

Get to Know the PowerDirector Workspaces
Basic Video Editing Moves

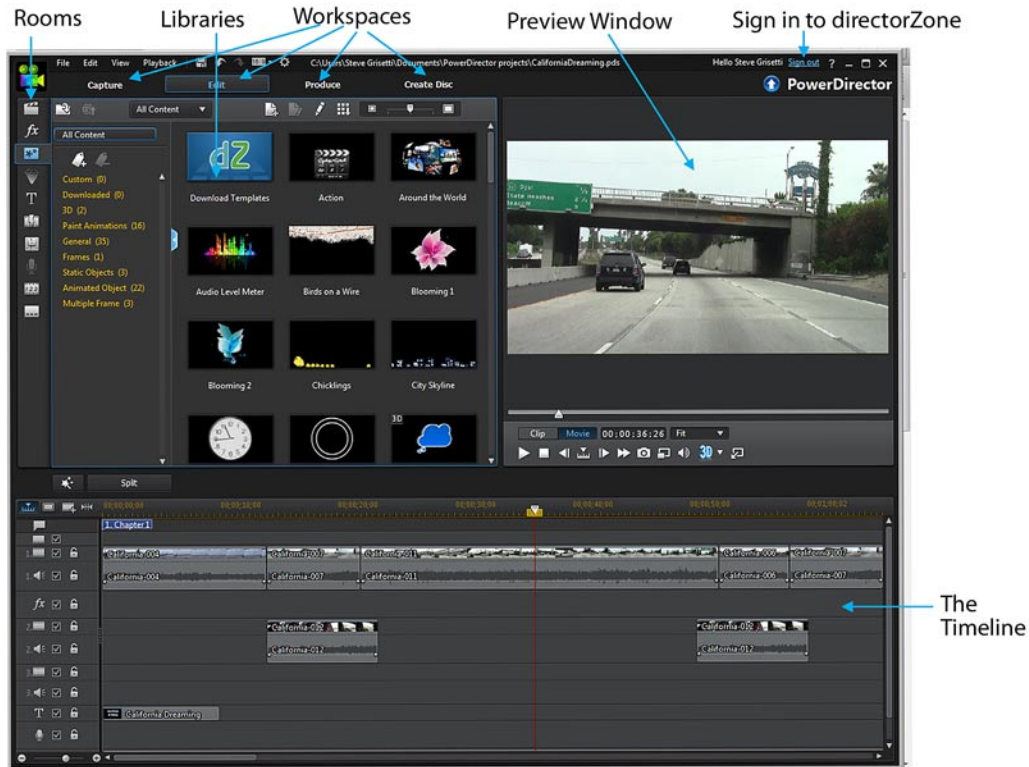
Chapter 1

Get to Know PowerDirector 12

What's what and what it does

There's a lot to love about CyberLink PowerDirector.

It's a remarkably accessible program, even if you've never edited video on your computer before. But it's also surprisingly deep, with features usually reserved for professional editing software.



Welcome to easy yet powerful moviemaking!

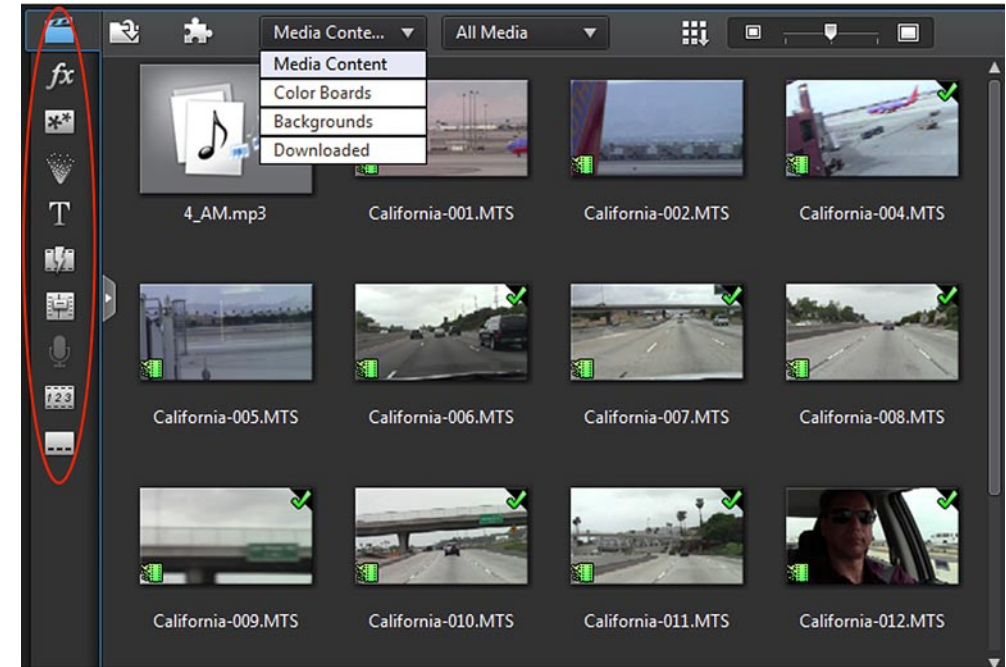
CyberLink's PowerDirector is one of the most user-friendly video editors on the market. Even if you've never edited video before, you should find yourself very quickly finding your way around.

Yet it's also surprisingly deep, including a few features usually only found in professional editing software. The Multicam Designer itself makes this program a cut above the competition.

PowerDirector is designed to keep your workspace as uncluttered and as easy to navigate as possible. Major workspaces are launched by clicking buttons and tabs, and libraries of media and effects are accessed through various "rooms".

In this chapter we'll explore these various rooms as well as look at the program's interface (and how to customize it). Then we'll walk you through the basics of video editing in PowerDirector. Sort of the broad strokes, before we go into the details in subsequent chapters.


Along the way we'll also look at PowerDirector's two semi-automatic tools – the **Easy Editor**, for making very cool looking movies by combining a batch of your clips with a simple movie theme, and the **Slideshow Creator**, for creating great-looking videos from your still photos and images.



PowerDirector Rooms

The various "Rooms" in PowerDirector are accessed by clicking the icons or tabs that run along the upper left side of the interface. Each of these Rooms includes a library or a set of tools for working on a particular aspect of your movie.

The Media Room

 The **Media Room** is where you gather the video, audio, still photos, graphics and music that you will use to create your movie.

Media is added to this room when you capture video from your camcorder or when you import media files into your project that is already on your hard drive.

An important thing to note about adding media to your project is that the media must remain accessible to PowerDirector throughout your project. In other words, if you have your video, stills or music on an external hard drive or even still on your camcorder when you add it to your project, this device must remain attached to your computer while you are editing your project (or your media must be copied to your hard drive). The media added to your project is merely linked to the original media files.

We'll show you how to gather media files into your **Media Room** in **Chapter 4, Start a PowerDirector Project**.

Included in this room are tools for editing multicamera video (see **Chapter 6**) and tools for adding optional subtitles to your movie (see **Chapter 13**).

The FX Room



The **FX Room** includes a library of special effects which you can add to your video.

PowerDirector includes dozens of visual effects, all of which can be modified and customized for your particular need. For more information on the **FX Room**, see page 77.

The PiP Objects Room



This room includes a number of cool graphics – many of them animated – which can be overlaid or added to your movie project. (For more information, see page 114.)

The **Room** also includes tools for creating your own artwork from an existing graphic or by creating animation from scratch using the **Paint Designer** workspace (see page 124).

The Particle Room



Particles are very high level special effects, including light and lens flares, falling snow and rain, pixie dust, animated objects and cool science fiction and outer space effects – a number of which will appear as three-dimensional when used in a 3D project.

As we show you on page 84, adding these dazzling animated effects to your movie is as simple as dragging them to a empty spot on your timeline (or on an upper video track so that they overlay your video).

The Title Room



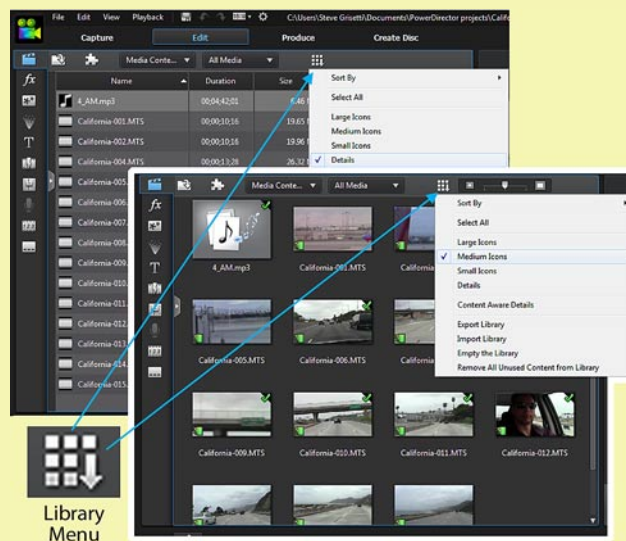
The **Title Room** includes nearly 100 customizable templates for creating titles and adding text to your movie. We'll discuss this **Room** in much more detail in **Chapter 11**.

Media Room views

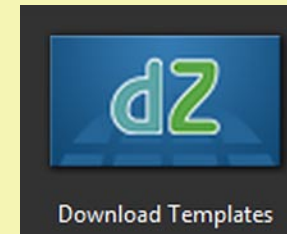
The video, still photos, music and other audio files can be viewed in a number of ways.

You'll find the options to display your media as **Details** (a list view) or **Icons** (Large, Medium or Small) under the **Library Menu** in the top center of the **Room**.

For more information in importing and managing media in the **Media Room**, see **Chapter 4**.



The directorZone



The **directorZone** is your free link to an online community of CyberLink users. It's also a link to an amazing library of PowerDirector extras.

Once you've created your account and signed in through your program, you'll have access to a huge, ever-growing library of **PiP Objects, Particles, Title templates, DVD Menus, Magic Styles, Sounds Clips and Color Presets**.

For more information on joining, downloading from and uploading to the **directorZone**, see page 176 in the **Appendix**.

The Transition Room



The **Transition Room** gives you access to a huge library of video transitions, including transitions which will look three-dimensional when added to a 3D project.

We'll look into this room and how to use transitions in more detail in **Chapter 16**.

The Audio Mixing Room



The **Audio Mixing Room** includes tools for mixing the levels of your various audio tracks and for controlling your various audio levels at precise points.

We'll look at how to use the controls in this room, as well as look at alternative ways to control and mix your audio level sources, in **Chapter 9**.

The Voice-Over Recording Room



As you'd expect, this is where you'll find the tools for recording narration into your movie. We'll look at how to use this tool in more detail on page 104.

The Chapter Room



The **Chapter Room** includes tools for adding scenes or chapters to your movie. Once these chapters have been added to your movie, the program will be able to use them to set up links on your DVD and BluRay menus that will allow your viewer to jump to specific spots in your movie.

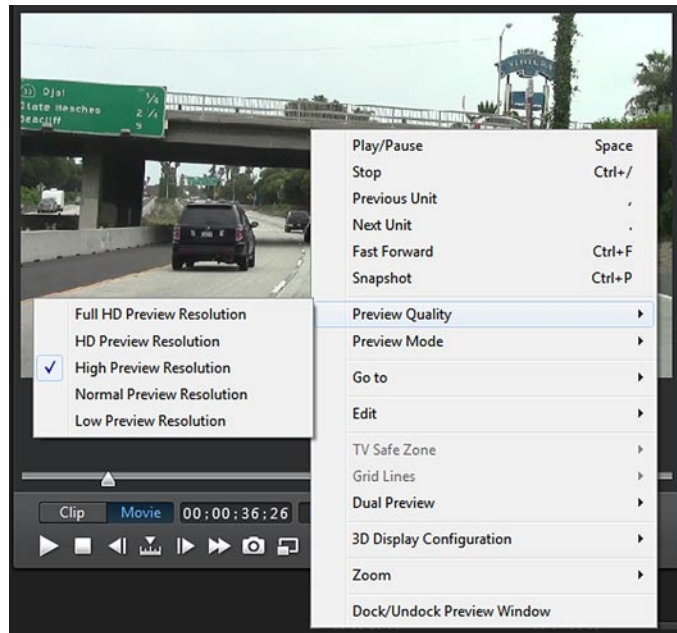
We'll show you how to use the tools in this room to create chapters and we'll look at the whole disc authoring process in **Chapter 15**.

The Subtitle Room



Among the many high-level features available in PowerDirector is the ability to add optional subtitles to your movie, subtitles that can be turned on and off at the viewer's discretion.

We'll look at this process in much greater depth in **Chapter 13**.



Your preview panel can be set to various quality levels by selecting the option from the right-click menu. Lower quality settings (which are for preview only and do not affect the quality of your finished movie) allow your computer to divert more of its power to your audio and video effects and timeline playback.

The Preview Window

The **Preview** window displays a playback of the clips or movie on your timeline.

Also, when a clip is selected in the **Media Room**, this panel will show you a preview of it.

Among the many features of this panel is an option for setting the quality level of your video playback. This feature can be accessed by **right-clicking** on the preview itself or by clicking on the **Preview Quality** button, as illustrated above.

Higher quality playback demands more power. If your system is struggling to play your video, lowering the **Preview** quality can often smooth your video's playback.

In the event your project is still lugging your machine (i.e., if you're using several tracks of video or you've applied several video effects), you can set your playback to **Non Real-time Preview**. In **Non Real-time Preview**, the audio is muted and your video will play slower than normal. However, your playback will show every frame of your video at full quality.

The toggle on your playback controls can be set to play either a single, looping **Clip** on your timeline or to play your entire **Movie**.

Grab a Snapshot/Freeze Frame

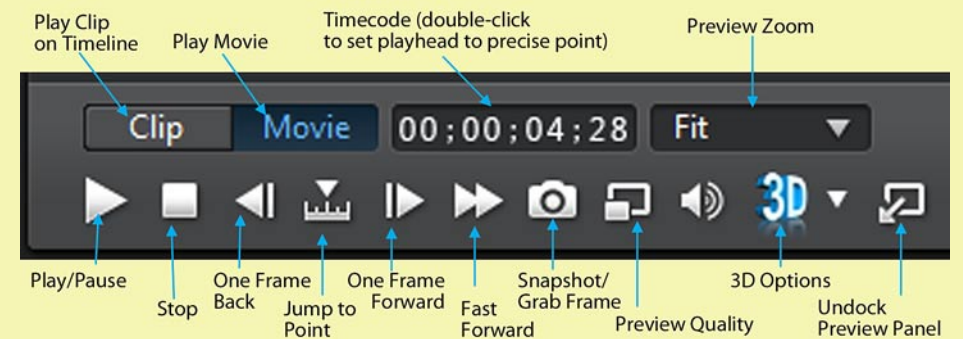
Clicking the camera icon on the playback controls will grab a **Snapshot** of the frame from your movie displayed in the **Preview** window. This **Snapshot** can then be used as a freeze frame in your movie or saved for use in another program or medium. For more details on using this tool, see **How do I grab a Freeze Frame or Snapshot of my video?** on page 177.

Playback controls

The buttons along the bottom of the **Preview** window control the playback of your timeline or selected clip.

While the clip is playing, the **Play** button becomes a **Pause** button. Clicking the **Pause** stops your movie's playback at the point of the playhead. Clicking the **Stop** button stops playback and resets it back to the beginning of your movie.

You can also play and pause your movie using the spacebar on your keyboard.



Configure your Preview for 3D Editing

If you are editing 3D video in your project, you'll want to set up your **Preview** panel to interpret and display the 3D image.

To toggle the **Preview** window into 3D mode, click on the **3D** button, as illustrated in the sidebar above. A number of 3D editing **Preview** modes will be displayed.

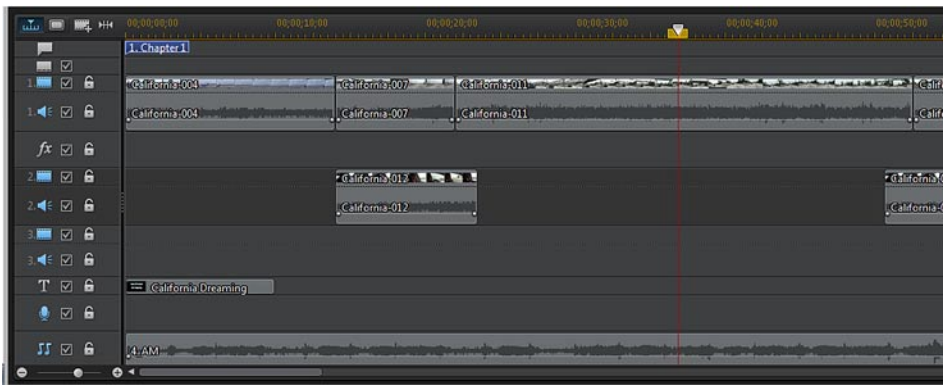
The most basic setting for 3D editing is **Auto Detect 3D** mode. In this mode, the program will automatically recognize the 3D footage in your project and display it accordingly.

The easiest mode for editing 3D – if you want to see the imagery in 3D as you work – is the **Anaglyph/Red-Cyan** mode. In **Anaglyph** the right-eye and left-eye video channels are displayed as red and cyan-tinted video. If you wear red/blue 3D glasses as you work, you'll actually see the 3D video displayed as three-dimensional.

The beauty of **Anaglyph 3D** is that it requires no special TV or video equipment to display it. All you need is a pair of inexpensive red/blue glasses to view it on any device.

PowerDirector is also capable of working with and outputting more advanced 3D video options.

For more information on editing and outputting 3D video see **Working with 3D** on page 58



The Timeline

The **Timeline** is where your media files become a movie. The PowerDirector **Timeline** includes tracks for adding video, audio, narration, titles, effects, subtitles and disc chapter markers.

One thing worth noting about the PowerDirector timeline is that it is “upside-down,” compared to more traditional video editing timelines. In other words, you layer video from the top track down rather than from the bottom track up. Video on **Video 2** will appear overlaid on the video on **Video 1**, despite that fact that it is *underneath* it on **Timeline** itself.

The PowerDirector **Timeline** is made up of several tracks, some of which can be optionally displayed.

A Chapter track (optional), for adding DVD and BluRay chapters to your movie, as discussed in **Chapter 15**.

A Subtitle track (optional), for adding subtitles to your movie, as discussed in **Chapter 13**.

A Music Beat track (optional), for pacing your movie to music, as discussed in **Chapter 9**.

Video tracks, on which you can place video, still photos, graphics or titles.

Audio tracks, on which you can place music or other audio.


An FX track, on which video effects can be added to your movie. (In PowerDirector, video effects can be added directly to a clip on your timeline or to this separate track, in which case it works as an adjustment layer, applying the effect to every video paired with it on **Video 1**.)

A Title track (although titles can also be added any video track).

A Voice-over track, to which any voice-overs are recorded into your project.

A Music track (although any audio can be added to this track, and music can be added to any audio track).

Additional video and audio tracks can be added to your timeline as needed – up to 100 additional video and 98 additional audio tracks. (See **Tell stories with multiple video tracks** on page 120.)

 To add video and audio tracks, click the **Add Tracks** button on the top left of the Timeline or simply **right-click** on an empty spot on the **Timeline** and select the option.

Tracks can be locked into place by clicking the **Padlock** icon on the track header, to the left of the timeline.

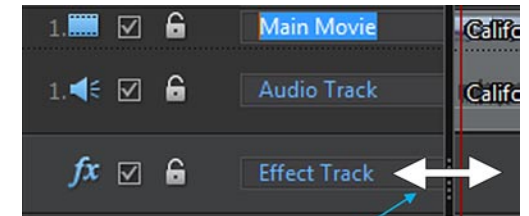
Tracks can also be temporarily disabled (made invisible or muted) by unchecking the checkbox on the track header.



Custom name your Timeline tracks

Your PowerDirector **Timeline** tracks have, by default, generic names. (If you can't see these track names, drag the seam between the track header and the main timeline to widen the track header.)

To custom name a track, simply click on the generic track name and type over it.



Drag on seam to widen Track Header and display track names.

Re-order your Timeline tracks

Your video tracks are displayed as a stack, with the higher-numbered tracks (which appear lower on the **Timeline**) appearing “on top of” the lower-numbered tracks in your movie.

To change the stacking order of your tracks, click on the track header and drag it above or below other tracks. (The track numbering will automatically update.)

Zoom in and out of your timeline

Sometimes you want to step back and see much or all of your movie at once. Other times you want to zoom in on a single clip or individual frame.

To zoom in or out, adjust the slider in the lower left of the **Timeline** or click its **+** or **-** buttons – or click and drag left or right over the ticker along the top of the **Timeline**.

Alternatively, you can zoom out or in by pressing the **-** key or the **+** keys (**Shift+=**) on your keyboard.



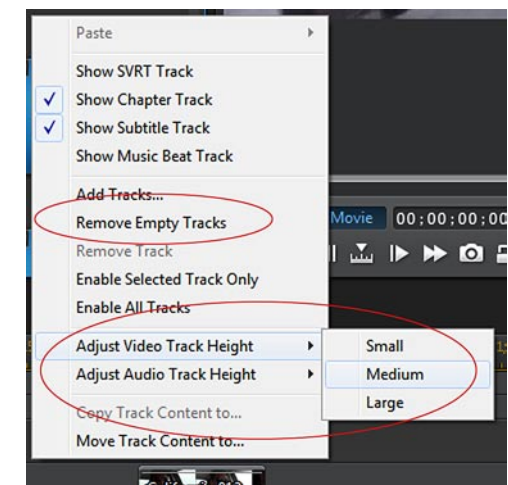
Widen or narrow your timeline

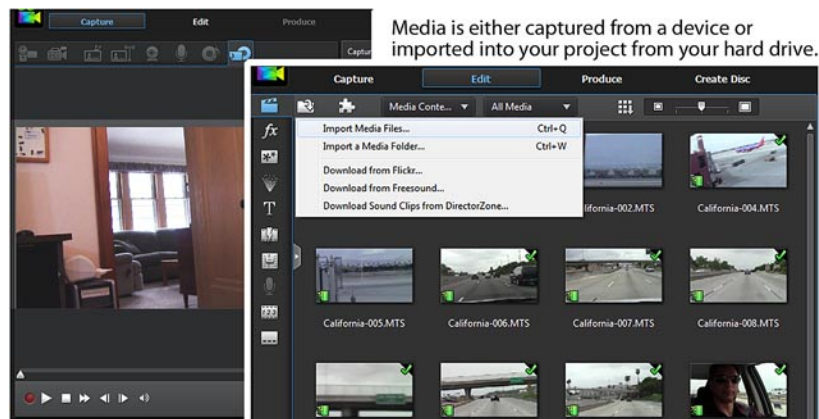
If you working on a high-level video, with lots of effects and video and audio tracks, you may find the **Timeline** gets pretty crowded pretty quickly.

There are a couple of things you can do to streamline this workspace.

Remove empty tracks. **Right-click** anywhere on your timeline and you'll find the option to **Remove Empty Tracks**. This strips your timeline view down to only the tracks that you're actually using.

Adjust your tracks' heights. **Right-click** on any track on your timeline and you'll find the option to change your track's height. The track heights can be displayed as Small, Medium or Large.





Media is either captured from a device or imported into your project from your hard drive.

Basic editing moves

No matter what you plan to do with your video and no matter how creatively you plan to do it, the video editing process itself will still fit the same basic structure.

Here's a brief walkthrough of the basic steps you'll take creating a video project in PowerDirector.

1 Gather your media

The assets, or media, you gather to create your movie can come from a variety of sources. It can be video, audio, music, photos or graphics. It can be captured from a tape-based HDV or miniDV camcorder or web cam, from a hard drive or storage camcorder (such as an AVCHD camcorder) or other recording device, from a live TV signal or ripped from a DVD or CD.

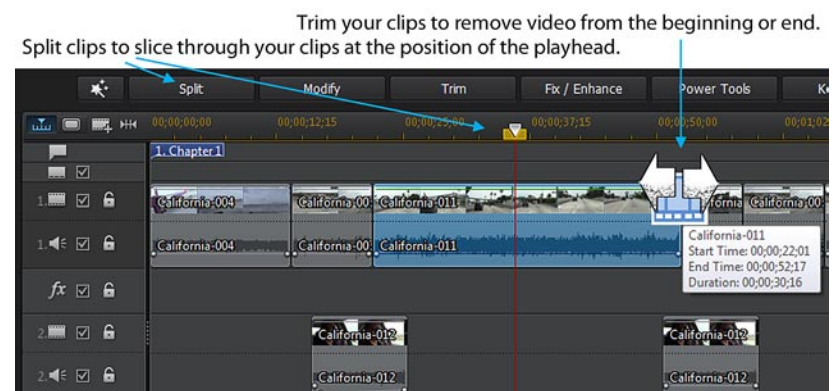
To get your media from a camcorder, recording device or disc, click the **Capture** tab along the top of the program's interface.

In the **Capture** workspace, you'll find options for interfacing with any of these devices. Once you've selected the appropriate tool, set the location the media will be captured to and properly configured your connection to the device, stream the video or other media and select the segment you want to capture. Your media file will be saved to your hard drive and automatically added to your project's **Media Room**.

If your video, still photos, music or other audio is already on your hard drive, you merely need to import it into your project's **Media Room**.

To import media into your project, click the **Import Media** button at the top of the **Media Room** and browse to the media files you'd like to add to your project.

For more information on starting a PowerDirector project and gathering media, see **Chapter 4, Start a PowerDirector Project**.



Trim your clips to remove video from the beginning or end.
Split clips to slice through your clips at the position of the playhead.

2 Assemble the clips on your timeline

Once you've imported your media clips into a project, you can begin the process of assembling your movie.

PowerDirector offers two views for your timeline: The more traditional **Timeline** view and the quick-assembly **Storyboard** view. You can switch between these views by clicking the buttons on the upper left of the Timeline. We'll look at assembling your movie in either view in **Chapter 5, Gather Media on the Timeline**.

Clips are added to your timeline by dragging them from the **Media Room** to a position on the **Timeline**.

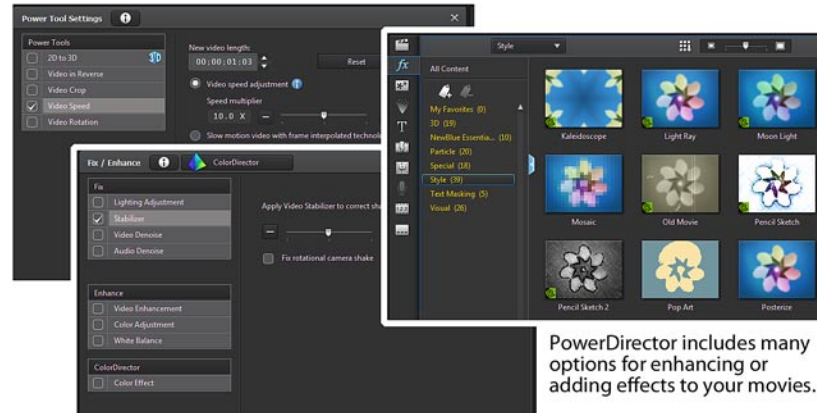
When a clip is dragged onto or will overlap an existing clip on your timeline, a pop-up menu will offer you the option of overlaying the existing clip or splitting it and inserting the new clip into your movie, rippling the rest of the timeline aside to accommodate it.

Once your video or audio clips are added to your timeline, you can begin the process of actually editing your movie clips:

Trim your clips. Trimming means removing footage from either the beginning or the end of a clip. To trim a clip, click to select the clip on your timeline and then drag in either the beginning or end to shorten it, as in the illustration on the following page.

Split your clips. Splitting means slicing through your clips so that you can remove footage from the middle or delete one sliced-off segment completely. To split a clip, position the playhead over your clip where you'd like the split to happen, then click the **Split** button along the top of the **Timeline**.

Place your clip on upper video or audio track. The use of multiple tracks of video is the key to the creation of many of the more advanced video effects, including **Chroma Key** (see page 81) and **Picture-in-Picture** effects (see **Chapter 10**).



3 Add and adjust effects

CyberLink PowerDirector comes loaded with a library of professional effects for adding magic to your movies – everything from fixes, like color adjustments and video stabilizers, to cool visual effects for stylizing the look of your movie, to Particle tools for creating snow and rain effects.

Adding and customizing effects for your movie is fun and easy, as we show you in **Chapter 8, Video Effects and Fixes**.

When a clip is selected on your timeline, a number of **Function Buttons** will appear along the top of the Timeline.

Modify gives you access to tools for creating a **Chroma Key** effect, for adding **Fade Ins** and **Fade Outs**, rotating, sizing and positioning the clip and for using a **Mask** to cut your video into any of dozens of shapes.

Fix/Enhance gives you access to tools for correcting your video clip's lighting or color as well as for stabilizing, or taking the shake out of your videos. Additionally, the library of **Color Effects** tools available in this panel allow you to change to mood or color tone of a sequence with a single click (as we show you on page 76).

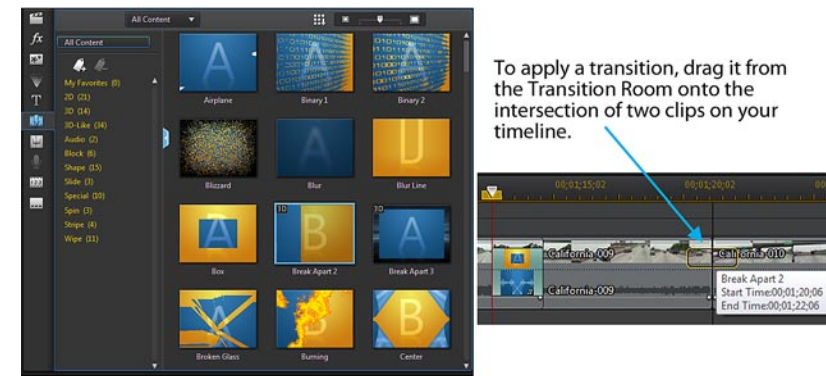
The FX Room includes a library of tools for creating unusual video effects, like making your video look like a beat-up old home movie or a pencil-sketched cartoon.

The Particle Room includes a number of high-level tools for adding snowflakes, rain, clouds or even outer-space effects to your movie.

Every effect is easily customized to fit your unique need or vision.

All of these effects can be added overall to your movie or to an individual clip or sequence – or they can be **keyframed** to vary their intensity or creating a motion or animation with the effect. (See page 90.)

Among the unique effects available in PowerDirector is the ability to make your 2D video into a 3D movie (see page 59). And it's remarkably effective!



4 Add and adjust transitions

Transitions are the effects or animations that take your movie from one clip to another. Some are subtle and nearly invisible – others are showy and draw attention to themselves. Most transitions are added to your timeline and adjusted similarly to effects:

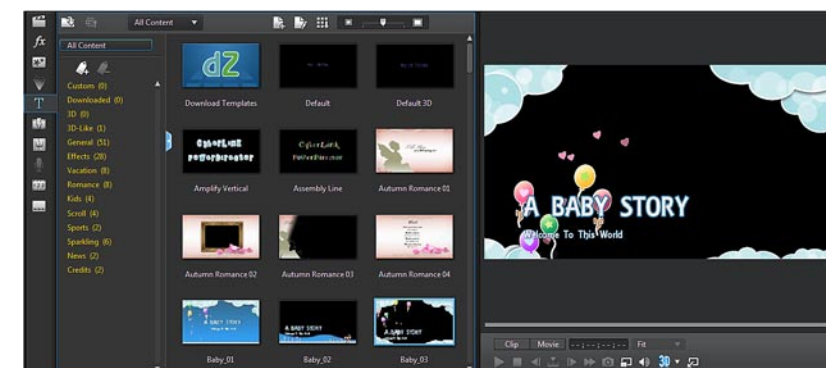
- 1 **Select the Transition Room** from the tabs that run along the left side of the interface.
- 2 **Apply a transition.**
Apply a transition by dragging it from the **Transition Room** onto the intersection of two clips on your timeline.

We'll discuss transitions and how to work with them in greater detail in **Chapter 12**.

5 Add titles

Titles are text, and sometimes graphics, placed over your clips to provide additional visual information for your video story. You can choose an existing template, or create a custom title in the **Title Designer**.

- 1 **Select the Title Room** from the tabs that run along the left side of the interface.





- 2 Add the title to your timeline.**
Drag a selected title template to your timeline, on a track below the video you'd like it to appear over.
- 3 Customize your title's look.**
Double-click the title on your timeline. This will open the **Title Designer**, in which you set your text's color, font and style as well as select a **Motion** animation.

We'll show you how to create and customize your titles in **Chapter 11**.

6 Produce your movie

When you're happy with the video project you've created, you'll find a number of options for publishing and sharing it, as we discuss in **Section 4** of this book. We'll show you how to publish it as a:

- **Computer file.** Create an AVI, MPEG, AVC, WMV, MP4, MOV or MKV in standard or 3D format!
- **Device file.** Create a video for your smartphone, Apple, Sony or Microsoft device, or send it back to your camcorder for archiving.
- **Web file.** Load your finished video directly to Facebook, YouTube, Daily Motion, Vimeo or Niconico.
- **Disc.** PowerDirector includes tools for adding chapter markers, creating disc menus and authoring your DVD or BluRay disc.

And that's basically it!

You gather your assets; you assemble them on your timeline; you add effects, transitions and titles; then you share your masterpiece with the world.

But between the lines of this simplicity are the countless variations that can elevate your movie project from the realm of a basic structure to something truly amazing!

And that's, of course, what this book is all about.