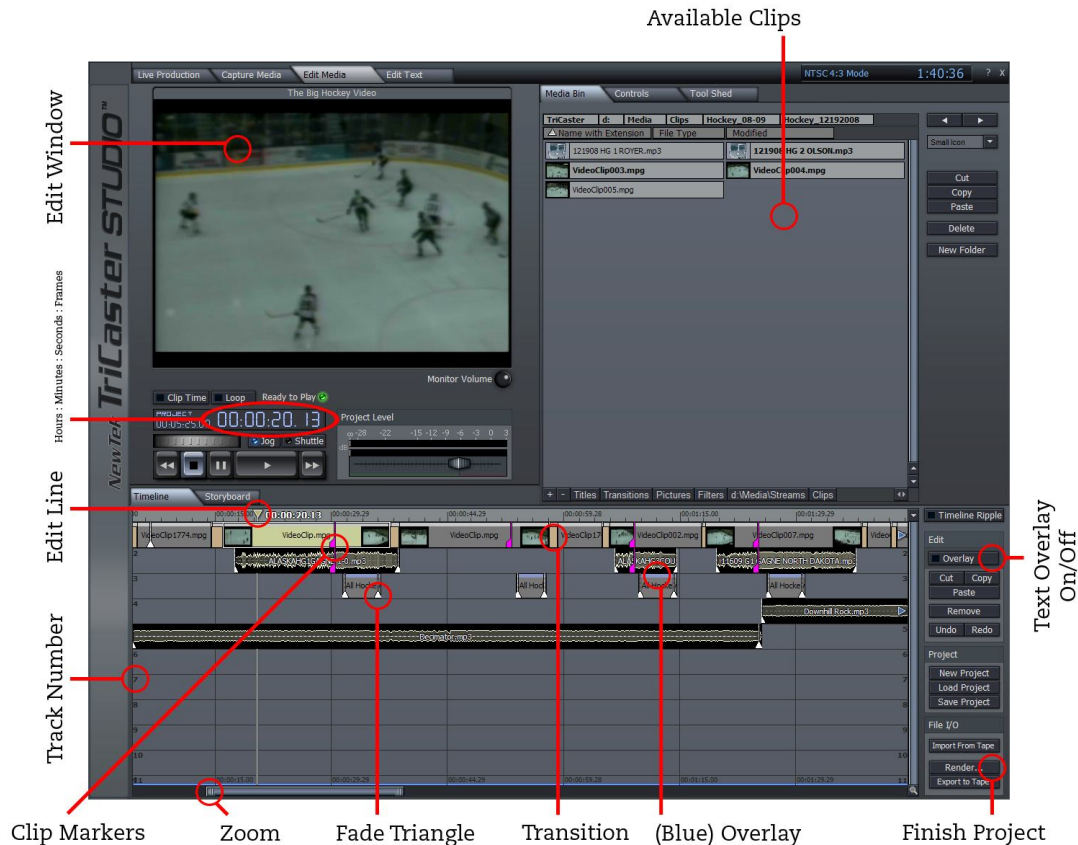


Editing Media with Tricaster Studio



Media Bin

- Video & Audio

Find the folder that contains the video or audio clip you would like to add to your project. Click and drag the clip onto the timeline. When overlaying graphics and video, clips in a higher-number track will appear on top of clips in a lower-number track.

The video editor can only work in a few file types including .mpg and .mov but there is no format-converter provided with the software. Additionally, Tricaster has no disc drive and therefore no way to play DVDs (the video streaming laptop does not have a DVD codec).

To overcome these shortcomings, you can connect the video streaming laptop or a DVD/VCR to the Tricaster's S-video input. You can then play the necessary video in the *Capture Media* tab and record it onto the Tricaster in .mpg format. Royalty-free music can be downloaded from <http://freeplaymusic.com/> for video projects.

- Text & Overlay

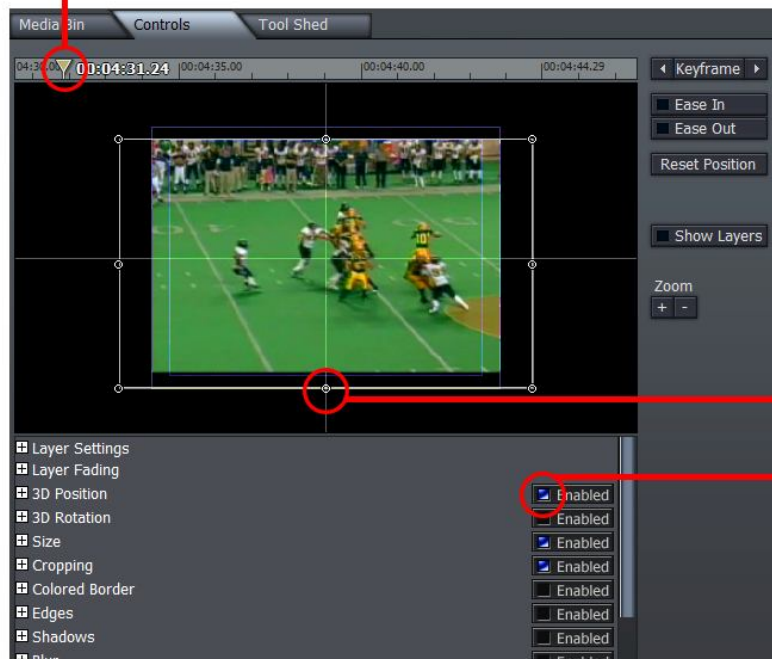
Adding graphic overlays to the project starts with creating the graphic in the *Edit Text* tab. An alternative to this process is to create a graphic in an outside program and save it as a .png with a transparent background. Transfer the graphic to Tricaster and it can then be added to the project by locating the file through the *Media Bin* tab and dragging it onto the timeline.

In order to make sure that the graphic appears on top of video during playback, place the graphic in a higher-number track than the video. To allow the graphic to have a transparent background, highlight the clip and make sure that the *Overlay* button on the right side of the screen is activated. When it is turned on, the button will turn blue.

Controls

This tab contains tools for editing video and audio. These tools are particularly useful for conforming video of different aspect ratios and for removing unwanted graphics overlaid within the original video. This is also the only tool for adjusting audio volume and dynamic levels.

Edit Line



Cropping Slider
Enable Control

- Cropping

It may be necessary to crop the borders of a clip when the video you are using contains graphics that exist in the raw file. This is only a reasonable option when the graphics on the video are close to an edge of the screen (most commonly you will want to crop a score/time graphic at the top of a video). If the unwanted graphics are too close to the center of the screen, cropping them out will result in too much video also being removed and the clip would be useless.

In the *Controls* tab within the *Edit Media* tab, on the right side of the window, find *Cropping* and cut the video down to remove the offending graphics. In order to hide this cropping effect within a project with other video that has not been cropped, you will also need to center the clip, otherwise it will look conspicuously out of place. To accomplish this, refer to the next help section below.

- 3D Position

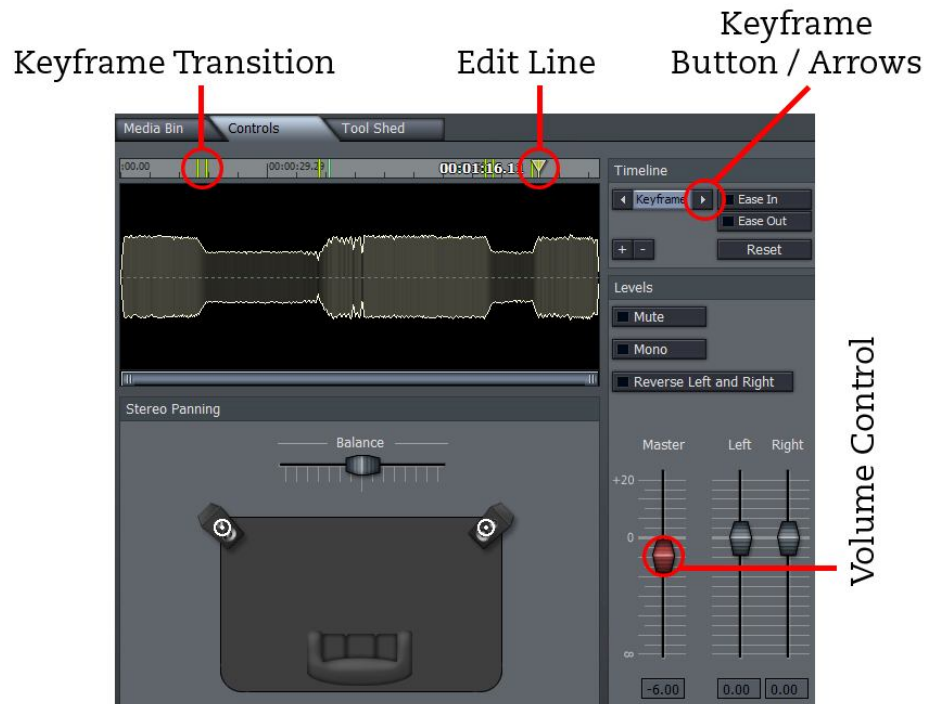
Cropping the clip as described in the previous tool will result in a video that does not match the preferred aspect ratio of the rest of the project and is also no longer centered in the frame. You may also start with a video from a source that is cropped. In order to overcome this problem, you will have to adjust the 3D position.

Most often the only parameter you will have to change is the Y position. This parameter changes the up-down position. The X position controls the left-right position. The Z position controls zoom and can be manipulated better using the *Size* control.

- Size

Adjusting the size (%) will be another way to fix cropping problems as well as focus on a particular section of the video. Matching the video to left and right edges through resizing will correct the changes made to the video from cropping. This will zoom in on the media and may result in a loss of quality, but should not be noticeable if done in small amounts (usually less than 20%).

- Volume Control



Usually you will only need to adjust volume levels when mixing several audio streams in the *Edit Media* tab. Volume can be adjusted during playback using this tool. Position the *Edit Line* on the place you want to begin the volume change and click *Keyframe* to lock in the start time. Move the *Edit Line* to the point where you want the volume change to end. Click *Keyframe* again and now you can make changes to the volume of the audio clip is within the middle of the clip, rather than fades at the beginning and end of the clip.

To return the volume to its original levels, move the *Edit Line* to the point where you would like to begin turning up the volume and click *Keyframe*. As before, move the *Edit Line* to the end of the transition section and adjust the volume to match the levels before the original keyframe section. Navigating from keyframe to keyframe can be done using the left and right arrows beside the *Keyframe* button.

- Render

When you have completed the video-editing project, you can convert it into a finished video by clicking the *Render* button. Available file types include mp4, mov, mpg, avi, flash, and wmv. For view on Mac choose mp4 and for view on Windows or uploading to the web choose wmv.

Timeline

- Zooming

Roll the mouse wheel or click the sides of the slider at the bottom of the screen to zoom in on the tracks. This is useful for positioning clips more precisely.

- Clip Length

You probably will not be using an entire clip for the media project. To cut down the clip, simply click the edge you want to lengthen or shorten and drag the mouse to the desired position. If you need precision down to the frame, you may need to zoom in quite a bit. Another option for frame-by-frame precision is to jog the *Edit Line* and cut the clip at the point necessary, deleting the excess.

- Play & Jog

You can jog the playback frame by frame by using the left and right arrow keys. This is useful for positioning the *Edit Line* at the transition between two different chapters of the current active clip.

- Fade (video & audio)

Each clip can be faded in and out by mousing over the white triangles in the lower corners. When the cursor changes to *Fd* you can drag the fade slider over the clip to determine where you want the fade to start or end.

- Slow Motion Effect

To slow down or speed up a video clip, you can click the edge of the clip and hold ALT until the cursor changes to *Stretch*. You can then drag the media clip to create a slow motion effect for the selected clip.

- Clip Markers

Match up synchronized audio and video by creating clip markers on the two files that need to be kept together for the duration of the project, despite changes to other clips.

- Cut

Choose the location you would like to split a media clip into two separate clips using the *Edit Line*. Press Alt + C to split the clip.

Troubleshooting

Clicking the X in the upper right corner of the program window and selecting “Admin” from the list of options can access the Windows side of Tricaster and the desktop. Tricaster sometimes encounters problems during media editing, including

delayed playback, broken file links and the OS may freeze. In order to avoid these problems, follow the tips below.

- Clear / Delete Undo History

Go into the project folders where you have saved the edit file for any videos you have recently worked on. Typically, these files can be found in D:\Media\Edit Projects. Look for a folder within this folder with the same name as the edit project with “[Undo,Redo]” on the end of the folder name. Whenever you open the edit project file in Tricaster, the edit history also loads and can cause delays if it contains a long history. If you do not need the edit history, delete the folder that contains it.

- Reset Default Settings & Defragment

On the active desktop for Tricaster are buttons for resetting the system settings to the default configuration. This is useful in the event a Tricaster tab is having problems loading a file saved from a previous project, which will cause the system to freeze. If the system is running slow in all aspects, it may be necessary to perform a defrag. Typically this should be done once every week or two even if the system isn't experiencing problems.

- Keep Files Unmoved

When loading files into the Tricaster for use in an editing project, make any changes to the file including renaming the file and which folder it is placed in before using the file in an editing project. If the file is moved or renamed, it will no longer be recognized by Tricaster's editing software and the clip cannot be recovered into the project.

- Unexpected Mute

If you lose audio during video editing, the only option I have found to fix the problem is to save the current project and restart Tricaster.