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Vegas + DVD

Tips, Tricks, and Scripts

Learning and using Vegas and DVD Architect

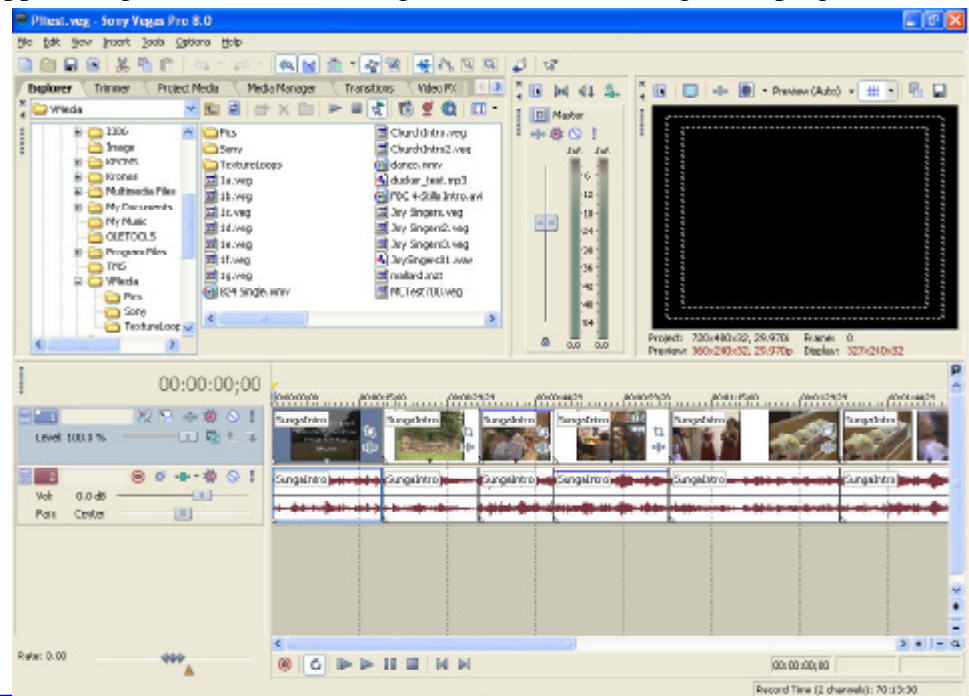
Vegas Pro 8 - What's New!

By Edward Troxel

Vegas Pro 8 has arrived with a variety of new features many people have been waiting on for years. With this version, Microsoft Vista is now fully supported as well as XP SP2. Windows versions below XP SP2 are no longer supported. .NET 3.0 is also required.

In addition to Vista support, Vegas Pro 8 (VP8) now supports 32-bit, floating point video processing. The floating-point video processing option allows Vegas to work with video format, such as 10-bit SDI, with more precision and range than the 8-bit video engine allowed. Also, it will allow the video engine to do its compositing and other work in a "linear light" color space instead of the video gamma space. Even projects with 8-bit

sources and 8-bit rendering targets will get higher quality output with floating-point processing since there will be no loss during color conversions, effects, transitions, and compositing. Video FX and transitions with blue squares next to them are not floating-point capable so Vegas will reduce the image to 8-bit before using these plug-ins.



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Vegas Pro 8 has another enhancement many have waited since version 2.0 to see: the new ProType Titler! This new titling engine allows you to create titles unlike anything Vegas has seen before. Each aspect of the title can be fine-tuned and changed over time. Plus titles can now follow a drawn path.

There are many titling presets available. With just a few tweaks, these presets can be molded into very personalized titles. Plus, it should be possible to share new presets across the Vegas community. While not as easy to use as the old titler, there is a great amount of power in the new ProType Titler.

Multi-cam editing can also now be done natively in Vegas with no add-ons required. Given that it now has built-in multi-cam, the number one question has to be: What about Ultimate S/Excalibur? Are they now obsolete?

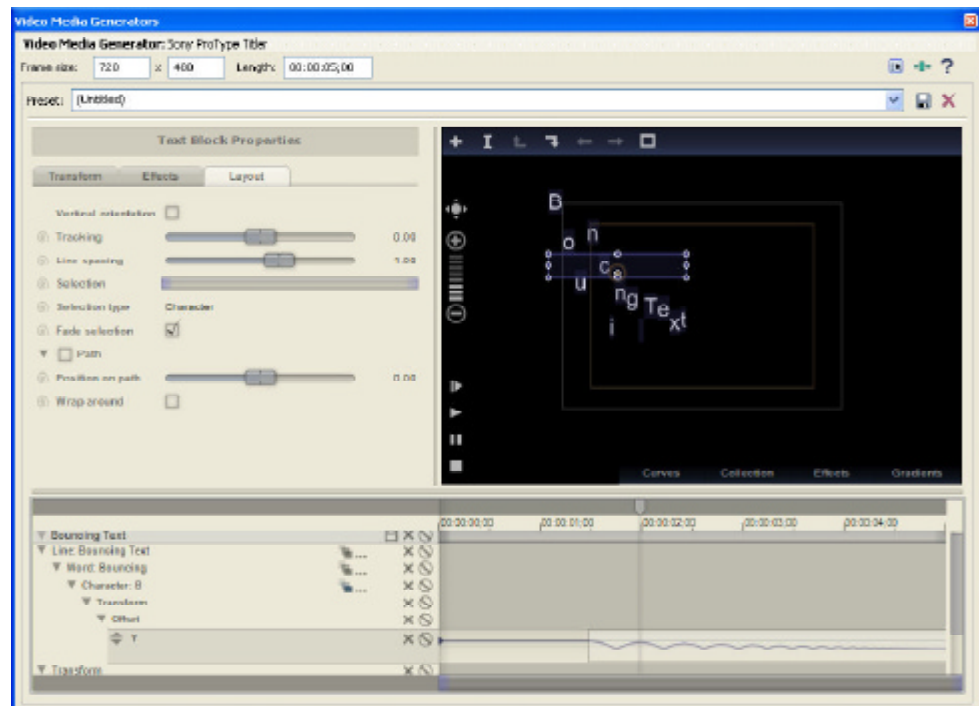
The short answer to that question is NO. They can still be used for multi-cam and the many other functions they provide. In fact, the scripts provide MORE features than the built-in multi-cam. I certainly would not call the scripts obsolete in any way and each method has definite advantages.

Like the scripts, the built-in multi-cam tools requires a few steps. First, Vegas includes a couple of syncing aids but, for many users, it may still be easier to just sync manually.

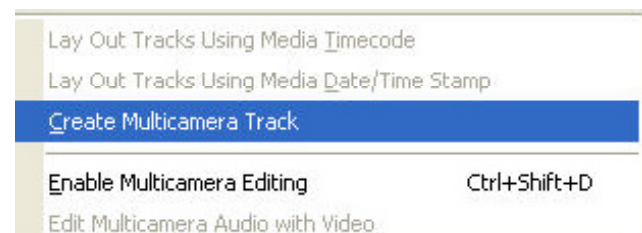
Lay Out Tracks Using Media Timecode

Lay Out Tracks Using Media Date/Time Stamp

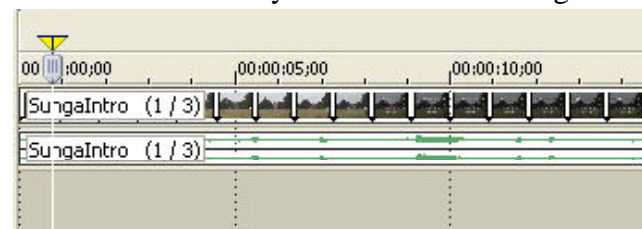
Create Multicamera Track



Once everything is fully synced, you must select all of the tracks and then choose **Tools - Multicamera - Create Multicamera Track**. At this

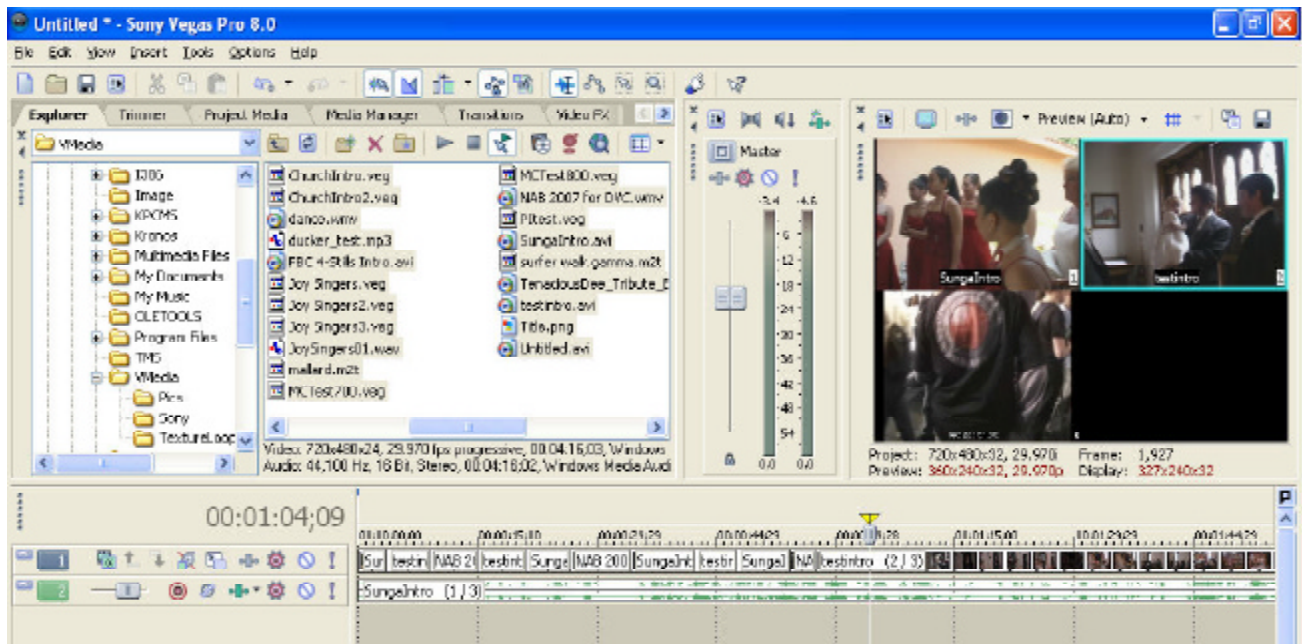


point, all of the selected tracks will be condensed into a single video and audio track pair using the "Takes" functionality as shown in this image.



Now you can easily turn on/off multi-cam editing mode to pick which camera angle to use. You can change modes via the menu going to **Tools - Multicamera - Enable Multicamera Editing** or

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simply by pressing *CTRL-SHIFT-D*. Once enabled, you can now either press the number keys to switch between camera angles or simply click on the proper angle in the preview screen.

As the various camera changes are chosen, you'll notice that the proper "take" becomes the active take. Each camera change will automatically be a cut unless you hold down the CTRL key - then it will be a dissolve. The length of the dissolve is determined by the preferences "Cut to Overlap" amount on the Editing tab.

Once done creating the switches, turn off "editing mode" by pressing CTRL-SHIFT-D once again. Now you will see the final version. You can easily switch back and forth into and out of editing mode as well as use the standard editing tools in Vegas to fine-tune the final edit.

The main advantage of the new built-in multi-cam tool is that you can click directly on the preview screen, unlike when using the scripts. However, the scripts provide more flexibility in setting dissolve times, being able to set specific transitions, and they leave the original separate tracks of each angle available for other usages. I do believe the new multi-cam tool is well implemented.

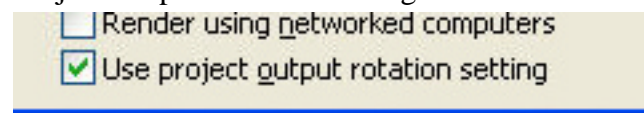
If you're working with HDV, you'll find an-

other new feature most welcome: Smart Rendering support! Now unchanged sections will simply be copied, as with DV, instead of every frame being recompressed. When finished, you can also now burn to Blu-Ray discs. This would create an HD disc with no menus similar to the "Single Movie" option in DVD Architect.

VP8 introduces the concept of portrait-style video editing making it easier to create content for portrait displays. To work, when shooting you need to rotate the camera 90°. In Vegas, you need to set the project properties to use the output rotation you'll use on your display.

As you add the rotated footage to your project, you have a couple of options: Rotate all the footage to match in the Project Media or individually rotate each event using the Properties settings on the timeline. Now you can edit normally using the rotated footage and preview everything correctly.

Once done editing, you need to output the results. When choosing to render, preview, print to tape, or other output options, choose the "Use Project Output Rotation Setting" checkbox.

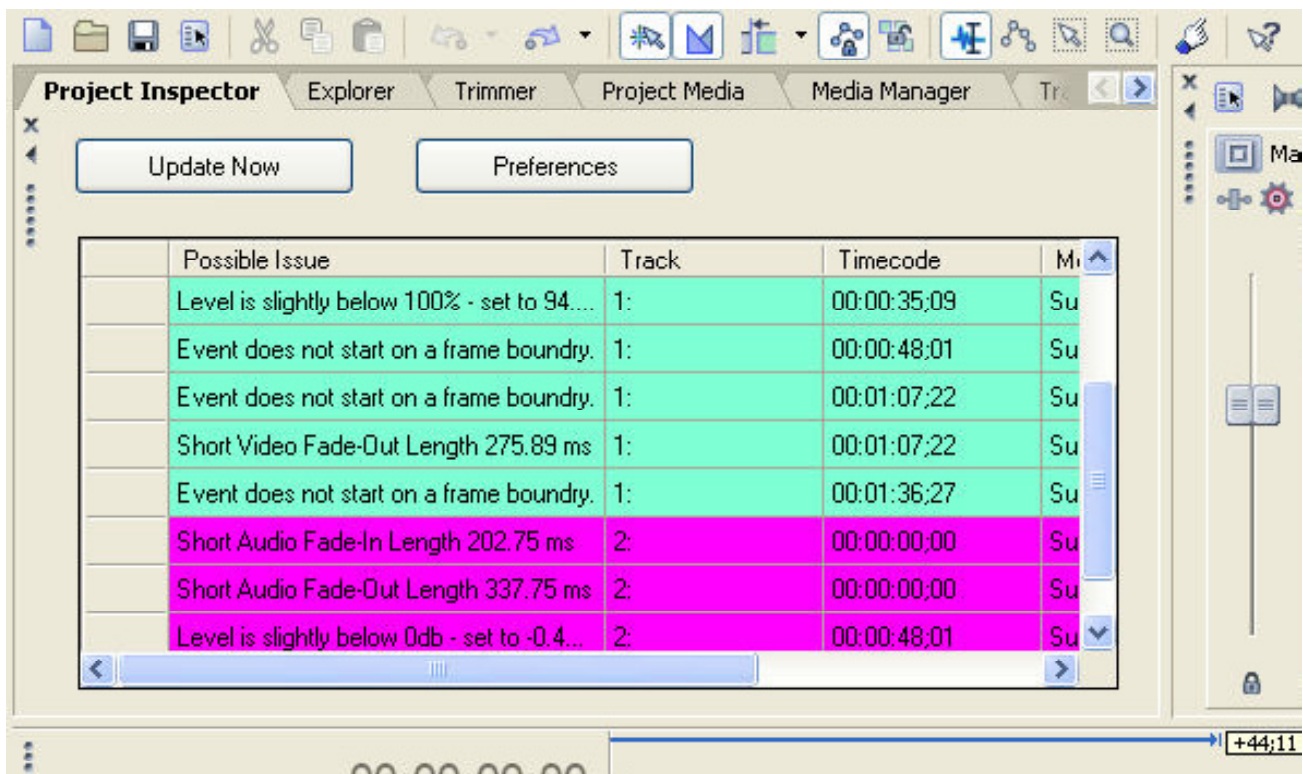


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Scripting has also taken another leap forward. Now a special kind of script, called a “Custom Command” can be used to extend Vegas’ functionality. Custom Commands can be written so that they actually create a window that can be docked along with the rest of the VP8 windows, undocked, and moved around as desired. In this image is an example of a Custom Command that is docked with the standard Vegas windows.

Scripts are now stored in a new location as well. Instead of placing new scripts into the “Script Menu” folder, it is now preferred that you use the new locations. There are actually several acceptable locations. A simple one to remember for Custom Commands is:

{My Documents}\Vegas Application Extensions\
A simple location for standard/older scripts is:
{My Documents}\Vegas Script Menu



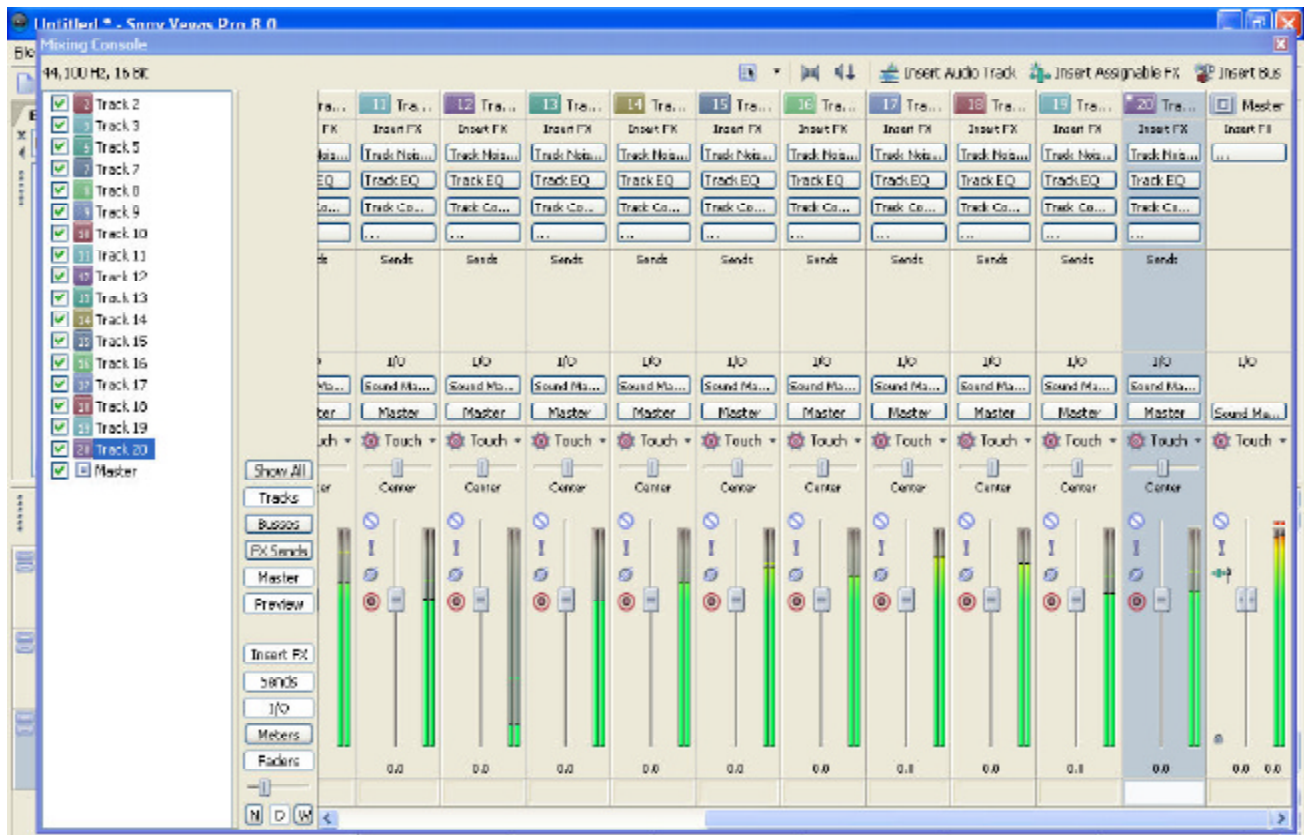
Custom Commands can be one of three categories: Edit, View, and Tools. These different types are accessed under the new Extensions menu option under the Edit, View, and Tools menus and only the “View” type can create dockable windows.

The previous scripts will also work fine in VP8 with the exception that any scripts compiled to a .dll file will probably need to be recompiled. There were also some other changes to the scripting API that should also be updated in any older scripts. This is especially true for any script manipulating Markers.

For scripts that must be updated, you’ll need to download a newer version. This includes scripts such as Ultimate S and Excalibur. Check with the author of any script that does not work in VP8. A VP8 version of Excalibur can be found at: <http://www.jetdv.com/excalibur>

For additional scripting questions and information, please ask at my website (www.jetdv.com). Another excellent source of scripting information is Sony’s official scripting forum at: <http://www.sonycreativesoftware.com/forums/ShowTopics.asp?ForumID=21>

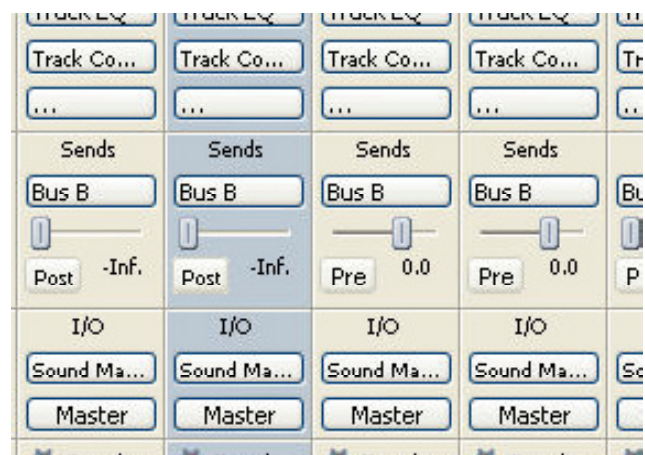
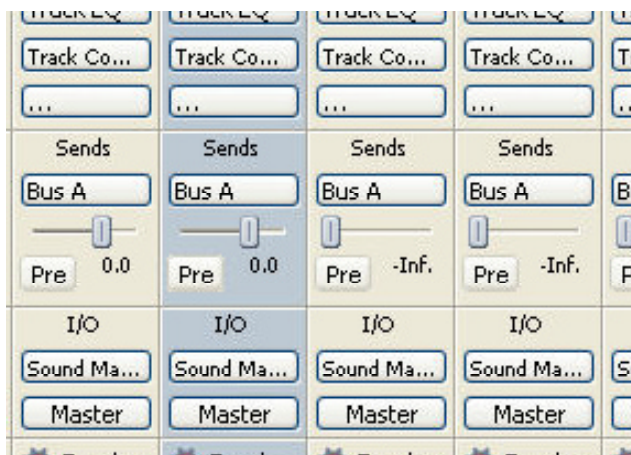
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On the audio side, there is a new Mixing Console window. This does not replace the current mixer. Instead it is a hardware-style view.

Each tracks information is shown vertically and the various FX assigned to the track are easily accessible. It is very simply to add new effects and adjust existing effects very quickly on this screen. Plus, the audio sliders work just like a soundboard..

You can also easily adjust how much signal goes to any particular Bus and can route signal to more than one Bus. This will give you much more power in routing abilities. Notice the different adjustments going to each Bus in the two images below. In fact, you can even route Busses to another Bus. The new Mixing Console window definitely expands the routing options.



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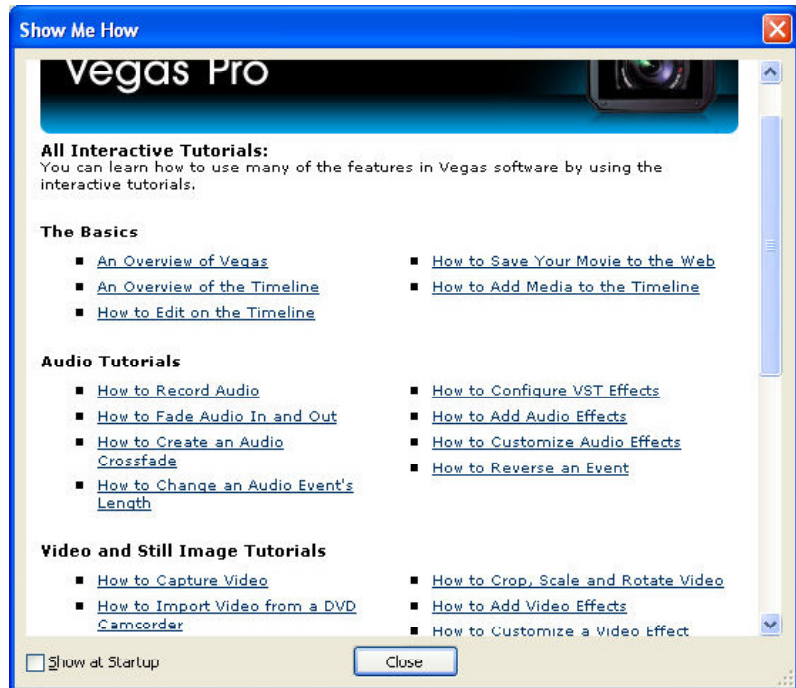
Have you ever wanted to do something in Vegas and just wasn't sure how it was done? VP8 adds a new set of tutorial videos that explain many aspects of using Vegas.

These tutorials are fully interactive and let you perform tasks on the events on the timeline as each step is explained. These are NOT video tutorials but do explain the process while you actually perform the steps.

The Media Manager is also fully updated for Vista compatibility. Based on the Microsoft SQL 2005 Express Edition, the new version works equally well in both XP and Vista.

VP8 will also ship with DVD Architect version 4.5. This update mainly adds Vista compatibility to DVD Architect. Version 4.5 will also include several bug fixes as well as some increased driver support. While Blu-Ray support hasn't been added to DVD Architect, Vegas can create those discs now directly from the timeline.

Vegas Pro 8 has a lot of new features that many people will enjoy. The new titler is a breath of fresh



air. The new scripting tools give a lot more power to people who write scripts. The multi-cam tools will aid those who didn't already have one of the script (although the scripts still have more features.) Smart rendering of M2T files will speed up rendering. Give Vegas Pro 8 a test run and I think you'll like what you see in the new version.

Vegas Pro 8 Requirments

The following lists the minimum system requirements for using Sony Creative Software Inc. Vegas Pro software:

- ✍ Microsoft® Windows® XP SP2 or Windows Vista™
- ✍ 1 GHz processor (2.8 GHz recommended for HDV)
- ✍ 200 MB hard-disk space for program installation
- ✍ 1 GB RAM
- ✍ OHCI-compatible i.LINK® connector*/IEEE-1394DV card (for DV and HDV capture and print-to-tape)
- ✍ Windows-compatible sound card
- ✍ DVD-ROM drive (for installation from a DVD only)
- ✍ Supported CD-recordable drive (for CD burning only)

- ✍ Supported Blu-ray-recordable drive (for Blu-ray disc burning only)
- ✍ Microsoft .NET Framework 3.0 (included on application disc) **
- ✍ Apple® QuickTime® 7.1.6 or later

*i.LINK is a registered trademark of Sony Electronics, used only to designate that a product contains an IEEE 1394 connector.

** .NET 3.0 adds functionality to .NET 2.0. After installing the .NET Framework 3.0, versions 2.0 and 3.0 will be displayed in the Windows Add or Remove Programs listing. Do not attempt to uninstall version 2.0; it is required by version 3.0.