Learning and using Vegas 4, and DVD Architect

Creating a PIP using Track Motion - Part 1

By Edward Troxel

Track Motion makes it easy to create PIPs (Picture In Picture) in your video and gives full control over their size, placement, and also has a few "bonus" features as well.

To use Track Motion, place the PIP video on Track 1 and the background video on Track 2. Then click on the Track Motion button on the track
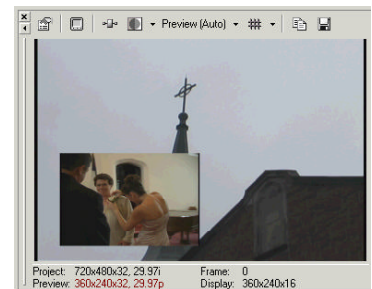
header of Track 1. In this picture, it is the button that is shaded blue. Once track motion has been applied, the button will change colors.

After clicking on the Track Motion button, the Track Motion box will appear. This screen may be moved and resized as needed so that you may also see the preview window.

To create the PIP, simply resize the "F" window as desired by dragging one corner of the window and move it to the desired position by clicking anywhere within the window and dragging. As shown in this image, a PIP will be created in the lower-left hand corner of the video display.
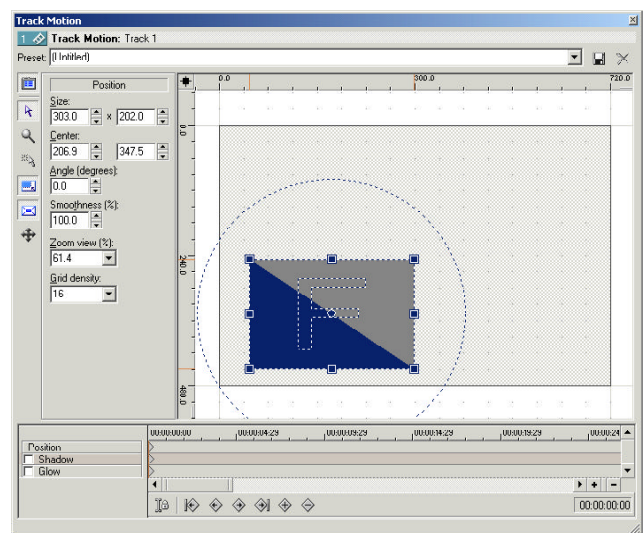
Why is there an "F" in the display window? The "F" will tell you the orientation of the video, whether it is rotated, backwards, upside-down, or - as shown above - in the normal forward position.
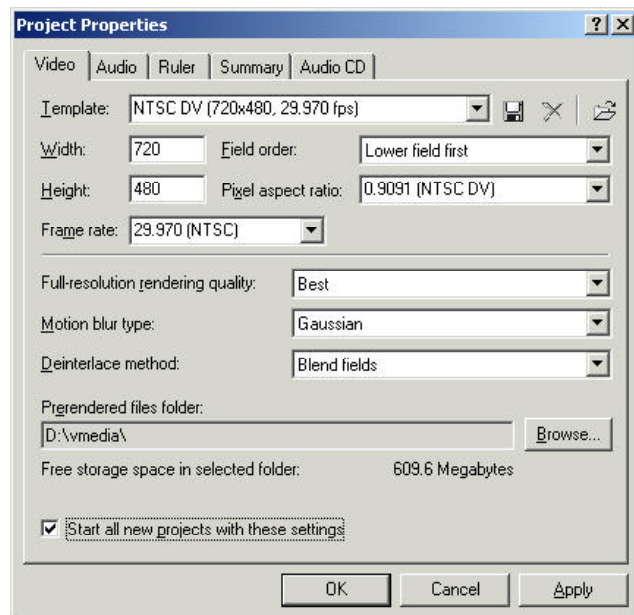
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Vegas Preferences - Part 2

By Edward Troxel

One often overlooked set of preferences is in *File - Properties*. While each project can have different properties, it is likely that you will have a set of defaults you prefer for new projects. Upon

opening the properties box, first check the box labeled **Start all new projects with these settings**. Once that box has been checked, these settings will be applied to all newly started projects.

Some of the changes made will vary depending on whether you work with NTSC or PAL. Please note these setting changes are NTSC oriented and may not apply for PAL setups.

The first change I would make on the Video tab is the **Prerendered files folder** location. This should be somewhere on your video drive but, by default, will be on your operating system drive. Naturally, change the subdirectory to whatever is appropriate for your setup. Finally, you may wish to change the **Full-resolution rendering quality**. While the default of "*Good*" is fine for most cir-

cumstances, if you use a lot of photos and pan them using Pan/Crop, you may wish to change this to "*Best*."

The Audio tab also has a folder that needs to be changed. The Recorded files folder should be set to whereever you want audio stored. This include audio captured from CDs. I also set this to my video drive.
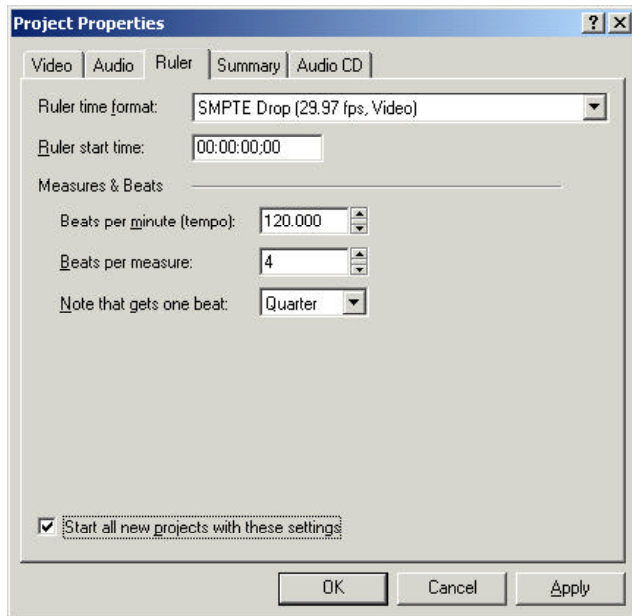
Since DV Video has 48 kHz audio, the **Sample rate (Hz)** setting should be changed to *48,000*. If you are doing an audio project for burning onto a CD, you may wish to leave this at *44,100* instead.
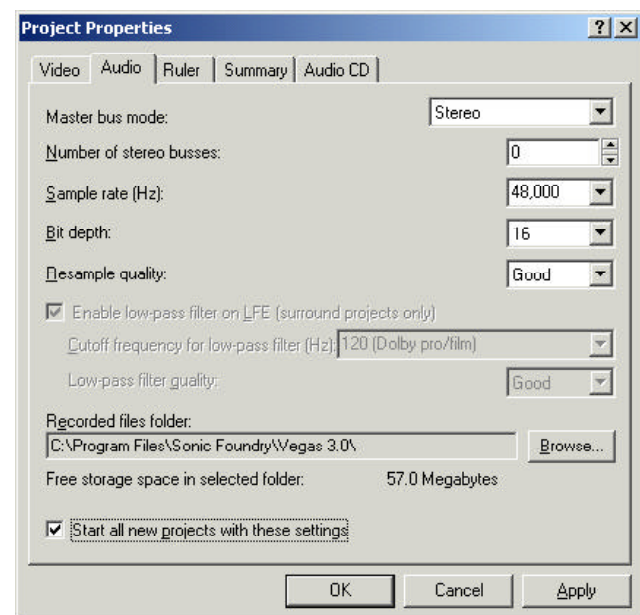
A new feature in the Vegas 4 Audio tab deals with the AC-3 encoder. Here you can set whether you want the project to be *Stereo* or *5.1* Surround Sound. If you are making Surround Sound projects, make the appropriate changes to those settings.

One final change I make is on the Ruler tab. This will definitely be affected by the NTSC or PAL

Finding Tracks

By Edward Troxel

When writing scripts, it is frequently necessary to find the selected track. Generally speaking, to find the selected track simply means starting at the top, looking at each track, and saying "are you selected?". As soon as the answer is Yes, we have found a selected track.

The script found in Figure A will perform that process. It looks at the first track and asks "Are you selected?" If the answer is yes, it returns that track. Otherwise, it proceeds to the next track. If it has gone through all of the tracks and none were selected, it returns "Null" - "I didn't find any". Because of the way the script works - returning as soon as a selected track is found - it will only return the **first** selected track if multiple tracks are selected.

So, if your main program needs to find the first selected track, it can call the routine as follows:

```
//Find the selected event
var track = FindSelectedTrack();
if (null == track)
    throw "no selected track";
```

Once the function is called, track will either contain the track pointer or "Null". If the track

settings. In NTSC, the default should be drop-frame. So, the **Ruler time format** setting should be changed to *SMPTE Drop (29.97 fps, Video)*.

By making these changes, your files will be stored where *you* want them stored and the final render will be at the quality you have specified. In the next issue, the capture utility preferences will be reviewed.

Shortcut Keys:
CTRL-ALT-Left Arrow/Right Arrow: Move to the beginning or end of clips on the selected track.

Find First Selected Track Function - Figure A

```
function FindSelectedTrack() : Track {
  var trackEnum = new Enumerator(Vegas.Project.Tracks);
  while (!trackEnum.atEnd()) {
    var track : Track = Track(trackEnum.item());
    if (track.Selected) {
        return track;
    }
    trackEnum.moveNext();
  }
  return null;
}
```

is "Null" then the error message "no selected track" will be displayed and the calling routine will stop running.

Once you have the routine working, it is very easy to modify for other circumstances. For example, what if you need to find the track *above* the selected track? Just add a little more code to the FindSelectedTrack function and you can create a FindPreviousTrack function.

You may be asking, "Why would I ever want to find the previous track?" In the next issue there will be a script utilizing this function which takes a background (like a lower third), puts it on the current track, and then puts a title on the previous track so that it will overlay the background.

Once again, if no selected track is found an error is returned. If the **first** track is selected, the first track will also be returned as the previous track. In this case, the title would be placed on top of the background - both on the same track.

You may also wish to find a track with a specific name - whether or not it is selected. To do

that, go through the list of tracks, but instead of asking "Are you selected?", ask the question "Is this your name?" The function in Figure B combines all of these options into a single function. It can find the first selected track, the previous track, or a track of any given name. To find the selected track, use "Current" as the name. To find the previous track, use "Previous" as the name. Any other name will search for a track with that title.

Using the code below, you can find the currently selected event and then move that clip to the master track.

```
// Find the "Master" track
var Mastertrack = FindTrack("Master");
if (null == Mastertrack)
    throw "no selected track";

// Find the selected event
var evnt = FindSelectedEvent();
if (null == evnt)
    throw "no selected event";

// Move the event to the Master track
evnt.Track = Mastertrack;
```

Find Selected, Previous, or a Titled Track Function - Figure B

```
function FindTrack(WhichTrack) : Track {
  var trackEnum = new Enumerator(Vegas.Project.Tracks);
  var PrevTrack : Track = Track(trackEnum.item());
  while (!trackEnum.atEnd()) {
    var track : Track = Track(trackEnum.item());
    if (WhichTrack == "Current") {
        if (track.Selected) {
            return track;
        }
    }
    if (WhichTrack == "Previous") {
        if (track.Selected) {
            return PrevTrack;
        }
    }
    if (track.Name == WhichTrack) {
        return track;
    }
    trackEnum.moveNext();
  }
  return null;
}
```

Contact Information

Send your tips, tricks, article ideas, script ideas, questions, articles, or registration requests to:
vegastips@jetdv.com

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Thank you,
Edward Troxel