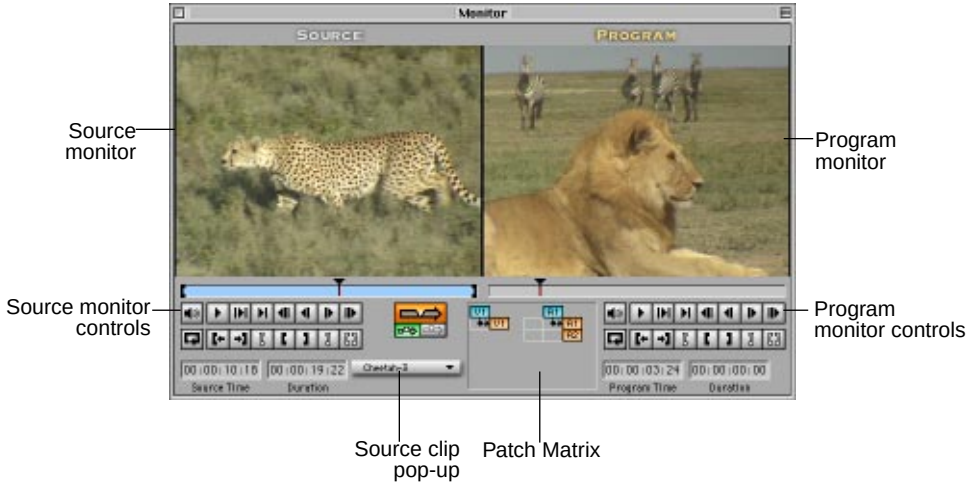
Chapter 2: An Overview of Radius EditDV

This chapter provides an overview of Radius EditDV to get you started on your first project. After installing your Radius Firewire card, MotoDV and the Radius EditDV application you are ready to begin working with Radius EditDV to create a video program.

This chapter includes a tour of EditDV that describes the three main windows of the interface and how they relate to each other. It then provides a step-by-step tour of creating a complete video project – from capturing video clips with MotoDV to completing your final video tape.

A Tour of the Windows in Radius EditDV

The Monitors Window

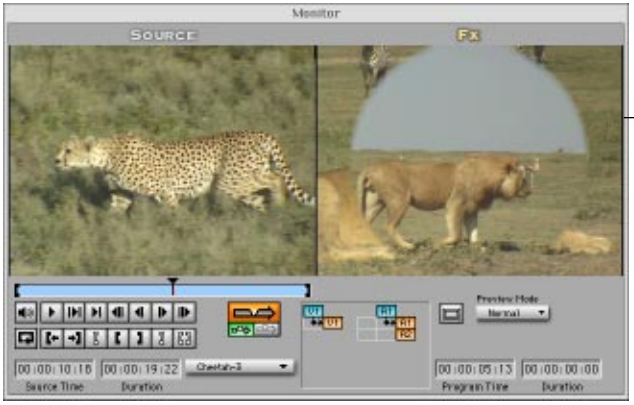


The picture above shows the Monitors window with the Source monitor and Program monitor displayed. EditDV uses a side by side display where the player on the left is used to review source clips that are then assembled into a sequence to create a program, displayed on the right. Your program will ultimately contains all clips and effects that you specify in the Sequencer window.

The Source monitor - on the left of the Monitors window is used to play your source clips and select the frames you want to use in your program. It includes controls to play your clips, scrub through them by dragging the mouse on the time pointer. You can also select part of a clip by marking the beginning (mark in) and ending (mark out) of the section of the clip that you want to use in your program.

The Program monitor - on the right of the Monitors window displays your program as you assemble it. You can play or scrub the entire program, or any individual track.

The FX monitor - replaces the Program monitor when you are working with the special effects filters included with Radius EditDV. The FX monitor displays previews of how your video will look after it has been modified by an effect. It provides a highly interactive workspace where you can work directly with the mouse to position video, text and graphic effects.



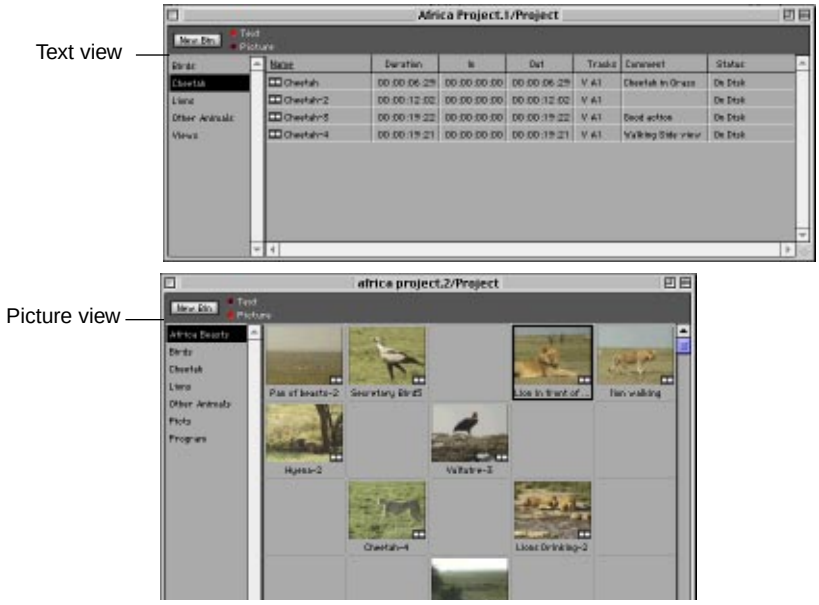
FX monitor with Iris transition

The Trim window - is used to adjust the cut points between your clips after you have placed them into your program. The Trim monitor is a film style, tail/head, side-by-side display of the cut point. It allows you to adjust one or more cut points to create roll and split edits, including audio trimming.

Trim window

The Project Window

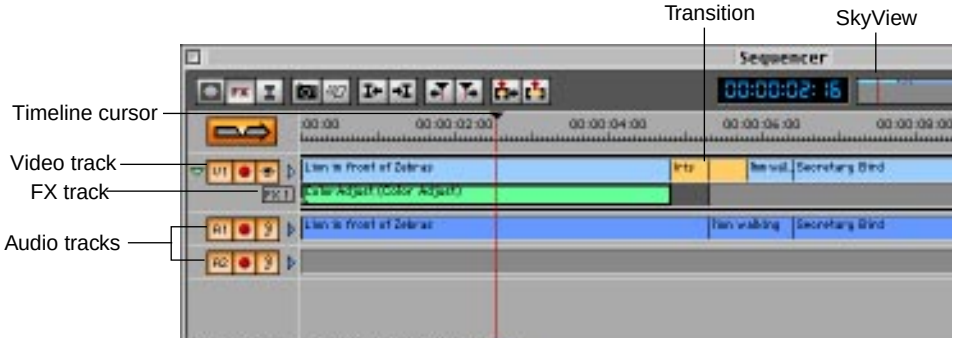
The Project window - is used to organize your audio and video source clips. You place information about your clips in separate bins that can be displayed in either text or picture view. These references are maintained as part of your project so EditDV can locate all of your clips on disk.



The Sequencer Window

The Sequencer window - is a graphic representation of your entire video and audio program along a Timeline with the beginning of your program at the left. This visual description of your program is one of the most powerful features of a non-linear editing system. It allows you to see the relative position of video clips, audio clips and special effects in your program, including multiple layers of video, professional titles and powerful DVE style animation effects. To add source clips to the Timeline in the Sequencer window, you drag them either from the

Source monitor or the Project window, or you can use the Patch Matrix in the Monitors window to first map them to a specific track and then edit them into your program.



Window Management

Radius EditDV is preset to display the Project window, Sequencer window, and Monitors window on your computer monitor. You can show or hide any of the windows using the Window menu.

Building a Program with Radius EditDV

The following sections describe how to build a program in Radius EditDV — from starting a new project to printing the final project to videotape.

Getting Started

To start Radius EditDV:

1. If necessary, double-click the icon for the hard disk where Radius EditDV is stored.

   You see the Radius EditDV folder in the volume you chose during installation.

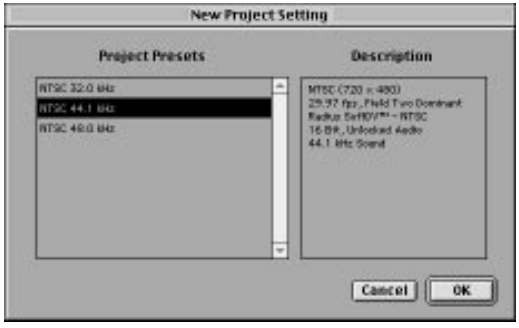
2. Double-click the Radius EditDV folder.

3. Double-click the Radius EditDV icon.

   You see the Open Project dialog.

4. Click New to create a New Project.

   The New Project Setting dialog box will appear.



5. Select a project preset from the dialog box and click OK to start a new project.

When you select a **project preset** you see a short description of it in the Description box. Each preset specifies video and audio options that will be used to build your final project.

The project presets provided with Radius EditDV provide options for the three audio formats supported by the DV format. Select the audio sampling rate that want to output to tape when you print your final project.

Importing Source Media

Use Radius MotoDV to capture your DV format video and audio clips following the instructions in the MotoDV manual. You can also import PICT files, QuickTime movies and music from CD's, and a variety of other computer graphics and animation files into EditDV.

Radius EditDV includes special drag and drop features to facilitate importing clips captured with MotoDV. Use MotoDV and the Finder to organize your clips into separate folders, then import them into EditDV by dragging files or folders to the left or right side of the Project window as follows:

- Drag clips from the Finder into the appropriate bin.

  Select one or many clips (using Shift-Select) in the Finder and drag them into the right side of the Project window to put them in the currently opened bin. You can also drag them to the left side of the Project window over the bin name you would like them stored in.

- Drag a folder to the left side of the Project Window.

  A new bin will be created with the folder name and all of the clips in that folder will be stored in that bin.

- Drag a folder to the right side of the Project Window

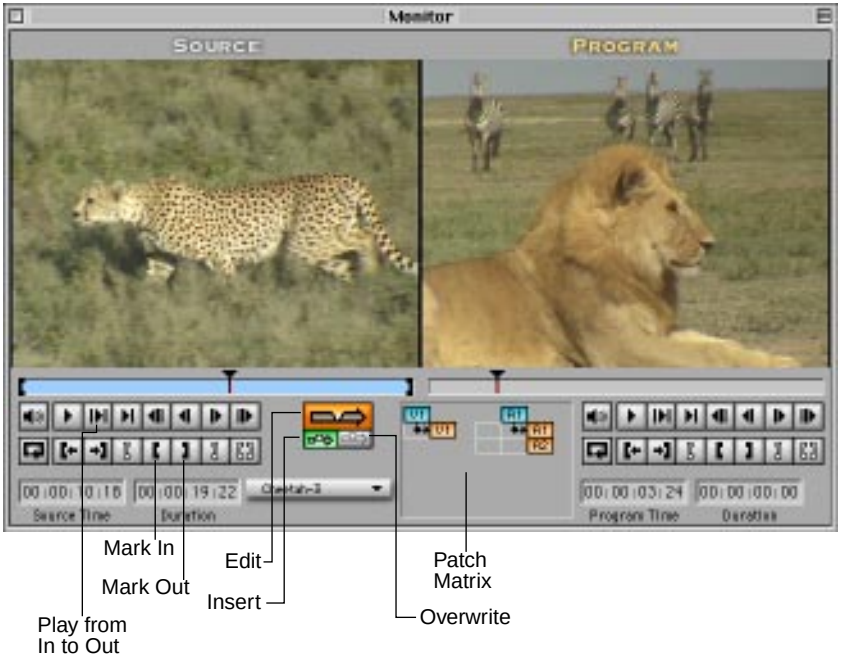
  All of the clips in the folder will be placed in the currently open bin.

You can also use the Import command in the File menu to import clips one at a time into bins.

After importing source clips, you are ready to use Radius EditDV to create a video program.

Reviewing and Choosing Source Clips

After placing source clips in the Project window, you are ready to view the clips in the Source monitor. Double-clicking on the clip icon in the Project window or dragging the clip from the Project window to the Source monitor opens the clip in the Source monitor. Once the clip is in the Source monitor, you can play it, scrub through it and mark In and Out points to select the portions of clips you want to add to your program.

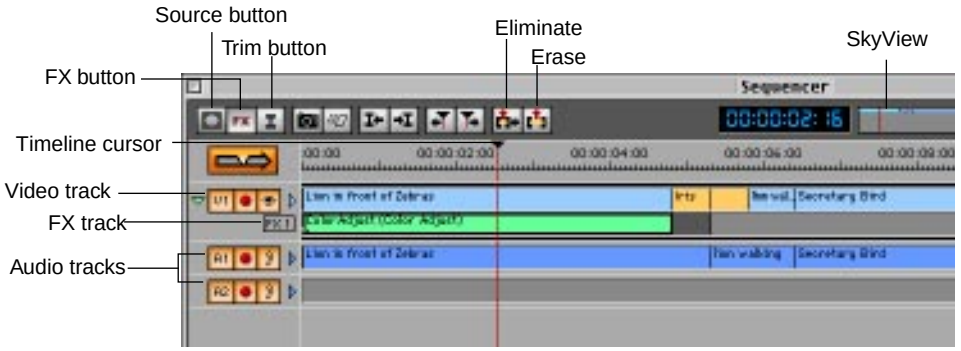


Assembling a Program

You assemble a program by moving clips from the Source monitor or Project window into the Sequencer window. This window contains a graphic representation of your program along a Timeline beginning at the left of the window. It shows the order the clips will play in your program, and which audio and video clips will play together. Clips that are positioned at the same time in the Sequencer window play back simultaneously.

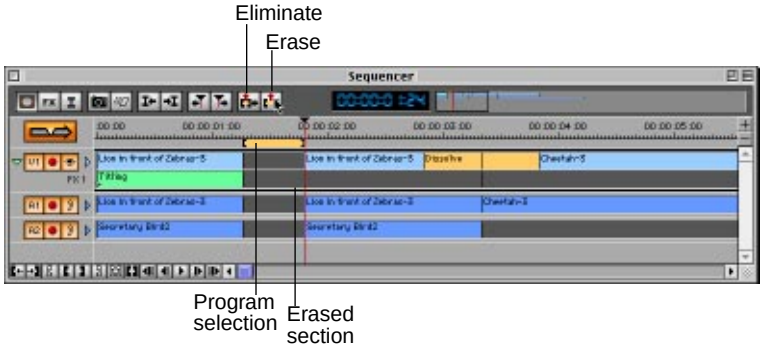
When you first open a new project, this window contains empty tracks into which you place video media, audio media and filters to create special effects. It opens with one empty video track (V1), two audio tracks (A1 and A2) and one (FX1) track. You add source clips to your program by dragging from the Source monitor to the position on the Timeline where you want that clip to play, or by using the Patch Matrix and pressing the Edit button. To create a program, you place source clips

one after the other along the Timeline in the Sequencer in the order you want them to play, then add special effects and audio tracks to accompany them.



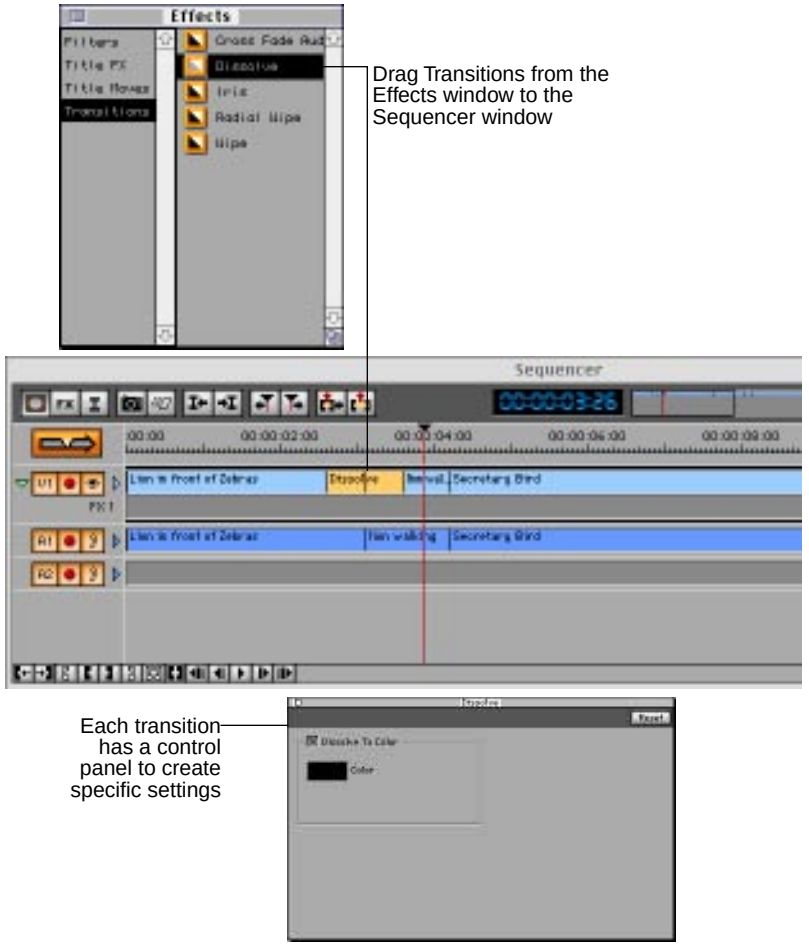
You modify clips after placing them in the Timeline by adjusting the cut point between them using the Trim window. To select a cut for trimming, place the Timeline cursor over it and press the Trim button. The Trim monitor is a film style, tail/head, side-by-side display of the cut point. The tail of the outgoing clip is displayed on the left and the head of the incoming clip is displayed on the right. The Trim window allows you to adjust two adjacent video clips as if they were two pieces of film spliced together. You can shorten or lengthen either piece, separately or together. The Trim window includes support for traditional roll and split edits, while maintaining the splice.

The Erase and Eliminate buttons are also used to adjust clips after placing them in the Timeline. You first mark in and out points in the Sequencer to define the section of your program to be removed. You then click the Erase button to remove that section and replace it with filler that will appear as black in video or silence in audio. You click the Eliminate button to remove that section and shorten your program by the length of the removed section.



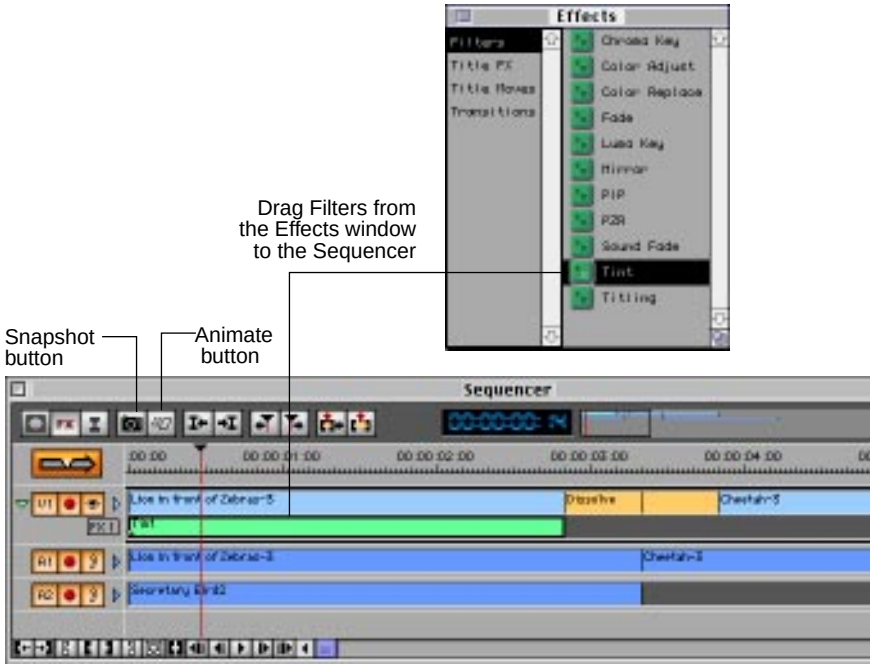
Placing Transitions Between Clips

Radius EditDV provides a variety of professional quality transitions you can use between clips. To apply a transition, drag it from the Effects window to a cut between two clips in the Sequencer window. Because transitions involve two clips side by side, they are placed on the cut point between the clips, rather than in an FX track. You can adjust the length and position of the transition after it is applied and you can modify a transition to create a custom version. You can also trim the two clips involved in the transition using the Trim window without disturbing the transition itself.



Applying Filters to Achieve Special Effects

You create special effects with Radius EditDV by choosing a filter from the Effects window and dragging it onto an FX track in the Sequencer window just below the video that you wish to modify. Filters can be layered to any depth, using as many FX tracks as necessary. You can also



use the filters as a starting point for creating your own custom filters, which can be saved to disk and used again in other parts of your program or in other projects.

The FX monitor appears in place of the Program monitor whenever you drag the timeline cursor over a selected special effects filter or double click an effects filter. Each filter has a Control window where you adjust controls to choose the style of the effect. Filters can be previewed using the Animate button in the Sequencer window. With Radius EditDV's keyframing capabilities you can animate any filter control over time to create dynamic DVE effects.

Tint Control Window

FX Monitor

Adding Titles

The Radius EditDV Titling filter provides the ability to easily create titles, credits, and other text for use in your program. It provides access to these powerful features:

- an assortment of TrueType and Type 1 fonts and font sizes
- the capacity for developing shadows and backgrounds to your specifications
- a color palette for text, shadows, and backgrounds
- settings for opacity and the creation of gradients for text, shadows, and backgrounds
- the ability to work with an unlimited number of text layers and to move text through a video, in a variety of ways, using keyframes

Use the Titling filter as you would any other filter in Radius EditDV by dragging it into an FX track in the Sequencer window. With the Titling filter you can then type and format text directly in the FX monitor.

Using Keyframes

Radius EditDV keyframes allow you to create dynamic effects that change over time. A keyframe is automatically created at the beginning of any filter. When you adjust the controls on a filter, additional

keyframes are created. Radius EditDV calculates and uses progressive settings for each frame between the keyframes to create the final effect frame by frame.

Previewing a Program

While the Source monitor allows you to view source clips, the Program monitor is used to review the program you are constructing in the Sequencer window. Since it is possible to have many video and audio tracks within the Sequencer that are all combined to create your final program, buttons are provided along the left edge of the Sequencer window to allow you to select the tracks to play at any given time. When you click Play in the Program monitor, the track in the Sequencer with the Eyeball button active will be displayed All audio tracks, within the limits of the processing power of your computer, that have active Ear buttons will be played at the same time.

When you place your first video clip on the video track (V1) in the Sequencer window, you will see that clip in the Program monitor as long as the Eyeball button on track one is active. The buttons on the button bars below the Program monitor allow you to play your program in different ways: play, play selection only and play to the next mark point.

Previewing to an attached DV device:

As you scrub or play from the Timeline in the Sequencer window, the clips in the selected video track are displayed in the Program monitor. If your DV device is connected to your computer and has a video monitor attached to it, or a built-in LCD display, you can direct the program to be displayed to it by setting “Play frames out Firewire” in the SoftDV Playback preferences dialog.

Previewing Effects:

You work directly with a single special effect by selecting it in the Sequencer, or double clicking it to bring up its Control panel. The result of any adjustment you make to the effect controls are previewed on the current frame in the FX monitor. To see the effect in the context of your entire program, including all video tracks, click the Snapshot button.

The Animate button in the Sequencer window is used to preview an animation of the effect over the entire length of the filter so you can review how the effect will play in your final program. This is especially useful with filters that move the video frame, such as PIP and PZR.

You can view a single finished frame containing all effects and all video tracks in the Program monitor by positioning the Timeline cursor in the Sequencer window at the desired frame and clicking the Snapshot

button in the Sequencer window. Radius EditDV renders a snapshot of your video program at that time by applying any transitions and filters used in the frame. The resulting frame is displayed in the FX monitor for review but not stored on disk.

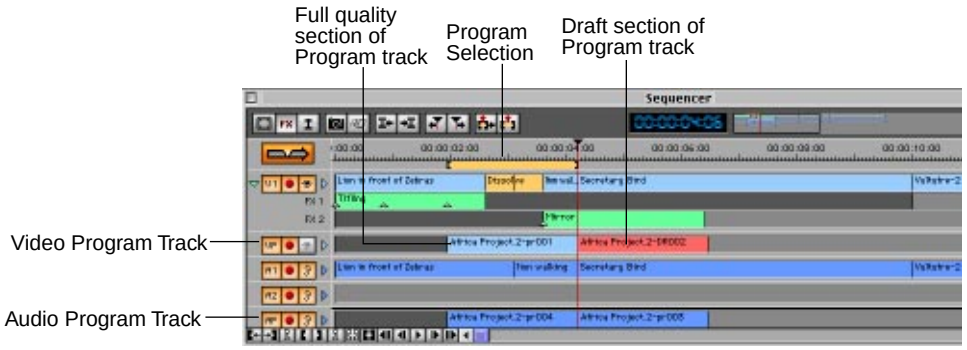
Previewing Your Final Program:

Radius EditDV provides a special feature called DraftDV for rendering your program quickly at a lower quality so that you can see the results of your special effect and transition choices as soon as possible. DraftDV creates a complete DV stream that can be played to your camcorder or written to tape. The portions of your Program that have been created with DraftDV will appear as red clips in your Program track. When you turn off DraftDV and select “Update Program track” all draft sections and blank sections of the program track will be updated to full quality, represented by blue clips in your Program track.

Making Your Master Videotape

If your video program only contains cuts you can play it immediately either in the program monitor or on your video display. However, if it contains transitions, filters or too many audio tracks for your computer to mix in realtime, it must first be rendered before it can be played. When using Radius EditDV you can render all or part of your program by making a selection in the Timeline. If there are no mark in and mark out points defining a selection, the entire program will be rendered.

You build your program into two special tracks: the VP (Video Program) and AP (Audio Program) tracks. These tracks take the place of the program or record tape deck in a traditional studio where final programs are assembled. Thus, rendering causes EditDV to assemble all of your source clips, transitions and filters into a final, playable program in your Program Tracks. These program tracks can then be played in the Monitors window, played at full screen through your DV tape deck or camcorder, or printed to video tape.



This chapter has been a brief overview of the main steps in completing a program using Radius EditDV. The following chapters discuss each of the Radius EditDV digital video production tools in depth to help you utilize the full potential of the power of Radius EditDV to create high quality video programs.