Wings Platinum 4 HDAV

Englisch Version 4.22

Table Of Contents

Introduction 1

The Media Platform 1
Documentation Status 2
AV Stumpfl contacts 3
Licenses and functions 5
The Features 8
Show Production - An Overview 18
The Program Window 20
Tool bars 21

A successful start 29

Introduction 29
The Wings Platinum Concept 29
Optimum utilization of the Help files 31
Producing a digital AV Show 35
What steps are necessary to produce a digital AV show? 35
Quick start via Drag & Drop 37
Creating a project for a digital AV Show 43
Capturing pictures and sound 47
Editing sequences of pictures and objects 55
Creating and editing the sound track 66
Camera movement across still pictures 74
Editing and integrating videos 86
Controlling the transparency of composite images via dynamic masking 98
Speaker Support with interval music and video loop 108
Mix groups - Instant change of contents 116
Optimum show presentation 122

Remotely controlling via iPod and AV Prompter..... 129
Copyright for media samples 140
Glossary 142
Index..... 147

Introduction

The Media Platform

Dear Multimedia and Show Control user,

Thank you for installing Wings Platinum. It allows you to create shows or projects which may not only include images, sound, videos or text, but even synchronous or interactive control of other peripheral devices, such as light, projectors or mechanically animated objects. All components and media are edited and arranged in one single program. To put your ideas into practice, Wings Platinum features extremely powerful tools and offers full project editability at any stage of the production and will help you on your way towards a perfect presentation.

- Please bear in mind that Wings Platinum is a modern and innovative project which is constantly being extended and advanced. Please make sure that you use the latest version, which can most conveniently be downloaded via the Update Function. For information on the latest functions added refer always to the Online Help topics under .
- For a successful start we can offer various **workshops** in the Online Help or in the manual. See *A successful start*.
- Wings Platinum is a software with a modular structure so that your license may not include all functions available.
- Wings Platinum supports all sorts of different hardware for Show Control applications .

This newcomer manual...

...will introduce you to the world of Wings Platinum, assist you with the installation and, via a number of workshops, allow you to get familiar with all the features of it. This manual, however, cannot replace the context-sensitive Online Help, which contains considerably more information. Moreover, a printed manual can never be as up-to-date as the Online Help. Therefore, you should always refer to the Online Help if you have any doubts. Moreover, the Online Help offers higher convenience in searching and navigating, as well as context-sensitivity by pressing the **F1** key.

Documentation Status

Last reviewed: **19.01.2011**

Wings Platinum Version: **4.22**

The functions mentioned in this newcomer manual require the following **firmware** versions of Stumpfl units:

- SC Master 6/16 **1.83**
- SC Master 2M/4M/Lite **3.93**
- SC Net Module **1.26**
- SD Event Control **3.91**
- SD Event 2X4 **3.93**
- SD 404/402/302/302 Digital **1.83**
- SD 302 CD IR/PC **1.11**

Current firmware can be **downloaded** from our website at http://www.AVstumpfl.com at **Service** - **Download**.

AV Stumpfl contacts

Should there be any questions which cannot be answered in the help section, please tell us about them. Please use the Support Function if there are any problems or errors. Wings Platinum can be updated via function Software Update. If you have any questions or suggestions, you can reach also us on the phone on weekdays from 8.00 am to 10.00 am. Please have the serial number of your copy protection dongle ready.

AV Stumpfl GmbH

Mitterweg 46

A-4702 Wallern

Tel.: +43 7249 42811

Fax: +43 7249 428114

E-mail: support@AVstumpfl.com

Internet: http://www.AVstumpfl.com

For some functions we work as a licensee for the following companies:

For the timestretching functions we use

DIRAC Time Strech/Pitch Shift technology

licensed from **The DSP Dimension**

http://www.dspdimension.com

Developed and (c) 2005 Stephan M. Bernsee

For decoding and encoding **MPEG** and **H.264** videos and for **Video-DVD functionality** we use codecs by

MainConcept 

Copyright 2003 - 2009 MainConcept AG

Licenses and functions

Wings Platinum is a software based on a modular structure and is available in a number of different versions offering different features. Information on the various features of the individual versions can be found in the table of functions. Of course, an upgrade is possible at any time.

Licenses

Wings Platinum is available in different versions, a short description of which can be found below:

Free licenses

- The **Wings Platinum Demo License** is free of charge and offers all the functions for testing with certain restrictions. On the screen, a bar showing **Demo** will appear and no media except WMV and AVI videos with a length of up to one minute can be exported. A multidisplay presentation can only be viewed in Preview Mode and cannot be presented via slave computers. Devices cannot be controlled. Any other restrictions can be found in the table in the Help topics under **Licenses and functions**. The **Info** dialog of a Demo license allows you to choose the range of functions (Starter, Advanced, Pro or Multidisplay) you want to test.
- **Wings Platinum Basic** is also available for free and offers interesting options for newcomers to find out about how to create a full-scale AV show. Audio, pictures and videos at standard resolution (PAL/NTSC) can be arranged on one cross fade track each. For any additional features of this license please refer to the table in the Help topics.

Full licenses with dongle

- **Wings Platinum Starter** is a low-cost full version for newcomers containing virtually all the most important basic functions for designing extensive shows. Audio, pictures and videos at standard resolution (PAL/NTSC) can be arranged on two cross fade tracks each, allowing

for a number of effects and parallel montage of similar objects. A text track can also be used for titles. For exact details of this license please refer to the table in the Help topics **under Licenses and functions**.

- **Wings Platinum Advanced** is a powerful full version for ambitious and advanced users. In addition to all the basic functions for designing extensive shows it also offers functions for controlling external devices. Audio, pictures and videos at HD resolution can be arranged on any number of cross fade tracks to achieve spectacular effects and complex montages. For exact details of this license please refer to the table in the Help topics under **Licenses and functions**.
- **Wings Platinum Pro** is a highly extensive full version for particularly ambitious or professional users. In addition to the functions of the Advanced License it also offers sound effects and extended functions for professional presentations, as well as export of blu ray-compatible HD videos. For exact details of this license please refer to the table in the Help topics under Licenses and functions.
- **Wings Platinum Multidisplay** offers all functions of the Pro License and multidisplay support via networked computers for the professional user. It also allows Display Warp and can be used as master or slave license for a computer. For exact details of this license please refer to the table in the Help topics under Licenses and functions.

Wings VIOSO offers professional users all the functions of the Multidisplay License and, in addition to this, camera-based VIOSO calibration of the projected image. This calibration feature allows automatic adjustment of the image for projection via a number of video projectors onto uneven, bent or even completely irregular surfaces. The corrected parameters are geometry, brightness and softedge masks. Optionally, it is also possible to compensate for patterns and colors of the projection surface in the image. Dongles are available for one or two displays. The exact features of the license can be found in the table in the help topic under Licenses and functions.

Upgrades to a higher license are registered with the existing dongle. See also Copy protection dongle in the Help topics.

Optional Modules

- The **Wings Platinum** AV Prompter Modul allows full-scale operatoin of AV Prompter, which is free software for Apple iPod and iPhone for remotely controlling presentations and for displaying information on iPod display in sync with the show. Refer also to the Help topic Remotely controlling via iPod and AV Prompter.
- **Wings Platinum Show Control Module** has been designed for professional users with extremely high demands in the field of Show Control. It can used as an extension to an existing full version of Wings Platinum. For exact details of this module please refer to the table in the Help topics under Licenses and functions.
- **Multi-Timeline EXE Presentation Module** allows output of interactive projects with several timelines as an EXE presentation, with the interactive links of timelines and mix groups being supported by triggers. This way it is possible to output even complex projects as EXE presentations and make them accessible to customers without Wings Platinum. This type of output can already be tested with the Pro License and up. In this case, however, the screen shows a large logo to start with and the text "Created with Wings Platinum" later on.
- **Wings Platinum Additional Licence** is a low-cost alternative if you want to run Wings Platinum simultaneously on several computers. It is supplied with a separate copy protection dongle. When an additional licence is used within a network, all functions of the main licence recognized within the LAN are enabled. An exception are the functions of the Multidisplay Licence and the Show Control Module, as well as all Start Options under Global Options - Start that are required for automatic operation. When an additional licence is used independently without LAN connection, saving of projects or media is not possible (except for CF card data). For a presentation, however, this does not matter. See Using additional licences in the Help topics.

The Features

For information on the functions and features of the various versions please refer to topic Licenses and functions in the Online Help topics.

Wings Platinum is an extremely powerful and flexible software the features of which (we refer to the fully equipped module version) we are going to briefly describe below.

General features

- Various wizards will assist you in starting and creating projects. Even a "quick start" via Drag & Drop is possible. ...See *Project Wizards*.
- To create your show, you place media objects in the Timeline. These may be pictures, sounds, videos, texts, light control and remote control commands or other things. Editing of all these objects is based on a uniform concept which means that the editing steps are identical, whenever possible. It should facilitate working with Wings Platinum.
- A number of workshops on a variety of topics will help you to find out about the various functions of Wings Platinum.
- Flexible windows management allows the modern user interface to be tailored to your individual requirements. Windows can be used separately or docked to each other or be assigned to some other window as a tab. Moreover, windows can be hidden automatically, which is rather useful for complex projects or small monitors.
- Media Pool and Project Explorer for administration of all project media and resources, e.g. predefined ramps and visual effects. The Media Pool can be sorted according to various criteria and offers a lightbox view, a search function for missing media files, separation of used and unused files, etc. It can be opened in several windows thereby revealing the contents of various categories or folders simultaneously.
- Wings Platinum offers numerous visual realtime effects for a creative design of your show which can be applied both to picture and video objects and to text and live video / TV objects. Few mouse-clicks will do to create animated background or a wipe transition effect via alpha wipe.

- There is a masking function for transparent masking of track contents, i.e. masking of composite pictures. This also allows animation of masks via a keyframe control track and thus creation of very clever effects as mask and picture can be handled independently.
- Grouping functions for objects and timeline tracks.
- Position markers serve for navigation within the timeline. They can also be set spontaneously during playback. Additional markers, such as Stop, Pause, Reset, Jump, etc. are available for playback control.
- The screen contents can be output as picture file at any size, a feature, which comes in very useful for layouts, approval or documentation purposes.
- Timelines, tracks, objects and ramp shapes can be copied, pasted and duplicated.
- A password protection allows a project to be protected from unauthorized editing. This means that group tracks and Control Panel fullscreen mode are also locked. Password protection is particularly important for permanent installations and presentation mode.
- Projects can be saved as templates to be used again for recurring configurations.
- The Online Help is always available to answer your questions. It is context-sensitive, i.e. when you press key **F1** you will receive the information that matches the active window. .
- For a problem which cannot be answered by the Online Help you can refer to the Support Function. In addition to your error description the system also sends your "problem project" and a log file containing a record of the last editing steps to Stumpfl for problem analysis.
- Data backup is a topic many users dislike and therefore neglect. With the Advanced License producing backup copies of your project data on CD/DVD ROM or (removable) disks is as easy as never before.
- Any data of a project can be managed, e.g. storyboard, texts, records of approval meetings, etc. From the Media Pool, these files can be opened in the corresponding editor without you having to search for them. When producing a backup copy, these external data can optionally be saved along.

Pictures

- It is possible to use and manage pictures of any size. Wings Platinum produces pictures of a suitable work size for display in the program and for fullscreen presentation; this allows for smooth progress. For the output of presentation media (EXE presentation, AVI/MPEG video, video DVD, etc.) the required resolution is based on the large original data to achieve optimum quality.
- Color-true display through evaluation of the ICC color profiles of picture files and output devices. An ICC color profile deviating from sRGB contained in a JPEG or TIFF file is considered for display. Moreover, the large color space of high-quality displays or video projectors can also be used.
- After scaling the pictures for a presentation or for display within a project (....based on the original files) Wings Platinum will sharpen them to ensure optimum picture sharpness. Moreover, other globally effective picture editing steps are also possible.
- The new dissolve test function in the Media Pool lightbox allows pictures to be dissolved at a high-resolution and matching pairs of pictures to be found very easily.
- Every dissolve ramp can be individually designed and shaped with additional nodes. Moreover, you can collect your own group of ramps in the Media Pool. Any ramp from the ramp pool can be transferred to any object and be further edited, if necessary.
- If, during show creation, you find out that a picture needs to be edited, you can easily do so by applying non-destructive picture processing. This method leaves the original data unchanged. This is particularly advantageous for JPEG format, as any individual data saving process would adversely affect the quality.
- In addition to this, you can open and edit the original pictures in your image editing program from within Wings Platinum.
- Dynamic visual effects, such as Zoom, Motion, Rotation and Color control, allow camera movements, "picture-in-picture" effects or spatial rotation and tilting of pictures. All parameters can be changed dynamically via key frame control. This way movable picture objects, camera movements across large static pictures and zoom effects, etc.

can be created or panning movements through the landscape or movement along the facade of a high-rise building be implemented.

- A sequence of pictures within a timeline can be printed as a list, with the picture size being selectable.

Video

- Basically, video objects can be edited just like any other objects. Editing is always done in real time and is either based on lower-resolution display data or on the original video data.
- The new Video Engine with separate codec management decides automatically which of the installed codecs is to be used for video playback. All codecs installed on the system are supported, i.e. also Flash and Quicktime or Quicktime Pro, provided these players are installed. In addition to MPEG-1/2, Wings Platinum now also contains the H.264-Codec by MainConcept. Moreover, the new Video Engine can now play pre-rendered intermediate video data without installed codecs and by bypassing the Windows routines in order to avoid problems.
- Frame-accurate cutting of high-resolution videos beyond HDTV.
- Transparency control via masks for video and live video objects. Videos can be masked and be made partially transparent. For this purpose, an alpha channel from an image file is assigned to the video which allows creation of semi-transparent areas.
- Chroma/Luma keying for turning picture elements in videos transparent (blue box effect). Chroma keying allows certain colors in a video to be displayed transparent. For a picture showing people and objects against a monochrome background this color range can be defined as transparent, thus allowing people and objects to be shown independently and combined with any type of background. This works also for imported live video sources.
- Add creativity to your dissolves by defining individual ramp shapes and save them in the Ramp Pool for further usage.
- Dynamic visual effects, such as Zoom, Motion, Rotation and Color control, allow "picture-in-picture" effects or spatial rotation and tilting of

videos. All parameters can be changed dynamically via key frame control.

- Any screen field can be "filled" with video or image information. Screen fields can be controlled dynamically in their position and size.
- Original videos can be cropped for usage in a project. This allows you to choose a certain section of the image or cut off black borders, for example.
- In order to ensure high-quality reproduction of interlaced material, Wings Platinum contains a high-class Deinterlacing feature.
- Videos can be scaled to any size. This permits flexible design and combination of various media as well as output of a project at any resolution.
- The playing speed of videos can be changed to create slow or fast motion effects.
- For videos an option for asynchronous playback has been included. This function enables a video to be run in a loop in the background even after the Locator has stopped at a pause marker. This way, logos can be created which remain permanently animated during a presentation.
- Consistent handling of **MPEG 2** and **H.264** videos, i.e. editing the timeline, video presentation and video output for various applications. Wings Platinum contains codecs by **MainConcept**™, which is one of the best codecs on the market. The quality that can be achieved ranges up to HDTV at a resolution of 1920 x 1080 pixels and a data rate of up to 80 MBits/s.
- Output of Blu-ray-compatible HD-videos for further processing in external writing programs.
- Output of Video-DVDs with Autostart or simple menus.
- Rendering of video files has been distinctly accelerated by using 3D graphics cards (by up to 20 times compared to software rendering).
- Output of WMV format videos is also possible with multi-channel sound in 5.1 or 7.1 channel mode.

Live video/TV

- An imported video source can be integrated in a show, i.e. the signal from a video camera or a TV program, for example. This requires an ATI TV/graphics card "All in Wonder" with integrated TV tuner or a video input card with WDM or "Video for Windows" driver.
- Via live video / TV objects, video signals can be added to composite images, just like an image or video file.
- Virtually all visual effects are available for live video/TV objects.

Text functions

- Text objects allow integration of texts in a show as titles or labels. The font can be provided with an extensive number of effects, such as 3D-Contour, Outline and Fill with various colors, Shadow or Arc.
- The text can be combined with all sorts of different backgrounds. Text can be animated both in horizontal and vertical direction.
- Virtually all key-frame controlled effects, like Motion, Rotation and Color Control are available for text objects.
- News tickers for presentation of texts in additional screen windows. The text source is an object in the timeline or an external text file. The Show Control Module allows you to control tickers and texts to be displayed.
- Note objects for internal and personal remarks within a timeline and for sending information to Iseo.
- Information from note objects can be displayed in notes windows during playback. See Displaying text in notes windows.
- The text in note objects can be exported to a text file.

Sound editing

- It is possible to use audio files with different formats within one project. Conversion of sampling rate and sound depth or decompression of MP3 files are performed virtually online by Wings Platinum while playing back.
- During recording and editing, Wings Platinum also supports formats with up to 96 kHz sampling rate and 24-bit sound depth.
- Lossless copying of music from audio CD is carried out quickly and easily. In this context it is also possible to select sections and copy them onto hard disk. If required, Wings Platinum also searches for the name of the singer and the CD title in the Internet, which means that a manual entry of the file name becomes superfluous.
- Add creativity to your crossfades by defining individual ramp shapes and saving them in the Ramp Pool for further usage.
- Wings Platinum features a VST interface which allows you to incorporate professional sound effects in your shows. These VST sound effects (PlugIns) permit extensive manipulations of your sound track. Some effect PlugIns, such as, for example, Equalizer, Dynamic Editing, Delay or Stereo Expander are already included in the Pro License. But it is of course possible to use VST compatible PlugIns by other manufacturers, too. . Moreover, the pitch can also be altered when audio objects are stretched or compressed.
- In addition to a pitchshifting function, i.e. changing the pitch by expanding or compressing audio objects without affecting the speed, there is also a timestretching function to change the playing speed without affecting the pitch. This is particularly interesting for sound tracking videos and picture sequences as it allows the music to be harmonized with scene changes, etc.
- Option for asynchronous playback, e.g. to allow loop playback of music or some other sound during Speaker Support while the presenter is talking.
- The **K-System** is used for effective management of volume and dynamics, as well as for sound track audio level control. Mixing is now so much easier and allows cinema-like dynamics due to the large headroom and the fact that both the peak level and the RMS level in the audio level display can be used for judging loudness. .

- Audio files can be exported in a variety of different formats. What is particularly interesting, is the so-called "32 Bit Float" format. This means that the data are provided with a huge dynamic range, which protects from data loss due to an incorrect audio level and ensures best possible quality.
- The Pro version of Wings Platinum supports multi-channel sound with output on up to 24 audio channels. Unusual sound tracks and sound installations are therefore just as possible as, for example, Surround Sound or multi-language projects.
- Sound cards with WDM and ASIO drivers are supported.
- Multi-channel sound in 5.1 and 7.1 channel mode is supported for output of WMV format videos.
- Playback of AC3-Streams (Surround 5.1) via the S/PDIF output. AC3 wave files can be placed in an audio track and output bit-accurately via the S/PDIF output of the sound card. This signal can be fed into a surround receiver for output of multi-channel sound to the loudspeakers.

Show Control

- Wings Platinum offers extensive Show Control functions in combination with the SC Master and the SC Net System. Modules for nearly all input and output requirements are available, e.g. switches, 0 &endash; 10 Volts, DMX 512, DALI and RS 232.
- Remote-control of Wings Platinum shows or CF Card shows (SC Master) via keypads, IR-remote control units or via RS 232 commands.
- You can use drivers for serial control of devices which make commands directly selectable from a menu. You can downloaded drivers from the Internet or even create them yourself.
- Trigger functions allow various actions and functions to be started by pressing function keys. This ranges from show playback control and file downloads from the Internet to dispatch of messages when certain conditions are met.

Presentation

- Presentation of videos in fullscreen mode without any visible computer windows, supporting stereo sound or even multi-channel playback with up to 24 channels; consideration of color profiles for optimized color representation for video projectors.
- Shows can be output at full quality as EXE presentations to be started on virtually any modern Windows computer by double-clicking the file without requiring Wings Platinum to be installed. In order to prevent misuse of an EXE presentation, it can optionally be provided with password protection and expiry data.
- Playback stops automatically at pause markers and is continued upon pressing a button, e.g. for Speaker Support. The show can be continued both via the keypad or the mouse and via a remote control unit connected to a serial computer port.
- Via "AV Prompter" software and an **Apple iPod touch** or **iPhone**, speaker support shows can now also be remotely controlled. In addition to playback control preview pictures and prompts on the iPod display can now be displayed in sync with the show. .
- Support of various remote control systems, such as our media control system Iseo, Mackie Control, Tascam US 224 or even simple buttons.
- All the actions programmed in the timeline for lights, switches and other devices are controlled and synchronized via the device ports.
- The mix group function can be used for spontaneous dissolves of certain track contents during playback &endash; these can be pictures, video or sound. You can define certain tracks as mix group A and some other tracks as mix group B. Playback can be started with mix group A, for example, while you change over spontaneously to mix group B after a while. This function is very well suited for live presentation of very complex contents.
- DVD creation including MPEG 2 encoding and menu control for presentation via DVD player and TV set.
- Output of Blu-ray-compatible HD-videos which can be stored on a Blu-ray disc via external writing programs.
- Support of dual head graphics cards allows softedge panorama and stereo shows with one PC and two video projectors without any extra ef-

forts. However, displays cannot be freely configured although some templates for various applications are available.

- Up to four displays or video projectors can be played by one computer with two dual-head graphics cards.
- Camera-based calibration with regard to geometry, brightness and color, as well as automatic alignment of softedge masks is now available in Wings VIOSO for up to four video projectors on one computer. This feature allows automatic correction of projections onto uneven or bent surfaces or onto brickwork and rocks. See also Camera-based calibration of multidisplay projections.

Show Production - An Overview

In general, the following steps are necessary to produce a show:

Creating a New Project

This is quite easily and flexibly done with the Project Wizard. It assists you in setting up the new project and Wings Platinum for the new task. However, it is also possible to drag and drop images from your image browser and arrange them into a show.

Creating and Importing Media Files

Any media you may want to use in your project must be saved as files on your hard disk. Of course, you can also create new media files in Wings Platinum. Wings Platinum supports also audio import from sound cards and audio CDs, allows capturing of pictures from scanners and video cameras and import of video files in different formats.

Editing and synchronizing objects

From the Media Pool, the media files are placed in the corresponding timeline tracks as objects where they are edited and synchronized. All objects can be edited likewise, be it picture, sound or video. This makes handling of Wings Platinum very easy. Any events, which are not available as actual media files, such as spotlights or remote control commands for any other devices, for example - are placed in the timeline tracks as objects where they can be edited. All steps can be assessed immediately via screen preview windows or in real time via the connected devices. For a show which is exclusively projected digitally, you can take advantage of the new features offered by transparency control or non-destructive realtime effects. For improved sound you can also use sound effects in your sound track.

Show presentation

A digital AV show can immediately be evaluated during production and played back from the timeline. All this is possible through the use of modern 3D graphics cards. Sometimes it may be useful to create a separate presenta-

tion medium from the finished show. Wings Platinum allows output of video files in various formats, such as MPEG 2 or WMV or as video DVD for playback on TV. For high-quality presentation on any modern Windows computer you can create an EXE presentation.

Modifications can be made at any time...

As long as all editable data remain in the project folder on the hard disk, the project is fully editable. For backup, Wings Platinum offers various Backup Functions, in order to save project data on CD/DVD-ROM or to other drives, e.g. external hard disks. This allows the project to be copied back to the hard disk at a later time where it is fully editable again.

The Program Window



1. Main menus from "File" to "?" Help
2. Toolbar for object editing.
3. Tool bar with Buttons for frequently used functions.
4. Bar showing locator time, buttons for playback control and zoom in/out buttons for expanding and compressing the time axis.
5. Screen for displaying the visual output, i.e. the mix of videos, images, texts, etc.
6. Locator, vertical line for a graphic display of the time position. Moves along the timeline during playback and can be moved with the mouse in Stop Mode. The exact location of the Locator in time is shown in the time bar on the very left.
7. Accommodates a total of four tabs: "Preview" shows a highlighted file (images videos, etc.) of the Media Pool. See Viewing and listening to

media files. "Tasks"lists all the media files whose display and intermediate video data are being created. See Task list. "Messages" lists error messages and warnings. See Messages. "Log" keeps a record of production steps and system processes. See Displaying log information.

8. Media Pool - contains all media files used in a project, as well as any other project resources
9. Selection of Media Pool categories, also used for structuring media into folders.
10. Audio level control, can be changed over to Control Panel and Comments.
11. Timeline with various tracks for the corresponding objects. Every track has a track head on the left showing the typical symbol for the corresponding track type and a number of buttons. .
12. Properties Table, for editing the parameter of highlighted timeline objects.

Tool bars

Wings Platinum features two tool bars with buttons for selecting functions and tools. They can be found in the program window below the main menu and next to the timeline.

Function bar

The function bar for selecting a number of different functions can be found in the program window below the main menu. For information about the toolbar for editing objects click here.

Please note that the availability of buttons depends on the version.

 **New...** opens the dialog box for creation of a new project.

 **Open project...** opens the corresponding dialog box.

Save... saves the current project.

Save as... opens the corresponding dialog box.

Save undo step... saves the current editing status as undo step..

Undo... reverses the last processing step.

Redo... restores the last processing step.

Create display data... initiates creation of the missing display data for a project and the button will be impressed . When you click the impressed button, display data creation is reduced to the currently displayed media. See also **Creating display data for media files** *in the Help topics.*

Display screens... opens or closes the screen window.

Record Mode... activates or deactivates the corresponding mode. See *Using external input devices in the Help topics.*

Enable device ports... activates or deactivates the port for connected devices. See *Enabling device ports in the Help topics.*

Enable network... activates or deactivates communication via the network. See also *Using Additional Licenses* and *Configuring the presentation network in the Help topics.*

Transfer slave files... enables or disables data transfer to the slave computers for multidisplay operation.

Enable trigger scheduler... activates or deactivates the trigger scheduler. See also *Trigger functions in the Help topics.*

Enable all warnings... enables output of all warnings and error messages. See *Enabling/disabling all warnings in the Help topics.*

 **Options...** opens the Options Dialog.

 **Help topics...** calls up the Wings Platinum Help. See also *Optimum use of the Help topics in the Help topics*.

 **About Wings Platinum...** opens the info dialog.

Toolbar

The Toolbar can be found on the left next to the timeline. This narrow, vertical window, however, can be "torn off" and moved to a different location. Further information on this is available further below.

Enabling the tools

Depending on the situation and your personal working style you can enable tools in different ways. Please note that the first two tool buttons are mutually exclusive, i.e. only either **Edit** or **Pan** can be enabled.

Enabling the tool via mouse-click

- Click a button to enable or disable the corresponding tool. The blue background of a button shows you that it is enabled.
- If a button has a small triangle in the bottom right corner, you can choose from a number of different modes. The list of options is displayed after right-clicking the button or by clicking and holding the left mouse button.

Enabling the tools by pressing keys

- Nearly every tool can be enabled temporarily by pressing a key on the keyboard. This is how it works:
  - Hold the key ➔ Edit ➔ Let go of the key

  While you are holding down the key, the tool remains enabled, when you let go of it the tool resumes the previously selected mode. **Note:**

This way, only one tool can be enabled at a time, i.e. holding several keys at the same time is not possible.

- Once a tool is to be enabled permanently press the key twice, i.e. double-press it.
- Information on which keys enable which tools can be found both in this topic and in the tool button context menu. Reference to those keys can be found both in this topic and in the tool button context menu. A compact list of all tools is also available. Click Print list of tools in the same Online Help topic.

Standard toolbar settings

All tools can be reset by clicking  **Reset tools**.

Timeline editing and In-Screen editing

 **Edit objects in timeline and screen** ...allows editing of objects in timeline and screen. Shortcut via key **S,** default setting.

 **Edit objects in timeline** ...allows editing of objects only in the timeline. Shortcut via key **T**.

Selecting the panning mode for the displayed section of timeline and screen

 **Pan** ...allows free shifting of the screen contents. Shortcut via key **P**. Press **Shift** to temporarily block vertical shifting in the timeline.

 **Horizontal panning** ...only allows horizontal shifting of the displayed section of timeline and screen.

 **Vertical panning** ...only allows vertical shifting of the displayed section of timeline and screen.

Info

- All three modes also allow zooming via mouse-wheel.
- When the screen content is shifted, **Auto Zoom** is disabled. See also Enlarging/reducing the screen content. .
- Option **Reset pan / zoom** gives you the chance to decide whether the Pan/Zoom settings are to be automatically reset during the Presentation (**F 5**) or not.
- By dragging one screen window edge you can extend or reduce the size of the screen also.
- With tool  **Pan** being permanently enabled vertical shifting can be blocked by shifting the timeline portion while pressing the **Shift** key.
- Please bear also in mind that all Panning functions only affect the visible section, i.e. they have no influence on the show itself.

Selecting the area newly created or modified keyframes are to take effect on

 **Normal keyframes** ...the values of a newly created keyframe are only effective at the location of the keyframe. Shortcut via key **N**.

 **Keyframes constant for object** ...the values of a newly created keyframe are also copied to start and end frames, thus applying to the entire object. Shortcut via key **C**.

 **Keyframes constant from object beginning** ...the values of a new keyframe are also copied to the start frame, thus applying to the object from the beginning of the object to the new keyframe. Shortcut via key **B**.

 **Keyframes constant to object end** ...the values of a new keyframe are also copied to the end frame, thus applying to the object from the location of the new keyframe to the end of the object. Shortcut via key **E**.

Info Optionally, these tools can also be used for nodes, which may be an interesting feature for data objects in a show control project. They are enabled under **Options** - **Global Options** - **Objects**.

Selecting keyframe properties for the curve gradient

 **Linear keyframe** ...the parameter curve behaves like a thread and runs in a zigzag line from one keyframe to the other. Shortcut via key **I**.

 **Spline keyframe** ...the parameter curve behaves like a steel wire and runs smoothly from one keyframe to the other. Shortcut via key **O**.

 **SmartMove keyframes** ...the parameter curve, starting from a horizontal curve, runs smoothly to the next keyframe and is ideal for soft movements. It is a Bezier keyframe which is set up to adjust to object modifications. Shortcut via the **Z** key.

 **Symmetric keyframes** ...creates a node with Bezier properties. As opposed to SmartMove nodes, the handles feature identical tangents at both sides whose values are not object-related. Shortcut via the **U** key.

Info

- Symmetric keyframes can only be set in objects with a ramp band. In combined control tracks, selection of tool **Symmetric Keyframes** automatically creates **SmartMove keyframes.**
- SmartMove keyframes in combined control tracks allow entry of a **Smart Factor** in the Properties Dialog. Entry of values between **0** and **100** allows you to influence acceleration: With a value of **0** the movement starts abruptly and the speed remains constant, while with an entry of **100** movement starts very softly while the speed is accelerated markedly.
- Bezier nodes or keyframes are no longer effective as such when their ramp bands are connected to adjacent Spline nodes or keyframes. Details and examples for using different keyframes or nodes can be found in the help topics under Shaping ramps.

Selecting the compress/extend mode for objects

 **Move fades** ...shifts crossfades as well as fade-ins and fade-outs to the beginning or the end of objects. The duration of the fade does not change. Shortcut via key **A**.

 **Stretch fades** ...changes the duration of crossfades as well as of fade-ins and fade-outs at the beginning and end of objects. Shortcut via key **D**.

 **Stretch objects** ...causes object content and the ramp shape to be stretched or compressed when objects are extended or shortened. Shortcut via key **W**.

Info For audio objects the sound is only changed (time stretching) when at least the Pro License has been installed.

Choosing the dragging direction for objects in the screen

 **Unconfined dragging** ...Allows dragging of virtually all editable objects (timeline, screen and warp grid). Shortcut via key **F**.

 **Horizontal dragging** ...Allows only horizontal dragging of editable objects. Shortcut via key **H**.

 **Vertical dragging** ...Allows only vertical dragging of editable objects. Shortcut via key **V**.

 **Shift following objects** ...enables or disables this mode. Shortcut via key **Q.** See *Shifting following objects along in the help topics*.

 **Snap to objects** ...activates or deactivates the "magnetic mode" of the Locator. Shortcut via key **L.** See *Snapping Locator to objects in the help topics*.

Info

- All tools can be reset by clicking .
- Wings Platinum saves the current tool bar settings when terminating the program, i.e. the customized tool bar configuration is kept.
- The toolbar can be "torn off" and moved to some other location or combined with other tabs. See also *Customizing the program window*.

A successful start

Introduction

The Wings Platinum Concept

Wings Platinum is a cross-media software tool for production of multi-media AV presentations that can contain virtually any type of show control elements. Wings Platinum was released in December 2001 and has been consistently advanced. In developing, we have essentially pursued two goals:

- Media integration based on a modern software architecture which allows integration of all present and future applications.
- Simple and intuitive operation via a modern graphic user interface featuring media-oriented editing and new and handy functions.

The current Wings Platinum 4 features an enormous range of functions and is extremely powerful. There won't be many users that will be able to take full advantage of all the available functions ranging from simple holiday presentations and highly ambitious AV shows with multi-channel sound track to huge, seamless multidisplay presentations beyond HDTV standards. This is even more remarkable when you bear in mind that Wings Platinum is successful both in production and presentation. But you can just as well use it to produce radio plays, videos or high-quality video DVDs.

In order to combine high performance and flexible media integration with simple operation, we have developed a completely new user surface with a whole lot of user-friendly functions you will find out about at a later time. At the centre of the operational concepts are the objects representing a medium, e.g. a sound element, a picture or a video. Some object may also

be certain functions, e.g. light progressions for spot lights, switching pulses or navigation markers.



All these objects are arranged on a timeline. The timeline is the central window containing the tracks, which displays the timeline from left to right. On the tracks, the different media are arranged as objects in the required chronological order. Editing of these objects is based on a uniform concept which means that the editing steps are identical, whenever possible. This should facilitate working with Wings Platinum. Any editing is non-destructive, i.e. all media files on the hard disk remain unchanged and editing steps can be made undone or changed.

Optimum utilization of the Help files

While unpacking Wings Platinum you may have noticed something: There is no manual. And there's a good reason for this. By buying Wings Platinum you have chose ultra modern software which is constantly being improved and advanced. Even after the first updates you might leaf through outdated documentation, you might try in vain to find some information on a particular topic or even worse, you might find false information about functions that have already been modified or improved. Chaos and frustration would be the ensuing consequences ... something we want to avoid. This is why we have developed this user-specific help system which can easily be updated and which will help you to find the correct information with ease and in time.

Selecting the right help version

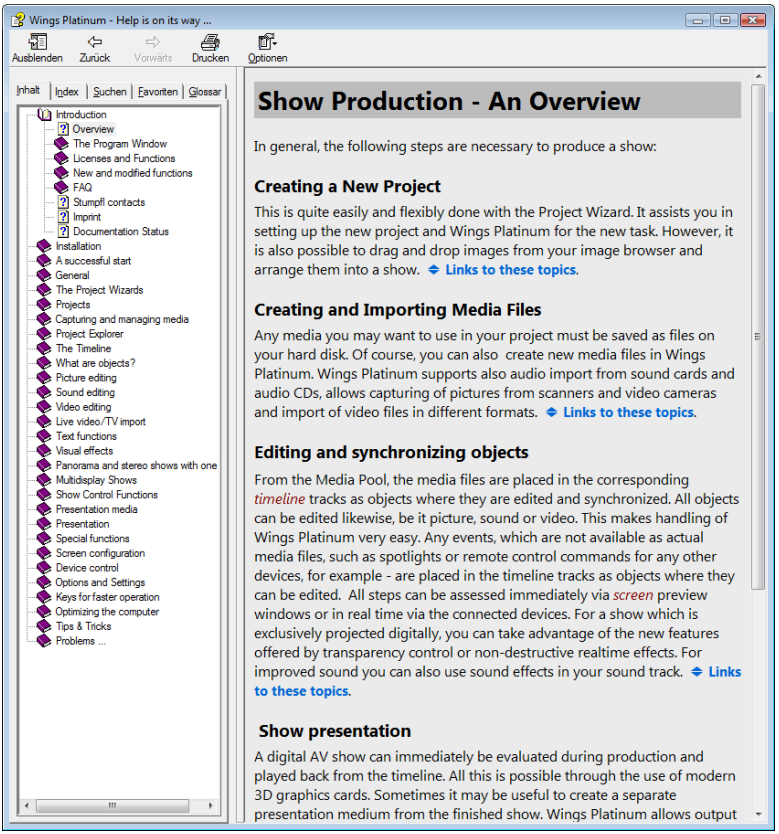
Wings Platinum is an extremely versatile and powerful software. This is why we have created a number of different helps which meet the individual needs of the different user groups. You should therefore start by selecting the help in accordance with your range of applications.

1. In the main menu click **?** and choose **Select help...** The following options dialog listing the available help options will appear:
2. Select the help that comes closest to your range of applications.
3. Click on **OK**. When you call up help topics, the corresponding help is automatically preselected.

Info When you update Wings Platinum via the Internet, help **All information** is updated and used. This help contains a lot of information for advanced and professional users. It would therefore be a good idea to download your preferred help version separately and copy it to the program folder **...\Wings Platinum 4\Help\English**.

Discovering the Help System

1. Click Button **Help Topics**  in the function bar below the main menu. The Help window will appear.



2. In the left window you will find the available topics and in the right one the contents of the selected topic. The Book Symbol is an indication that there are further subtopics. Double-click the book symbol to list the subtopics.

3. Now click topic **Show Production - Overview**. This topic provides information about the essential steps for producing a show.

4. Whenever a word appears in blue or pink, there is a help topic which can be displayed by clicking on it. In the second paragraph please click **Links to these topics**, following which some links will be displayed. By the way, this symbol  signalizes that additional information is available.

5. Please click the link **Copying sound from audio CD**. In addition to further information you will also be offered some suggestions as to how to proceed.

6. Do not proceed as specified for copying audio files at the moment, but scroll down to the end of the instructions, e.g. by using the scroll bar at the right-hand window edge or by using the mouse wheel. At the very bottom, click **Edit objects**.

7. Within these instructions for editing objects, you will again be able to retrieve further information. In the second paragraph, click on **Display info line** and you will be told where in the objects the info line is located. Click next to the small window to close it again. The small symbol  tells you that the link refers to a popup window. This way you can find out about all the information contained in the whole window. If, by doing this, you have moved to a different topic altogether, just click **Back** on the button bar to return.

8. If you are trying to find out about the help functions via the manual, you can access this topic via the book symbols **A successful start** – **Introduction** – **Optimum utilization of the Help files**.

Searching for specific information

Surely, you may sometimes need to find specific information to be able to continue. A Context Help function is available in many dialogs. Press key **F1** and the corresponding topic is automatically displayed. If, however, the topic **The Program Window** appears, you can use the links, the index and the search function to find the information you need:

Index

Searching via the Index is the fastest way. It is well structured and allows selective searching of particular topics.

1. Above the left-hand, narrow window, click tab **Index**. Enter the keyword "Printer". While entering the search term you will notice that the index list is updated with every letter entered so that you don't even need to enter the complete term.
2. Under **Print** you will find a number of topics. Double-click one of these topics to display it.

Search Function

When the Index does not provide you with the required information, you can start a full-text search.

1. Click tab **Search**. Enter the keyword "Playback", click on **List of Topics** or press the Enter key.
2. All topics containing the keyword will be displayed. Double-click topic **Start/stop playback** .... and the required information will appear.
3. Even bookmarks can be set most easily. Click on tab **Favorites** and **Add to**. This way you can create a customized list of topics giving you easy and fast access to the information you require.

You can see that this way it is very easy to find the required information. Be honest – don't you thinks this is faster and more convenient than leafing through 1200 pages? Here, you have only got the thin, introductory handbook...

Obtaining context-specific information

Information can also be obtained for certain situations, i.e. matching the corresponding dialogs. Wings Platinum Help offers you the following ways of doing so:

- Pressing the **F1** key will automatically display the corresponding help topic for the current dialog box. Should this not be the case, accessing the multi-tier **index** will be the fastest way to find the necessary information.
- When an error message is displayed, the dialog box very often has a help button **?** which allows you to obtain further information or find out about a specific solution.

Producing a digital AV Show

What steps are necessary to produce a digital AV show?

Wings Platinum is an extremely flexible tool that allows a highly creative approach to producing digital AV shows. You can combine high-resolution still pictures with videos or animations, change the transparency of and dynamically control pictures on the presentation surface in terms of size and position. There is virtually no limit as to the picture size. Based on the original files, Wings Platinum creates low-resolution display data to display images or videos on the user interface or in the screen window. This is done at high quality via 3D graphics card hardware rendering. For very complex projects or if no powerful computer is available, display can be based on low-resolution display data allowing swift editing in real time even in such cases.

The size and quality for the presentation can be chosen arbitrarily in accordance with the application. A suitable computer allows immediate presentation at full monitor or video projector quality without requiring additional files to be generated. Wings Platinum, however, also supports export of EXE presentations for high-resolution pictures and videos as well as output of video files in AVI, WMV, MPEG or H.264 format or even creation of video DVDs. Combined with a networked computer system, Wings Platinum can even be turned into a scaleable presentation system, which, via multidisplay presentation, allows a quality which actually exceeds HDTV standards. Every computer can supply image signals to up to four video projectors, which means that several, overlapping image fields can be turned into seamless presentation areas of unprecedented size and quality.

In principle, the necessary steps to produce a show are always identical. Complex shows require the Wings Platinum Advanced License or up.

Using Wings Platinum to produce a show

In Wings Platinum, an AV show is produced via media objects. This means that you arrange pictures, videos, animations and music as desired and the result of your work can immediately be viewed. It may help to start thinking about the show concept and the central theme of your show beforehand.

But even while working at the show will Wings Platinum give you maximum freedom to make changes and improvement.

The following steps, which will be dealt with in detail in this workshop, are required to produce an AV show:

Creating a project: The fastest and simplest way to create a project is via the Project Wizard. They assist you in providing and setting the most important information for device and software configuration.

Capturing media: Scan your slides or photos and save music and sounds on your hard disk. Wings Platinum helps you to do so in a variety of ways. Or, you can copy existing picture, video and audio files onto your hard disk and import them into the Media Pool. It should do to start out with a few files. Further files can be added any time. Larger quantities of media can be nicely structured in Media Pool folders.

Arranging pictures, video and sound: Drag the corresponding pictures, videos and pieces of music from the Media Pool into the corresponding track in the Timeline. All the resulting objects can be edited likewise, i.e. shifted, dissolved or cut, which means that learning to edit is quite easy. Any editing steps are immediately visible in the screen window when playing back the object.

Presenting: A direct presentation from the timeline at full screen resolution is possible at any time. A presentation medium, such as an EXE presentation or a video file, only needs to be produced under certain circumstances, e.g. when the presentation is to be passed on to somebody else or in the case of extremely complex shows. No matter whether you require High End quality for final presentations or a low-resolution Internet version: both are produced at a mouse-click, although the computing time is of course distinctly longer for the High End quality.

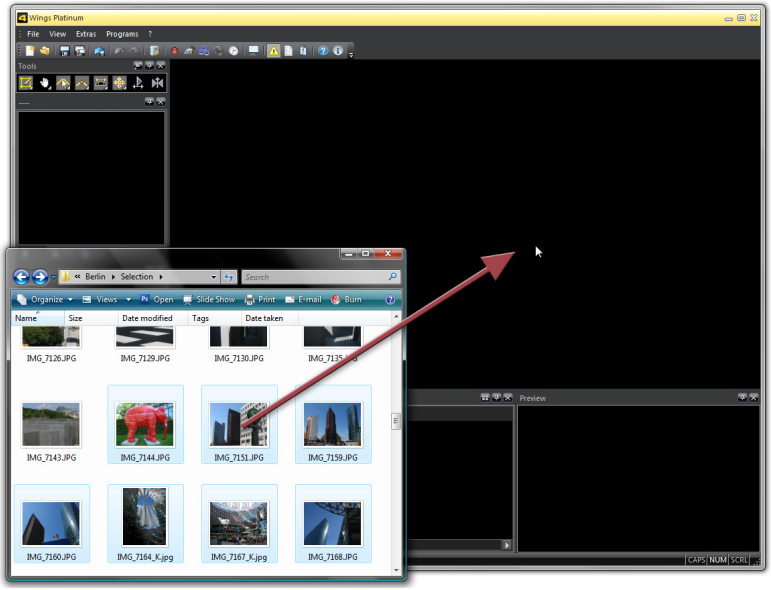
The resulting presentation media can be directly presented or, in the case of videos, also played from the timeline in Wings Platinum. But even other players, such as the Windows Media Player, for example, can also be used. Output devices can be monitors, LC or plasma displays and, of course, also video projectors.

Quick start via Drag & Drop

Those who expect to see quick results should try the "quick start". Media, such as Images, music and videos can just be dragged from the Windows Explorer or image browser to be "dropped" into Wings Platinum and immediately be presented there.

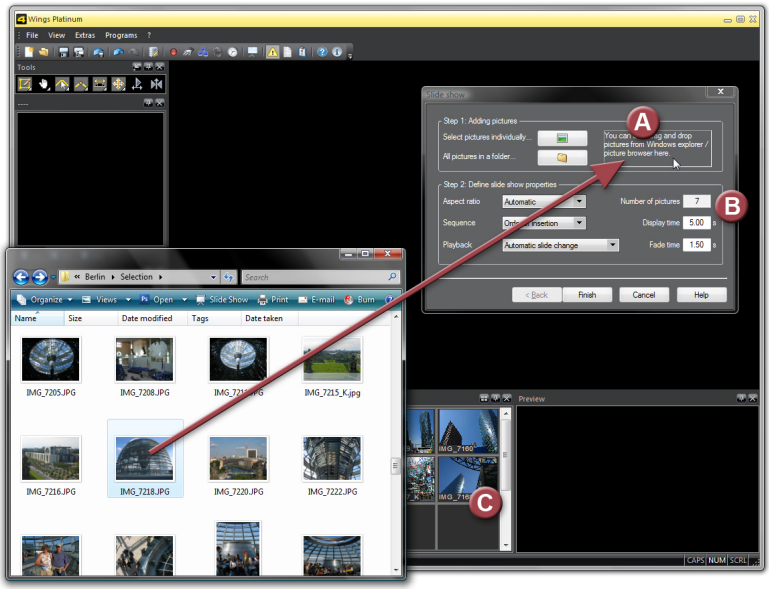
We will show you at the example of a simple slide show:

1. Open Wings Platinum (you may have to close any dialog boxes that may possibly appear).
2. Now open the Window Explorer or your image browser and drag the first image into the large empty space showing **Wings Platinum 4**. If your pictures are not displayed in the Explorer, click on button **Views** and select **Thumbnails** (XP) or **Large Icons** .

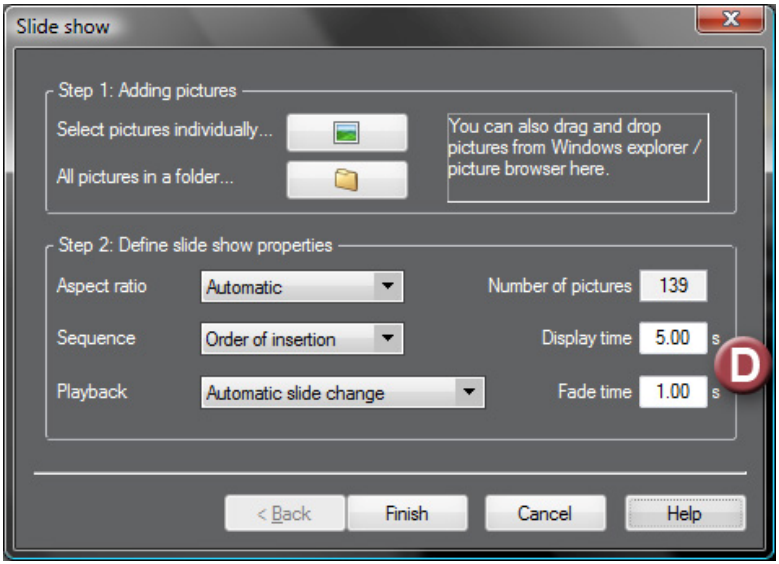


3. Following this, a dialog box for creation of a slide show will appear. It offers various options for adding pictures. Use the drag & drop method and drag your pictures into the dialog field (A) in the order you want them to appear in the slide show. The Wings Platinum Media Pool will

then show the added pictures (C). The **Number of pictures** added can be seen in the dialog box next to **Number of pictures** (B).



4. After adding all the required pictures you can define some other properties for your show. The default settings are suitable for a show that is to run automatically. The preset value for the display time of a picture is 5 seconds, that for the fade time is one second (D). These values can be adjusted in accordance with your requirements.



A tip for later on: For **Playback** you can also choose **Enter key advances to next picture**. This allows you to determine the point of time the slide is to change individually for every slide during the presentation. In this case the Wizard places pause markers at the beginning of every new picture. The **Display time** should be kept rather short, e.g. 2 seconds; this is considered the minimum display time.

5. Now click **Finish**, for all the pictures to be displayed in the timeline as a show (E). If the pictures or picture icons are not yet visible, the display data are just being completed automatically in the background. Click **Lightbox View** (F) to change the Media Pool into a lightbox. This is helpful if you need to sort and search images later on.



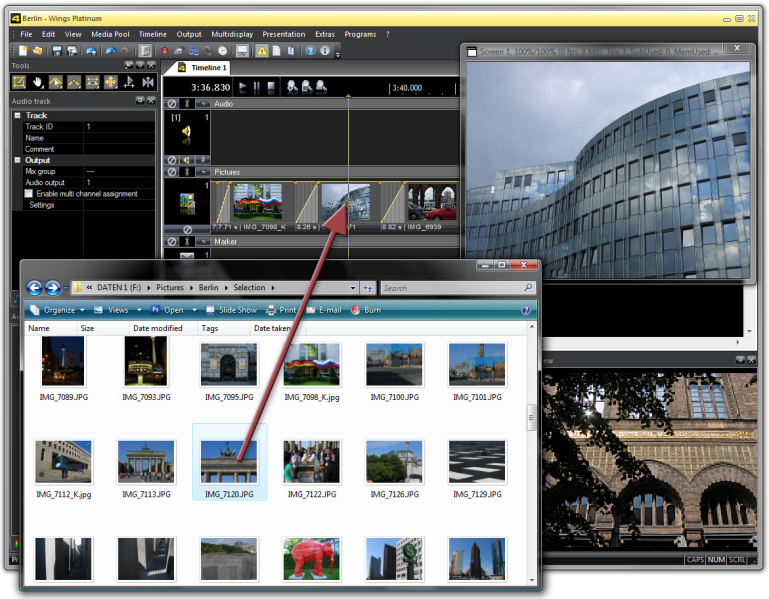
6. When you start playback by pressing the space bar, the Locator (H) starts moving across the picture objects and the fades appear in the screen window (G). Stop playback by pressing the **Esc** key. The Locator stands for the current point of time within a show. In Stop Mode you can grab the Locator and move it. Try grabbing it in the empty track area (H), where there is no object below the mouse pointer.

   Tip: Press key **Home** to make the Locator jump to the first object. If this does not work, click some empty space in the timeline to activate the window.

7. Full screen mode at maximal quality is started by pressing the **F5** key. The picture is displayed in full screen size and Wings Platinum changes to Pause Mode. When you press the **Enter** key, playback is started. Press the **Esc** key once to stop; Fullscreen Mode is maintained. Press **Esc** a second time for the user interface to reappear.

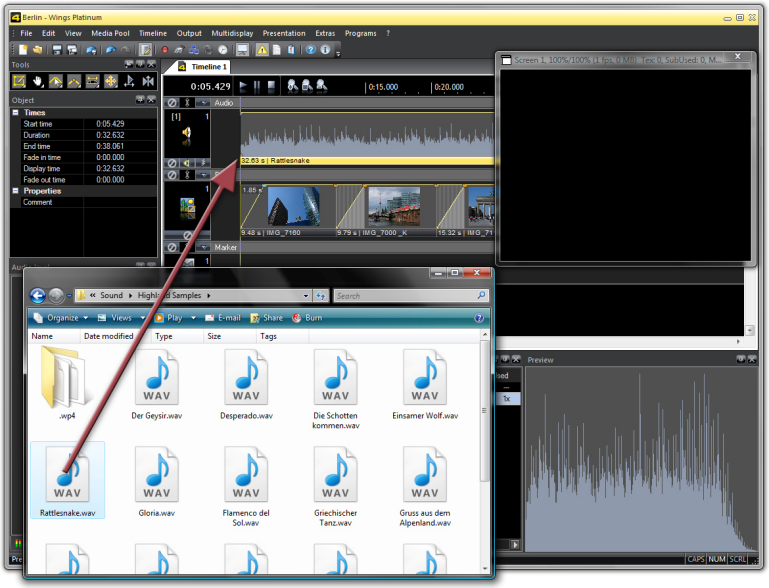
8. Any image you don't like can be replaced by another one. Just drag the new image from the Explorer or Media Pool onto the object in the timeline whose image you want to replace. In the illustration below the cars were replaced by the Brandenburger Tor. **Note:** If the Media Pool

is in List View you need the grab the images at the symbol. Grabbing is easier if you change over to **Lightbox View**.



9. Sound tracking is just as easy. Click some empty space in the timeline for the window to be topmost and press the **Home** key. The Locator will jump back to the beginning.

10. In the Explorer find an audio file in wave or MP3 format and drag and drop it into the timeline below the picture track. Drop it as closely as possible to the Locator so that the music starts when the first image fades in. This way an audio track is created containing some music that can immediately be played.



11. If you place the Locator to a location before the music and start playback picture and music should start at the same time.

12. Don't forget to save your slide show. You will be prompted to do so when exiting Wings Platinum. A Wings Platinum project file requires only little storage space. It does not contain any media files but only the references to them.

Information on how to create new media files, e.g. copy music from an audio CD, edit objects, i.e. change dissolve times or create motion effects can be found in a number of workshops. There you will also be provided with information about the concept of Wings Platinum.

Creating a project for a digital AV Show

In this lesson you will find out about how to create a new project for a digital AV show via a Wizard. Let's start by giving you a general overview:

- A **Project Folder** and the subfolders **Audio**, **Pictures** and **Video** are created on hard disk to accommodate all your project files produced during production.
- Wings Platinum is configured for your show, i.e. the wizard asks you about the format of your show or the number of tracks you want to work with.

Step by step, the Project Wizard will help you start your project. It is important to establish a sound basis for your project. Changes in the settings can be made at any time later on. We'll start with a simple project.

Info This workshop refers to the full versions. With the Basic or Demo License, however, most of the command are reproducible. Information about the restrictions can be found in the Help topics under **General** – **Licenses and functions**.

This is how you create a project:

1. Start up Wings Platinum. If this has already been done, click on **File** – **New** in the main menu.
2. In the dialog box popping up, select **Project Wizards** in the left dialog window .
3. From the list displayed, select **Creation of a new mixed media project** and click **OK**.

Project Name

1. Select **Create new project in selected folder** to determine where the files are to be stored .
2. Enter the required name under **Project Name**, for example **Exercise 1.**

3. Click on  and access the drive or open the directory you want to create the new project folder in. Now click on **Create new folder** and enter the name, e.g. **Exercise**. Finally, click on **OK**.
4. Under **Comment** you can add some remarks, e.g. **First lesson of the Wings Platinum tutorial**.
5. Click **Next**. The Wizard will now create a project file in the specified project folder.

Info If you want to save all projects to the same location, you can specify a **standard folder** under Options. However, this is only for later.

Screen

Here you can make some settings for the screen used for displaying your show.

1. Specify the **Aspect ratio** of the screen you want to use for your show. It is useful to choose the same aspect ratio as that of your pictures. The aspect ratio can still be changed at a later time via the Screen Properties.
2. The settings under **Screen Settings** can normally be left as they are. The picture display data size is automatically adjusted to match your monitor. Of course, modifications are also possible at a later time, e.g. for presentations on a video projector.
3. Click **Next** twice. Presumably you won't use slide projectors.

Video

The following options refer to video playback:

1. For HD videos and with a high storage capacity on your hard disk you can check the box next to **Additional higher resolution for HD videos**. In this case preview is nearly at presentation quality.
2. The second checkmark next to **Create intermediate video data** should definitely be left, especially when AVCHD videos are used.
3. Click **Next**.

Pool Template

This dialog allows you to select a project template which is used as a basis for taking over Media Pool components into the new project. This way you can use ramps and effects as templates for a new show.

1. Place a checkmark next to **Add Media Pool components from following project template**.
2. The preselected template **Default Pools** contains a few ramps and control tracks for effects. If you want to import ramps from a different project template, highlight the corresponding template by clicking it.
3. Click **Next**.

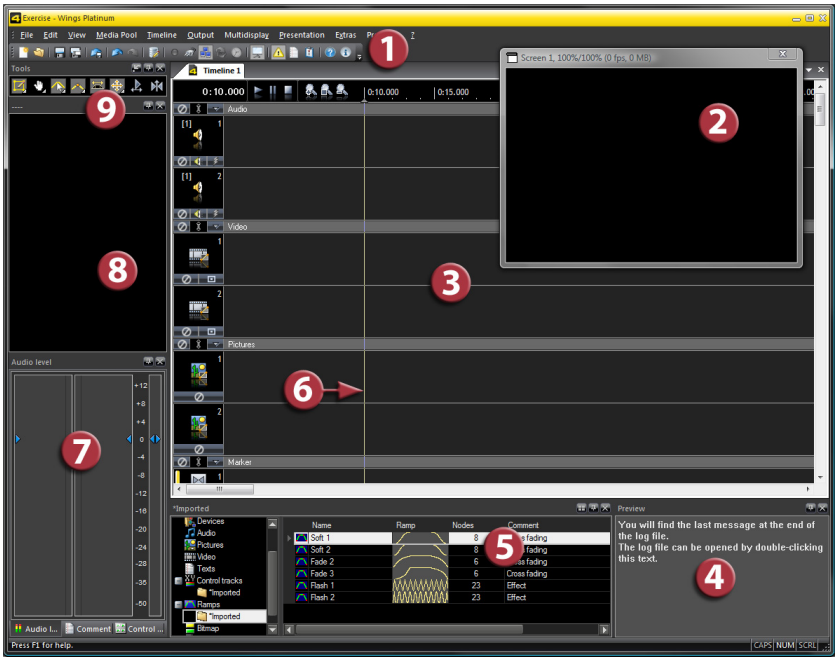
Media Pool

1. Select the components you want to import. Without previous selection of a separate template you should leave the settings for **control tracks** and **ramps**.
2. Click **Next**.

Tracks in the timeline

1. Here you can enter the number of tracks you want to use for programming. Choose 2 sound, picture and video tracks each. Leave one marker track and set the universal track to zero.
2. Click **Finish** to create the project and make the Timeline window appear.

The empty program window has the following components:



1. **Main menu** and the **Function bar below the main menu** with buttons
2. **Screen** for preview display
3. **Timeline** with tracks. In the picture, the green group tracks, among other things, are not displayed.
4. **Preview Window** to display media and messages
5. **Media Pool** with a number of different tabs for various categories
6. **Locator** which marks the corresponding position in time
7. **Audio level control**, additional tabs for comments and Control Panel
8. **Properties Table**, shows the parameters for highlighted objects in the timeline
9. **Toolbar** for editing various objects and components.

Capturing pictures and sound

As a necessary precondition for this tutorial you should already have created a project. You can use pictures and audio files from the Wings Platinum DVD. They are normally saved to hard disk when installing Wings Platinum. We will show you how to add these media files to the Media Pool. Please note that all media files contained on the Wings Platinum DVD are protected by copyright.

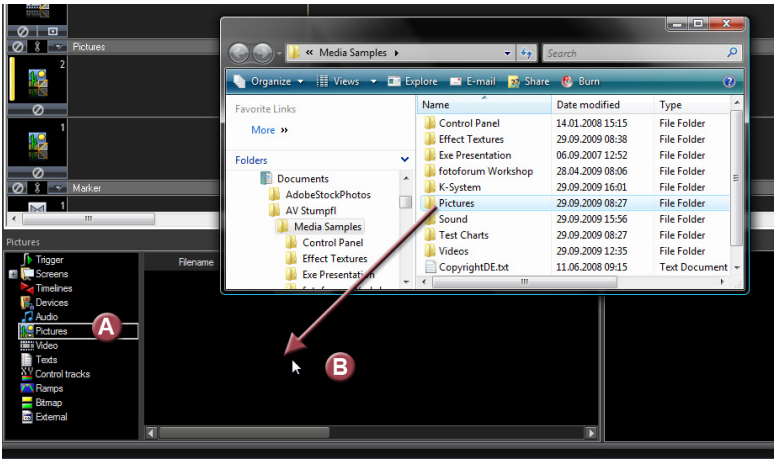
As you may well suspect, the Media Pool accommodates all media files of a project, e.g. picture, audio, video and text files. In addition to this, other items which are also important for your project, such as screen and device configurations and a collection of user-defined dissolve ramps are also managed in the Media Pool.

Clicking the wrong buttons while trying to reproduce the workshop is really no problem. Virtually anything can be undone. The Undo Function will help you undo or restore editing steps most easily. The **Undo**  and **Redo**  keys can be found in the function bar below the main menu.

This is how you can import existing media files

1. Folder **Media Samples** contains various picture and audio files which you can use for this workshop. In the main menu click **Extras** followed by **Open folder ▶Media Samples** and Windows Explorer will appear. If this is not the case the sample files may be missing on your computer. Insert the Wings Platinum DVD and click **Install sample media** in the selection dialog.

2. In the Media Pool on the left highlight category  **Pictures** (A). Bring the Windows Explorer window to the foreground and drag and drop folder **Pictures** into the Media Pool (B), following which the files are listed in the Media Pool.



3. Since Wings Platinum renders the media display data in the background it may take a while before the pictures are displayed. The number of files remaining to be processed is indicated in the bottom right corner on tab **Tasks**.

4. In the Media Pool click category **Audio** and drag and drop folder **Sound** from the Windows Explorer to the Media Pool.

5. When you highlight an audio file in the Media Pool, the corresponding graphic representation of the audio is displayed.

6. When you click on category **Pictures** and highlight a picture file, the picture is enlarged and displayed in the Preview window.

Info If you have added large amounts of data into the Media Pool, you may be confronted with blue crosses in the Media Pool as an indication that display data have not been created. In such a case you can have the display data created all at once. Just click on **Create display data** in the tool bar below the main menu. This may take a while, depending on the number of files. You can, however, continue editing, since this process is running in the background.

Import of video files

The same way the video files can also be imported. Virtually all formats, such as **AVI**, **WMV, MOV** and **MPEG-1** and **MPEG-2,** as well as **MPEG4** and **H.264** are supported. However, you need to make sure that the corresponding codecs are installed on your computer. More information is available in the help topic *Supported file formats*.

Creating new media files

Wings Platinum offers various ways of creating new media files, e.g. recording sound via a sound card, copying sound from audio CDs, scanning pictures or capturing them via a camera (WebCam, video camera or digital camera) from the screen. The type of process depends on your audio source or the image capturing device available. All these procedures are explained in more detail in the Wings Platinum Help, in the following chapters:

Copying audio samples from audio CD

Recording sound via a sound card

Scanning pictures

Capturing pictures via video camera

Transferring your own videos to the computer

Currently, it is not possible to use Wings Platinum to transfer video material to your computer. To do so, you need to use other software. A most recommendable tool for **DV videos** is **ScenalyzerLive**, which automatically detects scenes and copies them onto the hard disk as individual files. Further information can be found in the Internet at

http://www.scenalyzer.com/d/main.html.

For **HDV** videos tool **HDVSplit** can be used which splits scenes automatically but is not as comfortable as **Scenalyzer Live**. It can be found at

http://strony.aster.pl/paviko/

If you are planning to produce an HDAV show it may be a good idea to start thinking about media integration. This is particularly important for usage of videos and for optimum presentation via a video projector. See Media integration in the help topics.

As an example, we will show you how to copy a piece of music from an audio CD.

Insert CD and make preparations

1. Insert an audio CD into your CD ROM drive. If the Windows Media Player should start up a little later, abort it.

   Info You can prevent the Media Player from starting up by holding the **Shift** key for a few seconds while inserting the CD into the CD ROM drive.

2. In the main menu click **Media Pool** and **Create new files**.

3. In the left window section, click on the plus sign next to **Audio** and **Pictures** to display the subordinated items. These are the options for creating new media files. Now click **Audio CD**.

4. In the centre of the pop-up dialog you will find a list of audio tracks of this CD starting with 01. Should this list be empty, choose the correct CD drive at the top.

5. As **target directory**, Wings Platinum has chosen the corresponding folder. You don't need to make any changes.

6. If you have access to the Internet, you can download the names of the music titles and other information from a data base on the Internet. To do so, click on **Track names from Internet database**. When there is no Internet connection, you are requested to dial up.

7. If you do not have access to the Internet or if the name of your audio CD is not contained in the database, you can enter the **base file name**, e.g. an abbreviation of the CD title. In combination with the number, the tracks are then clearly defined. However, you can also enter individual names for your tracks. Just mark a name on the list and click the name again. Enter the corresponding name and press the **Enter** key.

Listening to and copying track samples

1. Highlight a title and click  to listen to the sample.

   Info Some, usually professional sound cards, do not support this function. For these cases, you can directly connect a headset to the CD ROM drive.

2. If you click any other titles while playing back, playback changes over to the selected titles.

3. Click on  to terminate playback.

4. Highlight the titles you want to copy (... one or more).

5. Click on . The dialog appearing allows you to keep track of the progress. The copied titles can then be found in the Media Pool.

   Info If you only require a small portion of a piece of music, you can also copy portions. You should, however, choose a larger section which leaves you enough scope for editing the sound object at a later time. Further information can be found upon pressing the **F1** key.

6. Terminate the Record Dialog by clicking **OK**.

Viewing, listing to and organizing media files

You have now added a number of files to the Media Pool and may continue adding further files at any time. As you can image, a comprehensive show may comprise hundreds or thousands of media files in the Media Pool. In the following we will show you how to view or listen to media files and how these files can be structured and organized in a system.

Viewing and listening to media files

1. In the Media Pool click on category  **Audio** and highlight an audio file to make the graphic of the audio appear in the Preview window.

2. Move the mouse to the Preview Window and the mouse pointer will be provided with a Play symbol. After a mouse-click playback is started at exactly this location in the audio file. Click the preview window once again to stop playback.
3. If you click any other files in the Media Pool while playing back, the corresponding files are immediately played back. This way, pieces of music can easily and comfortably be compared and selected.
4. You can also sort the listed audio files according to different criteria. In the line containing the column headers click on **Duration**. Following this, all audio files are sorted in a descending order in accordance with this criterion. Click on **Duration** again to reverse sorting, i.e. the longest piece of music is now at the top of the list. After clicking on **Name** the files are again in alphabetical order.
5. Now click on  **Pictures** and highlight a picture file to display the picture in the Preview window.
6. Of course, it is also possible to sort the pictures in accordance with the available criteria. Moving the scroll bar at the bottom to the right will cause further criteria to appear. Under **Comment** you can enter your personal remarks with regard to a file. Using the mouse, you can grab a column at its header and move it to any location, e.g. column **Comment** to the very left. This means that the columns can be arranged and organized in any desirable way.
7. For category  **Pictures** you can choose a different form of display which allows several pictures to be viewed at a glance, just like on a lightbox. Just click on button  **Activate lightbox view** in the function bar below the main menu.
8. Just like on a normal lightbox you can sort and move the pictures by grabbing them with the mouse and dragging them to the desired location. In order to have free spaces for sorting, right-click the first picture in the top left-hand corner and **Insert empty row**.
9. You can also test dissolves of pictures. With the right mouse button, drag a picture onto another picture and a test dissolve will be displayed in the timeline window as long as the right mouse button is kept pressed. You can also test dissolves with various other pictures by just dragging the picture onto other pictures. If you don't like the dis-

solve time, you can change it by hitting a number key on the main keyboard between 0 (zero seconds) and 9 (4.5 s).

10. This test functions is an excellent means for evaluating individual pictures. Right-click a picture with the mouse-pointer and move the mouse-pointer slightly on it to make the picture appear in the timeline window.

Structuring content

The left side of the Media Pool consists of categories. They help you organize everything contained in the Media Pool. You can create as many folders and subfolders for every category as you like and name them in accordance with the contents. These folders are created, shifted and renamed, just like in the Windows Explorer. By highlighting a folder its contents are displayed in the right section of the Media Pool.

1. Right-click category  **Pictures** and select **New Folder**. Name the new folder to specify a group of motives or a topic, e.g. **Landscape** and press the **Enter** key.
2. Now right-click folder **Landscape** to select **New Folder**; Name it for example, **Coast**. Repeat this procedure and create a new subfolder in folder **Landscape** called **Forest**, for instance.
3. These folders can now be used to accommodate the corresponding pictures. Click on category  **Pictures**. Keep the **Ctrl** key pressed and highlight a few pictures with coastal motives on them. Grab them and move the pictures into folder **Coast**. Do likewise with any other groups of motives.
4. When clicking one of these folders in the Project Explorer, the pictures contained therein will be displayed.
5. This way, contents can also be organized in accordance with other criteria, e.g. according to Pop, Classic, Noises, Language, etc. for **Audio**.
6. For sorting a vast number of pictures into various folders you can open the corresponding folder in a separate window. Right-click a category or a folder and select **Open in new window**.

7. In list view, the folder contents can also be sorted in accordance with certain criteria. To do so, click at the header of a particular column, e.g. **Name**, for all the lines to be sorted in accordance with this criterion. Click again to reverse sorting. Sorting works likewise for all columns.
8. Presumably you may not be able to see all columns. Move the scroll bar to the right to see even the very right columns. If one of the last columns appears to be more important to you, drag the corresponding header to another location, e.g. further to the left. This way the order of columns can be arranged in accordance with your individual requirements.

Attention! Please bear in mind that the folders in the Project Explorer do not exist on your hard disk, but they are only used for structuring Wing Platinum! Wings Platinum only stores the references to the media files on the hard disk.

If you would like to take a break, save your practice project by clicking on  **Save project** in the function bar below the main menu. You should now go on to the tutorial **Editing sequences of pictures and objects**. You will be supplied with some basic information about how to deal with objects, which you may use for sound and video editing as well.

Editing sequences of pictures and objects

As a necessary precondition for this workshop you should already have added media files to the Media Pool. See Workshop Capturing pictures and sound. Now we can start arranging a show in the timeline. This workshop will show you how to edit objects and how to use the pre-defined ramps and effects. As mentioned before, any faulty editing steps or clicking the wrong buttons can be undone or situations be restored by using the Undo Function. The Undo/Redo keys  and can be found in the function bar below the main menu.

Editing objects

As was mentioned before, the way (media) objects are edited is identical for all types of media. This is why the explanations below apply to all types of media. Let's start with a few basic "finger exercises".

1. Unless you have already done so, load your project **Exercise 1**. After starting up Wings Platinum, dialog **Create new project** pops up. After clicking **Last Projects** you will be presented with a list containing your exercise as well.

2. Click on category  **Pictures**. Using the mouse, grab a picture and, while keeping the mouse button pressed, drag it into a picture track, which can be recognized by a cactus, the symbol for pictures. Let go of the mouse button and an object is created. Note: Grabbing pictures is easier when  **Lightbox View** is selected in the Media Pool.

3. For editing, the toolbar at the left side of the timeline is of central importance. Usually the tools should have their default setting. If you are not sure, click on  **Reset tools** in the toolbar to reset the tools. Now you can grab the object at the info line (A) and shift it in time (to the right or left) or to other picture tracks. If this is not possible, check whether the dragging tool is set to  **Unconfined dragging**. If necessary, press key **F** to enable it.



Info You can have a list of tools printed and place this sheet next to the keyboard to remember the tools and the shortcut more easily. Click Print Toolbar list in the same Online Help topic.

4. Now grab the beginning of the object (B) to extend or shorten it. The end can be modified the same way; fade-in and out times will not change. The yellow ramp band represents the progression in brightness. When it runs at the top of the object, it represents full brightness, while, at the bottom near the info line, it means that the object is completely dark.

5. To change fade-in and fade-out time enable tool  **Stretch/Compress fades**. Alternative shortcut via key **D**, as in "Dissolve". Dragging the object beginning or the end (C) changes the fade-in or out time. The time is displayed at the top node, when you highlight it. The overall duration of the picture object is displayed in the info line to the left of the name. Set tool back to  **Move fades**.

6. Test the effect in the preview window. If the screen window is not open, click  **Show screens** in the function bar below the main menu (Shortcut via **F10**). Using the mouse, move the Locator to a location in front of the object and press the space bar to play back the object. Press the **Esc** key to stop playback.

7. But playback can also be started in a different way: When you click the empty space of a track and position the Locator you only need to briefly click the right mouse button additionally while keeping the **left**

mouse button pressed. To stop, simply click the timeline. Just try it a couple of times and will get extremely fast.

8. Drag a second picture from the Media Pool into the picture track and move the picture object created thus (D) on top of the first one to produce a dissolve in the overlapping area.



9. Grab the dissolve at the hatched area (E) and the mouse pointer is provided with an X-symbol. Now move the dissolve in time by moving it to the right or the left. This way dissolves can also be synchronized with music. More about this later on.

10. Now change the length of the dissolve. For this purpose you need to enable tool  **Stretch/compress fades**. To avoid having to use the mouse you should get used to enabling the tools via the keyboard keys. Start by clicking  to reset the tools. While holding down the **D** key  **Stretch/compress fades** is enabled. So hold down the **D** key and drag the beginning (F) or the end of the fade with the mouse. If you want the dissolve time to be displayed numerically, you need to highlight one of the upper dissolve nodes beforehand by clicking on it.

11. Play back the dissolve at full screen size. Click a location before the first object to position the Locator. Press the **F5** key to change over to Presentation Mode and the fullscreen picture will be displayed. Start playback by pressing the space bar. Stop playback by pressing the **Esc** key, pressing it once again will cause the screen to return to window size.

12. In the Media Pool highlight several pictures. This works just like in the Windows Explorer:

- Hold the **Ctrl key** down to highlight a number of pictures by clicking them.

- Press the **Shift** key while clicking two pictures to highlight all other pictures located between those two as well.
- An additional alternative: Right-click the Media Pool and a **context menu** will pop up offering six different file selection functions. Just try it out.

Info On the lightbox in the Media Pool, check the images for their suitability for dissolves. Define a suitable sequence of images accordance with the previous chapter. If you don't know anything about this yet, find the corresponding information under *Sorting on the lightbox*.

13. Now drag the highlighted pictures into the picture track to a location behind the existing picture objects and a dissolve sequence will be created. Fade-in, display and fade-out times are identical and chosen in accordance with the standard settings. Choose your own standard settings for future applications: Create a picture object with the required time settings. Right-click this object and select **Ramp** &endash; **Set durations as default**. Any further sequence of pictures dragged into the picture track will be created in accordance with these default settings.
14. Now we want to add a piece of music to the timeline. To do so, click category **Audio** in the Media Pool and drag the desired audio file into an audio track. Try to place the dissolves in a way which fits in harmoniously with the music. Of course these dissolves can also be varied in length. Keep testing the effect by playing back the sequences and continue practicing what you have learnt so far.
15. With a high number of objects in the timeline tool **Shift following objects** can be very useful. Enable it by clicking the icon with the mouse or press **Q**. Now shift the dissolve (G) and any objects following will be shifted along (H). You can also grab the dissolve directly at the beginning if tool **Move fade** is enabled. Shortcut via key **A**.

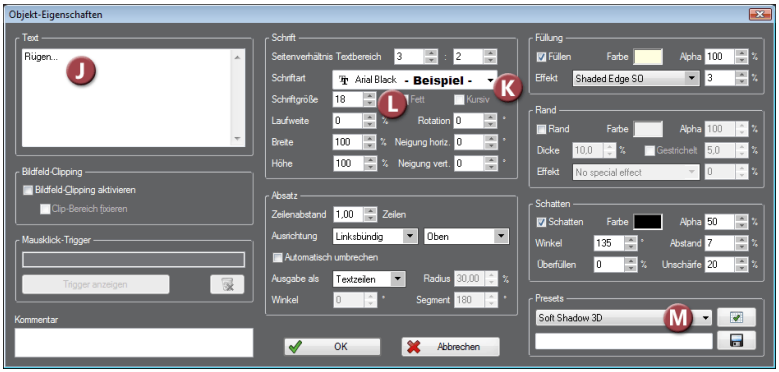




Tool  **Shift following objects** can also be used for shifting objects (I) and for adjusting the right object edge (fade-out). Just try out how the various functions work and what effect they have. This may be a good idea if you need a gap to add a new image.

16. The next step is fading in a title. Image **IMG_0369** is very suitable for a title fade-in as it has large quiet areas. We need a second picture track for the fade-in. If you've got only one picture track in your project you need to right-click the picture track head (cactus symbol) and select **Insert track** ▶ **Picture**.

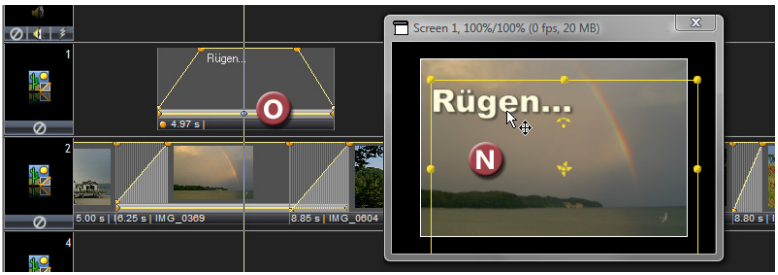
17. Right-click the picture track and select **Insert Text Object.** Right-click the text object and select **Properties**. Under Text enter the title (J), for Font select a bold font, e.g. **Arial Black** (K) and for Font size about 18 % (L). An Advanced License would allow you to add an effect, e.g. **Soft Shadow 3D** (M), which you can activate by clicking  .

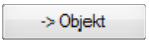


18. If the track containing the text object is located below the track containing all the other pictures, grab its track head and drag it to a location above the other track for the text to be shown on the screen. Place the text object parallel, i.e. at the same location in time, with picture object IMG_0369 to produce a fade-in. Grab the Locator and move it and you can see the dissolve in the screen window.



19. In-Screen-Editing allows you to improve positioning of the title on the screen. Right-click the text object and select In-Screen Editing following which the yellow frame with its handles appears on the screen. Keep the **C**-key pressed, grab the title with the mouse and drag it to the desired location (N). To return the screen to normal right-click the screen and select **Reset Pan/Zoom**.



20. If the title keeps moving during playback the C-key had been pressed at the wrong moment. To remedy this problem, right-click the keyframe highlighted in blue (O) and select **Properties**. At the bottom right corner click 

, and the location is applied to the entire object and the dialog closed. Workshops **Camera movement across still pictures** and **Editing and integrating videos** provide more information about In-Screen-Editing.

The next step will be to show you how a title can be faded in softly via a modified ramp and how you can add a motion effect to your title.

Using pre-defined ramps

By using ramps, dissolves can be given an individual touch. As you know, every object has four orange standard nodes. They are linked up by a ramp band which has different functions depending on the type of media. For images and videos, it changes the transparency. For audio objects the ramp band changes the volume. Via pre-defined ramps the dissolve characteristics can very simply be changed.

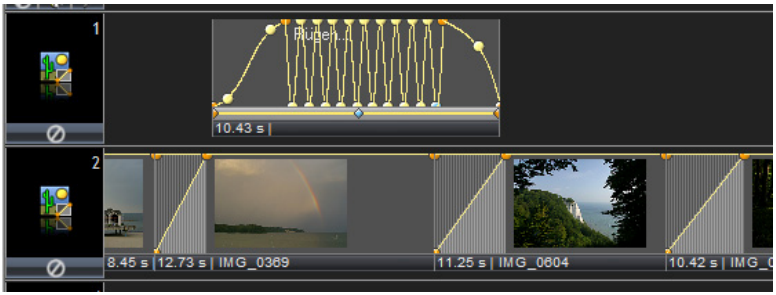
1. In the Media Pool click category **Ramps** and folder ***imported** below it. Here you will find a few dissolve ramps imported from a template while creating the project. If you project does not contain any ramps you can also some at a later time. See help topic Importing from other projects.
2. If you click on one of the ramps, it is displayed in a large size including all its nodes in the Preview Window. Now drag ramp **Soft 2** from the Media Pool onto the title dissolve and use **Fade 3** for the fade-out.



3. Start playback to test the new ramps. The same way try some other ramps as well and change the fade-in and out times until you find that the effect is harmonious.

4. You may have noticed that only that portion in the object is replaced that was selected with the mouse when dragging the ramp onto it. All in all, a ramp consists of three parts: **fade in**, **middle portion** and **fade out**. After clicking ramp **Flash 1** or **Flash 2** in the Media Pool, you can see in the Preview Window, that these ramps only have nodes in the middle portion. The other ramps, on the other hand, have nodes in the fade-in and fade-out part only.

5. Now drag ramp **Flash 2** onto the middle portion of the title. Fade-in and fade-out are maintained and only the middle portion is provided with this blinking effect. Have a look at the effect by playing it.



6. This effect is not particularly suitable in this location, so you should remove it again. In its place you could drag ramp **Soft 1** onto the middle portion. As **Soft 1** does not have any nodes in the middle portion, the blinking effect has disappeared.

7. You could go on to improve the crossfades of other objects by adding ramps. The nodes in a ramp, too can be changed. More information on this can be found in the Online Help topic Editing the ramp band. A ramp that you consider particularly suitable for the dissolve can also be turned into a standard ramp by double-clicking it in the Media Pool. It can be recognized by the yellow symbol and the red frame around it.

8. Now let's try out some other transitions. Dissolves are a nice stylistic device but it may be useful to have alternatives at the ready if the

motif does not allow good dissolves. Save the project status, but leave the project open.

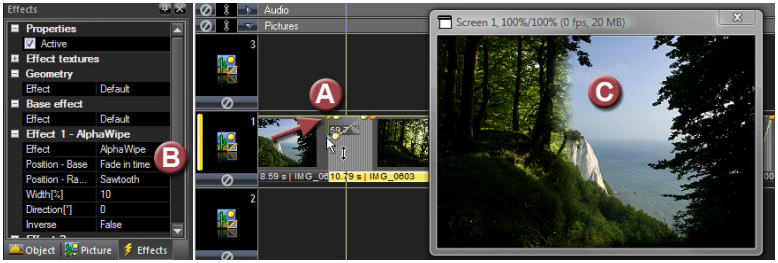
Alternatives to classic fades

In addition to fades, Wings Platinum offers other ways of designing the transition between picture objects, i.e. by means of visual effects.

Wipe transition effect

This effect can be universally used and is suitable for all sorts of motifs.

1. Now move the first picture object node up for it to start at full opacity (A). Otherwise fade and effect will be superimposed. Highlight the corresponding picture object so that the parameters are displayed in the Properties Table.
2. In the Properties Table select tab **Picture** and place a checkmark next to **Realtime effects** below **Output** for tab **Effects** to be displayed.
3. Click the plus sign in front of **Effect 1** and field **--No Effect--** for the select button to appear. Click on  and select **AlphaWipe** following which five more entries will appear. You can leave the settings as they are (B).

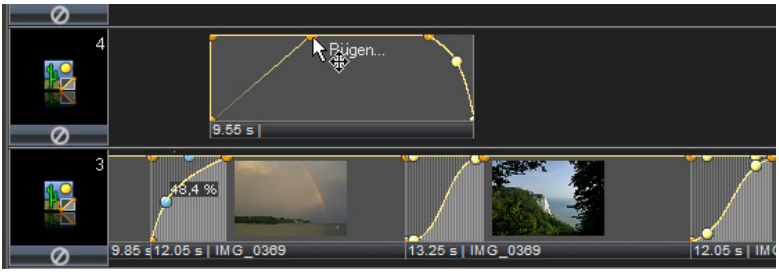


4. Start playback to judge the effect. The second picture is revealed via an internal mask with a soft edge (C).
5. Similar to the duration of fades, the effect duration can be altered by extending or shortening the "crossfade" section. Information on the effect parameters can be found in the help topic *Wipe transition effect via AlphaWipe*.

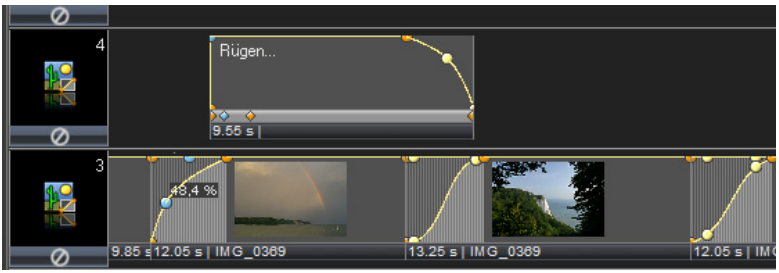
Motion effects

Some other transition option is movement of pictures.

1. As a preparatory measure you should delete the additional bright-yellow node in the title fade-in. Click the node while pressing the **Ctrl** key to highlight it. Right-click one of the highlighted nodes and select **Remove**.
2. Move the upper, orange standard node of the fade-in to the left until the fade-in time is virtually zero.



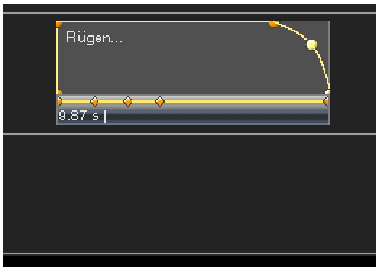
3. In the Media Pool, click category **Control tracks** and folder ***imported** below it for the imported control tracks with the effects to appear. Drag the first effect **Move in from the left (Einschieben von links)** onto the title object.

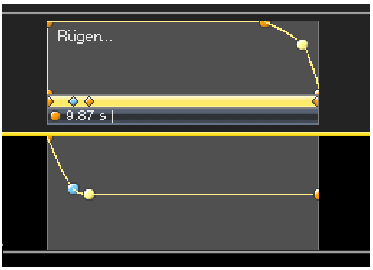


4. The object has now been provided with a control track and keyframes. These keyframes contain the data for position and size of the image. Just start playback and have a look at the effect.
5. Try out other effects, too by dragging them onto the object. The former effect is replaced by the new one, just like for ramps. If you par-

ticularly like an effect you can make a corresponding note in column **Comments**.

6. You can also edit or modify effects or create new ones. This is done by editing the keyframes in the control track.





7. Depending on how the effects were created, there is either a combined control track (left) or individual control tracks containing parameter objects and the ramp shape (right). Click the empty space in the picture track to close the Keyframe Editor. Information on how to use them and create your own effects can be found in the tutorial about camera movement or in the Online Help topic Visual effects.

The next step is to create your soundtrack. This you can do in the tutorial **Creating and editing soundtrack**.

Creating and editing the sound track

As a necessary precondition for this tutorial you should already have completed tutorial Editing sequences of pictures and objects where we have used pictures to show you how to edit objects and ramps. You may even have dragged a few sound objects into the timeline and found out that they can be edited and dissolve just like picture objects. However, there are a few audio-specific functions, such as setting the volume, audio cuts or correct audio level control. This and more is what you will find out about in this lesson. As mentioned before, any faulty editing steps or clicking the wrong buttons can be undone or situations be restored by using the Undo buttons  and  . But let's get started now...

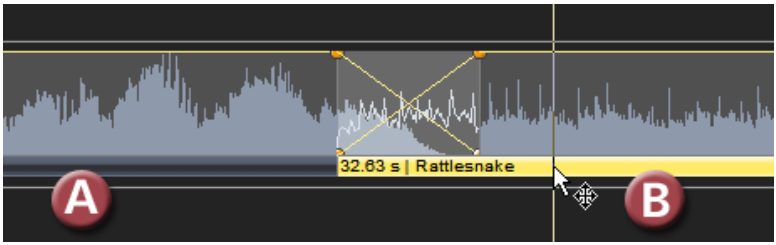
Why do I need a sound track?

In a show, the sound track, essentially, has two functions: First of all, it carries the emotion and secondly, it forms the time schedule for a show. When using still pictures, slide changes can be harmonized with the rhythm of the music, which you are going to do at the end of this tutorial.

Dissolving music and adjusting the volume

Load your tutorial project and start with a simple audio dissolve.

1. In the Media Pool click category **Audio**. Drag audio file **Einsamer Wolf** (A) followed by **Rattlesnake** onto an audio track. Move them on top of each to produce a dissolve. By the way, audio dissolve are frequently called crossfades in musical jargon. Play the crossfade and, if necessary, extend the overlapping area by shifting the objects (B).

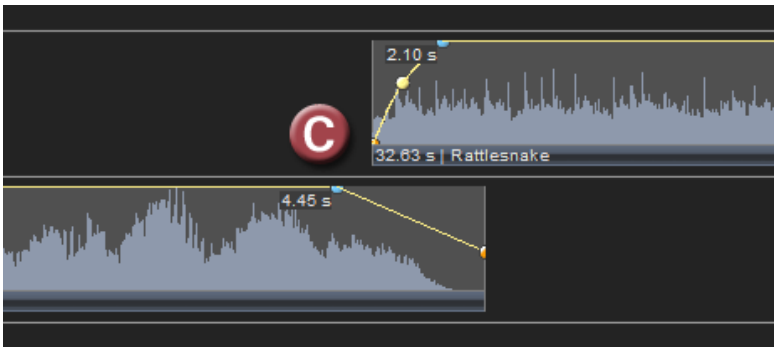


2. Audio file **Einsamer Wolf** is to be used as a sort of low-key overture, so **Rattlesnake** should be slightly louder and more dominant. Therefore you must change the volume. Highlight object **Rattlesnake** and the parameters will be displayed in the Properties Table. Right-click object **Rattlesnake** and select **Properties**. Under **Peak Level** / **Sample** you can see that this piece of music has a peak level of 0 dB which means that the volume cannot be increased without losing information during output. Click **OK** without making any changes.

3. We therefore have to reduce the volume of **Einsamer Wolf**. Right-click this object and select **Properties**. Reduce the volume with the slider by five to six dB. **Tip:** The volume controls allow very selective adjustment. They can be grabbed and moved with the mouse, that's clear. But you can even change the volume by exactly one dB by clicking either below or above the slider. Move the mouse wheel, and the volume is changed in tenths of dBs. Finish by clicking **OK**. The set volume is displayed again in the info line in front of the file name.

4. Now play this part and make adjustments, if necessary. You may have the feeling that this dissolve is not really harmonious enough Well, let's try an asymmetrical dissolve. Move one of the objects onto a second audio track. If it should remain fixed in time you hold the **V** key to temporarily enable tool  **Vertical dragging**.

5. This way, you can edit both the superimposition of audio information and both ramps independently (C) and have maximum freedom to do whatever you feel like. Let's try to create a dissolve as illustrated below.



Place further pieces of music one after each other. Usually, moving them on top of each other will achieve good results, in particular when you shape the dissolve ramps by means of nodes. Adjust the volume of every object to match the existing objects in the audio track. To provide ample scope for adjustments, start by reducing the existing pieces of music in volume.

Hold the **Ctrl** key and click the info line of both objects to mark them. Right-click one of the sound objects and select **Special Functions** &endash; **Change volume**. Reduce the volume with the slider by six dB and click **OK**. This will reduce the volume of both objects, while the relation of the volume values will remain constant.

Prior to the sound montage you can cut a sound object by moving beginning or end of the object with the mouse. If you want to cut off a large chunk, it is easier to use the functions in the context menu. Right-click about the location in the sound object where you want to make the cut and select **Cut left part**, **Cut right part** or **Divide**. Practice using these functions for a number of sound objects and add further pieces of music to your sound track.

Recording and speech editing

High-quality recording of language is a very delicate task. The text must be formulated, you need a good microphone and a quiet room with good acoustics. In addition to the speaker you need at least one extra person for the technicalities and for speech control during recording.

If possible, do not connect the microphone directly to the computer &endash; sound card microphone inputs do not allow for high quality. It's better to apply the microphone signal to an external preamplifier first &endash; this could be a recorder in Record Pause Mode or an audio mixer &endash; to amplify it before it is recorded via the sound card's Line Input. Any details as to how record with a sound card can be found in the Help under Recording sound via sound card.

Just continue recording and stop only for longer breaks. The less the speaker is aware of the technical details around him, the better will be the quality of his speech and you can fully concentrate on speech control. You will end up with a recording consisting of several large files which can be edited unhurriedly at a later time. Once the rough version is located in the timeline, you can cut it up into pieces and compare different versions. The best versions can be exported as new files, so you can delete the large file con-

taining the rough version from the hard disk after editing is completed. Exporting, however, is not absolutely necessary. Taking into consideration that you will only need about 10 percent of the rough version it would clearly be a waste of space to continue using the large file and the rough version for your project.

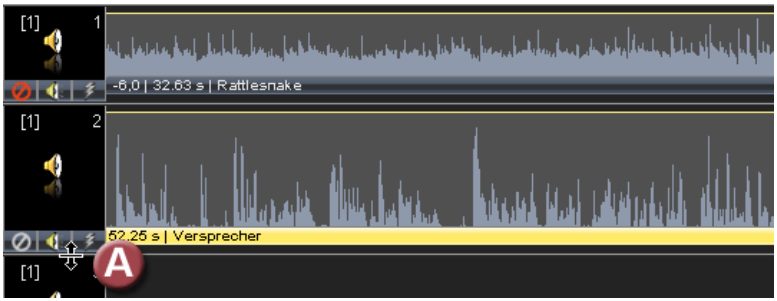
This tutorial will help you to find out about the principles of speech cutting illustrated at an example file.

1. Drag file **Versprecher** from the Media Pool into an audio track in parallel with the arranged pieces of music. If there is no vacant audio track, you can simply drag the sound file into the empty dark gray area of the timeline. A new audio track is then created automatically for the object.

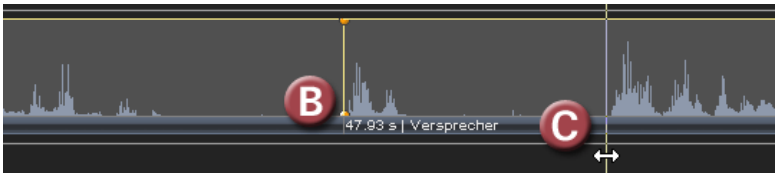
2. To be able to listen to the speech object without music, you should deactivate all other audio tracks by clicking button  in the track head, which then turns into a red symbol .

3. First of all you should listen to the whole speech file in one go. You may have noticed that the file contains a few slips of the tongue which you may want to cut out. Start out by enlarging the display. Click the zoom-in button  at the top left side of the timeline three times. As an alternative, you can also use the **plus** key on the numeric keypad for zooming.

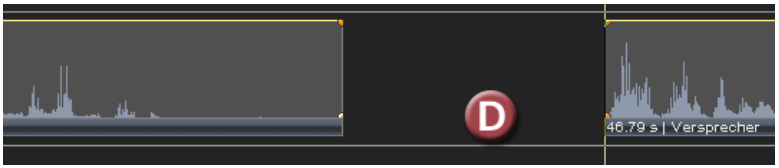
4. Now grab the lower separation line in the track head with the mouse and pull it down (A) to increase the track height. You can even choose a larger track height than in the illustrations to allow accurate editing.



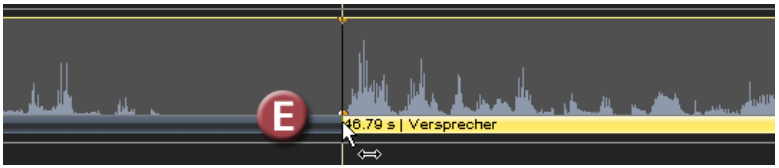
5. Now play the sound object until you hear the first slip of the tongue and stop. Move the Locator to a position before the slip of the tongue, right-click the Locator in the sound object and select **Divide** (B).



6. Now move the Locator to a position after the slip of the tongue but before the part that is correct again. (C). Right-click the Locator in the sound object and select **Cut left part** and the mistake will disappear (D).



7. Now you only need to remove the gap. Press the **F3 key** or click  **Snap to Objects** in the function bar and the Locator will turn magnetic. Click the track head of the track containing the sound objects to be edited and it will be highlighted in yellow. This restricts the magnetic effect to this track only. Now grab the right sound object at the very beginning of the info line and move it towards the other object until it snaps accurately in place (E).

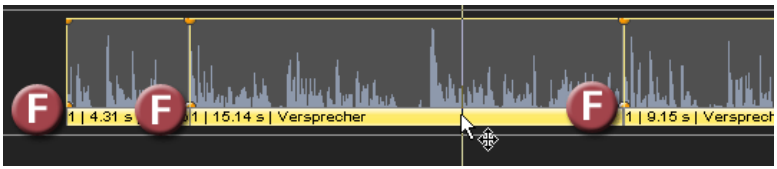


8. Play the section to check whether cutting was ok. You may have to press the **X**-key on the numerical keypad (multiplication) to return to the normal display. As an alternative, you can also use the  zoom button for this purpose.

9. All the other mistakes can be cut out likewise. Don't forget to deactivate Mode **Snap to objects** by clicking on  (...or, alternatively, by briefly pressing the **L** key). After the sentence finishing with "... von British Columbia bewahrt." there should be no further mistakes. This is where you should divide the object. Example file "Versprecher" in the audio track should now be split up into four objects. The first three objects should be used as comments. There are two ways to continue. We would like to show you both.

10. The first would be Grouping, which means that the "audio chunks" are sort of stuck together and can be shifted just like one object. Hold the **Ctrl** key and click the info line of the first three objects to mark them.

11. Right-click one of these objects and select **Grouping** ▶**Create new group**. Following this, these three objects are defined as Group **1**, which can also be seen at the beginning of the info lines (F). Whenever you grab one of these objects, all other objects of this group are highlighted as well and can be moved along.



12. An alternative is to export these three objects into a new file. This is a good way when your rough version is a very large file out of which you only need a little portion. Before exporting you should make sure that the cut is alright. After exporting the cuts can no longer be changed, they will be a fixed component of the new file.

13. Mark the three objects. Right-click one of these objects and select **Special Functions** ▶**Export**. Click on  **Select Filename** and enter a name, e.g. "Victoria", followed by **Enter**. Leave the preset format **32 Bit Float**. It is absolutely loss-free, even with an incorrect audio level.

14. Check **Replace original objects by exported audio file** and click **OK**. Now a new file is created and the three objects in the audio track are replaced by a single one.

Combining voice and music

After cutting the comment, you can combine it with some music. To do so you need to harmonize the volume of music and voice, i.e. turn down the music when the voice part starts.

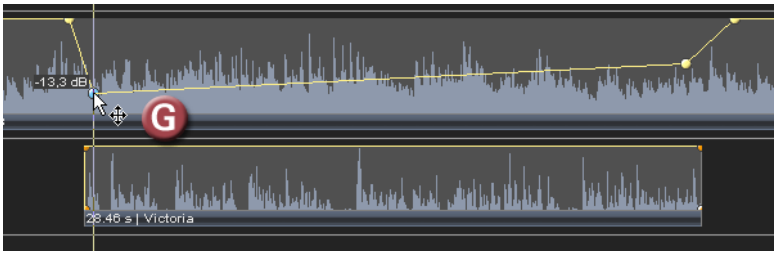
1. On two audio tracks, arrange comments and music to be in parallel. Choose a piece of music which is longer than the comment. You may have to copy new pieces of music onto your hard disk, as shown in tutorial **Capturing pictures and sound**.

2. Right-click the comment object and select **Special Functions** &endash; **Change volume.** Finally, click on **Peak Search**. Note down the approximate values displayed for **RMS level**. They should be around minus 16 dB. The RMS level informs you about the loudness of a sound object. Click on **OK**.

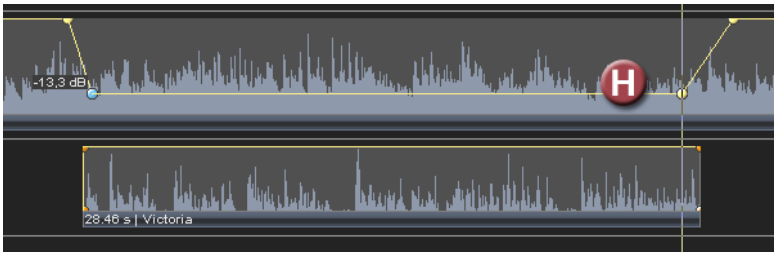
3. Determine the RMS level of the piece of music likewise. It will probably be distinctly higher for music. Should "Inf" be displayed you need to reactivate the audio track by closing the dialog box and clicking on . With the slider adjust the RMS level to correspond to the values of the comment object. Approximate or average values will suffice. Now click **OK**. Both audio samples should appear to be equally loud.

   Tip: By the way, the volume control allow very selective adjustment. It can be grabbed and moved with the mouse, that's clear. But you can even change the volume by exactly one dB by clicking either below or above the slider. Move the mouse wheel, and the volume is changed in tenths of dBs.

4. Play both objects. Although both audio samples are equally loud, we have to reduce the volume of the music while the comment is spoken. This is done by setting nodes (by double-clicking) as you will remember from chapter dissolve ramps (G). Due to a lack of space the display below is slightly compressed. If the nodes cannot be set as illustrated, make sure that tool  **Normal keyframes** is enabled.



5. It is difficult to move both inner nodes to exactly the same level (G) with the mouse. This is why we have incorporated a special function. Highlight the node which is at the correct height. Right-click the other node which is to be aligned with it and select **Align**. Following this, both nodes will be on the same level (H) and the volume reduction between the two nodes will be constant.



6. You can now arrange both music and comments on your sound track. Try to coordinate pictures with sound and turn it into a harmonious little practice project to be played back in Wings Platinum.

When you have finished the soundtrack and start creating the presentation data, e.g. audio CD, video or EXE presentation, you should check and correct the audio level of the complete soundtrack. See **Determining the soundtrack peak level**. Further valuable information on how to deal with volume and audio level in the sound track can be found at Tips for volume and audio level in the Help topics.

Camera movement across still pictures

Camera movements will help you exceed the limits of still pictures. A camera movement only shows a certain section of a large picture. This section can change its position and size in dependence of time, thus producing a movement or zooming effect. The picture should be extra high-resolution to provide for sufficient picture information when zooming into it. In this example, we will use a demo picture from the Wings Platinum DVD.

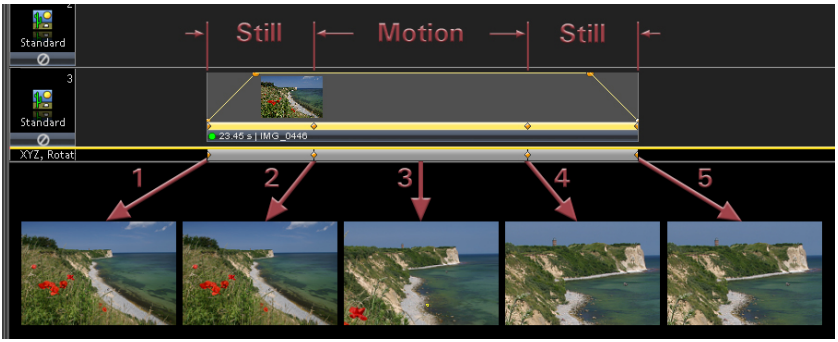
Info Before starting this tutorial you should at least have worked through tutorials 1 to 3 and have a basic knowledge of how to edit objects. The first tutorial of this workshop is Creating a project for a digital AV show.

Preparatory steps

1. You can continue editing your practice project or you create a new one. See Creating a project for a digital AV show.
2. Add picture **Panorama1** to the Media Pool. This picture is available on the Wings Platinum DVD. Unless you deselected it was copied to hard disk during the Wings Platinum installation. In the Media Pool click category  **Pictures**.
3. Open the folder by clicking **Extras** in the main menu followed by **Open folder** ▶**Media Samples** and double-clicking folder **Pictures** and **Camera**. Drag image **Panorama1** from folder **Camera** and drop it on the Media Pool. See also Copyright for media samples.

Controlling via keyframes

In order to use keyframes (time markers containing values) for controlling images you need to be familiar with the way they work. When images are edited on the screen, the appropriate object is automatically provided with control tracks and keyframes. Keyframes are actually markers containing the values for certain parameters to influence the image, i.e. in this case for size, position, rotation of image or video. The area between two keyframes contains consecutive intermediate values, which become visible as motion, zoom or rotation. This is an example:



The key frames in the control track define position and size of the picture. Between (1) and (2) the image does not move, as both keyframes contain identical position parameters. In the first (2) and next set keyframe (4) different locations are saved, that's why the image moves and is expanding. The intermediate positions (3) are created consecutively. At the end, between (4) and (5), the image is still again.

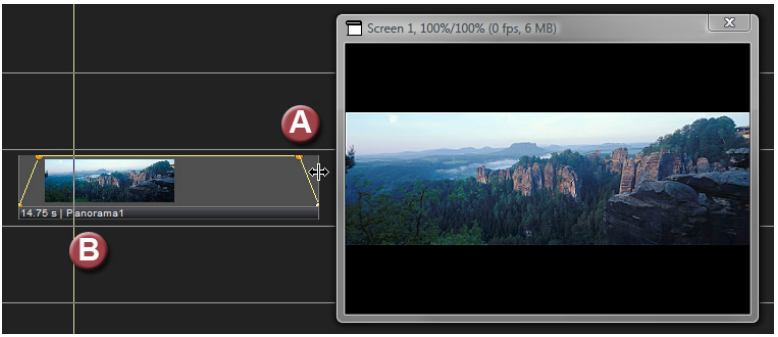
And this is exactly what you are going to practice now. Although In-Screen-Editing allows very simple editing, you should get used to following the basic steps described below:

1. **Concept:** Please consider carefully what keyframes you require for your effect and where in time they need to be located.
2. **Time position:** Move the Locator to the location where a keyframe is to be created or to the keyframe you want to edit.
3. **Tools:** Activate the required tools. Use the temporary activation option by holding the corresponding keys during editing. This has the advantage that you need not reset the tool. In topic Toolbar you will find a printable list of tools including shortcuts that should help you to learn the ropes.
4. **In Screen Editing:** Only the last step is editing of the object in the screen.

This is the approach we will also follow in this tutorial. It does not make sense to move images back and forth in the screen without realizing which keyframe you are actually editing. Now let's start with the tutorial. It will also give you some insight on how to design a camera movement.

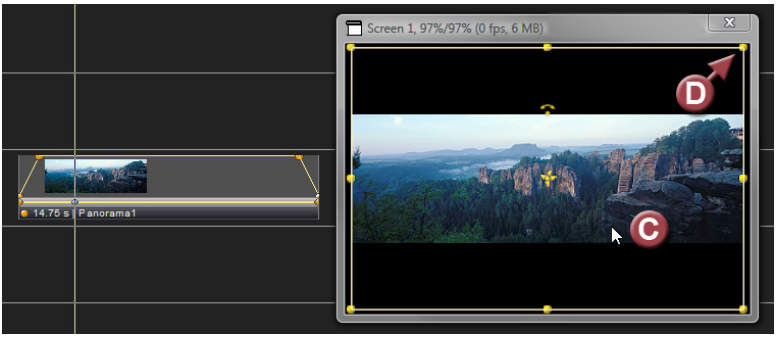
Now start the tutorial:

1. Drag picture **Panorama1** into a picture track and extend it to about 15 seconds. When the display duration is not displayed in the object info line, you can activate it under **Options** &endash; **Global Options** &endash; **Objects**.



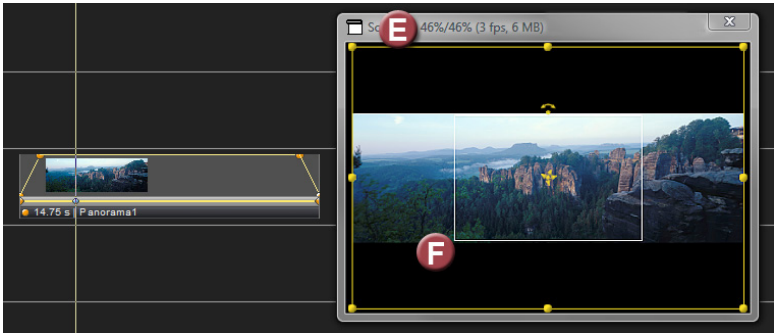
2. Place the Locator in the position where the camera movement is to start, i.e. in the first quarter of the object. If the screen is not open, open it now, e.g. by pressing **F10**. The panorama image is displayed in full, but with black borders at top and bottom.

3. First of all, you need to enlarge the image so that it fills the entire screen. When you click the panorama image in the screen (C), the image is slightly reduced in size and a yellow frame with eight handles (A) appears. In addition to this, the object has been provided with a control track and a keyframe.

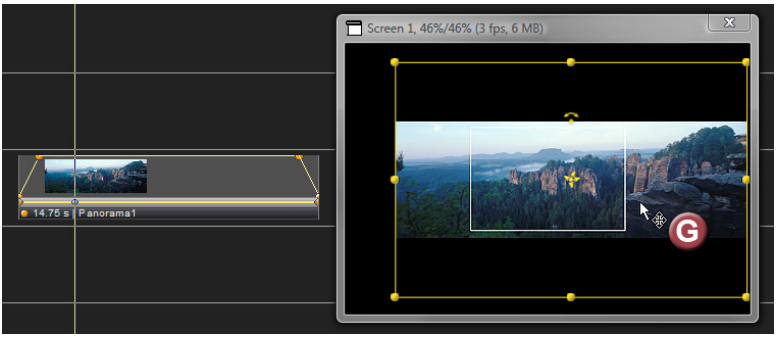


4. As the image should not move during the fade-in, the keyframe values you are going to create must also apply to the object beginning. This is

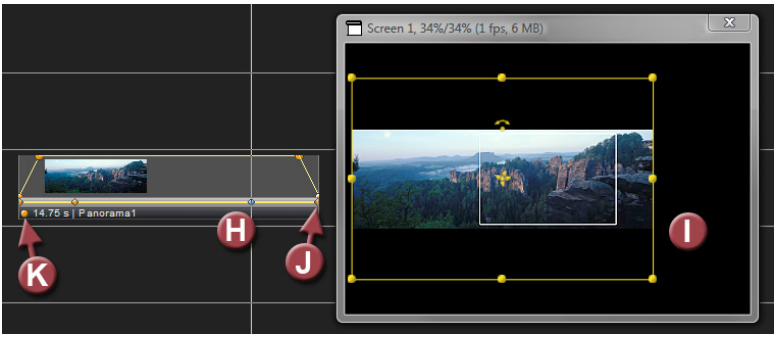
done by enabling tool  **Keyframes constant from object beginning**, which is best done via key **B**. Hold the **B key** down, drag one of the screen handles in the corners (D) to enlarge the picture and let go again of the B key. Enlarge the image until it fills the white rectangle (F) in height. **Tip:** When you drag it with the mouse you can move it beyond the screen and adjust the correct size in one go.



5. After letting go of the mouse the screen content is reduced in size so that the handles remain visible. This is done via the Auto Zoom function and applies only to the current representation on the screen used for editing but not to the camera movement itself. The percentage displayed in the screen window title bar shows by how much the representation on the screen is reduced in size (E); the two values stand for enlargement in X and Y axis. The area that will later on be visible during the show is marked by the white rectangle. So don't get confused: the decisive parts for your show are those that are visible within the white frame.
6. Now move the image slightly to the right, but not by grabbing the handles but by grabbing the area (G). You may want to extend the image even more to achieve a longer camera path for later on. Keep a close eye on the image. As you may notice, Auto Zoom keeps adjusting the display on the screen to keep the handles visible.



7. The next step is to define the target position for the camera movement. Move the Locator into the last third of the object before the fade-out (H). Enable tool **Keyframes constant to object end** by holding down the **E** key and adjust the image portion on the screen as it is supposed to be at the end of the camera movement (I).



8. When you look at the timeline you can see the second keyframe (H). It marks the end of the movement as the selected tool **Keyframes constant to object end** has caused its values to be automatically copied to the end frame (J). By the way, the orange dot in the info line (K) is always shown when In-Screen Editing has been selected for the object. In that case, the corresponding object on the screen receives a yellow frame with handles. This is very helpful for later on when it comes to editing complex collages with a high number of objects on top of each other.

9. Now you have completed your first camera movement and want to play it. As you may have noticed, the Keyframe Editor closes as soon as you click some empty space in the picture track. Move the Locator to a position before the object and start playback by pressing the space bar. Leave the screen display at the reduced size for the time being. This way you can watch how the image moves within the white screen field frame. Stop playback by pressing **Esc**.

10. If the image keeps also moving during the fade in or fade out the values for initial frame and first keyframe (L) or those for the second keyframe and the end frame (M) are not identical, which may be the result of a wrongly chosen tool (holding down keys **B** and **E**). However, this can be repaired very quickly.



11. If the image keeps moving during the fade in, highlight the first keyframe as illustrated above following which its parameters will be displayed in the Properties Table. Click **Copy values** followed by clicking on button  **Copy values to beginning** (N). When you test the camera movement the problem should be solved. This function is very useful if the wrong tools are enabled.

12. Reset the screen display to its default size by right-clicking the screen and choosing **Reset Pan/Zoom**. Move the Locator to a position before the object and start Presentation Mode by pressing the **F5** key and playback by pressing the space bar. Following this, stop by pressing **Esc** twice.

13. You may have noticed that the image quality was not really excellent. By zooming in on the image, the display data are too low-resolution. To remedy this defect, you can optimize the display data. In main menu click on **Media Pool** and **Optimize picture sizes...**

14. No more settings need to be made in the dialog. Just click **Start** for Wings Platinum to determine the size and render the appropriate display data in the background.

15. When you start playback in Fullscreen Mode, the camera movement should be displayed at high quality. The display data size is shown in the Properties Table. Highlight the object and, in the Properties Table, click on tab  **Picture**. Under **Output** the current size is shown next to **Display data** , e.g. **4112** pixels. This value refers always to the long side of the image. When this number is displayed in red, the resolution of the original image is insufficient and the image is upscaled by the graphics card during the presentation. Or, als an alternative, you could change the camera movement and reduce the zoom. Following this you need to **Optimize the picture size** again.

16. Now make some fine adjustments to your camera movement. You can speed up the camera movement by moving the two keyframes towards each other, which actually reduces the time for the camera movement. To give you the chance to gain some experience with some another tool, we will use a compression tool. Enable tool  **Stretch objects** by holding the **W** key down and grab the end of the picture object to reduce it to about 7 to 8 seconds. The duration is displayed in the info line.

17. When you play the object, you will notice that the camera movement has doubled in speed, as the entire object including ramps and keyframes was compressed. While looking at the camera movement, you may also have noticed that the movement starts and finishes somewhat abruptly. This can be changed by applying so-called SmartMove keyframes.

18. In the Keyframe Editor right-click the first keyframe and select **Properties**. In the dialog popping up you will find all keyframe values and properties. Under **Ramp type** click  and select **SmartMove**. Do the same for the second keyframe.

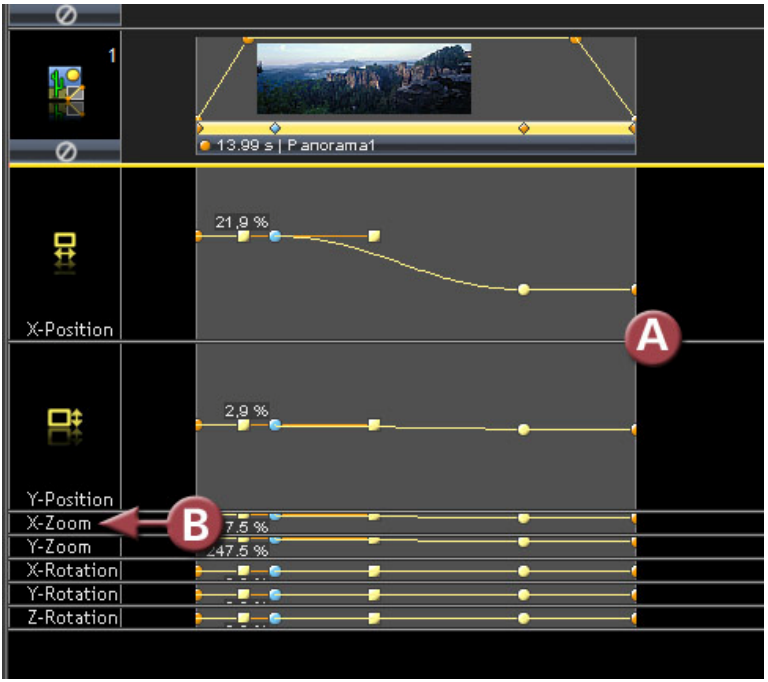
19. When you play the camera movement now, it runs smoothly and without any jerks. For the next camera movements you can choose this type of keyframe already during creation by enabling tool  **Smart-Move Keyframes.**

Editing via Parameter Objects

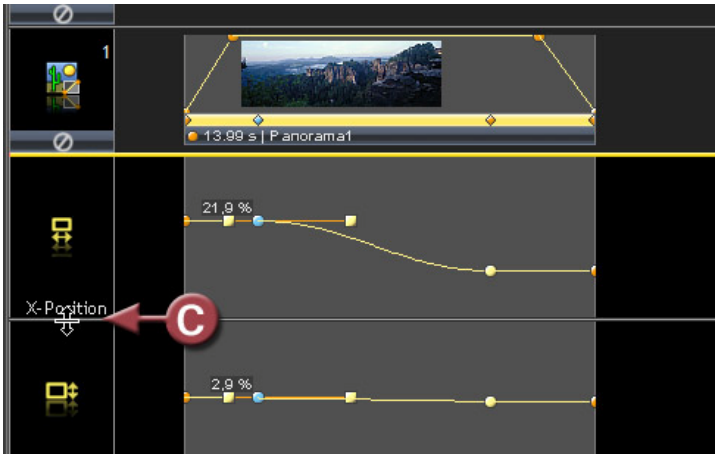
A keyframe for a combined control track contains numerous parameters, which can be edited jointly via In-Screen Editing. Although individual parameters can be edited via the Keyframe Properties Dialog there is no graphic display of the parameter curves, which puts some limits to differentiated editing. See also help topic Editing Keyframes via the Properties Dialog.

For these reasons, a combined control track can be converted into individual control tracks with parameter objects and then be edited in the Keyframe Editor. Following this, however, all parameters also must be edited individually. Therefore, you should only do so if you can't create the desired effect using combined control tracks. You may want to save the tutorial project before you continue.

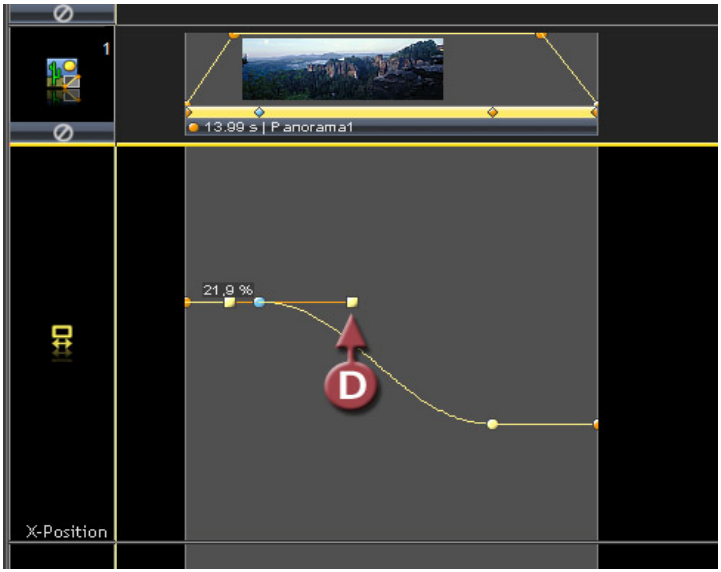
1. Right-click the control track in the object and select **Convert into single tracks**. The Keyframe Editor will open up and seven tracks with parameter objects for various directions of movement (A) be displayed.



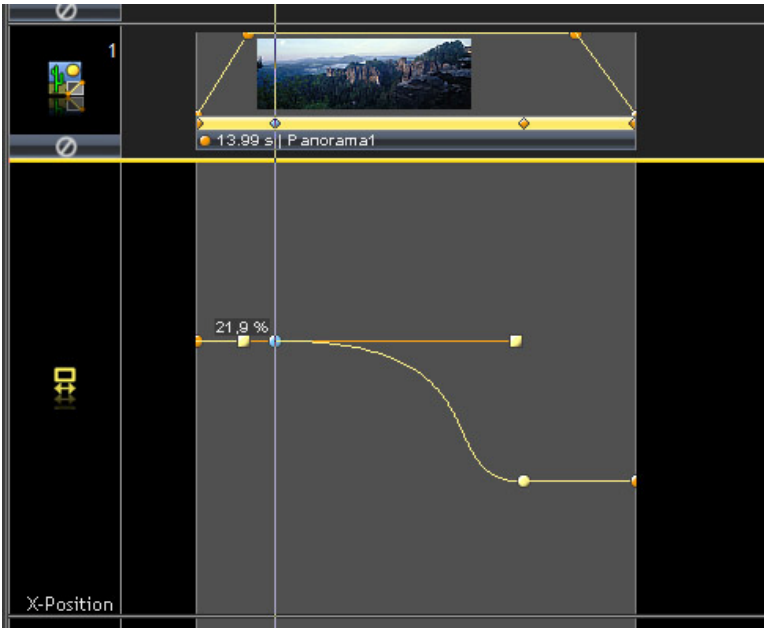
2. To see all tracks at full length, double-click one of the minimized tracks (B) while holding the **Shift** key down. The same way you can also minimize all tracks.



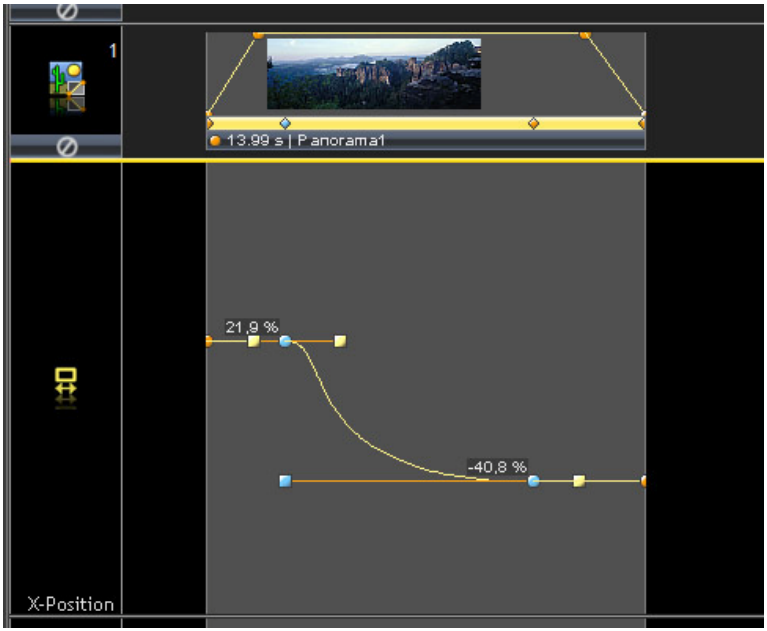
3. Increase the control track height for the X position. Grab the separation line (C) and drag it down until the track is double in height and the curve shape is clearly visible. More information about editing via the Keyframe Editor can be found in the Online help topic The Keyframe Editor.



4. Acceleration and deceleration of the movement can be influenced by changing the ramp shape. To do so, highlight the node for the handles to become visible. Now drag the handle (D) in horizontal direction. Hold the **H** key down, to allow only horizontal extension of the tangent.



5. As you may have noticed, the ramp changes its shape. Play the camera movement and notice the change in acceleration.



6. But you can also change the other keyframe as well. The illustration above shows an example with both keyframes being highlighted. By changing the tangents, the shape of the curve has changed completely. As mentioned above, you should make sure that you only drag the tangents in horizontal direction and do not rotate them accidentally. Otherwise the transition to the straight portion of the ramp will no longer be smooth.

At the example of the X position you have found out about the principle of editing in separate control tracks. Certainly, this works for the other parameters as well, but may be quite time-consuming. Therefore, you should edit individual control tracks if editing in combined control tracks turns out to be too difficult.

Editing and integrating videos

In this tutorial we are referring to videos in various formats, which are normally saved to hard disk when installing Wings Platinum from a DVD. Unless they are available you can also use other videos.

Video objects can be edited just like any other objects, which means that you can consolidate and practice what you have learnt in previous tutorials. The new topics for video editing are as follows:

- Installing AC3 filters and creating a project
- Importing videos and testing the performance
- Frame-accurate cutting
- Editing and synchronizing video sound
- Video as "picture-in-picture" effect
- Deinterlacing

As mentioned before, any faulty editing steps or clicking the wrong buttons can be undone, or situations be restored by using the **Undo** Function. So you needn't worry at all – just go ahead!

Preparatory steps

1st step

An AC3-filter should be installed on your computer as some videos contain AC3-coded sound. You can download the tool A**C3Filter** (Version **Full**) for free from the Internet at *www.ac3filter.net*.

During installation Wings Platinum should not be started. After installation the tool is configured to reduce AC3 audio to stereo, which is ok in most cases. Extracting the first audio files may take a while but after that everything will be as fast as usual.

2nd step

Start Wings Platinum and create a new project using the Wizard for **Audiovision**. In the dialogs make sure that the following settings are made:

- **Screen** ➔ Aspect ratio = **16:9**
- Video ➔ Check box Create and use intermediate video data

- **Timeline tracks** ➔ Number of video tracks = **0** (...will be created automatically at a later time)

For this project videos and images with different aspect ratios are added, which requires some adjustments. Everything you have learned before you can also use for video editing.

Adding and playing videos

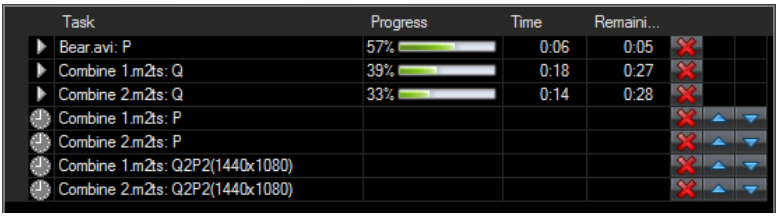
Importieren Sie zunächst die Videos in das soeben erstellte Projekt.

1. In the Media Pool click on category  **Videos**. In the main menu click **Extras** and **Open folder** ▶**Media Samples** and double-click folder **Videos**. Drag all videos except folder **MainConcept Loops** into the Media Pool.

   Note: Please note that the videos that have been made available for this tutorial by Klaus Stange (Bear), Zwerger & Schoner (white water rafting) and Dieter Hartmann (Flag and Combine) are protected by copyright.

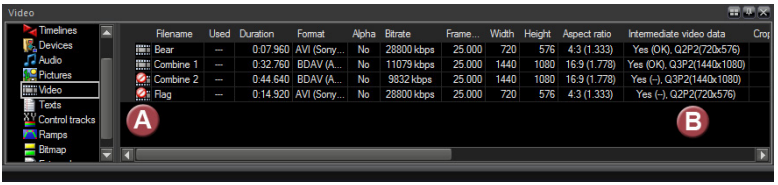
2. In the Media Pool there are now four videos available and Wings Platinum is rendering display data for the first video in the background. For rendering of display data and intermediate video data to be completed for all videos click  **Options** in the toolbar and select **Project Options** - **Display data**. Under **Video** click  and select **For all videos**. Close the dialog by clicking **OK**.

3. Click  **Create display data** (twice, if necessary) for the button to be impressed . Following this, display data and intermediate video data are created for all videos located in the Media Pool. Depending on the computer performance and the processor type this takes up to 10 minutes. But once this has been done, there is nothing in the way of swift editing. The number of files remaining to be processed is indicated on tab **Tasks** in the preview window.



The list shows all the video data to be processed. If a progress bar is visible, the task is currently being processed. The clock symbol signalizes that a task is waiting. The letter behind the file suffix signifies the type of tasks: **Q** means Quick Preview, **P** means Preview and **Q...P... (.... x ....)** means Intermediate Video Data. They are always processed in accordance with their priority. The number of files that can be processed simultaneously depends on your processor (number of available processor cores). Click  to delete the task. Click  to move the task to the top position where it is the first to be processed. Click  to move the task to the end of the list.

4. In the Media Pool you can see for which of the videos display data and intermediate video data have already been created: the prohibition sign has disappeared. Videos with a prohibition sign are still being processed (A).



5. If you highlight video **Bear**, the preview window shows a short preview, similar to images and audio files. Column **Intermediate video data** shows you whether optimized playback based on intermediate display data has been enabled for all the videos, which can be recognized by **Yes** (B). For the last two videos the necessary data are still missing, which can be recognized by **(--)**. Why Wings Platinum needs to create intermediate video data for videos will be explained a little later.

6. Drag video **Combine 1** and drop it into the black timeline space below the last track. Following this, Wings Platinum creates a video and a sound object and places them in sync into new and grouped tracks.

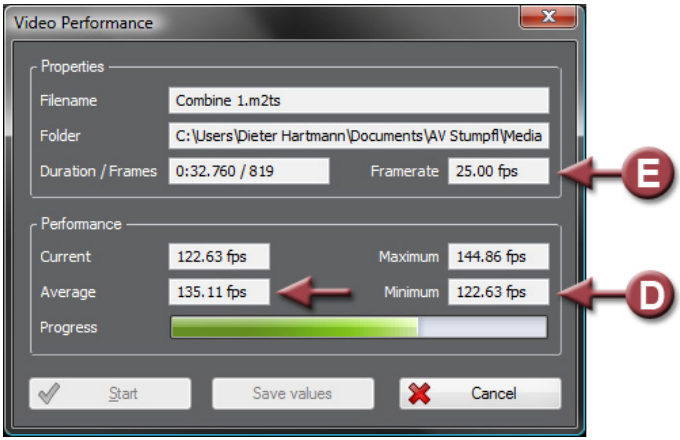


The group index is shown at the beginning of the info line (C). Grabbing one of the objects highlights both of them. This is useful for shifting objects as picture and sound remain in sync.

Info If you have imported many videos as raw material into the Media Pool, you can highlight all videos in the Media Pool and drag them all together into the timeline. The individual videos are then displayed in one track one after the other and can be looked through for rough cutting. **Note:** Video and sound are always placed in separate objects in Wings Platinum. Extracted video sound can be edited just like any other sound.

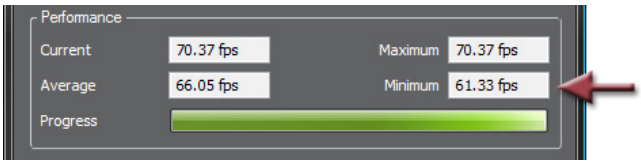
7. Move the Locator to a location in front of the video and play it by pressing **F5** and the space bar. Check whether your computer can play it without any problems. It is an ACVHD-video from a small HD cam which usually requires a lot of computer power. Playback in Wings Platinum is based on output-optimized intermediate video data so that your computer will hopefully be able to play it without any hiccups.

8. Since you may want to dissolve two videos it would be interesting to find out about your computer's performance. In the Media Pool right-click video **Combine 1** and select **Performance Test**. Click Start following which Wings Platinum will start testing how fast it can be output.



9. The values below **Performance** are highly interesting. The minimum value (D) should be about 25 to 30 percent higher than the frame rate (E) i.e. about 33 frames per second in our case. This computer would be able to play three such videos - which is a very good result thanks to the intermediate video data. Lets put this to the test: What would the performance be like without using intermediate video data?

10. Close the test dialog by clicking **Cancel**. Right-click video file **Combine 1** and select **Properties**. Uncheck box **Create/use intermediate video data**. Click **OK** and run the performance test once again.



11. In this example performance based on intermediate video data is about 80 percent better! This is quite a lot and you would be well-advised to open the Properties dialog of video file **Combine 1** to re-check box **Create/use intermediate video data**. All this is due to the fact that the data are prepared in a special way and they are played back without resorting to the customary Windows routines. Please bear in mind that only decoding is tested but not hard disk performance.

Frame-accurate cutting of videos and pitching

You may have noticed that the video keeps swaying somewhat uncontrollably at the beginning. This part should be cut off and you will even be able to do this frame-accurately as the preview data contain all the individual video frames. They are only at a lower resolution to allow even complex shows containing a lot of HD videos to be edited swiftly.

1. Move the Locator to the beginning of the video object and click button  or the plus sign on the numerical keypad three times to stretch the time axis to allow accurate editing. Now click the video info line and the sound object will also be highlighted.

2. For the highlighting to remain you need to grab the Locator at the little triangle in the time display at the top. If you move the Locator across the object the screen window will show that the content keeps moving frame by frame. The fact that the wild swaying movement has come to an end and the image is still can be recognized by the tree tops in the top right-hand corner.



3. The Locator is now at the accurate cutting position. Right-click the Locator and choose **Cut Left Part**. Play the beginning of the video again and check whether the image is still from the very beginning. To return the time display to normal size click  or the **X**-key (multiplica-

tion) of the numerical keypad. At the beginning of the object move the upper standard node so that picture and sound are faded in.

4. Now let's have a look at some other aspect. You may have noticed that the movement of the combine is not entirely smooth, which can be most clearly recognized at the end of the video. Play the video in Presentation Mode and note this slightly jerky movement. This is due to the fact the frame rates of video (25 f/s) and monitor (60 f/s) do not correspond. Therefore, every 0.2 seconds one frame must be shown twice, which causes this problem. It can be solved by accelerating the video to 30 f/s.

5. This can be achieved by pitching. At the end of the video cut off one third by right-clicking the cutting point and selecting **Cut Right Part**. This is necessary for pitching as there are not enough frames in the video data available for the full object length.

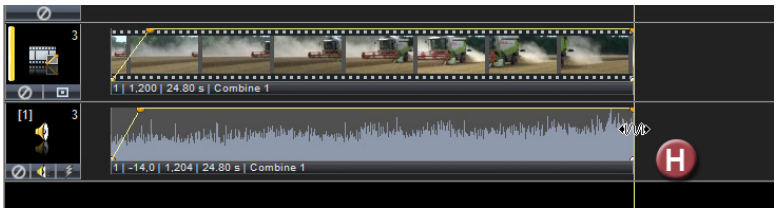
6. Right-click the video object and select **Properties**. For **Pitch** enter the factor **1.2** (25 f/s x 1,2 = 30 f/s) and close the dialog by clicking **OK**. The pitch factor is also displayed in the info line (F). Drag the right edge of the video to full length. When you look at the sound object you can see how much shorter the video has become (G).



7. When you play the video the combine motion will be much smoother and more homogenous. The observer will not notice that the combine is moving slightly faster. Pitching is not always necessary for 25 f/s videos, it depends on the type of movement. It makes sense for uniform movements but for people it tends to look unnatural. Sound can also be pitched. The Pro License allows maintaining the pitch - i.e. time stretching, which you can try out now.

8. Enable tool  **Snap to objects** with the mouse and highlight the video track. Enable tool  **Stretch/compress objects** by holding down the **W** key and move the right edge until it corresponds to that of the

video (H). The magnetic effect makes the Locator snap to it. Disable tool **Snap to objects** again.



9. Drag video **Combine 2** and drop it into timeline behind the first video. As it has been placed directly into a video track, no audio object will be generated. However, this is something you can still do at a later time. Move the object on top of the first object to create a dissolve of about 1.5 seconds. You may have to cut off about 0.4 seconds at the beginning of the video. Just check what looks best and play the dissolve. In Fullscreen Mode check whether your computer is able to play the two videos without any problems.

10. Pitch video **Combine 2** using factor 1.2 as explained above. At the end you can cut off a small portion and adjust the dissolve via the ramp band. See below.



11. Now drag **Combine 2** from the Media Pool and drop it into the audio track following which the audio object will be created. Move it until it corresponds to the video object and shorten the audio object. Here syncing is no issue. Right-click the audio object and select **Properties**. At **Speed factor / Pitch factor** check box **Enable settings** and enter a value of **1.2** next to **Speed**. Click **OK** to finish.

12. When the sound is edited separately, it is no longer in sync with the image. However, this can be changed quite easily. Highlight the video object **Combine 2**, right-click the audio object and select **Special functions** ▸ **Align content**. Look at the audio object contents: it is aligned with the video without the position of the object changing.

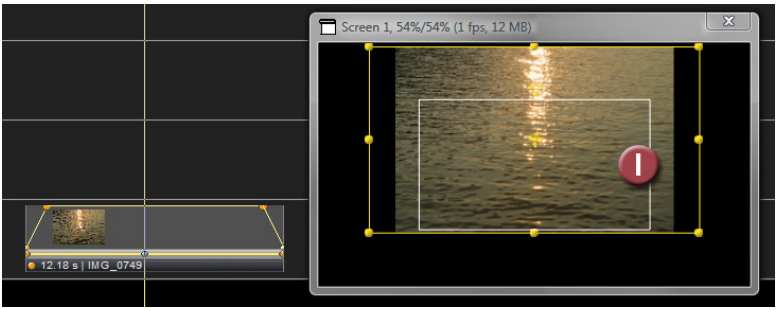
You can now play and test the whole sequence again. In the next paragraph you will learn how to combine videos as inserts with backgrounds.

Info A tip for later: When there are many video clips in one track of your project and you cut off the unwanted video portions you may end up with a lot of gaps between the video objects due to the cuts. There is a function which allows automatic closing of these gaps: Highlight video track and pertaining audio track by clicking the track head while holding the **Ctrl**-key down. Right-click such a gap and select **Close gaps** - **On whole track**. Refer also to *Efficient cutting of video and sound* in the help topics.

Video as "picture-within-picture"

Standard-quality videos do not have the same sharpness as pictures. A possible solution is, for instance, a "picture-within-picture" effect - also called video insert - which you are going to create now.

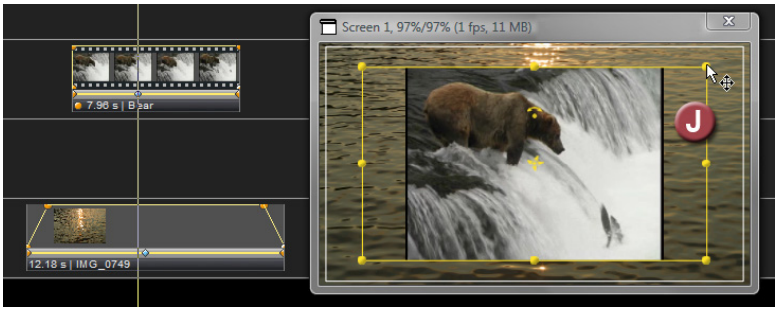
1. Drag image **IMG_0749** (water surface) and drop it into the timeline below the last track. It is to serve as background and we need to get rid of the black bars on the screen first. This can be done via In-Screen Editing as described in the previous tutorial. Hold the **C** key down to enable tool  **Keyframes constant for object** as the position is to apply to the entire object length. Adjust the picture as illustrated below (I) and extend the picture object to about 12 seconds.



2. Right-click the screen and select **Reset Pan/Zoom**. Drag video **Bear** from the Media Pool and drop it into the video track. On the screen you can see that the video does not have an aspect ratio of 16 : 9 but

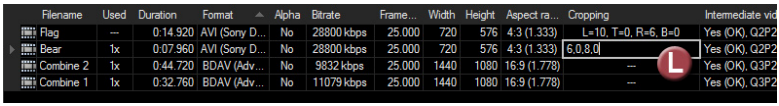
one of 4: 3. This doesn't really matter because it is to be presented as "picture-within-picture" at a reduced size.

3. Click on the video and reduce it in size as illustrated below (J). Do so while holding down the **C**-key as we want it to be a static position. There is still something we are not quite happy with: the black bars on the right and the left side of the video.



4. These black bars are caused by the camera and vary depending on the camera model used. This is not exactly beautiful and we are going to crop the edges. In the Media Pool click on category **Videos**. Here you can find column **Cropping**, which allows you to enter the cropping parameters.

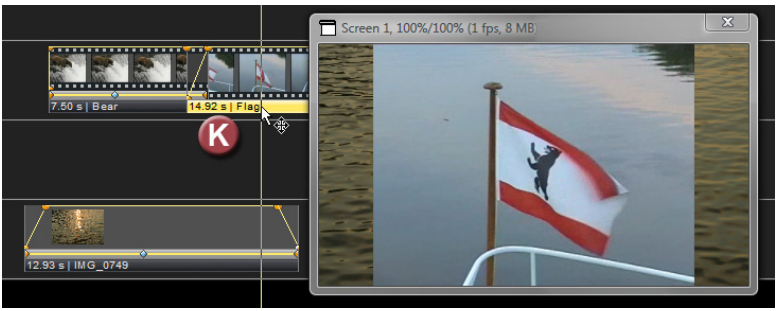
5. Highlight line **Bear** and click entry field **Cropping**. Here you can specify the amount of pixels to be cut off the margin. The values are arranged clockwise: left, top, right, bottom. For video **Bear** you need to enter the values **6,0,8,0** (L). Do the same for video Flag but using the values **10,0,6,0**. For your own videos you need to determine the values yourself; they depend on the video camera.



Any modifications will become visible on the screen after confirming with **Enter**. Cropping can be assessed best if you change to playback in Fullscreen Mode, i.e. by hitting the **F5** key. This way, SD videos can be combined with images and HD videos to enhance their effect.

6. The next step is to fade video **Bear** over to video **Flag**. Drag the video from the Media Pool and drop it into the track behind the video with

the flag. Move video Bear on top of the other video and create a dissolve (K).



7. When you play both videos you can see clearly that position and size of the videos differ. This can be changed by copying the control track of video **Bear**, pasting it into the Control Track Pool and applying it to video **Flag**.
8. Right-click the control track of video **Bear** and select **Copy to pool**. Following this, the control track is transferred to the Media Pool for further use. You can change the name **Control track 1** to **Picture-in-picture 1** making allocation easier for you after copying further control tracks into the pool.
9. Now drag the control track **Picture-in-picture 1** and drop it onto the video object **Flag** for the correct position to be transferred. Check it by playing the sequence. This method is particularly useful if complex keyframe effects are to be used for other pictures or videos, too.

All dynamic picture effects can also be applied to videos. In the control track pool ***Imported** you will find a few effects which you can try out.

Deinterlacing

Finally, let's look at some further advantages of intermediate video data for interlaced videos.

1. In the Media Pool, right-click video **Bear** and select **Properties**. Uncheck box **Create/use intermediate video data** and close the dialog by clicking **OK**.

2. Start video playback via the **F5** key and watch the bear catching his meal. The jumping salmons in particular show frayed contours which are caused by the DV video based on interlaced pictures. Such contours are mainly found with objects that are moved horizontally. To eliminate this problem, Wings Platinum performs efficient deinterlacing during creation of intermediate video data.



3. Now that you know what a video looks like that has not been deinterlaced you can check box **Create/use intermediate video data** in the Properties of video **Bear** again. Further information on deinterlacing can be found in the help under *Deinterlacing of videos*.

4. Usually, you need not think about deinterlacing and video aspect ratios. Wings Platinum will automatically take care of all this. However, if a video is not correctly recognized you are now able to change the settings of videos in the Properties dialog.

Now you have learned a few basic editing steps for video integration and have been given some basic information. It is important to know that video sound must be extracted and will then be available for editing just like any other sound. For subsequent synchronization a number of special functions are available which can be found in the topics for video editing.

Refer also to the following Help topics:

Video editing

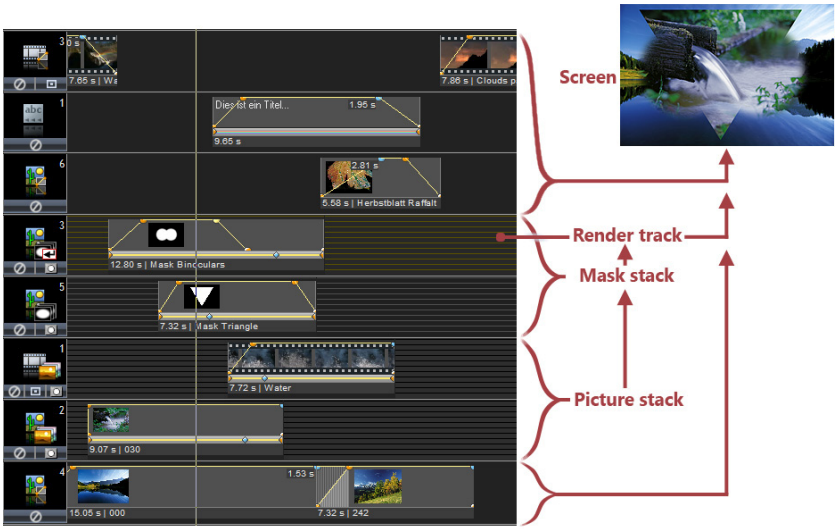
Cutting comments

Sound effects

Controlling the transparency of composite images via dynamic masking

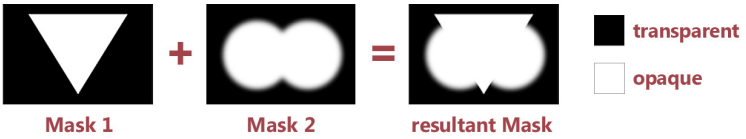
Wings Platinum offers an extensive range of functions for transparent masking of images and videos. To some extent you have already worked with this function in the tutorial **Editing sequences of pictures and objects** where the title, due to its transparent areas, could be provided with any type of backdrop. In this tutorial we are going to take it a few steps further and do some transparent masking of composite pictures with dynamic masks. These masks can be animated via keyframes, i.e. moved, zoomed or rotated independently of the image contents.

Please note that this tutorial requires an **Advanced license** or higher. Before you can actually start you should take a look at how the various functions are performed in order to understand the way dynamic masking works:



- Picture and video tracks to be masked are initially output to an internal, virtual **Picture stack**. The fact that the track contents are to be output to a picture stack can be recognized by the symbol  in the track head and the black horizontal hatching in the track background.

- Masks are placed on tracks that output to internal, virtual **Mask stacks** first. Such tracks can be recognized by the symbol  and the gray hatching. Suitable masks are images with alpha channel or images with a color channel that is interpreted as an alpha channel. All alpha channels in the mask stack are added, with the total defining the transparent area:



  In our example the white areas are displayed opaque, i.e. these are the areas of the picture stack that remain visible, while the other areas become invisible due to transparent masking. It is therefore the alpha information that decides whether a picture stack is visible or not.

- The top mask track has the additional task to **Render the picture and mask stacks** and send them to the screen. Only then will the masked composite image of the stack become visible. The location on the mask track defines the location where the masked composite image is added to the other composite images. **Important:** This render track must always contain a mask object in order for the picture and mask stacks to be rendered and output on the screen. Such a track can be recognized by the symbol  and the yellow hatching. Please note that mask objects cannot be crossfaded in a track. However, if you attempt to do so there will be a hard edge at the end of the first object.

This should have provided you with enough theoretical background. Now let's take a more practical approach.

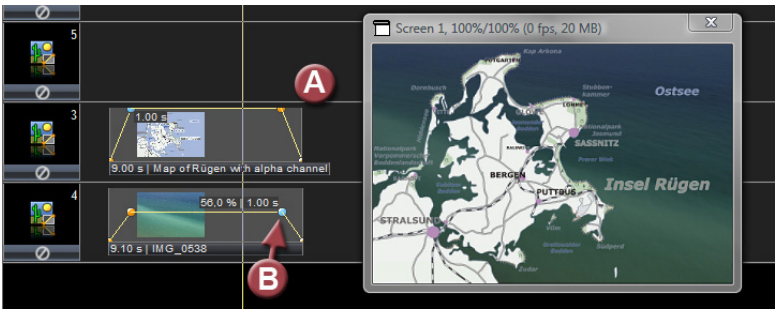
Using pictures with transparency as dynamic masks

1. Open one of your practice projects or create a new one using an aspect ratio of 3:2. Click **Extras** - **Open folder** ▸ **Media samples** and add images from the following folders:

   - **Pictures\Samples** ... unless these images are not already contained in the practice project.

- **Effect Textures** ... for these images you should create a new Media Pool folder called **Masks** before you add them.

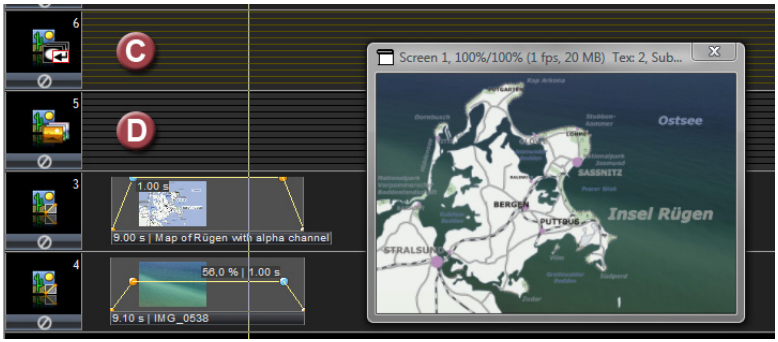
2. Drag image **IMG_0538** into the bottom picture track and image **Map of Rügen with alpha channel** into the track above it (A). After moving the Locator to one of the picture objects the screen shows quite clearly that the map has a transparent area. Since the sea still looks a bit bright adjust the ramp band to a value between 50 and 60 % opacity (B).



3. Use a similar line-up for the mask tracks. Add two more picture tracks by right-clicking a track head and selecting **Insert tracks...**. Next to **Picture tracks** enter **2** and click **OK**.

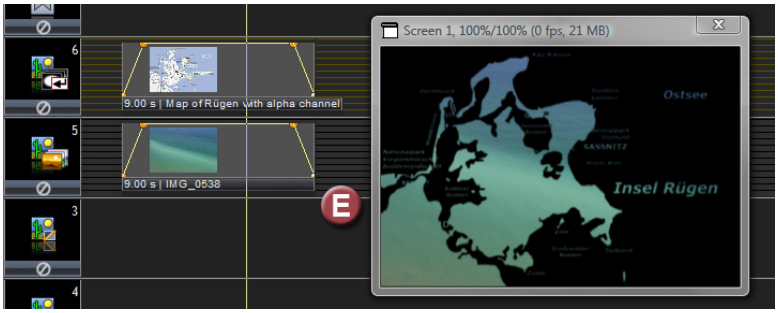
4. Highlight the lower of the two picture tracks for the parameters in the Properties Table to be displayed and click the plus sign next to **Routing / Masking** in the table at the bottom. Click **Target (direct)** followed by  and select **Picture stack** so that the track head shows the symbol for picture stack (D).

5. Now highlight the upper picture track and select setting **Mask + Render** next to **Target (direct)** if you are using an Advanced License. With a Pro License or higher choose **Mask stack** and **Render stack** next to **Screen output**.



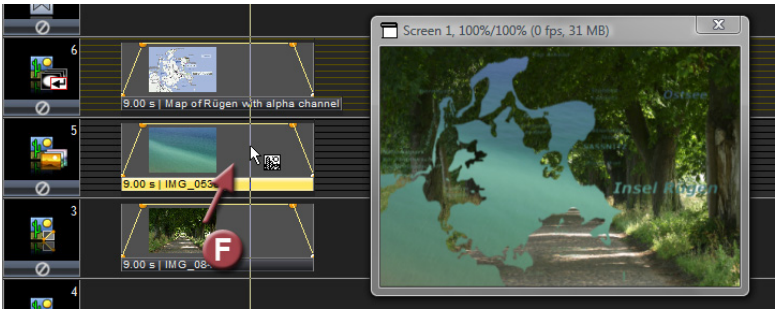
6. You have now prepared a track for the masks which sends the masked composite image to the screen (C). The other track outputs to the picture stack that is to be masked (D). Let's have a go.

7. Drag **IMG_0538** from the Media Pool and drop it into the picture track that outputs to the picture stack. Drag and drop image **Map of Rügen with alpha channel** into the mask track. If you move the Locator across the picture objects the result will now be completely different.



8. Only the alpha channel of the map image takes effect, while the actual image information has become irrelevant. The mask affects **IMG_0538** with the sea on it (E). The black areas are caused by the empty screen since there are no other tracks below the image.

9. Try dragging and dropping **IMG_0846** onto the lower picture track and the black areas will disappear. Although this looks interesting you should try substituting image **IMG_0538** with **IMG_0846** in the next step . The easiest way to do this is to hold keys **Ctrl** and **Alt** and drag one picture onto the other object (F).



10. Now place a second image onto the masked track. Slightly shorten object **IMG_846** and drag and drop image **IMG_0604** onto the same track behind it. Move it slightly on top of the other picture object to create a dissolve of about two seconds (G).



11. When you start playback, the two images start dissolving in the outline of the Island of Rügen. Of course you can also arrange very complex montages on several masked tracks: the very principle of this system allows masking of composite images, videos and even live videos. However, we want to enhance the effect even further by moving the mask.

12. Right-click the mask object and select **Control tracks**. At the very top check the box next to **Position, Size, Rotation** and click **OK**. Activate tool  **SmartMove Keyframes** by clicking it and place a keyframe at a location which is about one second before the dissolve (H).



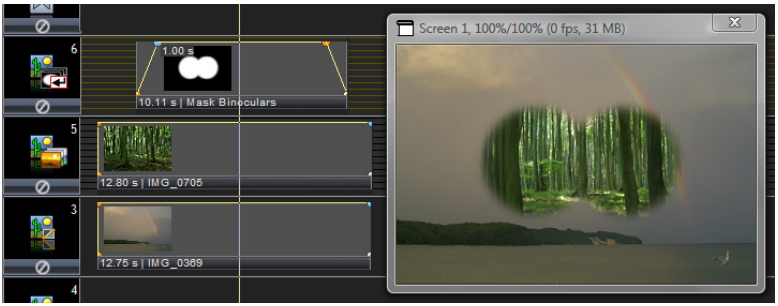
13. Move the Locator to a bit more than one second behind the end of the dissolve (I). Via In-Screen Editing extend the mask to the maximum of 1000 percent and press the **E**-key while editing on the screen to copy the value to the end frame as well. Set tool  **SmartMove Keyframes** back to  **Linear keyframes**.

14. When you start playback, the mask, due to the zoom, allows access to the actual image, while the dissolve from the parkway to the cliffs at Königsstuhl is taking place. You can refine all this even further by shortening the dissolve slightly and by increasing the smart factor for the first keyframe from 50 to 60 percent.

Combining masks and transparency of videos

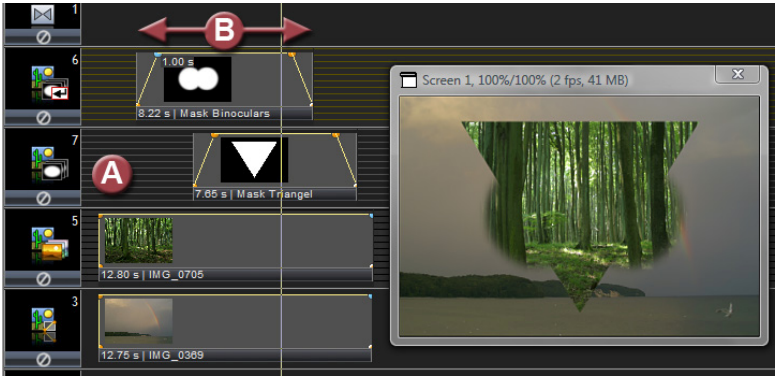
The following steps require a Pro License or higher. If you have no Pro License you can still do the tutorial with the Demo version.

1. Drag and drop images into the existing tracks as illustrated below. For mask use image **Mask Binoculars** from folder **Masks**, which you created initially in the Media Pool.



2. Masking should now comprise a second mask. Right-click a track head and select **Insert tracks** ▸ **Picture**.

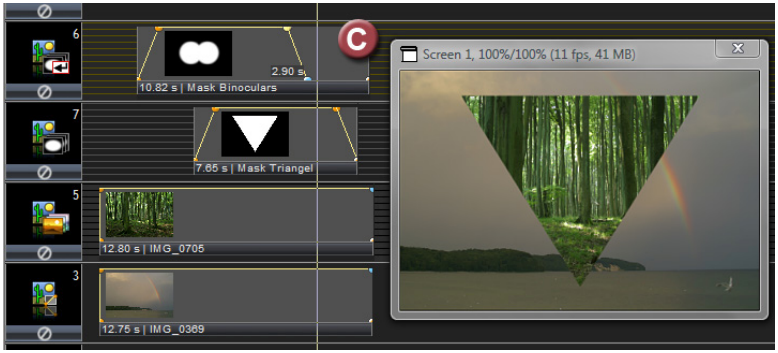
3. Right-click the new track and click the plus sign next to **Routing / Masking** in the Properties Table. Click **Target (direct)** followed by  and select **Mask stack** so that the track head shows the symbol for mask stack (A). From the mask folder drag and drop **Mask Triangle** into the track and position both mask objects as illustrated below.



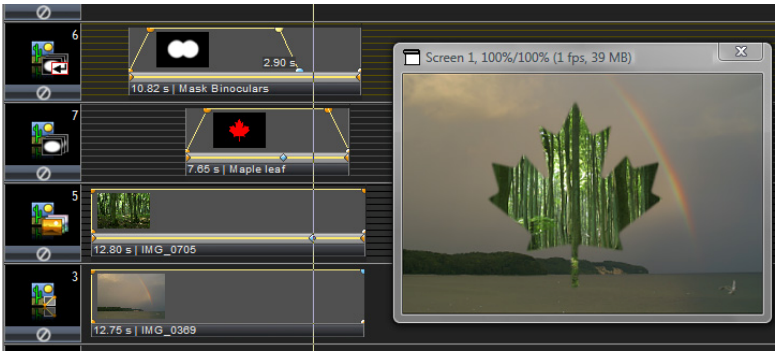
Playing the objects exemplifies the following:

- The contents of the masked tracks, i.e. the image of the forest, only becomes visible when the mask is faded in on the render track.
- The second mask is added and makes a larger portion of the masked image visible.
- When the object is faded out on the render track, the second mask below it loses effect. Basically, the render function is linked up with an object on the render track, i.e. the render area is limited (B).

4. If the second mask object is to be complete, extend the upper mask object to go beyond the lower mask object and define the duration of the upper mask via the ramp band (C). The render area is now long enough for the second mask to be the sole mask.

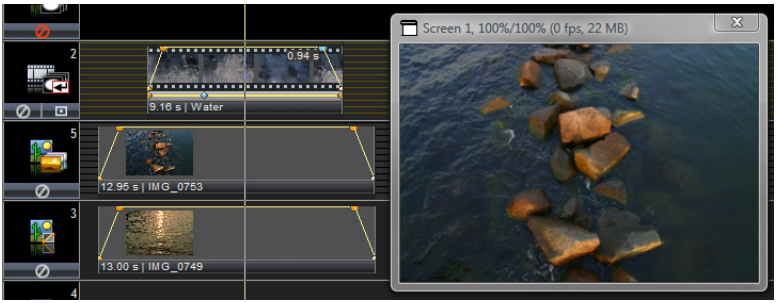


5. You can also use image color channels for transparency control. The Media Pool contains image **Maple leaf** in red. Right-click it and select **Properties**. Under **Alpha channel** click  and select **Red channel**. Close the dialog by clicking **OK**. The red channel is now used for transparency control. Drag the image onto the triangle object to exchange it. The image with forest on it is masked by the red channel. The portion can be improved even further by extending and/or moving mask and forest image via In-Screen Editing.



6. Videos can also be used for transparency control. Click **Extras** - **Open folder** ▸ **Media samples** and drag video **Water** from the folder **Videos** into the Media Pool. Drop it onto a video track and play it. Extend the video so that it is played in full screen format. This video of bubbling water is to be used for controlling the transparency.

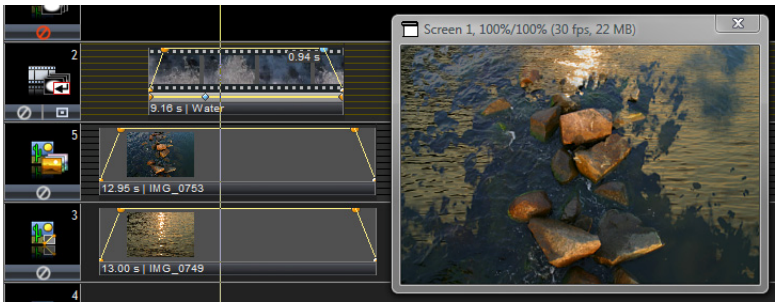
7. Highlight the video track head so that its parameters are displayed on the Properties Table and click the plus sign next to **Routing / Masking**. Click **Target (direct)** and  and select **Mask stack**. Further below at **Screen output** select **Render stack**. Deactivate any other mask tracks; currently we don't need them. Drag and drop two images into the picture tracks and arrange tracks and objects as illustrated below.



8. The video image is played at full opacity on the masked track . In order to control the video image brightness we need to activate Luma keying for the video that serves as mask object. Highlight the video object and, on the Properties Table, select tab  **Video** and place

a checkmark next to **Realtime effects** below **Output** for tab **Effects** to be displayed.

9. Click the plus sign next to **Effect 1** and **Effect** below it for the select button to appear. Click on and select **LumaKey**, following which three more entries will appear. You can leave their default settings.



10. When you start playback now, the brightness will modulate the transparency of the bubbling water. Instead of the brightness you can also use certain colors to control transparency. Further information can be found in der help under *Transparent areas through Chroma Keying*. Chroma and Luma Keying also work for live videos and images.

So far, this tutorial has given you some insight into the basics of transparency control. In the examples we have only used one masked track but it is possible to use any number of images, videos and live video inputs that output to the masked picture stack. It is also possible to work with several "functional units" consisting of mask tracks, with the top one containing the render function and masked tracks that output to the picture stack. Such functional units are always separated from each other by the render track which defines the location where the masked composite images are to be added to the other composite images. Further information can be found in the help under *Dynamic transparency masks*.

Speaker Support with interval music and video loop

During a Speaker Support show the presenter is able to influence the progress of the presentation. A simple way to do so is via pause markers causing Wings Platinum to pause the show. The moderator can take all the time he needs to make his comments and then press a button to continue the presentation. During this pause, music or other sounds can be run in the background in a loop. This function is also available for videos and allows animated background images to be displayed.

- The show is to run in sync with the sound track and stop automatically at certain positions to allow for live comments. The presenter determines when the presentation is to be continued.
- During the intervals some special interval music is played at low volume which is faded out automatically when the show with the synced music sequences continues.

This tutorial requires the Pro License as a minimum. As this tutorial deals with more advanced functions you should already be familiar with the general usage of Wings Platinum and have some basic knowledge of how to edit objects. If not, you should work through the following tutorials:

Creating a project for a digital AV show

Capturing pictures and sound

Editing sequences of pictures and objects

Creating and editing a soundtrack

Setting pause markers for Speaker Support

1. Open project **Workshop - Speaker Support with interval music**. In the main menu click **Extras** followed by **Open folder ▶Sample projects** and double-click project **Workshop - Speaker Support with interval music**.Please do not mix it up with the project **Demo - Speaker Support...**

   If the folder containing the sample projects does not open up... it may not be available on your hard disk. This folder can be found on the **Wings Platinum DVD at Wings Platinum\Sample Pro-**

jects. If necessary, copy it onto the hard disk and to the same folder that contains also the folder **Media Samples** (see item 2).

2. In answer to a message reporting any missing files, click **Yes** followed by **OK**. Search for the files in folder **Media Samples**.

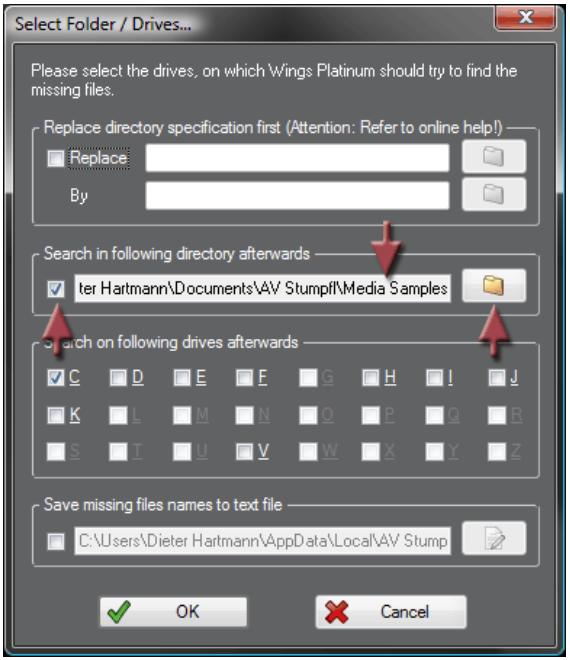
   This folder can be found in the following locations:

   Windows XP:

   C:\Documente and Settings*User name*\My Documents\AV Stumpfl\Media Samples

   Windows 7 and Vista:

   C:\User*User name*\Documents\AV Stumpfl\Media Samples



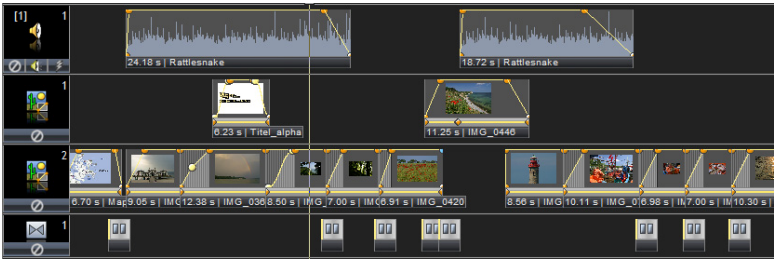
3. This projects contains a few pictures, some music samples and a video. You should continue by entering the corresponding display data size for your monitor or video projector: On the Media Pool category **Screens** right-click **Screen 1** and select **Properties**. Under **Pres-**

entation enter the width of your monitor or the video projector resolution, respectively at **Picture display data**.

4. Close the dialog by clicking **OK** and the display data will be created in the background.

5. Now add a marker track by right-clicking the dark gray area below the tracks and selecting **Insert track ▶Marker**.

6. At certain locations the presenter needs to make a few comments. Therefore, you should set pause markers at the following positions in time: 8.0 s, 31.0 s, 37.0 s, 42.0 s, 44.0 s, 1:05.0 s, 1:10.0 and 1:15.0 s. Now right-click the corresponding position and select **Insert Pause Marker**.



Once you have finished setting the pause markers, your project should correspond to the illustration above. In this illustration, however, the timeline is slightly compressed to be able to display a largest possible area.

7. When you start playback from a location before the map, the Locator will stop at the pause marker. Press **Enter** to continue playback. To continue paused playback Wings Platinum offers a number of remote control options. More information on this can be found in topic Remote-controlling Wings Platinum.

8. You may have noticed that the music stops very abruptly at the second pause marker, as the sample is far to long. Move the end of the sound object until it is faded out before the pause marker and the music ends harmoniously. As the music stops at the pause marker this is certainly not a good way to provide the desired interval music.

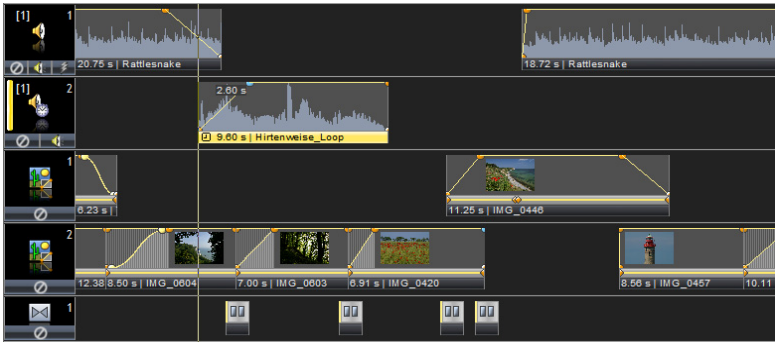
Creating asynchronous loops for interval music

In order to play interval music during paused playback we need to change over to Loop mode and an asynchronous audio track the playback timing of which is independent of the timeline. **Note:** Unfortunately, professional sound cards without "multi-client" capability are not suitable for asynchronous playback. See also Asynchronous audio playback.

1. First of all, create an audio track in Asynchronous Mode. Right-click the track head of the uppermost picture track and select **Insert track ▸ Audio**.

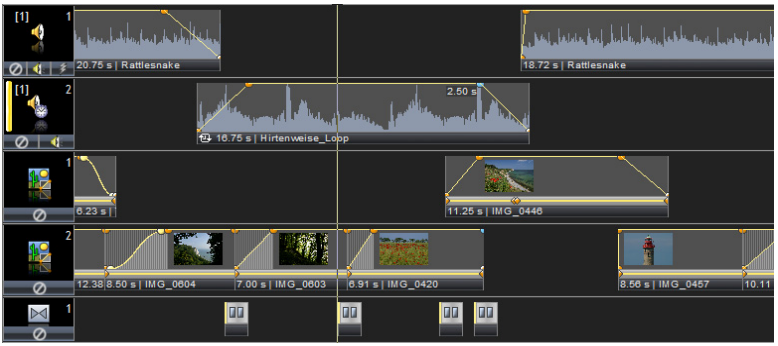
2. Highlight the track head for the parameters in the Properties Table to be displayed. Place a checkmark next to **Asynchronous mode for presentation** and close the dialog by clicking **OK**. The track head will now show an additional clock symbol as a sign for asynchronous mode with separate timing.

3. Drag the audio file **Hirtenweise_Loop** from the Media Pool to the asynchronous track and position the object as displayed below. Move the upper node until the music fades in softly.



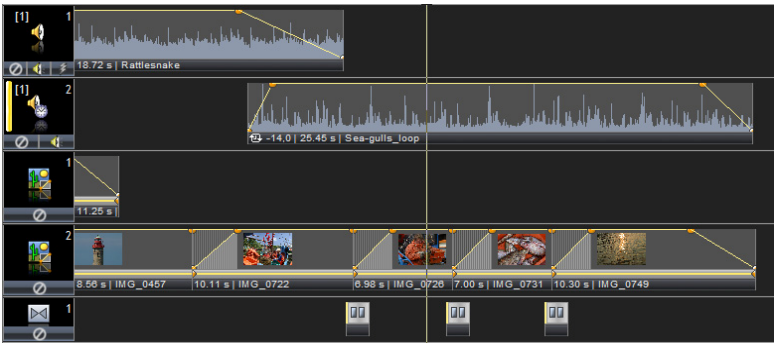
4. For the piece of music to continue and restart as long as desired for the presenter to explain some details, the object needs to be put into Loop Mode. Right-click the object **Hirtenweise_Loop** and select tab **Audio** on the Properties Table. Under **Output** place a checkmark next to **Loop**.

5. The symbol for asynchronous mode in the object info line additionally displays the loop properties. Extend the object at the end as displayed below and edit the ramp band to produce a soft fade-out.



6. When you start playback from the map, the show will start as before. However, when the Locator stops at the first pause marker, the music continues to play. You can continue playback any time. At the end of the object the interval is faded out in sync for the actual sound track to be seamlessly continued The volume of interval music can be reduced via the ramp band or the controls in the object properties.

7. Now add the sounds **Sea-gulls_loop** (...sounds of sea gulls and water) likewise behind the picture object showing the light house. Position and edit the object as it is displayed below and extend it until the end of the last picture object.



8. Now check playback of the entire sequence and optimize it, if necessary.

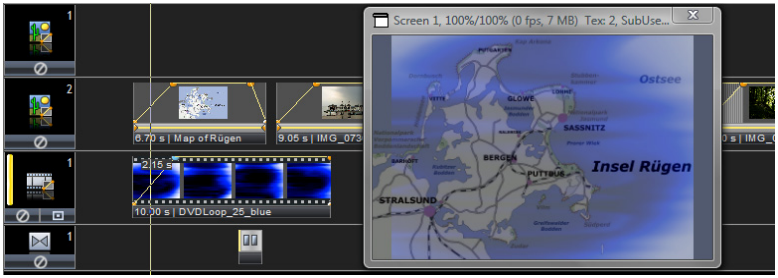
When editing the sequence, please bear in mind that the objects on an asynchronous track cannot be crossfaded by moving them on top of each

other. By the way, further information on how to produce your own, loopable file, can be found in topic Creating a loop file.

Animated background with video loop

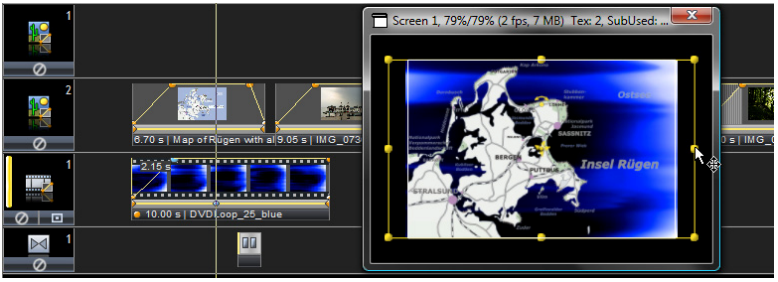
The map of the island of Rügen at the beginning of the sequence has already been incorporated. Now we want to provide the map with an animated background. This can be done via a video loop.

1. First of all, add a video track by right-clicking the track head of the marker track and selecting **Insert track** ▶ **Video**.
2. Drag the video file **DVDLoop_25_blue** from the Media Pool into the video track below the map and edit the node at the beginning until the video is faded in softly. When you play and look at the composite image in the screen window the following two problems will become apparent: Firstly, the video does not fill the screen completely and secondly, the map has no transparent areas.

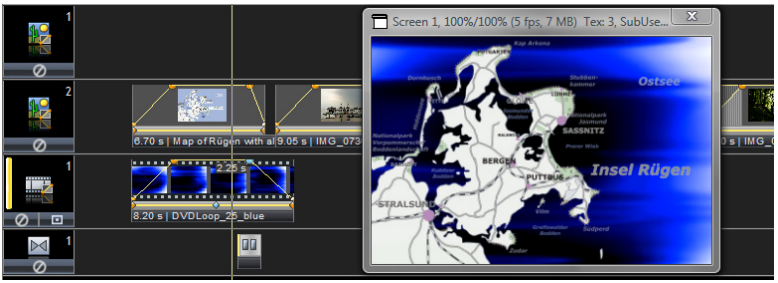


3. In the Media Pool you will find a second version, i.e. **Map of Rügen with alpha channel**. Drag this picture file and drop it onto the object in the timeline to replace the current picture. It is much clearer now that the video is too narrow.

4. In order to display the video in Fullscreen format you can extend it in length via **In-Screen Editing**. Right-click the video object and select In-Screen Editing following which the yellow frame with its handles appears. Click once into the screen and the Auto Zoom function will bring out the handles even better.



5. Hold the **C** key down, grab the left or right handle and drag the video until it fills the screen completely, i.e. touches the white frame on the right and the left. To return the screen to normal right-click the screen and select **Reset Pan/Zoom**.



6. Shorten the loop video object to correspond roughly to the map object length. Usually, it looks quite good if the fade out extends slightly to the next picture. Now we need to enable asynchronous looping.

7. Other than for audio objects, asynchronous loop playback requires no separate track. Highlight the video object and click on category  **Video** on the Properties Table. Check the boxes next to **Loop** and **Asynchronous**.

8. Start playback from the video beginning. The animation in the background continues even after the Locator has stopped at the pause

marker. You may have noticed that the text is not very well readable in brighter areas. This can easily be corrected.

9. Right-click the video object, select **Control tracks** and check box **Color** in the dialog. Close the dialog by clicking **OK**. Highlight the control track of an object for the Keyframe Editor to be displayed.

10. In the Keyframe Editor, double-click the control track to set a keyframe. On the Properties Table click the white field next to **Color** and, using the color selector, choose light blue as color for the video (... press **F1** for help). In the screen window any alterations in color can immediately be assessed and adjusted. Once you have finished color selection by closing the dialog transfer these settings to the entire object by clicking **Copy values to beginning and end**.

For even more flexibility in show presentation by using mix groups, move on to the next tutorial. We will show you how the presenter can call up the map at any time. See **Mix groups - Spontaneous change of contents**.

Mix groups - Instant change of contents

Mix groups allow instant changes between pictures, videos and music at any time. The contents are sorted into several parallel tracks, which are allocated to various mix groups. During the presentation you can enable the corresponding mix group, thereby displaying their contents on the screen.

This tutorial complements the project used for the tutorial **Speaker Support with interval music and video loop**. The following extension is to be implement:

- During a presentation it should be possible at any time to fade in a map to allow an instant response to questions from the audience. The actual show should be paused and continued after the explanations based on the map have been given.

If you have not yet worked through tutorial Speaker Support with interval music and video loop you should do so now. This tutorial requires the Pro License or higher.

Creating mix groups

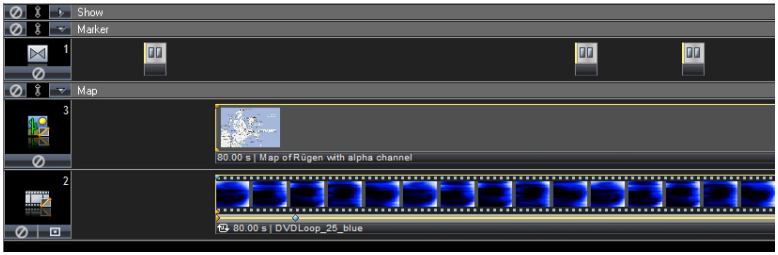
The presenter of a show wants to be able to change over to the map and continue at any time with his show after he has made a few explanatory comments. This is the perfect application for mix groups. Mix-groups allow fading over from current contents to parallel contents that were previously not visible on the screen. Telling you how you can do so will be purpose of this tutorial.

1. First of all, open the project you created during the tutorial **Speaker Support with interval music and video loop**.
2. Before you go on you should organize the present tracks into group tracks. Right-click the uppermost track head and select **Insert track ▶Group**. Double-click the field with the double arrow , enter **Show** as the name and click **OK**. Right-click the track head of the marker track and select **Insert track ▶ Group**. Enter **Marker** as the name for the group track and click **OK**.
3. Now add an additional group track and a picture track as follows: Right-click the empty black space below the marker track and select **Add tracks...** following which a dialog box will appear. Next to **Picture tracks** enter **1** and check the box next to **Group tracks**. After clicking

OK both new tracks are shown. Change the name of the new group track from **Pictures** to **Map**.

4. Duplicate the video track with the background video by right-clicking the track head and selecting **Duplicate track**. Now grab the new video track with the mouse and drag it to the very bottom. You may have to use the vertical scroll bar to change the timeline portion.

5. The new tracks are used for fading in the maps via mix groups. In order to structure the timeline more clearly, hide all the tracks belonging to the actual show. Right-click a free area in the tracks to deselect all objects. Following this you click on button  of group track **Show** for all the tracks to be hidden. Following this your timeline, except for the two objects, should look as displayed below.



6. In order to make it look exactly as displayed above, move the video object to right until its beginning is located at 0:12.0 s (i.e. behind the map at the beginning of the show). Right-click the video object and select **Change duration**. Enter a duration of **1:20** and click on **OK**.

7. Now drag the picture file **Map of Rügen with alpha channel** into the picture track and extend the object as you did with the video. Put the picture track into alpha mode. Move the nodes for both objects to the left to achieve a hard fade-in.

8. Now define two mix groups. One group should contain all the groups used for fading in the map. A second mix group should contain all the other tracks for the actual show. Let's start with the tracks below the group track **Map**. Double-click the track head of the picture track to open the Properties dialog. Next to **Mix group** click on  and select **M**. The choice of letter is insignificant, but M = Map can easily be remembered. Close the dialog by clicking **OK**. In the track head, bottom left, an **M** will be displayed for the mix group.

9. Assign mix group **M** also to the video track. Mix group **M** has now been set up for the map.

10. Assign all the tracks of the actual show to mix group **S** (S = show). For this purpose, open the group track **Show** by clicking  and enter mix group **S** for all the tracks. As you may have noticed, no mix group can be assigned to the asynchronous audio track - it cannot be controlled via mix groups. Therefore, you should disable this track, as it may be played along when the map is played. **Tip:** You can open the drop down menu immediately by right-clicking the field where you expect the button to be.

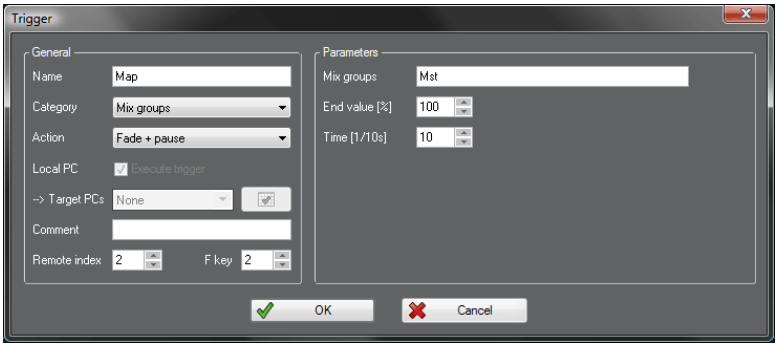
11. Continue by adding the trigger which allows you to activate the appropriate mix groups at a later time. In the Media Pool click on category  **Trigger**. Right-click some free space and select **Add trigger**. Choose the following **General** settings:

    - Name Map
    - Category Mix groups
    - **Action** **Fade + Pause** ...ensures that playback is paused after fading in the map.
    - **F key** **2** ...this is the function key you press to execute the trigger later on.

12. On the right, under **Parameters** you make the settings for the type of fade:

    - **Mix groups** **Mst** ...turns the **Map** bright and **Show** and **Text** dark. I.e. capital letters stand for fading-in and small letters for fading out. The Mix group **Text** will only be needed at a later time. The trigger, however, can already be set up now.
    - **End value** **100 %** ...is the target value for the fade-in.
    - **Time** **10** ...for a dissolve time of one second.

    If, at the end of all this, the dialog shows the setting below, you can click **OK**.



13. Create a second trigger likewise, making the following settings:

    - Name Show
    - Category Mix group
    - **Action** **Continue + fade** ...ensures that the show is continued and faded over
    - **F key** **1** ...this is the function key you press to execute the trigger later on
    - **Mix groups** **mSt** ...turns Map and the Text dark and the Show bright
    - **End value** **100 %** ...is the target value for the fade-in.
    - **Time** **10** ...for a dissolve time of one second

14. Nearly there. You only need to activate the mix groups in the Timeline Properties. In the Media Pool click on category **Timelines**. Right-click **Timeline 1** and select **Properties**.

15. In the dialog under **Mix groups** place a checkmark next to **Activate** and enter mix group **S** as default for playback start. Finally, close the dialog by clicking on **OK**.

16. Start playback by pressing **Ctrl** + **F5** followed by pressing the space bar for the presentation to run in a window which allows you to see the Locator. After playback start, it's always the show that's running, i.e. mix group **S**. When playback is running, or in pause mode, you can change over to the map using the **F2** key, give detailed explanations as long as you need and return to the show by pressing the **F1** key.

Creating additional mix groups...

Let's assume that you would like to have the option of fading in the additional text ***National Park*** in the map. This can be done via the text function and an additional mix preset.

1. In the Media Pool click the plus sign next to category  **Screens** and select **Screen 1** below it following which the screen fields etc. are shown on the right. Right-click some free area in the right section of the Media Pool and select **Add ticker field**. Following this a new ticker field for text output appears on the screen and the corresponding Properties dialog pops up. Select **Font height 7.0** and Attributes **Bold**, **Italic** and **Right**. Finish by clicking on **OK**.
2. Right-click the track head of the picture track below the group track **Map** and select **Insert track ▶Ticker.** Following this a ticker track is created which is automatically linked with the ticker field. Right-click the ticker track and select **Insert Ticker Object**. In field **Text** enter **National Park**, followed by clicking on **OK**.
3. Right-click the ticker object and select **Change duration**. Enter **1:20** for **New duration** and click on **OK**. Align the ticker object until it is in the same location as the map and the video.
4. Assign a new mix group to the ticker track, e.g. **T** as in text.
5. You can now duplicate and modify trigger **Map**. To do so, right-click trigger **Map** and select **Add trigger.** Enter **Map + Text** next to Name, **3** next to **F key** and make the following settings under **Parameters**:

   - **Mix groups MsT** ...turns **Map** and **Text** bright and the **Show** dark.

   End value and **Time** can be left as they are. Close the dialog by clicking **OK**.
6. When you start the presentation the show is run and you can call up the map without additional text by pressing **F2** and the map showing National Park with **F3**. If only the map is displayed, you can fade in the text ***National Park*** by pressing **F3** and make it disappear by pressing **F2**.

Mix triggers allow you to combine any mix groups. Tracks that are not part of a mix group are always visible. As trigger execution is also possible via

remote control, the mix group function can also be executed via serial command, MIDI or DMX, etc. Via key frame control, text ***National Park*** can also be positioned differently and displayed in a different color - as you know from previous tutorials.

The following Help topics are also available:

Visual effects

Presenting with mix groups

Remotely controlling Platinum

Optimum show presentation

During the tutorials and workshops you will have found out about the high quality of playback. The next logical step is therefore direct presentation of a show from the timeline. You only need to be sure that your computer has enough capacity for proper playback and that the display data, the textures, have a sufficiently high resolution. Actually, there are only restrictions for very complex shows that contain a high number of simultaneously running videos. In such a case, output of a video file would be a feasible alternative for presentation at full quality. See Methods for video creation.

The following steps should be performed after show completion and before the presentation is actually run the first time.

- Check and, if applicable, correct the peak level of the sound track. See Peak level of the sound track in the help topics.
- Checking and optimizing display data
- Setting markers and creating triggers for key control (...available from the Advanced License and up)

Following this, you can start your show in fullscreen mode and control via function keys. The audience will not see any program windows or even the Windows Desktop on the screen.

Checking and optimizing display data

Display data are images at a certain size supplied to the 3D graphics card for display. For maximum quality they should be exactly the same size as they appear on the monitor or video projector. Depending on how the pictures are displayed on the screen (zoom, camera movement, insert, etc.) they may require completely different display data, which can be created quite easily. Our example is based on a standard show with a resolution of 1400 x 1050 pixels, which is the resolution the HDAV reference video projector JVC DLA-SX21 or Canon XEED models would require. For a video projector or display with a different resolution you can change the values accordingly.

1. Load your show or practice project in Wings Platinum and click on category  **Screens** in the Media Pool.
2. Right-click the Screen and select **Properties**. On the right dialog side under **Presentation** check the value at **Picture display data**. The value

should identical with the monitor or video projector resolution width if the screen touches the sides on the left or right. If the screen touches the top and the bottom, on the other hand, you need to calculate the optimum entry. If necessary, correct this value and close the dialog by clicking on **OK**.

3. In the main menu, click **Media Pool** and **Optimize picture sizes** followed by **Start**.

4. In the toolbar below the main menu, click  **Create display data**, for the necessary display data to be recreated.

Should your show features high zoom magnifications, you should check whether your computer is still capable of playing these parts. For this purpose, use Fullscreen **Presentation Mode**, which can be started by pressing **F5** and terminated by pressing **Esc**. Refer also to the Help topic Playback Modes.

If playback is no longer possible without any problems... you can take certain measures, which are explained in the following Help topics under **Problems**:

There is no image in the screen window...

Jerky dissolves with hardware rendering ...

Intermittent sound during playback...

*Saving r*esources

Optimizing the presentation PC

Setting markers and creating triggers for key control

In Fullscreen Presentation Mode playback can only be controlled via keys. Therefore, the actions are by default restricted to the following:

- **Start playback** from the current Locator position and **Pause** by pressing the space bar (in turn).
- **Jump** to the next or previous position marker by pressing **Ctrl** and the **cursor** keys left/right. This requires the Pause Mode to be enabled.
- **Stop** by pressing the **Esc** key
- Terminate fullscreen mode by pressing Esc twice.

But it is also possible to assign trigger actions to various function keys. The following ones are important for our project:

- **Continue** ...continues paused playback. As opposed to the space bar this function is obvious.
- **Pause** ...to activate Pause Mode. As opposed to the space bar this function, too is obvious.
- **Play** ...starts playback of the specified timeline. As an option, playback can be started from a position marker, provided a marker mode and remote index, if applicable, have been specified.
- **To Position** ...causes the Locator to jump to the specified position marker. If the Remote Index is zero, the Locator jumps to 0:00 seconds. Jumping to a position marker is possible, provided a Marker Mode and remote index, if applicable, have been specified.

The next steps require the Advanced License or higher.

Now set a few position markers in your show. They should preferably be located at the beginning of the show and at the beginning of a new topic or chapter.

1. Right-click a marker track and select **Insert position marker**. If a marker track is available, right-click a track head and select **Insert track ▶Marker**.
2. Double-click the marker and click **First free remote index**. Enter the designation under **Comment**, e.g. **Start** and close the dialog by click-

ing on **OK**. The info line will now show the remote index **R:1** and the designation.

3. Move the position marker to the beginning of the show. Set a pause marker immediately in front of the position marker. The sense of this action will become clear to you during testing.

4. The same way add additional keyframes at different locations, e.g. at the beginning of chapters. These position markers have remote indexes **2**, **3**, **4** and **5**. At the end of all this, the marker track should about look like this (the distances in time have been compressed for the purpose of this illustration).



5. Now create the triggers for starting the actual function. In the Media Pool click on category **Trigger**. Right-click some free area in the right Media Pool section and select **Add trigger**.

6. For **Category** click on and select **Timeline**.

7. For **Action** click on and select **Play.**

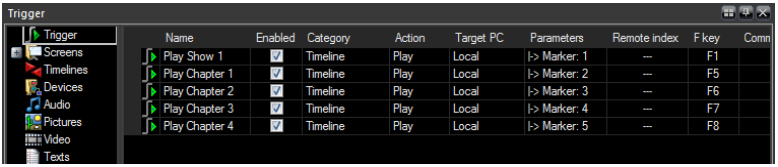
8. Enter the corresponding designation at **Name**, e.g. **Play show 1**. At the bottom, enter **1** next to **F key**, which stands for the **F1 key**.

9. On the right, under **Parameters** define remote index **1** as playback position next to **Position marker** and close the dialog by clicking **OK**.

10. Now create four additional triggers for the other position markers. To do so, right-click the trigger you have already created and select **Add trigger.** The Properties Dialog will appear showing the settings of the first trigger. Now you only need to enter the **Name** (e.g. Play chapters 1…4, etc.), the **F key** (F5…F8) and the **Position marker** (2…5). The assignment of function keys may appear a bit strange to you, but for this tutorial we have planned to use **F1** to **F4** for starting shows and **F5** to **F8** for jumping to certain chapters. Later on you will be completely free in your choice.

11. Once all triggers have been created, you can once again check the parameters for every individual triggers in the Media Pool. For any neces-

sary corrections right-click the corresponding trigger and select **Properties**.



12. Now you can test the functions of the keys. Start playback before the pause marker by pressing the space bar. The Locator will move to the pause marker and put Wings Platinum in Pause Mode. Press the corresponding function keys to jump to the corresponding location for playback. Just try it.

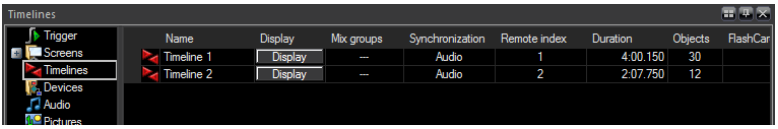
13. While Wings Platinum is in Playback or Pause Mode, you can use the function keys for direct triggering of certain actions. When Wings Platinum is in Stop Mode, the function keys resume their normal functions. If you want to start the trigger action directly in Stop Mode you need to hold the **Shift** key while pressing the corresponding function key. Just try it out a few times. Of course all this works in fullscreen mode, too.

Organising a program in several timelines

If you need to present several shows in the course of an event, you can create also one timeline for every show and start playback of the corresponding timeline via function keys. We will show you how to do this by creating a short sequence in a second timeline.

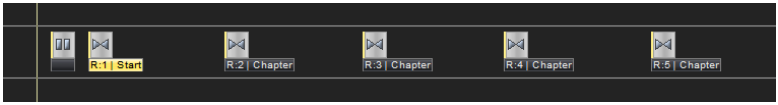
1. In the Media Pool click on category  **Timelines**. Right-click a free area and select **Add timeline**.

2. For **Timeline 2** in column **Remote index** enter **2**. The same way you define remote index **1** for **Timeline 1**.

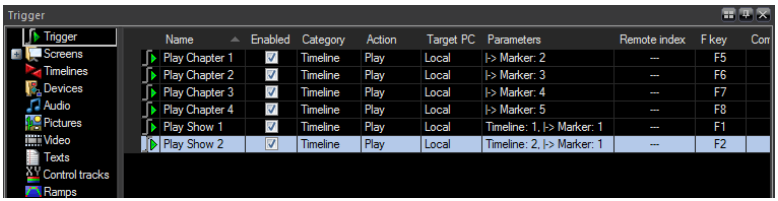


Info Every function or every type of object, respectively has its own remote indexes. Thus it is possible that there are remote indexes with the same number for timelines, position markers, triggers, mix groups, etc.

3. In the Media Pool click on category **Pictures**, highlight a few and drag them into the empty timeline. Following this, a track is created containing a sequence of pictures.
4. The same way, drag some music into the timeline to create a short, sound-tracked passage of about one to two minutes.
5. Now add a marker track and create the same marker structure as for the first show: i.e. a position marker with remote index **1** at the beginning of the sequence for playback start and four additional position markers with remote indexes **2** to **5** for the chapter beginnings.



6. In the Media Pool click on category **Trigger**. Now that there is a second timeline available, you need to specify the destination for trigger **Play show 1**. Double-click the green trigger symbol next to **Play show 1**. Under **Parameter** and **Timeline** enter the remote index **1**. This way the trigger does not refer to the current timeline, but always to **Timeline 1**.
7. Now create a new trigger by right-clicking trigger **Play show 1** and selecting Add trigger. Enter **Play show 2** for **Name** and the figure **2** next to **F key**. Under **Parameter** you specify the destination: **Timeline** = **2** and **Position marker** = **1**. Below you can see the Media Pool with all triggers and can check whether everything has been entered correctly.



8. This configuration allows you to start both shows in timeline 1 and timeline 2 directly via the keys **F1** and **F2**. Keys **F5** to **F8** for jumping to chapters are effective in both shows, depending on which of the timelines is presently active.

This way shows and complete events can be most conveniently controlled. You can draw up your individual concept for operation, which can also include other trigger actions such as **To position** and **Continue**. Triggers can not only be started via function keys but also via the Control Panel, the trigger scheduler or serial command.

Refer also to the following topics in the Help topics:

Executing triggers

Remote control of Wings Platinum

Remotely controlling via iPod and AV Prompter

These functions require the Starter License or higher. See also Licenses and functions.

AV Prompter is software for **Apple iPod touch** or **iPhone** for remotely controlling speaker support shows. In addition to playback control AV Prompter allows display of preview pictures and prompts on the iPod display in sync with the show. The following descriptions refer to the iPod only but they also apply to the iPhone unless stated otherwise.

This what you need for controlling via iPod:

- **iPod touch** or **iPhone** ...by Apple. Virtually all device generations with a large touch panel are suitable.
- **AV Prompter** ...is available for free in App Stores. It can be installed on your iPod or iPhone via iTunes. Software installation of mobile Apple devices is described on the Internet at www.apple.com.
- **AV Prompter Module** ...this license is required for using the remote control unit and the Prompter. Without this Wings Platinum module the AV Prompter runs in Demo mode. You can try and test everything, but the screen will show a bar "Demo Mode". The AV Prompter Module can be acquired in specialist shops or from us.

The following steps will be covered in this topic:

- Configuration of Wings Platinum and iPod
- AV Prompter operation
- Sending information and preview images to the iPod
- Troubleshooting

Configuration of Wings Platinum and iPod

Surely you will already have connected your iPod to the WLAN to get to the Internet. If not, do so now. Both devices, i.e. PC and iPod must be connected via WLAN.

This is how you set up the WLAN connection under Windows XP

This example is based on Windows XP and a built-in WLAN Module (Notebook) or a WLAN stick. Other operating systems or WLAN hardware set up dialogs have a similar structure.

Note: For a PC with a connected Access Point the WLAN configuration is done in the Access Point, usually via the Browser. On the PC the LAN interface is configured for a cabled network.

9. Open the Windows Control Panel and double-click **Network connections**.
10. Right-click **Wireless Network Connection** and select **Properties**.
11. In the dialog box scroll down to entry **Internet Protocol (TCP/IP)**, highlight it and click **Properties**.
12. Select **Use the following IP address** and enter the corresponding IP address (e.g. **192.168.2.32**) as well as the Subnet mask (e.g. **255.255.255.0** or **255.0.0.0**). It is essential that this IP address is not used by other LAN network components. Note down the IP address and the Subnet mask - you will need them at a later time. See also Static IP addresses within the network in the help files.
13. Close the Properties Dialog by clicking on **OK**.
14. Click tab **Wireless Networks** and place a checkmark next to **Use Windows to configure my wireless network settings**.
15. Click **Add** and make the following settings in the next dialog box:
    - **Network name** ...required name, e.g. **Prompter**
    - Network authentication ...Open
    - **Data Encryption ...WEP** or any other encryption standard

- Remove the checkmark next to The key is provided for me automatically.
- **Network key** ...enter the corresponding key. For WEP a character string with 10 or 26 characters would be allowed; allowed characters: 0 to 9 and A to F (Hex Code). Confirm the key by entering it again in the field below. **Important:** Note down the key for later on.
- If no access points are used, place a checkmark next to **This is a computer-to-computer (ad hoc) network**.
- Note down all the settings and close the dialogs by clicking on OK.

Info

- If you want to change your WLAN connection from **Ad Hoc** to **Access Point** you need to delete the old connection on tab **Wireless Network Connections** and set up a new one.
- For a PC with a connected Access Point the WLAN configuration is done in the Access Point, usually via the Browser.

This is how you set up the WLAN configuration under Windows 7

This example is based on Windows 7 and a built-in WLAN Module (Notebook) or a WLAN stick.

Note: For a PC with a connected Access Point the WLAN configuration is done in the Access Point, usually via the Browser. On the PC the LAN interface is configured for a cabled network.

1. On the Control Panel open the Windows **Network and Sharing Center**.
2. Click **Set up a new connection or network**. In the selection dialog scroll down to the very bottom and select **Set up a wireless ad hoc (computer-to-computer) network** and click **Next**.
3. Click **Add** and make the following settings in the next dialog box:
    - **Network name** ...required name, e.g. **Prompter**

- **Security type** ...possibly select **WPA2-Personal** (high degree of protection against external access) or any other encryption standard.
- **Security key** ...enter the corresponding key. For WPA2 this would be a string of characters with a minimum length of 8 and a maximum length of 63 characters (for strings with small and capital letters), whereas Hex Code would allow a maximum number of 64 characters from **0** to **9** and from **A** to **F**. **Important:** Note down the key for later on.
- Check box Save this network.

4. Note down network name and security key and click **Next**.
5. Click **Close** to connect the new network.

Info For a PC with a connected Access Point WLAN configuration and entry of the security key is done in the Access Point, usually via the Browser.

This is how you set up the iPod and Wings Platinum computer

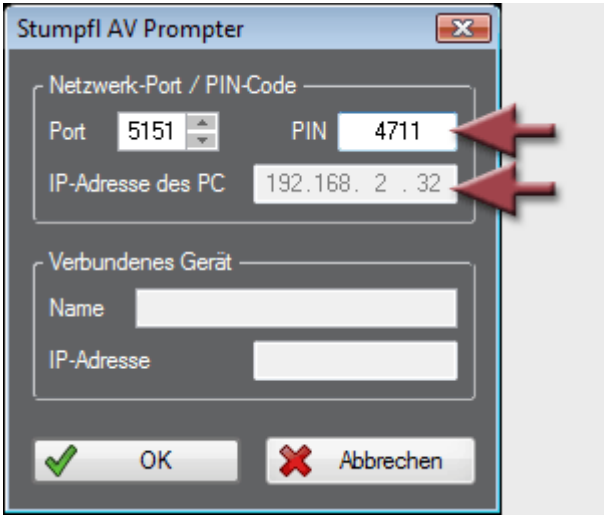
1. Click **Settings** - **Wi-Fi** and switch on **Wi-Fi** unless it is already on.
2. Wait until the wireless network set up on the PC appears under Connect to network (may take up to a minute) and select it. In the dialog box popping up enter the previously defined security key.
3. After clicking **Connect** you will be connected to the desired network.

   If the network cannot be selected or the connection fails....

   - Check the security key or try a security key that contains fewer characters in order to avoid typos.
   - You may have to disable the PCs LAN adapter as it may cause problems with some PCs when the Ad hoc connection is established simultaneously. In the **Network and Sharing Center** click on **Change Adapter Settings**. Right-click the **LAN connection** and choose **Disable**.

- Try some other Security Type. For this purpose you need to set up a new network on the PC.

4. In the Wings Platinum Media Pool add a device port. Right-click category **Devices.** In the Media Pool, right-click some free space and select **Add port** ▸ **Stumpfl AV Prompter**. For **PIN** enter a 4-digit number. Note down the pin code and the computer's **IP address** and click **OK**.



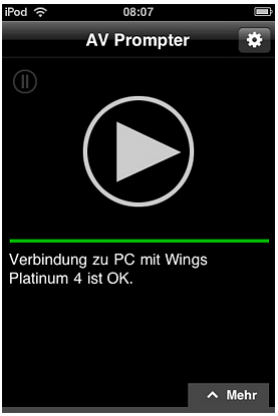
5. After having made all the settings, enable the device ports by clicking **Enable device ports**.

6. Start the **AV Prompter** on the iPod, following which you will be requested to enter IP address and port of the Wings Platinum computer. Enter **IP address** and **port** of the computer in the free fields and enter the information so that it matches device port properties of the AV Prompter in Wings Platinum. Following this quit the page by clicking **AV Prompter** at the top.



7. AV Prompter will now attempt to make a connection to Wings Platinum. Once the network connection has been made you are requested to enter the PIN previously defined in Wings Platinum. Once the correct code has been entered the AV Prompter display will show a green bar and the message "Connection to Wings Platinum 4 PC is OK".





If there is no connection… check the settings once again. You may try to disable the device ports in Wings Platinum by clicking  and enable them again. Further tips can be found under Troubleshooting further down in this topic.

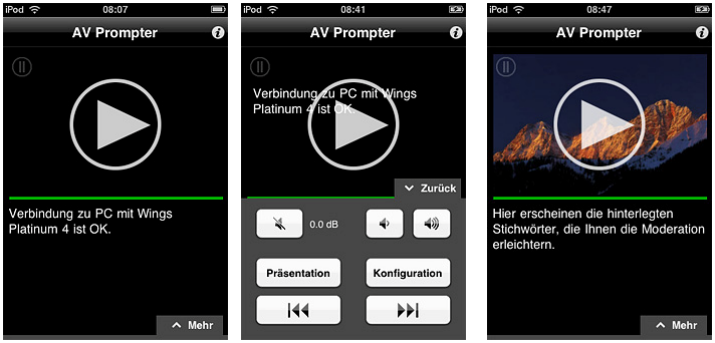
8. After clicking the Play symbol playback in Wings Platinum is started. When you click the small pause symbol in the top left corner playback is paused.

Details on how to send preview images and prompter information of your show to the iPod display can be found in section Sending prompter information and preview images to the iPod further below.

AV Prompter operation

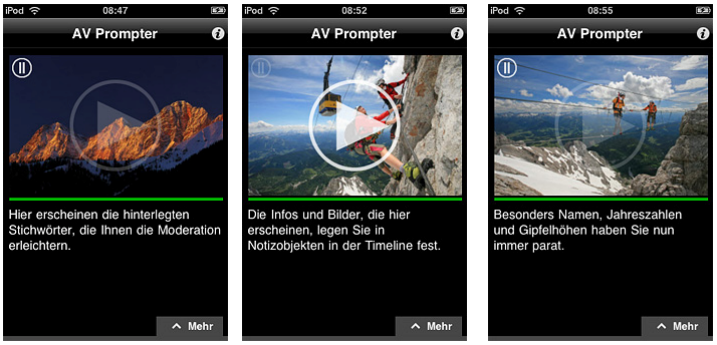
Once your show has been loaded, the device ports been enabled and the connection is displayed in green and OK you can start using the AV Prompter to control your show. You can test the AV Prompter using the sample project **Demo - AV Prompter**. The easiest way to find this sample is by clicking **Extras** - **Open folder** ▶**Sample projects**.

1. To start the show in presentation mode click **More** followed by **Presentation**. Following this, playback will change to pause mode.



Connection is OK ➔ Start presentation ➔ Pause mode. Start by pressing "Play"

2. After clicking the white Play symbol playback is resumed. In such a case the Play symbol becomes transparent and signalizes that playback is running. Only when playback is stopped, i.e. when the locator stops at a pause marker, will the Play symbol turn white again and playback can be resumed by clicking it.



Playback is running ➔ Pause mode, continue with "Play" ➔ Playback is running...

3. By clicking the small pause symbol in top left corner of the preview image you can stop playback at any time.

Additional functions

Click **More** to select the following additional functions:

 ...mutes audio playback.

0.0 dB ...shows the current position of the volume control (Master fader in Wings Platinum).

 ....for adjusting the volume.

Presentation …starts Presentation Mode and pauses playback; corresponds to **F5** in Wings Platinum.

Configuration …displays some short configuration instructions as well as the iPod's IP address.

 ...makes the Locator jump to the next position marker or pause marker, following which playback is paused. Whether the jumps are made to pause markers or position markers can be specified in AV Prompter, by clicking  and choosing the corresponding option under **Skip behavior**.

Sending information and preview images to the iPod

Any prompts or preview images to be sent to the iPod must be placed in the timeline as note objects.

1. Add a device port for **AV Prompter** in the Media Pool under **Devices** unless there is already one available.

Add a universal track by right-clicking a track head and selecting **Insert Track ▶ Universal**.

Right-click the universal track and select **Insert Notes**, following which the Properties Dialog of the note object will pop up.

In field **Text** enter the information to be sent to the iPod.

Enable **Display on Stumpfl AV Prompter** and enter a remote index of **1**.

Close the dialog by clicking on **OK**.

Drag the image to be displayed in addition to the text from the Media Pool and drop it on the note object. After starting playback, Wings Platinum will send text and image to the iPod as soon as the Locator moves across the notes object.

Info You can test the AV Prompter using the sample project **Demo - AV Prompter**. The easiest way to find this sample is by clicking **Extras** - **Open folder ▶Sample projects**.

Troubleshooting

If your AV Prompter does not work consider the following things:

Is there a correct connection?

- If a connection has been established the bar below the image is green. If this is so, playback start and pause, as well as jumps and volume control should be possible.
- If the bar is red there is no connection. Start by checking whether the device ports in Wings Platinum are enabled. If necessary click 

Enable device ports. After the connection has been established column **Status** in the Media Pool will additionally show (**Active**) (otherwise **Inactive**).

- If there is still no connection, terminate AV Prompter and restart it again.
- If there is still no connection, check the AV Prompter settings for the correct IP address of the Wings Platinum computer.
- If there is still no connection check your iPod settings for the correct WLAN choice. Moreover, you can also prevent connection to foreign WLANS:
  1. On the iPod click **Settings** and **Wi-Fi**.
  2. Select the correct WLAN for presentation control, i.e. it must be checked.
  3. The iPod should ignore other WLANs. Next to Other WLANs click  and click **Forget this network**. Repeat this procedure for any other WLANs that are not required.
  4. Switch off **Ask to Join Networks** by moving the switch to the left, unless this has already been done. After starting AV Prompter the connection should now be established.
- If still no connection has been established, check the firewall and unblock the addresses required for the AV Prompter. You can also try to disable the firewall but you need to bear in mind that this leaves your computer unprotected.
- Disable the PCs LAN adapter as it may cause problems with some PCs when the Ad hoc connection is established simultaneously. In the **Network and Sharing Center** click on **Change Adapter Settings**. Right-click the **LAN connection** and choose **Disable**.

Texts and preview images from the timeline are not displayed on the iPod display...

- Check first whether output on the AV Prompter has been enabled in the note objects. Right-click the note object and select **Properties**.

Check box **Display on Stumpfl AV Prompter** and close the dialog by clicking **OK**.

If radio communication is intermittent

You can improve WLAN reception by ensuring that there is a clear line of sight between the WLAN device (notebook, WLAN Access Point, WLAN stick, etc.) and the iPod. Access Points with visible antennas are more reliable than ad-hoc connections. Please bear in mind that the possible range depends on the quality of the WLAN device. Some devices allow connection of external antennas which help to improve its range. In any case, is it useful to perform tests before every professional application of the system. Please consider also that reception is worse in a room full of people than in an empty room. The strength of the incoming signal can be identified at the top left iPod corner:



...high signal



...medium signal



...bad signal



...no signal

Copyright for media samples

Folder **Media Samples** on the Wings Platinum DVD and, if applicable, on your harddisk, contains a few media files (images, video, music) to be used for workshops and as production examples. All these media are protected by copyright. They must only be used in the context of finding out about Wings Platinum. Any other usage, in particular commercial usage, such as public performance, reproduction by copying or printing, requires the usage rights to be acquired from the authors. Information on further usage of media samples and contact information can be found on the Internet. The following media are available in folder **Media Samples**:

- **Gemafree music** from the Highland music archives (folder **Highland Samples** and **fotoforum Workshop**). See www.highland-musikarchiv.com.
- Pictures of the **Elbsandstein mountains** by Mathias Michel (folder **Camera**), www.mm-vision.com.
- Pictures of the island of **Rügen** by Dieter Hartmann (folder **Samples**). See www.quattrovision.de.
- Pictures and HD videos of **Norway** by Petra and Gerhard Zwerger-Schoner (folder **fotoforum Workshop**). See www.zwerger-schoner.at.
- DV video **Bear** by Klaus Stange (folder **Videos**). See www.avttention.de.
- DV video **Flag** by Dieter Hartmann (folder **Videos**). See www.quattrovision.de.
- **DVD loops** in MPEG2 format by MainConcept (folder **Videos**). See http://www.mainconcept.de.

Glossary

A

Alpha channel: ..is an additional image level in an image file to save information for transparent areas. Up to 256 transparency levels are available, which means that even semi-transparent and progressions can be displayed.

B

Button: ...can be clicked with the mouse.

C

Codec: .. software which, during video computation, compresses data and therefore reduces the data volume, and decompresses again while playing back.

Ctrl: Short for Control key

D

DAW: ...Digital Audio Workstation

Device port: ...internal, software-based device connection in Wings Platinum. It is defined by protocol or control signal, respectively, by Port ID and computer port.

E

EXE presentation: ...an executable file which runs on virtually every Windows computer without Wings Platinum being installed.

F

Frame drops: ...are video images which are left out during recording or playback. This usually causes a jump in time and the video to jerk.

G

GOP: means "Group of Pictures" and specifies a group of pictures within a compressed video containing all the information required for its complete reconstruction.

H

HDAV: ...is short for "High Definition Audio Vision" and characterizes a digital AV show with high-resolution pictures, videos and animations with a quality exceeding DVD standards by far.

K

Key frames: .....depending on the context this term has different meanings: 1. For controlling size and position of an image this is the point of time for which certain parameters were specified. 2. For video compression these are the images that contain all the information necessary for their reconstruction.

L

Locator: .. a vertical line in the Timeline which marks the time position.

M

Media Pool: ...is used for organizing and managing all media files and devices within a project

Modulo: Modulo is an arithmetic operation. The result is the remainder of a division. If it equals zero the condition is considered to be fulfilled.

MPEG: Motion Picture Expert Group, ... international group that develops and standardizes methods for compression of audio and video files

P

Peak level: ....is the maximum volume level of a sample and relevant for the audio level control. When determining this value, even the tiniest peaks are included so that it has little relevance for evaluating the loudness.

R

Resolution: ... specifies the amount of different brightness and voltage values. A resolution of 16 bit, for instance, permits approx. 65,000, one of 24 bits about 16 million values to be depicted. For picture files, it defines the number of colours that can be displayed, for audio files, the dynamic range.

RMS level: ... is a measure for the highest power in an audio file. This value is a good indicator for the subjective loudness of a sample. For a correct audio level control this RMS level is irrelevant, as its always determined for a period of 50 ms.

S

Sampling rate: ... specifies the number of values per second contained in an audio file. The higher the sampling rate, the higher the highest frequency that can be depicted.

Scaling: ...alteration in picture size caused by rerendering

Screen: ...is the output medium for a presentation, e.g. a projection screen, a monitor or a display.

SmartSync Engine: ...is a technology which synchronizes the graphics card refresh rate with the video frame output for hardware rendering and allows soft video playback without any jerks.

Speaker Support: ... by pressing a button, the presenter can start individual dissolves or prepared sequences synchronized with music for his live presentation.

T

Texture files: .....are picture files for direct processing by a 3D graphics card. For this purpose, texture data are loaded into the graphics memory and are processed up to one thousand times faster than by the main processor.

Timeline: ... .a window displaying a timeline from left to right, which contains tracks for pictures, sound, videos and other objects.

Trigger: ...is a control element that executes a previously defined function in response to a certain event.

Index

A

About 2

Address

  Stumpfl 3

AV Prompter 129

C

Camera movement

  Camera movement across still pictures 74

Concept of Wings Platinum 29

Contacts 3

  Stumpfl 3

Creating 43, 66

  Workshop - Creating and editing sound track 66

  Workshop - Creating project for a digital AV Show 43

Current version

  of the online help 2

  Versions and functions 5

D

Documentation status 2

Drag & Drop 37

E

Example projects

  Camera movement via static pictures 74

  Digital AV Show 35

F

Features 8

Firmware 2

  Required firmware for Wings Platinum 2

Functions

  Functions through special modules 5

  General functions of the versions 5

G

General 1, 20

  Versions and functions 5

H

Help 31

  Documentation Status 2

  Optimum utilization of the Online Help 31

I

Information 2

Interval music for Speaker Support

  Workshop

    Speaker Support with interval music 108

L

Licence 5

Versions and Modules 5

Locator 20

Explaining the program window 20

M

Main menu 20

User interface 20

Media Platform 1

Media Pool

Explaining the user interface 20

Mix groups

Workshop

Mix groups - Instant change of contents 116

Modules 5

Moving

Workshop - Camera movement via static pictures 74

Multidisplay Licence 5

N

New 43, 66

Creating a project for a digital AV Show 43

Creating and editing the soundtrack 66

O

Online help

Optimum utilization of the Online Help 31

P

Playback

Workshop

Optimum show presentation 122

Presentation

Workshop

Optimum show presentation 122

Presenting

Workshop

Optimum show presentation 122

Preview Windows

Explaining the program window 20

Program Window 20

Prompter 129

Q

Quick start via Drag & Drop 37

R

Remote

controlling via iPod and AV Prompter 129

Resolution of pictures

Workshop

Optimum show presentation 122

S

Shifting

Workshop - Camera movement via static pictures 74

SmartMove-Keyframes

Toolbar 23

Speaker Support

Workshop

Speaker Support with interval music and video loop 108

Stumpfl contacts 3

T

Timeline 20

Tool bars 21

Function bar 21

Toolbar 23

Transparency

Tutorial - Controlling the transparency of composite images via dynamic masking 98

Tutorial

Digital AV Show 35

Optimum utilization of the Online Help 31

Wings Platinum Concept 29

V

Versions 2, 5

Documentation Status 2

Versions and Modules 5

Video

Integration 86

W

Wings Platinum 29

Wings Platinum concept 29

Workshops

Digital AV Show 35

Optimum utilization of the Online Help 31

Wings Platinum Concept 29