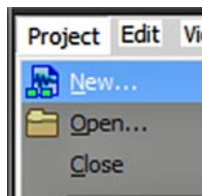Chapter 2

Start a New Project
Smart beginnings

Now matter how great the journey ahead, it all begins with a few simple steps.

And, no matter how simple or how complicated your movie project is, setting your project up correctly can go a long way toward ensuring a successful editing experience.

Your project settings determine how the program "digests" the media you load into your project.

In most cases, you'll want your project settings to match your source video as closely as possible. But, if you're mixing media in more than one format, your project settings can also determine how this other media is interpreted by the program.

Although Vegas Movie Studio HD allows you change your project settings at any point in your work, it's always best to select the correct settings when you first create your project.

Start a new project

There are four ways to start a new project in Vegas Movie Studio HD:

• From the **Welcome Screen**, select the **New** option. (For more information on the **Welcome Screen**, see the sidebar below.)
• Selecting the **New** option under the **File** menu
• Press **Ctrl+n** on your keyboard.
• Click on the 📄 "blank page" icon on the **Toolbar**.

The first two methods will open the **New Project** dialog window – always the best place to start a new project.

Clicking on the button the **Toolbar** opens directly into a new project based on your current default project settings.
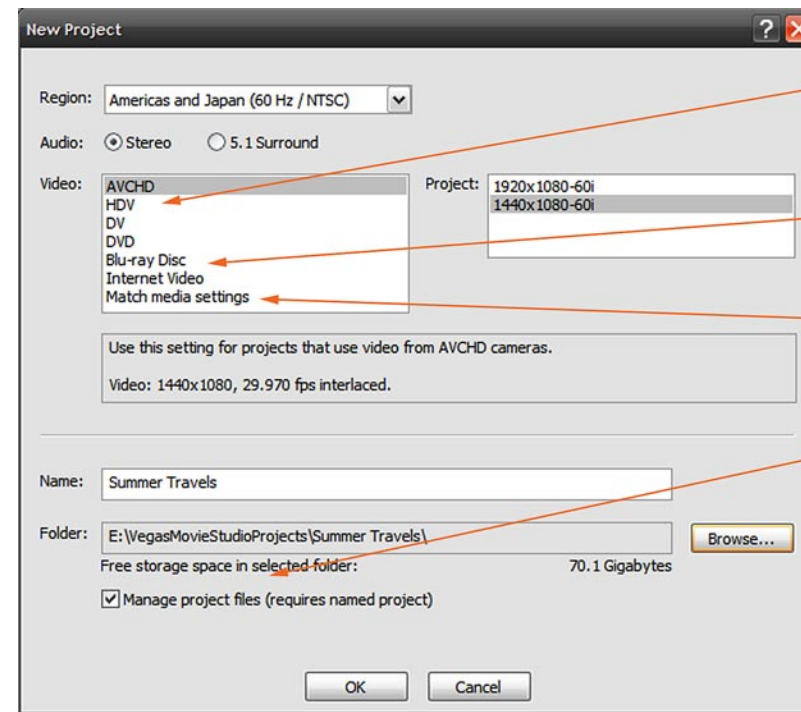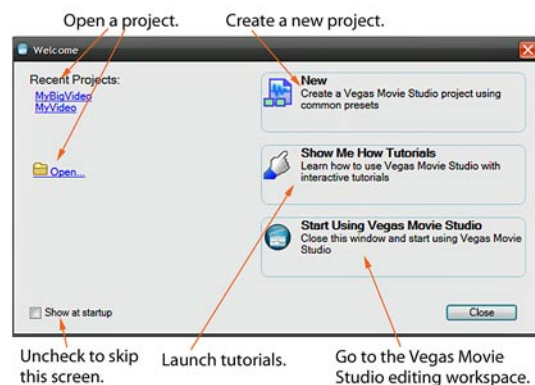

The Welcome Screen

The **Welcome Screen** is the dialog screen that greets you when you first launch the program.

From this screen, you can start a new project, open an existing project or view tutorials.

By unchecking the option in the lower left of this screen, you can skip the **Welcome screen** and the program will, from then on, launch directly to the Vegas Movie Studio HD editing workspace.

The **Welcome Screen** can also be launched at any time from within the program by clicking the 🎬 button on the right end of the Vegas Movie Studio HD **Toolbar**. (If this button isn't on your **Toolbar**, you can easily add it by going to the **Options** menu and selecting **Customize Toolbar**.)

In Vegas Movie Studio HD, you have the option of setting up your project based on the format of of your source video...

..or based on the format of video you plan to output...

...or you can match your project's settings to existing footage.

Naming your project and checking the option to Manage Project Files tells the program to save all of this project's files in the same folder set.

Select settings in the New Project dialog box

The **New Project** dialog box launches when you select the option to start a new Vegas Movie Studio HD project.

1   Select a Region

If you are in the United States, Canada or the rest of the Americas, or in Japan, you should select the NTSC option.

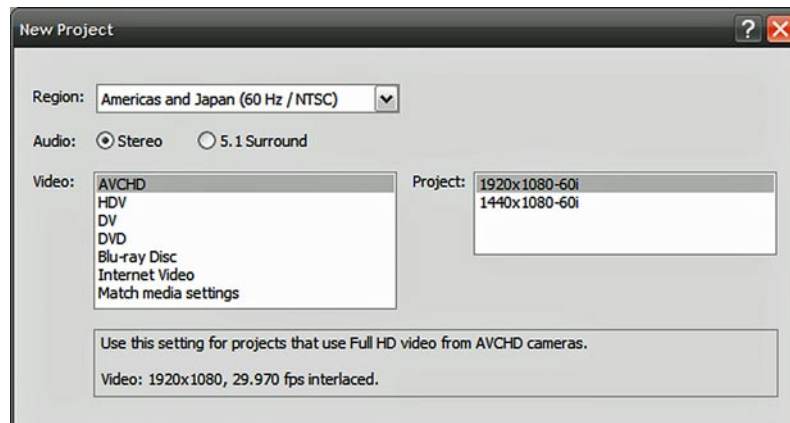If you are in Europe or Asia, you should select the PAL option.

2   Select your Audio format

If your camcorder shoots in 5.1 audio or you plan to use 5.1 audio as an audio source, select 5.1 Surround. Otherwise, select Stereo.

3   Select your Video format

You can select your **Video** format either based on the type of camcorder your video came from or based on the format of video you plan to output.

For best results and program performance, we recommend that you always set your project up based on your *source footage* – the camcorder format that your video was recorded in.

There are three project presets based on your source video:

AVCHD is video from high definition hard drive camcorder. AVCHD comes in two formats: 1920x1080 pixels and 1440x1080 pixels. Both of these formats are the same high-definition resolution. One format uses square pixels and the other uses pixels that are wider than they are tall. Check your camcorder specs to ensure you're selecting the correct settings.

HDV is tape-based high-definition video. HDV can be full high-def 1440x1080 or "Lite" 1280x720. Again, check your camcorder's specs to ensure you select the setting that best matches your source video.

DV is video from a tape-based miniDV or Digital8 camcorder. DV video can be standard 4:3 or widescreen 16:9.

To set your project up based on the format you plan to output, select one of the following options. The program will interpret any video you add to your project so that it is optimized for your output format:

DVD optimizes your project's video for either a standard 4:3 or widescreen 16:9 DVD.

Blu-Ray Disc optimizes your project's video for eventual output as one of four Blu-Ray disc video formats.
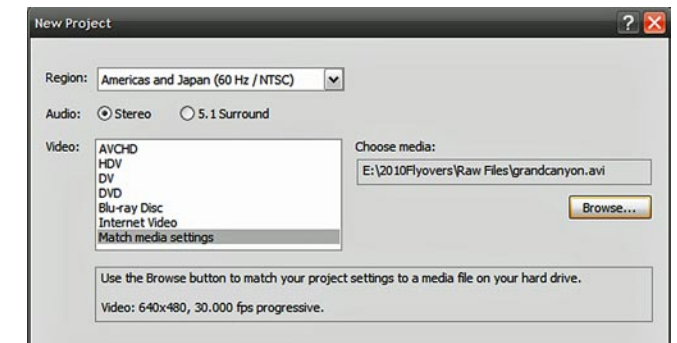

What is 24p?

24p is video that plays ~24 non-interlaced frames per second (rather than the standard 25 or 29.97).

24p video tends to have a a more "filmic" look.

Match Media Settings

When you select the option to **Match Media Settings**, a **Browse** button will appear on this dialog screen. Use the **Browse** button to locate a sample clip of the video you will be using in your project. Vegas Movie Studio HD will automatically create a project setting that matches this video format as closely as possible.

The program does a very good job of matching its project settings to your selected clip – but it's not perfect. Some video formats (such as video from Flip camcorders, FRAPS programs or digital still cameras) use codecs (compression methods) that aren't possible for the program to match exactly, while other video formats (DivX, for instance) are virtually uneditable and need to be converted to more standard editing format before you'll be able to work with them in Vegas Movie Studio HD 10.

In these cases, when you bring the video into your project, the program may seem to perform sluggishly or require constant pre-rendering of your project. When this happens, it's often wiser to convert the video to a more traditional DV-AVI or MPEG2.

Internet Video optimizes your video for display on a web site as either high-definition 1280x720 pixels, standard definition 640x480 pixels or widescreen 640x360 pixels.
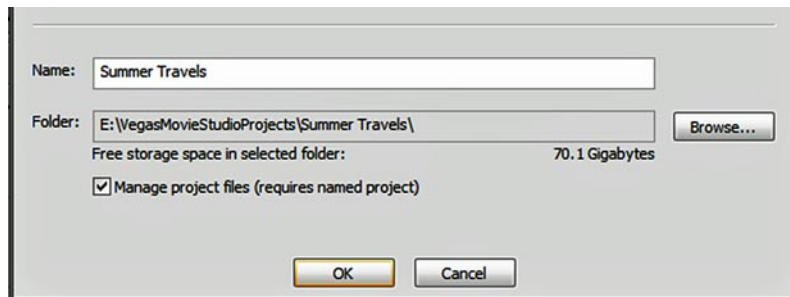
If you've no idea which **Video** setting to select, you can always choose to **Match Media Settings**, as discussed in the sidebar above.

4 **Name your project**

It's not necessary to name and select a "save" location for your project at this point. (You can do so at any point in your work by going to the program's **File** menu and selecting **Save As**.)

But doing so allows you to manage your project files, as described in the next step.

At Muvipix we recommend that, whenever you start a new project, you create a new folder for it. This is just "good housekeeping," but it can make managing your project's media files much easier.

5   Select the option to Manage Project Files

When you select the option to **Manage Project Files**, a sub-folder will be created in your project folder into which the program will save your captured video and temporary render files.

This keeps all of your project's files in a single place – making it much easier to clear all of the files associated with a project when your project is done and you want to reclaim your hard drive space.

Change Project Properties

Even after you've started editing your project, you can change your current project's **Properties** by clicking on the button at the top of the **Preview** window. The **Project Properties** dialog window offers more detailed options than the **New Project** dialog.

In fact, there are a couple of properties here that you should set and lock in permanently:

Full Resolution Rendering Quality
We recommend you set this to **Best**.

Deinterlace Method
Make sure that this is set to either **Blend Field** or **Interpolate Fields**. (There is a lot of debate over which is better, although in truth the results are pretty much identical.)

Interlacing has to do with how your TV or computer draws a frame of video onscreen. An interlaced frame is drawn one horizontal line of pixels at a time, drawing every other line in the first pass and then drawing the lines in between in the second pass. This happens 25-30 times a second, so it's too fast for your eyes to see it.

Some video formats (AVIs, for instance) create their interlaced frames using the lower field of lines first. Others (MPEGs, for instance) create theirs using the upper field of lines first. And some use progressive scan, which uses no interlacing whatsoever.
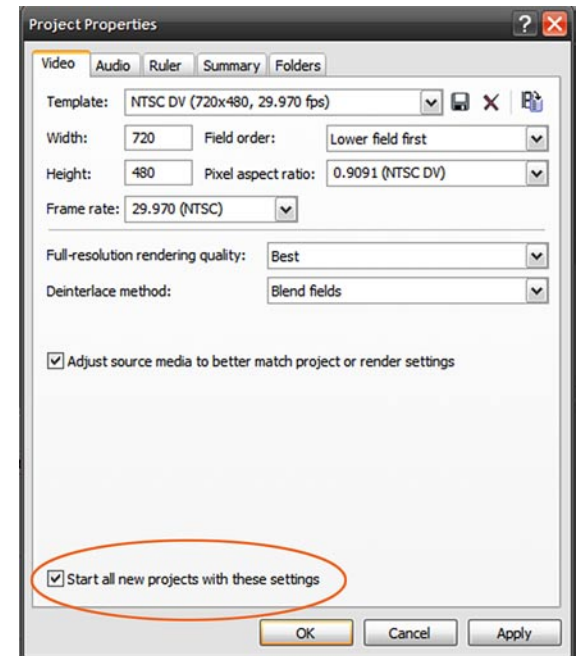
Selecting the option to use a **Blended** or **Interpolated** deinterlacing method tells the program to minimize the differences between your source video and the project's settings.

In addition, we recommend that you check the option to **Adjust Source Material to Better Match Project or Render Settings**.

Set Project Properties default
If you check the option to **Start All New Projects With These Settings**, your future projects will automatically be set up with the video and audio properties currently selected on this dialog window.

If you tend to work with similar video formats, this can simplify your project's set-ups. You can then go right to the editing workspace for a new project by clicking the button on the **Toolbar**.

Video, Audio and other Project Properties
On the **Project Properties** dialog, you can ensure that your video and audio are set properly for your project – and you can change them if you need to.

Under the **Video** tab, for instance, you can select one of any of 17 **Template**s from the drop-down menu, or you can manually set the individual properties.

As a rule, it's probably not wise to edit your video with one set of properties and then suddenly switch them halfway through. But, if you suddenly realize midway through your project that you're editing in standard video when you meant to be editing in hi-def, this dialog is where you make the swap.

Cut and paste between projects
If you need to, you can cut and paste clips, events or even entire sequences from the timeline of one Vegas Movie Studio HD project to another.

1   Select the clips you want to cut or copy

With one project open, select the events or clips you want to cut or copy.

To select several events at once, hold down the **Ctrl** key as you select your clips on the timeline.

You can also **Group** your clips so that they all stay together and you can grab them all at once (page 94) or use the **Selection Edit Tool** (page 86) to lasso your clips or events.

Vegas Movie Studio HD includes the option of having more than one instance of the program open at once, enabling you to cut and past clips or even sequences between two projects' timelines!

2   Select the option to Copy or Cut

You can select the option to **Copy** or **Cut** from the **Edit** menu, select the option from the **right-click** menu or use the keyboard shortcut (**Ctrl+c** or **Ctrl+x**).

3   Open a second instance of Vegas Movie Studio HD

Launch Vegas Movie Studio again from the Windows Start menu or by double-clicking on the desktop shortcut. The program will open as a second instance, independent of your original project.

Open the project that you want to paste your clips into in the second program instance.

4   Paste to the second project's timeline

To paste, select the option from the **Edit** menu, select the option from the right-click menu or use the keyboard shortcut **Ctrl+v**.

Your video sequence will paste to the armed track at the position of the **Timeline Cursor** (playhead).

For information on arming a video or audio track, see page 71 of
Chapter 6, Edit Video On The Timeline.