



QuickEditor 3.6 Manual

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Introduction

QuickEditor allows you to fully edit QuickTime movies.
Some of its basic features are:

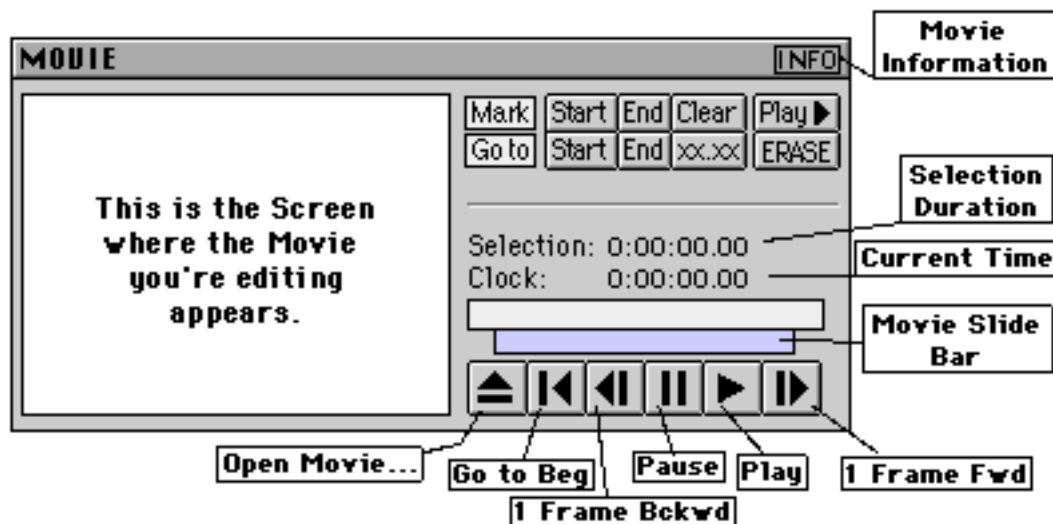
- All-in-one-Window User Interface, for greater ease of use.
- More than 20 Transitions and 19 Video Effects included.
- Possibility to add many more Transitions and Video Effects thanks to QuickEditor plug-in technology.
- Add stereo sound to your movies, with control on volume and panning.
- See the result immediatly, no need to go into complicated preview modes.

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This section explains the meaning of QuickEditor main controls:

(Note that Balloon Help is available too)

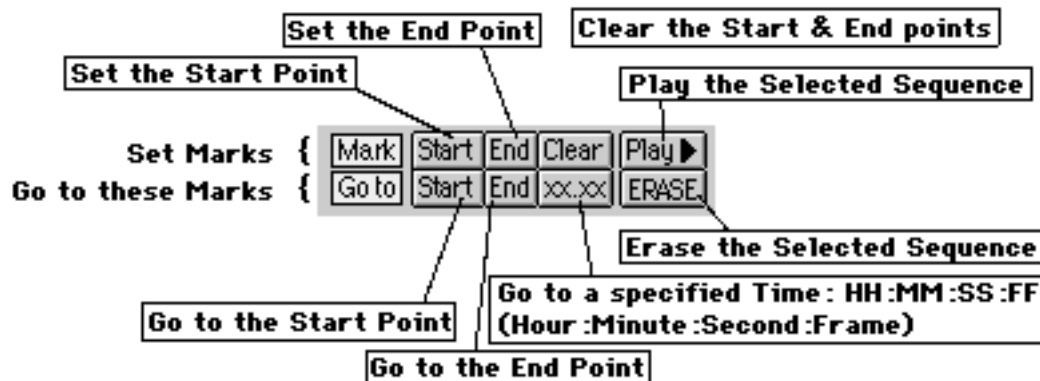


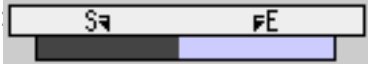
As you can see QuickEditor's interface is very much VCR-like.
The Time display follows the SMPTE TimeCode guidelines. The time is represented in Hours:Minutes:Seconds.Frames.

In the NTSC standard there is 30 frames per second. So one second will be displayed like that:
0:00:01.00 . (0 hour, 0 minutes, 1 second and 0 frame)
Two and a half seconds would be 0:00:02:15 . (2 second and 15 frames)

In Pal and Secam, there is only 25 frames per second. so two and a half seconds would be : 0:00:02.12 .
(2 second and 12 frames)

place marks.



Many operations in QuickEditor are performed on "**Selected Sequences**". A **Selected Sequence** is a sequence you define with Start and End points, like the one in this example  Just go to the Beginning of the interesting sequence and press the 'Start' Button. Go to the end of that sequence and press the 'End' button. You should get something like the picture above. The Sequence between the S and E marks is your **Selected Sequence**.

Keyboard Shortcuts

Keyboard shortcuts have been added to speed up the editing. The picture to the right describes the keypad and the corresponding function of each key.

The action will take place on the panel the cursor is on.

Example: if you type '3' on the keypad (which means *play*) and the **cursor** of the mouse is over the **MOVIE Panel**, the Movie will start playing (if one is open, of course). If the cursor had been over the **AUDIO CLIP panel**, the Audio Clip would have started playing.

Set Start	Set End	Clear	Play
Go to Start	Go to End	Go to xx.xx	Erase
⏮	⏸	⏭	⏩
⏮		⏭	⏩

How To Do Basic Editing

QuickEditor uses traditional video-editing techniques.

You edit a Movie by adding different sequences taken from several Clips.

You select the beginning and the end of the sequence you want to insert and choose when in the Movie you want to insert it.

Let's see the steps you should take to do the following editing:

Let's call this
movie "Numbers":



And this one
"Letters":



What you want to do is insert a part of "Letters" between the frames 1 and 2 of "Numbers". This will give the following result:



Now let's see how to proceed to do this simple editing with QuickEditor:

1) First you have to open these 2 movies. Since you want to take a sequence from "Letters" to add in "Numbers", you have to open "Letters" in the Clip section of QuickEditor (the one you take sequences from).

Use the **Open Clip...** command in the File menu or use the

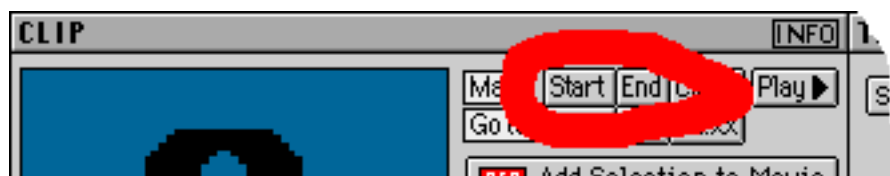
Eject button on the Clip Panel.  (This is the **Eject** button)

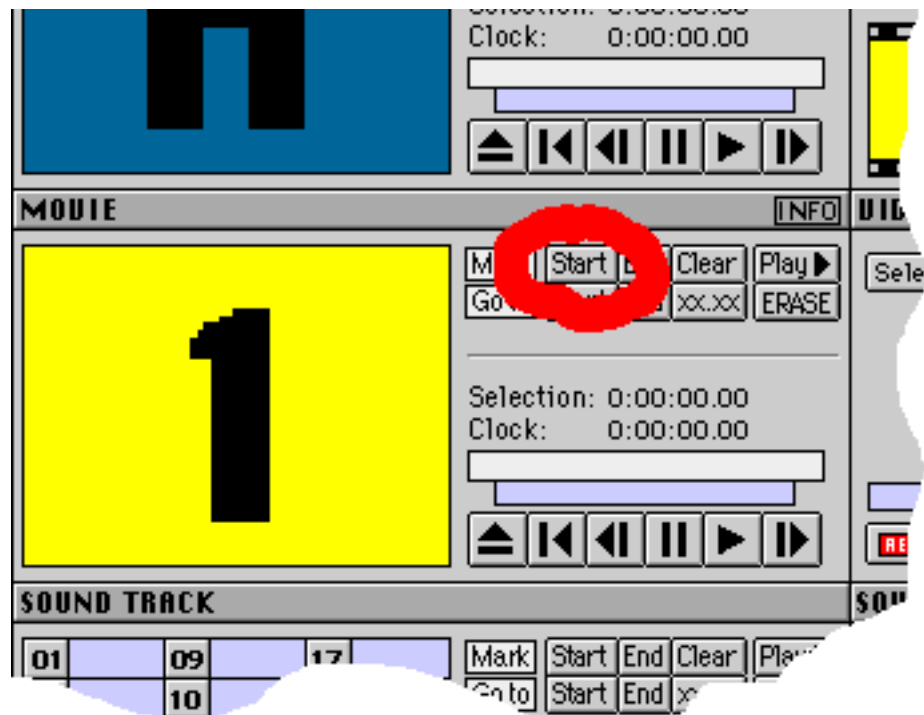
2) Then open "Numbers" in the Movie Section. (This is the Movie you want to edit).

Use the **Open Movie...** command in the File menu or use the

Eject button on the Movie Panel.  (This is the **Eject** button)

Once you have done that, here's what you get:





3) Now you set the beginning of the sequence you want to take from "Letters" using the **Start** button on the Clip panel (the one circled in **RED** in the picture above) and you do the same with the **End** button to select the end of the sequence.

4) Then select the time in "Numbers" where you want to insert this sequence. To do so just find the right spot and use the **Start** button on the Movie Panel to mark it. (The only one circled in **RED** in the Movie Panel).

Note that you can always change your mind and erase the **Start** and **End** Points with the **Clear** button located just next to the **Start** and **End** buttons.

5) The last thing you have to do is to press the "**Add Selection to Movie**" button. Now when you play your Movie, you'll notice that the new sequence has been inserted.

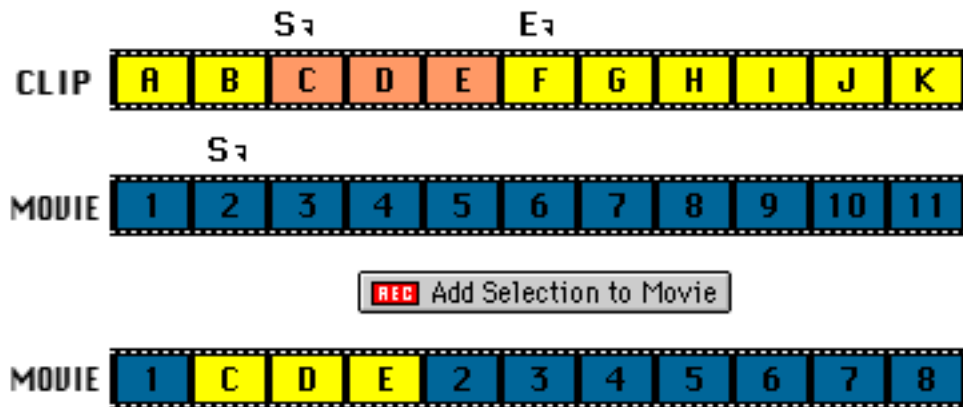
If you have understood that, you will be able to perform all the different kind of editing that QuickEditor allows.

Two Different Kinds of Editing

1. RIPPLE EDITING

The first kind of editing is the 'ripple' editing, where the imported sequence from the Clip *shifts* the remainder of the Movie along, thus increasing the Movie's length.

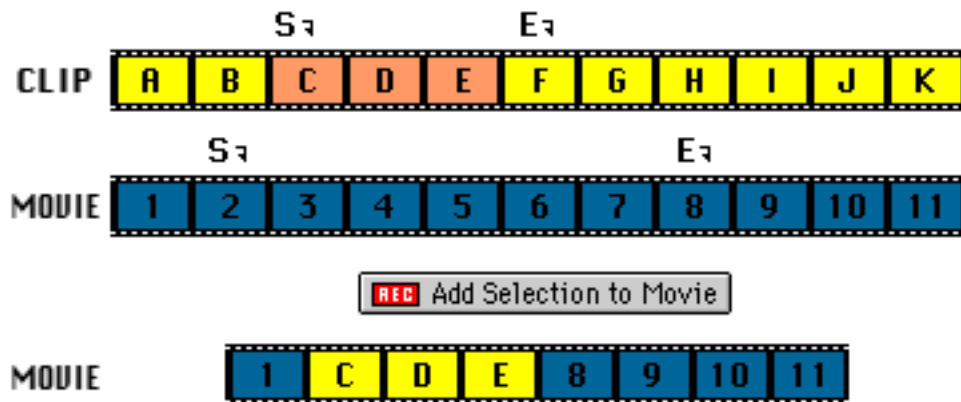
You select 'ripple' editing by setting only the **Start** Point in the Movie.



2. INSERT EDITING

The second kind of editing is referred to as 'insert' editing. In that case the sequence from the Clip overwrites the Movie. The Movie's Selected Sequence is replaced by the Clip's. If the Movie's Selected Sequence is shorter, as long as or longer than the Clip's one, after the editing the Movie's duration will be increased, unchanged or reduced respectively.

You select 'insert' editing by setting both **Start** and **End** Points in the Movie.



How To Add Sound To A Movie

QuickEditor lets you do advanced sound editing. You can add sound samples to your movie, direct them to the right or left speaker and adjust the volume of each sound track separately.

First let's see how to add a simple sound to a Movie. The sound that will be added to the Movie is called an **Audio Clip**.

- 1) Open the Audio Clip. QuickEditor can open 'AIFF' and system sound files. You can also record your own Audio Clip. To open or record a new Audio Clip, select the "Open Audio Clip" command in the File menu or press the 'Eject' Button on the Audio Clip Panel.
- 2) Set the part of the Audio Clip you want to add in the Movie with the Start and End Point, using the "Start" and "End" buttons located on the Audio Clip Panel.
- 3) Choose where to insert the Audio Clip in the Movie using the "Start" button on the Movie Panel. The Audio Clip will be inserted at the time marked by the Start Point.
- 4) Press the "Add Selection to Movie" Button.

Once you have added a new Audio Clip to a Movie, it appears on the Sound Mixing Panel as a Sound Track. A Movie can have up to 24 different Sound Tracks.

Use the Slide Bar to change a Sound Track's volume. In this Example, the Audio Clip #3 will be played louder than #2 and #1.

Pressing on the Sound Track's numbers will play the Audio Clip that's in it.

01		09		17	
02		10		18	
03		11		19	
04		12		20	
05		13		21	
06		14		22	
07		15		23	
08		16		24	

Sound Track Panning

Each Sound Track can be played on the Right or Left Speaker (if your Macintosh has a stereo output), or a combination of the two.

Simply move the slide bar corresponding to the Sound Track of your choice either to the Left or to the Right. If you stop in the middle, the sound will be played at the same volume on the Left and Right speaker.

01		09		17	
02		10		18	
03		11		19	
04		12		20	
05		13		21	
06		14		22	
07		15		23	
08		16		24	

Other Sound Track Options:

You can select Sound Tracks by clicking on their number on the Panning Panel.

Those selected tracks can be deleted (Click on the **Delete Selected Tracks** button) or Mixed together into one single Sound Track (Click on the **Mix Selected Tracks Into One** button).

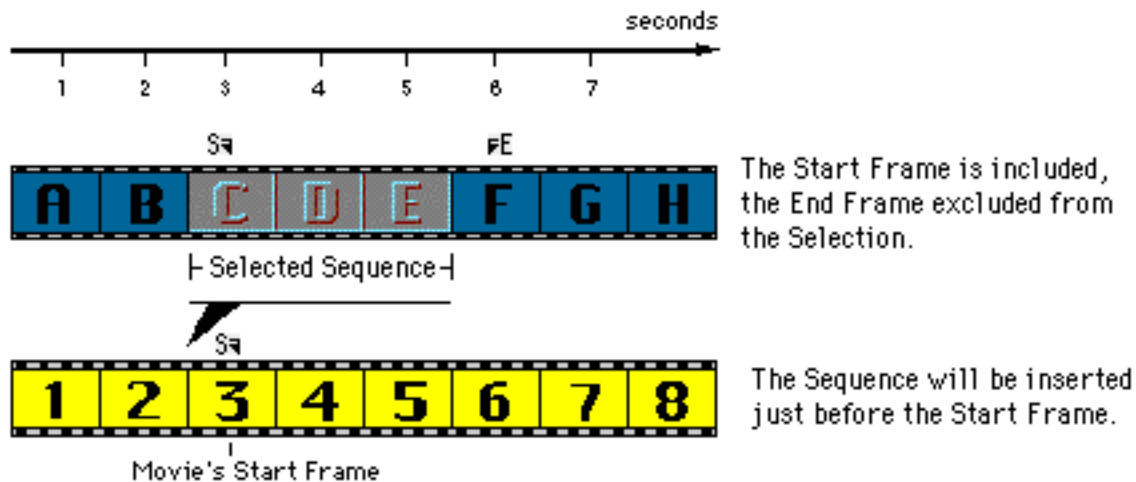
Warning: This last step destroys the Panning settings of the tracks that are mixed together.

How To Do Transitions

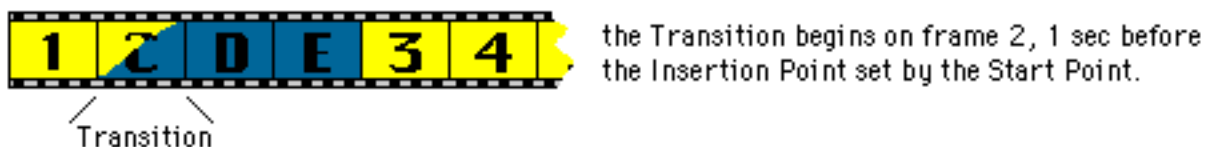
The Transitions are applied when a sequence from the Clip is inserted in the Movie.
You can set the Duration of the Transition to any value between 0.5 and 2 second.
The longer the Transition, the slower the Clip Sequence will be revealed.

Here's what you have to keep in mind when doing Transitions:

- 1) The Transition Duration must not be longer than the sequence you're adding to the Movie (the Selected Sequence).
- 2) You must leave enough time for the Transition before the Movie's Start Point. QuickEditor uses frames from the Movie that are located before the Movie's Start Point to process the Transition. With a Transition Duration set to 1.5 second, QuickEditor will need 1.5 second of Movie before the Start Point, otherwise it won't be able to process the Transition and will return an error.



If you chose a Transition Duration of 1 second, the beginning of the Transition will begin 1 second before the Movie's Start Frame. So that when the Transition is over, the inserted Sequence will begin at the time set by the Movie's Start Point.



- 3) The QuickTime compressor you chose will directly affect the picture quality of the Transition. Fade Transitions for instance don't look good when compressed with the 'video' compressor if the 'Key Frames every...' box is checked. They look better if the box is not checked or with the 'Animation' or 'Cinepak' compressors.

How To Do Video Effects

Video Effects are Filters that are applied to Movie's Selected Sequences or Incrustation Effects. Go thru the steps of selecting a sequence in the Movie (As explained at the end of the Introduction Chapter), select an Effect and press the "Apply Effect on Movie" button. The Incrustation and Cross-Fade Effects need both a Clip and a Movie to be opened.

Let's cover the Effects one by one:

(The Effects marked in **RED** require both a Clip and a Movie to be opened, and a Start Point to be set in the Clip.)

Black and White: This Filter turns a color sequence into a grayscale one.

Brightness & Contrast: This Filter lightens or darkens the Selected Sequence.

Change Time Scale: This Effect changes the playback rate of a sequence within the Movie.

Chroma-Key: This filters enables you to incrust a part of the Movie in a Clip. What you have to do is select a color (the Chromakey color) in the Movie which will be replaced with the corresponding contents of the Clip. There's two way to choose the Chromakey color. Either use the 'Set Color' button or click and hold the mouse button on the Video Effect screen until the eye dropper appears, you can then directly select the color on the screen. If you want to extend the effect to colors that are close to but not identical to the Chromakey Color, use the Color Tolerance slider.

Color Balance: This Filter enables you to modify the RGB component of the Sequence.

Color Replace: This Filter is similar to the Chroma-Key Effect except that the Target Color (the Chromakey color) will be replaced by the Replace Color.

Crop: With this Effect you can zoom into an interesting spot in the Movie.

Cross Fade: This Filter fades a Clip Sequence into the Selected Sequence. Play with the slide bar for interesting effects.

Dynamic Crop: Produces a zoom that changes over time.

Dynamic Incrustation: This Effect is similar to the latter but by setting different beginning and End Incrustation Window you can make the Incrustation move and/or grow over time.

Emboss: This is an Emboss Filter for your Sequences.Go Backwards: Applying this effect to a sequence will produce the same effect as playing it backwards.

Fade In & Fade Out: Fades the sequence into or from a color of your choice.

Incrustation: This Effect allows you to incrust a Clip Sequence in the Movie. In addition to the Movie's Selected Sequence you must set a Start Point in the Clip. You can move the Incrustation Window by dragging it and resize it with the Slide Bar.

Inverse Color: Inverses the colors of the Selected Sequence.

Mosaic: Set the amount of pixelation with the slide bar.

Replicate: You can set different degrees of replication at the Beginning and End.

Saturation: You can change the Color Saturation of the Sequence.

Stroboscope: This Filters drops frames at a rate you specify, producing a Stroboscope-like effect.

Tint: Tints the sequence with the color of your choice.

Comments & Tips

Last minute additions and commands that nobody knows about are discussed in this chapter.

- The Application is now multi-threaded, that means that if you run System 7.5 or greater, or 7.1 with the Thread Manager Extension installed, QuickEditor can do a lot of things in the Background. For example you can launch the processing of a long Transition or Video Effect and still use the application (open and listen to an Audio Clip, play with the About the Authors, switch to another application, ...).

- You can now view the Clip and the Movie in Apple's Standard QuickTime Viewer. This allows you to play the movie at it's real size, not just the small 160x120 screen.

To make the resizeable viewer appear simply click on the Movie's or Clip's screen. Then close the viewer to resume normal operations.

Big movies (larger than 160x120) play a lot faster when they are not scaled down.



- A 'Get Movie's SoundTrack' command is now available in the 'Open Audio Clip' field.

This is helpful when you want to keep the Movie's original sound track.

1. Use this function before you begin to edit the Movie to store the original soundtrack as the Audio Clip.
2. Make whatever change you want in the Movie.
3. Delete the Movie's soundtrack.
4. Add the Audio Clip to the Movie.

Provided your editing doesn't change the Movie's duration (using insert editing for example), these 4 steps allow you to leave the Movie's soundtrack untouched.



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Name: _____

Address: _____

City: _____

Country: _____

Tel: _____

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Where did you find QuickEditor 3.6: _____

Yes I would like to register one copy of QuickEditor 3.6 for the amount of 20 \$ (US) (**CASH ONLY,NO CHECKS**).

I agree to the conditions stated on Chapter 8.

Signature: _____

Print Registration Form

Return this Form with 20 \$ (US) to :

Mathias Tschopp
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And Remember: Supporting Shareware is a good way to provide cheap and good quality software to the Macintosh Community.

CREDITS

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Thanks to: Robert Davidson, Ian Joicey, Antoine Rosset, Patrick Allenbach.

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QuickEditor has been written in C and compiled with Metrowerks CodeWarrior CW6.

Core Application, Transitions and Video Effects by Mathias Tschopp.

3D Maths, Mapping Routines, Image Processing and Sound Input Oscilloscope by Shahan Momjian.

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