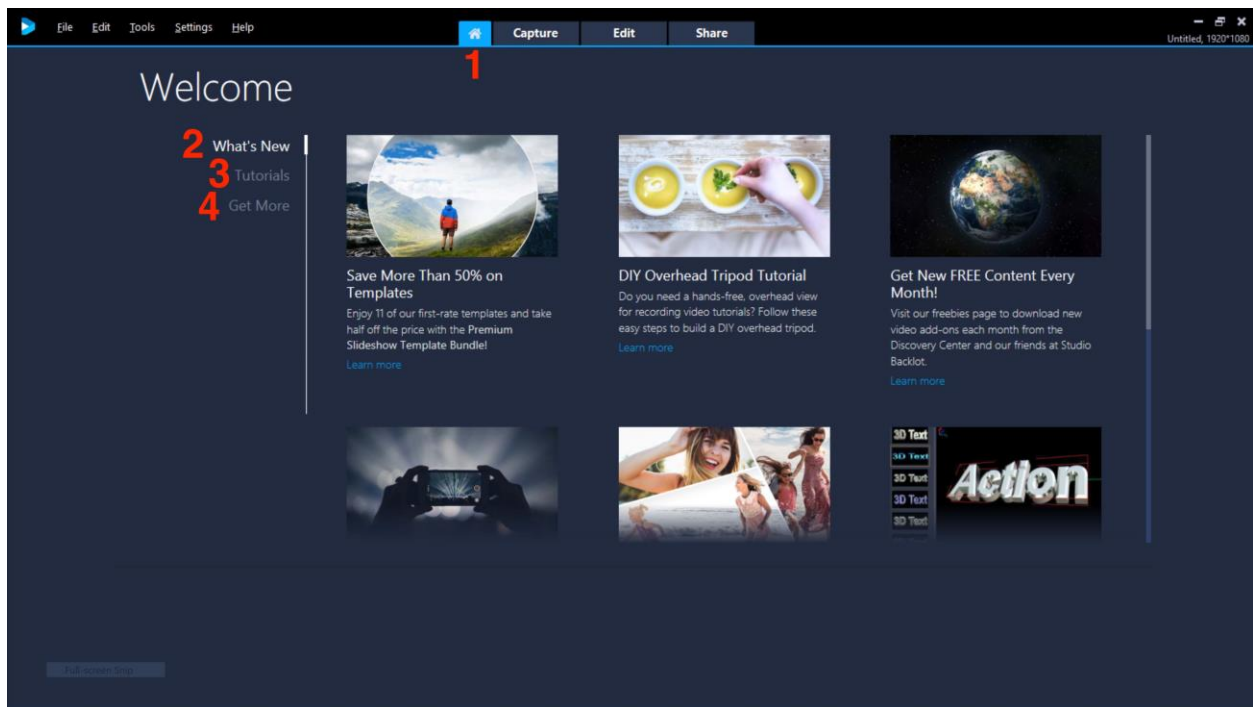


Get to Know the VideoStudio Workspace

This written tutorial is a handy guide to understanding the various components of the VideoStudio interface. We will review the Capture, Edit and Share workspaces and the different options available in each. We'll also show you how you can customize the Edit workspace to suit your own needs.

The Welcome Book

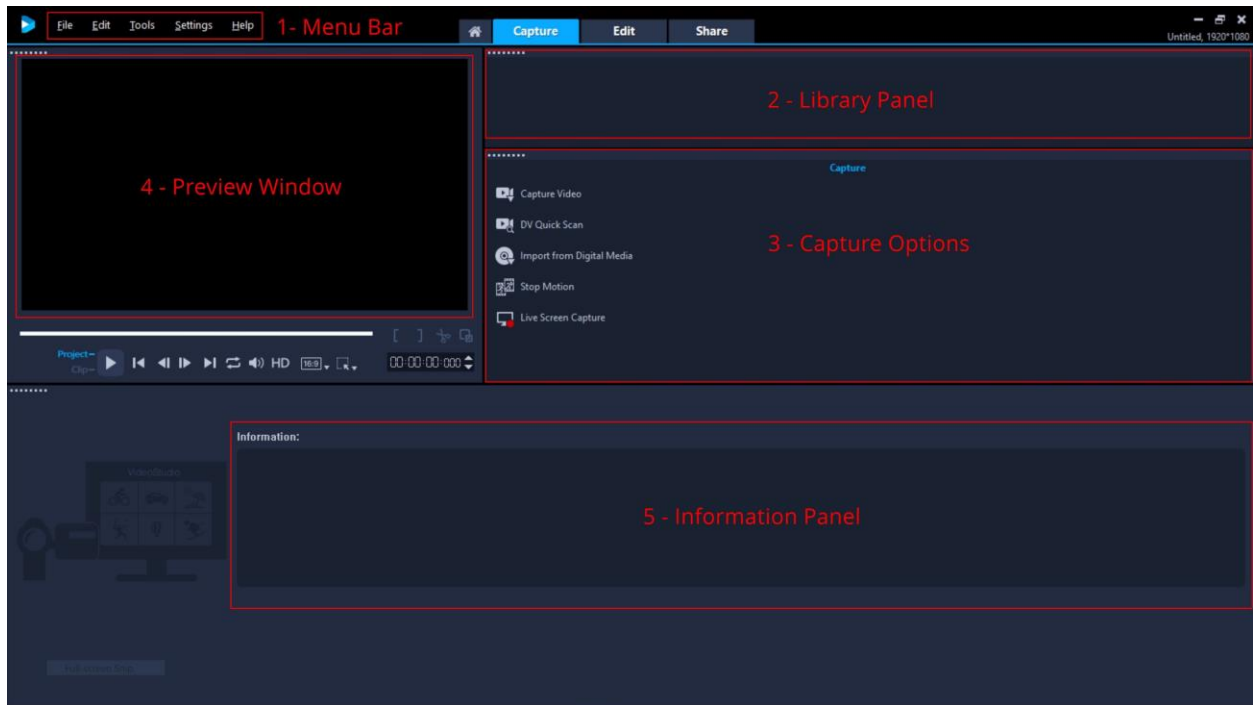
1. Open VideoStudio into the very first screen and stop. This is known as the Welcome Book, the Welcome Screen or the Home tab.



2. The **What's New** tab is updated regularly with the latest tutorials, tips, blog posts, contests and more.
3. The **Tutorials** tab has a selection of our most popular tutorials from beginner to advanced.
4. **Get More** is your VideoStudio shopping mall for extras, templates, media files and effects. There're even some freebies available (scroll to bottom of **ALL** tab).

The Capture Workspace

Click on the **Capture** tab at the top center of your screen. Use this area to live capture content or download content off your external devices.

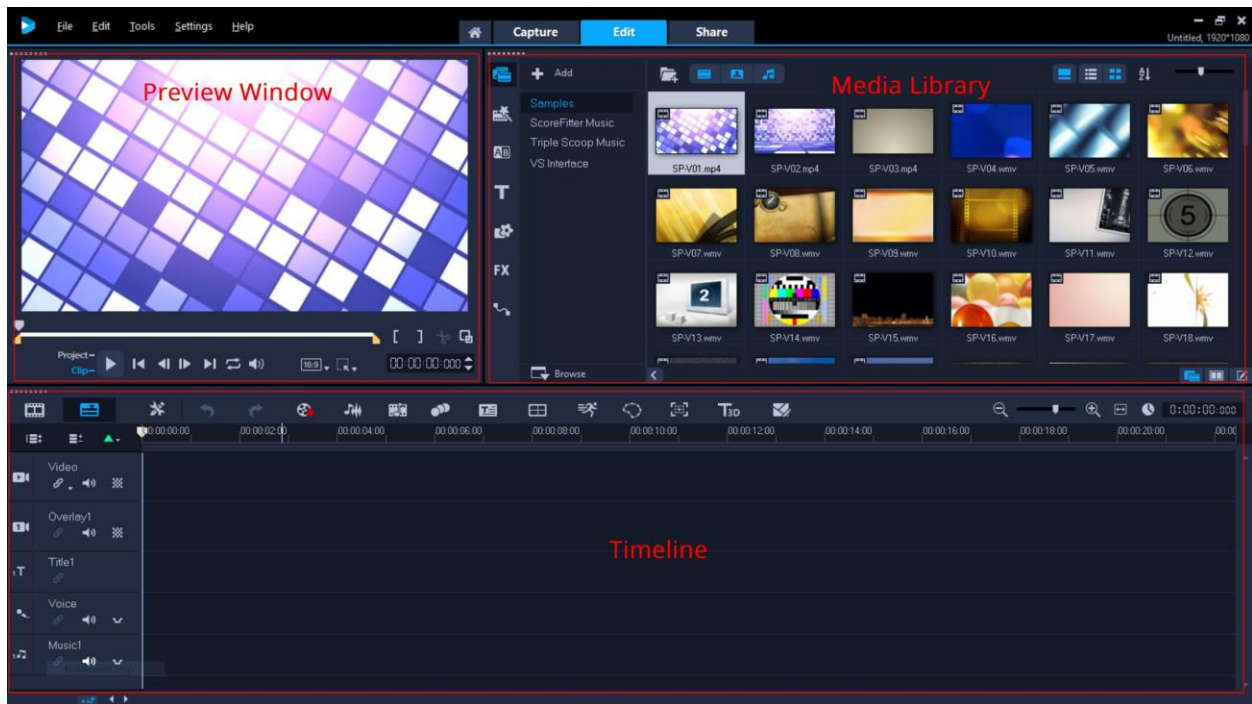


1. **Menu Bar** — provides various commands for customizing VideoStudio, opening and saving movie projects, working with individual clips, and more. This bar is located in all three main tabs.
2. **Library Panel** — a storage depot for captured media clips.
3. **Capture Options** — displays different media capture and import methods.
 - a) Click **Capture Video** to import video footage and photos from your camcorder.
 - b) Use **DV Quick Scan** to scan your DV tape and select which scenes to save.
 - c) Click **Import from Digital Media** to add already digitized media from a DVD-Video, AVCHD, Blu-ray formatted disc or from your hard drive.
 - d) The ability to create **Stop Motion** animation is one of VideoStudio's very cool and unique features.
 - e) Depending on what version of VideoStudio you're using this will be either **Live Screen Capture** or **MultiCam Capture**. When you click on it, it will launch the screen capture software in a separate window with settings you can adjust.
4. **Preview Window** — is used to view and select the content you'll be capturing in this tab. This will be covered in more detail later in this tutorial.
5. **Information panel** — lets you view information about the files you are working with.

The Edit Workspace

Click the **Edit** tab at the top center of your screen. To ensure your windows are in the same locations we'll be discussing, make sure your workspace layout is set to the default. Under the **Settings** menu go to **Layout Settings > Switch to > Defaults**.

You can see that the **Media Library** is in the top right, as it was on the **Capture** tab, but now there are many media files in the library. Click on one of the video clips so that it displays in the **Preview** window. This will allow you to try out the controls and playback options we will be reviewing.



Starting with the **Preview Window**, playback controls from left to right are:

1. **Project/Clip mode** lets you choose to preview the entire project or a selected clip
2. **Play** lets you play, pause and resume the preview
3. **Home** takes you to the start
4. **Previous** moves you to the previous frame
5. **Next** moves you to the next frame
6. **End** takes you to the end
7. **Repeat** lets you loop the playback
8. **Volume** lets you adjust the volume of your computer's speakers



There are also several other options available in the **Preview** panel:



Aspect Ratio lets you change the aspect ratio (updates the project settings).



Resize/Crop lets you access Crop mode and Scale mode (resize or distort).



Timecode lets you jump directly to a part of your project or selected clip by specifying the exact timecode.



Mark-in and Mark-out sets a preview range in the project or sets the start and end points for trimming a clip.



Split Clip splits the selected clip. Position the Scrubber to where you want the clip to be split, and then click this button.



Enlarge Preview Window increases the size of the Preview window to full screen.

Next is the **Media Library**, which holds all the content you can use in your timeline, including video clips, audio, images, titles, effects and more. To add media to the library, you can drag and drop from your desktop, or hit the **Browse** icon at the bottom left of the panel or go to **File > Insert Media File to Library**.

The media categories are listed vertically on the left side of the library. Each icon represents a different category. Let's explore!



Media includes video and audio/music clips as well as images

Instant Projects include split screen and slideshow templates – just drag and drop your own content into the placeholders to create a movie in minutes

Transitions are used to blend one clip into another, avoiding any harsh changes you might notice otherwise.

Titles include a variety of text presets that you can use as is or customize to suit your needs.

Graphics are items you might want or need to add into your projects, such as backgrounds, patterns, frames, clipart images and flash animations.

F/X Filters include dozens of special affects you can add to any clip. Just drag and drop one or more of them onto a clip in the timeline.

Paths are animation routes for your content to follow. This feature can be used on any track containing visual content, in other words, not audio tracks.

In each library category you will see dynamic icons along the top, that change depending on which category you have selected. We encourage you to explore these icons, as they provide options you might find helpful for sorting, filtering, and organizing the content in the library.



With any type of content in the library you can just drag and drop it on the **Timeline** to add to your video project. But you can also make adjustments using the **Options** panel.

To access the **Options** panel, simply double-click on the item in the timeline and the **Options** panel will open to the right beside the library. Depending on what type of content you have selected, you will have many different options to edit and customize.

You can also toggle between Library panel sand Options panel view using the three icons in the lower right of the library. The left icon displays the Library panel; the middle icon displays both the Library and Options panels side by side, and the right icon displays just the Options panel.

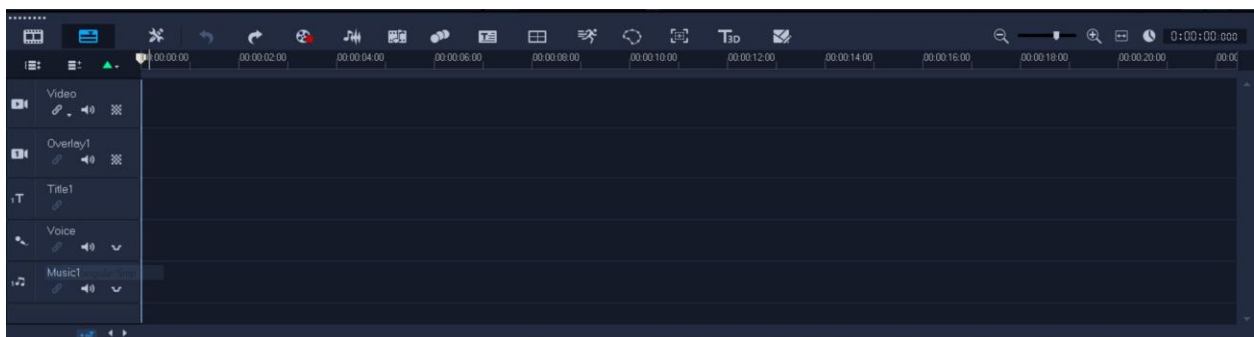


Finally, the **Timeline** at the bottom portion of your screen is where you place your media into the various tracks for video, overlays, text and audio.








Notes:

- Your movie will play from left to right
- The top track is your background, whether that be a video or an image
- Tracks below are for content that will get layered on top, such as overlays, titles, effects, etc.

This is what the timeline panel looks like:



Let's start with the tools on the left of the **Timeline** panel.






-  **Show All Visible Tracks** displays all tracks in your project
-  Use the **Track Manager** to add additional tracks as needed
-  **Add/Remove Chapter or Cue** lets you set chapter or cue points in your movie.
-  **Track** button shows or hides individual tracks.
-  **Ripple Editing** ensures that clips maintain their relative positions when a new clip is added to the track
-  **Mute/Unmute** lets you mute or unmute the audio for the track.
-  **Track Transparency** opens the Track Transparency mode.












Use the **Zoom in/Zoom out** and **Fit Project in Timeline** icons to adjust the viewing area of your timeline content. You can use either the scroll bar or your mouse's scroll wheel to navigate along your timeline as well.



Now let's look at the tools along the top of your **Timeline**.



	Storyboard View	Displays your media thumbnails in chronological order.
	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.
	Customize Toolbar	Lets you hide or show individual toolbar tools.
	Undo	Undoes the last action.
	Redo	Repeats the last action that was undone.

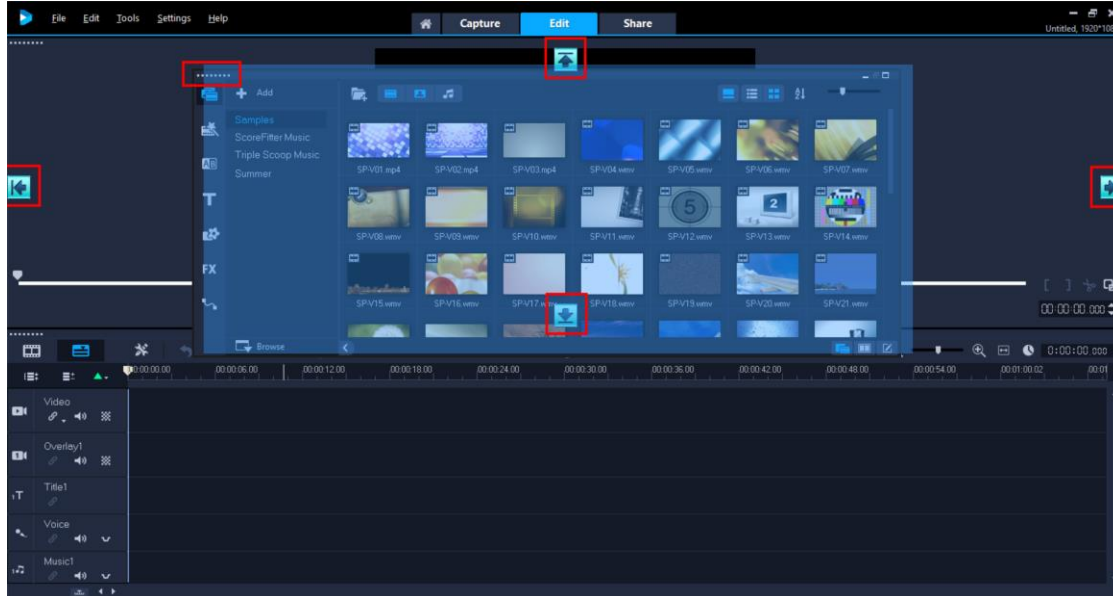
	Record/Capture Option	Shows the Record/Capture Option panel, where you can capture videos, import files, record voice-overs and take snapshots.
	Sound Mixer	Launches the Surround Sound Mixer and the multitrack Audio Timeline, which lets you customize your audio settings.
	Auto Music	Launches the Auto Music Options Panel for adding background music to your project in a variety of styles and moods. You can set the music to match the duration of your project.
	Track Motion	Launches the Track Motion dialog box, which lets you create tracking paths of particular elements in selected video clips.
	Subtitle Editor	Launches the Subtitle Editor dialog box, which lets you detect and organize segments to easily add titles in selected video clips.
	Multi-Camera Editor	Launches the Multi-Camera Editor and imports any of the selected media.
	Time Remapping	Launches the Time Remapping dialog box, which lets you use speed controls to slow down, speed up, reverse, or freeze frames in a video clip.
	Mask Creator	Launches the Mask Creator dialog box, which lets you create video and still masks.
	Pan and Zoom	
	3D Title Editor	
	Split Screen Template Creator	

Customizing the Edit Workspace

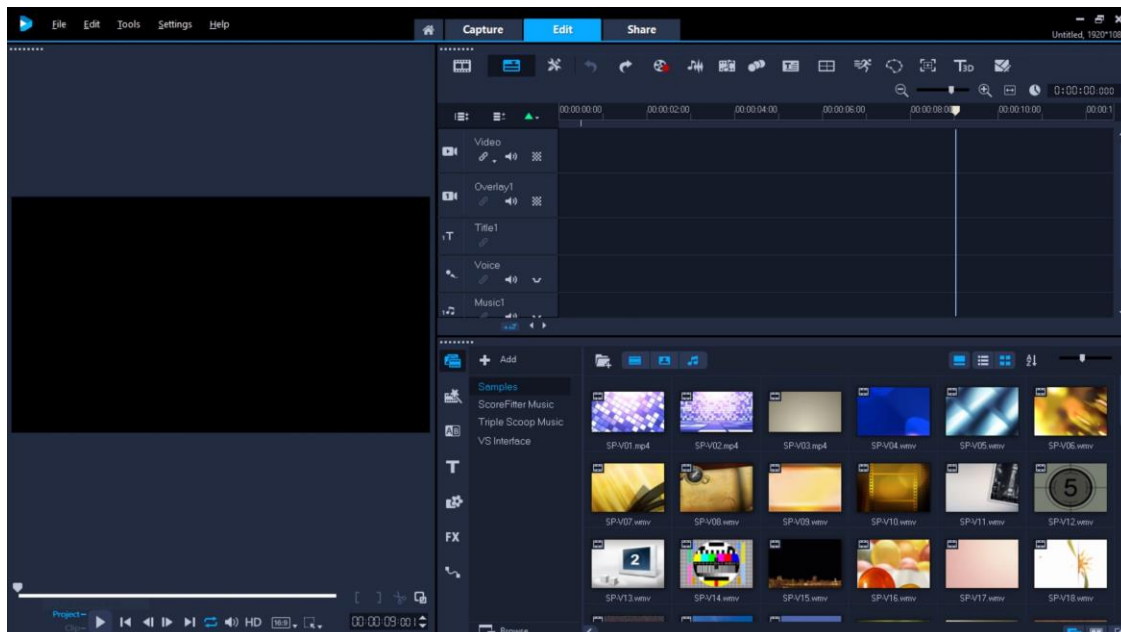
Each panel in the **Edit** workspace behaves like an independent window that can be modified according to your display preferences. This is very useful when using large displays or dual monitors.

Note: At any time, you can return to the default workspace layout by going to **Settings > Layout Settings > Switch to > Default** or press **F7** on your keyboard.

In the far upper left corner of each panel (Preview, Library, Timeline) is a horizontal dotted line. This line can be grabbed by your mouse (the panel will turn blue) and pulled away from its current location, allowing you to re-deposit it elsewhere depending on the locations indicated by the arrows (docking guides) that pop up as you move it around. Grab a panel and hover your mouse over any of the docking guides and let go to snap the panel into place.



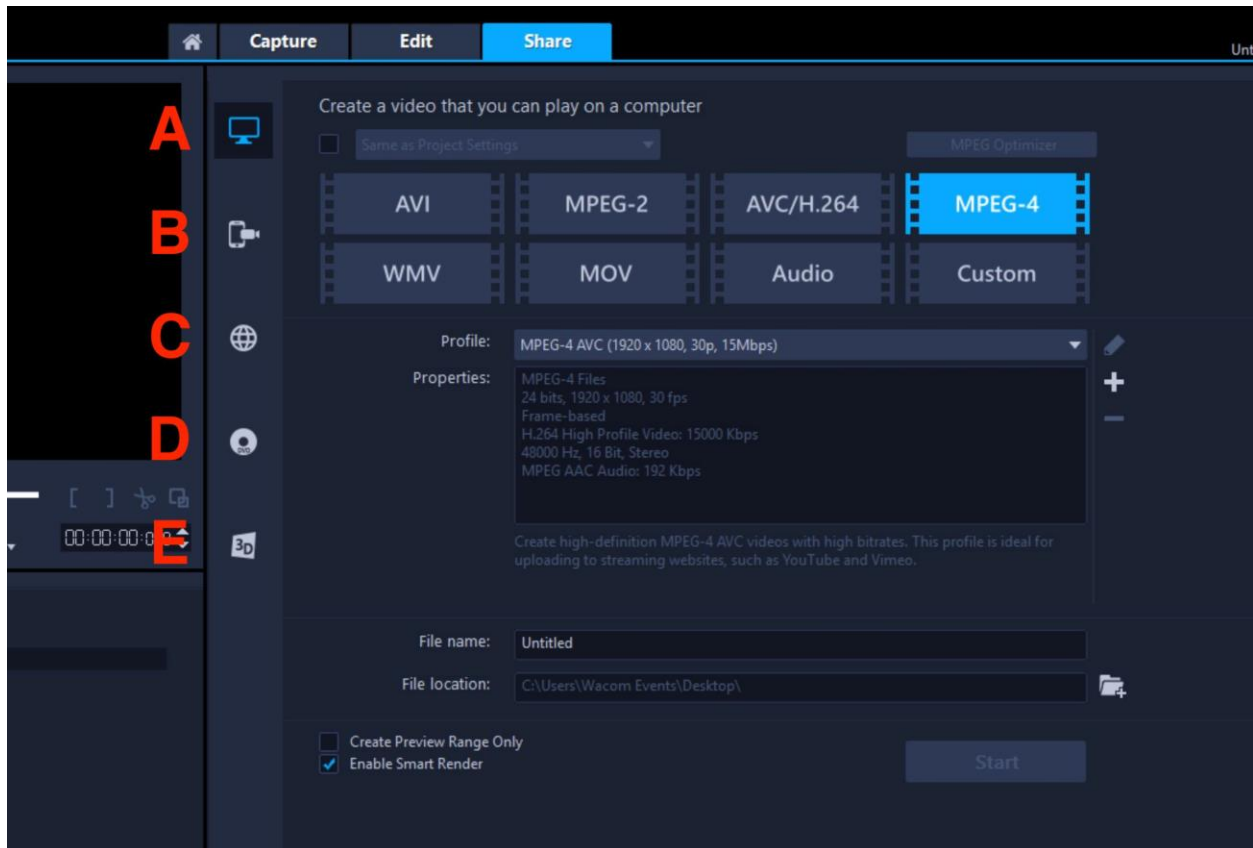
Once you have moved one panel into a new location, the other panels will re-arrange themselves to fit.



To save your new layout, go to **Settings > Layout Settings > Switch to** and choose one of three custom locations.

The Share Workspace

The third workspace in VideoStudio is the **Share** workspace. This workspace has all the options for exporting your project as a video file that can be played on a computer or a mobile device, burning your project to a disc complete with menus, or uploading your movie directly to a YouTube, Facebook, Flickr, or Vimeo account.



- A. **Computer** — Save to a file format that lets you play your movie on computers. You can also use this option to save the video soundtrack to an audio file.
- B. **Device** — Save to a file format that lets you play your movie on mobile devices, game consoles, or cameras.
- C. **Web** — Upload your movie directly to YouTube, Facebook, Flickr, or Vimeo. Your movie is saved in an optimal format for the site you choose
- D. **Disc** — Save and burn your movie to a disc or SD card.
- E. **3D Movie** — Save your movie to a 3D playback format.