MediaEdit 3
User's Guide

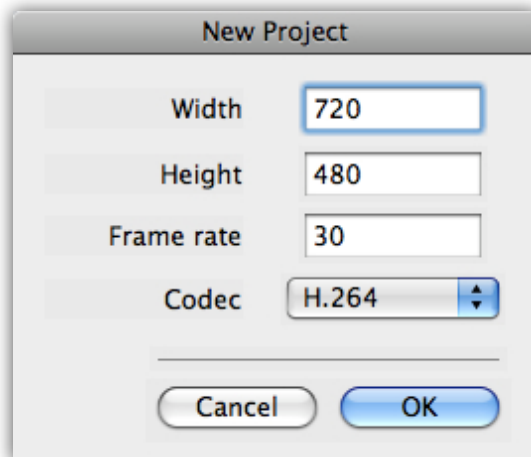# Contents

1. Beginning MediaEdit 3

1-1. Creating a new project

After launching MediaEdit 3, the first thing you'll see is the **Starting Point window**:

You may click "Open an Existing Project" to continue working on a previously saved project.

To create a new empty project, click **Create a New Project**
It will open the following window:

From this window, you can set the dimensions of your movie project, movie frame rate and codec. 30 fps is the standard frame rate.

The **codec** is the compressor/decompressor of your movie. The quality of your movie may be affected by the codec that it uses.

The default codec should give you very good quality. Different codecs give you different quality to file size ratios.

Press **OK** to create your new project.

1-2. Interface

After creating a new project or loading an existing one, you should see the **main interface**:

The Main Interface is broken into 4 parts:

1. Tool bars
- New Layer - Creates a new media layer
- Insert File - Inserts media (video or audio) into the selected media layer at the current playhead position (refer to 1-3)
- Capture - Import footage from a camera or video input source
- Undo - Step to previous user action
- Redo - Step to next user action
- Cut - Moves the selected clips from the project onto the clipboard
- Copy - Copies the selected clips onto the clipboard
- Paste - Pastes the clips stored on the clipboard into the project at the current playhead position

- Split - Splits the clip (audio and video) into two segments at the playhead position in the selected layer.
- Join - Combines all the selected clips into a single clip
- Un-join - Puts a previously joined clip back into the original pieces
- Scale - resize the selected clip's duration
- Extract - Separates the audio of a movie clip into a new clip
- Play - Plays your movie

2. Video Monitor
- Drag the edge of a clip to resize the display area
- Drag within a clip to position its display area

3. Inspector
- Clip - modify the properties of the last selected clip (refer to 3-6)
- Text - add text over your movie or create text effects such as roll credits
- Audio - import from your audio library or record audio from an input source
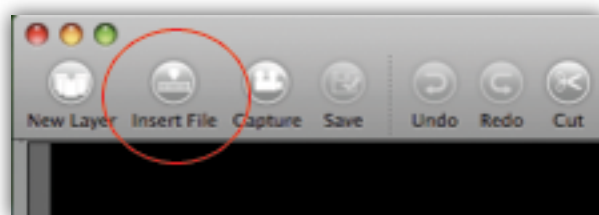
4. **Timeline**
- The vertical red line (**playhead**) indicates the current position in the movie
- Each row represents a layer. The red box indicate the **current working layer**. Clicking on another layer will set another layer as the current working layer (or selected layer).
- Drag clips to move them to a new position or another layer
- Hold Shift key and Command key (or Control key in Windows) to select multiple clips
- **Use the mouse scroll wheel** to zoom in/out of the timeline (or use the up/down arrows)
- Drag the top of the timeline (the scale) to **change the playhead position**
- Double-click on a layer to **edit the layer's settings**

1-3. Adding Clips

To add movie, audio or photos into your project, first select the layer you want to insert into, and then move the playhead to the position you want the clip to insert at.

Click on the **Insert File** tool bar button:

The standard file window should open. Select the files you want to import. To select multiple files, hold down the shift key.

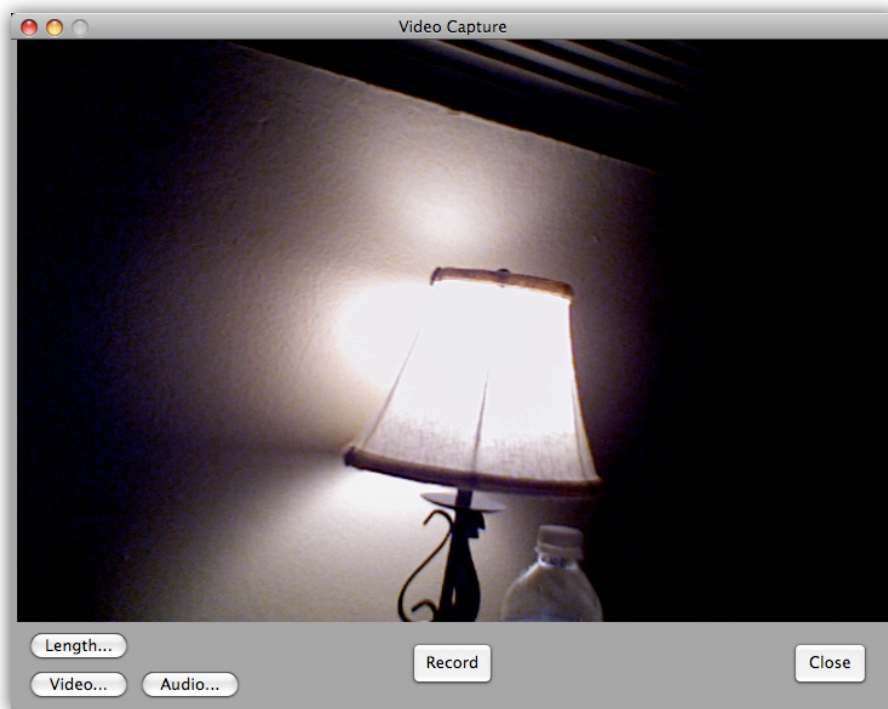**TIP:** You may also drag & drop files into the timeline.

1-4. Capturing Video

To capture footage from a video input source such as a camera, first select the layer you want to insert into, and then move the playhead to the position you want the clip to insert at.

Click on the **Capture** tool bar button:
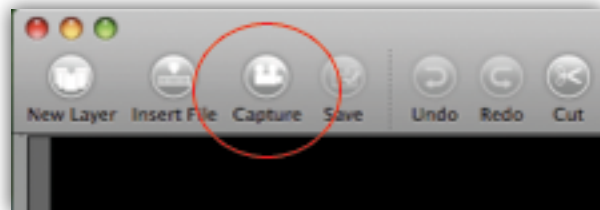
The **Video Capture** window will open:

Press **Record** to begin capturing footage from the video source. Once you have captured the footage, press **Stop**. The footage will be inserted into your project at the playhead position. You may continue capturing more footage. Press **Close** when you're done capturing.

Click the **Video** button to change video input settings such as color, input source, and compression. Click the **Audio** button to change audio input settings such as input volume, input source, and compression.

If you want to record for a set time, click on the **Length** button to set the duration.

1-5. Recording Audio

Switch to the **Audio** tab in the **Inspector**.
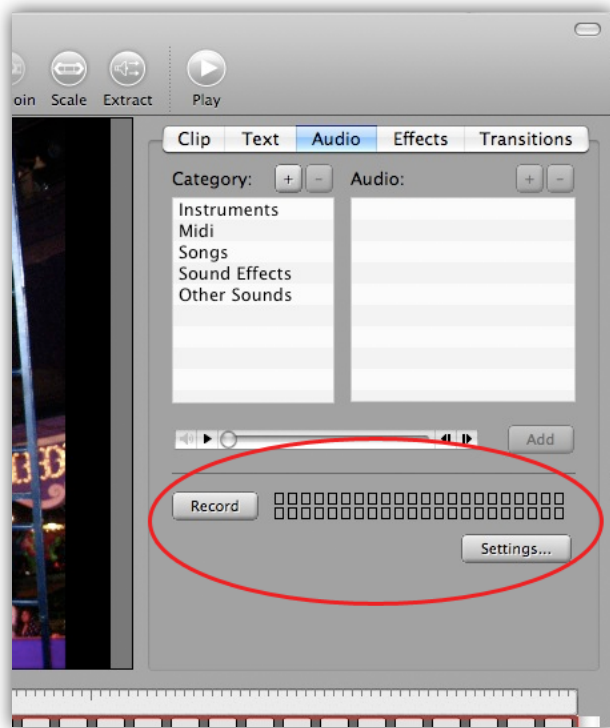
Toward the bottom of the Inspector, you should the **Record** button, **Input Level bar**, and **Settings** button.

Press **Record to start recording audio** from an audio input source such as a microphone. Your movie will play as it records, but the audio will be muted. Press **Stop** when you are finished recording. The audio will be inserted at the initial playhead position.

The Input Level bar should indict the level of audio passing through the device.

If you have multiple audio input sources, you can click the **Settings** button to bring up the Audio Settings Window. The window will include options for input source, compression, bit rate, input volume and several other audio options.

2. Working with MediaEdit 3

2-1. Editing Functions

The main editing functions can be found on the tool bar:
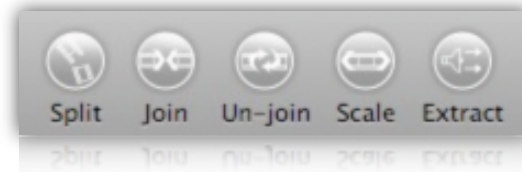
Split:
  Splits the clip (audio and video) into two segments at the playhead position in the selected layer (or current working layer).
Join:
  Combines all the selected clips into a single clip.
Un-join:
  Puts a previously joined clip back into their original pieces.
Scale:
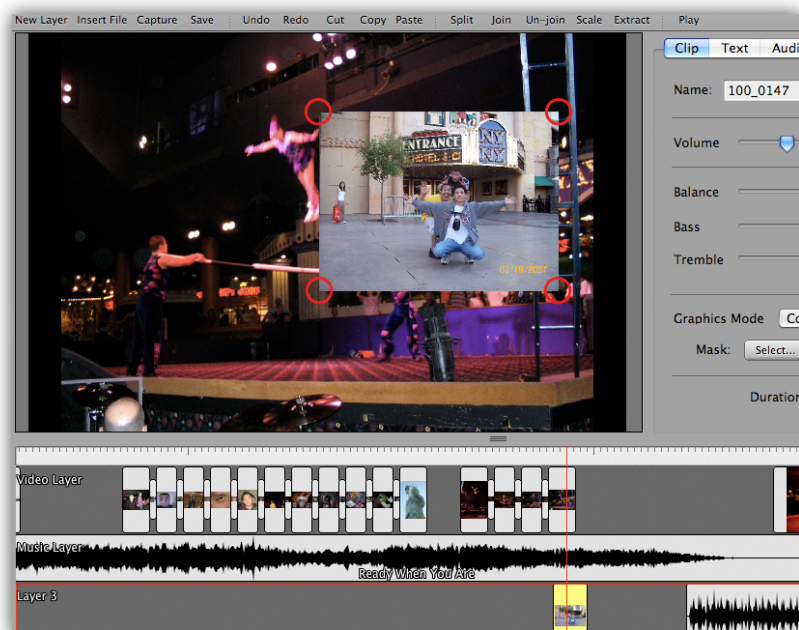 Resize the selected clip's duration.
Extract:
  Separates the audio of a movie clip into a new clip.

2-2. Moving & Resizing Video Clips

Drag within the display boundary of a video clip to position it on the Video Monitor.

Drag on each of the four corners of the display boundary of a clip to resize it. **Hold the shift key** while resizing to turn off proportional resizing.
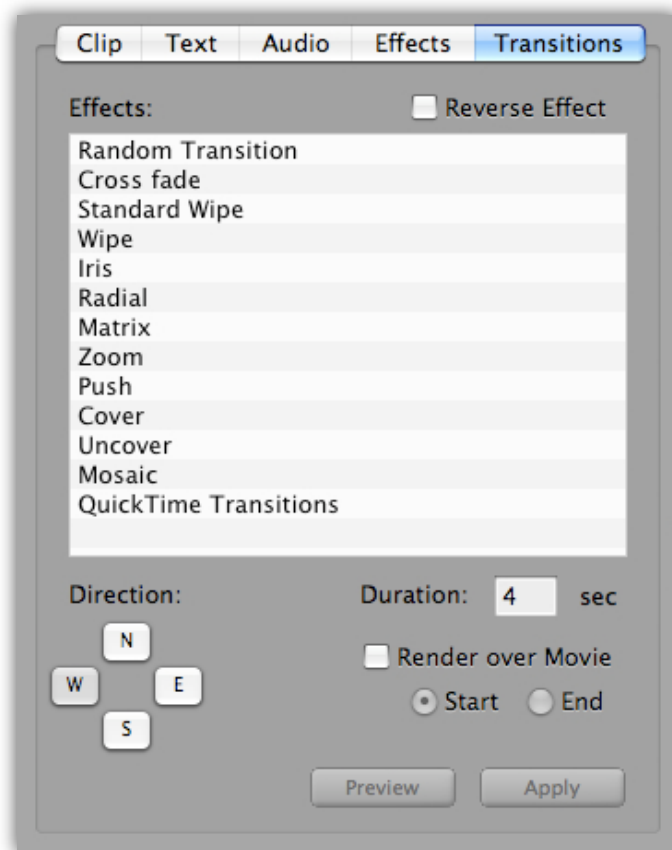
2-3. Adding Transitions

Transitions are used to smoothly move from one clip to another. MediaEdit 3 includes all the standard transitions such as crossfade, wipe and push.

It also includes all the standard **QuickTime Transitions**. QuickTime Transitions are rendered in realtime so there is no wait for the transitions to process, but playback performance may suffer.

Clip Transitions

Before you can add video clip transitions, you must first select the video clip where you want the transition to start on. It will be applied to the end of that clip and the beginning of the next clip.

You may select any transition from the list. Some transitions have addition options such as direction.

By checking the **Reverse Effect** box, the transition animation will be played in reverse.

The **duration** field is the length of the transition in seconds.

**Render Over**

The **Render over Movie** option is used when a clip does not have a neighboring clip within the same layer. It will create a transition with the video behind it. **For example**, you can have a clip fade to black by simply setting this option and having no video clips behind it, except the black background. You can add both a starting and an ending transition for a clip.

2-4. Adding Video Effects

Video effects are used to adjust or manipulate the image. It can also be used to create special effects such as **Green Screen**, motion blur, or **Ken Burns Effect** (Pan, Zoom ,& Rotate).

There are 6 groups of Video Effects:
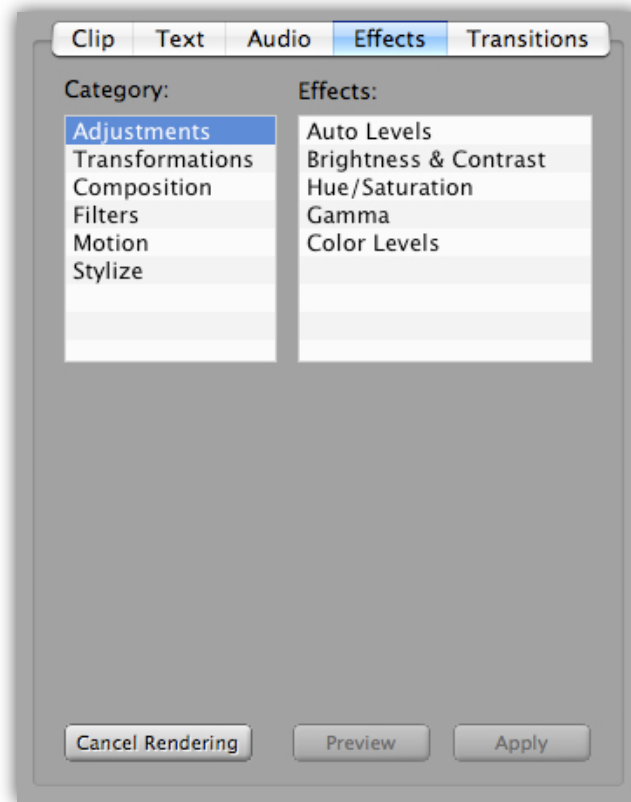
Adjustments - Contains color and lightening correction tools

**Transformation** - Contains tools to flip, rotate, zoom, and crop.

Composition - Contains tools to blend or superimpose video layers

Filters - Contains tools to manipulate the picture

Motion - Contains tools to change video playback

Stylize - Contains tools to spice up your video

To add an effect to a clip, you must first select one or more clips. Switch to the **Effects** tab, and select an effect from the list. Click **Preview** to see how the effect will look on the clip. Most effects will have several options. Press **Apply** to add the effect to the selected clips.
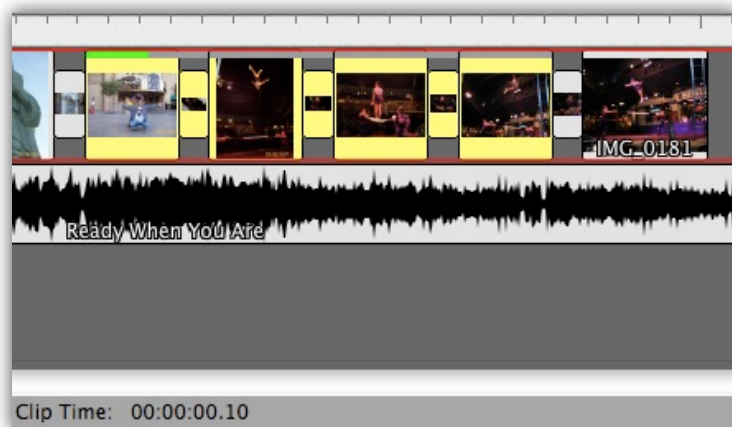

The selected clips will render one after the other. You can see the progress above the clips indicated with the green bar.

You may cancel a rendering process at anytime by selecting a rendering clip and clicking **Cancel Rendering** in the **Effects** tab.

2-5. Working with Layers

Multiple Layers is an important feature in MediaEdit. It allows you to do many things such as picture-in-picture, text, and special effects. It also allows you to easily work with multiple camera angles. MediaEdit supports as many media layers as your computer can handle.

Layers in MediaEdit are very special. Each layer can contain any type of media such as text, video, or audio. You can mix audio with video with text--all in the same layer.
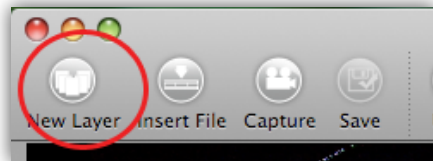

You can create a new layer by clicking **New Layer** from the tool bar. New layers are created in front of all other layers.

In the timeline, by default, the first layer is the bottom layer and the last layer is the top layer. If you prefer the first layer to be the top layer, you may set the **Reverse Timeline layer Order** option in **MediaEdit Preferences**:

- On a **Mac**, choose menu: **MediaEdit 3 ➡ Preferences**
- On a **Windows**, choose menu: **Edit ➡ Preferences**

Layer Settings

You can edit a layer's setting by double-clicking on it in the timeline:
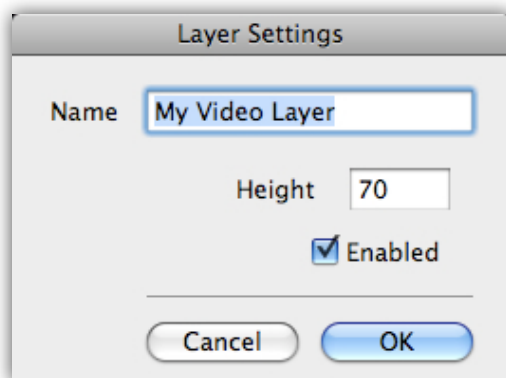
Enter a new **name** to change the layer's display name.

The layer **Height** is the height of the layer viewed in the timeline. This can be useful if you want a layer dedicated to audio to take less space in the timeline, or a layer dedicated to video to be bigger and easier to see.

You may disable a layer by unchecking **Enabled**. When a layer is disabled, you won't hear it or see it

2-6. Adding Text

Whether you need text to explain something or to label something, adding text is easy. **There is not that much difference between a text clip and a normal video clip.** MediaEdit treats them almost the same: you can resize it or position it anywhere on the screen.

Start by switching to the **Text** tab:
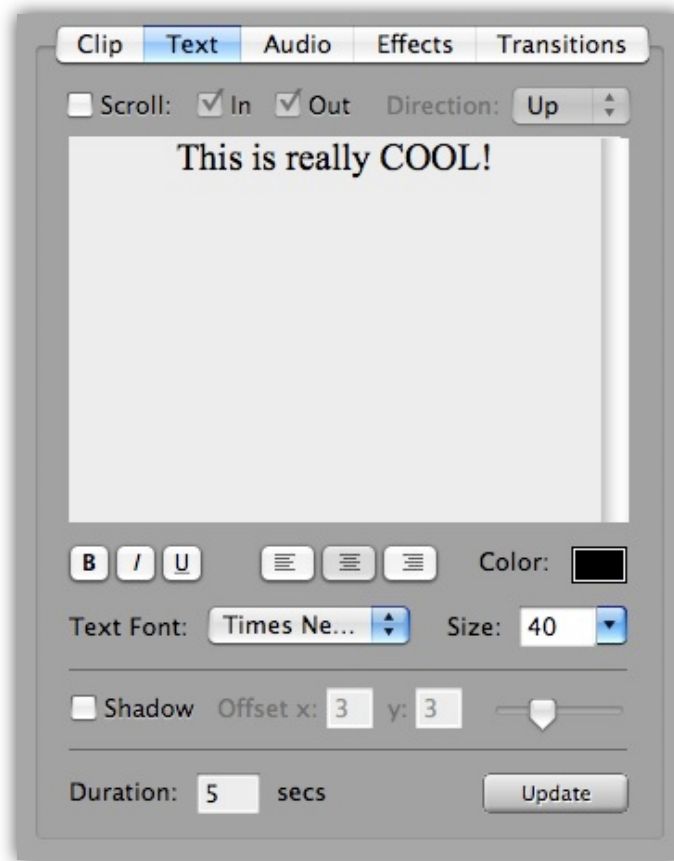
You enter the text into the main text field. You can set the style of the text such as the font, color, size, and alignment.

With the **scroll** option set, the text will scroll across the screen. Set **In** option to have the text scroll in, and the **Out** option to have the text scroll out. Check both boxes to have the text scroll **In** and then **Out**. The **direction** menu will set the scroll direction.

You can easily **create a rolling credit** effect by setting both the **In** and **Out** options and the **Up** direction.

Check the **Shadow** box to enable shadow under the text. The **offset** option determines where the shadow is. Move the slider to set the **shadow transparency**.

The **duration** determines how long the text will be displayed.

Click **Insert** to insert the text at the current time in the current layer.

2-7. Working with Paint and Shapes

Drawing on your movie is not only fun, but also useful. It can be used for highlighting specific things in your movie.

There are nine basic drawing tools: Pen, Line, Brush, Eraser, Fill Bucket, Droplet, Rectangle Shape, Oval Shape, and Rounded Rectangle Shape.

You can switch into Paint mode, by clicking on the Paint tab:
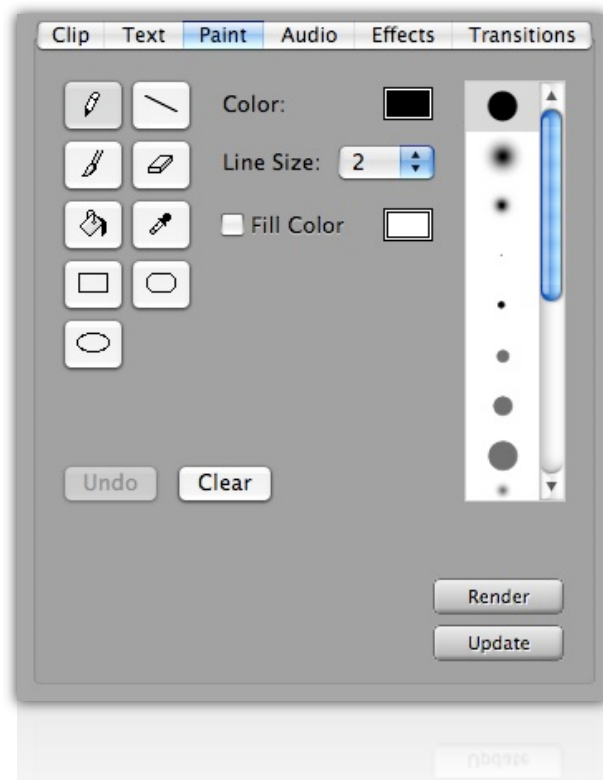
Pen - Draws a basic stroke
Line - Draws a basic line
Brush - Draws a stroke with the selected brush
Eraser - Erases a region with the selected brush
Fill Bucket - Fills in an area with the selected color
Droplet - Assigns the current color to the area over the mouse
Shapes - Draws the selected shape (rectangle, oval, etc.)

Undo - Restore the last paint operation
Clear - Clear the paint area
Line Size - Controls the size of the lines on a pen or shape
Fill Color - If check, shapes would contain a fill color

With a paint tool selected, you can begin using it by clicking and dragging within the Video Monitor. **If a clip is selected**, it will modify just that clip. **When this clip is video**, it will edit the clip's mask (*see the next section*). **When the clip is a still image**, it will edit just that clip so you must paint within the clip region.

If you want to paint over the entire movie (not a specific clip), make sure no clips are selected. Click **Apply** to insert the paint into the selected layer. It's a good idea to insert into an empty region of the layer.

When a clip is selected, there will be an **Update** button to replace the image of the current clip with the new one. You can re-edit a paint clip by clicking on it and updating when you're done.

Press the **Render** button to render the paint over the movie with smooth edges. If you don't render, the paint may have jaggy edges.

Clip Mask/Alpha Editing

The paint tools can also be used to control the transparent areas of a video clip. When a video clip is selected, the paint tools turn into a masking tool allowing you to modify its shape. Use the brush and shape tools to fill in the opaque regions, and use the eraser to control the transparent regions of the clip.

2-8. Exporting Movie

You finally finished your project, and what a marvelous piece of work it is. It's time to share it with your friends and family and the rest of the world!

Start off by selecting the menu: **File ➔ Export Movie**
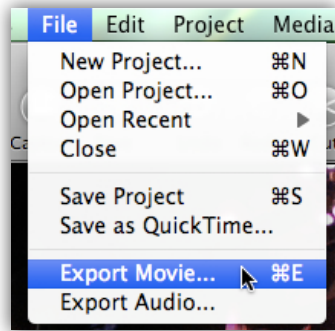
Next, a window will appear asking you to **flatten the movie layers**. If you click **Yes**, you'll have to wait for the movie to render. It may take awhile depending on the length and complexity of your movie.

You should only need to flatten the layers when you encounter problems exporting without flattening.

Next, the **Movie Export window** will open:
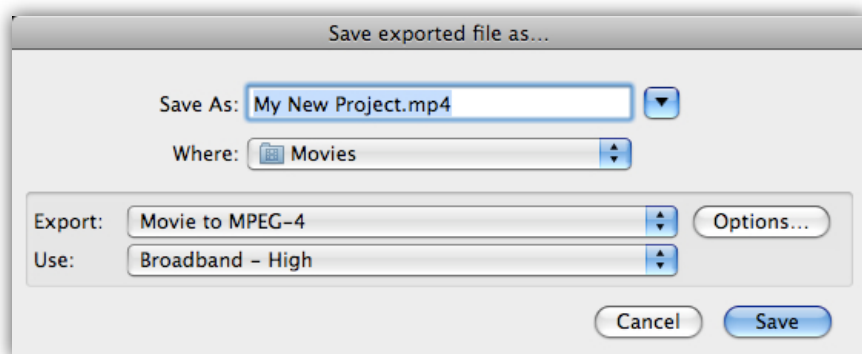
If you are sharing the video on the web (i.e. social networking web sites), choose the MPEG-4 format. You may use one of the **Preset** settings with quality depending on the bandwidth you select. Higher quality movies will result in larger file sizes. Click **Options** to customize your own settings.

If you want the video to be high quality, select the QuickTime format (**Movie to QuickTime Movie**) using the LAN/Intranet preset. You may also export to an iPod, iPhone, or an Apple TV.

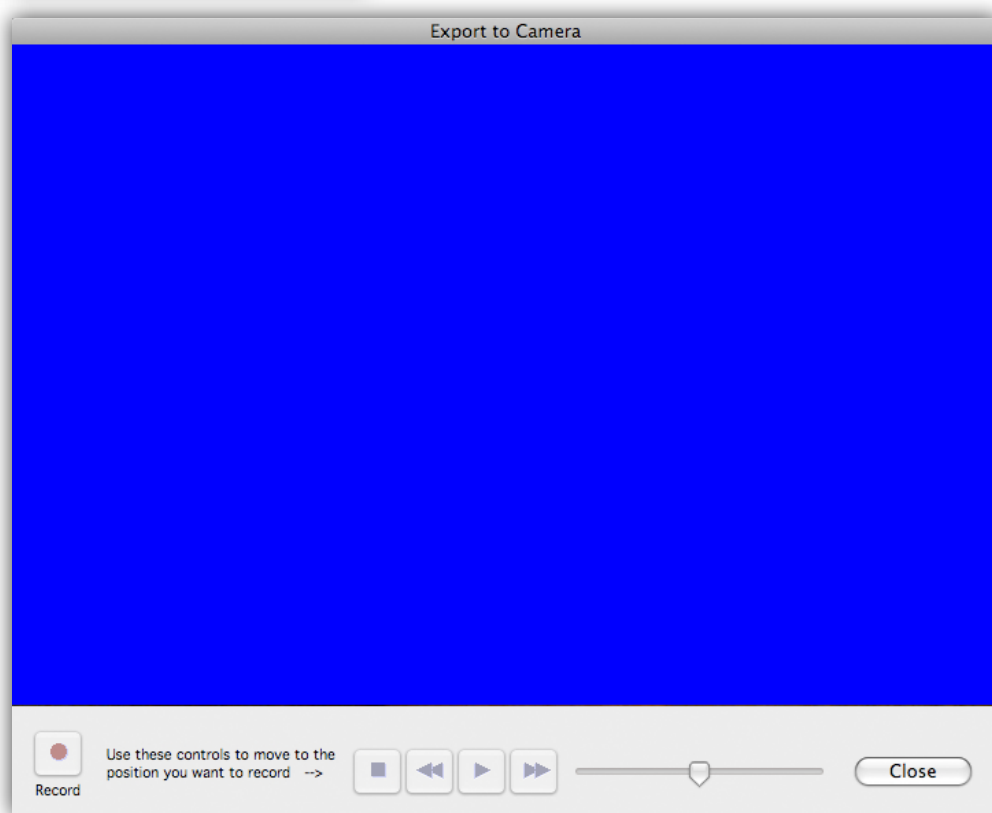If you want to save it straight to QuickTime **without conversion**, you can select the menu:
        File ➔ Save as QuickTime

Export to DV Camera

This feature allows you to put your movie back onto your DV camera.
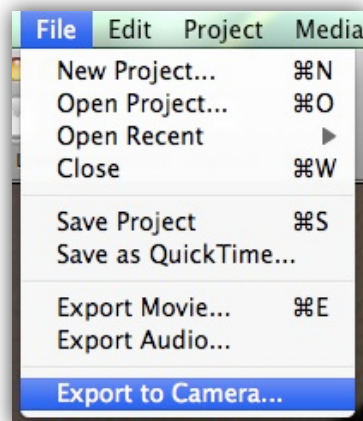
Select the menu: **File ➔ Export to Camera**

On the bottom of the window are buttons to control the camera's VCR. Press the **Record** button to start recording on the camera.

Export Audio

MediaEdit is also great for audio editing and mixing. If you're only interested in exporting the audio, you can choose menu: **File ➜ Export Audio**, then select the proper format:
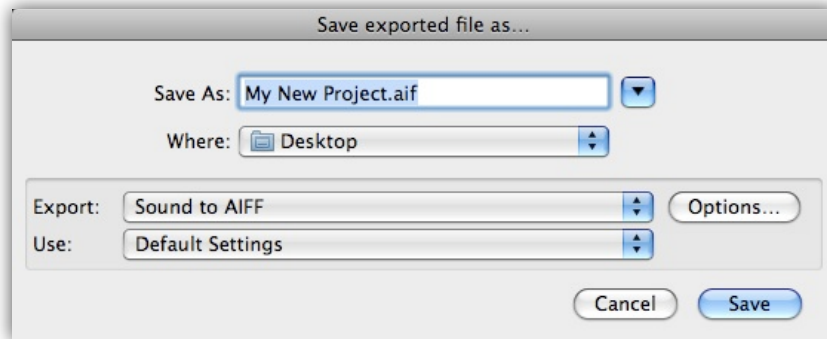
The **Export** popup menu lets you choose a format to export to. You can click **Options** to set more specific settings or you can choose one of the **presets**.

3. Advanced

3-1. Backgrounds

You can replace the black background with a background of your own. You can do this by selecting menu: **Project ➔ Background**, and then selecting an image file on your hard drive.

If you want the old black background back, simple choose menu:
>   **Project ➔ Delete Background**

3-2. Import Method

By default, MediaEdit imports media by copying it into the project. You can change the import method so that it only keeps a reference to the files.

The key **advantage** is the amount of hard disk space you save. The **disadvantage** is that your files are all scattered throughout your hard drive, so you may risk losing some files if they get lost. The copy method keeps everything in one place and allows you to easily transfer to it another computer.

You can change this option in **MediaEdit Preferences**:

- On a **Mac**, choose menu: **MediaEdit 3 ➔ Preferences**
- On a **Windows**, choose menu: **Edit ➔ Preferences**
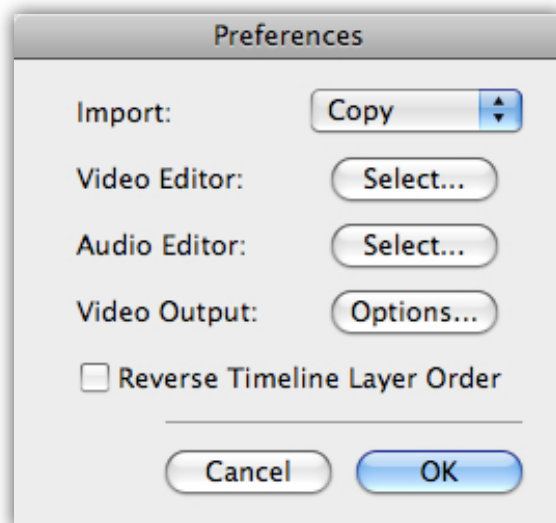
3-3. External Editors

MediaEdit supports some third party video and audio editing tools. This is useful if you want more control in editing audio or video. The QuickTime Pro player can be set up as an external editor video editor. Most audio editing programs (such as TwistedWave, Amadeus or Sound Studio) should work with MediaEdit.

You can set the programs in **MediaEdit Preferences**:

- On a **Mac**, choose menu: **MediaEdit 3** ➞ **Preferences**
- On a **Windows**, choose menu: **Edit** ➞ **Preferences**
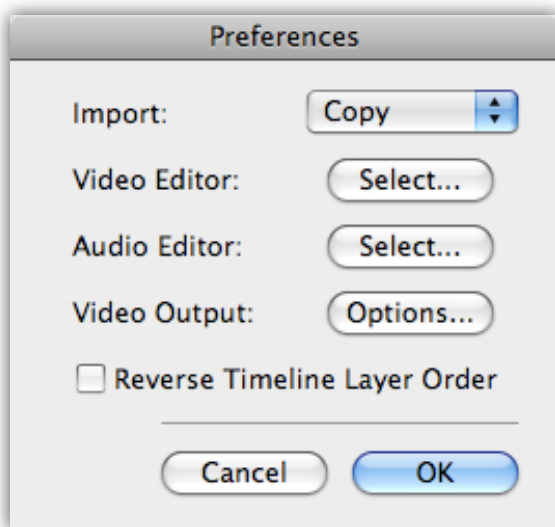
Once you have this set up, you can open up the audio or video clip's **External Editor** by choosing menu: **Media** ➞ **Edit with Editor**

After saving the file in the **External Editor**, the audio/video clip should update with the latest changes.

3-4. Time Scale

The time scale is the master ruler for a movie. Every event within a movie is measured and located by the movies time scale and this time scale is expressed in so many units per second.

Time scale is important because it allows precise editing and timing. The default time scale of 600 should work fine with most standard frame rates such as 8, 15, 24, 30, 60.

In most cases, 600 time units per second should be just fine. If you're using the 29.97, you should set the time scale to 2997.

You can set this in the **Project Settings** by selecting the menu: **Project ➔ Project Settings:**
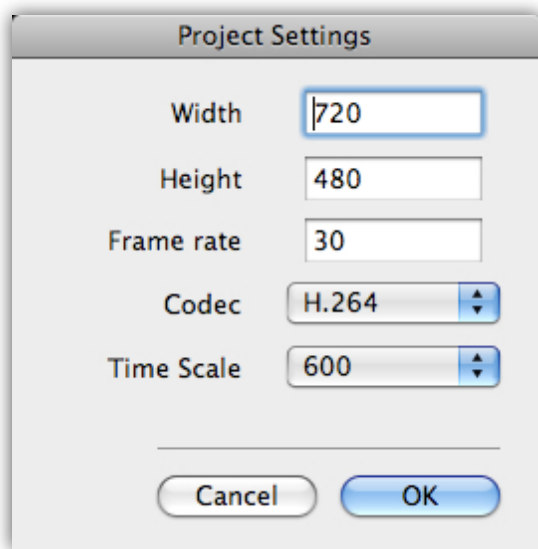
3-5. Matte/Mask

The matte (or mask) determines which area of video shows through to the underlying layers. It is a black and white picture the same size as the video clip. The white areas of the picture determine the regions of the clip that shows through (transparent).

You can set a clip's mask by clicking **Select** in the **Clip** tab:
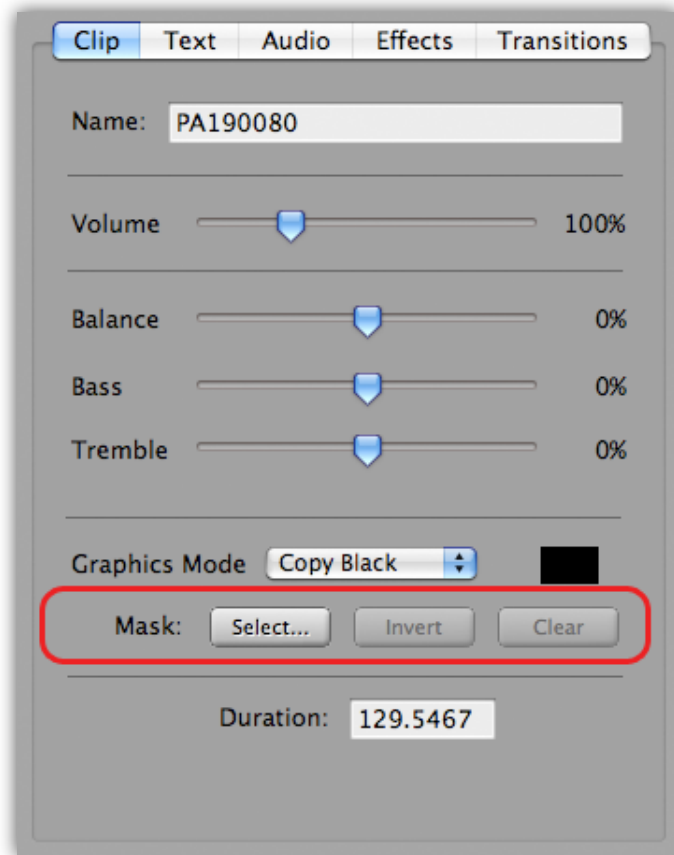
You can build the matte using an image editing program. Be sure the image is the same size as the clip, or at least proportional to it.

The **Invert** button inverts the mask so that black is white and white is black. This may be necessary depending how you determined which color is transparent.

Click **Clear** to remove the clip's mask.

3-6. Graphics Mode
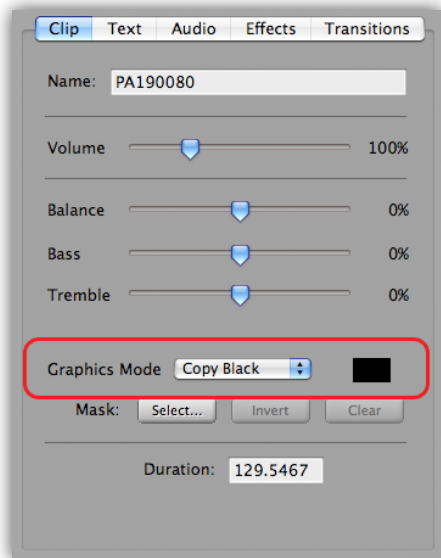
 The Graphics Mode determines how a clip should be drawn over the underlying layers.

The following table lists all the support graphics modes:

Graphics Mode	Description
Copy Black	If the source is black, apply the foreground color to the destination; if the source is white, apply the background color; otherwise apply weighted portions of the foreground and background colors.
Or Black	If the source is black, apply the foreground color to the destination; if the source is white, do nothing; otherwise apply weighted portions of the foreground color.
Xor Black	If the source is black, invert the destination (this operation is undefined for a colored destination). Otherwise, do nothing.
Bic Black	If the source is black, apply the background color to the destination. If the source is white, do nothing. Otherwise, apply weighted portions of the background color.
Copy White	If the source is white, apply the foreground color to the destination; if the source is black, apply the background color; otherwise apply weighted portions of the foreground and background colors.
Or White	If the source is white, apply the foreground color to the destination; if the source is black, do nothing; otherwise apply weighted portions of the foreground color.

Graphics Mode	Description
Xor White	If the source is white, invert the destination (this operation is undefined for a colored destination pixel). Otherwise, do nothing.
Bic White	If the source is white, apply the background color to the destination. If the source is black, do nothing. Otherwise, apply weighted portions of the background color.
Blend	Replace the destination with a blend of the source and destination colors. If the destination is a bitmap, this is the same as Copy Black.
Add Pin	Replace the destination with the sum of the source and destination, up to a maximum value. If the destination is a bitmap, this is the same as Bic Black.
Add Over	Replace the destination with the sum of the source and destination, but if the resulting red, green, or blue value exceeds 100%, then subtract 100% from it. If the destination is a bitmap, this is the same as Xor Black.
Sub Pin	Replace the destination with the difference between the source and destination, but not less than a minimum value. If the destination is a bitmap, this is the same as Or Black.
Add Max	Compare the source and destination, and replace the destination with the greater value of each of the red, green, and blue components. If the destination is a bitmap, this is the same as Bic Black.
Sub Over	Replace the destination with the difference between the source and destination, but if the resulting red, green, or blue value is negative, then add 100% to it. If the destination is a bitmap, this is the same as Xor Black.
Add Min	Compare the source and destination, and replace the destination with the lesser value of each of the red, green, and blue components. If the destination is a bitmap, this is the same as Or Black.
Dither	Replace the destination with a dither mix of the source and destination.
Transparent	Replace the destination with the source if the source is not equal to the background.

3-7. Revert Clip

Editing in MediaEdit is non-destructive mean that it doesn't modify the original clips. Each clip has an editing history and all previous changes remain in the project. You can revert a clip back to a previous edit state.

You can do this by choosing menu: **Media** → **Revert**
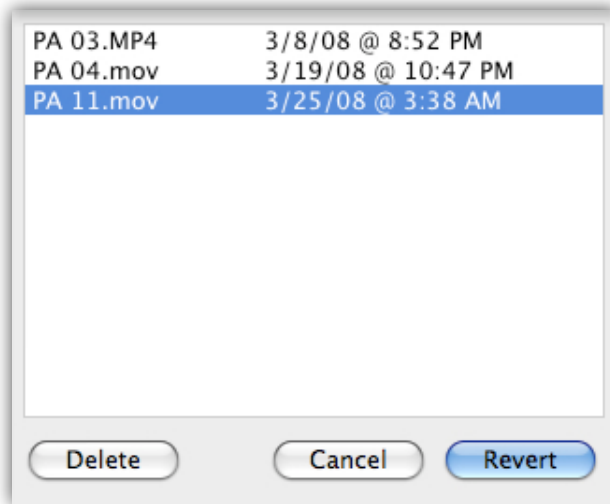
This window shows a list of all the dependent files and the time it was edited.

Click **Delete** to delete that state and the file associated with it. Click Revert to restore the state without removing the newer states.

3-8. Playhead Tips/Tricks

Clip Start:
    • You can move the playhead to the beginning of a clip by choosing menu: **Media** → **Clip Start**

Clip End:
    • You can move the playhead to the end of a clip by choosing menu: **Media** → **Clip End**

Start at Playhead:
    • You can move the start of a clip to the playhead position by choosing menu:
                                  Media → **Start at Playhead**

End at Playhead:
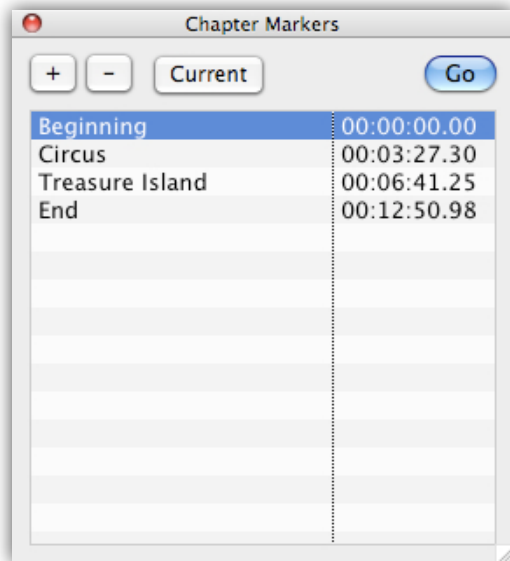   • You can move the end of a clip to the playhead position by choosing menu:
                                    Media → **End at Playhead**

3-9. Chapter Markers

Chapter markers are used in QuickTime and other software to divide the movie into sections. MediaEdit supports QuickTime Chapter Markers.

To edit chapter markers, choose menu: **Project ➜ Chapter Markers**

You can add a chapter marker by clicking the + button. You may enter a time or use the current playhead position.

You can delete an existing marker by pressing the **-** button.

The **Current** button will update the selected marker to the current playhead position. **You may edit a marker** by clicking on the name or the time after the marker has been selected.

Click **Go** to navigate to the selected Chapter Marker.

3-10. Stream to Camera

The feature allows live playback of your project on a DV camera or device. It only streams one video layer and the video must be in DV format.
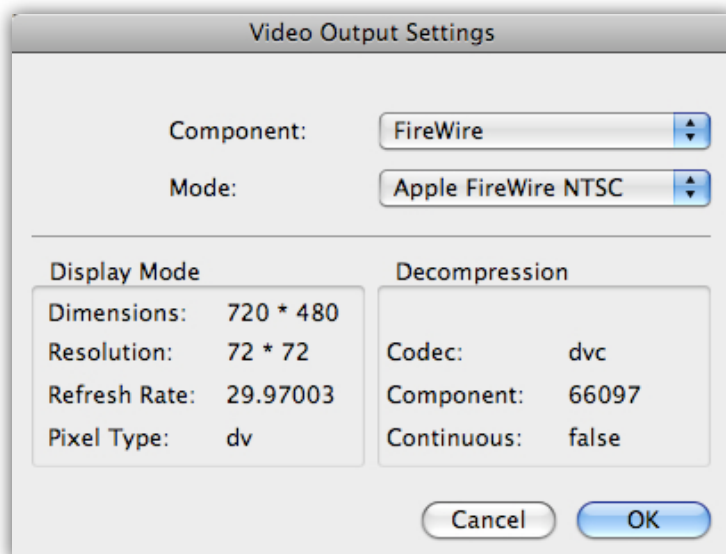
You can set up the DV output format in MediaEdit Preferences.

Select the appropriate mode that matches the specs of your DV camera or device.