation from the box under **Type**.
- 3 Click the **Customize animation attributes** button  to open a dialog box where you can specify animation attributes.
- 4 In some animation effects, you can drag the **Pause duration handles** to specify how long the text will pause after it enters and before it exits the screen.





Pause duration handles

Applying title effects

Apply filters to your text using preset Title Effects such as Bubble, Mosaic, and Ripple. The title filters are in a separate **Title Effects** category.

To apply title filters to the current text

- 1 Click **Filter** and choose **Title Effects** in the Gallery drop-down menu. The Library displays the thumbnails of various filters under the Title Effects category.
- 2 Select the clip in the Timeline then choose the title filter from thumbnails shown in the **Library**.
- 3 Drag and drop the title filter onto your clip in the Title Track.
Note: By default, the filter applied to a clip is always replaced with the new filter dragged onto the clip. In the **Attribute** tab of the Options Panel, clear **Replace last filter** to apply multiple filters to a single title.
- 4 Click **Customize Filter** in the **Attribute** tab of the Options Panel to customize the attributes of the title filter. Available options depend on the selected filter.
- 5 Preview how your clip looks with the video filter applied to it using the Navigator.

Note: When there is more than one title filter applied to a clip, you can change the order of filters by clicking  or . Changing the order of the title filters will have different effects on your clip.

Graphic

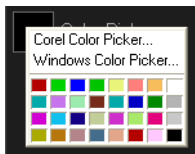
The Graphic Library contains color clips, objects, frames and flash animation.

Adding Color Clips

Color clips are solid colored backgrounds. You can use the preset color clips or create new color clips in the Library. For example, you can insert a black color clip as background for end credits.

To select a color clip in the Color Library

- 1 Select **Graphic** from the Library Panel and choose **Color** from the Library drop-down list.
- 2 Choose the desired color as displayed in the Library and drag to the Video or Overlay Track.
- 3 To add a color that is not in the Library, click the color box beside the color picker. Here, you can select a color either from Corel Color Picker or the Windows Color Picker.



- 4 Set the **Duration** of the color clip in the Options Panel.

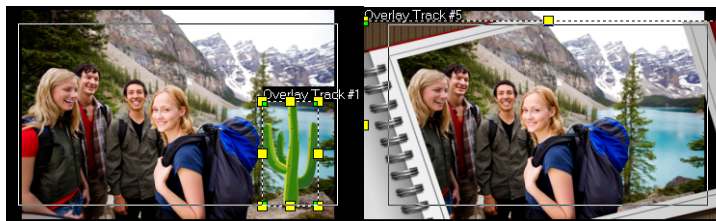
Adding Objects or Frames

Add decorative objects or frames to your videos as Overlay clips.

To add an object or frame

- 1 Select **Graphic** in the Library.
- 2 From the drop-down list, you can choose to add **Object** or **Frame**.

- 3 Select an object or frame and drag it onto the **Overlay Track** in the **Timeline**.
- 4 Click the **Attribute** tab to resize and reposition the object or frame.
Note: You can also resize an object by double-clicking it on the Preview Window and dragging the yellow handles.



Object

Frame

Adding Flash animations

Give more life to your videos by adding Flash animations as Overlay clips.

To add a Flash animation

- 1 From the drop-down list in the **Graphic Library**, select **Flash Animation**.
- 2 Select a Flash animation then drag it onto the **Overlay Track**.
- 3 Click the **Options** button.
- 4 In the **Attribute** tab, customize your Flash Animation.



Customizing objects, frames and animations

Use the various options available in the **Edit** and **Attribute** tabs to customize your object and frame. You can add animation, apply transparency, resize the object or frame, and more.

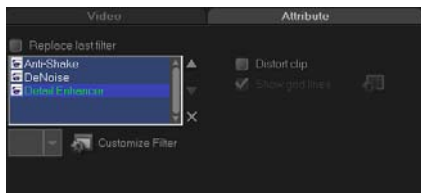
Filters

Video filters are effects that you can apply to clips in order to change their style or appearance. Using filters is a creative way to enhance your clips, or correct flaws in your video. For example, you can make a clip look like a painting or improve its color balance.

Filters can be applied alone or in combination to the Video, Overlay, Title and Audio Tracks.

To apply a video filter to a photo or video clip in the Video Track

- 1 Click **Filter** in the Library to display the thumbnails of various filter samples.
- 2 Select the clip in the Timeline then choose the video filter from thumbnails shown in the **Library**.
- 3 Drag and drop the video filter onto your clip in the Video Track.





- 4 Click **Customize Filter** in the **Attribute** tab of the Options Panel to customize the attributes of the video filter. Available options depend on the selected filter.

- 5 Preview how your clip looks with the video filter applied to it using the Navigator.

Applying multiple filters

By default, the filter applied to a clip is always replaced with the new filter dragged onto the clip. Uncheck **Replace last filter** to apply multiple filters to a single clip. Corel VideoStudio Pro allows you to apply a maximum of five filters to a single clip.

You can also choose the filter to be previewed through the selection in the view toggle. In the event that you choose to render your project, only enabled filters will be included in your movie.

When there is more than one video filter applied to a clip, you can change the order of filters by clicking  or . Changing the order of the video filters will have different effects on your clip.

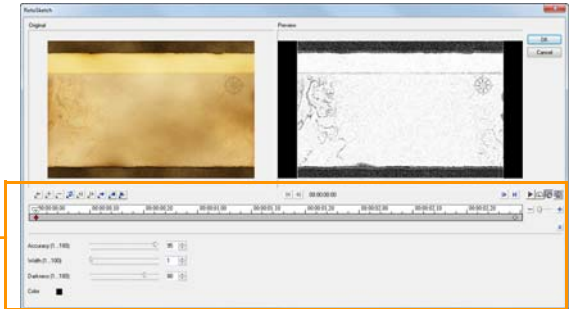
Key frame settings

Corel VideoStudio Pro allows you to customize video filters in a variety of ways, such as by adding key frames to your clips. Key frames let you specify a different attribute or behavior for your video filter. This gives you the flexibility to determine how your video filter will look at any point in a clip and to vary the intensity of an effect over time.


To set key frames for your clips

- 1 Drag and drop a video filter from the Library onto a clip on the Timeline.
- 2 Click **Customize Filter**. The dialog box for the video filter appears.
Note: The available settings are different for each video filter.
- 3 In the **Key frame controls**, drag the **Scrubber** or use the arrows to go to the frame where you'd like to change the attributes of your video filter.







Key frame
Controls






Note: You can use the mouse wheel to zoom in or out of the Timeline Control bar for precise placement of key frames.

- 4 Click **Add key frame**  to set that frame as a key frame in the clip. You can adjust the video filter settings for that particular frame.

Note: A diamond-shaped mark  on the Timeline Control bar appears and indicates that the frame is a key frame in the clip.

- 5 Repeat steps 3 and 4 to add more key frames to your clip.
- 6 Use the Timeline controls to edit or to go to a key frame in the clip.
 - To delete a key frame, click **Remove key frame** .
 - Click **Reverse key frames**  to reverse the sequence of key frames on the Timeline such that the sequence starts with the last key frame and ends with the first key frame.
 - To move to the succeeding key frame, click **Go to next key frame** .
 - To move to the key frame prior to the one selected, click **Go to previous key frame** .
- 7 Click **Fade In**  and **Fade Out**  to establish fade points in your filter.
- 8 Adjust the video filter settings according to your preferences.

- 9 Preview the changes you've made by clicking **Play**  in the Preview Window of the dialog box.
- 10 Click **OK** when finished.
Note: To preview the clip with the video filter applied, use the Preview Window or an external device such as a TV monitor or DV camcorder.
To choose the display medium, click , then click  to open the **Preview Playback Options** dialog box.

Audio

Sounds are one of the elements that determine the success of your video production. Corel VideoStudio Pro allows you to add both narration and music to your project.

The Audio feature in Corel VideoStudio Pro consists of two tracks: **Voice** and **Music**. You can insert narration on the **Voice Track** and background music or sound effects on the **Music Track**.

For more information on working with audio files, see Adding audio files, Adding voice-over narration, and Adding background music.

Copying and pasting media clip attributes

You can use the attributes of one clip and apply it to a different clip in your movie project. When working with audio, you can also add filters to audio clips in the **Music & Voice Options Panel** in the **Edit Step**.

To copy and paste media clip attributes

- 1 Right-click the source clip and choose **Copy Attributes**,
- 2 Right-click the target clip and choose **Paste All Attributes**.



You can also choose the attributes to paste into another media clip. Right-click the target clip and select **Paste Optional Attributes**. Choose the attributes you want to paste into the target clip and click **OK**.


Taking snapshots in the Edit Step

You can take a photo snapshot in the **Edit Step** by selecting a specific frame on the Timeline and saving it as an image file.

To capture photos

- 1 Click **Settings > Preferences > Capture**.
Choose **Bitmap** or **JPEG** as the **Snapshot format**.
Note: If you select **JPEG**, set the **Snapshot quality**.
- 2 Click **OK**.
- 3 Select a video clip in your project.
- 4 Drag the **Scrubber** to the frame you want to capture.
- 5 Click **Edit > Take a Snapshot**. The photo snapshot is automatically added to the Library and saved to your working folder.

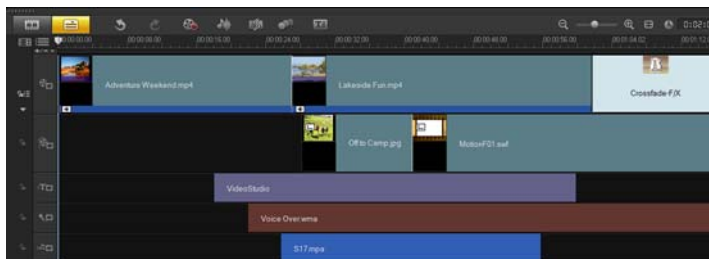


You can also take snapshots of the current position of the Scrubber by choosing **Snapshot** from  **Record/Capture Option**.

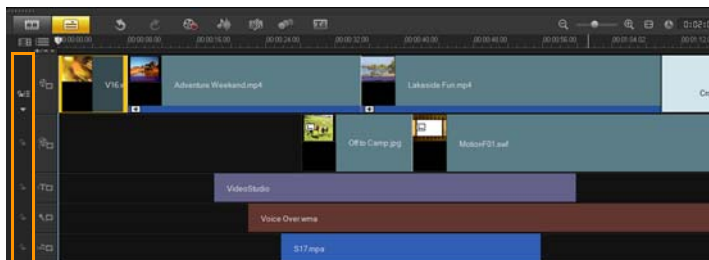
Ripple Editing

Ripple Editing allows you to insert or remove clips while automatically moving other clips (including empty spaces) accordingly, to make room for it on the Timeline. Ripple editing begins after the insertion point. Use this mode to maintain the original synchronization of tracks when inserting or deleting clips.

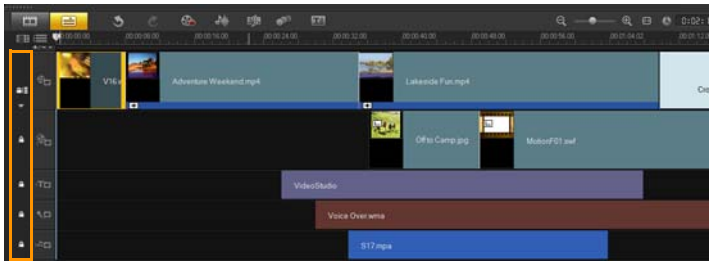
This feature is useful when you want other titles or tracks to play along with a particular moment in the video. This also makes editing more efficient by keeping all tracks synchronized, using the video track as reference.



Original Timeline



Timeline after a clip is inserted in the Video Track with Ripple Editing disabled. Only the clips on the Video Track are moved when a new clip is inserted.



Timeline after a clip is inserted in the Video Track with Ripple Editing enabled on some tracks. Clips on the tracks with Ripple Editing enabled move when a new clip is inserted to maintain original synchronization.

To insert clips in Ripple Editing mode

- 1 Click **Enable/Disable Ripple Editing** to activate the panel, then select the corresponding box for each track where you want to apply Ripple Editing.
- 2 Drag the clip to insert from the Library to the desired position on the Timeline. As soon as the new clip is in place, all clips where Ripple Editing is applied will shift accordingly while maintaining their track positions relative to one another.

Note: Ripple Editing also works in removing clips.

Enabling and disabling tracks

You can show or hide tracks from playback or when you render your video. You can also see the effect of each track in a project without having to delete and reimport media clips repeatedly.



The eye on the Track buttons indicate the status of each track. When enabled, an open eye appears. When disabled, the closed eye appears and the selected track is grayed out.



To enable tracks

- Click the **Track button** of the track that you want to show.
The track is enabled and included when you render or play your project.

To disable tracks

- Click the **Track button** of the track that you want to hide.
The track is disabled when you render or play your project.

Editing with Smart Proxy

The main purpose of the Smart Proxy feature is to have a more fluid editing experience when working with large, high resolution video files.

When you edit and preview your project, proxy files will be used as substitutes for their large video source counterparts. This feature works especially for handling video footage shot in HD, which can take up a lot of your computer's resources to process. Whereas when you render a video file, the original video source files will be used.

Proxy files are lower resolution working copies of video files. They are reduced in resolution or compression bit rate -- to speed up editing of high definition files such as HDV and AVCHD. Proxy files are source-dependent rather than project-dependent. In other words, proxy files can be shared among different projects. Smart Proxy can also be used with other video file formats and is not limited to HD files.

To enable the creation of proxy files

- Click **Settings > Smart Proxy Manager > Enable Smart Proxy**.
Note: The Smart Proxy feature is enabled by default if the computer's hardware can support the feature. However, you can force the creation of proxies at any time by right-clicking on a file, or multiple files in the Timeline, and choose **Create Smart Proxy File**.

To set the environment when smart proxy files will be generated

- 1 Select **Settings > Smart Proxy Manager > Settings**.
- 2 In the **Performance** tab of the Preferences dialog box, you can customize Smart Proxy settings.



The **Smart Proxy File Manager** lists the source and proxy files. You can use this manager to delete proxy files you no longer need.

The **Smart Proxy Queue Manager** shows the files for which proxies will be generated.

In the case of HDV and AVCHD files, Smart Proxy is automatically activated during capture and use of these files in your project.

Once Smart Proxy is enabled, proxy files will automatically be created and used in your project whenever you insert video files into the Timeline.

To view the list of video files to be generated as proxy files

- 1 Go to **Settings > Smart Proxy Manager > Smart Proxy Queue Manager**.
- 2 Select the files you want to include in your queue.
- 3 Click **OK**.

Converting multiple files

Batch Convert allows you to convert a large number of files to another format in sequence.

To do Batch Convert

- 1 Click **File > Batch Convert**.
- 2 Click **Add** and then choose the files you want to convert.
- 3 Select an output folder in **Save in folder**.
- 4 In **Save as type**, choose your desired output type.
- 5 Click **Convert**.

The result is shown in the **Task Report** dialog box. Click **OK** to finish.

Enhancing clips

Corel VideoStudio Pro lets you improve the appearance of a video or image clip by adjusting its current properties such as its color settings in **Color Correction**.

Adjusting color and brightness

Adjust color and brightness settings of photos and video on the Timeline by clicking **Color Correction** in the Options Panel.

To adjust color and brightness

- 1 Select the video or image clip to enhance on the Timeline.

- 2 Drag the sliders to adjust the **Hue, Saturation, Brightness, Contrast** or **Gamma** of the clip.
- 3 Watch the Preview Window to see how the new settings affect the image.
Note: Double-click the appropriate slider to reset the original color setting of the clip.

Adjusting white balance

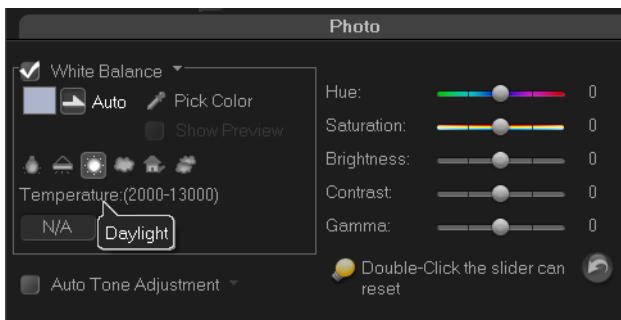
White balance restores the natural color temperature of an image by removing unwanted color casts due to conflicting light sources and incorrect camera settings.

For example, an object illuminated with incandescent lights may turn out too reddish or yellowish in an image or video clip. To successfully achieve a natural look, you need to identify a reference point in your image which represents the color white. Corel VideoStudio Pro gives you different options in selecting the white point:

- **Auto** — Automatically chooses a white point that is well-matched with the overall color of your image.
- **Pick Color** — Allows you to manually select the white point in the image. Use the Eyedropper Tool to pick a reference area that should be white or neutral gray.
- **White balance presets** — Automatically selects white point by matching specific light conditions or scenarios.
- **Temperature** — Allows you to specify color temperature of light sources in Kelvin (K). Lower values indicate Tungsten, Fluorescent and Daylight scenarios while Cloudy, Shade and Overcast fall under high color temperature.

To adjust White balance

- 1 Select a video or photo on the Timeline or the Library.
- 2 In the **Video** or **Photo** tab of the Edit Step Options Panel, click **Color Correction**.
- 3 Check the **White balance** option box.
- 4 Determine how you want to identify the white point. Choose among the different options (**Auto**, **Pick color**, **White balance presets** or **Temperature**).



- 5 If you have selected **Pick color**, choose **Show preview** to display a preview area in the Options Panel.
- 6 When you drag your cursor to the Preview area, it will change to an eyedropper icon.
- 7 Click to identify a reference point in your image which represents the color white.
- 8 Watch the Preview Window to see how the new settings affect the image.

Note: Click the **White balance** drop-down arrow to display more color adjustments you can use. Select either **Vivid Color** or **Normal Color** for the color intensity. As for the level of sensitivity of White balance, you can choose any of the following options: **Weaker**, **Normal** and **Stronger**.

Adjusting tones

To adjust the tone quality of your video or image clips

- Click **Color Correction** in the Edit Step Options Panel and select **Auto Tone Adjustment**.

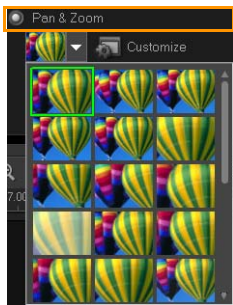
Note: You can indicate if you want the clip as **Brightest**, **Brighter**, **Normal**, **Darker** or **Darkest** by clicking the **Auto Tone Adjustment** drop-down menu.

Applying pan and zoom effect

Pan & Zoom is applied to photos, and it emulates the pan and zoom movements of a video camera. This is known as the “Ken Burns effect”.

To apply pan and zoom effect to photos


- Right-click the photo in the Timeline and select **Auto Pan & Zoom**.
Note: You can also apply pan and zoom to a photo by clicking **Pan & Zoom** in the **Photo** tab of the Options Panel.

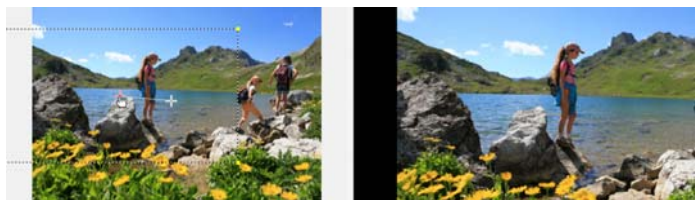


You can customize a pan and zoom effect. The procedure below shows an example of how to start zoomed in on a subject, then pan and zoom out to show the whole image.



To customize pan and zoom effect

- 1 In the **Photo** tab, select **Customize** under **Pan & Zoom**.
- 2 In the **Pan and Zoom** dialog box, the crosshairs  in the Original Window represent the key frames in the image clip where settings can be customized to produce the pan and zoom effect.
- 3 Drag the **Start** key frame, represented by crosshairs in the Image Window, to the area where you want to focus.



Image

Preview

- Zoom in on the area by minimizing the marquee box or by increasing the **Zoom ratio**.



Original



Preview


- Drag crosshairs of the **End** key frame to your desired final point.



Original




Preview

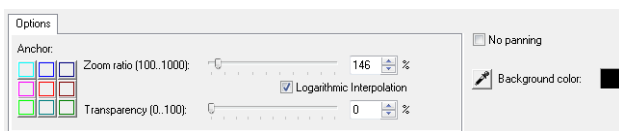
- Click the **Play** button  to preview the effect.
- Click **OK** to apply the effect to the image.

Additional options in the Pan and Zoom dialog box allow you to further customize this effect. Click the **Anchor** boxes to move the marquee box to fixed positions in the Original Window.



To zoom in or out of a fixed area without panning the image, select **No panning**.

To include a fade-in/out effect, increase the **Transparency**. The image will fade to the **Background color**. Click the color box to choose a background color, or use the eye dropper tool  to select a color on the Image Window.



Resizing and distorting clips

To resize or distort a clip

- 1 Select a clip in the Video Track then click the **Attribute** tab in the Options Panel.
- 2 Check the **Distort clip** option box. The yellow handles will appear. Do the following steps:
 - Drag yellow handles at the corners to resize the clip proportionally (A).
 - Drag yellow handles at the sides to resize without maintaining proportions (B).
 - Drag the green handles at the corners to skew the clip (C).



A

B

C

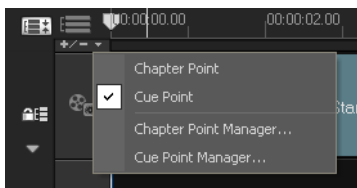
Adding cues and chapters

Adding cues and chapters helps you to navigate through a project and allows you to place comments on your Timeline. These cue and chapter marks are used mainly as project guides or disc menu chapters and interactive links in HTML5 projects.

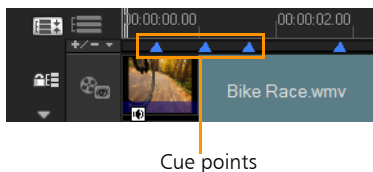
Cue points serve as markers that help in lining up media clips in a project. Chapter points specify disc menu chapters or hyperlinks.

To add project cues

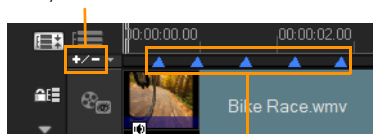
- 1 Click the **Chapter/Cue Menu**.



- 2 Click **Cue Point**.
- 3 Drag the cursor to where you want to add a cue point and click the bar below the Timeline ruler. Notice that a blue arrow icon is added.



Add/Remove Cue Point



Cue points

- 4 Repeat Step 3 to add more cue points.

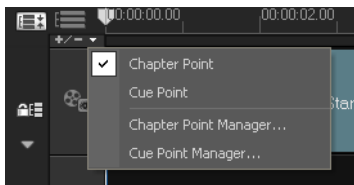
Note: You can also use the **Cue Point Manager** when adding cue points. Select **Add** and specify the timecode and name of cue for easy identification. Click **OK** and then **Close**.



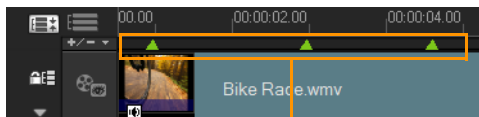
You can also add a cue point by dragging the Timeline slider to the desired cue point position in your project and clicking **Add/Remove Cue Point**.

To add chapters

- 1 Select **Chapter Point** in the **Chapter/Cue Menu**.



- 2 Drag the cursor where you want to add a chapter and click the bar below the Timeline ruler. Notice that a green arrow icon appears to indicate chapter points in your movie.



Chapter points

- 3 To edit a chapter, click on a chapter point and drag to a new position.
- 4 To rename a chapter, double click a chapter point and enter a new chapter name. Click **OK**.



To remove chapters and cues, drag the markers outside the Timeline ruler and release the mouse button. You can also drag the Timeline ruler to a chapter or cue point and click **Add/Remove Chapter Point** or **Add/Remove Cue Point**.



You can also drag the Timeline slider to the desired chapter point position in your project. Click the **Add/Remove Chapter Point**.

Working with Overlays

Another feature under the Edit Step is the application of overlay effects. This allows you to add overlay clips to combine with your videos in the Video Track. You can also use an overlay clip to create a picture-within-a-picture effect, or to add a lower third, which can make your movie production look more professional. Overlay tracks are also used to insert video while keeping the audio from the main track.

To make overlay clips with transparent backgrounds, you can create a 32-bit alpha channel AVI video file or an image file with an alpha channel. You can use programs such as Corel PaintShop Pro and CorelDRAW to create these video and image files.



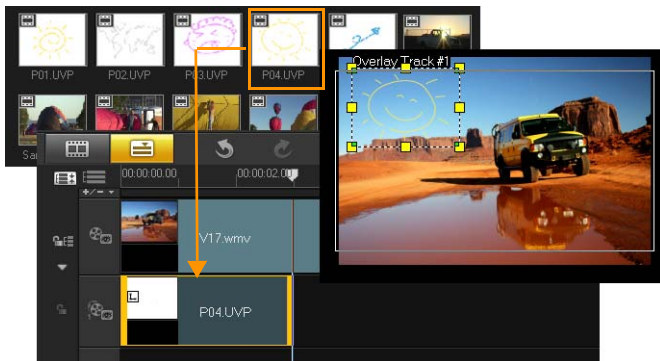
Another alternative is to use the Mask & Chroma Key function in Corel VideoStudio Pro to make a specific color on an image transparent.

Adding clips to the Overlay Track

Drag media files to the Overlay Track on the Timeline to add them as overlay clips for your project.

To add a clip to the Overlay Track

- 1 In the Library, select the media folder that contains the Overlay clip that you want to add to your project.
- 2 Drag the media file from the **Library** to the **Overlay Track** on the **Timeline**.



Note: You can also use color clips as Overlay clips. To add more tracks, see “Adding and Swapping Multiple Tracks” on page 119.

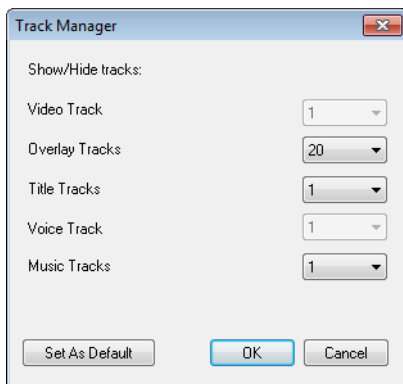
- 3 To customize the Overlay clip, click the **Attribute** tab. The Overlay clip is then resized to a preset size and positioned at the center. Use the options in the **Attribute** tab to apply direction/style to the Overlay clip, add filters, resize and reposition the clip, and more.

Adding and Swapping Multiple Tracks

You can insert media files on more than one Overlay Track for added impact in your movie. You can show, hide or swap Overlay Tracks in your project.

To add multiple tracks

- 1 Click **Track Manager** on the Toolbar.
- 2 Specify the number of tracks you want to display from the drop-down list for each track.




Click Set as Default to save current settings as defaults for all new projects.



You can add up to one Video track, 20 Overlay tracks, two Title tracks, one Voice track and three Music tracks.

In an HTML5 project, you can add up to three Background tracks, 18 Overlay tracks, two Title tracks, one Voice track and three Music tracks.

To swap tracks

- 1 Right-click on an Overlay track button  and select **Swap Tracks**.
- 2 Choose the corresponding Overlay track that you want to swap.
All media in the selected Overlay tracks swap.



This feature only works if you are working on projects with multiple Overlay Tracks.


Working with Overlay clips

Adding multiple Overlay Tracks gives you more creative possibilities for your movie. You can superimpose clips over a background video with portions of the overlay being transparent or add objects and frames to your video. Achieving different effects for your projects is easy when you know how to use Overlay clips and tracks.

Trimming Overlay clips

You trim a clip in the Overlay Track the same way you trim a clip in the Video Track.

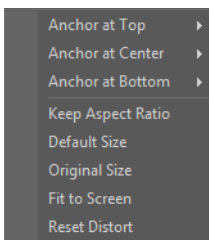
To split a clip in the Video and Overlay Tracks

- 1 Click **Project** as the Play mode and drag the slider to the part you want to cut.
- 2 Click the **Split Clip** button .

Repositioning the current Overlay clip

To reposition an Overlay clip

- Do one of the following:
 - Drag the Overlay clip to the desired area on the Preview Window. It is recommended that you keep the Overlay clip within the title safe area.
 - In **Timeline View**, click on the Overlay clip and click Options. In the **Attribute** tab, click **Alignment Options** and choose from a menu of position options.

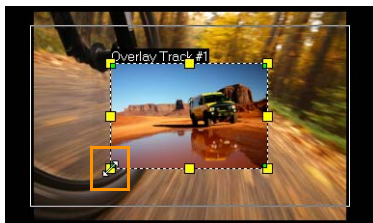


Resizing an Overlay clip

To resize an Overlay clip

- In the Preview Window, drag the handles on the Overlay clip to resize it.

Note: If you drag the yellow corner handle, it will keep the aspect ratio when you resize the clip.



To specify the alignment and size of the Overlay clip

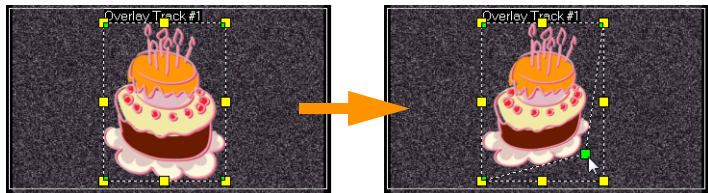
- Click **Alignment Options** in the **Attribute** tab and click your desired option to achieve your desired effect.

This resizes and adjusts the position of the Overlay clip.

Distorting an Overlay clip

To distort the Overlay clip

- Drag the green nodes at the corners of the outline box that surround the Overlay clip.



Dragging the green node distorts an overlay clip.

When you select the green node, the cursor becomes a smaller arrow with a small black box at its tail.



Hold **[Shift]** while dragging the green nodes to keep the distortion within the outline box of the current clip.

Combining Overlay clips to create an Ultra HD (4K) video

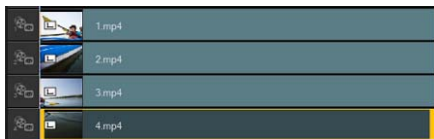
Some Ultra HD (4K resolution) videos are created by combining four full HD files shot with a 4K camera. Apart from adding Overlay effects, you can use Overlay Tracks to assemble HD videos into one Ultra HD (4K) movie.

To merge HD files using Overlay clips

- 1 In the **Library**, select the media folder that contains the four HD files that you want to assemble.

Each file represents a quadrant of the Ultra HD (4K) video.

- 2 Drag each file from the **Library** to an **Overlay Track** on the **Timeline**.



- 3 Resize the Overlay clips to make them fit into the **Preview Window**.

- 4 Reposition the Overlay clips. For more information, see “Repositioning the current Overlay clip” on page 121.



Even if you have not rendered the video, the Ultra HD (4K) video can be imported into a new project as a *.vsp file for easier editing.

Applying motion to an Overlay clip

To apply motion to an Overlay clip

- 1 In the **Attribute** tab, select the direction and style by which the Overlay clip will move to or from the screen under **Direction/Style** option.
- 2 Click a specific arrow to set where you want your clip to enter and exit in your movie.

You can rotate the clip or fade it in and out.



Pause duration determines how long your pause will be in the designated area before the clip exits the screen. If you applied motion to the Overlay clip, drag the **Trim markers** to set the **Pause duration**.

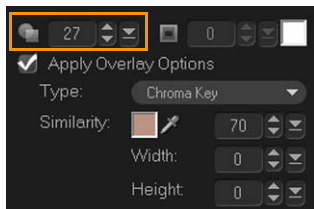


Enhancing Overlay clips

Applying transparency, border, chroma key, and filters can enhance your Overlay clips.

To apply transparency to an Overlay clip

- 1 In the **Attribute** tab, click **Mask & Chroma Key**.
- 2 Drag the **Transparency** slider to set the opacity of the Overlay clip.



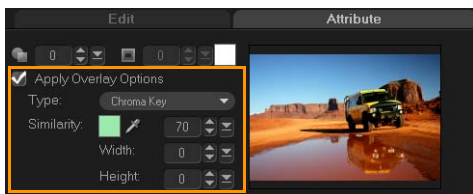
To add a border to an Overlay clip

- 1 In the **Attribute** tab, click **Mask & Chroma Key**.
- 2 Click the **Border** arrow keys to set the thickness of the border for the Overlay clip.
- 3 Click the **Border** color box located beside the arrow keys to set the color of the border.




Chroma keying an Overlay clip

Chroma keying makes a particular color in a clip transparent and shows the clip in the Video Track as background.



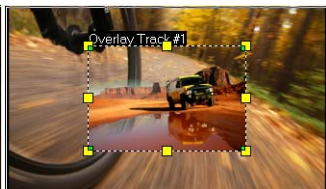
To specify Chroma Key settings to the current Overlay clip

- 1 Click **Mask & Chroma Key** in the **Attribute** tab.
- 2 Click **Apply Overlay Options**, then choose **Chroma Key** from the **Type** drop-down list.
- 3 In the Similarity option, use the eye dropper tool  to pick the color to be rendered as transparent in the Preview Window. As you click the eye dropper to pick the color mask, you can instantly see how chroma keying affects the image.
- 4 Move the color similarity slider to adjust the range color to be rendered transparent.

Note: You can also crop the overlay clip by setting Width and Height.



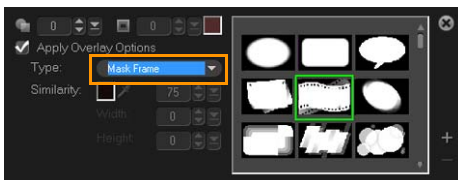
Without Chroma Key



With Chroma Key

Adding a mask frame

Adding a mask or a matte to an overlay clip applies a shape around it that you can render opaque or transparent.



To add a mask frame

- 1 Click **Mask & Chroma Key** in the **Attribute** tab.
- 2 Click **Apply Overlay Options** then choose **Mask Frame** from the **Type** drop-down list.
- 3 Select a mask frame.
- 4 Watch the Preview Window to see how the new settings affect the image.



- 5 To import a mask frame, first create a mask for your project. Click **+** and browse for the image file.

Note: You can use any image file for a mask. If your mask is not in the required 8-bit bitmap format, Corel VideoStudio Pro automatically converts the mask. You can use programs such as Corel PaintShop Pro and CorelDRAW to create an image mask.

Tracking, matching and customizing motion in video

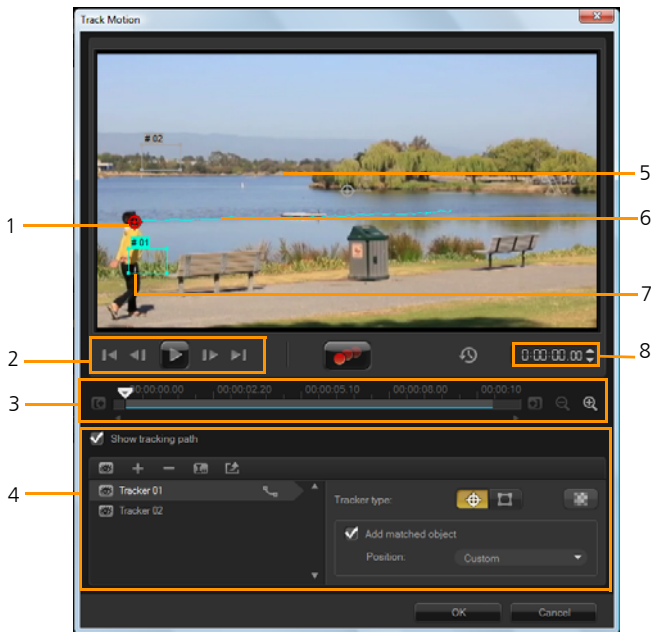
Corel VideoStudio Pro lets you create tracking paths in video clips and track particular elements in your video.

Motion Tracking eliminates the multiple and repetitive steps of adding objects into the Timeline and the use of key frames to induce movement. Using trackers, the program lets you track specific points or areas to create moving paths. You can use the generated moving paths to animate titles and overlays in video clips.

Furthermore, the motion tracking feature lets you create seamless optical illusions that allow for titles to be embedded into the video clips and follow camera movement, just like shooting video with titles originally in the footage!

For more information on Motion Tracking, see “Motion Tracking” on page 220.

Motion Tracking interface basics



Track Motion dialog box

Part

Description

1 — Tracker	Specifies the object being tracked to create the tracking path. This can also appear as an area depending on the selected tracker type.
2 — Playback Control	Buttons that control video playback.
3 — Timeline Control	The Video Timeline along with zoom and track in/out controls.

Part	Description
4 — Tracker Control	Buttons and options that let you control the properties of the trackers, tracking paths and matched objects.
5 — Preview Window	Shows the current video being played.
6 — Tracking path	The path of the motion tracked by the program.
7 — Matched object	Where the matched object is placed.
8 — Timecode	Lets you jump directly to a specific part of the video by specifying the exact timecode.

Track Motion buttons and options



Track Motion — Tracks the motion of the selected tracker in the video clip automatically.



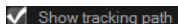
Reset to default position — Discards all actions.



Track in / Track out — Specifies a working range in the video clip where motion is tracked.








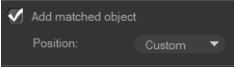
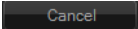
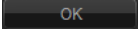
Zoom in / Zoom out — Adjusts your view of the Video Timeline.

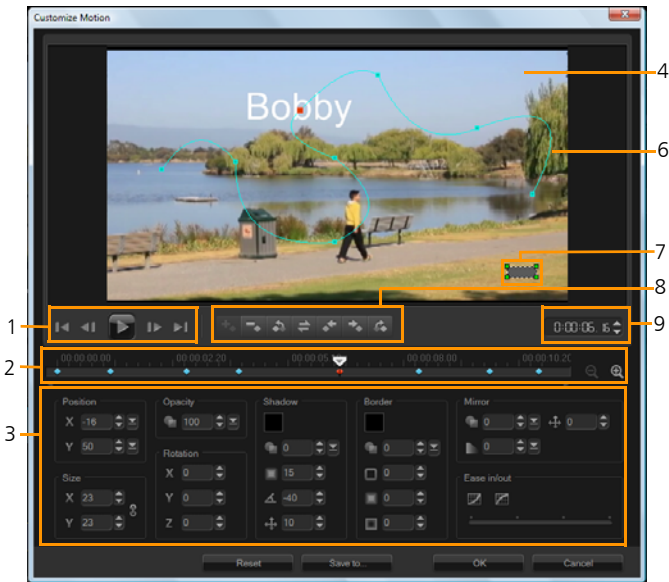


Show tracking path — Shows or hides the tracking path in the Preview Window.



The eye on each tracker indicates its status. When enabled, an open eye appears and the tracker is visible in the Preview Window. When disabled, the closed eye appears and the selected tracker is hidden.

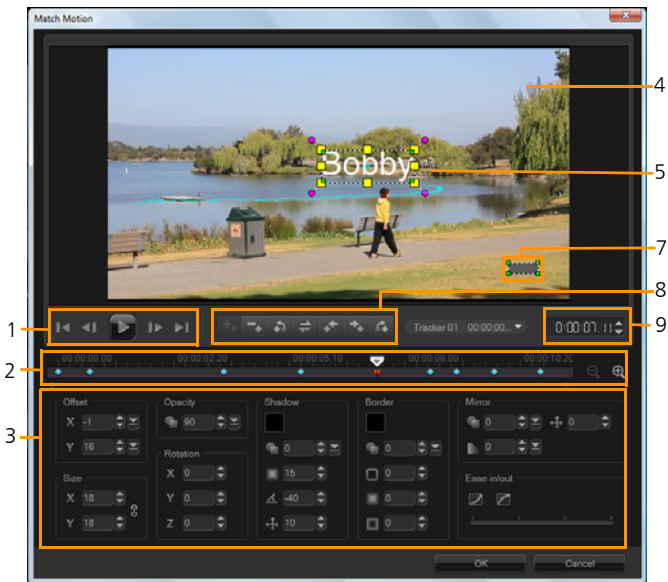
	Add tracker / Remove tracker — Adds and removes trackers
	Rename tracker — Renames the active tracker
	Save to path library — Saves the active paths to the path library.
	Set tracker as point / Set tracker as area — Toggles between using the tracker to follow the motion of a specific point or area
	Apply mosaic — Applies a mosaic effect over the tracked object. This button lets you blur the area of the tracked object.
	Add matched object — Adds a matched object and lets you adjust the position from the Position drop-down menu or the Preview Window.
	Cancel — Closes the Track Motion dialog box and discards any changes made on the video.
	OK — Closes the Track Motion dialog box and keeps the path tracked as a video attribute.



Customize Motion dialog box








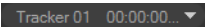
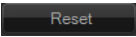
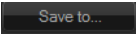

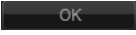
Part	Description
1 — Playback Control	Buttons that control video playback.
2 — Timeline Control	The Video Timeline along with zoom controls.
3 — Attribute Panel	Defines the Position, Size, Opacity, Rotation, Shadow, Border, Mirror and Ease in/out controls.
4 — Preview Window	Shows the current video being played.
5 — Matched object	Specifies where the matched object is placed, which can be a title or overlay. This is applicable only in Match Motion.

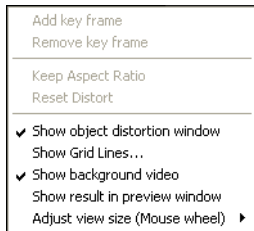
Part	Description
6 — Motion path	The path of the motion as manually defined. This is shown only in the Customize Motion dialog box.
7 — Object distortion	Controls the orientation of the video clip / overlay object.
8 — Keyframe Control	Adds, removes and controls the position / offset of key frames.
9 — Timecode	Lets you jump directly to a specific part of the video by specifying the exact timecode.



Match Motion dialog box

Match Motion / Customize Motion buttons and options

	Add keyframe — Adds a keyframe
	Remove keyframe — Removes a keyframe
	Go to previous keyframe — Jumps to the previously available keyframe
	Reverse keyframe — Reverses the current keyframe
	Move keyframe to the left — Moves the current key frame one step to the left
	Move keyframe to the right — Moves the current key frame one step to the right
	Go to next keyframe — Jumps to the next available keyframe
	Tracker menu — Lets you select the tracker that the matched object will follow. This is shown only in the Match Motion dialog box.
	Reset — Discards all actions. This is shown only in the Customize Motion dialog box.
	Save to — Saves the active paths to the path library. This is shown only in the Customize Motion dialog box.
	Cancel — Closes the Customize Motion / Match Motion dialog box and discards any changes made on the video.
	OK — Closes the Customize Motion / Match Motion dialog box and saves the path tracked as a video clip attribute.



Match Motion / Customize Motion right-click menu

Match Motion / Customize Motion right-click menu

Add key frame	Adds a key frame
Remove key frame	Removes a key frame
Keep Aspect Ratio	Maintains the width to height ratio when you resize the video clip or overlay object.
Reset Distort	Reverts to the original aspect ratio after you distort the clip or object.
Show object distortion window	Displays/hides the object distortion window that controls the orientation of the video clip / overlay object.
Show Grid Lines	Launches the Grid Line Options window that modifies the grid line settings.
Show background video	Displays/hides the other tracks in the Timeline.
Show result in preview window	Enables/disables simultaneous display of edits on the preview window.
Adjust view size (Mouse wheel)	Changes zoom settings to 100%, 50%, or 33%. Alternatively, you can zoom in or out using the mouse wheel.

Tracking motion of video objects

The **Track Motion** feature allows you to track the motion of a point or area in a video and automatically generate a tracking path in the process. This path represents the location of the selected point or area within the sequence of video frames. You can fine-tune or modify the behavior of a tracking path by manually resetting track points.


Once you have tracking paths, you can choose to add matched objects around the tracker area or blur video elements using the tracker.

Track Motion works in tandem with the **Match Motion** feature. **Match Motion** allows you to make your overlays and titles automatically follow the tracking path that you create.



If you prefer to manually animate overlays and titles to match your main background video, you can use the **Customize Motion** feature.

To launch the Track Motion dialog box

- You can do one of the following:
 - Select a video file on the Video Track and click the **Track Motion** button  on the Toolbar.
 - Click **Tools > Track Motion** and choose a video file.
 - Right-click a video clip on the Video Track of the Timeline and choose **Track Motion**.

To track the motion of video objects


- 1 Click **Tools > Track Motion**.
- 2 Browse for the video that you want to use and click **Open**. This opens the **Track Motion** dialog box.

In this example, a video of a boy walking by the lake is selected.



- 3 Drag the tracker to the part of the video that you want to track.
In the example, the tracker is dragged to the face of the boy. The area is magnified to give you a closer view of your selection.



Note: If you want to select a larger area, click the **Set tracker as area** button  in **Tracker type**. You can adjust the shape and size of the tracker by dragging the corner nodes.

- 4 Click the **Track Motion** button .

The video is played as the tracking path is generated. If **Show tracking path** is selected, the tracking path is displayed and highlighted once the tracking process is completed.



- 5 Click **OK**.



It is easier to track points or areas in your video that are distinctly in contrast with other video elements. Avoid choosing pixels that may blend with similar pixels in the video.



To adjust tracking paths

- 1 Drag the **Scrubber** to locate the point where you want to adjust the path.
- 2 Drag the tracker to the new key frame position.
- 3 Click the **Track Motion** button  to retrack the path. The tracker continues tracking using the new key frame position.



Adjusting the track points allows you to fine-tune or smoothen the movement of matched objects.

To define the tracking path duration

- 1 Drag the **Scrubber** to the point where you want to start motion tracking. Click the **Track in** button .
- 2 Drag the **Scrubber** to the point where you want to end motion tracking. Click the **Track out** button .

The tracking path duration is defined.


To extend tracking path duration

- 1 Drag the **Scrubber** to the untracked area where you want to end motion tracking.

- 2 Click the **Track Motion** button .



The motion of the tracked object and the extended path are generated.





Dragging the Scrubber and clicking the **Track in**  button removes the current path and marks a new starting point.

To reset tracking paths


You can reset the current tracking path and select a new area to track by doing any of the following:

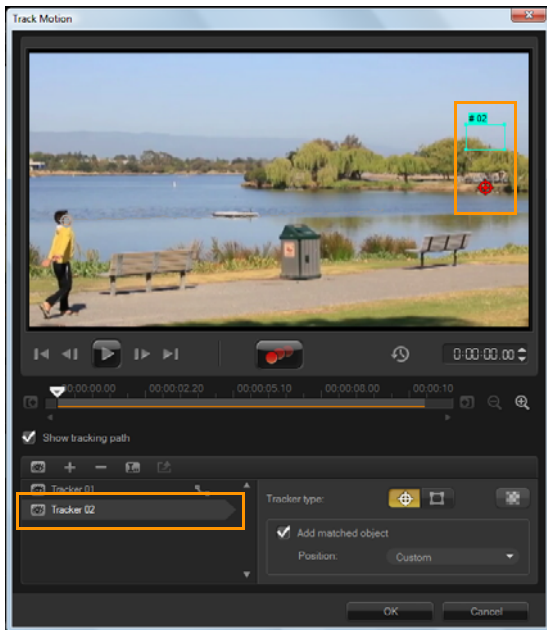
- Drag the tracker point to another location.
- Drag the Scrubber to another location and click the **Track in** button .
- Click the **Reset** button .

To show or hide trackers

- Click  or  to show or hide trackers.

To add trackers

- 1 Click the **Add a new tracker** button  to add the second tracker. A new tracker appears on the screen and a new tracker is added to the list.

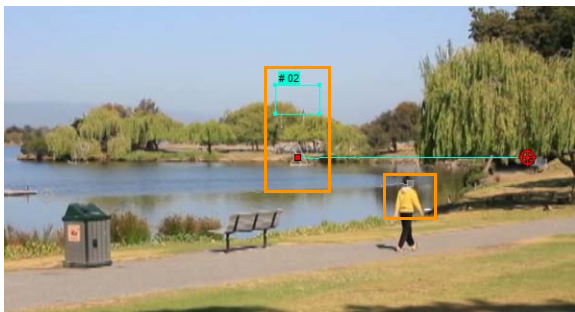


- 2 Drag the tracker to the part of the video that you want to track. In our example, the second tracker is dragged to a stationary fishing ladder on the lake.

- 3 Click the **Track Motion** button  .


If **Show tracking path** is selected, the paths of both trackers are displayed and the selected tracker is highlighted.

In the example, Tracker 1 tracks the boy while Tracker 2 tracks the stationary fishing ladder on the lake. Since the camera is panning to the right, the result shows the path of Tracker 1 moving to the right and the path of Tracker 2 moving to the left.




- 4 Click **OK**.



To remove a tracker, select a tracker and click the **Remove tracker** button  .

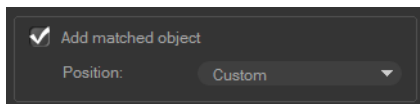
To rename trackers

- 1 Select a tracker and click the **Rename tracker** button  .
- 2 Enter the new tracker name in the **Rename Tracker** dialog box.
- 3 Click **OK**.

To add matched objects

1 Enable **Add matched object**.

A matched object appears on the Preview Window.



2 Adjust the position of the matched object by doing one of the following:

- Choose an option from the **Position** drop-down menu.
- Drag the matched object marker to your preferred position in the Preview Window.

3 In the Preview Window, drag the corners of the matched object to adjust its size.



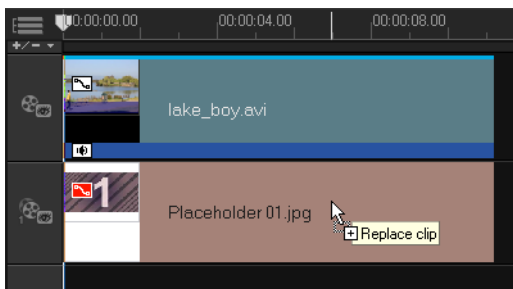
4 Proceed with motion tracking as specified in previous procedures to generate the tracking path.

5 Click **OK**.

The Track Motion dialog box closes and a placeholder is added to the Overlay track.

6 Browse for the media clip you want and drag it over the placeholder. While dragging over the placeholder, press **[Ctrl]** to

snap the new media clip into the placeholder's location and replace the clip.



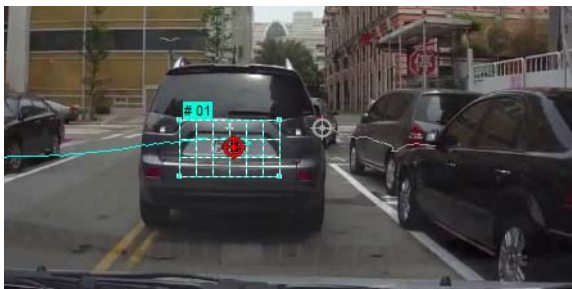
To blur parts of tracked objects

- 1 Click the **Apply Mosaic** button .

The prospective blurred area will appear in the Preview Window as a grid.

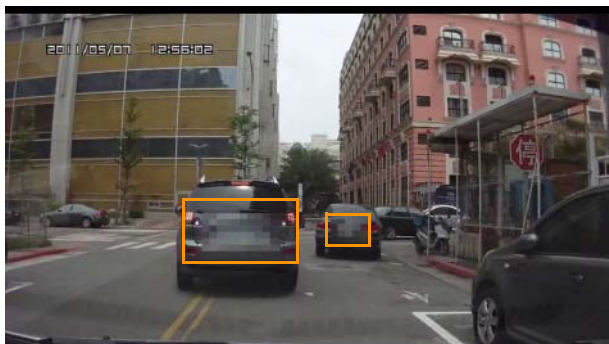
- 2 Adjust the size of the grid to cover parts that you want to blur by dragging the nodes at the corners of the grid.

Note: Options for matched object will be grayed-out when you enable this feature.



- 3 Proceed with motion tracking as specified in previous procedures to generate the tracking path.

The area of the tracked object will have a mosaic-like effect when you view the video in the Preview Window of the main program.



4 Click OK.



In combination with motion tracking, this feature is most useful in blurring out elements that you do not want to show in your video. Some examples of such are blurring out faces of people to protect their identity and covering vehicle license plates for security.

Matching motion to a tracking path

Using the **Match Motion** feature, you can automatically match the motion of overlays and titles with a tracking path to create the effect of one element following another. For example, you can identify a moving person in a video by matching a title name to his tracking path.

To launch the Match Motion dialog box

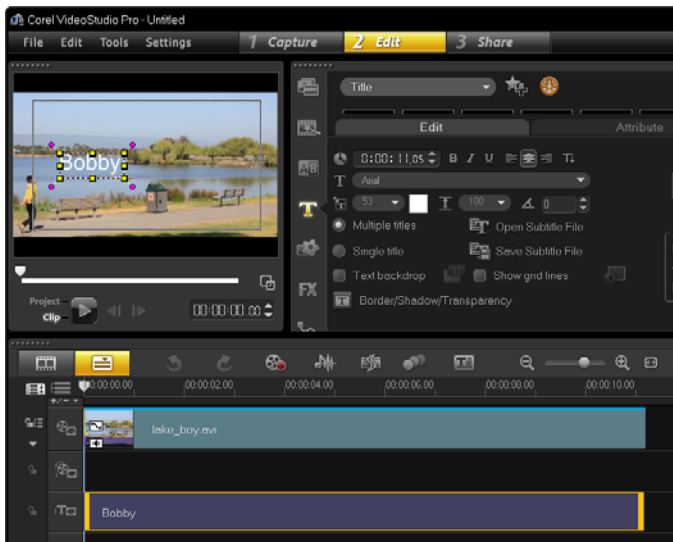
- Right-click an overlay clip on the Timeline and choose **Match Motion**.

To match motion to a tracking path

1 Insert a video with tracking path in the video track.

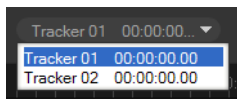
- 2 Insert a title clip in the overlay track and adjust its properties to match your project.

In this example, the name of the boy in the video is added to the title track.



- 3 Right-click the title in the title track and select **Match Motion**. This opens the **Match Motion** dialog box.
- 4 If you have more than one tracker, select the tracker that you want to match.

In the sample video, Tracker 01, which represents the tracking path of the boy, is selected.




- 5 Adjust the properties of your title depending on the requirements of your project.

Each time you set a value, a key frame is added.



In this example, **Offset** values are adjusted to set the ideal distance between the boy and the title. The **Size** and **Opacity** values are also adjusted to make sure that the title is visible and yet a bit transparent.

Note: If you need to turn and move the clip around the video, you can set the values under **Offset** and **Rotation**. You also have the option to add a shadow and border, or mirror your image.

Clicking the **Ease in/Ease out** button  allows the motion to start out slowly or slow down as it comes to an end. Drag the slider to control the timing.

- 6 Play the video to test your animation. When done, click **OK**.
The result of our sample project is shown below.



You can tweak the properties of your overlays and titles by using key frames, dragging the tracker and adjusting values in the **Match Motion** dialog box.

To unlink overlay clips from tracking paths

- Right-click the overlay clip and select **Remove Motion**.

Customizing motion

Using the **Customize Motion** feature, you can manually match the motion of overlays and titles with the motion of elements in a background video without reference to any existing tracking information. This means that you can define your own motion path and modify various properties to create complex motion effects.

To launch the Customize Motion dialog box

- Right-click a video clip on the Timeline and choose **Customize Motion**.

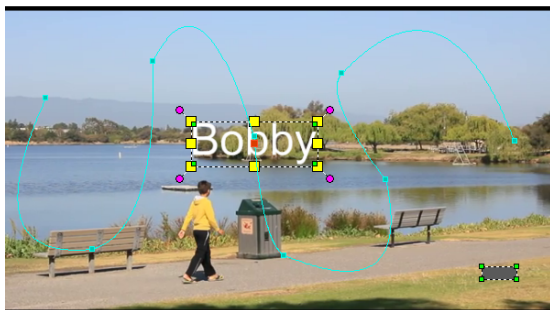
To customize a motion path

- 1 Right-click a background video or an overlay clip in the Timeline and select **Customize Motion**. The **Customize Motion** dialog box opens.

In this example, the title is shown with a straight line motion path.



- 2 Change the shape of your motion path by dragging line segments and key frame nodes.



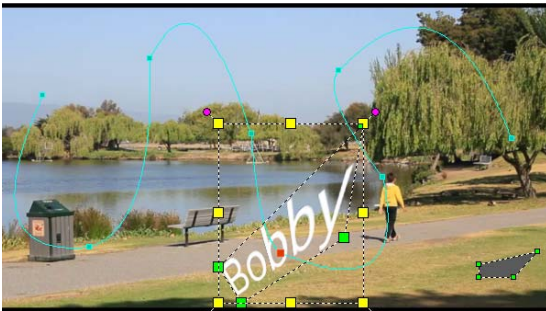
Note: Key frame nodes are automatically added every time you move to another frame and make a modification. You can also create a key frame node by dragging the scrubber and clicking the


Add key frame button .

- 3 Adjust the properties of your title depending on the requirements of your project.

Each time you set a value, a key frame is added.

The example below shows the title after adjusting **Position**, **Size** and **Rotation** values.



Note: You also have the option to change the opacity, add a shadow and border, and mirror your image by adjusting the values under **Opacity**, **Shadow**, **Border**, and **Mirror**. Clicking the **Ease in/Ease out** button  allows the motion to start out slowly or slow down as it comes to an end. Drag the slider to control the easing in and out timing.

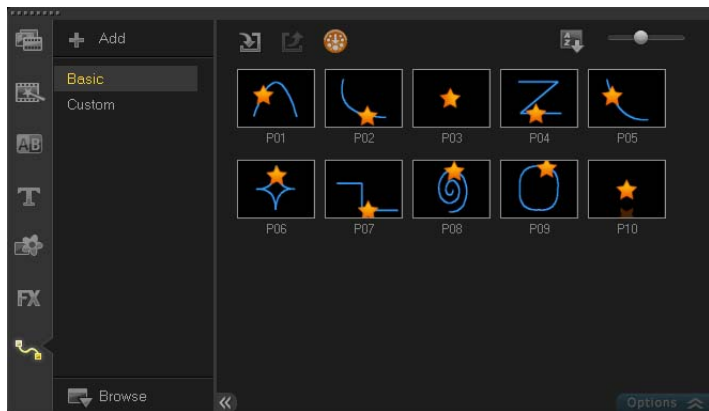
- 4 Play the video to test your animation. When done, click **OK**.




If an existing tracking path is customized, existing match motion information in the video will be converted to a generic moving path.

Using the Path Library


You can add motion behavior to a clip in the main video track or in the overlay track by dragging a preset path from the Path Library to the clip in the Timeline.





To import paths to the Path Library

- 1 Click the **Import path** button .
- 2 Browse for the path file and click **Open**.



You can also download paths from the Corel website by clicking the **Get more content** button .

To export paths from the Path Library

- 1 Click the **Export path** button . The **Export Path** dialog box opens.
- 2 Click the **Browse** button  to select the path file.
- 3 Enter a name for the path folder.

- 4 Click **OK**.



If you export a project using Smart Package, tracking information in the project is also exported and the corresponding path folder is automatically generated in the computer where the smart package is opened.


To reset the Path Library

- Click **Settings > Library Manager > Reset Library**.

Saving tracking paths

An ideal tracking path is usually created by automatically generating a tracking path and then manually modifying the track points. Once a tracking path is fine-tuned, you can save the path to the Path Library.

To save tracking paths in the Track Motion dialog box

- 1 Select a tracking path name and click the **Save to Path Library** button .
- The **Save to Path Library** dialog box opens.
- 2 Select the folder location for the path.
- 3 Click **OK**.



Select **Export all visible paths** to save all the visible tracking paths. All saved tracking paths will be converted to generic moving paths without speed and time properties previously associated with it.

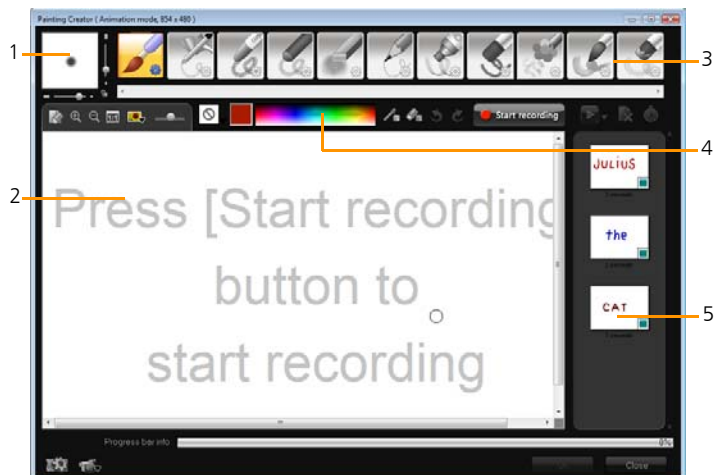
Painting images and animations using Painting Creator

Painting Creator is a feature of Corel VideoStudio Pro that allows you to record painting, drawing, or writing strokes as an animation to use as an overlay effect.

To launch the Painting Creator dialog box

- Click **Tools > Painting Creator**.

Painting Creator interface basics



Part	Description
1 — Brush Thickness	Defines the thickness of your brush tip through a pair of sliders and a preview box
2 — Canvas / Preview Window	The painting area
3 — Brush Panel	Choose from a wide array of paint media, brush/tool tips, and transparency

Part	Description
4 — Color Palette	Allows you to choose or specify color using the Windows Color Picker or Corel Color Picker. You can also pick color by clicking the eye dropper
5 — Macro / Static Painting Library	Contains previously recorded clips

Painting Creator control buttons and sliders



New / Clear Button — Launches a new Canvas / Preview Window.



Zoom In and Zoom Out buttons — Allows you to zoom in and zoom out your view of the painting.



Actual Size — Reverts your canvas or Preview Window to its actual size.



Background image button and slider — Clicking on the Background Image button allows you to use images as reference for your painting and control its transparency through the slider.



Texture Option Button — Allows you to choose and apply textures to your brush tips.



Eyedropper Tool — Allows you to select a color from the color palette or surrounding objects.



Eraser mode button — Enables you to write or erase your painting / animation.



Undo Button — Lets you undo and redo actions in Still and Animation modes.



Redo button — Lets you undo and redo actions in Still and Animation modes.



Start recording / Snapshot button — Records your painting session or adds your painting to the Painting Library. The **Snapshot** button only appears if in Still mode.



Play / Stop button — Plays or stops the current painting animation. Enabled only in Animation mode.



Delete button — Deletes an animation or image from the library.



Change duration button — Changes the duration of the selected clip.



Preference setting button — Launches the Preferences dialog box.



Change to Animation or Still mode button — Allows you to switch between Animation mode and Still mode.



OK button — Closes Painting Creator and inserts the animations and images in the Video Library and saves the files in *.uvp format in the Corel VideoStudio Pro Library.





Close button — Closes the Painting Creator module dialog box.

Painting Creator modes


There are two modes of Painting Creator for you to choose from.

To choose between Painting Creator modes


- Click one of the following buttons:
 - **Animation mode**  — lets you record entire painting sessions and embed your output in the Timeline.
 - **Still mode**  — lets you create image files using different sets of tools just like any digital imaging program.

Note: By default, Painting Creator will launch in Animation mode.

To change a default clip duration

- 1 Click the **Preference setting** button .
The Preferences dialog box appears.
- 2 In the **General** tab, increase or decrease the **Default macro duration**.
- 3 Click **OK**.

To use a reference image

- Click the **Background Image Option** button  and the **Background Image Option** dialog box appears. Set the following options:
 - **Refer to the default background color** — allows you to select a solid background color for your painting or animation.
 - **Current timeline image** — uses the video frame currently being displayed on the Timeline.
 - **Customize image** — allows you to open an image and use it as the background for your painting or animation.

To paint a still image

- Using the different sets of brushes and colors, paint your still image on the canvas or Preview Window and click **Snapshot** when finished.


Note: Your painting will automatically be saved in the Painting Creator Library.

To record a painting animation

- 1 Click **Start recording**.
- 2 Using the different sets of brushes and colors, paint your still image on the canvas or Preview Window and click **Stop recording** when finished.

Note: Your painting animation will automatically be saved in the Painting Creator Library.

To play your painting animations

- Choose your desired animations from the Macro/Static Library and click the **Play** button  to play the selected gallery item.

To convert your animation to a still image

- Right-click your animation thumbnail and select **Transfer animation item to still**.

Note: You can use the still image as an intro or end clip of your animation.

To import animations and images in the Corel VideoStudio Pro Library

- Choose your desired animations and images in the Gallery and choose **OK**. Corel VideoStudio Pro will automatically insert your animations in the Library's Video folder and images in the Images folder both in *.uvp format.

To specify your brush settings

- 1 Click on the **Settings** button .

- 2 Modify the brush properties to achieve your desired brush stroke effect.
Note: Options vary for each painting tool.
- 3 Click **OK**.

Working with Audio

Sounds are one of the elements that determine the success of your video production. Corel VideoStudio Pro allows you to add music, narration, and sound effects to your project.

The Audio feature in Corel VideoStudio Pro consists of four tracks. You can insert narrations on the **Voice Track** and the background music or sound effects on the **Music Track**.


Adding audio files

You can add audio files to your project in any of the following ways:

- Add audio files to the Library from a local or network drive.
- Rip audio from CD
- Record a voice-over clip
- Use Auto Music

Note: You can also extract audio from a video file.


To add an audio file to the Library

- Click the **Import Media Files** button  to browse for audio files in your computer.

Adding voice-over narration

Documentaries, news and travel features often use narrations to help the audience understand what is going on in the video. Corel VideoStudio Pro allows you to record your own narration.

To add voice-over narration

- 1 Move the scrubber to the section of the video where you want to insert your voice-over.
- 2 In Timeline view, click the  **Record/Capture Option** button and select **Voice-over**. The **Adjust Volume** dialog box appears.

Note: The program prompts you when there is an existing voice-over clip at the current project cue position. Make sure that a clip is not selected by clicking on an empty area in the Timeline.

- 3 Speak into the microphone and check if the meter responds accordingly. You can use the **Windows audio mixer** to adjust the level of the microphone.
- 4 Click **Start** and begin speaking into the microphone.
- 5 Press **[Esc]** or **[Space]** to end recording.

Note: The best way to record narrations is to do the recording in 10 to 15-second sessions. This makes it easier to remove a badly recorded narration and redo it. To remove, just select the clip on the Timeline and press **[Delete]**.

Adding background music


Corel VideoStudio Pro can record and convert sound tracks from your CD into WAV files and then insert them onto the Timeline.

Corel VideoStudio Pro also supports WMA, AVI, and other popular audio file formats which you can directly insert onto the Music Track.

Importing music from an audio CD

You can import music tracks from an audio CD. Corel VideoStudio Pro copies the CDA audio file then saves it in your hard drive as a WAV file.

To import music from an audio CD

- 1 In Timeline view, click the  **Record/Capture Option** button and click **Import from audio CD**.
The **Rip CD Audio** dialog box appears.
- 2 Select the tracks to be imported in the **Track List**.
- 3 Click **Browse** and select the destination folder where the imported files will be saved.
- 4 Click **Rip** to start importing the audio tracks.

Auto Music

The **Auto Music** feature of Corel VideoStudio Pro lets you easily create high-quality sound tracks from royalty-free music and use them as background music in your project. You can have different tempos or musical instrument variations per music.



Auto Music Maker utilizes the patented SmartSound Quicktracks technology in sound track creation and features a variety of SmartSound background music.

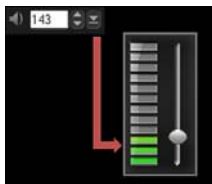
With SmartSound, you can set the feel of your movie with the background music of your choice. **Set Mood** allows you to adjust parameters to change the mood or feel of a song. You can create several moods for a single song.

To add third-party music

- 1 Click **Auto Music** in the Toolbar.
- 2 Select how the program will search for music files in **Scope**.
- 3 Select the **Filter** to determine the classification and genre of the music to be used in your project.
- 4 Select the music to use under **Music**.
- 5 Select a **Variation** of the selected music. Click **Play Selected Music** to play back the music with the variation applied.
- 6 Click **Add to Timeline** and set the volume level of the audio clip.
Note: Select **Auto trim** to automatically trim the audio clip or cut down to the desired duration.

Using the Clip Volume Control

You will find the volume control in the **Music & Voice tab**. Clip volume represents the percentage of the original recorded volume. Values range from **0** to **500%**, where **0%** completely silences the clip and **100%** retains the original recorded volume.



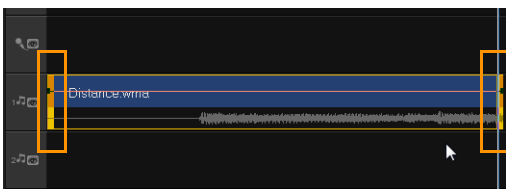
Trimming and cutting audio clips

After recording voice and music, you can easily trim your audio clips in the Timeline.

To trim audio clips

- Do one of the following:
 - Drag a handle, either from the beginning or end, to shorten a clip.

Note: In the Timeline, a selected audio clip has two handles that can be used for trimming.



- Drag the **Trim markers**.



- Move the **Scrubber** and use click the **Mark-in / Mark-out** buttons.



To split the audio clip

- Click the **Split Clip** button  to split the clip.



Stretching audio duration

The time stretch feature allows you to stretch an audio clip to match video duration without distorting its pitch. Normally, stretching audio clips to fit the project results in a distorted sound. The time stretch feature will make the audio clip sound like it is just played in a slower tempo.



When you stretch an audio clip by 50-150%, the sound will not be distorted however, if stretched below or above that range the sound may be distorted.

To stretch the duration of an audio clip

- 1 Click on an audio clip in the Timeline or Library and open the **Options Panel**.
- 2 In the **Music & Voice** tab panel, click **Speed/Time-lapse** to open the **Speed/Time-lapse** dialog box.
- 3 Enter a value in **Speed** or drag the slider to change the speed of the audio clip. A slower speed makes the clip's duration longer while a faster speed makes it shorter.

Note: You can specify how long the clip will play in **Time stretch duration**. The speed of the clip will automatically adjust to the specified duration. This feature will not trim the clip when you specify a shorter time.



You can stretch the time of an audio clip on the Timeline by holding [Shift] then dragging the handles on the selected clip.

Fade-in/out

Background music that starts and ends gradually is commonly used to create smooth transitions.


To apply fade effects to your audio clips

- Click the **Fade-in**  and **Fade-out**  buttons.

Audio view

The key to making narrations, background music, and existing audio of your video clips blend well together is to control the relative volume of your clips.

To blend the different audio tracks in your project

- Click the **Sound Mixer** button  in the Toolbar.

Note: If you are in 5.1 mode, the Surround Sound Mixer is displayed. If in Stereo mode, the 2-Channel Mixer is displayed.

Using the Surround Sound Mixer

Unlike a stereo stream that carries only two audio channels, Surround Sound has five separate audio channels encoded into one file which is delivered to five speakers and one sub-woofer.


The Surround Sound Mixer has all the controls to position sounds around the listener, outputting audio through the 5.1 configuration of multiple speakers. You can also use this mixer to adjust the volume for stereo files, making it sound as if the audio moves from one speaker to another.



Adjusting stereo channels

In stereo files (two channels), a single waveform represents the left and right channels.

To use stereo mode


- 1 Go to **Settings** and disable or uncheck **Enable 5.1 Surround** in the menu.
- 2 Click the **Sound Mixer** button  in the toolbar.
- 3 Click on the Music Track.
- 4 Click **Play** in the Options Panel.
- 5 Click the music note symbol in the center of the Surround Sound Mixer and adjust depending on your preferred sound position.
Note: Moving the note symbol will affect the sound coming from your preferred direction.
- 6 Drag **Volume** to adjust the volume level of the audio.

Mixing Surround Sound

All audio channels in Surround Sound have a set of similar controls that you will find in the stereo configuration of this panel, plus a few more specific controls.

- **Six-channel VU Meter** — Front Left, Front Right, Center, Sub-woofer, Surround Left, Surround Right.
- **Center** — Controls the amount of output sound from the center speaker.
- **Sub-woofer** — Controls the amount of low-frequency sound output.

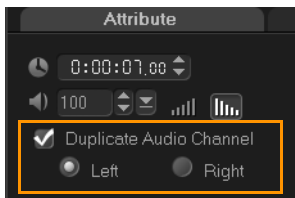
To use Surround Sound mode


- 1 Go to **Settings** and enable or check **Enable 5.1 Surround** in the menu.
- 2 Click the **Sound Mixer** button  in the toolbar.
- 3 Click the music note symbol in the center of the Surround Sound Mixer. Drag it to any of the six channels depending on your sound position preference. Repeat steps 1 and 2 in using stereo mode.
- 4 Drag the **Volume**, **Center** and **Sub-woofer** sliders to adjust sound controls of your audio

Note: You can also adjust the sound position preference of your tracks in **Video**, **Overlay** and **Voice**. To do this, click your preferred track button and repeat steps 2 to 3.

Duplicating an audio channel

Audio files sometimes separate the vocal sound from the background audio and put them in different channels. Duplicating an audio channel allows you to mute the other channel.



To duplicate an audio channel, click the **Sound Mixer** button  in the toolbar. Click the **Attribute** tab and select **Duplicate audio channel**. Choose which audio channel to duplicate this may be **Left** or **Right**.



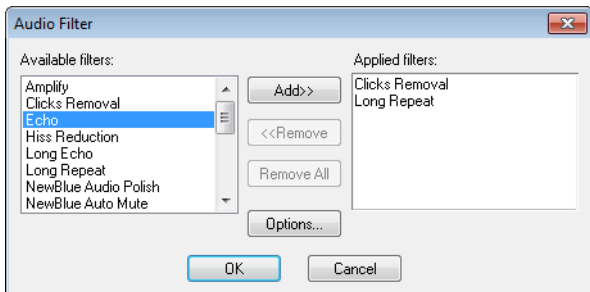
In recording voice-overs using the microphone, it will be recorded on one channel only. You can improve the audio volume by using this feature to duplicate across channels.

Applying audio filters

Corel VideoStudio Pro allows you to apply filters to your audio clips in the **Music** and **Voice** Tracks.

To apply audio filters

- 1 Click on an audio clip and open the **Options Panel**.
- 2 In the **Music & Voice** tab, click **Audio Filter**.
The **Audio Filter** dialog box appears.
- 3 In the **Available filters** list, select the desired audio filters and click **Add**.



Note: An audio filter can be customized if the **Options** button is enabled. Click **Options** to open a dialog box where you can define the settings for the particular audio filter.

- 4 Click **OK**.

Share





Share your project in a format that is suitable for your audience or purpose. You can export your rendered movie as a video file, burn your project as an AVCHD, DVD and BDMV disc complete with menus, export to mobile devices or upload directly to your Vimeo, YouTube, Facebook or Flickr accounts.






This section contains the following topics:

- The Share Step Options Panel
- Creating movie templates

The Share Step Options Panel

In the **Share** tab, Corel VideoStudio Pro displays the Media Clips Library and the Share Options Panel. In the Share Options Panel are the following tasks:

-  **Create Video File** — Creates a video file of your project with your specified project settings.
-  **Create HTML5 File** — Creates an HTML5 video folder of your project with your specified project settings.
-  **Create Sound File** — Lets you save the audio segment of your project as a sound file.
-  **Create Disc** — Invokes the Disc Authoring Wizard that lets you output your project in AVCHD, DVD, BDMV or BD-J format. It also allows you to export your project to an SD (Secure Digital) card instead of a disc.

-  **Export to Mobile Device** — Creates an exportable version of your video file that can be used on an external device such as an iPhone, iPad, iPod Classic, iPod touch, Sony PSP, Pocket PC, smartphone, Nokia mobile phone, Windows Mobile-based device and an SD card.
-  **Project Playback** — Clears the screen and displays the whole project or a selected segment against a black background. It can also output to tape if you have a VGA to a TV converter, camcorder, or a video recorder connected to your system. It also lets you manually control the output device when recording.
-  **DV Recording** — Lets you record a selected video file onto a DV tape by using a DV camcorder.
-  **HDV Recording** — Lets you record a selected video file onto a DV tape by using an HDV camcorder.
-  **Upload to Web** — Lets you share videos online using your Vimeo, YouTube, Facebook and Flickr accounts.


Creating video files

Corel VideoStudio Pro lets you create video files of your project. You can choose from a wide variety of file formats and video settings. You can also output your projects to a 3D format.



Before rendering your entire project into a movie file, make sure you first save it as a Corel VideoStudio Pro project file (*.VSP) by clicking **File > Save** or **Save As**. This lets you return to your project at any time and make edits.

To create a video file of the entire project

- 1 Click the **Create Video File** button  in the Share Options Panel. A pop-up menu appears that shows several options for creating a video file.



- 2 Select a preset movie template.

You can choose an output format or one of the following options:

- **Same as First Video Clip** — Applies the settings of the first video clip in the Video Track.
- **Same as Project Settings** — Applies the settings of the current project. You can access the current project settings by clicking **Settings > Project Properties**.
- **MPEG Optimizer** — Lets you optimize the rendering of MPEG movies.
- **Custom** — Lets you choose your own settings for creating the movie.

Note: To create a movie template, click **Settings > Make Movie Templates Manager**.

- 3 Enter a file name and click **Save**. The movie file is saved in the current library.



Press the Esc key to abort the rendering process.

Click the Pause/Play button on the progress bar to pause and resume the rendering process.

You can also enable playback while rendering or stop the preview to reduce rendering time.

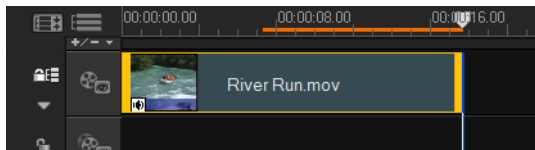



To create a video file of the preview range

- 1 Make sure that no clip is selected by clicking on the Timeline or by clicking **Project** in the Preview Window.
- 2 Select a preview range using the **Trim Markers**. You may also drag the triangle along the ruler then press **[F3]** and **[F4]** to mark the start and end points respectively.



Note: An orange line representing the selected range should appear on the Timeline ruler.



- 3 Click the **Create Video File** button  in the Options Panel.
- 4 Select a movie template.
- 5 In the **Create Video File** dialog box, click **Options**.
- 6 In the **Options** dialog box, select **Preview range** and click **OK**.
- 7 Enter a **file name** and click **Save**.

Optimizing MPEG video settings

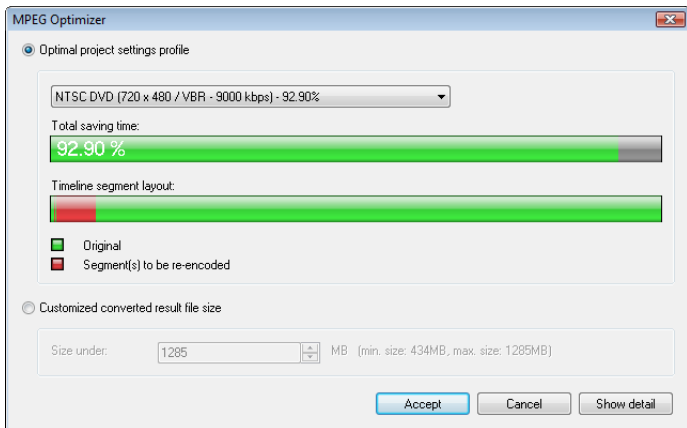
MPEG Optimizer makes creating and rendering movies in MPEG format a lot faster. It analyzes and finds the best MPEG settings or the **Optimal project settings profile** to use and maintains the quality of your project. As an additional feature, you can now specify the target file size of your output to comply with file size limitations for your desired output.

The MPEG Optimizer automatically detects changes in your project and renders out only the edited portions for faster rendering times.

To launch the MPEG Optimizer dialog box

- Click **Create Video File** and select **MPEG Optimizer** from the pop-up menu.

Corel VideoStudio Pro displays the **MPEG Optimizer** dialog box where it shows the resulting file size of your project should you choose to apply the optimization.



To use MPEG Optimizer

- 1 In the Share Step Options Panel, click the **Create Video File** button



and select **MPEG Optimizer**.

Note: MPEG Optimizer is automatically enabled when an MPEG movie template is selected. To stop showing the **MPEG Optimizer** dialog box when selecting MPEG movie templates, deselect **Show MPEG Optimizer dialog box** in the **General** tab of **Preferences**.

- 2 The **MPEG Optimizer** dialog box appears.
- 3 Choose from the following options:
 - **Optimal project settings profile** — Lets the program to determine the optimal project settings for your output.
 - **Customized converted result file size** — Lets you enter your desired file size output. Video and Audio Settings automatically adjust to your specified file size.
- 4 Click **Accept**.

Creating 3D video files

Corel VideoStudio Pro lets you create 3D movies or convert regular 2D video into 3D video files. With the help of this feature and compatible 3D gadgets, you can enjoy 3D video popping out of your screen in just a few easy steps.

To create 3D video files

- 1 In the Share Step Options Panel, click the **Create Video File** button



and select **3D**.

- 2 Choose the video format from the submenu.

The **Create Video File** dialog box appears.

- 3 Click **Options** to specify additional video file settings.

- 4 Depending on the properties of the media clips used in the 3D project, enable one of the following options:

- **Create 3D File** — This option is available when you use tagged 3D media clips and no 2D filters or effects have been applied.
- **3D Simulator** — This option is available when you have 2D media clips in the Timeline that you can simulate as 3D. Enter a value in **Depth** to adjust the depth of the 3D video file.

- 5 Choose a mode of 3D conversion from the following options:

- **Anaglyph** — Requires only the red and blue generic anaglyph 3D glasses to view 3D video without the need for special display monitors.
- **Side-by-side** — Requires polarized 3D glasses and a compatible polarized display monitor to view 3D video.

Note: You need a playback software that supports Side-by-side 3D video playback to view your 3D video files. For 3D TVs, 3D equipment and glasses are required.

- 6 Enter a file name and click **Save**.

The movie file is saved in the current library.

Creating HTML5 video files


Output your projects to the HTML5 format complete with hyperlinks and chapters. This video format is compatible with browsers that support the HTML5 technology like Google Chrome 12, Internet Explorer 9 and Mozilla Firefox 7 and later versions. It is also supported on the Safari browser for iPhone, iPad and iPod touch devices.

You can even share your HTML5 video projects online by saving them to Dropbox and Google Drive straight from Corel VideoStudio Pro.



You can only make HTML5 videos if you are working on an HTML5 project. For more information, see “Creating new projects” on page 36.


To create an HTML5 video folder

- 1 Click the  **Create HTML5 File** button in the Share Step Options Panel. The **Create HTML5 files** dialog box appears.
- 2 In **Folder path**, browse for the folder where you want to save your HTML5 video folder.
- 3 Enter a name in **Project folder name**.
- 4 In **Project dimensions**, choose the screen resolution and aspect ratio from the drop-down list.
Note: Enable **Flatten audio and background video** if your browser can only support a single track for audio and video.
- 5 Click **OK**. The program renders your project and automatically opens the folder you specified.



Open **Index.html** in your browser to view your project.

To upload an HTML5 project to a cloud-based storage service

- 1 Click the  **Create HTML5 File** button in the Share Step Options Panel. The **Create HTML5 files** dialog box appears.
- 2 In **Folder path**, browse for the local folder of your preferred cloud-based storage service.
- 3 Proceed with creating an HTML5 video folder as specified in previous procedures to generate the files.
- 4 Once the project is saved in a public folder, users can view your HTML5 project online by accessing the project URL.




Corel VideoStudio Pro currently supports direct HTML5 output to Dropbox and Google Drive. For Dropbox, save the files to the assigned **Public** folder.

For Google Drive, set the folder visibility options to **Public** on the web. Open the **index.html** file in Google Drive and select **Preview**. The web page opens in a new window. You can copy the URL address from the browser address bar and share the link.

Creating sound files

Corel VideoStudio Pro allows you to save the audio track of your video project as a separate audio file. This is especially useful when you want to use the same sound with another set of images, or when you want to convert the audio of a captured live performance into sound files. Corel VideoStudio Pro makes it easy for you to create an audio file of your project in M4A, OGG, WAV or WMA format.

To create an audio file

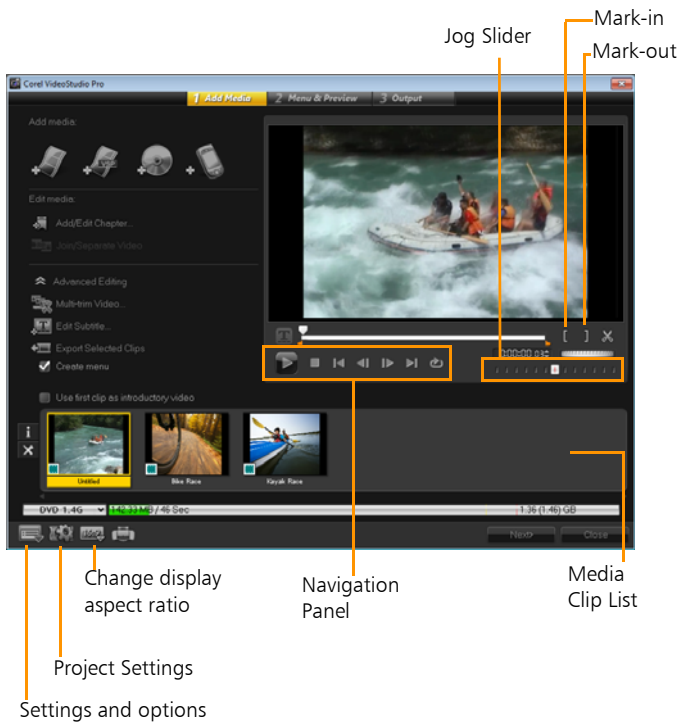
- 1 Click the **Create Sound File** button  in the Share Step Options Panel.
Note: You can also create a sound file from an existing video file by selecting it in the Library.
- 2 From the **Save as type** list, select the audio format you want to use and select **Options** to display the **Audio Save Options** dialog box.
- 3 Fine tune your audio attributes and click **OK**.
- 4 Enter a file name and click **Save**.

Creating discs

Corel VideoStudio Pro lets you burn your projects to a DVD, AVCHD, Blu-ray or BD-J. Alternatively, you can export your project to an SD card.

To output your project to a disc

- 1 Click **Create Disc** in the Options Panel.
- 2 In the menu that appears, choose an output format.
A new window appears where you can customize the disc output.



Even if you have not saved your VideoStudio Pro project as a *.vsp file, it can be brought into the Create Disc dialog box for burning.



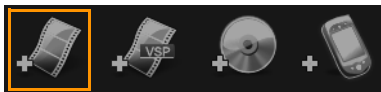
Imported videos are automatically adjusted to the correct aspect ratio (as specified in the Disc Templates Manager dialog box), and are letterboxed or pillarboxed to fit the correct aspect ratio.

Assembling files

You can import videos or VideoStudio Pro project files (*.vsp) that you want to include in your final movie.

To add videos

- 1 Click **Add video files**. Locate the folder where the videos are stored. Select one or more video clips.



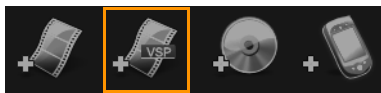
- 2 Click **Open**.

Note: After a video clip is added to the Media Clip List, you may see a black thumbnail that may be caused by a black first frame of the video clip. To change it, click on the video clip and move the Jog Slider to the scene that you want. Right-click the thumbnail and choose **Change Thumbnail**.

To add VideoStudio Pro projects

- 1 Click **Add VideoStudio Pro project files**. Locate the folder where the projects are stored.

Select one or more video projects you want to add.



- 2 Click **Open**.



You can also add videos from DVD/DVD-VR, AVCHD and BDMV discs.



You can trim video clips and VideoStudio Pro projects by using the Jog Slider, mark-in/out, and navigation controls. Trimming a video gives you the freedom to precisely edit the video length.

Adding and Editing chapters

This feature is available only when the **Create menu** option is selected. By adding chapters, you can create submenus linked to their associated video clip.



You can create up to 99 chapters for a video clip.



Represented as a video thumbnail in a submenu, each chapter is like a bookmark for a video clip. When viewers click a chapter, the playback of the video selected will start from the selected chapter.

If the Create menu option is not selected, you will be guided to the preview step immediately without creating any menus after clicking Next.



When you are creating a disc with only one VideoStudio Pro project or one video clip, do not select Use first clip as introductory video if you want to create menus.

To create or edit chapters linked to a video clip

- 1 Select a video in the **Media Clip List**.
- 2 Click **Add/Edit Chapter**.
- 3 Drag the **Jog Slider** to move to a scene that you want to set as a chapter point, and click **Add Chapter**. You can also click **Auto Add Chapters** to let VideoStudio Pro automatically select chapters.

Note: If you want to use **Auto Add Chapters**, your video must be at least one minute long or the video has scene change information.

- 4 Repeat Step 3 to add more chapter points.
- 5 Click **OK**.



You can also use **Remove Chapter** or **Remove All Chapters** to delete unwanted chapters.



If you click **Auto Add Chapters** and your video is a DV-formatted AVI file, the program automatically detects scene changes and add chapters accordingly. For MPEG-2 files, the program uses the scene change information to automatically generate chapters.

Creating disc menus

Disc menus allow viewers to easily navigate through the contents of a disc and easily choose the specific parts of the video to watch.

In Corel VideoStudio Pro, you can create disc menus by applying menu templates and editing them to suit the requirements of your projects.

To edit a menu template, choose options in the **Edit** tab or click menu objects in the **Preview Window**. You can also add new texts, decorations and note menus. Customized templates can then be saved as new menu templates.

If you are authoring Blu-ray discs, you can create advanced menus that can be used without interrupting playback. This means that viewers can navigate the contents of your disc while watching the movie.

Advanced menu templates are made up of three separate layers for background settings, title menus, and chapter menus. You can edit menu objects in the currently selected layer.

The illustration below shows the structure of a disc menu.




In this example, Clip 1 has three chapters, so when you click the Clip 1 video thumbnail, it jumps to submenu #1. If you look at Clip 2, it has no chapters assigned to it, so when you click Clip 2, the video starts playing from the beginning.


To apply a menu template

- 1 Select **Create menu** in the **1 Add Media** page and click **Next**. This takes you to the **2 Menu & Preview** page.
- 2 In the **Gallery** tab, click the menu template thumbnail to apply it.

To add background music to menus

- 1 Click the **Set the background music** button  in the **Edit** tab and choose from a menu of options for selecting an audio file to be used as background music.

- 2 In the **Open Audio File** dialog box, choose the audio file to use.


Note: Click the **Set audio properties** button  to adjust the duration of your audio and apply fade in and out effects.

To add motion menus

- 1 Select **Motion menu** in the **Edit** tab.
- 2 Adjust the duration of the video thumbnail by setting the number of seconds in **Duration**.

Note: Using motion menus increases the file size. Check the disc space usage indicator and the **Required menu space** value to make sure that the file size remains within the limits of your selected output.

To add background image or video to menus

- 1 Click the **Set the background** button  in the **Edit** tab and choose from a menu of options for selecting an image or a video file to be used as background image or video.

- 2 In the **Open Image File** or the **Open Video File** dialog box, choose the image file or the video to use.

To edit text style in menus

- 1 Right-click a text object in the Preview Window and select **Font Attributes**.
- 2 Modify text attributes in the **Font** dialog box.



Clicking **Font Settings** in the **Edit** tab also opens the **Font** dialog box.

To add menu filters and transition effects

- 1 Click a menu object in the Preview Window.
- 2 Choose the filter or effects to apply in the **Edit** tab.
 - **Moving Path** — Applies a predefined motion path to menu objects such as titles, thumbnail buttons, and navigation buttons.
 - **Menu In/Menu Out** — Opens selection filters and transition effects. If a menu template has a Menu In effect, its default duration is 20 seconds.



Some template menus have sound effects for **Menu In** and **Menu Out** transitions. These sound effects, however, cannot be modified nor deleted.

The **Menu Out** transition effects are not supported in DVD+VR projects.

To resize, rotate, and distort menu objects

- Click the menu object in the Preview Window and drag the handles or nodes.



To revert objects to its previous state, right-click on the Preview Window and select **Set to 0 Degree Angle** or **Remove Object Distortion**

To align a single menu object

- Click the menu object in the Preview Window and drag it to the desired position.



To use the grid lines as reference when dragging the menu objects, right-click the Preview Window and select **Show Grid Line**. To automatically align your object to the nearest grid line as you drag it, select **Snap to Grid Line**.

Make sure that the objects are within the TV safe area (defined by a border with dotted lines).

To align multiple menu objects

- 1 Select the objects in the Preview Window by pressing the **Ctrl** key.
- 2 Right-click, select **Align**, and choose from the following options:
 - **Left/Top/Right/Bottom** — Moves all selected objects (except model object) horizontally to align left/top/right/bottom side with the left/top/right/bottom side of model object.
 - **Center Vertically** — Moves all selected objects vertically to the center of top/bottom most objects.
 - **Center Horizontally** — Moves all selected objects horizontally to the center of left/right most objects.
 - **Center Both** — Moves all selected objects to the center of top/bottom/left/right most objects.

- **Space Evenly Vertically** — Moves all selected objects (except top/bottom most objects) vertically to even vertical space. This menu item is only available when more than three objects are selected.
- **Space Evenly Horizontally** — Moves all selected objects (except left/right most objects) horizontally to even horizontal space. This menu item is only available when more than three objects are selected.
- **Equal Width/Height** — Resizes all selected objects (except model object) to the same width/height as model object.
- **Equal Width and Height** — Resizes all selected objects (except model object) to the same width and height as model object.

To arrange the Z-order of menu objects

- Right-click the menu object in the Preview Window, select **Align**, and choose from the following alignment options:
 - **Bring Forward** — Brings selected object one layer forward.
 - **Send Backward** — Sends selected object one layer backward.
 - **Bring to Front** — Brings selected object to front.
 - **Send to Back** — Sends selected object to the layer just above the background object.

To copy and paste shape menu object attributes

- Right-click the menu object in the Preview Window and select **Copy Shape Attributes** or **Paste Shape Attributes**.
Note: You can copy and paste attributes such as width, height, rotation degree, distortion, transparency, shadows and highlights. Text boundary, however, cannot be copied.

To apply layout settings to other menu pages

- Click **Layout Settings** in the **Edit** tab and select **Apply to All Pages of this Menu**.

To add a title menu

- Click **Advanced Settings** in the **Edit** tab and select **Add Title Menu**.

To add chapter menus

- Click **Advanced Settings** in the **Edit** tab and select **Create Chapter Menu**.

To show the menu thumbnail numbers

- Click **Advanced Settings** in the **Edit** tab and select **Show Thumbnail Number**.

To create a menu template:


- 1 Click **Customize** in the **Edit** tab of the **2 Menu & Preview** page. The **Customize Menu** dialog box appears.
- 2 Choose from the following options:
 - **Set the background music** — Lets you choose an audio file to be used as background music.
 - **Set the background** — Lets you choose an image or a video file to be used as background image or video.
 - **Font Settings** — Lets you apply text attributes.
 - **Pan & Zoom** — Lets you apply pan and zoom effects.
 - **Motion Filter** — Lets you apply motion effects.
 - **Menu In/Menu Out** — Lets you apply menu motion effects.
- 3 In the drop down menu, select **Frame**, **Navigation Button**, or **Layout** to display the associated preset thumbnails. Double-click a thumbnail to apply it.

Note: You can also resize, distort, rotate, and move menu objects in the Preview Window.
- 4 Click **Add to Menu Template** to add the template to the **Favorites** folder.

Note: When working in the Customize Menu dialog box, use the **Font** dialog box to accurately resize text. The Font dialog box can

also be launched by right-clicking the text and selecting **Font Attributes**.

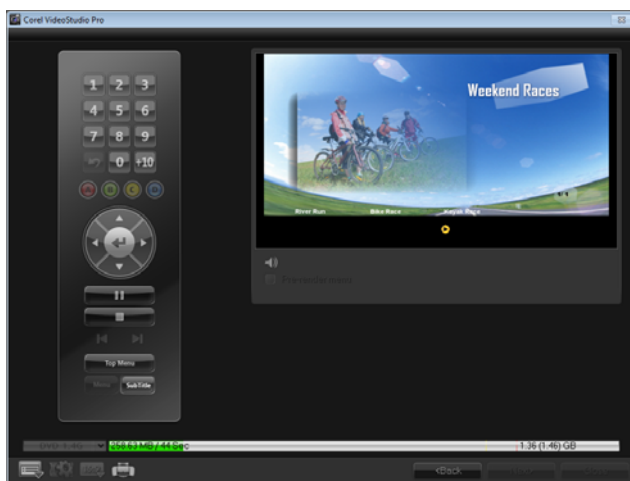
To add button sounds for advanced menus

- Click the **Set the button sound** button  in the **Edit** tab and choose from a menu of options for selecting or deleting audio files.

Note: This feature is only available when creating a BD-J disc.

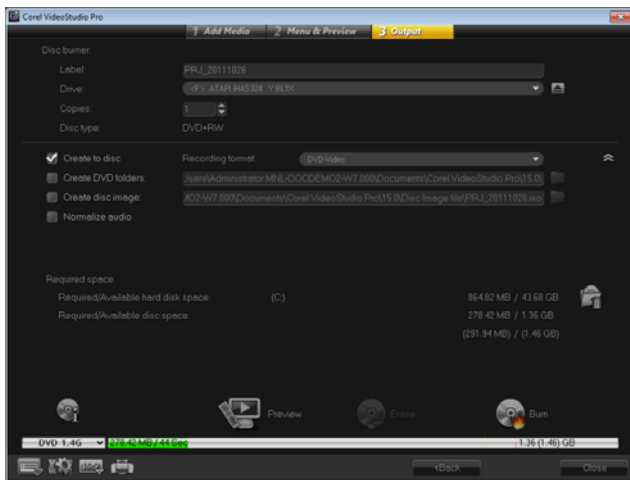
Previewing

Now, it's time to see how your movie looks before you burn it onto a disc. Simply move the mouse and click **Play** to watch your movie and test the menu on your computer. Use the navigation controls here as you would on a standard remote control of a standalone disc player.



Burning your project onto a disc

This is the final step in the disc creation process. You can burn your movie to a disc, save it to a folder on your hard drive, or create a disc image file so that you can burn the movie at a later time.



Burning options

- **Disc burner** — Specifies the settings for your burning device.
- **Label** — Enables you to enter a volume name for the Blu-ray Disc/DVD. The label can contain a maximum of 32 characters.
- **Drive** — Selects the disc burner that you want to use to burn the video file.
- **Copies** — Sets the number of disc copies to burn.
- **Disc type** — Displays the output disc format for the current project.
- **Create to disc** — Allows you to directly burn your video project onto a disc.

- **Recording format** — Select DVD-Video format to use the DVD industry standard. To quickly re-edit your disc without copying the file to the hard drive, select DVD-Video (fast re-editable) which still complies with the industry standard and has very high compatibility when working with set-top home DVD players and computer DVD-ROM. Select DVD+VR for DVD players supporting this format.
- **Create DVD folders** — This option is only enabled when the video file being created is a DVD-Video. The files created are in preparation for burning the video file to a DVD+VR, AVCHD, BD-J or Blu-ray Disc. This also allows the user to view the finished disc folders on the computer using a disc playback software like Corel WinDVD.
- **Create disc image** — Select this option if you plan to burn the video disc several times. By selecting this option, you don't have to generate the file again when you want to burn the same video disc. This option is only available for DVD-Video and disabled for AVCHD, BD-J and Blu-ray Disc projects.
- **Normalize audio** — Different video clips may have different audio recording levels when created. When these video clips are put together, the volume may vary greatly. To make volume levels consistent between clips, the **Normalize audio** function evaluates and adjusts the audio waveform of the whole project to ensure a balanced audio level throughout the video.
- **Erase** — Deletes all the data on a rewritable disc.
- **Burning Options** — Adjusts the advanced output settings for burning your project.
- **Delete temp files** — Removes all unnecessary files in your working folder.
- **Burn** — Begins the recording process.

- **Required space** — Serves as a reference when you burn your projects. These indicators help determine if you have sufficient space to successfully burn your project onto the disc.
- **Required/Available hard disk space** — Displays the space needed by the project and the available hard drive space.
- **Required/Available disc space** — Displays the space needed to fit the video file on the disc and the space that is available for use.

To burn your movie onto a disc

- 1 Click **Next** after you preview your project.
- 2 Click **Show more output options** and enable one or more of the following options:
 - **Create DVD folders** — Creates DVD folders in a specified location.
 - **Create disc image** — Creates an ISO image file of the DVD.
 - **Normalize audio** — Evens out irregular audio levels during playback.

Note: **Create disc image** is disabled for AVCHD, BD-J and Blu-ray Disc projects.
- 3 Click **More settings for burning**.

The **Burning Options** dialog box appears. Define additional burner and output settings and click **OK**.
- 4 Click **Burn** to start the burning process.

Click **OK** when prompted that the task is done.
- 5 Click **Close** to save your work automatically and return to the Corel VideoStudio Pro Editor.

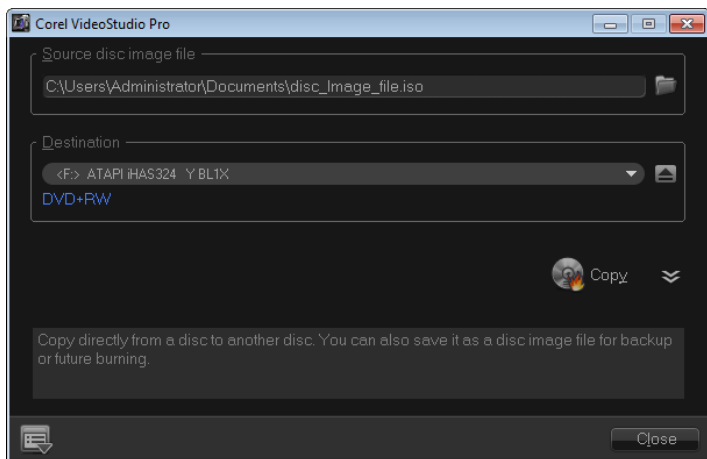
Copying a disc image file

A disc image file is a single file that has captured the entire contents and file structure of a disc. Creating a disc image file on your computer allows you to archive the source disc contents for backup or future burning. You will need sufficient space on your computer to store the disc image file.

To copy a disc image file:


- 1 Insert a blank disc into your disc burner.
- 2 Click **Tools > Burn from Disc Image (ISO)**.

The disc copying dialog box is displayed.



- 3 In **Source disc image file**, browse and select your source disc image (*.iso) file.
- 4 Choose your burner drive in **Destination**.
- 5 Click **Copy** to start copying.



Click  to set burning preferences.

Creating disc labels

Create and print disc labels, case covers, and inserts in Corel VideoStudio Pro. You can add and edit images, texts, and icons to complete your layout.

To launch the disc label creation dialog box

- Click the **Print disc label** icon at the lower left part of the Create disc dialog box.



General tab

The **General** tab allows you to select a disc label or disc cover template to start with. You can then customize the overall design of the disc label, disc cover, insert, or booklet. The actual dimensions of your media or label in relation to the selected paper size is displayed to serve as your guide.

Image tab

The **Image** tab allows you to adjust the properties of your images.

Text tab

The **Text** tab allows you to format and adjust the properties of your texts.

Disc label creation options

You can do any of the following tasks when designing a disc label.

- **Files**

- **Load Disc Label** — Opens a previously saved disc label project.
- **Save Disc Label** — Saves a disc label project.
- **Add Image** — Selects an image to add on the label.
- **Add Text** — Adds a text object to the label.
- **Add Icon** — Adds an icon to the label.
- **Playlist** — Opens the **Add/Edit Playlist Information** dialog box to allow you to add information on the label such as the album title, artist name, as well as date.
- **Clear content** — Removes all objects and background from the disc layout. This is useful when starting over with your design.

Other options

- **Show/Hide Disc** — Shows/hides the outline of the disc for better alignment of images or text.
- **Show/Hide Grid** — Shows/hides gridlines for laying out images and text symmetrically.

Export to SD card (Menu, No menu)

Another great way to share your movie projects is to export them to SD cards. You can save your movie with or without a menu.



To ensure playback compatibility, the SD card must be formatted by the camcorder or camera first. The recommended file system is FAT32.

To save a movie with a menu

- 1 Click **Create Disc** in the **Options** panel.
- 2 Select **SD Card (Menu)**.
- 3 To create a menu, see “Creating disc menus” on page 183.

- 4 When you reach the **Output** tab, select your SD card from the **Drive** drop-down menu.
- 5 Click **Burn**.

To save a movie without a menu

- 1 Click **Create Disc** in the Options panel.
- 2 Select **SD Card (No menu)**.
- 3 From the **Template** list, select the AVCHD resolution you want to use.
- 4 Check if the **Destination** information is correct and click **OK**.


Exporting to mobile device

A video file can be exported to file formats compatible to other external devices such as the iPad, iPhone, iPod touch, Sony PSP, mobile phones, and Windows-based mobile devices such as smartphones and Pocket PCs.



You can only export your project after you have created a video file.

To export to a mobile device

- 1 Select a video clip from the Library.
- 2 Click the **Export to Mobile Device** button  and select the video property.
- 3 In the **Save** dialog box, type the file name and click the device where you want to export your movie.
- 4 Click **OK**.

Project Playback

Project Playback is used to output your entire project or part of it to a DV camcorder. This also gives you an actual size preview of your movie using the entire screen of either a PC or TV monitor. You can only output your project on a DV camcorder if your project is using a DV AVI template. How your video is played back will depend on the **Playback method** option that you selected in **Preferences**.

To play your project in actual size

- 1 In the Share Step Options Panel, click the **Project Playback** button



- 2 In the **Project Playback - Options** dialog box, select **Entire project** or **Preview range**, then click **Finish** to start viewing the project in full screen.
- 3 To stop the play back, press **[Esc]**.

Note: If you only want to output the preview range of your project, select **Preview range**.

Recording to a DV camcorder

After editing your project and creating a video file, Corel VideoStudio Pro allows you to record the video to your DV camcorder. You can only record a video that is using DV AVI format to your DV camcorder.

To record a movie to your DV camcorder

- 1 Turn your camcorder ON and set it to **Play** mode (or **VTR / VCR** mode). See your camcorder's manual for specific instructions.
- 2 Select a compatible DV AVI file from the Library.
- 3 In the Share Step Options Panel, click the **DV Recording** button




- 4 The **DV Recording - Preview Window** dialog box opens. You can preview the video file here. After you are done previewing, click **Next**.
- 5 In the **Project Playback - Record Window** dialog box, use the **Navigation Panel** to go to the section of the DV tape where you want to start recording.
Note: Click **Transmit to device unit for preview** to preview your project on the DV camcorder's LCD monitor.
- 6 Click **Record**. After you are done recording your project to the DV camcorder, click **Finish**.
Note: Before recording a video file back to your DV camcorder, make sure the video is saved with the correct codec. For example, the codec **DV Video Encoder** usually works well for most NTSC DV camcorders. You can select it from the **Compression** tab in the **Video Save Options** dialog box.

Recording to an HDV camcorder

To record your finished project to an HDV/HD camcorder, you must first render it as HDV/HD-encoded MPEG-2 transport stream file.

To record a movie to your HDV camcorder

- 1 Turn your camcorder ON and set it to **Play/Edit** mode. See your camcorder's manual for specific instructions.
- 2 In Share Step Options Panel, click the **HDV Recording** button  and select a transport stream template.
The **Create Video File** dialog box appears.
- 3 Enter a file name for your video file.
- 4 Corel VideoStudio Pro renders the project. When done, **HDV Recording - Preview Window** dialog box opens. You can preview the video file here.
- 5 Click **Next** to start recording.

- 6 In the **Project Playback - Record Window** dialog box, use the **Navigation Panel** to go to the section of the DV tape where you want to start recording.
Note: Click **Transmit to device unit for preview** to preview your project on the HDV camcorder's LCD monitor.
- 7 Click **Record**. After recording your project to the HDV camcorder, click **Finish**.


Uploading to the Web

Share your video projects online by uploading your videos to Vimeo, YouTube (in 2D and 3D formats), Facebook and Flickr. You can access your accounts from within Corel VideoStudio Pro.




Please make sure to abide by the terms of use regarding copyright ownership of video and music as set by Vimeo, YouTube, Facebook and Flickr.

To upload your video to Vimeo

- 1 Select a video file or clip from the Library.
- 2 In the Share Step, click the **Upload to Web** button  and click **Vimeo**. A pop-up menu will appear.
- 3 If you have already saved your video file, click **Browse for a file to upload** to locate the video from the file directory. If you have not saved your video, choose from the list of video qualities. Your video will be saved following the quality settings you selected.
- 4 Enter your e-mail address and password.
Note: If you do not have an existing Vimeo account, click **Join Vimeo** to establish an account and follow the on-screen instructions.
- 5 Click **Log in**. The authorization appears.


- 6 Fill in the necessary information such as your video title, description, privacy settings and additional tags.
- 7 Click **Upload** to upload your video. The Upload Video Progress bar shows the progress of your upload.
- 8 Click **Done** when uploading is completed. This launches the Vimeo web page where you can check out the recently uploaded video file.

To upload 2D and 3D videos to YouTube

- 1 Select a video file or clip from the Library.
- 2 In the Share Step, click the **Upload to Web** button  and click **YouTube** or **YouTube 3D**. A pop-up menu will appear.
Note: YouTube currently supports only 3D files in MP4 format.
- 3 If you have already saved your video file, select **Browse for a file to upload** to locate the video from the file directory. If you have not saved your video, select from the list of video qualities. Your video will be saved following the quality settings you selected.
Note: To maximize 3D potentials in YouTube, make sure that the 3D video files is in Side-by-side format.
- 4 Choose a video file or clip from the directory folder and click **Open**. This will launch the **Log-in YouTube** window.
- 5 If you already have an account, enter username and password.
Note: If you do not have an existing YouTube account, click **Join YouTube** to establish an account and follow the on-screen instructions.
- 6 Click **Next**. The Copyright Disclaimer page will appear. Check the agreement statement and click **Next**.
- 7 Fill in the necessary information about the video in the metadata dialog box that appears.
- 8 Click **Upload**. The Upload Video Progress bar shows the progress of your upload.

- 9 Click **Done** when the video has been successfully uploaded. This launches the YouTube web page where you can check out the recently uploaded video file.

To upload your video to Facebook


- 1 In the Share Step, click the **Upload to Web** button  and click **Facebook**. A pop-up menu will appear.
- 2 If you have already saved your video file, select **Browse for a file to upload** to locate the video from the file directory. If you have not saved your video, select from the list of video qualities. Your video will be saved following the quality settings you selected.
- 3 Choose a video file or clip from the directory folder and click **Open**. This will launch the **Log in to Facebook** window.
- 4 Enter your e-mail address and password for your Facebook account and click **Login**.

If you do not have a Facebook account, you can create one by clicking the **Sign up for Facebook** link.

Note: You can also enable **Keep me logged in to Corel VideoStudio Pro** to allow the program to remember your account details to skip this step the next time you log in.

- 5 Click **Allow** to permit the program to post the video in your profile.
- 6 Enter your **Title** and **Description** in the text boxes provided and choose the **Privacy** settings for your video.
You can also click **Log in as another user** to use another Facebook account.
- 7 Click **Upload** and monitor the upload progress.
- 8 Click **Done** and your default web browser will open to view the video you uploaded in your Facebook profile.

To upload your video to Flickr

- 1 In the Share Step, click the **Upload to Web** button  and click **Flickr**. A pop-up menu will appear.
- 2 If you have already saved your video file, select **Browse for a file to upload** to locate the video from the file directory. If you have not saved your video, select from the list of video qualities. Your video will be saved following the quality settings you selected.
- 3 Choose a video file or clip from the directory folder and click **Open**. This will launch the **Log in to Flickr** window.
- 4 Enter your e-mail address and password for your Yahoo! Mail account and click **Sign in**.
- 5 Enter your username for your Flickr account and click **OK, I'LL AUTHORIZE IT**.

If you click **NO THANKS**, you will be taken to your Flickr home page and will not continue with the upload process.

If you do not have an associated Flickr account, you will be automatically directed to sign up for Flickr.

- 6 Enter your desired **Title**, **Description** and **Tags** in the text boxes provided and choose the set where you want to add your video. Choose your desired privacy settings in **Set Privacy**.
- 7 Choose the safety level and content type for your video in **Set safety level** and **Set content types**.
- 8 Click **Upload** and monitor the upload progress.
- 9 Click **Done** and your default web browser will open to view the video you uploaded in your Flickr profile.


Creating movie templates

Movie templates contain settings which define how to create the final movie file. By using the preset movie templates provided by Corel

VideoStudio Pro or by creating your own templates in the **Make Movie Templates Manager**, you can have multiple variations of your final movie. For instance, you can create movie templates that provide high quality output for DVD and video recording, and also set up movie templates that give lower quality but acceptable outputs for different purposes, such as Web streaming and e-mail distribution.

To create movie templates

- 1 Click **Settings > Make Movie Templates Manager**. The **Make Movie Templates Manager** dialog box opens.
- 2 Click **New**. In the **New Template** dialog box, select the **File format** and type in a **Template name**. Click **OK**.
- 3 In the **Template Options** dialog box, set the options you want in the **General** and **Compression** tabs.
Note: The available options in the tabs will depend on the type of file format of the template.
- 4 Click **OK**.

Note: Movie templates will appear in a selection menu when you click  **Create Video File** in the Share Step. If you do not want to use a movie template, you can select **Custom** from the pop-up menu. This allows you to choose your own settings for creating the final movie or simply use the current project settings.

Note: To modify the settings of a movie template, click **Edit** in the **Make Movie Templates Manager** dialog box.

Appendix A: Shortcuts

This section contains the following topics:

- Menu command shortcuts
- Step Panel shortcuts
- Navigation Panel shortcuts
- Timeline shortcuts
- Multi-trim Video shortcuts
- Layout settings shortcuts
- Screen capture shortcuts
- Other Shortcuts

Menu command shortcuts

Ctrl + N	Create a new project
Ctrl + M	Create a new HTML5 project
Ctrl + O	Open a project
Ctrl + S	Save a project
Alt + Enter	Project Properties
F6	Preferences
Ctrl + Z	Undo
Ctrl + Y	Redo
Ctrl + C	Copy
Ctrl + V	Paste

Del	Delete
F1	Help

Step Panel shortcuts

Alt + C	Go to Capture Step
Alt + E	Go to Edit Step
Alt + F	Go to Effect in the Gallery list
Alt + O	Go to Media in the Gallery list
Alt + T	Go to Title in the Gallery list
Alt + S	Go to Share Step

Navigation Panel shortcuts

F3	Set mark-in
F4	Set mark-out
Ctrl + P	Play/Pause
Space	Play/Pause
Shift + Play button	Play the currently selected clip
Home	Return to the starting segment or cue
Ctrl + H	Home
End	Move to the end segment or cue
Ctrl + E	End
B	Previous frame
F	Next frame
Ctrl + R	Repeat
Ctrl + L	System Volume

Ctrl + I	Split Video
Tab	Toggle between the Trim Handles and Scrubber.
Enter	When the left Trim Handle is active, pressing [Tab] or [Enter] switches to the right handle.
Left	If you pressed [Tab] or [Enter] to make the Trim Handles or Scrubber active, use the Left-arrow key to move to the previous frame.
Right	If you pressed [Tab] or [Enter] to make the Trim Handles or Scrubber active, use the Right-arrow key to move to the next frame.
ESC	If you pressed [Tab] or [Enter] to activate and toggle between the Trim Handles and Scrubber, you can press [Esc] to deactivate the Trim Handles / Scrubber.

Timeline shortcuts

Ctrl + A	Select all clips on the Timeline. Single title: Select all characters in the on-screen edit mode.
Ctrl + X	Single title: Cut selected characters in the on-screen edit mode.
Shift + Click	Select multiple clips in the same track. (To select multiple clips in the Library, [Shift] + [Click] or [Ctrl] + [Click] the clips.)

Left	Select the previous clip on the Timeline.
Right	Select the next clip on the Timeline.
+ / -	Zoom in/out.
Ctrl + Right	Scroll forward.
Ctrl + Left	Scroll backward.
Ctrl + Up / Page Up	Scroll up.
Ctrl + Down / Page Down	Scroll down.
Home	Move to the start of the Timeline.
End	Move to the end of the Timeline.
Ctrl + H	The previous segment.
Ctrl + E	The next segment.

Multi-trim Video shortcuts

Del	Delete
F3	Set mark-in
F4	Set mark-out
F5	Go backward in the clip
F6	Go forward in the clip
Esc	Cancel

Layout settings shortcuts

F7	Switch to Default
Ctrl + 1	Switch to Custom #1
Ctrl + 2	Switch to Custom #2
Ctrl + 3	Switch to Custom #3
Alt + 1	Save to Custom #1
Alt + 2	Save to Custom #2
Alt + 3	Save to Custom #3

Screen capture shortcuts

F10	Stop screen capture
F11	Pause / Resume screen capture

Other Shortcuts

ESC	Stop capturing, recording, rendering, or close a dialog box without making any changes. If you switched to Full Screen Preview, press [Esc] to return to the Corel VideoStudio Pro workspace.
Double-click a transition in the Effects Library	Double-clicking a transition in the Library automatically inserts it into the first empty transition slot between two clips. Repeating this process will insert a transition into the next empty transition slot.

Appendix B: DV-to-DVD Wizard

Using the **DV-to-DVD Wizard**, you can capture video from FireWire-enabled DV and HDV tape camcorders, add a theme template, and then burn to DVD. This video-editing mode provides a fast and direct way to transfer your videos to a DVD.

You can launch the **DV-to-DVD Wizard** by clicking **Tools > DV-to-DVD Wizard**.

This section contains the following topics:

- Scanning for scenes
- Applying templates and burning to DVDs

Scanning for scenes

Scan the DV tape and select the scenes that you want to add to your movie.

To scan for scenes

- 1 Connect your camcorder to your computer, and turn on the device. Set your camcorder to **Play** (or **VTR/VCR**) mode.
- 2 Select a recording device under **Device**.
- 3 Click the **Capture format** arrow to select a file format for captured videos.
- 4 Specify whether to burn all videos of the tape (**Burn whole tape**) or scan your DV tape (**Scene detection**).

To burn the whole tape

- 1 Select **Burn whole tape** and then specify the tape duration under **Duration**.
- 2 Click **Next** to apply the template and burn to DVD.

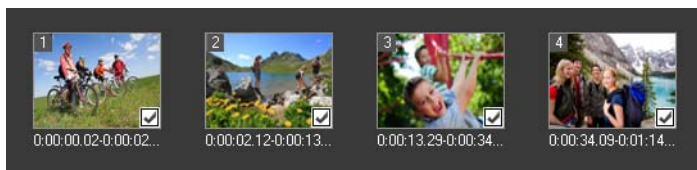
To use scene detection

- 1 After selecting **Scene detection**, choose whether to scan the tape from the **Beginning** or **Current position**.
 - **Beginning** — Scans the tape for scenes from the beginning. The tape will automatically be rewound if the tape position is not in the beginning.
 - **Current position** — Scans the tape for scenes from the current tape position.
- 2 Specify the scan speed and click **Start Scan** to begin scanning the DV device for scenes. Scenes are video segments that are distinguished by date and time stamps on the DV tape.




DV-to-DVD Wizard

- 3 In the Storyboard View, select each scene that you want to include in your movie, and click **Mark Scene**.



- 4 Click **Next**.


Note: To save and import the scanned file without having to re-scan it, click the **Options** button  and select **Save DV Quick Scan Digest**. To manage a large number of tapes, click **Save DV Quick Scan Digest as HTML**. This feature lets you print the HTML file and attach it with your tapes.

Applying templates and burning to DVDs

Choose a style template, specify settings, and burn your movies to DVD.

To apply a style template and burn to DVD

- 1 Specify a volume name and recording format for your movie.
Note: If you have more than one burner installed on your computer, or if the default drive is not a burner, specify the burner that you want to use in the **Advanced Settings** dialog box.
- 2 Choose a style template from one of the available presets to apply to your movie, and then select the output video quality.
- 3 To customize the theme template text, click **Edit Title**.

- 4 In the **Begin** tab of the **Edit Template Title** dialog box, double-click the text that you want to modify. You can also modify attributes such as font, color or shadow settings.
- 5 Click the **End** tab to modify the text. Click **OK**.
- 6 To mark your video clips with date information, click **Add as title** in **Video date information**. Select **Entire video** if you want the video to appear from beginning to end, or specify the duration.
- 7 Click the **Burn** button  to burn your movie file to a disc.
Note: If the movie is too big to fit onto a DVD, click **Fit & Burn**.

Glossary

Aperture

This camera setting measures the size of the opening in the lens. It controls the amount of light that gets into the camera. The aperture setting is measured in f-stops that follow the format f/number. For example, f/22.

Aspect Ratio

The relationship of width to height for a given image or graphic. Keeping or maintaining the aspect ratio refers to the process of maintaining size relationships when either the width or height of an image or graphic is changed. In video, the two most common aspect ratios are 4:3 and 16:9 for Standard definition (SD) and High definition (HD) Widescreen video formats.

AVI

Audio-Video Interleave is a digital video file format designed specifically for the Microsoft Windows environment, now commonly used as storage for several audio and video codecs.

AVCHD

Advanced Video Codec High Definition is a video format that is designed for camcorder use. It uses a disc structure designed for Blu-ray Disc / high definition compatibility and can be burned on standard DVDs.

Blu-ray Disc

Blu-ray Disc is an optical disc format that uses a blue laser for high definition video recording and playback. Each disc also allows more information to be burned in 25-GB (single-layer) and 50-GB (dual-layer) discs, offering more than five times the capacity of standard DVDs.

Capture

The recording of video or images to a computer hard disk.

Capture Plug-ins

These are utilities integrated with Corel VideoStudio Pro that allow the program to recognize capture devices and automatically detect them when they are connected to the computer.

Clip

A short section or part of a movie. A clip can be audio, video, still images or a title.

Cloud-based storage

A remote storage space that can be used for saving files. Instead of storing documents and media files on a local drive, files are saved in a remote database that can be accessed using a Web-connected device. Several companies offer cloud-based storage services that are available in both free and paid accounts.

Codec

A special algorithm or program that is used to process video. The origin of the word is *compression/decompression* or *coder/decoder*.

Color Clip

A simple background color used in a movie. It is often used for titles and credits since they stand out clearly against the solid color.

Compression

Compression is achieved through a codec and works by removing redundant data or describing it in terms that can be decompressed. Nearly all digital video is compressed in some way or another but differs on the degree of compression. The more compressed, the more resources needed for playback.

Data Rate

The amount of data per second that is transferred from one part of your computer to another. These data rates vary in different types of media.

Device Control

A software driver that allows programs to control video sources like the camcorder or VCR.

DNLE

Digital Non-Linear Editing is a method of combining and editing multiple video clips to produce a finished product. DNLE offers random access to all source materials at all times during the editing process.

Driver

A software program that controls the connection between a specific device and a computer.

DSLR

A type of camera that uses removable lenses and takes images using a reflex mirror system. The acronym DSLR stands for digital single-lens reflex. Compared to compact point and shoot cameras, DSLRs offer more manual controls and higher image quality.

DV

Digital Video with a capital "D" and a capital "V" stands for a very specific format of video, just like VHS or High-8. This format can be understood (played back, recorded) by DV camcorders and your computer, if you have the proper hardware and software. DV can be copied from your camcorder to your computer, and then back to your camcorder (after editing, of course) without any loss of quality.

DVD

DVD (Digital Versatile Disc) is popular in video production because of its high quality and broad compatibility. Not only does it guarantee audio and video quality, DVDs make use of the MPEG-2 format, used to produce discs that are single- or double-sided, and single- or dual-layer. They can be played on standalone DVD players or on the DVD-ROM drive of your PC.

Effect

In Corel VideoStudio Pro, an effect is a special computer generated attribute applied to video clips that alters the appearance and quality of video to achieve a certain look.

Ev

The acronym stands for Exposure Value or the combination of settings for the aperture, shutter speed and ISO when the camera is in P (Programmed), S or Tv (shutter priority), or Av (aperture priority) mode. Adjusting the Ev can either overexpose or underexpose an image deliberately.

Export

The process of sharing files. When you export a file, the data is usually converted into a format that is recognizable by the receiving application. The original file remains unchanged.

Fade

A transition effect where the clip gradually disappears or appears. In video, the picture would gradually change to or from a solid color; or from one image to another. For audio, the transition would be from full volume to complete silence or vice-versa.

FireWire

A standard interface used for connecting digital audio/video devices such as DV camcorders to computers. It is Apple's trademarked name for the IEEE-1394 standard.

Footage

A length of recorded film intended for use in a larger project.

Frame

A single image in a movie.

Frame Rate

The number of frames per second in a video. NTSC video is commonly 29.97 frames per second (fps) while PAL has 25 fps, but smaller video files can be created on the computer by using lower frame rates.

Frame Size

The size of displayed images in video or animation sequences. If an image intended for the sequence is larger or smaller than the current frame size, it must be resized or cropped.

HDV

HDV is a format for recording and playback of high-definition video on a DV cassette tape. Announced in 2003 as an affordable high definition format, HDV video supports resolutions up to 1440×1080 and is compressed with MPEG-2. HDV audio is compressed using MPEG-1 Layer 2.

IEEE-1394

Also known as Firewire, 1394 is standard that allows high-speed serial connections between the computer and an HDV/DV camcorder, or other high speed peripheral device. Devices conforming to recent updates to this standard are capable of transmitting digital data at 400 megabits per second.

Instant Playback

Allows you to view the entire project without rendering. It instantly plays all the clips in the Preview Window without creating a temporary preview file in your system. Playback quality is dependent on your hardware configuration.

If **Instant Playback** results in drop frames, then use **High Quality Playback** to preview a project.

ISO

This camera setting measures the sensitivity of the image sensor. A lower setting is ideal when there is enough light, while a higher setting is best when it is dark. Choosing the correct ISO setting reduces the noise or grain on the captured image.

Key frame

A specific frame in a clip that is flagged for special editing or other activities in order to control the flow, playback or other characteristics of the completed animation. For example, when applying a video filter,

assigning different effect levels on the beginning and end frames shows a change in the appearance of the video from start to end of the video clip. When creating a video, assigning key frames on parts where there are high data transfer requirements helps control how smoothly the video plays back.

Library (Corel VideoStudio Pro)

The Library is the repository for all of your media clips. You can store video, audio, titles, or color clips in the Library and instantly retrieve them for use in a project.

Link

A method of storing previously saved information in another program without significantly affecting the size of the resulting file. Linking offers another advantage in that the original file can be modified in its original program and the changes will automatically be reflected in the program where it is linked.

Mark In/Out

Points in a clip that have been marked for editing and trimming purposes. A section can be selected from a longer clip by setting its beginning (Mark in) and ending (Mark out).

Metering Mode

This camera setting adjusts the exposure according to the brightness of the subject. The common options for metering mode include Evaluative, Partial, Spot, Center-weighted, and Multi-zone.

Motion Tracking

A cinematic and video production technique that tracks specific objects in video clips. Video elements can be tracked by using selected and distinct sets of pixels that are used to track movement. This process can be done by the program automatically, tracked manually, or a combination of both. It creates moving paths that can be used in seamlessly adding 2D and 3D graphics that appear to exist originally when shooting the video clip.

MP3

Abbreviation of MPEG Audio Layer-3. MP3 is an audio compression technology that produces near CD audio quality at a very small file size, making it transfer quickly over the Internet.

MPEG-2

A standard for video and audio compression used in products like DVD.

MPEG-4

A video and audio compression format that is commonly used in mobile devices and video streaming in the Internet that provides high-quality videos at lower data rates.

NLE

Non-Linear Editing. In the past, conventional editing on a VCR was necessarily linear because of the need to access clips on a video tape in order. Computer editing can be done in any order that is convenient.

Noise

Noise may be found in audio and video. In audio, it manifests as unwanted residual hiss while they are random image specks and dots onscreen in video. These are electronic interferences that are most common in analog audio and video.

NTSC/PAL

NTSC is the video standard in North America, Japan, Taiwan, and some other regions. Its frame rate is 29.97 fps. PAL is common in Europe, Australia, New Zealand, China, Thailand, and some other Asian places, which has a frame rate of 25 fps. There are other differences. In the world of DV and DVD, NTSC has the video resolution of 720×480 pixels, while PAL has 720×576 pixels.

Overlay

These are superimposed video or image clips over existing clips in your project.

Plug-ins

Plug-ins are utilities that add more functions and effects to a program. In Corel VideoStudio Pro, plug-ins have made it possible for the program to automatically recognize capture devices as well as output videos for different purposes such as for e-mail, Web page, video greeting cards, and DV recording.

A profile covers various attributes for a Windows Media Format file such as bit rate, number and type of streams, compression quality, frame size and so on.

Project File

In Corel VideoStudio Pro, a project file (*.VSP) contains the required information to link all associated image, audio, and video files. With Corel VideoStudio Pro, you must open a project file before you can edit a video.

Render

Rendering is the process of making a finished movie from the source files in a project.

Scenes

A scene is a series of continuous frames. In Corel VideoStudio Pro, each scene that is captured by using the Split by Scene feature is based on the recording date and time of the footage. In a captured DV AVI file, scenes can be separated into several files based on the recording date and time of the footage or based on changes in the content of the video. In an MPEG-2 file, the content changes are used to separate scenes into files.

Shutter Speed

This camera setting measures the amount of time that the shutter remains open. The shutter speed is measured in seconds. Fast shutter speeds are usually in fractions of a second (1/500, 1/250, 1/125, etc.). Slow shutter speeds are measured as whole numbers (1, 10, 30, etc.).

SmartRender

SmartRender technology saves time when generating previews by rendering only the parts that have been modified from your last render operation. Split by scene

This feature automatically splits up different scenes into individual files. In Corel VideoStudio Pro, the way scenes are detected depends on which step you are in. In the Capture Step, Split by Scene detects individual scenes based on the original footage's recording date and time. In the Edit Step, if Split by Scene is applied to a DV AVI file, scenes can be detected in two ways: by the recording date and time, or by the changes in the content of the video. Whereas in an MPEG file, scenes are detected only based on the content changes.

Storyboard

A Storyboard is a visual representation of your movie. Individual clips are represented as image thumbnails on the Timeline.

Streaming

Allows large files to be played as they are being downloaded. Streaming is commonly used for large video and audio files that are made available on the Internet through video-sharing Web sites.

Template

A work pattern in a software program. They are predefined formats and settings to serve as guides in making projects.

Timecode

The timecode of a video file is a numerical way of representing the position in a video. Timecodes can be used to make very accurate edits.

Timeline

The Timeline is a graphic representation of your movie in chronological order. The relative size of clips on the Timeline gives you an accurate idea of the length of your media clips and the relative positions of titles, overlays and audio.

Title

A title can be a movie title, a caption or credit. Any text that overlays your video can be referred to as titles.

Transition Effect

A transition is a method of sequencing between two video clips, like fading from one into another.

Trim

The process of editing or cropping a video clip. Video can be trimmed frame by frame.

Ultra HD (4K resolution)

A video resolution that is approximately 4,000 pixels in width. It is also known as Ultra High-Definition or Ultra HD. The term is used to refer to all screen standards that are at least 3840 x 1080 pixels.

Video Filters

A video filter is a method of changing the appearance of a video clip, like mosaic and ripple. It can be used as a corrective measure by compensating for shooting errors and can also be creative by achieving a certain effect to video.

Voice-over

The narration of a video or movie is commonly called the voice-over. This is most notable in documentary films.

White Balance

This camera setting measures the color temperature of the subject. Different lighting conditions affect the way a camera measures the colors in a scene. Most digital cameras provide preset settings for automatic, sunlight, cloudy, fluorescent, and incandescent environments.

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