

Ulead[®] DVD Workshop[™] 2

*User Guide
Ulead Systems, Inc.
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Introduction



Introduction

Thank you for choosing **Ulead DVD Workshop**, your complete DVD/VCD/SVCD authoring program.

With the rapid advance of multimedia technology and the widespread availability of video equipment, creating and viewing home movies are fast becoming a favorite hobby all over the globe.

DVD Workshop breaks down the DVD authoring process into simple step-by-step operations. This gives you the freedom to concentrate on creating the movie and not on using the software.

DVD Workshop has all the necessary tools to create your VCD, SVCD, and DVD projects to share with your family and friends.

What's new

Multiple subtitles

Create discs with up to the DVD maximum of 32 selectable subtitle tracks. These can feature different languages, subtitles for the hearing-impaired, training guides, and more.

Multiple audio tracks

Add multiple audio tracks with different languages, commentaries, programming for the visually-impaired, or different levels of instruction. Use up to DVD's standard maximum of 8 audio tracks with control of over all audio levels and fade-in/fade-out behavior.

Copy protection

Protect your intellectual property rights with CSS encryption which can be burned on a domestic DVD recorder. The popular Macrovision® encoding is also available when authoring to DVD.

Region coding

Further protect your work by specifying the DVD regions where it can be played.

Real-time preview

Preview the exact behavior of your DVD in real-time with the unique DVD simulator. Ensure motion menus, buttons, videos, slideshows, subtitles, and audio tracks all behave and interact as they should before burning to disc.

Playlist control

Easily specify the relationships between menus, videos, subtitles, and audio tracks by clicking a few straightforward buttons. Determine the sequence of play items to loop at specified times or certain actions to trigger multiple choices.

Import audio from audio CDs

Create soundtracks, or background music for menus and slideshows by copying audio directly from audio CDs.

Key features

Guided workflow

DVD Workshop breaks down the VCD, SVCD, and DVD authoring process into five steps: **Start**, **Capture**, **Edit**, **Menu**, and **Finish**. All these steps are accessible in the **Step Panel**.

Ready-to-use menu templates and content

Abundant preset menu templates and objects are available in the **Library**. You can also visit the Ulead DVD Workshop Web site and download additional menu templates.

Motion menu

Add animated backgrounds and buttons giving you more options for enhancing your menus.

PowerMenus™

Choose from three levels for designing scene selection menus: use a preset template for the fastest results, modify a template, or create your original design.

MPEG-Direct™

Save both disk space and time by capturing directly from DV to MPEG.

SmartRender™

Multiple formats can be mixed in the same project and some elements can be selected to be burned on the disc without conversion (if required). These can include MPEG-1, MICROMV, 16:9 widescreen/standard 4:3, as well as various audio codecs or formats. This way, reconversions which would reduce quality can be avoided.

System requirements

- Microsoft® Window® 2000 or XP
- Microsoft DirectX® 9
- Intel® Pentium® III 800 MHz or higher (Pentium IV 2GHz or higher recommended)
- 128MB RAM (256MB or above recommended)
- 500MB of available hard disk space for program installation
- 4GB+ hard disk space for video capturing and converting

Note: 1 hour of DV video requires 13GB of hard disk space.

- Real-time preview requires at least Pentium IV 2GHz or equivalent and 512MB DDR RAM
- 16-bit color display using 1024x768 or higher resolution
- DVD-ROM drive

Supported file formats

Import

- Video: MPEG-1, MPEG-2, MICROMV, WMV, AVI, QuickTime
- Image: BMP, GIF, JPG, JP2, JPC, PNG, TGA, TIF, UFO, PSD
- Audio: MPEG audio (MPA), WAV, MP3, WMA, Dolby® Digital

Export

- Disc: DVD-5, DVD-9, miniDVD, VCD, and SVCD
- Audio: LPCM audio, MPEG audio, Dolby® Digital
- Tape: Digital Linear Tape (DLT)

Supported input/output devices

- IEEE-1394 FireWire interface cards (OHCI compliant) for digital camcorders
- Analog capture cards and other devices (VFW and WDM support)
- USB capture devices/PC cameras
- Windows-compatible DVD-R/RW, DVD+R/RW, CD-R/RW drives

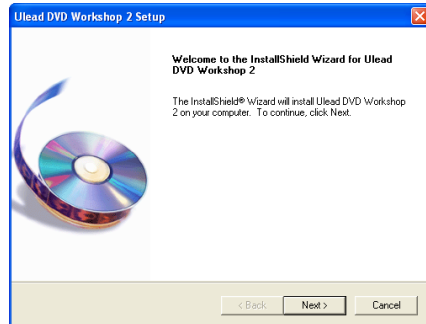
Installation and removal

Installation or removal of DVD Workshop is easy. Just follow the instructions that come with your product CD.

To install DVD Workshop in your computer:

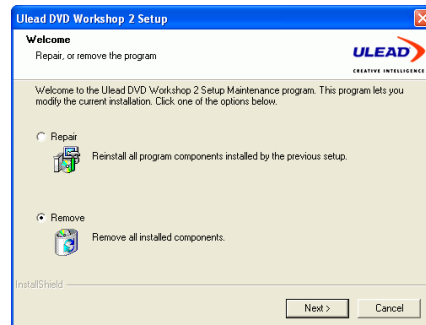
1. Insert the DVD Workshop CD onto your computer's disc drive.
2. If **AutoRun** is enabled, the DVD Workshop Setup screen automatically appears. Follow the step-by-step instructions to complete the installation process.

Note: The TV system option will determine the disc templates that will be included in the installation. Select the TV system for the country you are in or the TV system you intend to play back your movie.



To uninstall DVD Workshop from your computer:

1. Go to **Control Panel** then select **Add/Remove Programs**.
2. Select **DVD Workshop** from the list of applications for removal then click **Change/Remove**.
3. Select **Remove** in the **Ulead DVD Workshop 2 Setup** dialog box then click **Next**. All components will be removed from your system.
4. Click **Finish** to complete the uninstallation process.



Registration

Register your copy online when prompted during installation, or at a later time by selecting **Global Settings: Online Registration**. By registering, you gain access to Ulead's product and information updates on DVD Workshop and other great software products. This also entitles you to free technical support if you encounter problems with the software.

Getting Started



Getting started

DVD Workshop offers plenty of features to help you turn raw footage into CD- or DVD-based videos complete with titles, effects, and menus.

This section introduces you to the basics of DVD Workshop. With proper understanding and use of the software's features, working with your projects becomes simple and fun.

The Step Panel

DVD Workshop simplifies what used to be a complex task of DVD authoring into a simple five-step workflow. Although the default order of steps is normally followed, you can switch from one step to another by clicking the desired step. A currently active step is highlighted in blue, and the contents of the **Options Panel** change accordingly.



Start Create a new project or open an existing one for burning or further editing.

Capture Capture footage from a video source to your computer. You can capture video from analog or digital video sources as well as TV footage.

Edit Arrange, edit, and trim video clips. You can also set chapters for your menus and add extra audio tracks and subtitles to your project.

Menu Create the menu for your project. Menus allow your viewers to instantly access specific points in your movie. Use available preset menu templates or create a custom menu.

Finish Burn your movie onto a disc, burn and create a disc image file, or create a master copy in a Digital Linear Tape which you can send to a DVD replication facility for mass production.

The User Interface



- 1 **Step Panel** Displays the buttons that you can use to go to the different steps to complete your project.
- 2 **Global Commands Bar** Contains a set of buttons for saving, redoing, and undoing actions as well as quick access to **Global Settings**.
- 3 **Options Panel** Contains options and other information about the selected project, clip, menu, or button. The contents of this panel vary depending on the step you are in. You can adjust settings and customize objects in this panel. Above the Options Panel, the project name and total project file size are displayed.
- 4 **Navigation Panel** Contains buttons that can be used to go through a clip. In the **Capture Step**, this also acts as the device control for the DV device if the device control is properly set up.
- 5 **Subtitle and Audio Track** Allows you to switch to a different audio and/or subtitle track when previewing your project.
- 6 **Preview Window** Displays titles, acts as workspace for creating menus, or previews your projects depending on the step you are in.
- 7 **Content Window** Displays the **Title List** in the **Capture** and **Edit** steps. When in the **Menu Step**, the **Menu List** is also displayed along with the Title List.

8 Chapter List Displays the chapters of a selected title. When creating a slideshow, you can view the images that are included in the slideshow title.

9 Title Selector A part of the Chapter List that displays the active title.

10 Library Contains all media clips that were either captured or imported from other file sources. It also contains ready-to-use buttons, menu templates, and frame presets you can use for your projects.

11 Add Chapter Inserts the currently displayed frame to the Chapter List.

12 4:3/16:9 Switches the **Preview Window's** aspect ratio between 4:3 (standard TV) and 16:9 (widescreen).

The Global Commands Bar

The **Global Commands Bar** consists of various commands such as **Global Settings**, **Save**, **Undo**, and **Redo**. More buttons are displayed in the Menu Step.



Global Settings Opens a menu where you can access options for changing program settings.



Save or **Save As/Package** Lets you save the changes made in the project or opens a dialog box where you can save the same project using a different file name.



Undo Reverses past actions performed. This command can be disabled in the **Preferences** dialog box.

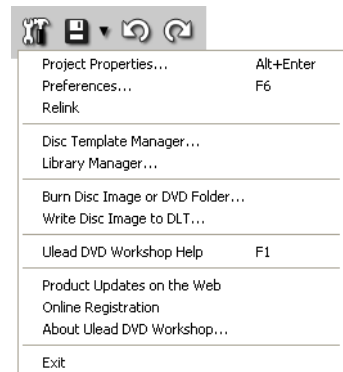


Redo Reverses the undo commands performed. This command can be disabled in the **Preferences** dialog box.

Global Settings

The following commands are accessible through the Global Settings menu:

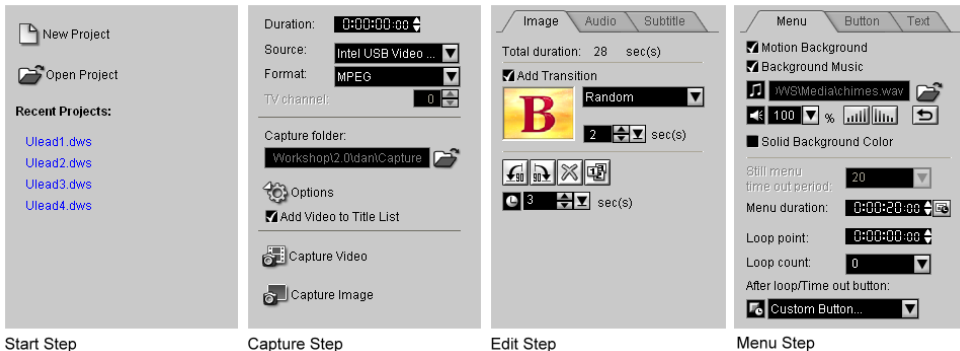
- **Project Properties** Opens a dialog box that displays attributes and information about the current project. You can also modify the settings you have set in the New dialog box.
- **Preferences** Opens a dialog box where you can determine various settings while working in DVD Workshop. (see [“Setting Preferences” on page 29](#))
- **Relink** Prompts you to browse your computer to re-establish links for missing clips used in the project.
- **Disc Template Manager** Opens a dialog box where you can create a new template or customize available disc templates. (see [“Disc templates” on page 99](#))



- **Library Manager** Opens a dialog box where you can create subfolders for the different main libraries. Creating subfolders helps to organize and manage the different clips in your project.
- **Burn Disc Image or DVD Folder** Opens a dialog box where you can burn a disc image file or DVD folder onto a disc.
- **Write Disc Image to DLT** Opens a dialog box where you can create a master copy of your DVD in a Digital Linear Tape.
- **Ulead DVD Workshop Help** Opens the DVD Workshop online help.
- **Product Updates on the Web** Launches your Web browser then takes you to a page on the Ulead Web site where you can check for product updates, promotions, and free items related to DVD Workshop.
- **Online Registration** Launches your Web browser then takes you to the page on the Ulead Web site where you can register your copy of DVD Workshop.
- **About Ulead DVD Workshop** Displays product and copyright information about DVD Workshop.
- **Exit** Closes the program.

The Options Panel

The **Options Panel** is located at the left-hand side of the program window. It contains various tools you can use to create and edit the different elements of your project. The set of available commands in the **Options Panel** vary depending on the step you are in.



Start Step Options Panel Contains command buttons that allow you to create a new or open an existing project file (*.DWS). A list of the four most recently used projects is displayed in the lower portion of the panel.

Capture Step Options Panel Allows you to capture videos and images from a video source. Click Options to access more capture options.

Edit Step Options Panel Consists of three tabs: the **Video/Image** tab, **Audio** tab and **Subtitle** tab. Use the **Video/Image** tab and the **Audio Panel** to arrange, trim, and edit video/image/audio clips. Use the **Audio/Subtitle** tab to add or edit audio tracks and subtitles. Options on the Video/Image tab vary depending on the selected clip.

- **Video** Displays various options that you can use to edit your video clips and add chapters for your menu.
- **Image** Displays various options that you can use to edit your image clips and create your slideshows.
- **Audio** (DVD) Displays various options that you can use to add or remove audio tracks.
- **Subtitle** (DVD) Displays various options that you can use to add and edit subtitle tracks.
- **Audio Panel** Displays various options that you can use to adjust the volume level of your audio clip and view its properties.

Menu Step Options Panel Contains the commands and settings needed to create and modify the components of your menu. Switch between tabs to select the menu component you want to edit.

- **Menu** Allows you to set menu properties. You can set your menu to have motion attributes and background music.
- **Button** Allows you to adjust the button properties. You can add frames, shadows and more. This is also where you can create a playlist for your buttons. There are five panels available in this tab: **Attributes**, **Style**, **Frame**, **Shadow**, and **Playlist**.
- **Text** Allows you to create and edit text on your menus. This is also where you can create a playlist for your text objects. There are four panels available in this tab: **Attributes**, **Style**, **Shadow**, and **Playlist**.

Items of each Options Panel will be discussed further in their corresponding chapters.

The Navigation Panel

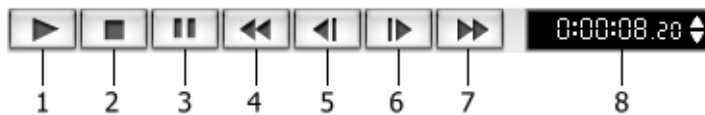
The **Navigation Panel** is used to preview and edit the titles of your project. Use the **Navigation Controls** to go through your videos. Use the **Trim Bars** and **Jog Bar** to edit your titles.

When capturing videos, the set of buttons will differ. Instead of playback buttons, device control buttons is shown. Use these buttons to control your DV device.

Note: To be able to control your DV device within DVD Workshop, the device control must be properly set up.

Navigation Panel - Capture Step

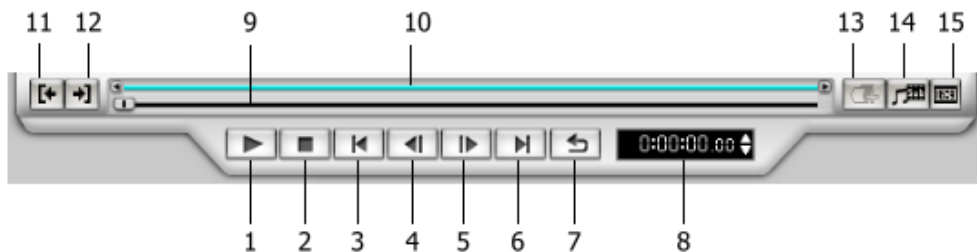
The **Navigation Panel** is enabled when a DV camcorder is connected to your computer via an IEEE-1394 interface card. You can control your DV camcorder, if the device control is properly set up, using the following navigation buttons:



- 1 **Play** Plays the video.
- 2 **Stop** Stops playing the video.
- 3 **Pause** Plays, pauses or resumes playing the video from the position of the Jog Bar.
- 4 **Rewind** Goes back through the video.
- 5 **Previous Frame** Goes to the previous frame of the video.
- 6 **Next Frame** Goes to the next frame of the video.
- 7 **Fast Forward** Goes forward through the video at a faster rate.
- 8 **Timecode** Displays how many minutes/seconds into the video the current frame in the **Preview Window** appears.

Navigation Panel - Edit Step

When you double-click a clip in the **Capture Step** or switch to the **Edit Step**, the Navigation Panel will display a different set of buttons. These buttons will allow you to play back, edit, and trim your clips.



- 1 **Play/Pause** Plays, pauses or resumes playing the clip from the position of the **Jog Bar**.
- 2 **Stop** Stops playing the clip.
- 3 **Go to previous edit point** Goes to the previous edit point before the current one.

- 4 **Previous frame** Goes to the previous frame of the video.
- 5 **Next frame** Goes to the next frame of the video.
- 6 **Go to next edit point** Goes to the next edit point after the current one.
- 7 **Repeat** Loops the selected clip after it ends play.
- 8 **Timecode** Displays how many minutes/seconds into the clip the current frame in the **Preview Window** appears.
- 9 **Jog Bar** Indicates the range between mark-in and mark-out frames of a video or audio clip. You can drag the slider to navigate through the currently selected clip.
- 10 **Trim Bar** Drag the **Mark-in/Mark-out** sliders to trim the currently selected clip.
- 11 **Set Mark-in** Click to mark the beginning point where the clip will be trimmed.
- 12 **Set Mark-out** Click to mark the end point where the clip will be trimmed.
- 13 **Add Chapter** Click to add the currently displayed frame to the Chapter List.
- 14 **Audio/Subtitle** Allows you to switch to a different audio and/or subtitle track when previewing your project.
- 15 **4:3/16:9** Click to switch the Preview Window's aspect ratio between 4:3 (standard TV) and 16:9 (widescreen).

The Preview Window

The Preview Window serves as an area where you can preview videos you want to capture, create your menus, and preview your projects. The function of the Preview Window depends on which step you are in.

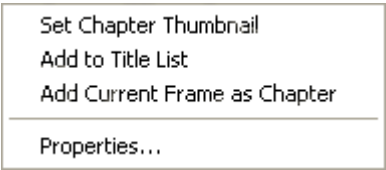


The Preview Window context menu

Right-click the **Preview Window** in the **Edit Step** and the **Menu Step** to access the context menu. These two steps have different context menus that contain options for specific tasks in each step.

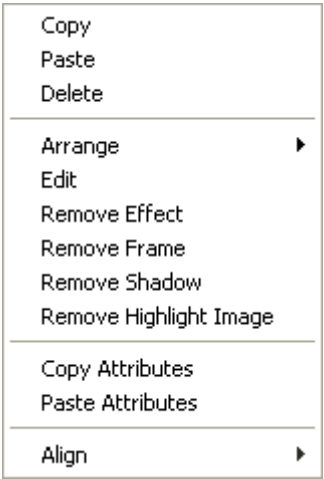
Edit Step

- **Set Chapter Thumbnail** Uses the currently displayed frame in the Preview Window as the thumbnail for the selected chapter in the **Chapter List**.
- **Add to Title List** Adds the currently displayed clip to the **Title List**.
- **Add Current Frame as Chapter** Adds the currently displayed frame to the Chapter List.
- **Properties** Opens a dialog box where you can view specific attributes of the currently displayed clip.



Menu Step

- **Copy** Copies the selected item to the clipboard.
- **Paste** Adds the item on the clipboard to the menu.
- **Delete** Removes the selected item from the menu.
- **Arrange** Allows you to rearrange the stacking order of the selected item(s).
- **Edit** Allows you to edit the content of the selected text object.
- **Remove Effect** Removes the applied effect on the selected text object.
- **Remove Frame** Removes the frame from the selected object or button.
- **Remove Shadow** Removes the shadow effect of the selected object or button.
- **Remove Highlight Image** Removes the highlight image applied to the selected button.

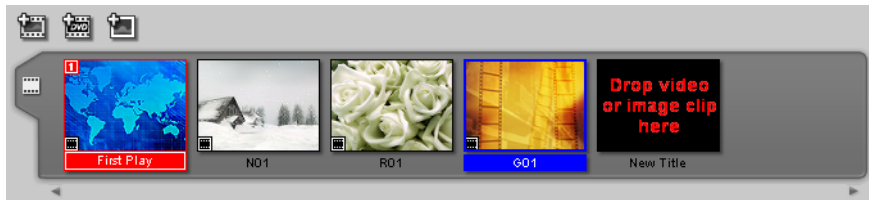


- **Copy Attributes** Copies the selected item's (e.g. size, shadow, and frame) settings to the clipboard.
- **Paste Attributes** Applies the settings in the clipboard to the selected object or button.
- **Align** Allows you to set the position and dimensions of the items (in relation to each other) in the menu.

The Content Window

The **Content Window** displays all titles and menus used in your project. There are two tabs in the Content Window: the **Title List** and the **Menu List**.

The Title List



The Title List displays all titles (video and slideshow) used in a project. The titles are arranged sequentially according to their position in the project. You can add titles to your project by dragging a selected clip from the **Library** to the Title List or using the buttons above the Title List. (see [“Working with titles” on page 57](#)) The buttons above the Title List are:



Add Video Opens a dialog box where you can browse and select a video file to add to your project.



Import from DVD Opens a dialog box where you can browse and select a VIDEO_TS or DVD_RTAV folder from a DVD to add to your project.



Add Image Opens a dialog box where you can browse and select image files to add to your project as a slideshow title.

The Title List context menu

Right-click a thumbnail in the Title List to access the context menu. This menu contains options that allow you to add, remove, or rename a title. You can also control how the title will be displayed on a TV screen.

- **Edit** Displays the selected title in the **Preview Window** for further editing.

- **Cut Title** Splits a title into two based on the position of the Jog Bar. Two new clips are created in the Title List.
- **Copy** Copies the selected title to the clipboard.
- **Paste** Adds the copied title to the Title List.
- **Delete** Removes the selected title from the Title List.

- **Rename** Allows you to assign another name to the selected title.
- **Properties** Opens a dialog box where you can view the attributes of the selected title.
- **Output Display Options** Opens a dialog box where you can specify how your video will be displayed on the TV screen. (see “Output Display Options” on page 68)
- **Set as First Play Video** Assigns the selected title as the First Play Video. (see “Setting a First Play Video” on page 61)

Edit
Cut Title
Copy
Paste
Delete
Rename
Properties
Output Display Options
Set as First Play Video

The First Play Video context menu

- **Edit** Displays the selected title in the **Preview Window** for further editing.
- **Remove First Play Video** Removes the clip in the **First Play** placeholder.
- **Properties** Opens a dialog box where you can view the attributes of the selected title.

Edit
Remove First Play Video
Properties...

The Menu List



The **Menu List** displays all the menus currently used in your project. You can add menus to your project by dragging a menu template from the **Library** to the Menu List or using the buttons above the **Menu List**. (see [“Creating menus” on page 82](#)) The buttons above the Menu List are:



Create Menu - Blank Creates a custom menu. All the elements in this menu, such as buttons, text, and background image, must be manually added.



Create Menu - Template Opens the **Select Menu Template** dialog box. This is where you select preset menu templates that you can use for your project.



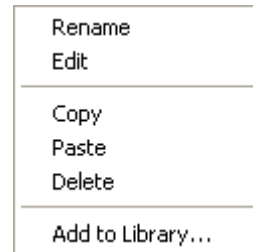
Create Menu - Wizard Automatically creates menus based on the titles and chapters used in your project.

On the upper-right corner above the Menu List are four buttons that you can use in editing your menu. (see [“Editing your menus” on page 90](#))

The Menu List context menu

Right-click a thumbnail in the Menu List to access the context menu. This allows you to add, remove, or rename your menus as well as add a custom menu to the **Library** as a menu template.

- **Rename** Allows you to assign another name to the selected menu.
- **Edit** Displays the selected menu in the **Preview Window** for further editing.
- **Copy** Copies the selected menu to the clipboard.
- **Paste** Adds the menu on the clipboard to the Menu List.
- **Delete** Removes the selected menu from the Menu List.



- **Add to Library** Adds the selected menu to the **Menu Template Library**.

The Chapter List

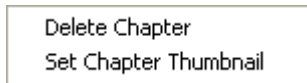
The **Chapter List** displays the chapters inserted from the selected title. **Chapters** are specific points in your video that can be added to your menus. They allow the viewer to instantly go to that point in the movie when selected.

When the selected title is a slideshow, the Chapter List displays the images included in the slideshow. You can rearrange and delete images in the Chapter List.

Below the Chapter List is the **Title Selector**. This displays the thumbnail of the title you are currently working on. If you have more than one title on your project, use the arrows to go through them.

The Chapter List context menu

Right-click a thumbnail in the Chapter List to access the context menu which allows you to add or remove chapters to your menu.

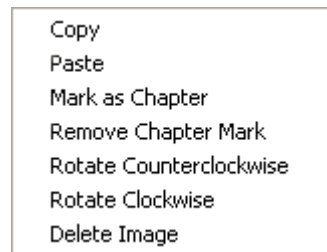


- **Delete Chapter** Removes the selected chapter from the Chapter List.
- **Set Chapter Thumbnail** Assigns the currently displayed frame in the Preview Window as the thumbnail for the selected chapter in the Chapter List.



When a slideshow is selected, a different set of options is displayed in the context menu.

- **Copy** Copies the selected image to the clipboard.
- **Paste** Adds the image in the clipboard to the **Title List**.
- **Mark as Chapter** Assigns the selected images as a chapter for the slideshow.
- **Remove Chapter Mark** Removes the chapter mark from the selected image.
- **Rotate Counterclockwise** Rotates the selected image 90 degrees to the left.



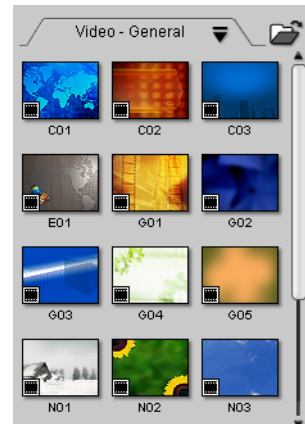
- **Rotate Clockwise** Rotates the selected image 90 degrees to the right.
- **Delete Image** Removes the selected image from the **Chapter List**.

The Library


The **Library** functions as a storage place for all the elements essential in creating your projects. It organizes all your media clips, button templates, and text effects in separate categories. Thus, making it easier for you to find what you need. The contents of the Library vary depending on the step you are working in.

Here is a list of libraries available in DVD Workshop:

- **Video Library** Contains captured or imported videos that can be used as titles and menu backgrounds/objects.
- **Image Library** Contains captured or imported images that can be used as components for creating a slideshow and menu backgrounds/objects.
- **Audio Library** Contains audio clips that serve as background audio for slideshows, videos, or menus.
- **Thumbnail and Text Menu Library** Contains menu templates that you can use for your project. These templates contain all the necessary elements for a menu such as backgrounds, placeholder buttons, and text objects. All elements can be edited.
- **Button Library** Contains images that can be used as navigation menu buttons (e.g. Play all). These buttons are used to go through the different menus, chapters, or titles in your movies.
- **Frame Library** Contains placeholders with frames which you can use to hold links (e.g. chapters) in the menus. These frames can also be used as borders for your menu objects but not for text objects.
- **Object Library** Contains various images that you can use to enhance your menu. You can also use these objects to create links for your menus, chapters, or titles.
- **Highlight Image Library** Contains images that can be used to indicate that a button is focused or selected.
- **Text Effect Library** Contains numerous text effects that can be used to enhance your menu's text.

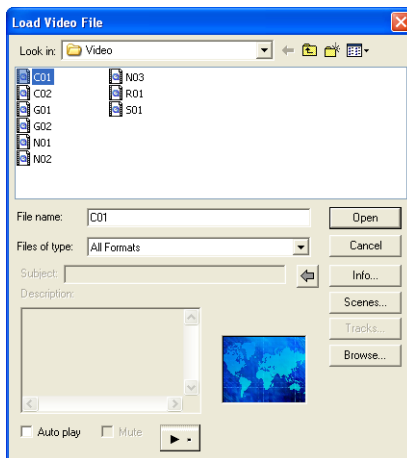


To import media clips into the Library:

1. Select the library that contains the media you want to import from the **Library** list.
2. Click  to open the **Load Video/Image/Audio File** dialog box.
3. Select the file then click **OK**.

You can import audio tracks from a CD by selecting the disc drive containing the CD in the **Load Audio File** dialog box then choosing the CD track you want to import. The chosen track will be copied into your project folder.

Tip: Drag and drop edited titles or menu pages back to the Library so you can use them in the future.

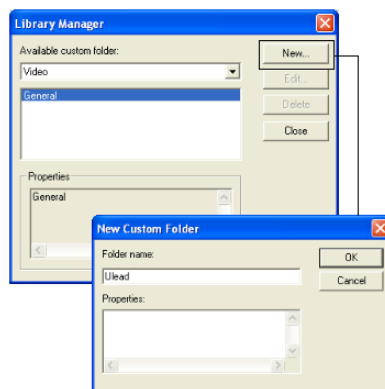


The Library Manager

Organize your libraries through the **Library Manager**. The **Library Manager** dialog box allows you to create subfolders below the main libraries making it easier for you to organize your menu templates, objects, and clips.

To add custom folders in the Library:

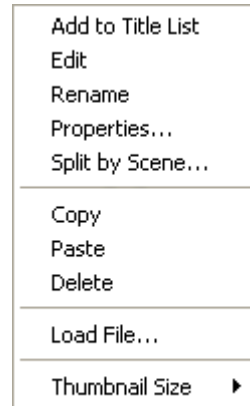
1. Click **Global Settings: Library Manager** to open the **Library Manager** dialog box.
2. Select the library where you want to create the custom folder in **Available custom folder**.
3. Click **New** to open the **New Custom Folder** dialog box.
4. Enter a name for the new folder then add a description for reference in **Properties**.
5. Click **OK**. The custom folder will appear under the library where it was created.



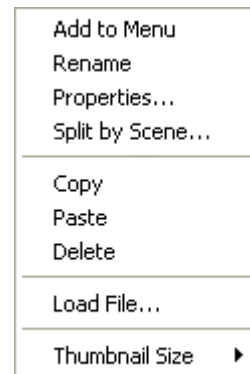
The Library context menu

Right-click a thumbnail in the library to access the context menu. You can import clips, add clips to the **Title List**, as well as add menu templates to the **Menu List**.

- **Add to Title List** (Edit Step) Adds the selected clip to the Title List.
- **Add to Menu** (Menu Step) Adds the selected clip as objects to the currently active menu.
- **Edit** (Edit Step) Displays the currently selected clip in the **Preview Window** for editing.
- **Rename** Allows you to assign another name to the selected clip.
- **Properties** Opens a dialog box where you can view specific attributes of the selected clip.
- **Split by Scene** Opens a dialog box where you can create new clips based on the different scenes of the selected clip in the **Library**.
- **Copy** Copies the selected clip to the clipboard.
- **Paste** Adds the copied clip to the Library.
- **Delete** Removes the selected clip from the Library.
- **Load File** Opens a dialog box where you can import video, image, or audio files to the Library.
- **Thumbnail Size** Allows you to change the size of the thumbnail in the Library.



Edit Step



Menu Step

Setting Preferences

Customize the program's working environment through the **Preferences** dialog box. Assign default settings when working on projects, capturing and editing videos, and creating menus and slideshows. To open the **Preferences** dialog box, click **Global Settings** on the **Global Commands Bar** then select **Preferences**. You can also press **[F6]** to open this dialog box.

General

Undo Select to define the maximum number of times you can reverse an action. Values range from 1-25. To undo an action, press **[Ctrl+Z]** or click **Undo** on the **Global Commands Bar**.

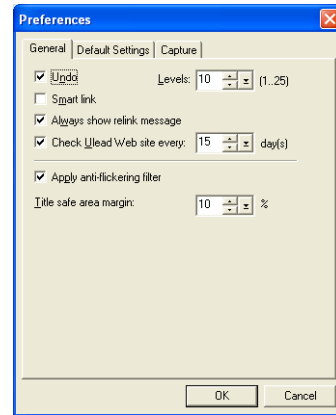
Smart link Select to automatically perform a cross-check between the clips in the project and their associated source files, allowing you to relink the source files to the clips. This is important when the file in the library is moved to another location.

Always show relink message Select to display the **Relink** dialog box when you click an unlinked clip in the **Library**.

Check Ulead Web site every Select to specify how often the program checks the Ulead Web site for news and updates.

Apply anti-flickering filter Select to apply the anti-flickering filter to your slideshows. This reduces the blinking effect when viewing slideshows on a television set.

Title safe area margin Set the viewable area of the text in the **Preview Window**. This acts as a guide to ensure that the text is not truncated when viewed on a TV screen. Recommended values are 12% for NTSC and 10% for PAL.



Default Settings

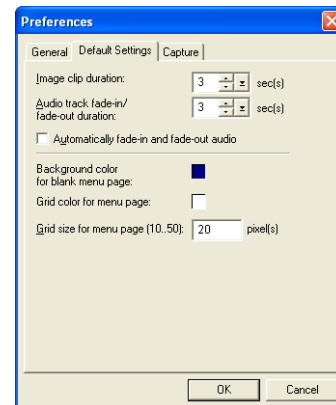
Image clip duration Specify the default duration of image clips when they are added to your project.

Audio track fade-in/fade-out duration

Specify the default duration for fading-in and fading-out of an audio track. The value entered here will be the amount of time it will take for the volume to reach normal levels when fading-in or the lowest level when fading-out.

Automatically fade-in and fade-out audio

Select to gradually increase/decrease the volume of the selected track as it starts/ends playing.



Note: The above settings will be applied to new clips added to the project. Click **OK** for these settings to take effect.

Background color for blank menu page Click the color box then select a color to use as default background when creating a blank menu.

Grid color for menu page Click the color box then select a color to use as default grid color when creating a menu.

Grid size for menu page Enter the default size of the grid that appears on the **Preview Window**. The grid serves as a guide when aligning objects and buttons on your menu.

Capture

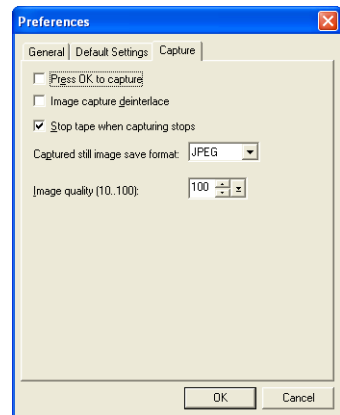
Press OK to capture Select to display a message box that confirms if you want to start the capturing process.

Image capture deinterlace Select to enable constant image resolution when downloading files, as opposed to progressive image resolution available with interlaced images.

Stop tape when capturing stops Select to have the tape in your capturing device also stop when you are done capturing.

Captured still image save format Select from a list of available image file formats. Still captures will be saved in the selected format.

Image quality Specify the image quality when saving images as JPEG files. The higher the quality, the bigger the file size.



Saving your projects

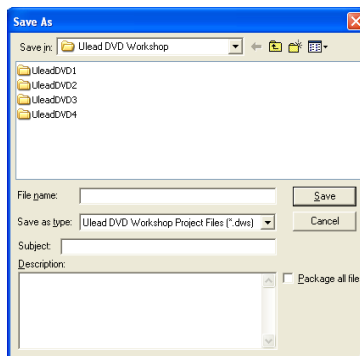
Saving your projects allows you to modify them at a later date. Once you have opened a new or an existing file, click **Save** to automatically store recent changes made in the project into the same file. **Save As**, on the other hand, will prompt a dialog box where you can save the same project version using a different file name.

Note: Save and Save As/Package are not available in the **Finish Step**.

To save your project as a new file:

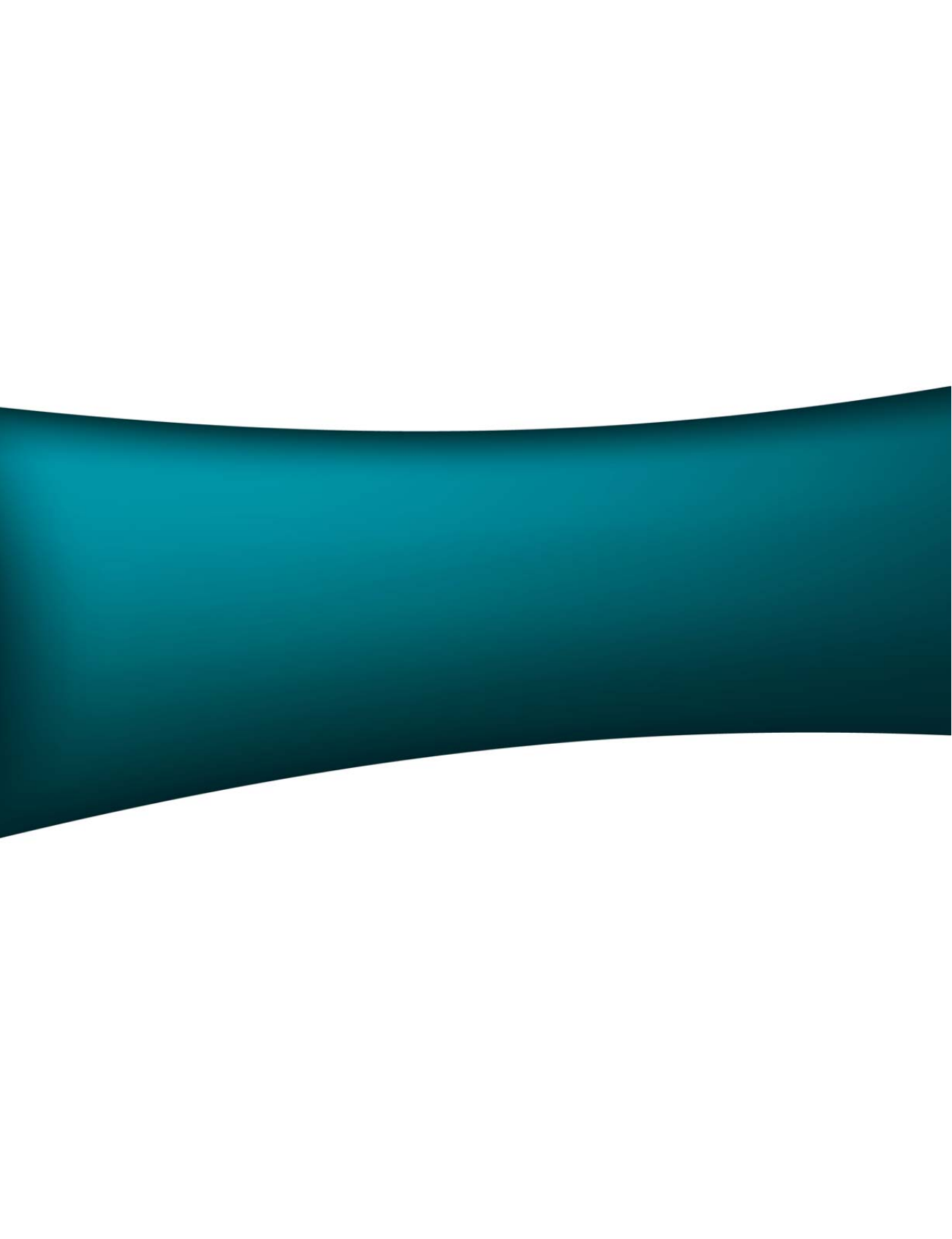
1. Click the arrow beside **Save** and select **Save As/Package** to open the **Save As** dialog box.
2. Enter a location where your new project version will be saved in **Save in**.
3. Type in a new file name.
4. Enter a subject and description for your new project.
5. Click **Save**.

Tip: If you are planning to share your project to others or work on it on another computer, select **Package all files**. DVD Workshop will save all the files that you used in your project (e.g. video, audio, and subtitle text) including the project file in the project folder. The files will be saved in different subfolders.



A horizontal banner with a teal-to-dark-teal gradient, featuring a wavy, undulating shape. The word "Start" is centered in white.

Start



Start

Start is where you can either choose to create a new project or open an existing one for editing or burning onto a disc.

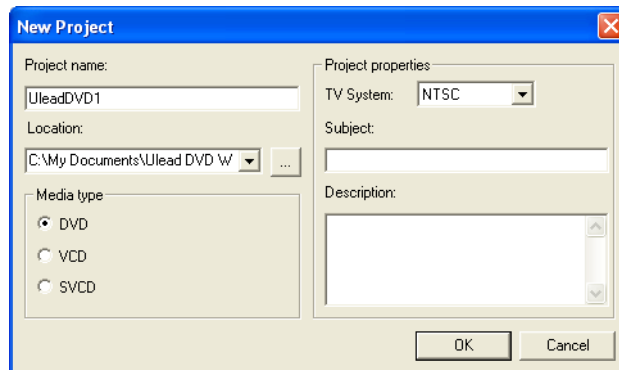
Creating a new project

To create a new project:

1. Click **New Project** in the **Options Panel**. The **New Project** dialog box opens.
2. Enter a **Project name**.
3. Specify the path for your project folder in **Location**.
4. Select the **Media type** you want to use for your project.

Note: Be sure of the media type and TV system to use before you start your project as this cannot be changed afterwards.

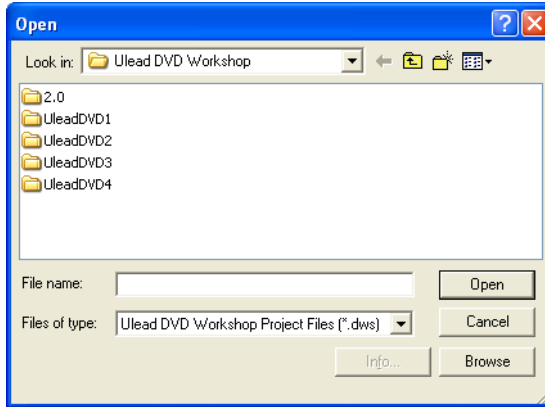
5. Enter a **Subject** and **Description** for your project.
6. Click **OK**.



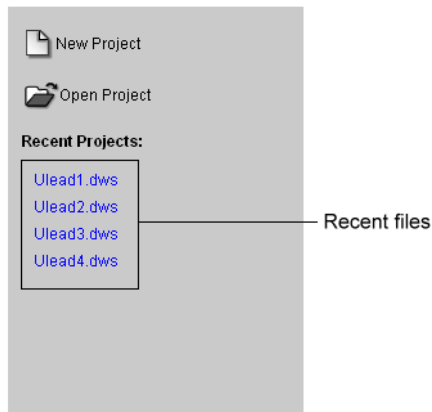
Opening an existing project

To open an existing project:

1. Click **Open Project** in the **Options Panel**. The **Open** dialog box opens.
2. Browse for your project (*.DWS) then click **Open**.

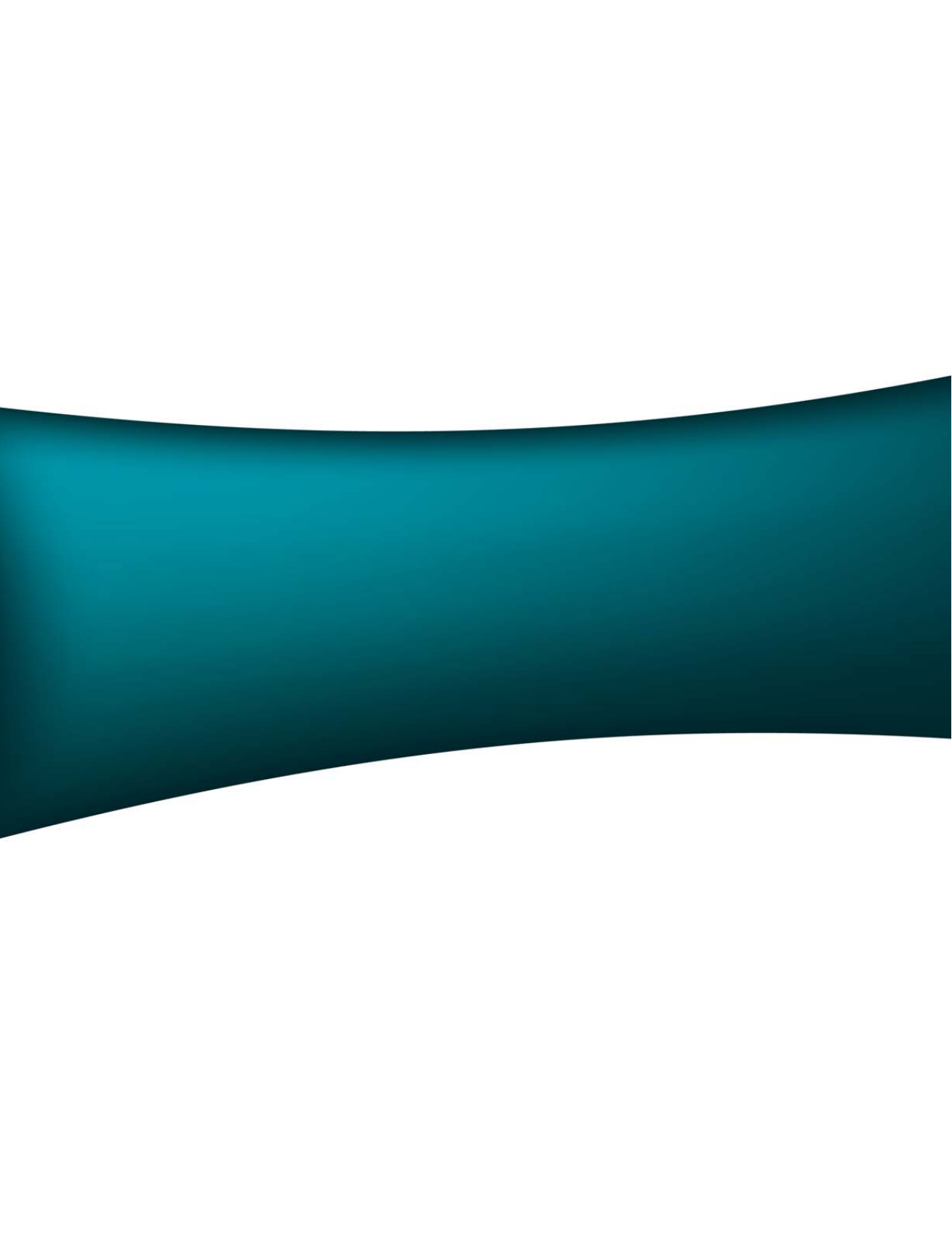


Tip: The **Options Panel** displays up to four recent project files you created or modified. Click a project file to open it.



A horizontal banner with a teal-to-dark-teal gradient, featuring a wavy, undulating shape. The word "Capture" is centered in white.

Capture



Capture

The bulk of video work involves working with raw footage. Transferring footage from a source device to the computer involves a process called **capturing**.

When capturing, video data is transferred from a source (usually a video camera) through a capture card to the computer's hard drive.



The Capture Step Options Panel

The **Options Panel** in the **Capture Step** contains tools for capturing video. The **Capture Step Options Panel** contains the following:

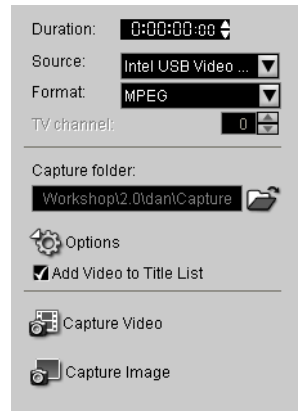
Duration Specify the length of video to capture. The capturing process automatically stops after the duration is reached.

Source Select a video source from the list.

Format Select a file format for the captured video.

TV channel Use the up and down arrows to browse for the TV channel from which you want to capture footage. A TV tuner card must be installed to use this function.

Capture folder Specify the folder where your captured videos will be saved.



Options Opens a menu where you can customize settings for capturing video.

- **Select Device Control** Opens a dialog box where you can set up device control. This will allow you to control your DV device using the **Navigation Panel**.
- **Change Capture Plug-in** Opens a dialog box where you can specify what plug-in to use for capturing video.

- **Change Field Order** Opens a dialog box where you can set the field order to use when capturing videos. There is also an option where you can let DVD Workshop automatically detect the field order used by the video source.
- **Capture Options** Opens a dialog box where you can set DVD Workshop to capture the audio, detect scenes, and preview the video while being captured. This is also where you specify the capture frame rate.
- **Video and Audio Capture Property Settings** Opens a dialog box where you can specify the video and audio input source, TV system, and settings for your TV tuner. You can also customize the video format of the captured video.

Add Video to Title List Select to automatically add the captured video clip to the **Title List**.

Capture Video/Stop Capture Starts/ends the capturing process.

Capture Image Captures the currently displayed frame in the **Preview Window** and save it as an image file.

Capturing Digital Video (DV)

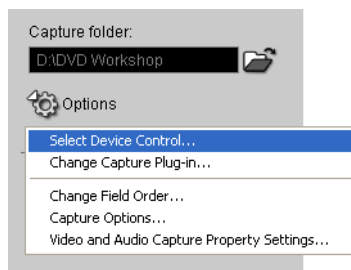
Digital Video (DV) combines a movie's audio and video aspects into a single binary language that can be broken down by computers. This gives DV the capability of getting digitally enhanced, edited, and adjusted.

To connect a DV camcorder to your computer:

1. Connect the DV camcorder to the IEEE-1394 interface card.
2. Insert your video tape into the camcorder and turn it on. Make sure it is in **Play (VCR/VTR)** mode. (Check your camcorder's manual for instructions.)
3. Click **Capture Step** and check that your device is displayed in the **Options Panel** under **Source**.

To capture Digital Video:

1. Turn on your camcorder and set it to **Play (VCR/VTR)** mode.
2. Create a new project or open an existing one and go to **Capture Step**.
3. Select the format you want to capture in **Format**.
4. Enter or locate the path where you want to save your captured video in **Capture Folder**.



5. Click **Options** in the **Options Panel** then select **Select Device Control** to open the **Device Control** dialog box.
6. Select the appropriate device control plug-in then click **OK**. This allows you to navigate through your video source using the **Navigation Panel**.
7. Use the **Navigation Panel** to go to the start of the section you want to capture.

Note: To capture live video, just set the camcorder to **Camera** mode. You don't have to insert a blank tape.

8. Click **Capture Video** to start capturing.
9. Click **Stop Capture** or press **[Esc]** to stop capturing.



Capturing analog video

Although Digital Video has been with us for quite some time now, the bulk of movies made since the invention of motion pictures remains in analog format. Your personal library may consist of a number of VCRs, VHS, Video 8s and 8-mm films. However, they do not have to be left out in the DV revolution. All you need to do is convert these tapes and reels to DV by capturing them into your computer.

To connect an analog device to your computer:

1. Connect your camcorder, VCR, or other video source to your analog capture card. (Check your capture card's manual for specific instructions.)

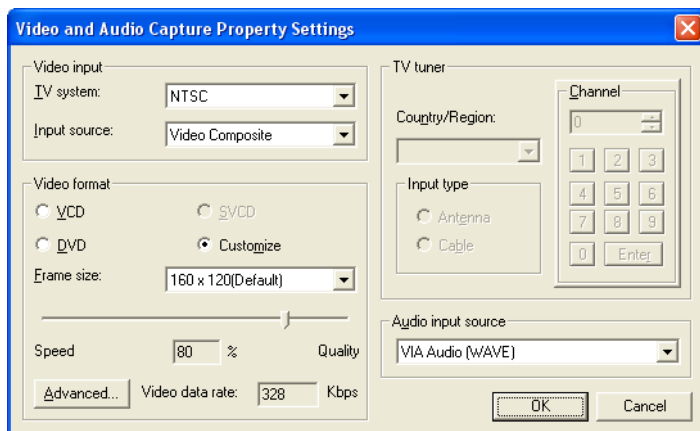
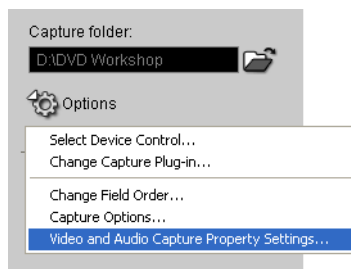
Note: Also check if connecting the audio cables to the sound card is necessary.

2. Insert your videotape into the video source and turn it on. Make sure it is in **Play (VCR/VTR)** mode. (Check the machine's manual for specific instructions.)
3. Go to the **Capture Step** and check if your device is displayed in the **Options Panel** under **Source**.

Note: If your capture device supports multiple video sources, click **Options** in the **Options Panel** then select **Video and Audio Capture Property Settings**. This allows you to select your desired video source such as Composite, Tuner, or S-Video. Likewise, if you have multiple audio sources, this dialog box allows you to specify an audio source.

To capture analog video:

1. Turn on your camcorder and set it to **VCR/Play** mode.
2. Create a new project or open an existing one and go to the **Capture Step**.
3. Select the capture file format in **Format** and locate the path where you want to save your captured videos in **Capture Folder**.
4. Click **Options** then select **Video and Audio Capture Property Settings**.
5. In the **Video and audio Capture Property Settings** dialog box, select the **Input Source (S-video or composite)**.



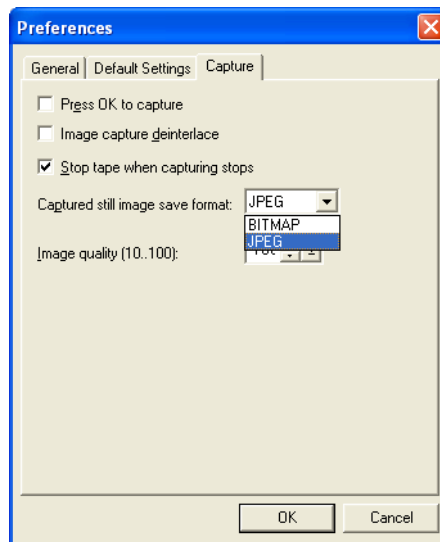
6. Use your device's controls to go to the part that you want to capture.
7. Click **Capture Video** to start capturing.
8. Click **Stop Capture** or press **[Esc]** to stop capturing.

Capturing still images

DVD Workshop, in addition to capturing videos, lets you capture still images from video clips. These captured images can be used as components when creating slideshows and menus. The captured image can be saved in either BMP or JPEG format.

To choose your image format:

1. Click **Global Settings: Preferences** on the **Global Commands Bar**.
2. In the **Preferences** dialog box, click the **Capture** tab.
3. Select a format in **Captured** still image save format.
4. Click **OK**.



To capture still images:

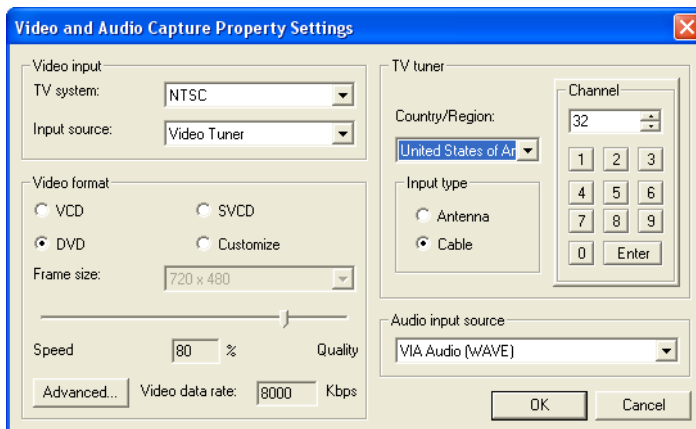
1. Connect your DV or analog device to your computer. Turn it on and set it to **Play (VCR/VTR)** mode.
2. Create a new project or open an existing one and go to the **Capture Step**.
3. Use the **Navigation Panel** or your device's playback controls to search for the part you want to capture.
4. Click **Capture Image** in the **Options Panel**. The captured frame will be added to the **Image Library**.

Capturing from a TV Tuner

DVD Workshop allows you to capture TV footage using a TV tuner. Capture a segment of your favorite television show from a regular TV or cable network then save it in your hard drive in AVI, MPEG, or Windows Media Format.

To capture TV footage using a TV tuner:

1. Create a new project or open an existing one, then go to **Capture Step**.
2. Select a capture file format in **Format** and locate the path where you want to save your captured videos in **Capture Folder**.
3. Enter the channel of the TV show where you want to capture footage in TV channel.
4. Click **Options** then select **Video and Audio Capture Property Settings**.
5. In the **Video and Audio Capture Property Settings** dialog box, check that the **Video Input**, **Video format**, and **Audio input source** are correct.



Notes:

- The available settings vary, based on the video format you choose.
- You should be able to hear and see your selected program in the **Preview Window**.

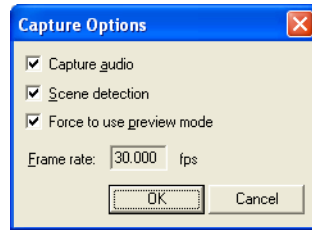
6. Click **Capture Video** to start capturing.
7. Click **Stop Capture** or press **[Esc]** to stop capturing.

Capturing using Split by Scene

Most of the time, a DV tape may contain sequences of footage recorded at different times. DVD Workshop's **Split by Scene** feature saves you the trouble of capturing these sequences one by one. It breaks the DV down into multiple files or clips based on recording dates and times

To use the Split by Scene option in the Capture Step:

1. Click **Options** in the **Options Panel** then select **Capture Options**.
2. In the **Capture Options** dialog box, select Scene detection.
3. Click **OK**.

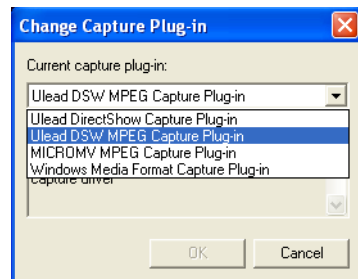


Direct video capturing to MPEG format

DVD Workshop supports real-time capturing from DV to MPEG format. Capturing straight to MPEG saves hard drive space as its file size is smaller compared with DV AVI.

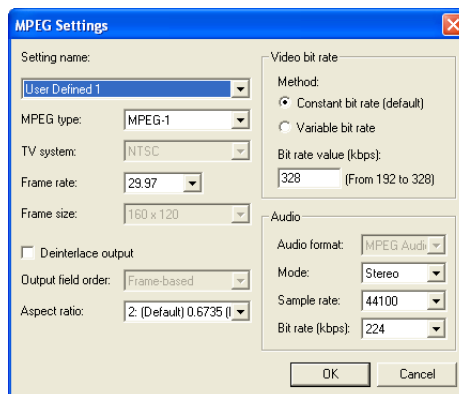
To capture video in MPEG format:

1. Connect your camcorder or VCR to your capture card. Turn it on then set it to **Play (VTR/VCR)** mode.
2. Go to **Capture Step** then select **MPEG** from the **Format** list.
3. **Ulead DSW MPEG Capture Plug-in** will be detected automatically. Use this capture plug-in when capturing as MPEG from a DV camcorder.
4. Click **Options** then select **Video and Audio Capture Property Settings**.



- In the **Video and Audio Capture Property Settings** dialog box, click **Advanced**. Choose the type of MPEG you would like to apply for your captured video in the **MPEG Settings** dialog box then set other attributes.

Note: If you are capturing from a USB device or analog source, select **Video and Audio Capture Property Settings** from the **Options** menu to specify the desired frame size.



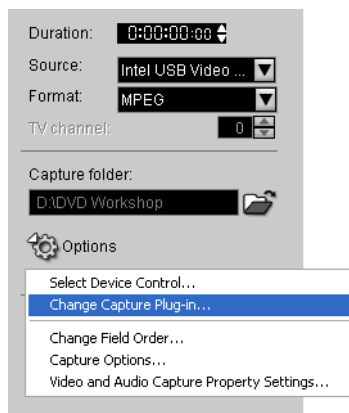
- Click **Capture Video** to start capturing.
- Click **Stop Capture** or press **[Esc]** to stop capturing.

Capturing MICROMV format

DVD Workshop supports capturing footages from Sony® MICROMV camcorders. MICROMV tapes are 70% smaller than MiniDV tapes and provide up to 60 minutes of high quality digital video footage.

To capture MICROMV format:

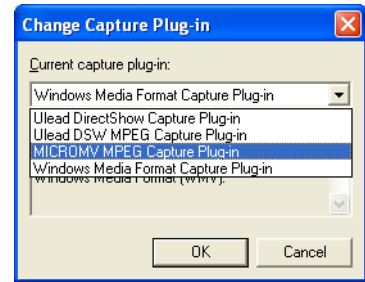
- Connect your Sony MICROMV camcorder to the IEEE-1394 interface card.
- Insert your video tape into the camcorder and turn it on. Make sure it is in **Play (VCR/VTR)** mode.
- Create a new project or open an existing one and go to **Capture Step**.
- Select the format you want to capture in **Format**.
- Enter or locate the path where you want to save your captured video in **Capture Folder**.
- Click **Options** in the **Options Panel** then select **Change Capture Plug-in**.



7. Select **MICROMV MPEG Capture Plug-in** then click **OK**.
8. Use the **Navigation Panel** to go to the start of the section you want to capture.

Tip: To capture live video, just set the camcorder to **Camera** mode. You don't have to insert a blank tape.

9. Click **Capture Video** to start capturing.
10. Click **Stop Capture** or press **[Esc]** to stop capturing.



Direct video capturing to Windows Media format

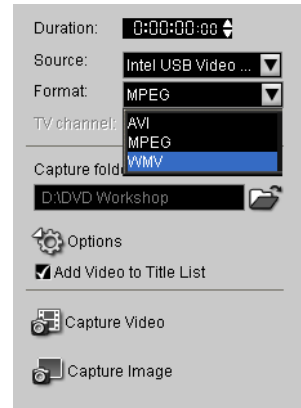
You can capture directly from an analog source or DV camcorder straight to Windows Media Video (WMV). WMV is an extensible file format that handles synchronized multimedia data and supports live content transmission over a wide array of networks. Selecting this will automatically convert your video to a WMV file.

To directly capture to WMV format:

1. Connect your camcorder or VCR to your capture card. Turn it on then set it to **Play (VCR/VTR)** mode.

Note: When acquiring video from an analog source, be sure that the analog capture card you are using supports RGB or YUV capture.

2. In the **Capture Step**, select **WMV** from the **Format** list.
3. Enter or locate the path where you want to save your captured videos in **Capture Folder**.
4. Use the **Navigation Panel** to go to the start of the section you want to capture.
5. Click **Capture Video** to start capturing.
6. Click **Stop Capture** or press **[Esc]** to stop capturing.

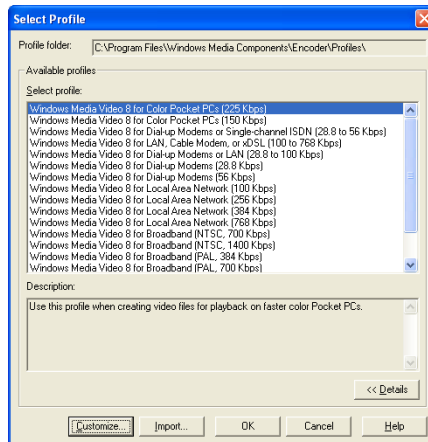


Selecting a profile

The quality of a WMV file depends on the profile it is using. A **Profile** covers various attributes for a Windows Media Format file such as bit rate, number and type of streams, compression quality, frame size, and so on. When capturing a video directly to WMV format, DVD Workshop uses the default profile to complete the capturing process.

To select a profile:

1. Connect your camcorder or VCR to your capture card. Turn it on then set it to **Play (VCR/VTR)** mode.
2. In the **Capture Step**, select **WMV** from the **Format** list.
3. Click **Options** then select **Video and Audio Capture Property Settings**.
4. In the **Video and Audio Capture Property Settings** dialog box, click **Select** to open the **Select Profile** dialog box.
5. Select from the list of available profiles then click **OK**.



Editing and customizing a profile

The **Select Profile** dialog box lists all the profiles available in your system. You can use the **Manage Profiles** dialog box to edit, create, remove, and duplicate a profile. There are two types of profiles:

System-defined profiles

System-defined profiles are preset profiles that cannot be edited. However, you can create custom profiles based on them.

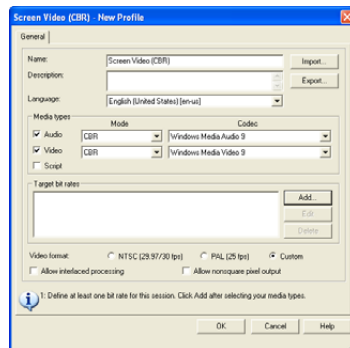
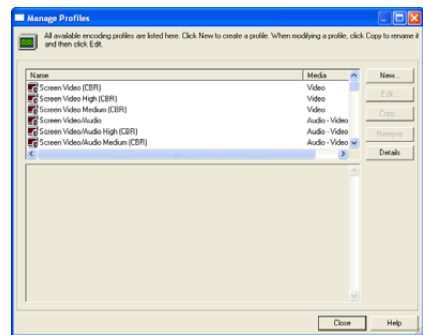
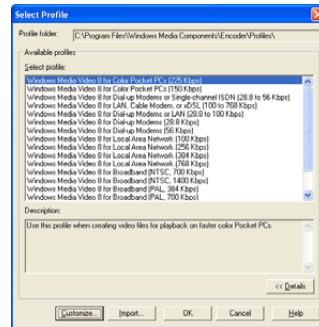
Custom profiles

Create a custom profile by modifying the settings of a system-defined profile then saving it with a different name.

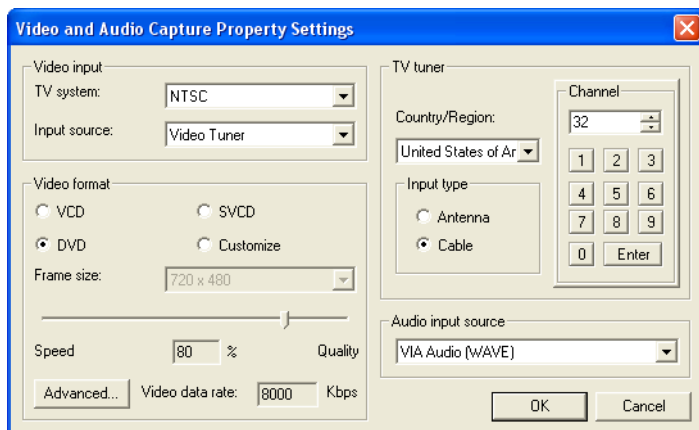
Tip: You can also create a new profile by clicking **New** in the **Manage Profiles** dialog box. This will open a task wizard that will guide you in creating a profile.

To edit and customize a profile:

1. Connect your camcorder or **VCR** to your capture card. Turn it on then set it to **Play (VCR/VTR)** mode.
2. In the **Capture Step**, select **WMV** from the **Format** list.
3. Click **Options** then select **Video and Audio Capture Property Settings**.
4. In the **Video and Audio Capture Property Settings** dialog box, click **Select**.
5. In the **Select Profile** dialog box, click **Customize**.
6. **Manage Profiles** lists all the available profiles installed in your computer. There are two types of profiles: **System-defined** profiles and **Custom** profiles. Click **Edit** to modify the attributes of a custom profile.
7. Under **General Information**, specify a name for the edited profile in **Name of Profile**.
8. Select the media types supported by the profile in **Media types**.
9. Select a video format then click **OK**. The edited profile is added to the list of available profiles in the **Select Profile** dialog box.



Video and Audio Capture Property Settings



TV system Select the regional format (NTSC or PAL) of the television you are using. NTSC is predominant in North America and many Asian countries. PAL is the television standard in Europe and South Pacific.

Input source Select the appropriate capture card where your analog device is connected. Choose **Video Composite** if you have a video input jack and one (Mono) or two (Stereo) audio input jacks. Otherwise, choose **TV tuner** for TV input or **Video S-video** for S-video input.

Video format Select the capture video format to use (DVD/VCD/SVCD). Select **Customize** to set up your own video format.

Frame size Select the dimensions of images in the video or animation sequences.

Speed/Quality Set the percentage level of video quality to be created after capturing.

Advanced Opens a dialog box that contains advanced options for capturing.

TV tuner Displays various options for capturing video using a TV tuner.

Country/Region Select the location where the TV signal is taken. This determines the available channels.

Input type Select the source to which the TV tuner is connected.

Channel Select the TV channel from which you want to capture footage.

Audio input source Select the audio driver to be used in capturing your video.

A horizontal banner with a teal-to-dark-teal gradient, featuring a wavy, undulating shape. The word "Edit" is centered in white.

Edit



Edit

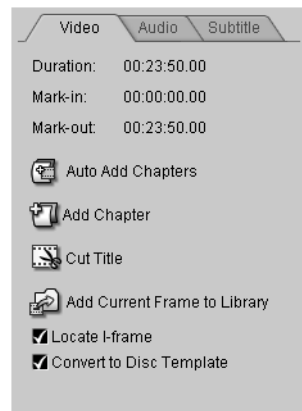
Edit is where you will be working primarily with titles, chapters, audio tracks, and subtitles. Arrange, trim, and edit your titles and set chapters to use for your menus. You can also add extra audio tracks and create multiple subtitle tracks just like what you see in DVD movies.

The Edit Step Options Panel

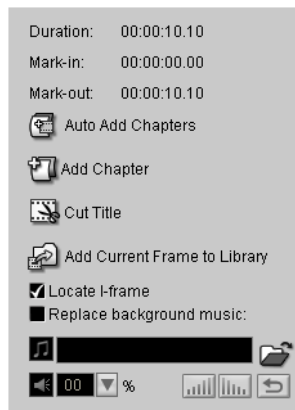
Video tab

The **Video** tab displays various options that you can use to edit your video clips and add chapters for your menu.

- **Duration** Displays the length of the selected video clip.
- **Mark-in** Displays the starting point of the video clip.
- **Mark-out** Displays the end point of the video clip.
- **Auto Add Chapters** Opens a dialog box that automatically detect scenes in the current video. You can then select the scenes and insert them as chapters in your project.
- **Add/Delete Chapter** Adds the current frame of the video in the **Preview Window** to the **Chapter List**. These chapters will be used when you create your menus. These chapters act as anchor points to your video which the viewer can directly access using the menu.
- **Cut Title** Splits the selected title into two based on the position of the **Jog Bar**. This option then adds the portions to the **Title List** as two separate titles.
- **Add Current Frame to Library** Click to save the currently displayed frame as an image file in your project folder and add it to the **Image Library**.



Video tab (DVD)



Video tab (VCD/SVCD)

- **Locate I-frame** Select to locate the **I-frames** (Intra frames) in the selected clip. I-frames are frames in an MPEG video file coded without any reference to any other frames. A single second of video is composed of a number of frames. This sequence of frames (represented by I, P, or B frames) is called **Group of Pictures (GOP)**.
- **Convert to Disc Template** Select to re-render the video file to the output format specified in the **Finish Step**. This is disabled when the file is not DVD compliant, DVD Workshop will automatically render it. (see [“Disc Template Manager” on page 99](#))
- **Replace background music** (VCD/SVCD) Select to browse for an audio file as a replacement for the original background audio.
- **Volume** (VCD/SVCD) Drag the slider or enter a value to increase or decrease the audio volume.
- **Fade-in/Fade-out** (VCD/SVCD) Click to gradually increase/decrease the volume of the selected track as it starts/ends playing.
- **Loop audio** (VCD/SVCD) Repeats the audio track to match the duration of the video during playback.

Image tab

The **Image** tab displays various options that you can use to edit your image clips and create your slideshows.

- **Total duration** Displays the length of the slideshow.
- **Match to Audio Duration** (VCD/SVCD) Select to match the length of the slideshow to the total duration of the background audio.
- **Background Music** (VCD/SVCD) Select to browse for an audio file and use it as background audio for the selected slideshow.
- **Add Transition** Select to apply a transition effect to your slideshow. You can only use one per slideshow. Clear to remove transition effects.
- **Transition effect** Select a transition effect in the drop-down list. You can preview the transition effect on the box below **Add Transition**.

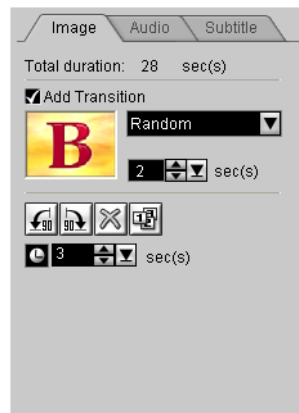


Image tab (DVD)

- **Transition effect duration** Enter a value or drag the slider to specify the duration of the transition effect in the slideshow.
- **Volume** (VCD/SVCD) Drag the slider or enter a value to increase or decrease the audio volume.
- **Fade-in/Fade-out** (VCD/SVCD) Select to gradually increase/decrease the volume of the background audio as it starts/ends playing.
- **Loop audio** (VCD/SVCD) Repeats the background audio to match the duration of the slideshow during playback.
- **Rotate** Rotates the selected image in the slideshow 90 degrees to the left/right.
- **Delete Image** Removes an image from the slideshow.
- **Arrange Images** Click to open a dialog box where you can rearrange the order of the images in a slideshow.
- **Clip duration** Enter a value or drag the slider to specify how long each image will be displayed.

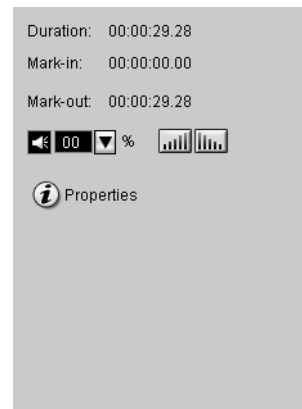


Image tab (VCD/SVCD)

Audio Panel

Double-click an audio file in the **Library** to access the **Audio Panel**. This displays various options that you can use to adjust the volume level of your audio clip and view its properties.

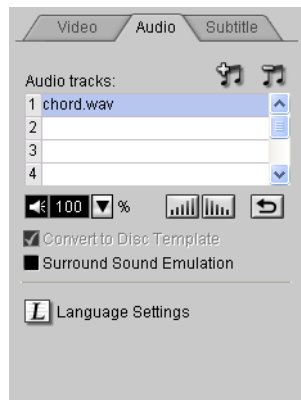
- **Duration** Displays the length of the audio file.
- **Mark-in** Displays the starting point of the audio file.
- **Mark-out** Displays the end point of the audio file.
- **Volume** Drag the slider or enter a value to increase or decrease the audio's volume.
- **Fade-in/Fade-out** Select to gradually increase/decrease the volume of the background audio as it starts/ends playing.
- **Properties** Opens a dialog box that displays detailed information about the audio file.



Audio tab (DVD)

The **Audio** tab is where you can add and/or edit additional audio tracks to your titles.

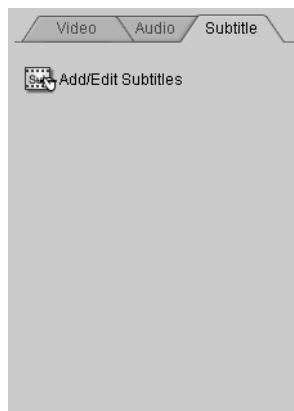
- **Add audio track** Opens a dialog box where you can select an audio file that you can add to the **Audio tracks** list.
- **Remove audio track** Removes the selected audio track from the **Audio tracks** list.
- **Audio tracks** Contains all the audio tracks associated with the title. You can add up to eight audio tracks to each of your titles.
- **Volume** Drag the slider or enter a value to increase or decrease the audio volume.
- **Fade-in/Fade-out** Select to gradually increase/decrease the volume of the audio track as it starts/ends playing.
- **Loop audio** Repeats the audio track to match the duration of the video/slideshow during playback
- **Convert to Disc Template** Select to re-render the audio file to the output format specified in the Finish Step. This is disabled when the file is not DVD compliant, DVD Workshop will automatically render it. ([see “Disc Template Manager” on page 99](#))
- **Surround Sound Emulation** Select if the original audio track of your title used more than two channels (e.g. Dolby® Digital AC-3) but was converted to a 2-channel audio track (e.g. Dolby® Digital 2-channel) before importing to DVD Workshop. Selecting this option will simulate the audio track's original audio format when playing back your video on a DVD player.
- **Match to Audio Duration** (slideshow only) Select to match the length of the slideshow to the total duration of the background audio.
- **Language Settings** Opens a dialog box where you can specify the language and characteristics of the selected audio track.



Subtitle tab (DVD)

The **Subtitle** tab is where you can add and/or edit additional subtitle tracks to your titles.

- **Add/Edit Subtitles** Opens a dialog box where you can create and edit subtitle tracks for your titles.



Titles and Chapters

Titles and chapters are the two fundamental elements in both **Edit** and **Menu** steps.

Titles are video/image clips and slideshows used in your project. Although audio clips cannot be used as titles, they can be edited in this step.

Chapters are the different scenes in a single title that you want to use when you create your project's menus. These chapters will then serve as your movie's entry points, which the viewers can instantly access using the menu you created.

Working with titles

Please read through the following sections to learn about the various operations associated with titles:

Adding titles to your project

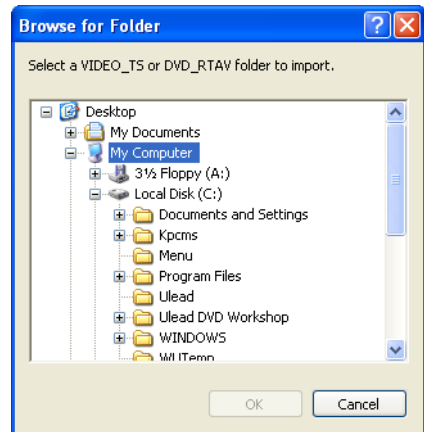
There are several ways to add titles to your project. You can drag and drop, or browse and select, depending on where the titles are located.

To add titles from the Library:

1. Select the title in the **Library** that you want to add to your project.
2. Drag the selected title to a placeholder in the **Title List**.

To add titles from a DVD

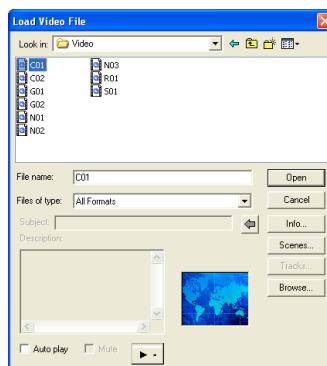
1. Click **Import from DVD** located above the **Title List**.
2. In the **Browse for Folder** dialog box, locate your DVD drive and search for the **VIDEO_TS** or **DVD_RTAV** folder.
3. Select the title that you want to add then click **Open**.
4. The selected title is added to the **Title List** and at the same time, the title is saved to your hard drive.



To add titles using Add Video and Add Image:

1. Click **Add Video/Image** above the **Content Window** to open the **Load Video/Image File** dialog box.
2. Locate the video or image file(s) you want to import then click **Open**.

Tip: To select multiple images, hold down **[Ctrl]** then select the video or image files you want to import. Images imported this way will be added to the **Title List** as a slideshow title.



Creating a slideshow

A **slideshow** is a way of exhibiting your images by displaying them sequentially. Compile and arrange your images in DVD Workshop to create slideshow titles. You can also add a background audio to your slideshow.

To create a slideshow:

1. Import the images that you want to include in the slideshow into the **Library**.
2. Drag an image to a placeholder in the **Title List** then drag the rest of the images you want to include in your slideshow into the same placeholder. All the images in the slideshow are displayed in the **Chapter List**.

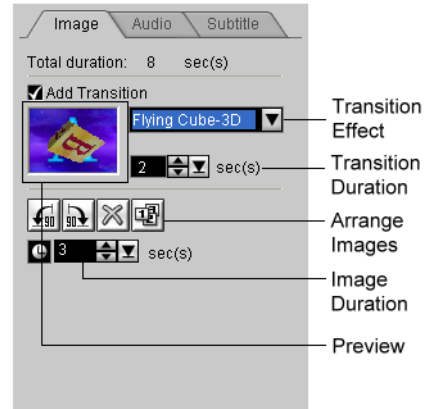
Tip: To add multiple images, hold down **[Ctrl]** and select the images you want to add then drag them to the placeholder.

3. Click **Arrange Images** to rearrange the order of the images in the slideshow.

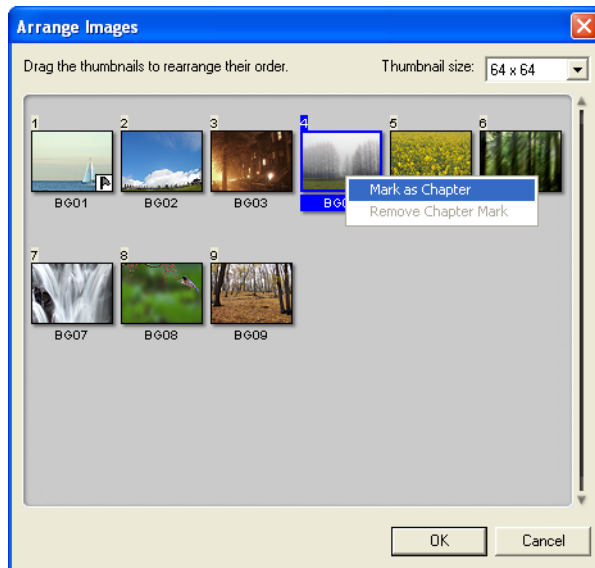
Tip: You can also drag the thumbnail of the image to its new position in the **Chapter List** to rearrange the order of the images.



4. Set how long each image will appear on the screen in **Image Duration**.
5. Select **Add transition** then choose a transition effect from the list. The selected effect will be applied to all the images in the slideshow.
6. Drag the slider or enter a value in **Transition Duration** to set how long the transition will take.
7. To assign a chapter in your slideshow, right-click any of the images to be assigned as chapter then select **Mark as Chapter**. (see "Setting chapters for slideshows" on page 72)



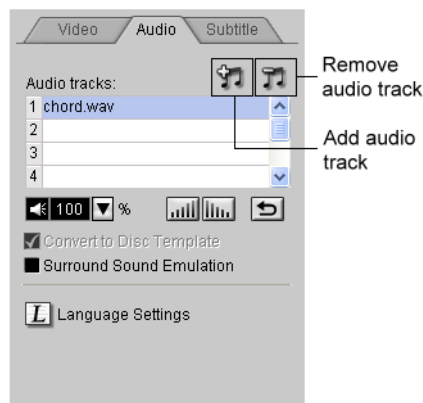
Tip: You can also assign chapters for your slideshow in the **Arrange Images** dialog box. To assign an image as a chapter, right-click an image and select **Mark as Chapter**. Only images that are assigned as chapters can be added to your menus.



To add a background audio to your slideshow (DVD):

1. Select the slideshow where you want to add background audio in the **Title List**.
2. Click the **Audio** tab in the **Options Panel**.
3. Select an audio track field from the **Audio tracks** list and click **Add audio track**.
4. Select the audio file you want to add and click **Open**.

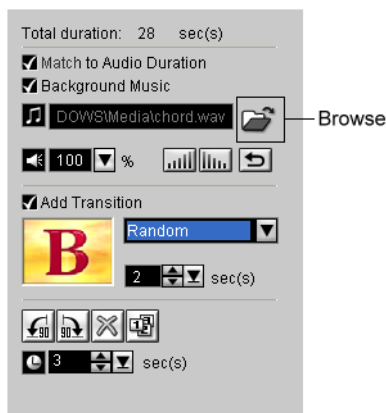
Tip: Select the audio track in the **Options Panel** then click **Remove audio track** to remove the background audio.



To add a background audio to your slideshow (VCD/SVCD):

1. Select the slideshow where you want to add background audio in the **Title List**.
2. In the **Options Panel**, click **Browse** and select the audio file you want to add in the **Open** dialog box.
3. Click **Open**.

Tip: Clear **Background Music** in the **Options Panel** to remove the background audio.

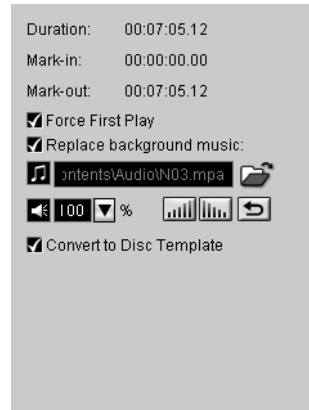


Setting a First Play Video

Assign a video or image as **First Play Video** to your DVD. The First Play Video is the initial clip played before the project's menu appears.

The First Play Video Options Panel

- **Duration** Displays the length of the First Play Video.
- **Mark-in/Mark-out** Displays the start/end point of the First Play Video.
- **Force First Play** (DVD) Select to prevent the user from skipping the First Play Video.
- **Replace background music** Select to browse for an audio file as a replacement to the original background audio.
- **Volume** Drag the slider or enter a value to increase or decrease the audio volume.
- **Fade-in/Fade-out** Select to gradually increase/decrease the volume of the audio track as it starts/ends playing.
- **Loop audio** Repeats the audio track to match the duration of the video/slideshow during playback.
- **Convert to Disc Template** Select to convert the selected video file to the output format specified in the **Finish Step**. ([see "Disc Template Manager" on page 99](#))



There are two ways to set a title as First Play Video:

- In the **Library**, select the video or image that you want to use as First Play Video then drag the selected clip to the **First Play** placeholder in the **Title List**.
- In the Title List, right-click on the title then select **Set as First Play Video**.

Playing back titles and audio clips

Play back your titles or audio clips in the **Preview Window** using the **Navigation Panel**. There are several ways to select a clip for playback:

- Drag a clip from the Library to the Title List.
- Double-click a thumbnail in the Library or the Title List.
- Right-click a thumbnail in the Library or the Title List then select **Edit**.
- Drag a clip from the Library to the Preview Window.

Using Split by Scene

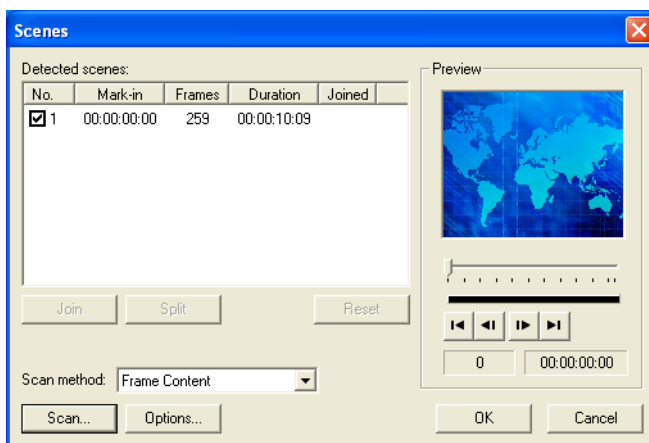
Split by Scene divides DV into multiple files or clips based on recording date and time or frame content. This feature is useful when you have several video sessions recorded on the same DV tape at different times and you want to separate them into different clips.

To use Split by Scene on DV files:

1. Load the DV AVI or MPEG file into the **Video Library**.
2. Right-click its thumbnail then select **Split by Scene** to open the **Scenes** dialog box.
3. Select the scan method from the **Scan Method** list. MPEG files can only be scanned using the differences in the frame content.
4. Click **Scan** to start detecting scenes in the video. All detected scenes are displayed in the **Detected scenes** list.

Tip: Click **Reset** to remove all the detected scenes from the **Detected scenes** list.

5. Select the scenes you want to add to the **Library**.
6. Click **OK**. All selected scenes will be automatically added to the **Video Library**.

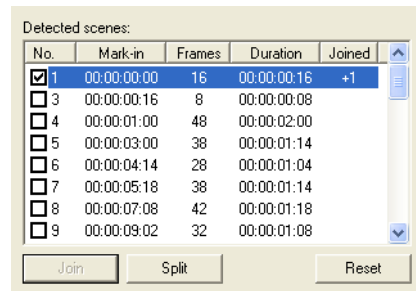
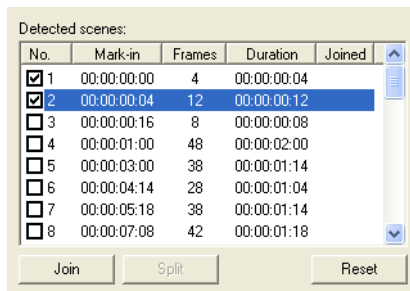


Join and Split Options

The **Scenes** dialog box allows you to merge adjoining clips as one, and/or split joined scenes. This dialog box displays the various scenes in your video clip with a numerical label assigned to each detected scene. This label represents the sequence of appearance of the scenes in your video clip.

To join two scenes:

1. Select two consecutive scenes (1 and 2) from the list of detected scenes.
2. Between the two selected clips, highlight the second selection.
3. Click **Join**.

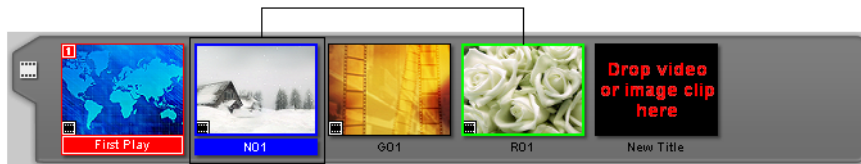


These two scenes will now be merged as one. Notice that scene #2 is not in the list of scenes anymore. Scene #1 is now composed of two scenes and its duration is longer. Repeat the process to join other scenes.

Tip: To split scenes, select the merged scene then click **Split**.

Rearranging titles in the Title List

The order of the titles in the **Title List** will be your project's default playback sequence. To change the order of your titles, drag the title to where you want to position them.



Trimming titles or audio clips

Your captured videos may have excess footage at the beginning or at the end that you may want to remove. The **Navigation Panel** allows you to trim your videos as accurately as possible.

To trim using the Jog Bar and Mark-in/Mark-out buttons:

1. Drag the **Jog Bar** or click **Previous** or **Next** on the **Navigation Panel** to move to the frame where you want the clip to start. This will be your mark-in point.
2. Click **Mark-in** or press **[F3]** to set the mark-in point.

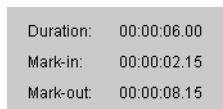


3. Move to the frame where you want the clip to end. This will be your mark-out point.
4. Click **Mark-out** or press **[F4]** to set the mark-out point.



To trim using the Trim Bar:

1. Select the video clip you want to trim.
2. To set the mark-in time, drag the left **Trim Bar** slider to the desired position. The **Mark-in** time is displayed in the **Options Panel**.
3. To set the mark-out time, drag the right **Trim Bar** slider to the desired position. The **Mark-out** time is displayed in the **Options Panel**.



Note: To preview the trimmed clips, hold down **[Shift]** and click **Play** on the **Navigation Panel** at the same time.

Cutting titles

You can split a single video clip into two separate titles with different starting and ending points. The mark-in and mark-out points of each new title is determined by the position of the **Jog Bar** in the **Navigation Panel**.

Refer to the example below for the process of cutting titles. We have labeled the original mark-in of the title as point A, its mark-out point as point B, and the Jog Bar position as point C.



Using the Jog Bar, go to the frame where you want to split your title then click **Cut Title** in the **Options Panel**.

Two new titles with different mark-in and mark-out points are displayed in the **Title List**.



Check the mark-in and mark-out fields in the Options Panel. You will see that the mark-in of the first new title is A and its mark-out C, while the mark-in of the second new title is C, and its mark-out is B.

You can split these two new titles further by selecting one, moving the Jog Bar to another position, and repeating the whole process.

Duration:	00:00:05.15	Duration:	00:00:04.24
Mark-in:	00:00:00.00	Mark-in:	00:00:05.15
Mark-out:	00:00:05.15	Mark-out:	00:00:10.09

Note: Cut Title is only applicable to video clips. Displayed above are the mark-in and mark-out times of the first (left) and second new title (right). Notice that the mark-out time on the left is the same as the mark-in time on the right.

Deleting titles

Delete titles in the Title List that you do not want to include in your project. There are two ways of deleting a title in the **Title List**:

- Right-click a title in the Title List then select **Delete**.
- Select a title in the Title List then press **[Delete]**.

Renaming titles

Rename your titles for easy identification. This is convenient when working with several titles.

To rename a title:

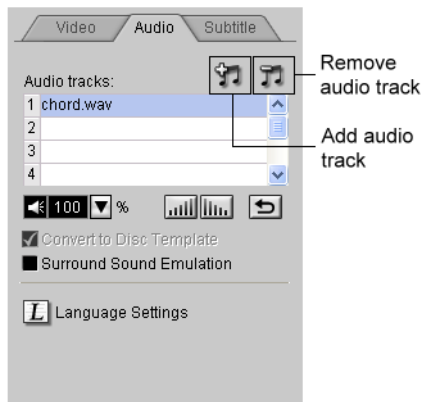
1. Select a thumbnail from either the **Library** or Title List.
2. Right-click the thumbnail and select **Rename**.
3. Type a new name for the thumbnail and press **[Enter]**.

Replacing the audio track of a title

DVD Workshop allows you to replace a title's audio track. You can either replace it with a voice dub or a background music.

To replace the audio track of a title (DVD):

1. Select the video or slideshow in the **Title List**.
2. Click the **Audio** tab in the **Options Panel**.
3. In the **Audio tracks** list, select the track you want to replace then click **Remove audio track**.
4. Click **Add audio track** then select a replacement for the original audio track. Click **OK**.



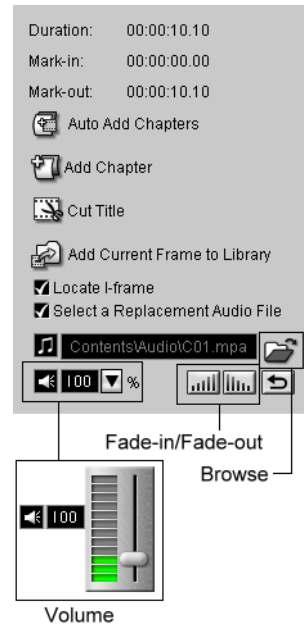
To replace the audio track of a title (VCD/SVCD):

1. Select the video or slideshow in the **Title List**.
2. In the **Options Panel**, click **Browse** and select the audio file you want to use to replace the original audio track in the **Open** dialog box.
3. Click **Open**.

Tip: Once you have selected a replacement, adjust the volume of the title's audio track by moving the slider up or down or enter a value for the volume level. You can also click **Fade-in/Fade-out** to gradually increase/decrease the volume as the audio track starts/ends.

Notes:

- Setting the volume to the highest level may produce distortion or audio clipping. Adjust your volume to a lower setting if this happens.
- Click **Global Settings: Preferences** and go to **Default Settings** tab to specify the default duration of the audio track's fade-in/fade-out effect.

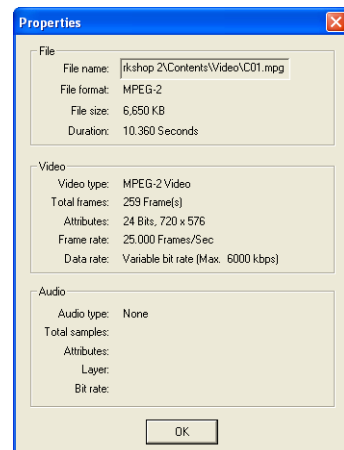


Title properties

You can view information about a clip in the **Properties** dialog box. This displays the file size, format, compression type, and other attributes of the selected clip.

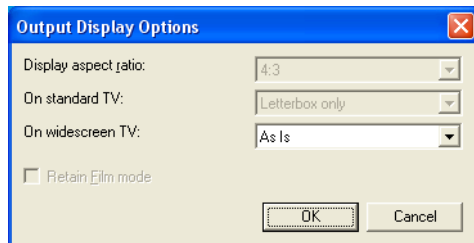
To open the **Properties** dialog box:

- Right-click a thumbnail in the **Title List** or the **Library**, then select **Properties**.
- Right-click the **Preview Window** then select **Properties** to view the attributes of a currently displayed clip.



Output Display Options

When creating DVD projects, you can assign settings to your titles to specify how they should be displayed on TV screens. To change the display setting, right-click a thumbnail in the **Title List** then select **Output Display Options**.



The **Output Display Options** dialog box contains the following:

Display aspect ratio Displays the aspect ratio of the selected title.

On standard TV Displays different options on how titles that have display aspect ratios of 16:9 will be displayed on a standard TV.

- **Letterbox only** Select if you want the DVD player to recognize the letterbox properties of the video. The letterbox process preserves the entire frame and proportionally reduces the size so that the whole picture fits on the TV screen. Proportional display reduction will result in **mattes** (black bands) above and below the image.
- **Pan & Scan only** Select if you want the DVD player to recognize the pan & scan properties of the video.
- **Both letterbox and pan & scan** Select if you want the DVD player to recognize both the letterbox and pan & scan properties of the video. Usually, to preserve the entire picture of a 16:9 video on a standard TV, the mattes are used to cover up the unused areas on the screen.



16:9 Video



Letterboxed



Pan & Scan

On widescreen TV Displays different options on how titles that have display aspect ratios of 4:3 will be displayed on a widescreen TV.

- **As Is** Select if you want the DVD player to play the video using 4:3 aspect ratio.
- **Source is letterboxed** Select if your source video or image already supports widescreen displays. Your video should have used the letterbox process wherein mattes are visible above and below the display.
- **Stretch** Select to stretch the video and fill out the screen without maintaining the aspect ratio. By selecting this, the DVD player can play back the video with the correct stretch properties.
- **Keep aspect ratio** Select to proportionally resize a 4:3 video to fit a widescreen TV. This option preserves the entire picture and adds vertical mattes on each side of the display.
- **Keep aspect ratio (no pillarbox)** Select to proportionally resize a 4:3 video to fit a widescreen TV. This option fits the entire picture to fill out the screen by cropping some parts of the picture.



Note: Selecting either **Keep aspect ratio** or **Keep aspect ratio (no pillarbox)** will encode the 4:3 format video to 16:9 format when you burn the file onto a disc.

Retain Film mode is only enabled when the active title is in a PAL-compliant format. Selecting this option indicates that the video is in 24 fps progressive scan and will be flagged to 25 fps to comply with PAL specifications. Note that the video's frame rate is not accelerated to 25 fps but only "flagged" as 25 fps.

Working with chapters

The menus of your movie are mostly based on chapters. Chapters function as entry points in the video. The video will play back starting from the selected chapter.

Inserting chapters to the Chapter List

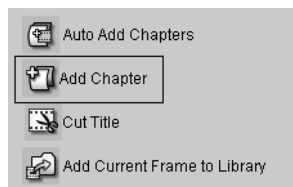
You can insert up to 99 scenes from a single video title to the **Chapter List**.

- The first frame of every video title is automatically placed in the Chapter List.
- Select **Locate I-frame** in the **Options Panel** to search for the I-frames within a GOP using the **Navigation Panel**.

I-frames are frames in an MPEG video file that are coded without any reference to any other frames. A single second of video is composed of a number of frames. This sequence of frames (I, P, or B frames) is called **Group of Pictures (GOP)**.

To add chapters to the Chapter List:

1. Select a video title from the **Title List**.
2. Use the **Navigation Panel** to scan the video title.
3. For each scene you want to use as a chapter, click **Add Chapter** in the **Options Panel**. The displayed frame will be added to the **Chapter List**.



To add a video title's I-frames to the Chapter List:

1. Select a video title from the **Title List**.
2. Select **Locate I-frame** in the **Options Panel**.
3. Use the **Navigation Panel** (**Go to next I-frame** and **Go to previous I-frame**) to search for I-frames.
4. Click **Add Chapter** in the **Options Panel** or press **[A]** for each I-frame you want to use as a chapter. The displayed frame will be added to the **Chapter List**.

Note: If a video is trimmed after chapters have been inserted, chapters outside the trimmed portion of the video will be discarded.

Automatically inserting scenes to the Chapter List

Automatically add chapters to the **Chapter List** based on different scenes in the video. DVD Workshop automatically detects scene changes based on recording dates and times as well as content changes. It then scans and breaks down the file into several clips based on the scan method used. Afterwards, clips can now be added as chapters to your Chapter List.

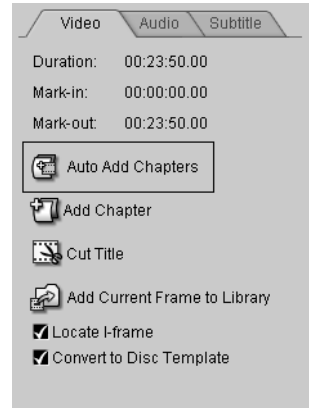
To automatically insert scenes to Chapter List:

1. Go to **Edit Step** and select a video clip in the **Title List**.
2. Click **Auto Add Chapters** in the **Options Panel** to open the **Scenes** dialog box.
3. Select your preferred **Scan Method (DV Recording Time or Frame Content)**.

Note: If a video is trimmed after the chapters have been inserted, chapters outside the trimmed portion of the video will be discarded.

4. Click **Scan**. The scanned scenes are displayed on the list.
5. Click **OK**. The scenes are now added as chapters to the **Chapter List**.

Note: Scanned scenes can be combined and treated as one before they are added as chapters. To join scenes, select two consecutive scenes then click **Join**. To undo this action, select the combined scene then click **Split**.



Deleting chapters from the Chapter List

To remove chapters from the Chapter List, select the chapter either by double-clicking the thumbnail or using one of the following methods:

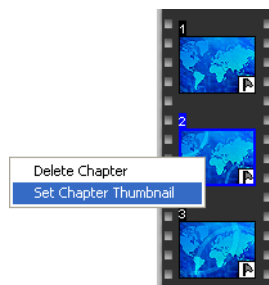
- Click **Delete Chapter** in the **Options Panel**.
- Right-click the **Preview Window** then select **Delete Chapter**.
- Select the chapter you want to remove from the **Chapter List** then press **[Delete]**.

Setting chapter thumbnails

You can use a different frame from your video to use as the chapter thumbnail image.

To change the chapter thumbnail image:

1. select the thumbnail that you want to change in the **Chapter List**.
2. Use the **Navigation Panel** to search for the frame you want to use as a chapter.
3. Right-click the chapter thumbnail in the **Chapter List** and select **Set Chapter Thumbnail**. The displayed frame in the Preview Window will replace the selected thumbnail in the **Chapter List**.



Setting chapters for slideshows

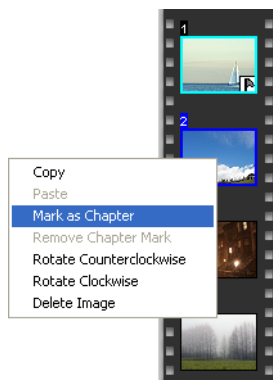
Set an image in your slideshow as a chapter to allow viewers to directly access that image using the menu.

To set chapters for a slideshow:

1. Select the slideshow title in the **Title List**.
2. Right-click the image you want to set as chapter in the **Chapter List** then select **Mark as Chapter**.

Note: You can only use images that are set as chapters for your menus.

Tip: You can add or delete a chapter mark using the **Arrange Images** dialog box.



Audio and Subtitles

DVD Workshop allows you to add multiple audio and subtitle tracks with different languages to your project. This feature is only available in DVD projects.

Working with audio tracks

Add up to eight additional audio tracks for your titles such as language translations, captions, director's comments, or aid to the visually-impaired.

To add extra audio tracks:

1. In the **Title List**, select the title where you want to add an audio track.
2. In the **Options Panel**, click the **Audio** tab.

Note: If the current file already has an audio track, it is automatically listed in the **Audio tracks** list.

3. Click **Add audio track** and select the audio file you want to add.
4. Click **Open**.

Note: If there is an audio file in the selected field, the existing audio file in the field will be moved down to the next field in the **Audio tracks** list.

5. Set other options for the added audio track. (see "Audio tab (DVD)" on page 56)

Specifying Language Settings and Characteristics

The **Language Settings** dialog box allows you to specify the audio track's language as well as its characteristics. Characteristics classify audio tracks into categories that can be displayed in some DVD players that support this feature.

To specify Language Settings and Characteristics:

1. In the **Options Panel**, click the **Audio** tab.
2. Click **Language Settings** to open the **Language Settings** dialog box.
3. In the **Audio tracks** list, select the audio track.
4. Select the **Language** and **Characteristics** for the selected audio track in the **Language Settings** dialog box.
5. Click **OK**.

Tip: Select **Apply to all titles** to apply the settings to all titles in your project.



Working with subtitles

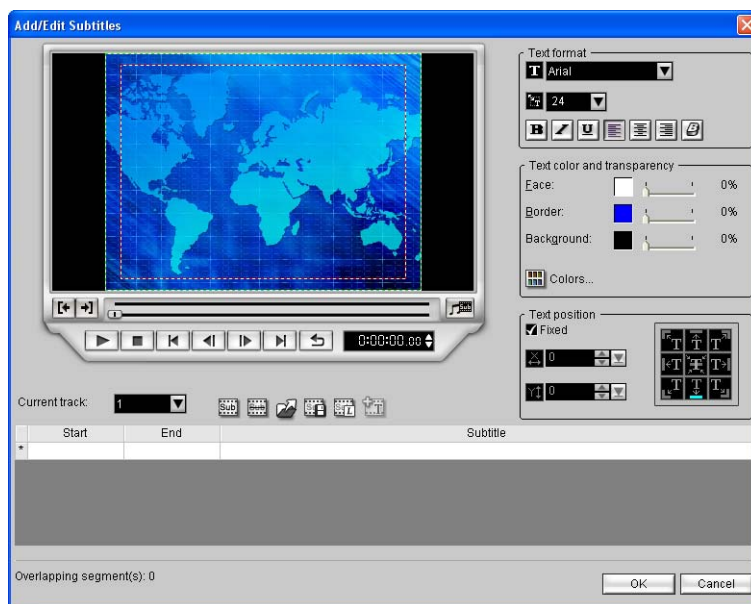
Subtitles are textual representations of the spoken audio in the title. Add up to 32 subtitle tracks to your titles such as language translations, captions, director's comments, or aid the hearing-impaired.

Adding subtitles

A **Subtitle Track** is a compilation of subtitles that will appear on the video at specific times. The **Add/Edit Subtitles** dialog box provides tools and options to create your subtitles.

To add subtitles:

1. In the **Title List**, select the title where you want to add a subtitle.
2. In the **Options Panel**, click the **Subtitle** tab.
3. Click **Add/Edit Subtitles** to open the **Add/Edit Subtitles** dialog box.



4. In the **Subtitle Segment List**, double-click the subtitle field and type text. A subtitle segment is a part of the subtitle track that appears in a certain time that you specify.

	Start	End	Subtitle
1	00:00:00.00	00:00:01.00	In the winter...
*			

Tips:

- You can directly type your subtitle text in the **Preview Window** by clicking it.
- You can also load text files to add as segments to the subtitle tracks by clicking **Add from file**.



5. Double-click the **Start** field and enter the timecode where you want the segment to start. Do the same process for the **End** field to specify where you want the segment to end.

	Start	End
1	00:00:00.00	00:00:01.00
*		

Tips: You can modify the start and end points of the subtitle segment by:

- Using the **Jog Bar** and the **Set start/end time** buttons in the **Navigation Panel** of the **Preview Window**.
 - Pressing **[F3]** for start time and **[F4]** for end time while playing back the video.
6. To add a new subtitle segment, select a new subtitle segment field and repeat steps 4 and 5.

Tip: Check **Overlapping segment(s)** to see if you have subtitle segments that are overlapping. Overlapping segments are highlighted in green.

7. Click **OK** to apply the subtitle track to your title.

Adding additional subtitle tracks

DVD Workshop allows you to add up to 32 subtitle tracks to your titles.

To add an additional subtitle track:

1. Select the title where you want to add additional subtitle tracks in the **Title List**.
2. Click the **Subtitle tab** in the **Options Panel** then click **Add/Edit Subtitles**.
3. Click **Add new track** in the **Add/Edit Subtitles** dialog box. You can then add new subtitle segments to your subtitle track. (see [“Adding subtitles” on page 74](#))
4. Click OK to apply the subtitle track to your title

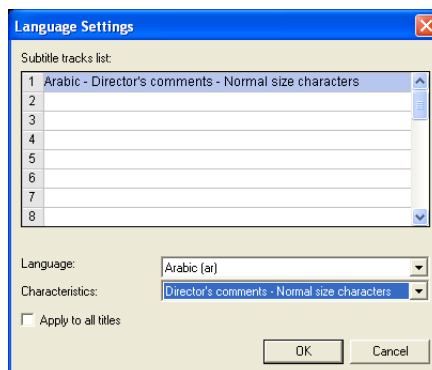
Tip: To delete a subtitle track, select a subtitle track in **Current track** then click **Delete current track**.

Specifying Language Settings and Characteristics

Just like audio tracks, you can specify a subtitle track's language and its characteristics. Characteristics can be displayed in some DVD players that support this feature.

To set a subtitle's language and characteristics:

1. In the **Add/Edit Subtitles** dialog box, click **Language settings** to open the **Language Settings** dialog box.
2. Select a subtitle stream from the **Subtitle tracks list**.
3. Choose the **Language** and **Characteristics** for the subtitle.
4. Click **OK**.




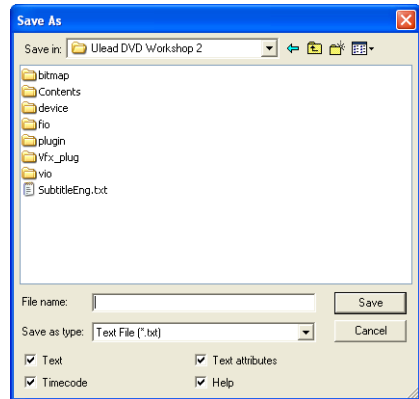
Tip: Select **Apply to all titles** to apply the settings to all titles in your project.

Saving to a text file

DVD Workshop allows you to save your subtitles as text files so that you can retrieve and use them again.

To save a subtitle to a text file:

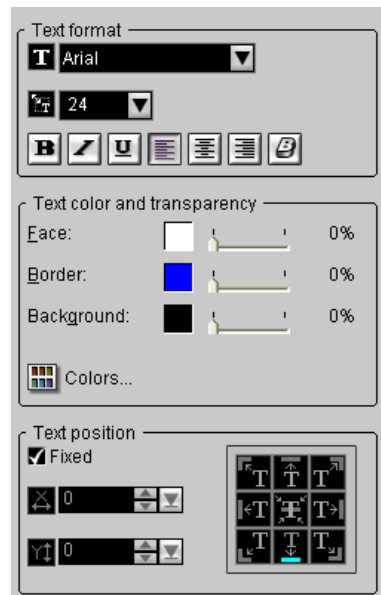
1. In the **Add/Edit Subtitles** dialog box, click **Save to a text file**  to open the **Save** dialog box.
2. Enter a name and browse for a folder where you want to save the text file in **File name**.
3. Select the subtitle properties you want to include in the text file under **Options**.
4. Click **OK**.



Changing text attributes

The **Add/Edit Subtitles** dialog box provides a variety of tools that you can use to customize your subtitle text.

- **Text format** Allows you to change the type, size and style of the text as well as add borders and change the alignment.
- **Text color and transparency** Allows you to assign colors for the text face, border, and background using the **Color Palette**. Drag the sliders to control the transparency of the text and its other attributes. Click Colors to open a dialog box where you can set custom colors using the **Color Picker**.
- **Text position** Allows you to specify the location of the subtitle text on the screen. Enter a value or drag the slider in the X and Y fields. Select **Fixed** to choose a preset position.

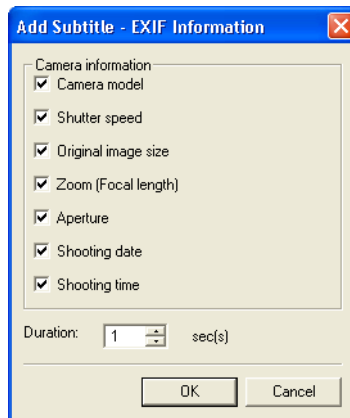
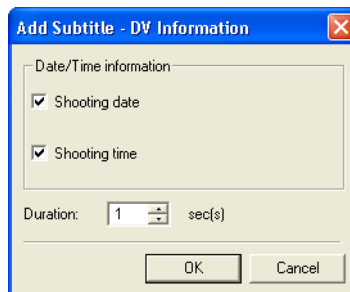


Adding subtitles from metadata

Digital Videos and images have embedded information that you can use as subtitles.

To add subtitles using DV information:

1. Select the title where you want to add additional subtitle tracks in the **Title List**.
2. Click the **Subtitle** tab in the **Options Panel** then click **Add/Edit Subtitles**.
3. Click **Add subtitle from metadata** in the **Add/Edit Subtitles** dialog box.
4. In the **Add Subtitle - DV/EXIF Information** dialog box, select the information you want to include in the subtitle.
5. Specify how long the subtitle is displayed in **Duration** then click **OK**.
6. Click **OK** to apply the subtitle track to your title.



Menu



Menu

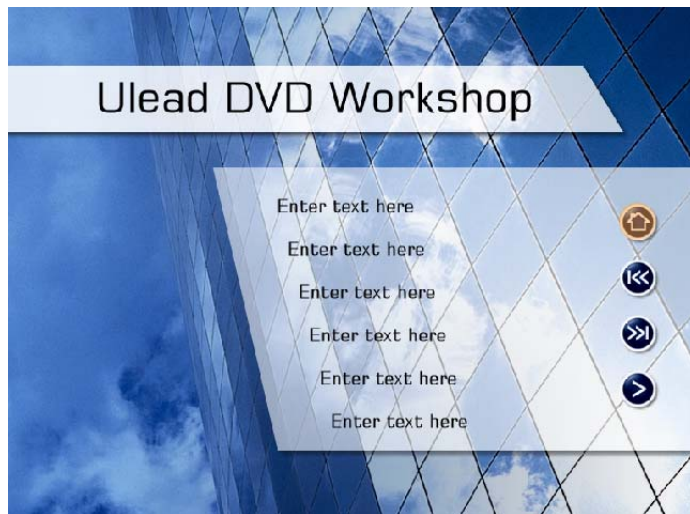
Create menus like the ones you see on DVDs. DVD Workshop provides all the necessary tools to help you easily create menus for your DVD, VCD, or SVCD projects.

This chapter will teach you how to create, add and edit the necessary menu elements to complete your project.

What are menus?

Think of menus as the video equivalent of a book's table of contents. They are divided into sections called **chapters**. Like books, DVDs feature menus based on titles and chapters. These menus allow users to instantly access specific portions of the video.

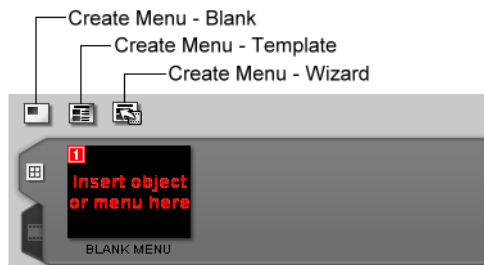
In DVD Workshop, you can create your own menu or choose from a selection of ready-to-use templates. Add flair to your menus by adding background music and motion attributes to your background and buttons (DVD).



Creating menus

There are three ways to create menus in DVD Workshop:

- Drag a video or an image clip from the **Library** to a placeholder in the **Menu List**. This serves as background for your menu. Other elements, such as buttons, need to be manually added.
- Click any of the three buttons above the Menu List. The options are described below.
- Double-click on an empty placeholder to create a blank menu.



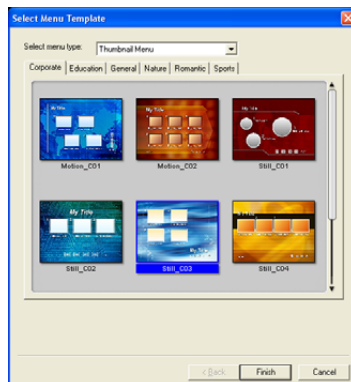
Create Menu - Blank

Create Menu - Blank is similar to drawing on a blank piece of paper. All menu elements need to be added manually. You can add buttons, titles, and objects by dragging them from the Library, **Title List**, or **Chapter List** to the **Preview Window**.

Create Menu - Template

Create Menu - Template allows you to choose from a list of preset menu templates that you can use for creating menus. The menu background, thumbnail placeholders, and buttons are already set up. The remaining thing to do is to drag the titles and chapters either from the Title List or Chapter List to the placeholders in your menu.

Tip: You can also create a menu based on a template. Drag a menu template from the Library to a placeholder in the Menu List.



Create Menu - Wizard

Create Menu - Wizard helps you create a menu complete with links. This option guides you throughout the menu creation process.

To create a menu using the Menu Wizard:

1. Click **Create menu from wizard** above the **Menu List**.

2. In the **Select Title** dialog box, select the title in the **Titles in current project** list then click **Add**. Click **Next**.

Tip: Click **Add all** to automatically add all the titles to the **Selected titles** list.

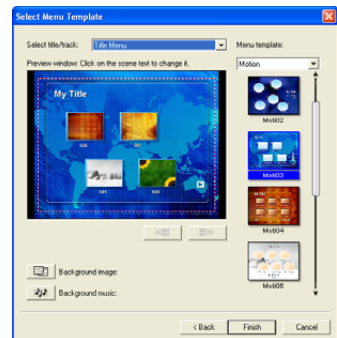
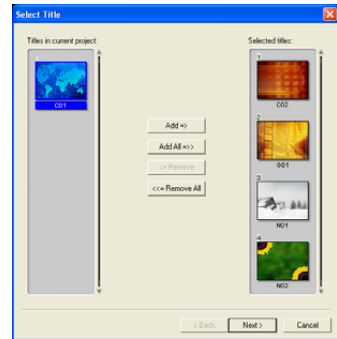
3. In the **Select Menu Template** dialog box, select the title that you want to create a menu for in **Select title/track**.
4. Select a menu template in **Project template**.

Tips:

- Click **Background image** to change the background image of the menu.
- Click **Background music** to add a background audio for the menu.

5. Click **Finish** to apply the template for the menu page.

Note: Each page in your menu will be placed in a separate placeholder in the **Menu List**.



Objects and buttons in the menu

Objects

Images, videos, text, or placeholders are classified as menu objects. These objects don't have links and only serve as decorations on your menu.

- **Image** Images can be pictures or clip art. Alpha channels on an RGB 32-bit image and transparency on a GIF image are recognized when you use them in your menus.

- **Video** These are objects taken from a video file. Although these come from videos, only the first frame is displayed in the menu and is not animated. Video object can only be animated when they are used as buttons.
- **Text** These are text strings represented by characters.
- **Placeholder** These are containers in menu templates where you can place titles, chapters, or other menus. Frames from the library and buttons can also act as placeholders.

Buttons

Buttons are menu objects that have associated links. Through these buttons, viewers can play back a video, navigate within the menus, or access chapters in the video.

The Preview Window

The **Preview Window** acts as your workspace for creating your menu. You can drag items from the **Library** or **Content Window** to the Preview Window. Additional commands are also available when you right-click the Preview Window.



Note: The bounding box in the Preview Window is the **Title-safe Area**. This indicates if your buttons and objects are still within the viewable area of a TV screen. You can set this in the **Preferences** dialog box. (see [“Setting Preferences” on page 29](#))

The Menu Step Options Panel

There are three tabs in the **Options Panel** of the **Menu Step**. Each tab has different options that allow you to edit your menu components.

The Options Panel of the Menu Step contains the following:

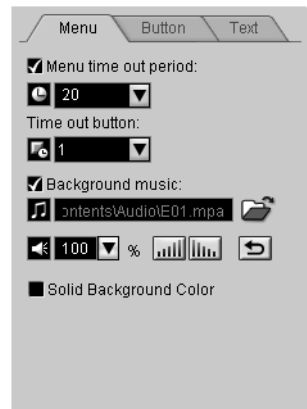
Menu tab

This tab displays various options you can use to edit the attributes of your menu.

- **Motion Background** (DVD) Select to enable the motion attributes of the menu background.
- **Background Music** Select to add an audio file to serve as background music for your menu. Click Browse to locate the audio file.
- **Volume** Drag the slider or enter a value to increase or decrease the audio volume.
- **Fade-in/Fade-out** Select to gradually increase/decrease the volume of the audio track as it starts/ends playing.
- **Loop audio** Repeats the audio track to match the duration of the video/slideshow during playback.
- **Still menu time out period** (DVD) Enter how much idle time must pass before the specified button in **After loop/Time out button** automatically plays. This option is only available if the menu does not contain a motion background, motion buttons and background audio. Select **Infinite** if you don't want to activate a button when the menu becomes idle.
- **Menu duration** (DVD) Specify how long the menu will play before it loops.
- **Loop point** (DVD) Set the time where you want to start looping the motion menu. For example, if 00:00:06.00 is entered, the motion menu will start looping from the sixth second after playing the duration of the motion menu. The button in your menu assigned as the **Default Highlight Button** will only be highlighted when the menu starts looping.



Menu tab (DVD)



Menu tab (VCD/SVCD)

- **Loop count** (DVD) Enter the number of times you want the motion menu to loop. The loop will start from the point entered in **Loop Point**. After the loop count is reached, the specified button in **After loop/Time out button** is activated.
- **After loop/Time out button** (DVD) Select which button to activate when the time specified in **Still menu time out period** elapses or the number of loops in **Loop count** is reached. This option is only available if **Still menu time out period/Loop count** is not set to **Infinite**.

Tip: Select **Custom Button** to open a dialog box where you can specify a button to activate.

- **Menu time out period** (VCD/SVCD) Enter how much idle time must pass before the specified button in **Time out button** automatically plays.
- **Time out button** (VCD/SVCD) Select which button to activate when the time specified in **Menu time out period** elapses.

Button tab

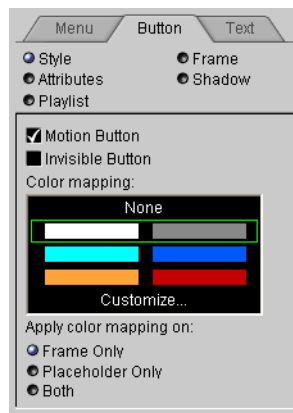
This tab displays various options that you can use to edit the attributes of your buttons.

Style (DVD)

- **Motion Button** Select to activate the motion attributes of the menu button.
- **Invisible button** Select to hide the display attributes of the selected button making it invisible. An invisible button is usually used as an Easter Egg to make your DVD video more interesting.

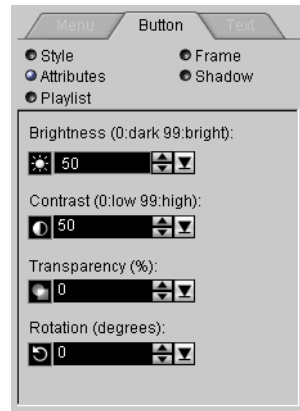
An **Easter Egg** is a hidden button in a menu. It may contain a hidden video, menu, message or list of credits for the DVD's author.

- **Color mapping** Select a color for the selection and action state of the button.
- **Apply color mapping** Select whether to apply the state colors to either the frame, placeholder, or to both objects. This option is only available when a frame is applied to the button.
- **Remove Highlight Image** Click to remove the highlight image of the selected button.



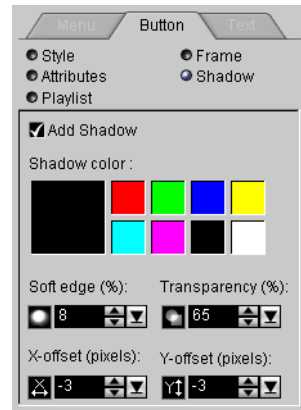
Attributes

- **Brightness** Set the luminance of the button. A higher value means a brighter color for the button.
- **Contrast** Set the difference between the dark and light colors of the button. A higher contrast means sharper images.
- **Transparency** Set the opaqueness of the button. The button becomes more transparent when you enter a higher value.
- **Rotation** Drag the slider or enter a value to rotate a button.



Shadow

- **Add Shadow** Select to apply a shadow to the button. Clear to remove the shadow.
- **Shadow color** Select from eight pre-defined shadow colors and apply them on a button. Click the large color box to select from a wider color range.
- **Soft edge** Set the smoothness of the shadow's edges. A higher value specified means softer edges.
- **Transparency** Set the opaqueness of the shadow. The shadow will become more transparent when you enter a higher value.
- **X/Y offset** Enter a value or drag the sliders to fine-tune the position of the shadow.

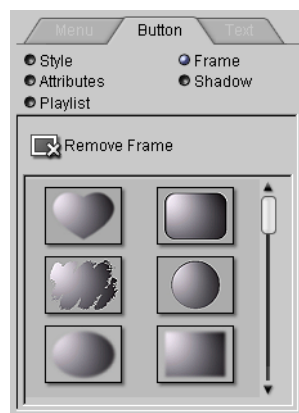


Frame

There are various frame presets that you can add to your buttons. To add a frame, drag a frame from the **Library** to the object in your menu. You can only apply a single frame to an object.

To add a frame:

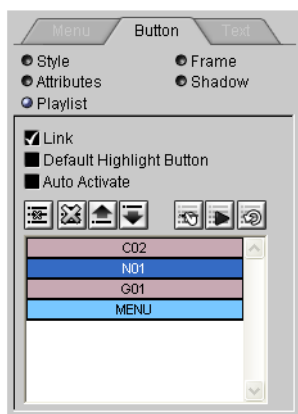
- Drag a frame preset from the **Options Panel** or the **Library** to an object in your menu.
- Select the object you want to add a frame to then double-click a frame preset from the Options Panel or the Library.



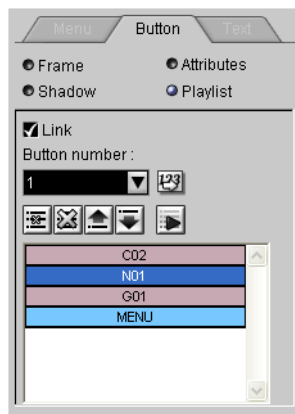
Tip: To remove the frame, click **Remove frame**.

Playlist

A **Playlist** is a sequence of play items linked to a menu button. When a menu button is selected, its playlist is activated. To add a play item to the playlist, simply drag a title, menu, or chapter to the **Playlist Window**. The options in the **Playlist** tab are described below.



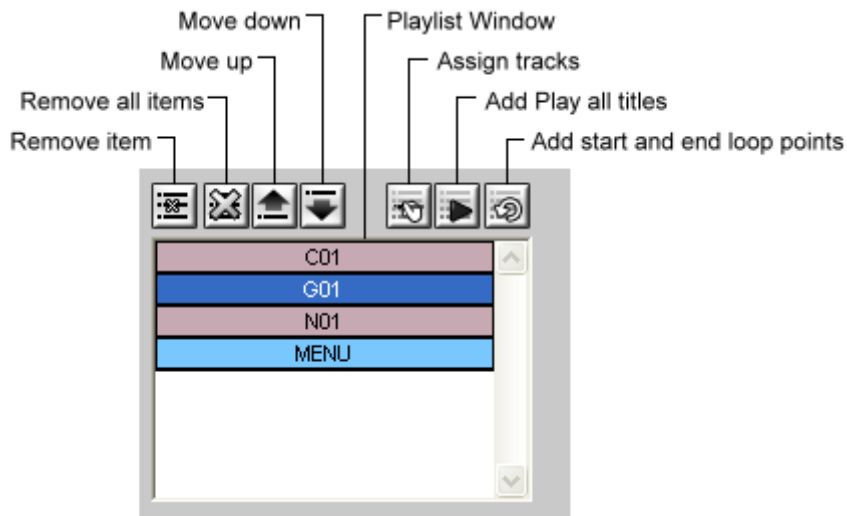
Playlist (DVD)



Playlist (VCD/SVCD)

- **Link** Select to enable the Playlist of the selected button.
- **Default Highlight Button** Select to assign the button as the default whenever the menu is displayed.

- **Auto Activate** Select to automatically play the items assigned to the button when it is focused.
- **Remove item** Removes the selected play item from the **Playlist**.
- **Remove all items** Removes all play items from the Playlist.
- **Move up** Moves the selected play item one step up in the Playlist.
- **Move down** Moves the selected play item one step down in the Playlist.
- **Assign tracks** (DVD) Assigns a different subtitle and/or audio track to the selected play item.
- **Add Play all titles** Adds all titles in the **Title List** to the Playlist.
- **Add start and end loop points** (DVD) Automatically repeats the sequence of play items. The loop start point can be inserted anywhere in the **Playlist Window** as long as it has at least one play item to repeat.
- **Playlist Window** Displays the play items included in the Playlist.
- **Button number** (VCD/SVCD) Assign a remote control number to the button.
- **Renumber all buttons** (VCD/SVCD) Re-assigns the numbers of the buttons in your menu. Numbering starts from left to right, top to bottom.



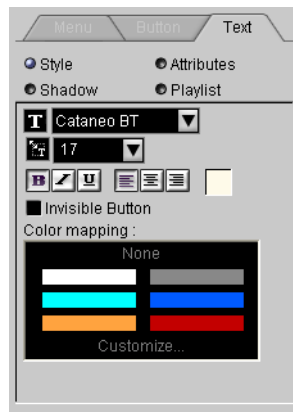
Text tab

This tab displays attributes that you can apply to the text in your menu. The options are described below.

Note: The options under the **Attributes**, **Shadow** and **Playlist Options Panel** in the **Text** tab are the same with the options of the **Button** tab. Please check the previous section.

Style

- **Font** Allows you to set the font type, size, style, alignment and color of the text.
- **Color Mapping** (DVD) Select a color for the selection and action state of the text.
- **Invisible button** (DVD) Select to hide the display attributes of the selected button making it invisible.



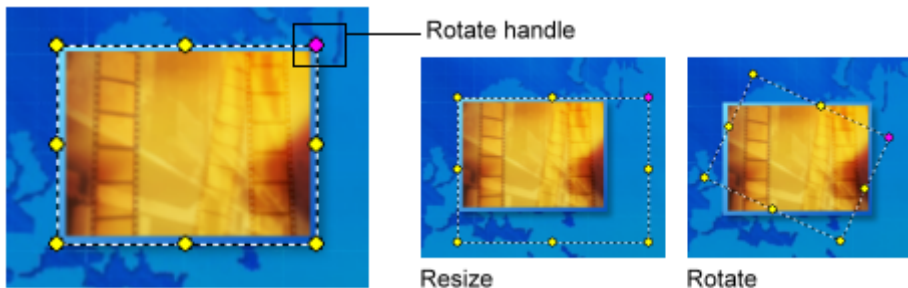
Editing your menus

Below is a list of common tasks to create and edit your menu:

- **Adding an object** Drag an object from the **Library** to the **Preview Window**. If you are adding a video file, the thumbnail shows the first frame of the video file.

Tip: Drag a title, chapter or menu to an object to assign it as a link.
- **Adding a button** Drag titles, chapters, or menus from the **Title List**, **Chapter List**, or **Menu List** to the Preview Window. If a new title or chapter is assigned to an existing button, the previous link is overwritten. You can only drag a single title, chapter, or menu onto an object or a button. You can also drag buttons from the Library to the Preview Window.
- **Replacing an existing button object** Drag an image or button template from the Library to an existing button to replace the button image. The button link is unchanged with the replacement.
- **Replacing an existing button's link** Drag a title or menu from the Content Window to an existing button in the menu.
- **Adding a text object** Double-click the menu background in the Preview Window to add text.

- **Selecting objects** Click an object to select it. To select multiple objects, hold down **[Ctrl]** while selecting objects.
- **Deleting selected objects** Select an object then press **[Delete]** to remove the selected object from the menu. To delete multiple objects, hold down **[Ctrl]** while selecting the objects then press **[Delete]**.
- **Moving objects/buttons** Drag a selected object or use the arrow keys to move it into position. To move multiple objects, select the objects you want to move while holding down **[Ctrl]** then drag them to the desired location or use the arrow keys.
- **Resizing objects/buttons** Select an object to display its resize handles in the **Preview Window** then drag the handles to change the size. To keep the aspect ratio of the object when resizing, drag the corner handles of the object. Take note that the top-right handle is used for rotating objects and not for resizing them.
- **Rotating objects/buttons** Select an object then drag the rotate (top-right) handle to rotate the object. You can also enter a value or use the slider in the **Button** tab in the **Options Panel** under **Attributes**.



- **Aligning objects/buttons** Select the objects that you want to align then right-click one of them. Choose **Align** and select the alignment that you want to use. The objects will be aligned based on the position of the objects and the alignment selected.
- **Arranging objects/buttons** (layer order) Right-click an object then select **Arrange**. You can send the object one layer forward/backward or send it to the front/back.
- **Enabling motion attributes for menu backgrounds** Click the **Menu** tab in the Options Panel then select **Motion Background**. This option is only available when your menu background is a video or slideshow title. You can specify how long the motion background will play before it loops in **Menu duration**.

- **Enabling motion attributes for menu buttons** Select the button where you want to apply motion attributes in the Preview Window. Select **Motion Button** in the **Options Panel**. This option is only available when your menu button is a video or slideshow title.
- **Showing information and guides** Click any of the four buttons on the upper-right corner section above the **Menu List** to help guide you and show link information when editing you menus.



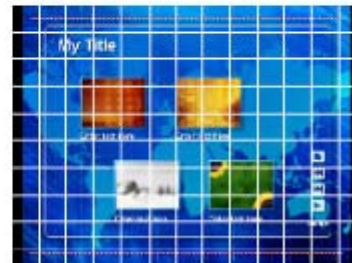
Highlight Images



Button Information



Object Boundaries



Grid Lines



Show/Hide Highlight Images Toggles between showing and hiding inserted highlight images in the Preview Window.



Show/Hide Button Information Toggles between showing and hiding link information for each button.

Note: The information found on the top-left of the **Preview Window** indicates the number of buttons used on your menu.



Show/Hide Object Boundary Toggles between showing and hiding the bounding box around the objects in your menu. The object boundary acts as an indicator to avoid overlapping objects that can cause errors when burning onto a disc.



Show/Hide Grid Lines Toggles between showing and hiding grid lines in the Preview Window. You can modify the grid size and color in the **Preferences** dialog box. ([see "Setting Preferences" on page 29](#))

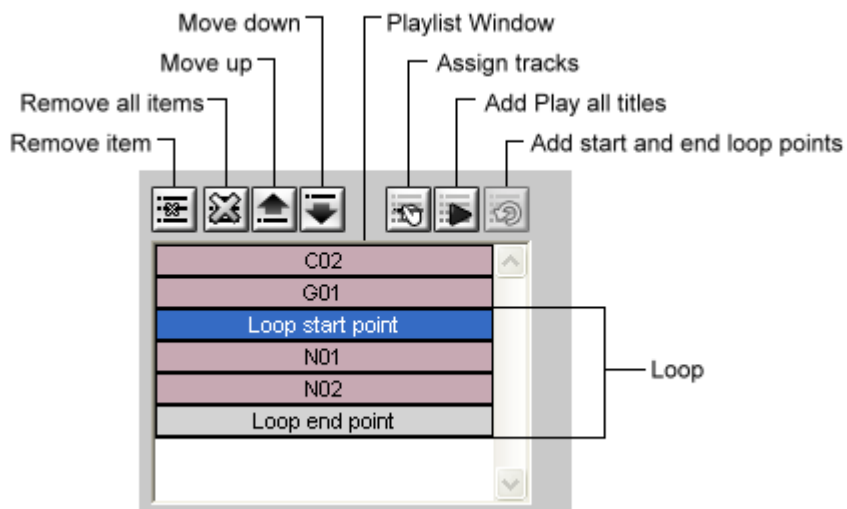
Editing the Playlist

A **Playlist** contains a series of play items (titles, menus, chapters, and tracks) that play when a menu button is activated. Below is a list of tasks to create or edit a button playlist:

- **Inserting play items** Select a title or menu from the **Content Window** or a chapter from the Chapter List then drag it to the **Playlist Window**. Click **Add Play all titles** above the **Playlist Window** to play all the titles in the **Title List**.

When you add a menu as a play item, you can link the Playlist item to the menu or a button in the menu.

- **Removing play items** Select a play item in the Playlist then click **Remove item**. Click **Remove all items** to delete all play items from the Playlist.
- **Rearranging play items** Select a play item in the Playlist Window then click **Move up/Move down** to rearrange the sequence of play items.
- **Looping the playlist** Select a play item in the Playlist Window then click **Start and end loop points**. The loop will start from the play item you selected. **Select Loop start point** in the **Playlist Window** then click **Move up/Move down** to move the loop start point to another position.
- **Assigning tracks** Select a play item in the Playlist Window then click **Assign tracks**. This opens a dialog box where you can specify the audio and/or subtitle tracks to use for the selected title. ([see "Audio and Subtitles" on page 72](#))

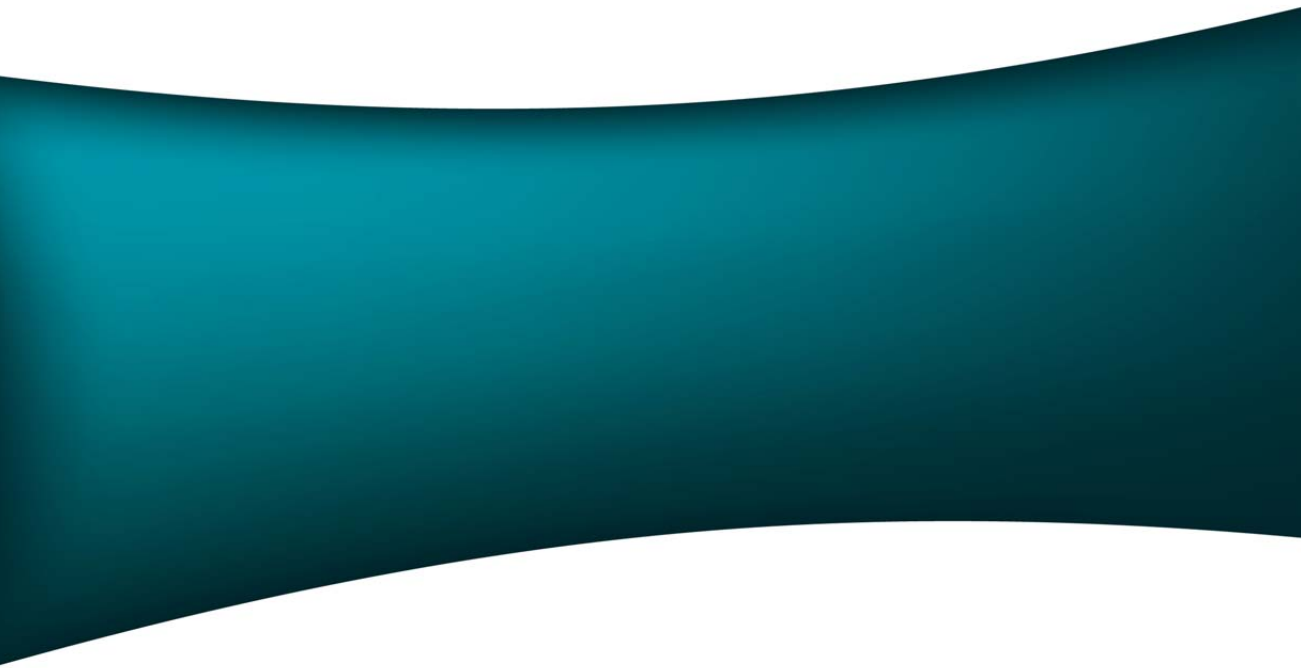


Real-time preview for Motion Menus

DVD Workshop allows you to preview your motion menu and buttons in real-time by clicking **Play** in the **Navigation Panel**. To create motion menus, drag video files from the **Library** to the **Preview Window** then select **Motion Background** and **Motion Button** in the **Menu** and **Button** tabs. ([see "Editing your menus" on page 90](#))

A horizontal banner with a teal-to-dark-teal gradient, featuring a wavy, undulating shape. The word "Finish" is centered in white.

Finish



Finish

Finish is where you can preview your project before outputting it. DVD Workshop offers a variety of output options including burning your project onto a disc, creating a disc image file, and creating a master copy to write onto a Digital Linear Tape for mass reproduction.

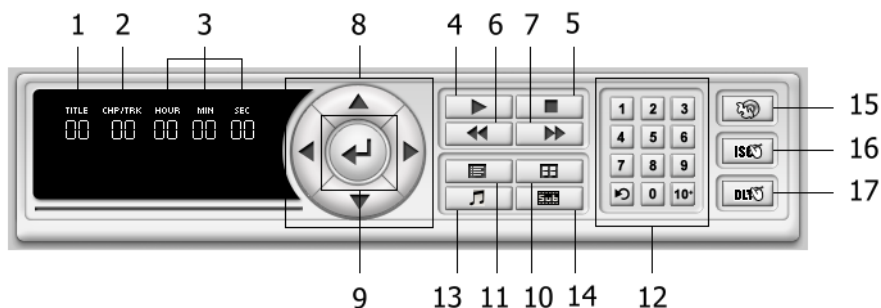
The Preview Window

The **Preview Window** displays the title, menu, or chapter you select using the **Remote Control**. The default aspect ratio of the Preview Window is 16:9 (widescreen TV). Your titles will be displayed according to the preferences you set in the **Output Display Options** dialog box. (see [“Output Display Options” on page 68](#))



The Remote Control

The **Remote Control** allows you to simulate the behavior of your project's titles and menus. Use the buttons available on the Remote Control to preview your menus, titles, and subtitle and audio tracks (DVD). The available buttons on the Remote Control will depend on the type of media (DVD, VCD, or SVCD) you are working on.



Remote Control buttons

- 1 Title number (DVD)** Displays the title number of the currently selected title.
- 2 Chapter/Track number** Shows the chapter number of the currently selected title.
- 3 Timecode** Displays how many hours/minutes/seconds into the clip the current frame in the **Preview Window** appears.
- 4 Play/Pause** Toggles between playing back your project and temporarily stopping the playback of your title.
- 5 Stop** Ends project playback.
- 6 Go to Previous Menu** Goes to the previous menu.
- 7 Go to Next Menu** Goes to the next menu.
- 8 Direction buttons (DVD)** Use it to navigate through a menu page in your DVD project.
- 9 Enter (DVD)** Activates the selected button.
- 10 Go to Menu (DVD)** Goes to the last visited menu of your DVD project.
- 11 Go to Top Menu (DVD)** Goes to the first menu of your DVD project.
- 12 Digit buttons and Return (VCD/SVCD)** Click a number to play a title assigned to that number. Click **Return** to go back to the last visited menu page.

13 Audio (DVD) Selects an audio track in the current title.

14 Subtitle (DVD) Selects a subtitle track in the current title.

15 Burn Project to Disc Allows you to burn your project onto a disc, create a disc image file, and/or create DVD folders for your DVD projects.

16 Burn Disc Image or DVD Folder Allows you to burn an existing disc image or DVD folder onto a disc.

17 Write Disc Image to DLT Allows you to output your work to a Digital Linear Tape (DLT).

Previewing a project

Preview your project using the **Remote Control** to see exactly how your project will look when viewed on a TV screen. (see [“The Remote Control” on page 98](#)) By previewing your project, you can make sure that it is error-free before outputting it.

To preview a project:

- Click **Play** on the Remote Control to preview your menu and your video.
- Use the different buttons available on the Remote Control to preview your project.

Disc templates

Disc templates are preset output settings for your projects. Based on preferences when creating a new project, DVD Workshop provides preset templates that you can use. You can also create several versions of a single project just by modifying the template of the original project file. Aside from the default templates in DVD Workshop, you can also create custom templates that you can store and reuse in future projects.

Disc Template Manager

The **Disc Template Manager** allows you to create custom disc templates.

To create a custom disc template:

1. Click **Global Settings: Disc Template Manager**. The **Disc Templates Manager** dialog box opens.
2. Select the desired template (DVD, VCD, or SVCD).
3. If you want to use a new template name, click **New** then enter a template name in the text box

4. Select a template in **Available disc templates**, then click **Edit**.
5. Click **OK** after making the adjustments.

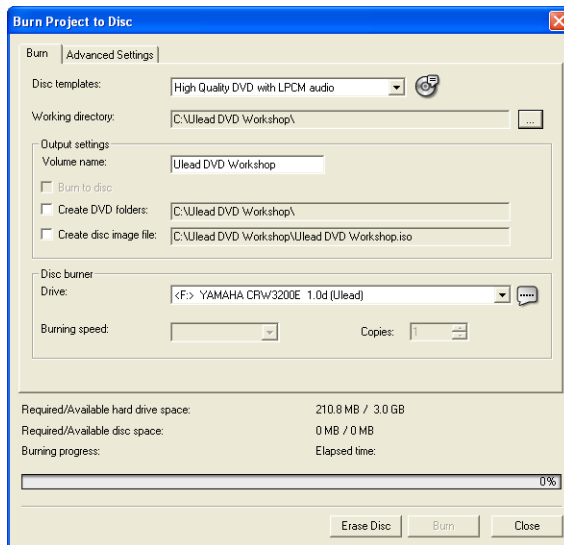
Burn Project to Disc

Burn Project to Disc allows you to select general and advanced options for outputting your project. You can burn your project directly onto a disc and/or create DVD folders and a disc image file. You can also use this option to adjust the settings of your burner.

The Burn tab

The **Burn** tab allows you to do three things with your project:

- Burn your project directly onto a disc, if you have a disc burner installed.
- Create DVD folders where you can organize your DVD files. This allows you to view your DVD using a DVD player in your computer.
- Create disc image file, which is the best and safest source file to burn with minimal risk of error.



Disc templates Select a template format for your project.

Disc Template Manager Click to open a dialog box where you can view or edit the properties of available templates, or create a new one. (see “Disc templates” on page 99)

Working directory Displays the path of the working directory. Enter the directory path where your project files will be saved or click **Browse** to search and select a different path.

Output settings These options let you set up where you want to output your project. You can burn your project onto a disc, create DVD folders, and/or generate a disc image file.

- **Volume name** Enter a volume label for the disc.
- **Burn to disc** Select to burn your project directly onto a disc. This option is enabled only if you have a burner installed on your computer.
- **Create DVD folders** Select to retain the DVD folder in your hard drive after burning. This option is only available if the project is in DVD format. This also allows you to view the finished DVD title on the computer using a DVD player.
- **Create disc image file** Select to retain a disc image file on your hard drive after burning. This is recommended if you plan to burn multiple copies of your video.

Disc burner Determine the settings to use for your burner.

- **Drive** Select a disc burner drive.
- **About** Click to open a dialog box where you can view copyright information regarding the disc burner.
- **Burning speed** Select the rate at which to burn the disc image or project file.
- **Copies** Set the number of copies to burn.

Required/Available hard drive space Displays the needed/remaining space available in your hard disk.

Required/Available disc space Displays the needed/remaining space to fit the video file on the disc.

Burning progress Shows the recording progress on the bar.

Elapsed time Shows the time (hh:mm:ss) left when compiling, erasing, or burning a disc.

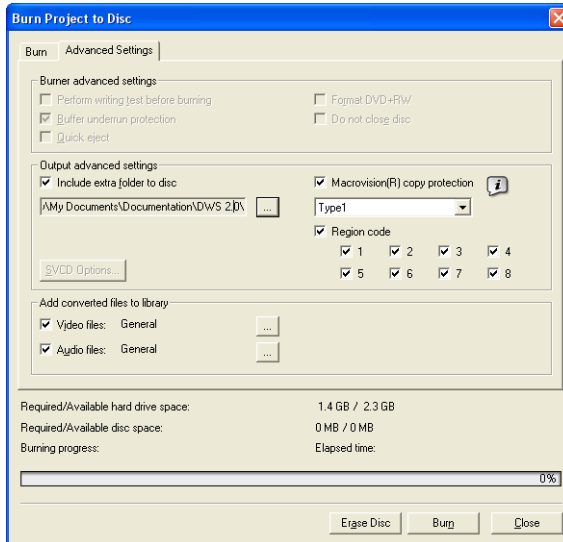
Erase Disc Deletes all data on the disc.

Burn Begins the burning process.

Close Cancels the defined specifications and close the dialog box.

The Advanced Settings tab

The **Advanced Settings** tab allows you to adjust your burner's settings and enable error prevention functions before starting the burning process. You can also burn additional folders that contain other related files onto a disc by enabling options under **Output Advanced Settings**.



Burner advanced settings Contains advanced options for handling your disc burner.

- **Perform writing test before burning** Select to simulate the recording process before burning data onto a disc. This checks if the system speed or CD-ROM/DVD-ROM speed is fast enough to send data to the burner device at the specified write speed.

If your burning device has Buffer Underrun Protection and it is enabled, you can clear **Perform writing test before burning** to save time when burning.

- **Buffer underrun protection** Select to ensure an uninterrupted flow of data to minimize the risk of error in the burning process. This option is only enabled if your burning device has buffer underrun protection capability.

A buffer underrun occurs when the computer system fails to deliver data quickly enough to the CD writer for it to burn the data properly.

- **Quick eject** (Short Lead-out) (DVD+RW discs) Select to replace the lead out with a border out section and speed up the finalization process. DVD-ROM requires at least 1GB of data on the disc. If your project is less than 1GB,

dummy data is used to fill up the extra space before writing the lead out information that tells the disc that it has finished burning.

Note: Enabling this option may cause compatibility problems with some DVD players.

- **Format DVD+RW** Select to format the DVD+RW disc before burning. Enabling this option will prolong the burning process but will ensure a successful burn.
- **Do not close disc** (DVD-RW discs) Select to be able to append more files at a later time.

Output advanced settings Contains advanced options for handling the output of your project.

- **Include extra folder to disc** Select to burn additional files onto the disc.
- **Macrovision® copy protection** Select to use Macrovision's DVD copy protection then select the type of protection in the list. This prevents others from duplicating your disc.

Use of analog copy protection for DVD applications is subject to the proprietary intellectual property rights of Macrovision Corporation of Santa Clara, California, U.S.A., and users require a usage agreement with Macrovision Corporation before analog protection system activation bits are set to on.

- **Region code** Select to specify regional codes for your DVD. Most DVD players are given a code of the region in which they are sold. Such players will not play discs that are not coded for its region. ([see "Appendix A: DVD Region Codes" on page 111](#))
- **SVCD Options** (SVCD) Opens the **SVCD Video Folder Option** dialog box for customizing the output of SVCD projects.

Add converted files to library Contains options that allow you to store the converted video and/or audio files in the **Library** for future use.

- **Video files/Audio files** Select to include converted video and/or audio files in the Library.

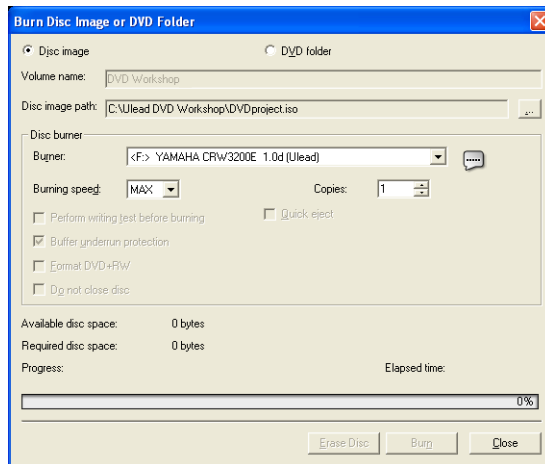
To burn a project onto a disc:

1. Click **Burn Project to Disc** on the **Remote Control** to open the **Burn Project to Disc** dialog box.
2. In the **Burn tab**, select a preset template and a working directory for your project.
3. Under **Output settings**, enter a volume name for your disc.
4. Select **Burn to disc**.

5. Select **Create DVD folders** and/or **Create disc image file** if you want to store your video on your computer.
6. Under **Disc burner**, specify burning settings for speed and the number of copies to burn.
7. Click the **Advanced Settings** tab to enable other burning functions.
8. Click **Burn** to start the burning process.

Burn Disc Image or DVD Folder

A **disc image** is an exact copy of your finished project. You can use this to burn multiple copies of your project at any time. **Burn Disc Image or DVD Folder** is used to burn a disc image file or DVD folder.



Disc image Select to burn an existing disc image file onto a disc.

DVD folder Select to burn an existing DVD folder (VIDEO_TS) folder onto a disc.

Volume name Enter a volume label for the disc.

Disc image path Browse for the location of the disc image file or the DVD folder.

Note: Please refer to the previous section to learn about the options for the disc burner. ([see "The Burn tab" on page 100](#))

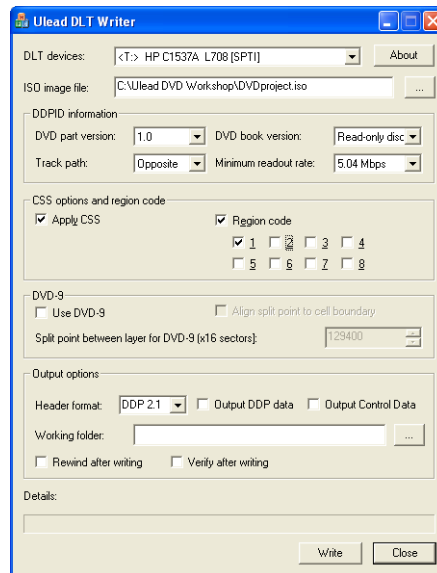
To burn a disc image file or DVD folder onto a disc:

1. Click **Burn Disc Image or DVD Folder** on the **Remote Control** to open the **Burn Disc Image or DVD Folder** dialog box.

2. Select whether to burn a disc image or DVD folder.
3. Enter a volume name, then browse for the disc image/DVD folder you want to burn onto a disc.
4. Set burner settings and enable error prevention functions before beginning the burning process.
5. Click **Burn** to begin the burning process.


Writing to a Digital Linear Tape

Digital Linear Tape (DLT) is the industry standard master tape used for mass replication of DVDs. The **Ulead DLT Writer** allows you to write on a DLT using **DVD-5** (one layer on one side) or **DVD-9** (two layers on one side) format. You can also use advanced replication features such as CSS copy protection and regional coding.



The Ulead DLT Writer options

DLT devices Select your DLT writer from the drop-down list.

ISO image file Click  to locate the disc image file.

DDPID information

The disc image on your DLT includes **Disc Description Protocol (DDP)** files. DDP specifications describe the data to be mastered onto your optical disc including the order in which files are to be recorded. The first file is always the DDPID which contains records that identify additional files that make up the image such as CONTROL.DAT and IMAGE.DAT/MAIN.DAT. DDPID information allows you to select DDPID options for consistent output of tape images.

- **DVD part version** Select the DVD specification to use for the DVD content. The default value is 1.0 for the current DVD specification. Select 0.9 for testing purposes.
- **DVD book version** Select the type of media to use for DVD mastering. Read-only disc or DVD-ROM is the default setting. Select Rewritable disc to record on DVD-RW, DVD+RW, and DVD-RAM. Select Recordable disc to record on DVD-R and DVD+R.
- **Track path** Select the structure for your dual-layered disc. In Parallel track path discs, the first layer is read from the inside of the disc to the outside, then the second layer is read in the same direction as the first. Opposite track path discs have a middle area which bridges the point where the first layer ends and the second layer starts. The second layer is read from the outside of the disc to the inside.

If you are using a single layer disc, DVD specification still allows you to select a track path but the DVD mastering plant will ignore it.

If you are creating two different versions of a movie such as a widescreen and a pan & scan version on the same disc side, it is ideal to select Parallel. This is used for projects with a variation on the second layer. The **Parallel Track Path** format is also often used in computer applications (DVD-ROM) where random access time is more important.

- **Minimum readout rate** Select the required minimum readout rate of the final disc in mbps.

CSS options and region code

- **Apply CSS** Select to enable the CSS mechanism. **Content-Scrambling System (CSS)** is an encryption and authentication method used to prevent DVDs from being copied illegally. Ulead DLT Writer supports the CSS copy-protection method. To view the video files on the DVD, the user must use a hardware device that is CSS-licensed to decode the data in the video file.
- **Region code** Displays the codes of the regions where the DVD is playable. ([see "Appendix A: DVD Region Codes" on page 111](#))

Big studios have also developed the **Region Code Enhancement (RCE)** to prevent viewing a Region One disc on a Region Free DVD player. This is to

prevent people from the popular practice of hacking the player to be able to view all region discs. Movies, however, can still be viewed on a Multi Region Player.

DVD-9

DVD-9 is ideally used for recording full-length movies on two layers. After playing the first layer, users need not flip the disc to move on to the second layer.

Currently, DVD burners do not support DVD-9 discs and can only record to DVD-5 discs. You can write DVD-9 to two DVD discs for authoring, however, you will not be able to play back the second disc since no IFO data is present on that disc. IFO provides information on how DVD should be played back. Each IFO file contains a "playlist" which tells the DVD player exactly what scenes to show, what subtitles to display, and what audio track to use. In mass replication plants, two DLTs are used to write DVD-9. This is why commercial DVD-9 titles are hard to duplicate.

- Use **DVD-9** Select to allow the DLT writer to output DVD content to two DLTs if the input disc image file is larger than 4.4GB. After the first layer is written, DLT Writer prompts the user to replace the DLT.
- **Align split point to cell boundary** Select to adjust the split point to the nearest cell boundary. For seamless playback, the split point should be set in an ECC block boundary equal to 16 DVD blocks (a block is equal to 2048 bytes). DLT Writer prompts the user if no suitable cell boundary can be found. Either the original split point is kept or a newly found cell boundary will replace the old one. The default split point value is 130310.
- **Split point between layers for DVD-9 (x16 sectors)** Enter a specific split point value.

Make sure that the split point value should be ECC block aligned (1 ECC block = 16 sectors) and within legal DVD content. The size of the first layer should also be equal to or greater than the second layer. It is also better to locate it inside a DVD cell to guarantee seamless playback.

Output options

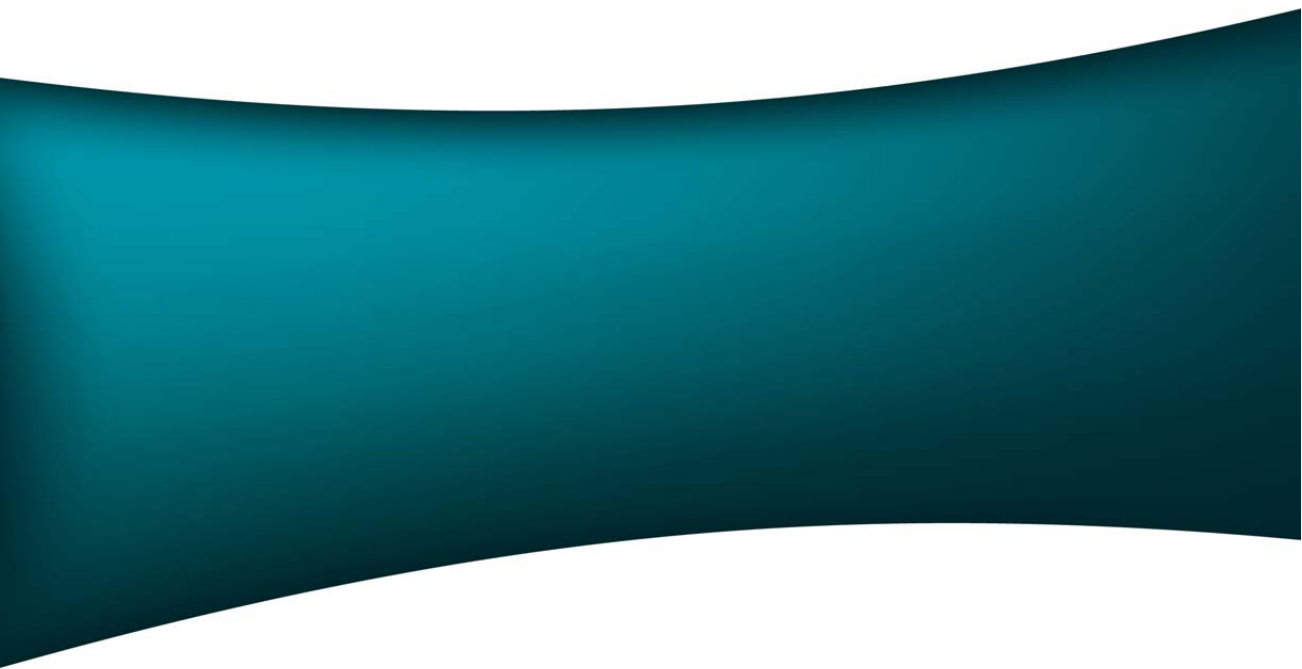
- **Header format** Select the protocol to be used to write content data to DLT. Mastering plants popularly support DDP v2.1. But if you need to give extra consideration to CSS and include DVD-Audio mastering capability, select CMF (Cutting Master Format) 1.2.
- **Output DDP data** Select to enable DLT writer to output DDP header data to a file. This file can be sent to DVD mastering plant for verification.
- **Output control data** Select to enable DLT writer to output DDP control data to a file. Generated for the first layer, this file contains the lead-in data recorded on the final DVD disc.

- **Working folder** Specify the location where the DDP data and DDP control data will be stored.
- **Rewind after writing** Select to rewind the DLT after the writing process is done.
- **Verify after writing** Select to verify the written data with the current ISO disc image file when the writing process is done.

To write to Digital Linear Tape:

1. Connect your DLT drive to your computer then insert a tape.
2. Click **Write Disc Image to DLT** on the **Remote Control** to open the **Ulead DLT Writer** dialog box.
3. Select your DLT writer in **DLT device** and enter the DVD disc image file or DVD-Video folder path in **ISO image file**.
4. Under **DDPID information**, select the DVD specification for content, the type of DVD media to be used, the track path, and minimum readout rate for the final disc.
5. Select **Apply CSS** to prevent users from easily copying your DVD.
6. If your disc image file is larger than 4.4GB, select **Use DVD-9** to output DVD content on 2 DLTs.
7. For seamless playback, select Align split point to cell boundary.
8. Under **Output options**, select options to output DDP header and control data to a file. You can also enable the DLT Writer's rewind and verification functions.
9. Enter your working directory in **Working folder**.
10. Click **Start** to begin the writing process.

Appendices



Appendix A: DVD Region Codes



Region	Countries
#1	United States of America, Canada
#2	Europe, Japan, South Africa, Middle East
#3	Korea, Taiwan, Hong Kong, Singapore, Malaysia, Indonesia
#4	Australia, New Zealand, Central and South America
#5	India, Africa
#6	Mainland China
#7	Reserved
#8	Special International Venues (Airplanes, Cruise Ships, etc.)

Appendix B: Capture checkup

Capturing and video editing are tasks that require a lot of computer resources. Your computer must be properly set up to ensure successful capturing and smooth video editing. Below are some tips on how to optimize your computer for capturing and editing.

Before you capture

Capturing video requires a lot of processing and recording power, so it is best to get your computer primed up to get satisfactory results. It is recommended that you close all other applications when working with DVD Workshop. You should also turn off any automatically-launched software like screen savers to avoid possible interruptions while capturing.

The choice of what hard disk to use is also crucial. Using a dedicated video hard drive, preferably with Ultra-DMA/66 7200 rpm and 15GB free space, is recommended.

System Tweaks

If you have two hard drives in your system, it is recommended that you install the software to your system drive (usually C:) and store captured videos in your other drive (usually D:).

Make sure DMA is enabled. Go to **Control Panel** then select **System - Device Manager**. Select **IDE controller - Primary/Secondary - Advanced**, then select DMA on each of your drive.

Note: To access **Device Manager** in Windows XP, open the **Control Panel** then select **Performance and Maintenance**. Click **System** to open the **System Properties** dialog box. Click the **Hardware** tab then click **Device Manager**. Right-click the devices under **IDE Controller** then select **Properties**. Click the **Advanced Settings** tab then select **DMA if available** in **Transfer Mode**.

Clear **Write-Behind Caching** on the hard drive used for video capture. Open the **Control Panel** then select **System**, right-click your hard drive then click **Properties**.

Note: For Windows XP, open the **Device Manager** dialog box then right-click your hard drive (disk drives) then select **Properties**. Click the **Policies** tab in the **Properties** dialog box then clear **Enable write caching** on the disk.

Change the values of your Paging File (Swap File) size in the **Control Panel: System - Advanced - Virtual Memory**. Set the minimum and maximum to twice

your amount of RAM. So if you have 256MB of RAM, set both your minimum and maximum paging file limits to 512.

Note: To access the **Virtual Memory** dialog box in Windows XP, open the **System Properties** dialog box then click **Advanced** tab. Click **Settings** under **Performance**. In the **Performance Options** dialog box, click the **Advanced** tab then click **Change** under **Virtual Memory**.

Direct Memory Access (DMA) is a method of transporting data from the system's main memory without passing through the CPU. It is useful when making direct back-ups while doing real-time capturing.

Write-Behind Caching, otherwise known as copy-back caching, is a technique wherein revisions to the content of the data in the special high-speed storage mechanism aren't copied to the cache source until needed. It can be found in several microprocessors.

For a list of version-specific tweak for Windows, please visit http://www.videoguys.com/Windows_Tips.html.

Appendix C: Glossary

Analog

A signal that continuously varies in frequency or quantity, rather than discrete units (1 and 0) found in digital devices. Information from an analog source must be converted to digital in order for a computer to interpret it.

Aspect Ratio

The proportion of a picture's width and height.

Buffer underrun

This occurs when the computer system fails to deliver data quickly enough to the CD writer for it to burn the data properly.

Burn

The process of writing or recording content to a CD or DVD.

Button

An object assigned (linked) to an attribute which, when clicked, performs a specific function. Buttons are commonly used to play an assigned chapter or move to the next or previous one.

Capture Plug-ins

Programs included in DVD Workshop that allow your video camera to communicate with your computer.

Chapter

A scene or image taken from a title that is used in creating menus and serves as a movie's key frame or entry point.

Create Menu - Blank

A menu type that allows you to create your own menu page, giving you control over all the necessary elements of a menu, such as background, images, and buttons. You can design your own menu from scratch or choose attributes from available presets.

Create Menu - Template

A menu template type that allows you to set the background and buttons of the menu. You choose attributes from available presets, and chapters are added manually.

Create Menu - Wizard

A menu type that allows you to create a menu based on titles. All the necessary elements, including automatic scene selection, are already included.

Codec

Abbreviation for COMpression/DECompression. To process video, the computer uses a special algorithm or program called a codec.

Compression

The process of making a file smaller by removing redundant data. Nearly all digital video is compressed in some way or another through a codec.

Device Control

A software driver that allows your computer to control video sources like the camcorder or VCR.

DV

Abbreviation for Digital Video, which is a very specific format of video. DV can be understood (played back, recorded) by your camcorder and also by your computer if you have the proper hardware (capture card) and software (DV codec).

Disc image files

Files that contain the entire content of a storage medium (e.g. CD-ROM).

DLT

Abbreviation for Digital Linear Tape, a half-inch tape used to store digital files. It's commonly used to submit a premastered DVD disc image for mass production.

DVD

Abbreviation for Digital Versatile Disc, a popular format in video production because of its superb audio and video quality. It also holds several times more data than VCDs and SVCDs.

DVD-5

A single-sided single-layer DVD that stores up to 4.38 GB.

DVD-9

A single-sided dual-layer DVD that stores up to 7.95 GB.

First Play Video

The video clip that automatically plays when the disc is inserted into the player.

I-frames

Frames in an MPEG video stream coded without any reference to any other frames. This means that the quality of the file, although better, will be much larger.

Image

A picture file or graphic equivalent to a single frame of video.

Link

The process of assigning a command or attribute to an object to make it functional. Linking an object to a command makes it possible for the object to perform a specific task, such as opening a particular clip.

Macrovision copy protection

Also known as the Analog Protection System (APS), thwarts attempts to copy DVD programming. Used on a large number of commercial DVDs being produced, the technology either degrades unauthorized copies made on consumer VCRs or is used as a technological measure to communicate with DVD recorders and hard drive video recorders that the video programming cannot be recorded. Almost all Hollywood studios, as well as many special interest and corporate rights owners, are using Macrovision's technology to protect their content from unauthorized copying.

Menu

A group of objects set against a background that allows a viewer to navigate through the scenes or immediately proceed to a specific portion of the title.

Motion Menu

A menu that features animated backgrounds and/or buttons.

MPEG

Abbreviation for Motion Pictures Experts Group. A compression scheme that finds redundant elements such as text or graphics, retains them, and uses them as the base frame for comparing differences with other frames.

NTSC

NTSC is the video standard in North America, Japan, and some other regions. Its frame rate is 29.97 fps and has a video resolution of 720x480 pixels.

Options Panel

The main panel that contains controls and buttons that could be used to adjust or customize the settings of a selected project, clip, menu, or button. The contents of the Options Panel change depending on the step currently active.

PAL

PAL is the common video standard in Europe, Australia, New Zealand, China, Thailand, and other Asian countries. It has a frame rate of 25 fps, and has a video resolution of 720x576 pixels.

Pan and Scan

A process of reframing a picture to conform to a smaller aspect ratio. This is done focusing on certain elements of the picture that can fit the desired aspect ratio at any one time.

Playlist

A sequence of play item linked to a menu button. When a menu button is selected, these play item will run according to their arrangement in the playlist.

Split by Scene

A command which is applicable to captured DV AVI files in the Library. This automatically splits a single video file into multiple clips based on the changes in recording date and time.

Subtitle

Textual representations of the spoken audio in a video usually used to aid the hearing impaired.

SVCD

Abbreviation for Super Video CD, commonly described as an enhanced version of VCD. It is based on MPEG-2 technology with either Variable Bit Rate (VBR) or Constant Bit Rate (CBR) support.

Title

Video and image files either captured or imported into the Library. It is from titles that the chapters to be used in creating menus are acquired.

VCD

Video Compact Disc (VCD) is a special version of a CD-ROM that uses the MPEG-1 format. The quality of the exported movie is almost the same, but usually better than VHS tape-based movies. A VCD can be played back on a CD-ROM drive, VCD player, and even on a DVD player.

Shortcuts



Shortcuts

Capture Step

Function	Shortcut Key
Capture Video	F7
Capture Image	F8

Edit Step

Function	Shortcut Key
Play/Pause	Enter
Stop	S
Play preview range (mark-in/mark-out)	Space
Previous edit point	Page Up
Previous frame	Left Arrow
Next frame	Right Arrow
Next edit point	Page Down
Repeat	R
Mark-in	F3
Mark-out	F4
Home	Home
End	End
Automatically add chapters	Alt + A
Add chapter	A
Cut title	Alt + C
Add current frame to Library	F8

Add/Edit Subtitles dialog box

Function	Shortcut Key
Play/Pause	Enter
Stop	S
Previous subtitle segment	Page Up
Previous frame	Left Arrow
Next frame	Right Arrow
Next subtitle segment	Page Down
Repeat	R
Set subtitle segment start time	F3
Set subtitle segment end time	F4
Home	Home
End	End

Menu Step

Function	Shortcut Key
Play button (for motion menu)	Enter
Create Menu - Blank	Alt+B
Create Menu - Template	Alt+T
Create Menu - Wizard	Alt+W
Show/Hide button information	Alt+I
Show/Hide highlight images	Alt+H
Show/Hide object boundaries	Alt+O
Show/hide grid lines	Alt+G

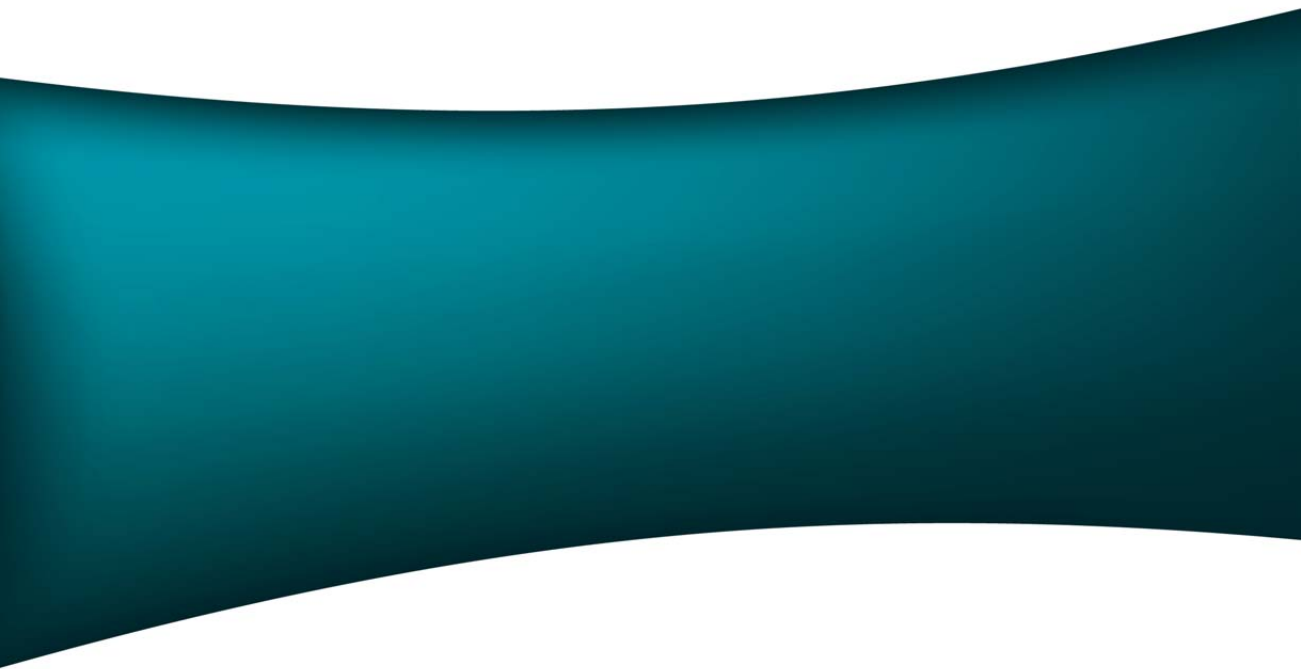
Finish Step (Remote Control)

Function	Shortcut Key
Play/Pause	Space
Stop	S
Previous	Page Up
Next	Page Down
Menu	M
Top Menu	T
Up	Up Arrow
Down	Down Arrow
Left	Left Arrow
Right	Right Arrow
Enter	Enter
Return	R
10	+
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
0	0

Global Settings

Function	Shortcut Key
Project Properties	Alt+Enter
Preferences	F6
Undo	Ctrl+Z
Redo	Ctrl+Y
Save	Ctrl+S
Save As	Ctrl+E
Help	F1

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