

# VIDEO EASY



English language manual



## Foreword

Welcome to MAGIX Video easy, the first video editing program for the whole family. It's so easy to use that even beginners without any prior skills will be able to design breathtaking videos in just a short time. Transform recordings of family celebrations, vacations, or special events into video DVDs or present your videos on the Internet with ease.

It's never been easier to transfer videos from your camcorder to your PC's hard drive, to optimize video material with a few clicks, and then burn to DVD. This manual explains how everything works, step-by-step.

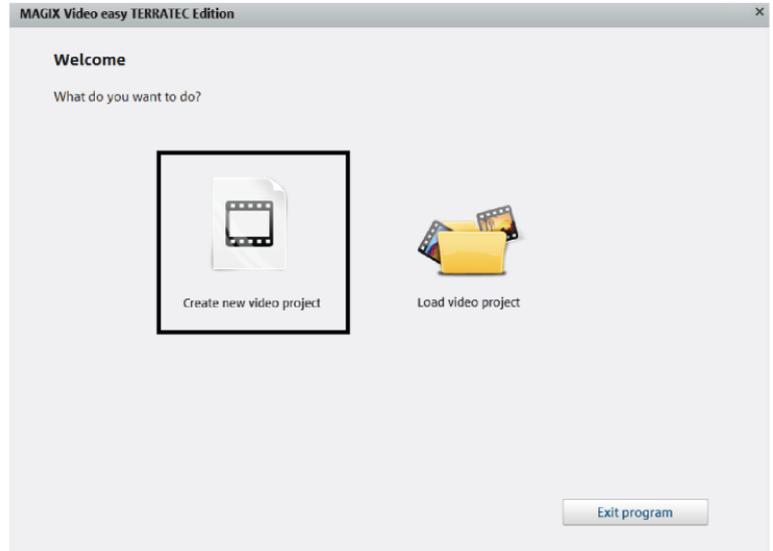
The printed manual is only a brief introduction to the software. Complete software documentation, in the form of an electronic PDF manual, is stored on your hard drive upon program installation. The electronic manual provides a more detailed explanation of the options, dialog boxes, menus, and program interface.

Have fun with MAGIX Video easy,

The MAGIX team

## Start program

- Start MAGIX Video easy by double-clicking the program icon on the desktop or by accessing MAGIX Video easy via the Windows Start menu.
- In the welcome dialog, select the option "Create new video project".



## Analog video recording



- Connect the video output of the analog device you want to record from with the video input of the video digitizer.
- Choose your TERRATEC product in the dropdown menu on the right as the preferred recording device.
- Select the input source you want to record.

Composite (yellow) is usually the correct port for video transfer. You also need to connect the two RCA plugs for audio (red / white).

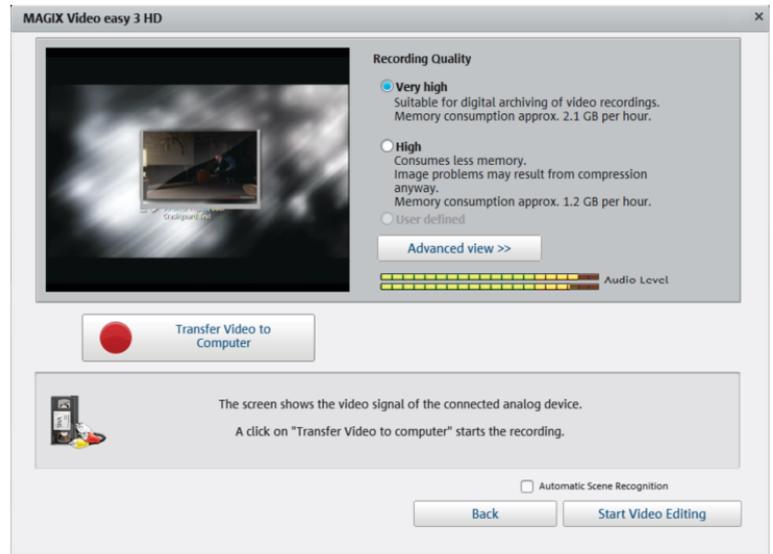
S-Video: Please use the S-Video port only with devices that have a S-Video port integrated (e.g. Camcorder/ DVD Player). SCART adapter, which provide an S-video output, are not suitable. They give you mostly just a black / white picture.

- Click on "Continue" to reach the actual recording dialog.

## Analog video recording

- Then select the recording quality.
- Position the tape in the camcorder at the point from which you would like to transfer video to the computer.
- Click "Transfer video to computer"
- Start playback on the camcorder.
- If the video from the camcorder should be transferred in multiple sections, repeat the procedure until all sections have been transferred.

If you select the option "Automatic scene recognition", then the material will be split into scenes automatically. Scene recognition is important for deleting unwanted scenes and creating chapters for the DVD menu later on.



## Play video clips



**Note:** In MAGIX Video easy, video clips are referred to as "Objects" in the filmstrip view. In the following, we will simply call the clips "objects".

- Play your recording by clicking "Play" on the transport control below the preview monitor (or simply by pressing the space bar on the keyboard).
- During playback, the position below the preview monitor will move from left to right. You can reposition it by clicking at different locations in the movie as desired.

## Remove an object

If you would like to remove a clip, you will have to select it first.

- Click the associated preview image in the filmstrip view.

The color of the filmstrip will change to indicate that the associated object has been selected.

- To remove it, press "Del" on the keyboard.

The object will only be removed from the project, i.e. the video object will not be removed from the hard drive.

**Tip:** Hold down the Ctrl key and click with the mouse to select multiple objects at once.



## Cut an object



The playback bar is located below the video window.

- To change the beginning of the selected object, drag the marker at the outer left end of the playback bar to the right with the mouse until you reach the position where the object should begin.
- To change the end of the object, drag the marker at the outer right end to the left accordingly.

These two markers therefore allow you to select the section that should be played back. Every object may be split into smaller objects, which in turn can be shortened individually.

- Set the playback marker at the location where you want to split the object and click on the "scissors" button (or press the "T" key on your keyboard).

Another object will appear in the filmstrip view.

# Start video editing

The buttons for video editing are located in the right area of the screen.

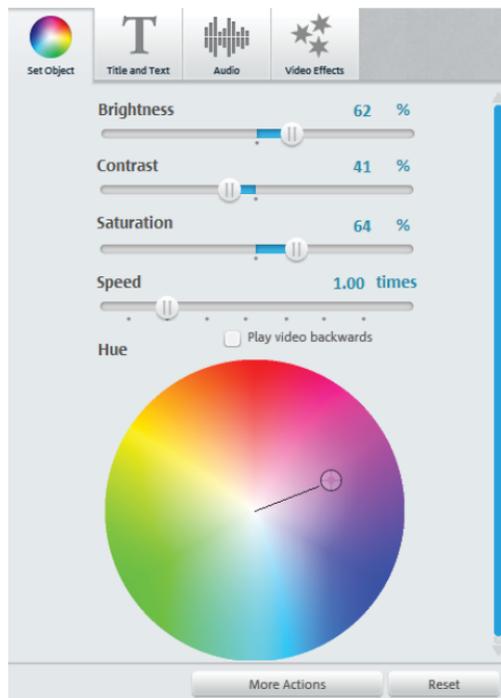
- First, select the object that you would like to edit.
- Next, click the "Set Object" button to get the effects settings for the selected object.

The "Set Object" button offers basic image editing options.

The option further to the right "Video effects", features different special effects to edit your video. We will get back to this after we've finished outlining the basic functions.



## Image optimization



Is your video underexposed or has a color cast? You may correct exposure problems by adjusting brightness, contrast, and saturation with the three sliders located above in the dialog.

- To do so, click on the slide controller and drag it to the left to decrease the value or to the right to increase it.

With the help of the color wheel you can increase or reduce selected colors. For example, this allows you to remove a blue tint from the material.

- Click the color wheel and drag the point at the center with the mouse button pressed to the range that you would like to highlight.

Objects that come from the same source, a camcorder outdoor recording, for example, will often have the same flaws. Clicking on the "More Actions" button opens a menu where you can copy and transfer the current settings to other objects.

# Insert titles

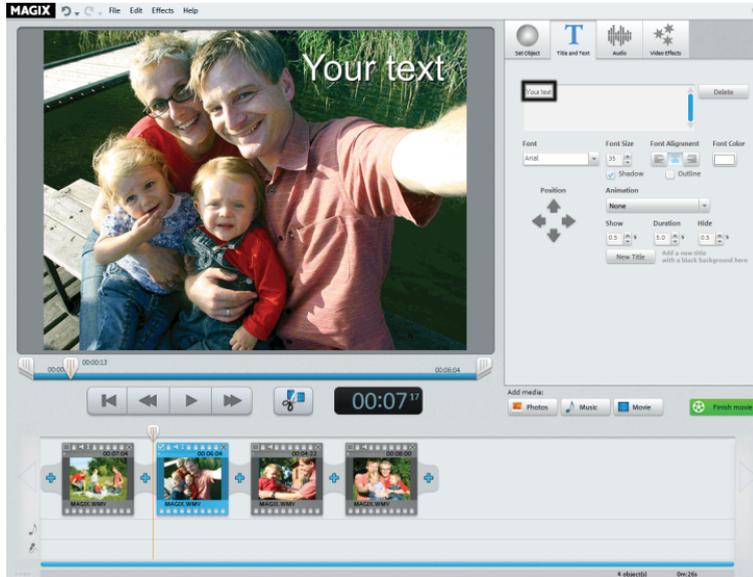
Switch to the text module by clicking the "Title and Text" button.

You may add titles as opening/closing credits or subtitles to explain specific scenes in more detail. This adds a text component to your movie's image and audio language. Here are some hints on how to apply titles & text:

- Captions should be short so that the text can be read at a glance.
- Do not repeat in your titles what can be seen in the image anyway.
- Captions should be written in large, easily readable fonts. Rule of thumb: The captions should appear long enough to be read twice.
- Captions should appear long enough on screen. A caption with ten letters should appear for roughly three seconds.
- Look around for suitable "natural" titles while you're filming: signs, notice boards, menus...



## Insert titles



The text entry field can be used to write whatever text should appear in the image.

- The options can be used to format the "Font", "Font size", "Font color", etc. "Font alignment" justifies your text right, left or centrally.
- You can reposition the image more accurately using the arrow buttons in "Position".
- "Animation" creates moving titles. For cinematic credits, select the animation "From bottom to top".
- "Duration", "Show", and "Hide" enable you to control the display behavior of the title during playback.

# Change volume

The volume of the audio track can be adjusted in the "Audio" menu.

- Use the controller to the left (Object) to set the original audio track.
- The middle controller (Background) can be used to set the volume of the background music.
- The right controller (Audio Dubbing) can be used to set the volume of the commentary.

The "Background" and "Audio Dubbing" sliders will appear grayed out if there is no audio material other than the video's audio track.

**Tip:** Information on how to load background music or audio recording can be found further below.



## Insert video effects



Clicking on the "Video effects" button opens a selection of effect templates. There is for example the "Old movie" effect, which gives your clip a 1920's movie look, or adds various movement effects which allow you to simulate camera pans.

Try out the different effects to get an idea of what you can do with them.

- Select an effect and click "Preview".
- If you would like to use the effect, use your mouse to drag it onto an object.

Since the effects do not change the original material, you can easily reset any effect.

- To do so, click "Reset".

# Insert music or commentary

- If you need music or want to use a particular audio file, click on the "Music" button.

In the selection dialog you can access a folder with audio files and thereby load the songs you want.

- The process for recording commentaries and sounds is as follows: Connect a microphone to your computer and in the "Audio" section click on the red "Audio Recording" button.

The music, i.e. the recording, will appear afterwards below the selected object in a separate music track.

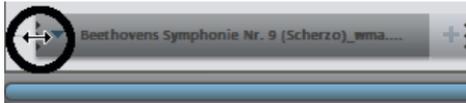
- The volume of the audio file can be altered with the help of the "Background" slider.
- The volume of your own recording can be altered with the help of the "Audio Dubbing" slider.



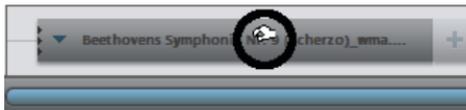
## Edit audio



*Context menu for music tracks*



*Shortening music tracks*



*Moving music tracks*

The music, that's to say the audio track, will be cut off automatically if it is longer than the video. If, on the other hand, the video is longer, you can add another file or recording.

- You can insert additional music tracks via the context menu or the arrow symbol.

Usually, however, it is important to shorten the music, e.g. when you don't want to use the entire song, but only a specific part.

- Click on the edge of the music track and move it with the mouse key held down to the desired position. The audio material will be automatically edited in this way.

You can also move the music track if you wish to add it to a certain part of the video only.

- Click in the center and move it with the mouse key held down to the desired position.

**Hint:** If there are several music tracks in the video project, they cannot be exchanged with each other by moving them. They may be moved around only in the free ranges.

## Insert videos or images

- If you would like to use additional images or videos, click the "Photos" or "Movie" button.
- If you select "Movie", then an import dialog will open for you to select a source: load digital or analog video recordings or files from drive.
- Photos and image files will be shown for 7 seconds as still images. If you would like to change the display duration, then click with the right mouse button on the preview image and select the option "Display duration".

Additional images or videos will appear with a preview image in the filmstrip view. Click and drag to move to different positions or delete.



# Insert transitions



Transitions are fades between objects. Normally, a so-called "hard cut" is made between objects: The first image of the following object appears directly at the end of the previous object, i.e. without any special fade effect.

However, you are free to select & add a fade.

- Click on the fade symbol between two objects to open the transition dialog.

You may also add an opening and closing fade at the beginning and end of the entire video to make it fade in and out smoothly. This is how it works:

- Click on the first fade symbol to the far left in the filmstrip view and select "Show".
- Click on the last fade symbol to the far right in the filmstrip view and select "Hide".

# Insert transitions

The transition dialog provides fades that can be placed between two objects. You may choose between "No fade" (preset), "Transition", "To black" and "More..."

If "No fade" is selected, then a hard cut will be made. If "Transition" is selected, then the objects will be faded softly from one into the other. "To black" fades the last image of the first object to black, and the first image of the following object begins shortly after. If you press "More", a selection of fades with transparency effects, or so-called "AlphaMagic fades" will open.

- Select an option and click "Preview" to get an impression of the effect.
- Click "OK" if you are pleased with the current settings you have selected.

**Tip:** Lots of fades look spectacular, but that's exactly why you should use them sparingly. They distract your audience from the actual movie. Professionally produced movies usually use hard cuts and apply special fades only in exceptional cases.



# Finish movie



If you are happy with your film then you can

- burn it straight onto a DVD or Blu-ray Disc
- export it as a video file using the following formats: WMV, MPEG-2 or MPEG-4

Click "Finish movie" to open the export dialog.

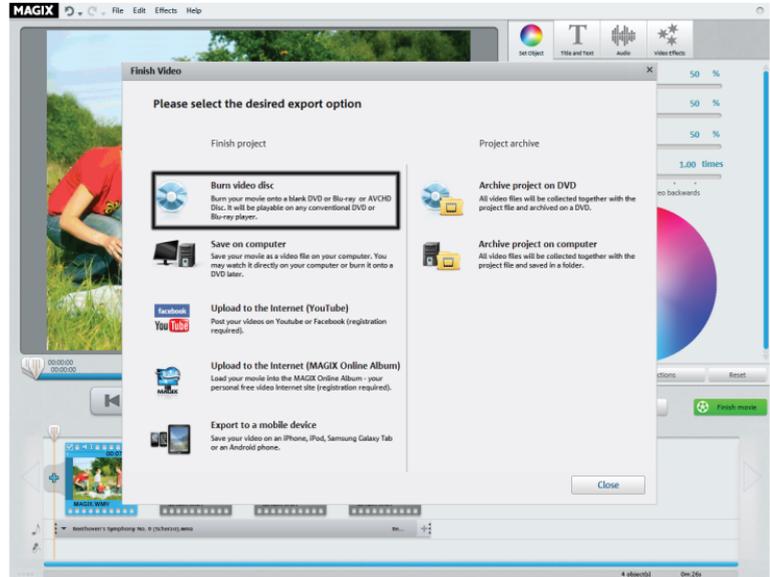
# Burn video disc

If you burn your movie onto a blank DVD or Blu-ray Disc, then you will be able to play it back on any conventional playback device.

- Click "Burn video disc" in the export dialog.

DVD is definitely still the most common format. The finished DVD may be played back on any conventional DVD player in very good quality.

Blu-ray Discs offer even better quality and more storage space. However, you will need a compatible Blu-Ray burner, blank disc and player.



## Burn video disc



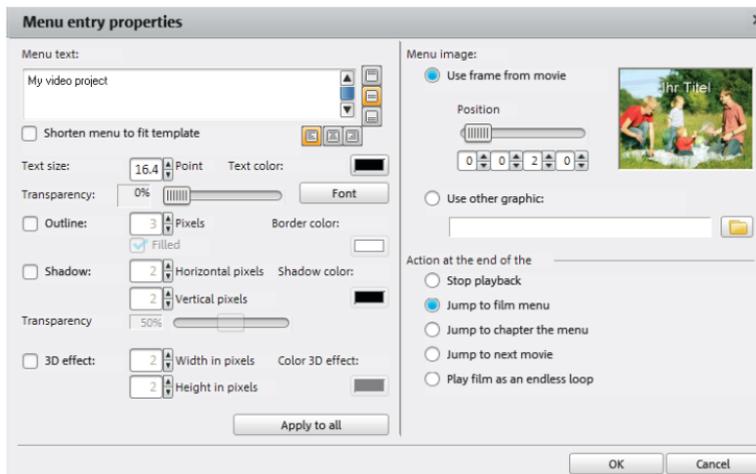
After selecting "Burn video disc", you will see a preview of this menu. This is how the disc will start later when it is inserted into a player.

- If you would like a different menu, select another menu template and click "Apply".
- If you still want to change the title of the menu entries, double-click the title in the menu preview, to open "Menu entry properties".
- Click "Menu preview" to view the new menu.
- Once you are satisfied, click "Burn".

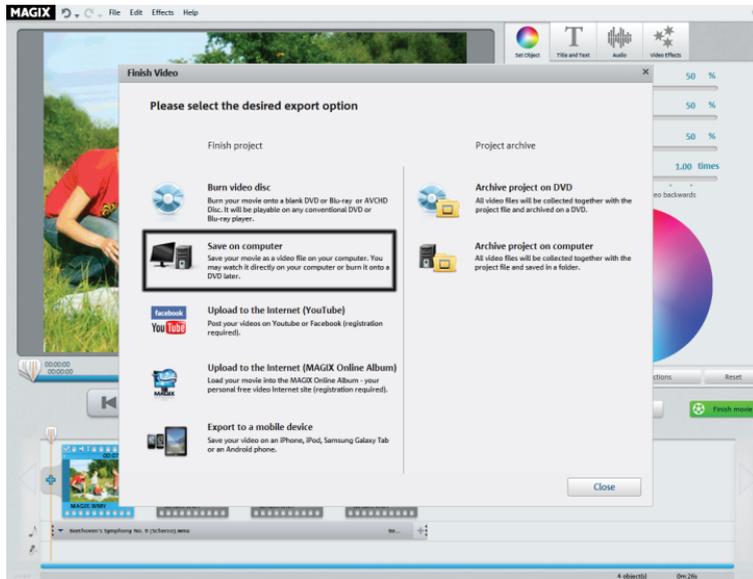
## Burn video disc

The "Menu entry properties" editor not only lets you change the menu entry's text and appearance, you can also select a suitable preview image and set different actions that are to take place automatically once the movie has finished.

- Use the "Menu text" field to change the menu entry text.
- In the fields below it, you may format the text (e.g. change font size and type, add shadows and 3D effects).
- With "Action at end of film" you may indicate what the player should do once the movie has finished playing.
- If you are happy with your changes, close the dialog with "OK" and open the burning dialog via the "Burn" button.



## Save as a file



If you save your movie as a video file, then you may open it at any time on your computer and play it back with Windows Media Player.

- Click "Save on Computer" to save your movie as a video file.

Next, open the recording dialog.

**Tip:** Windows Media is especially suitable for playback on Windows PCs because every Windows PC comes with the Windows Media codec installed.

MPEG-2 is also very common and is recommendable if you want to play your video file on other computer systems such as Mac, for example. In terms of quality, MPEG-4 is definitely the best codec.

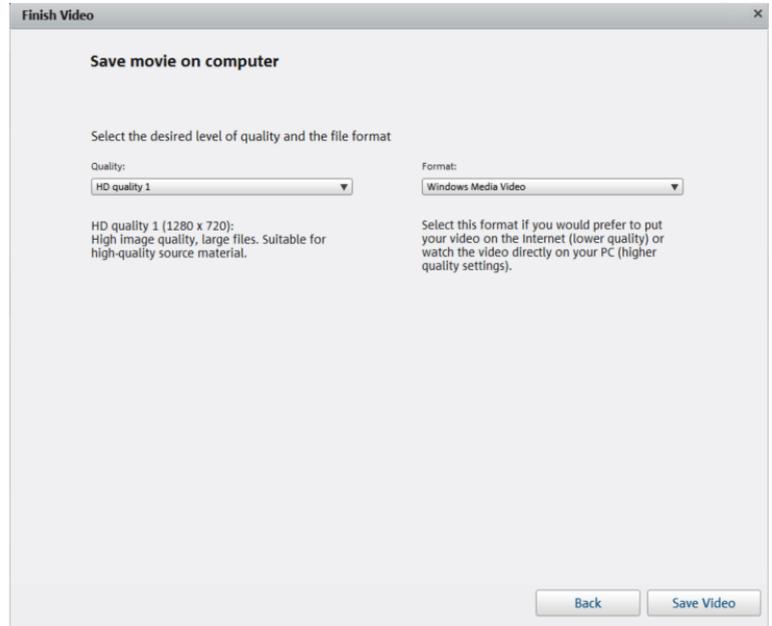
## Save as a file

In the following dialog, the settings provided are suitable for the majority of cases.

- Click "Save video" to select a save folder and start the export process.

Before exporting the file you can choose a different quality or set the MPEG format instead of the WMV format.

- Select the desired quality from the "Quality" drop down menu. As the quality increases so does the amount of space required on the hard drive.
- If you would like to produce the video in the MPEG format, select MPEG-2 or MPEG-4 under "Format".



# Overview of the program interface



- 1 Menu bar:** This provides access to all of MAGIX Video easy's most important functions.
- 2 Preview monitor:** Displays your video and image material.
- 3 Transport controls:** These buttons control the playback, just like you are used to with your DVD player.
- 4 Post-processing:** Here you can improve the sound and image of your video or add a title.
- 5 Buttons:** Here you can change the editing area.
- 6 Add media:** Here you can add photos, audio files, or videos. Clicking "Finish movie" opens the export dialog.
- 7 Filmstrip view:** The scenes from your videos and additional image material are displayed here in sequence.

## Scene recognition

For longer videos, it's recommended that you use the scene recognition feature if you don't want to use all of the material. The video is split into different objects automatically.

For each new object, you will receive a new entry in the disc menu later, making it possible to jump from scene to scene with your remote control.

- Choose the "Scene recognition" option in the "Effects" menu.
- In the dialog, select the option "Automatic scene recognition" to cut at all noticeable scene changes.
- The option "Manual scene detection" is recommended for complicated material. Each individual scene must be confirmed or declined.



## Customer service

A summary of technical support telephone numbers is available here:

<http://support.magix.net/>

**Mail (Europe):** MAGIX Development Support, P.O. Box 20 09 14, 01194 Dresden, Germany

**Mail (North America):** MAGIX Customer Service, 1105 Terminal Way #302, Reno, NV 89502, USA

### MAGIX Sales Department

You can reach the MAGIX Sales Department workdays for help with the following questions and problems:

- Orders
- Product consulting (pre-purchase)
- Upgrade requests
- Returns

#### Europe

Monday - Friday, 09:00-16:00 GMT

**U.K.:** 0203 3189218

**Denmark:** 699 18149

**Sweden:** 0852500858

**Finland:** 09 31581630

**Norway:** 0210 30665

### North America

9 am to 4 pm EST Mon-Fri

**Phone:** 1-305-722-5810

Please have the following information at hand:

- Which MAGIX program are you using (version)?
- Which operating system do you use?
- What make is your graphics card and what screen resolution do you use?
- What make is your sound card? Or do you use the pre-installed sound system of your computer?
- For video programs: What make is your video card or FireWire card?
- How large is your RAM?
- What version of DirectX is installed?

## Copyright

This documentation is protected by copyright law.

All rights, especially rights to reproduction, distribution, and to the translation, are reserved.

No part of this publication may be reproduced in form of copies, microfilms or other processes, or transmitted into a language used for machines, especially data processing machines, without the express written consent of the publisher.

All rights of reproduction are reserved. Errors in and changes to the contents as well as program modifications reserved.

Copyright © MAGIX AG, 2009 - 2012. All rights reserved.

MAGIX is a registered trademark of MAGIX AG.

Created under license from Dolby Laboratories

Dolby and the double-D symbol are trademarks of Dolby Laboratories.

© 1992 - 2012 Dolby Laboratories. All rights reserved.

Other named product names may be registered trademarks of their respective owners.

This product uses MAGIX patented technology (USP 6,518,492) and MAGIX patent pending technology.