



VEGAS

MOVIE **STUDIO 15**

English language manual

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Introduction

Create breathtaking movies that beg to be watched again and again. With a simple drag-and-drop workflow, interactive tutorials, and plenty of stunning effects, powerful moviemaking has never been easier.

What's new in version 15.0

- Quick Start window provides a handy dashboard from which users can access the most important windows and follow a logical flow to completing their projects
- NVidia and QSV hardware-accelerated rendering for MP4 and other important file types
- VEGAS Movie Studio now utilizes Intel's powerful Quick Sync Video (QSV) technology to provide hardware-accelerated rendering to the MAGIX AVC/AAC format when using the latest Intel QSV-equipped processors
- VEGAS Movie Studio now utilizes the NVENC technology in modern Nvidia graphics card to provide hardware-accelerated rendering to the MAGIX AVC/AAC format
- GPU accelerated Crop OFX plug-in with on-screen interactive controls enables the user to quickly and intuitively crop their video
- Support for HEVC files enables users to add and edit HEVC files on the timeline and deliver HEVC files during the final render
- Two application background shade choices: dark and light
- Hamburger menu system enables user to specify the visible button set for the Video Preview window and Timeline Events
- Timeline event headers help organize event buttons and tools with hamburger menus to specify the visible button set for events
- Updated and reorganized track headers make it easier to access various track buttons and tools
- Expanded, more logical Add Media workflow in Project Media window

Technical Support

If you experience problems or have questions while using Movie Studio, our technical support department is always ready to help you. Additional support and information can be found at <http://www.vegascreativesoftware.com>.

For a detailed list of Technical Support options, please visit our [web site](#).

About Movie Studio

From the Help menu, choose About Movie Studio to display information about the application, such as the software license owner, copyright and system information, program version and serial number, and the Movie Studio logo.



Before contacting Technical Support, click the Computer tab to display information about your computer.

Show Me How

Use the Show Me How Button from the Main Toolbar or , choose Show Me How from the Help menu to start an interactive guide that will show you each part of the Movie Studio interface and teach you how to create projects.

Choose a topic from the Show Me How overview to start a tutorial—you'll be up and running in no time!

The Movie Studio window

The Movie Studio window is where you edit your project, and the screen is divided into several areas.



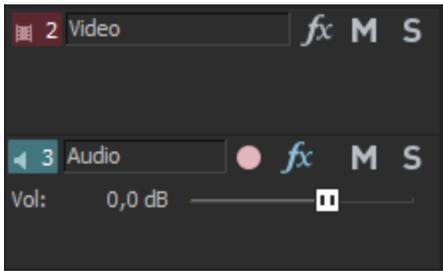
Main toolbar

The main toolbar contains buttons that enable you to select frequently used commands quickly.

Button	Name	Description
	New Project	Opens the New Project dialog. For more information, see " Creating a new project " on page 14.
	Open	Opens an existing project or media file. For more information, see " Opening a project or media file " on page 14.
	Save	Saves the current project. For more information, see " Saving a project " on page 16.
	Undo	Reverses the last action performed.
	Redo	Reverses the action of the Undo command.
	Make Movie	Starts the Make Movie Wizard. For more information, see " Make Movie Wizard " on page 46.
	Show Me How	Starts an interactive guide that will show you each part of the Movie Studio interface and teach you how to create projects. For more information, see " Show Me How " on page 6.
	What's This Help	Displays context-sensitive help.

Track list

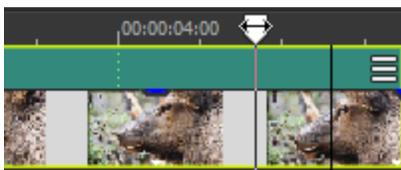
The track list displays all of the audio and video tracks in your project and contains the master controls for each track.



Scrubbing

You can use scrubbing to scroll playback of your project at varying speeds.

Press Ctrl and drag the playhead  above the timeline to shuttle forward or backward from the cursor position to find an edit point.

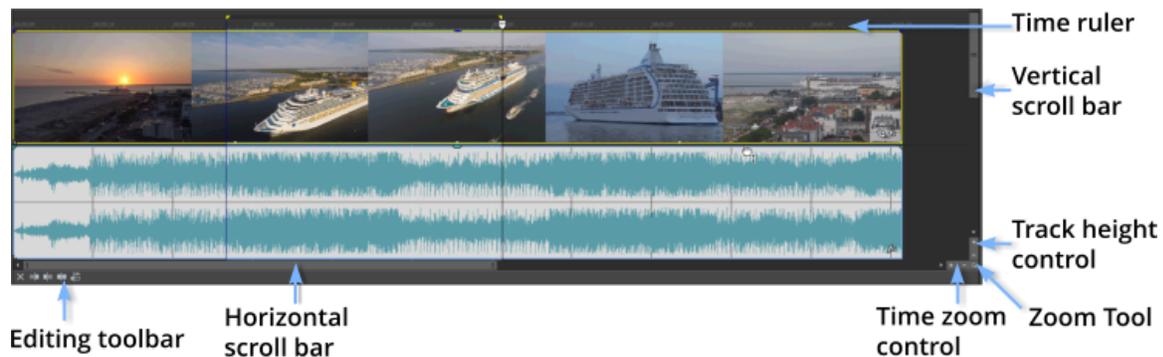


 Tips:

- Hold Alt, click the ruler, and drag to move the cursor to the position you clicked and scrub in the direction you drag.
- Hold Ctrl+Alt while dragging to scrub video only.
- Zoom in or out to adjust the scrub sensitivity.

Timeline

The timeline is the main part of the Movie Studio window where you will be doing most of your work. The majority of the window consists of actual track space. This area contains the drawn events on each track.



 You can choose Edit > Navigate and choose a command from the submenu to navigate the timeline quickly.

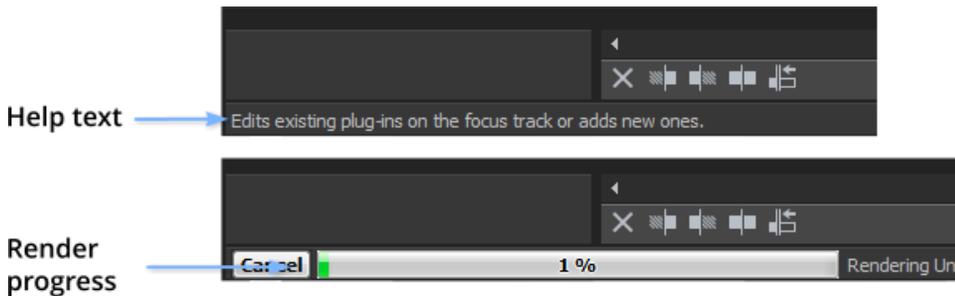
Editing toolbar

The editing toolbar is displayed below the timeline and provides access to tools you'll use while editing events on the timeline.

Button	Description
	Delete Deletes the selected event from the timeline. For more information, see " Deleting events " on page 30.
	Trim Start Trims the start of the selected event to the cursor. For more information, see " Trimming events " on page 31.
	Trim End Trims the end of the selected event to the cursor. For more information, see " Trimming events " on page 31.
	Split Click to split an event. For more information, see " Splitting events " on page 32.
	Auto Ripple Select this button to automatically ripple the contents of the timeline following an edit after adjusting an event's length, cutting, copying, pasting, or deleting events. For more information, see " Automatic post-edit ripple editing " on page 31.

Status bar

The status bar displays help text when your mouse is over menu items and will also show progress meters for any actions that take time to complete.



Touchscreen editing

If you have a Windows 8 or later computer or tablet with a touchscreen, you can perform some timeline edits in your Movie Studio project using the touchscreen instead of your mouse or keyboard.

Gestures

Gesture	Result
Horizontal one-finger flick	Creates a loop region
Horizontal two-finger flick	Scrolls the timeline
Vertical two-finger flick	Scrolls the track list
Two-finger pinch	Zooms the timeline horizontally and vertically.
Drag an event	Moves the event
Tap an event	Selects the event

Adding video effects, transitions, and generated media

To add a video effect, transition, or generated media item to your project, first select the item you want to add and then drag it to the timeline.

Window docking area

The window docking area keeps frequently used windows available, but out of the way, while you are working with a project.

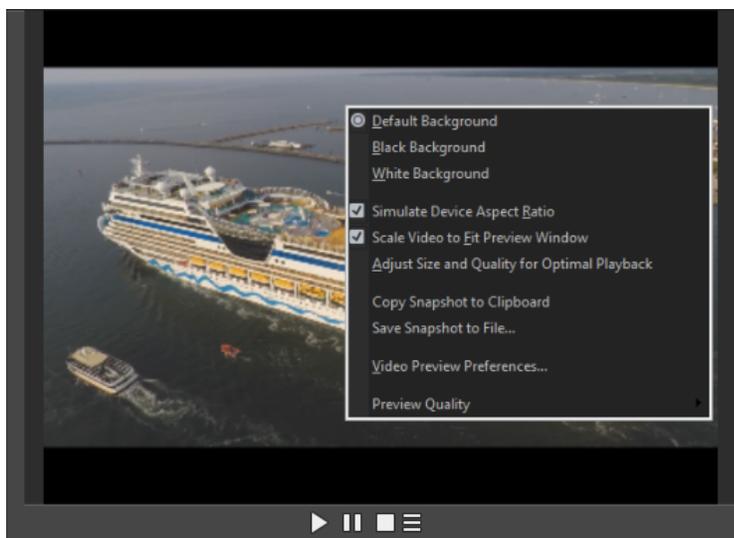


Tips:

- If you want to display the window docking area at the top of the Movie Studio window, select the Display timeline at bottom of main window check box on the Display tab of the Preferences dialog. Clear the check box to display the docking area at the bottom of the Movie Studio window.
- If you want to display tabs at the top of docking windows, select the Position tabs at top of docked windows check box on the Display tab of the Preferences dialog.

Video Preview window

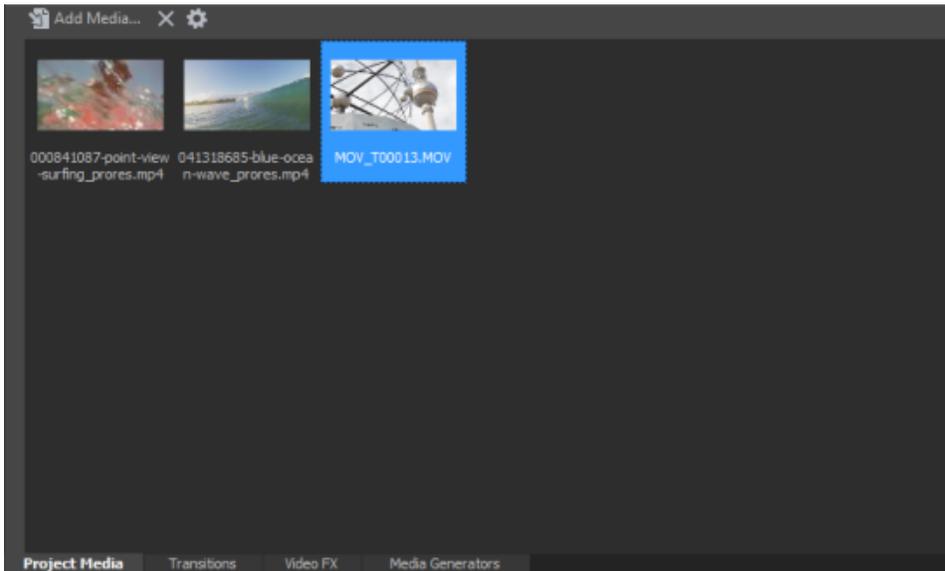
The Video Preview window displays a project's video output at the current cursor position during editing and playback. The playback includes any effects that you have applied to it. This window is also useful when editing frame by frame for synchronizing audio. Right-click anywhere in the window to display a shortcut menu with Video Preview window options.



Project Media window

You can use the Project Media window to collect and arrange all the media you will use in your project. You can add media, preview it, view and change file properties, and add effects to a file.

For more information, see "[Using the Project Media window](#)" on page 17.

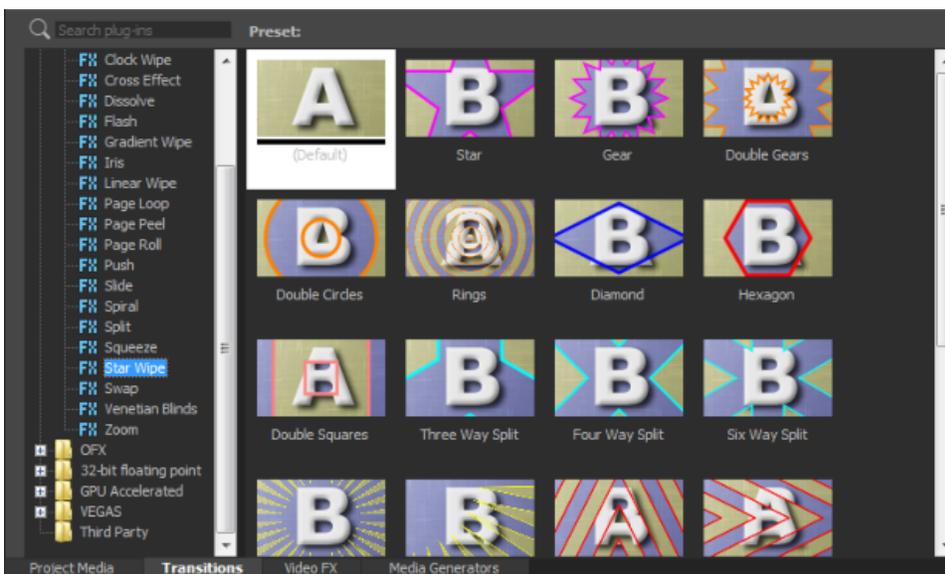


Transitions window

Use the Transitions window to choose and preview transition effects that you can use to control how a video begins or ends, or to change the way one event flows into another.

Drag a transition preset to overlapping video events in the timeline to add a transition.

For more information, see "[Adding transitions](#)" on page 41.



The Video FX Window

Choose View > Window > Video FX to toggle the display of the Video FX window.

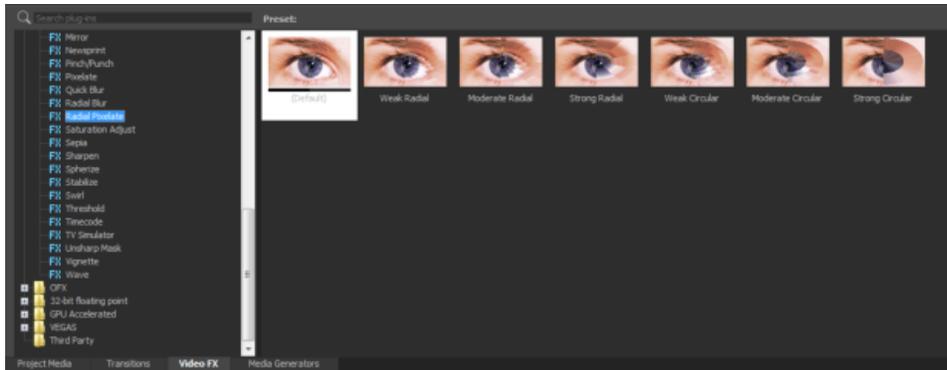
The left pane lists each of the available video effects organized in folders. Click the Expand  and Collapse  buttons to open and close the folders, and select a plug-in name. The thumbnail images in the right pane represent each of the existing presets for the selected effect. Hover your cursor over a preset to see an animated example.



You can type in the Search plug-ins box to find plug-ins. For example, if you wanted to find a specific color-correction plug-in, you could type "color" in the box to display only plug-ins that include the term "color" in the plug-in name, description, or group name.

You can drag a preset thumbnail to a track, event, or to the Video Preview window to apply the effect.

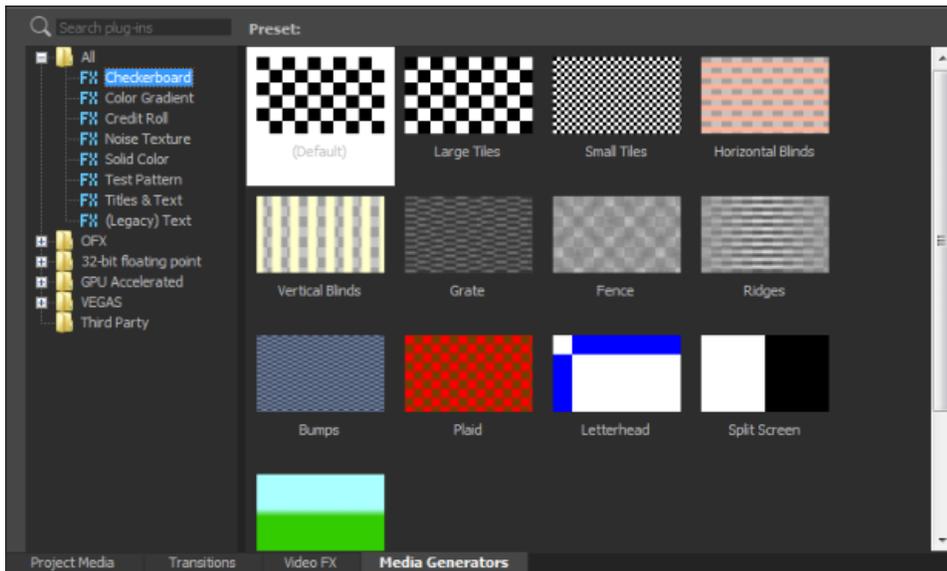
For more information, see "[Applying video effects.](#)"



Media Generators window

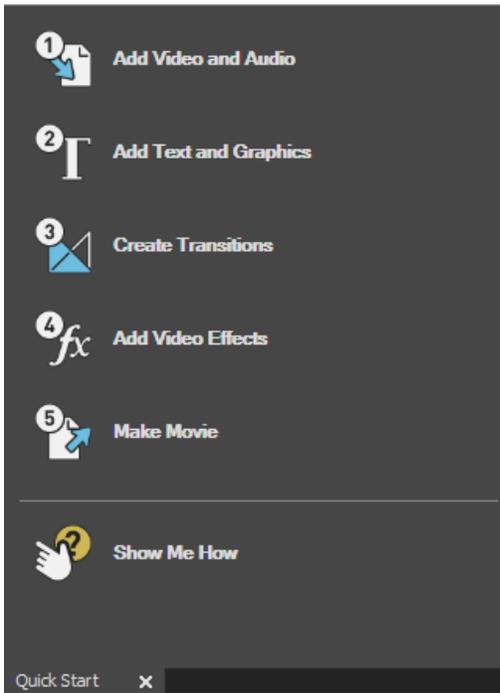
Use the Media Generators window to add text, titles, backgrounds, and other generated media.

You can drag a preset thumbnail to a track to add media.



The Quick Start Window

When you start Movie Studio for the first time, a Quick Start window is opened next to the docking area, providing you with links that help you to find the most important functions of the program.



💡 The tool tips on the links give you a very brief explanation how to operate the according function!

If you've closed the Quick Start window and want to show it again, chose Quick Start it from the View > Window menu or press Ctrl+Alt+F8.

Working with projects

A project (.vf) file saves the relevant information about your source media: file locations, edits, insertion points, transitions, and effects.

A project file is not a multimedia file. It contains pointers to the original source files, so you can edit your project nondestructively — you can be creative without worrying about corrupting your source files.

Creating a new project

The first step in creating your masterpiece is to create a Movie Studio project file.



You can quickly create a project by pressing Ctrl+Shift+N. The project will use the default settings, but you can use the Project Properties dialog to edit the settings later.

1. From the Project menu, choose New. The New Project dialog is displayed.
2. From the Region drop-down list, choose a video output standard.
3. In the Video box, click the type of video that you're using to create your project or the format you want to use to deliver your completed project.

The Project box will display a list of options for the selected video type.

If you want your project to match the properties of an existing media file, choose Match media settings and click the Browse button next to the Choose media box to select the file you want to use.

4. Set your project name and the location where you want to save it:
 - a. In the Name box, type a name to identify your project. If you don't specify a project name when creating a project, the file name you use to save your project will be used.
 - b. The Folder box displays the path to the folder where your project file (.vf) will be saved. Click the Browse button if you want to choose a different folder.
 - c. Select the Manage project files check box if you want your project media to be saved in the project folder.

When this check box is selected, the following files will be stored in subfolders below the project folder:

- Audio recordings.
- Files that you capture or import from a video camera or audio CD.
- Snapshots that you copy from the Video Preview window.
- Files that you create using Render to New Track.

Existing media files on your computer will not be moved.

5. Click OK to create the project.

Opening a project or media file

From the Project menu, choose Open to open a media file or Movie Studio project.

 You can open multiple Movie Studio projects by launching another instance of the application (if your computer has enough resources).

- Opening a project closes the current project and displays the opened project in the Movie Studio window.
- Opening a media file will place the event that contains the media onto a new track in the current project.

Opening a Movie Studio project

1. From the Project menu, choose Open. The Open dialog box is displayed.
2. Choose the folder where the project you want to open is stored:
 - Choose a drive and folder from the Look in drop-down list.
 - Choose a folder from the Recent drop-down list to quickly select a folder from which you have previously opened files.
3. Select a file in the browse window or type a name in the File name box. Detailed information about the selected file appears at the bottom of the dialog box.

 Tips:

- To limit the files displayed in the dialog, choose a file type from the Files of Type drop-down list or enter *. and an extension in the File name box. For example, enter *.wav to display all wave files in the current folder, or enter *guitar*.wav to display all wave files that have the word guitar in the file name.
 - To open a project quickly, double-click a .veg file in the Explorer window.
4. Click Open. If you have not saved the current project, you will be prompted to save your changes.

Opening a media file

1. From the Project menu, choose Open. The Open dialog box is displayed.
2. Choose the folder where the file you want to open is stored:
 - Choose a drive and folder from the Look in drop-down list.
 - Choose a folder from the Recent drop-down list to quickly select a folder from which you have previously opened files.
3. Select a file in the browse window or type a name in the File name box. Detailed information about the selected file appears at the bottom of the dialog box.

 To limit the files displayed in the dialog, choose a file type from the Files of Type drop-down list or enter *. and an extension in the File name box. For example, enter *.wav to display all wave files in the current folder, or enter *guitar*.wav to display all wave files that have the word guitar in the file name.

 If you want to use RAW camera files in your project, the Microsoft Camera Codec Pack will allow you to view RAW camera files and add them to the timeline. For more information, see <http://www.microsoft.com/download/en/details.aspx?id=26829>.

4. Click Open.

5. The file is added to the Project Media window and an event is created. The event is created at the cursor position in the selected track, or a new track will be created if no tracks of the appropriate type exist. For example, if your current project contains three audio tracks when you open an AVI file, a video track will be created for the AVI.

Saving a project

From the Project menu, choose Save to save changes to the current Movie Studio project (.vf). When a Movie Studio project is saved, all of the layout of tracks, envelope adjustments, effects parameters, etc. are saved in this project file.

The first time you save a project, the Save As dialog is displayed.



If you want to keep the previous version of your project before you made changes, use the Save As command to save the new version of the project with a new name.

Adding, managing, and arranging media

After you've created a project, you're going to need to add media to it.

The objects you work with in Movie Studio projects are referred to as media files and events:

- Media files are the source audio and video files that are stored on your hard disk. Movie Studio projects do not operate on or modify these files. Files can be accessed from the Explorer window.
- An event is an occurrence of a media file on the Movie Studio timeline. An event can represent an entire media file or a portion of it. A single media file can be used repeatedly to create any number of different events, since each event can be trimmed independently. An event's position on the timeline determines when it will be played back in your project.

Using the Project Media window

You can use the Project Media window to collect and arrange all the media you will use in your project. You can add media, preview it, view and change file properties, and add effects to a file.

Adding media files to the Project Media window

Files are added to the Project Media window when you open or import media files.

You can also drag the files to the Project Media window from the Windows Explorer.

To add media files from external sources, use the buttons in the Project Media toolbar:

Item	Description
	Add Media: click to add a media file to your project without adding it to the timeline.

Cleaning the Project Media list

From the Tools menu, choose Clean Project Media to remove any files that have not been used on the timeline.

Removing a media file from the project

Click the Remove Selected Media from Project button  to remove all selected media files from the Project Media window and project.

If a file is in use by an event on the timeline, you will be prompted to delete the event.

Viewing or editing file properties

Click the Properties button to display the Properties dialog for the selected media file.

In most cases, you will not need to edit file properties. However, adjusting the Field Order setting for video files can help correct jitter when you output your project to a television monitor.

Matching project video settings to a media file

Right-click a file in the Project Media window and choose Match Project Video Settings to update your project video settings to match the selected file.

Previewing media files

You can preview media files from the Project Media window before placing them in your project.

To automatically preview selections when you click a media file in the Project Media window, select the Auto Preview button . To turn off Auto Preview, click the Auto Preview button again.

Adding media files to your project

After you've previewed files to determine which media files you want to use in your project, there are several ways you can add them to your project.

Using the Windows Explorer to add media and create events

If you're using the Windows Explorer to browse your computer for media, you can add a media file quickly by dragging it to the Movie Studio window.

The media file is added to the Project Media window, and an event is created where you drop the file. If you drop the file on an area of the timeline that does not contain a track, a new track will be created.

Using the Project Media window to add media without creating events

You can use the Project Media window to collect and arrange all the media you will use in your project before creating events on the timeline.

From the Project menu, choose Add Media (or click the Add Media button  in the Project Media window) to add a media file to your project without adding it to the timeline.

When you're ready to start adding events, you can drag media files from the Project Media window to the timeline.

For more information, see "[Using the Project Media window](#)" on page 17.

The Slideshow Creator

From the Insert menu, choose Slideshow to add a photo slideshow to the selected video track.

1. Click in the timeline to select a track and position the cursor.

The slideshow will be added to the selected track beginning at the cursor position. You can adjust the start time if needed.

2. From the Insert menu, choose Slideshow. The Slideshow Creator is displayed.

The Pictures tab allows you to add and arrange pictures for your slideshow, and the Settings tab allows you to control the slideshow's start time, duration, and transitions between slides.

3. Add slides to your slideshow.

- a. Click the Add Pictures button . A dialog is displayed for you to browse to a folder and select pictures. Hold Ctrl or Shift while clicking to select multiple pictures.
- b. Click the Open button to add the selected pictures to your slideshow.
- c. Repeat steps 3a and 3b as needed to add pictures from other folders.

If you need to remove a photo, select it and click the Delete button .

4. Use the Pictures tab to arrange your slides as needed:

- a. If you need to rotate pictures, you can select a photo and click the Rotate Counterclockwise  or Rotate Clockwise  button. You can also rotate multiple selected photos at once (hold Ctrl or Shift while clicking to select multiple pictures).
- b. If you want to change the order of your photos, you can use the Move Selected -1 , Move Selected +1 , or Sort By buttons.

- Click Move Selected -1  to shift the selected photo earlier in the slideshow.
- Click Move Selected +1  to shift the selected photo later in the slideshow.

 You can also drag photos in the Slideshow Creator window to rearrange them.

- Click a toolbar button to sort the photos. You can sort alphabetically by file name, by date, or shuffle the photos in a random order.

Button	Description
	Sort photos alphabetically by file name.
	Sort photos in reverse alphabetical order by file name.
	Sort photos from newest to oldest.
	Sort photos from oldest to newest.
	Shuffle photos in a random order.

5. Use the Settings tab to adjust the slideshow's start time, duration, and transitions between slides:
 - a. The Slideshow Placement controls determine where your slideshow will begin on the selected track.
 - Select the Start at cursor radio button if you want the slideshow to begin at the cursor position you set in step 1.
 - Select the Start at radio button and type a time in the edit box if you want to adjust the start time.
 - b. The Duration controls determine the length of time each slide is displayed or the overall length of the slideshow.
 - Select the Time per picture radio button and type a time (in seconds) in the edit box to set the length of time each slide will be displayed.
 - Select the Total length radio button and type a time in the edit box to set the overall length of the slideshow. The duration will be divided equally among slides.
 - c. The Effects controls determine how the slideshow changes between slides.

Choose a setting from the Effect drop-down list to choose a transition, and type a value in the Overlap box to indicate how long slides will overlap. Type 0 in the Overlap box to change between slides with no transitions. This sort of abrupt change is called a *cut*.

6. Click the Create button.



You can preview your slideshow in the timeline. If you want to change the slideshow's settings, click to position the cursor at the beginning of the slideshow and use Undo to remove the events from the timeline. You can then return to step 5 to change the slideshow's settings.

Importing video from a DVD camcorder

From the Project menu, choose Import DVD Camcorder Disc to import video from a finalized Sony DVD Handycam® camcorder disc.



Notes:

- Before importing video, you'll need to finalize the disc. For information about finalizing a disc, please refer to your camcorder's documentation.
 - 5.1-channel audio will be downmixed to stereo when importing into a stereo project. When importing into a 5.1 surround project, audio will be added to separate tracks for the center, front, rear, and LFE channels.
1. Place the DVD you want to import in your computer's DVD drive or connect your camcorder to your computer via USB.
 -  The Sony Handycam USB driver that is included with DVD-based camcorders can prevent Movie Studio from recognizing a USB-connected camera. If you use the Add/Remove Programs Control Panel to uninstall the "Sony DVD Handycam USB driver" component, Movie Studio will be able connect to the camera and import video.
 2. From the Project menu, choose Import DVD Camcorder Disc. The Import DVD Camcorder Disc dialog is displayed.
 3. From the Source drop-down list, choose the disc that contains the video you want to import.

- The Destination box displays the folder where the video will be imported. The folder name is based on the disc's volume label.

Click the Browse button if you want to choose a different folder.

- Click the OK button to start importing video.

After importing is complete, the video from the disc is added to the Project Media window. Each chapter is imported as a separate file.

You can then add the imported video to your project just like any other media file. For more information, see ["Adding media files to your project"](#) on page 18.

When you add video to the timeline that contains 5.1 surround audio, you'll be prompted to switch your project to 5.1 surround mode.

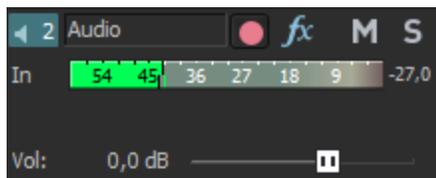
Recording audio

Movie Studio can record audio into multiple mono or stereo tracks while simultaneously playing back existing audio and video tracks. You are limited only by the performance of your computer system and audio hardware. Audio is recorded to a media file on your computer and into an event on the timeline.

You can record into an empty track, a time selection, an event, or a combination of time and event selection. You can also record multiple takes for an event so you can maintain multiple versions of an event that you can play back and edit.

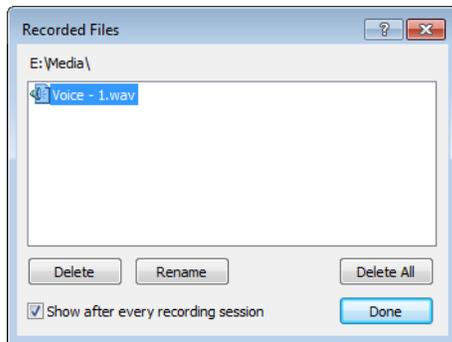
- Connect an audio source to your sound card's input.
- Position the cursor where you want to start recording.
- Select the Arm for Record buttons  on the tracks where you want to record. Arming a track enables it for recording.

When a track is armed, the track meter displays the track's level.



- Click the Record button  on the Transport bar to start recording.
- To stop recording, click the Record button again or click the Stop button  on the Transport bar. The Recorded Files dialog is displayed.

- Use the Recorded Files dialog to confirm the file name and location of your recorded audio. Click Delete or Delete All if you do not want to save the recorded files, or click Rename to change the file's name.



- Click Done to close the Recorded Files dialog. Your recorded file is displayed as a new event in the timeline, and the recorded file is added to the Project Media window.

Capturing video

All that footage on your video camera isn't going to do you any good until you can get it onto your computer. With Movie Studio, it's easy to capture video from your camera and add it to your project.



Capturing video can be demanding on your computer's resources. To avoid potential problems, we offer the following suggestions:

- Defragment your hard drive. Click the Start button on the Windows taskbar and choose All Programs > Accessories > System Tools > Disk Defragmenter.
- Don't use other software applications or screen savers while capturing video.



Notes:

- If you are using a DVD-based video camera, you can use the Import DVD Camcorder Disc dialog to import your video into your Movie Studio project. For more information, see "[Importing video from a DVD camcorder](#)" on page 20.

- From the Project menu, choose Capture Video.
- A dialog is displayed to allow you to choose how you want to capture video:
 - Select the DV radio button if you want to capture DV or Video for Windows clips using the video capture application specified on the Video tab of the Preferences dialog.
 - Select the HDV radio button if you want to capture HDV clips using the internal Movie Studio video capture application.

If you always capture from the same device, select the Always use the selected format check box, and you won't be prompted to choose a capture format again. You can change the format later using the Video tab of the Preferences dialog.
- Click the OK button to start the selected video capture application.
- Capture your video:
 - To learn how to capture DV clips with Vegas Video Capture, see the online help.
 - To learn how to capture HDV clips, see "[Capturing HDV clips](#)" on page 23.
- When you're finished capturing, your video is added to the Project Media list.

Capturing HDV clips

If you have an HDV camera, you can use Movie Studio to capture your clips as MPEG-2 transport streams.



If you will be delivering your project in standard definition (SD) via DVD or DV tape, you can use the camera's built-in DV downconversion (if available) to convert your HDV video to the DV format. Use the camera's Options menu to set the camera to output DV, and you can capture and edit video in the same way that you normally use DV in Movie Studio projects.

1. From the Project menu, choose Capture Video to start the Vegas Video Capture application.
2. Configure your HDV device in Video Capture:
 - a. Click the Capture Preferences button  in the Capture window to open the Capture Preferences dialog.
 - b. Click the Device tab.
 - c. From the Device type drop-down list, choose IEEE 1394/MPEG2-TS Device.
 - d. From the Device drop-down list, choose your HDV camera.
3. Capture your clip:
 - a. Use the transport controls below the Video Preview window to cue your tape.
 - b. Click the Start Capture button  to start capturing.
 - c. Press the Play button on your camcorder.
 - d. Click the Stop button  (or press Esc) to end the capture procedure.

Your clip is saved to the folder specified on the Disk Management tab of the Capture Preferences dialog. This path is displayed in the Capture folder box in the Video Capture window.



Select the Enable HDV scene detection check box on the General tab of the Capture Preferences dialog if you want to create multiple files if scene changes are detected. When the check box is cleared, HDV clips will be captured to a single file.

4. You're ready to start editing on the timeline.

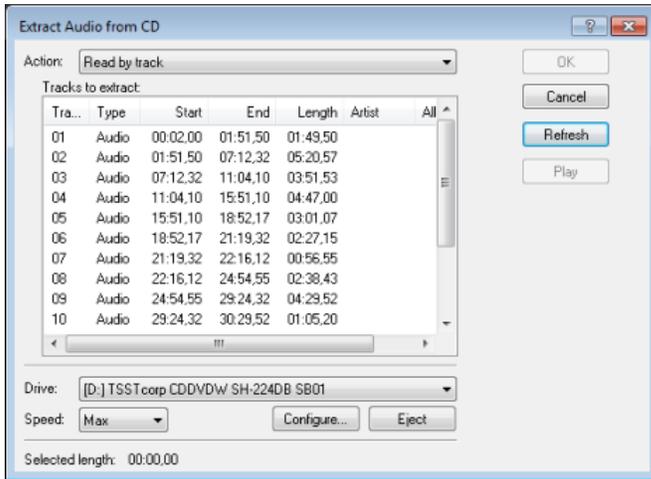
Extracting audio from CDs

From the Project menu, choose Extract Audio from CD to extract tracks from a CD and open them as events in your Movie Studio project.



Movie Studio software is not intended, and should not be used for, illegal or infringing purposes, such as the illegal copying or sharing of copyrighted materials. Using Movie Studio for such purposes is, among other things, against United States and international copyright laws and contrary to the terms and conditions of the End User License Agreement. Such activity may be punishable by law and may also subject you to the breach remedies set forth in the End User License Agreement.

1. From the Project menu, choose Extract Audio from CD. The Extract Audio from CD dialog is displayed.



2. Choose a setting from the Action drop-down list to indicate how you want to extract audio:

Item	Description
Read by track	Choose to extract individual CD tracks. Select the tracks you want to extract in the Tracks to extract list. Each CD track is extracted to a new track in your project.
Read entire disc	Choose to extract the current CD to a single file. The disc is extracted to a new track in your project.
Read by range	Choose to extract a time range. You can specify a starting time and ending time (or a starting time and length). The time range is extracted to a new track in your project.

3. If you choose Read by track or Read by range from the Action drop-down list, select the tracks or time range you want to extract.



Click Play to preview your selection. In order to preview, your CD drive's audio output must be connected to your sound card, or you can connect headphones to the front of the CD drive.

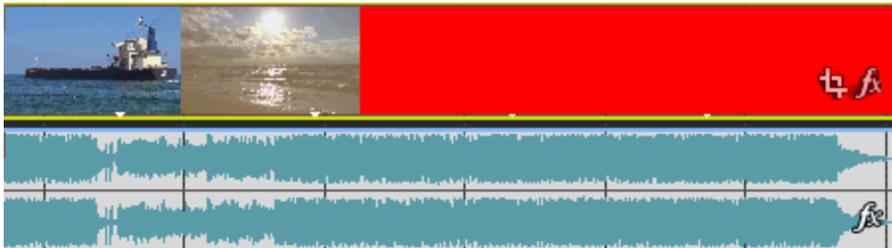
4. From the Drive drop-down list, choose the drive that contains the CD from which you want to extract audio.
5. From the Speed drop-down list, choose the rate at which you want to extract audio. If you experience gapping or glitching, decrease the speed or click Configure and adjust the Audio extract optimization slider.
6. Click OK to start extracting audio.
7. Type a file name and choose a location for the file.

The extracted files are added to the Project Media window when extraction is complete.

Editing events on the timeline

More often than not, you probably won't want to use an entire media file as an event on a track. The Movie Studio timeline makes it easy for you to manipulate and arrange events.

 If Movie Studio cannot read frames in a video event, they will be displayed in red in the timeline (those frames will be black in the Video Preview window and the rendered output):



Creating selections and positioning the cursor

Selecting data and positioning the cursor are the first steps in a variety of editing tasks. You can move selected events, copy them to the clipboard, delete, edit, and more.

There are different methods of selecting events depending on the type of selections you want to make.

 You can also choose Edit > Select and choose a command from the submenu for access to additional selection methods.

Selecting a single event

With the Normal tool  active, click the event. The event is highlighted to indicate that it has been selected.

Selecting multiple adjacent events

Use this procedure to select multiple events that are located next to each other.

1. Hold the Shift key and click the first and last event that you want to select. The events, including those between the selected events, are highlighted.

 To select all of the events in the project, choose Select from the Edit menu, and then choose Select All from the submenu.

2. When you have finished selecting events, release the Shift key.

Selecting multiple nonadjacent events

Use this procedure to select multiple events that are not located next to each other.

1. Hold the Ctrl key and click the events you want to select. The events are highlighted.

 To deselect an event, simply click it again.

2. When you have finished selecting the events, release the Ctrl key.

Selecting all events

From the Edit menu, choose Select, and then choose Select All from the submenu (or press Ctrl+A) to select all tracks and events in your project.

Selecting all events to the end of a track

Right-click an event and choose Select Events to End from the shortcut menu. The event and all subsequent events on the same track are selected.



You can also use this command with events selected on multiple tracks.

Selecting a time range

Click and drag along the marker bar, CD layout bar, time ruler, or a blank area of the timeline to select a time range. All events — and portions of events — within the region are highlighted.



Tips:

- Double-click an event and drag left or right to extend the selection to the next fade or event edge on that track.
- Dragging within an event will change the event's position on the timeline. To create time selection without moving the event, hold Ctrl+Shift while dragging.
- If the Allow edit cursor to be dragged check box is selected on the General tab of the Preferences dialog, dragging the edit cursor will change its position on the timeline. To create a time selection without moving the cursor, hold Ctrl+Shift while dragging.

Unless an event is locked, a selected time range affects all events—or portions of events—that occur within the range.



To quickly select the full duration of the project, double-click the marker bar.

Editing the selection length

You can drag the ends of the time selection bar to adjust the selection length, or drag the middle of the bar to move the selection without changing its duration.

Positioning the cursor

To set the cursor position, click in the timeline or time ruler. The cursor moves to the position you click, and the cursor position is displayed below the timeline.



Moving events

An event's position on the timeline determines where it will be played in your project. You can use snapping to help you align events to frame boundaries or markers.

Dragging an event to a new position

Dragging is the simplest way to move events in your project. You can drag an event so it occurs earlier or later in your project, or you can drag it to another track.

1. Click an event and hold the mouse button.
2. Drag the event to the position where you want it to be played.

 Notes:

- If you drag an event so that it overlaps another event, a crossfade is inserted to transition smoothly between the two events.
- If the Auto Ripple button  is selected, downstream events will move as you drag the event.

3. Release the mouse button.

Moving multiple events along the timeline

1. If you want to move an event and all subsequent events on a track, right-click the event and choose Select Events to End or turn on Auto Ripple .
2. Drag the events to the position where you want them to be played.

Automatic crossfades

Crossfades are created automatically when you overlap two events.

Creating a crossfade

Drag an event so that it overlaps another event on the same track.

A crossfade is automatically added to transition smoothly between the two events.

Changing the fade type

You can change a crossfade to use one of many combinations of fast, slow, linear, smooth, and sharp fade curves.

1. Right-click the overlapping area to display a shortcut menu.
2. Choose Fade Type from the shortcut menu and choose a fade curve from the submenu.

Cutting, copying, and pasting events

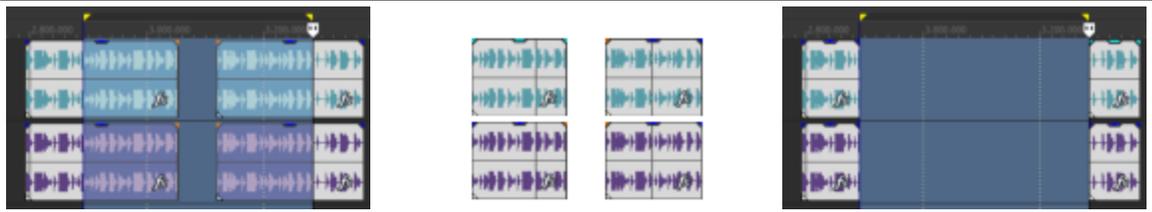
Just like a word processor for audio and video, Movie Studio will allow you to cut events, copy events, and paste them into new places.

Cutting events

Select the events you want to remove and choose Edit > Cut (or press Ctrl+X). The selected events are removed from the track and placed on the clipboard.

Cutting a time selection

If you cut a time selection, events across all tracks are removed from the timeline and placed on the clipboard. Events that extend beyond the time selection are split at each end of the time selection:



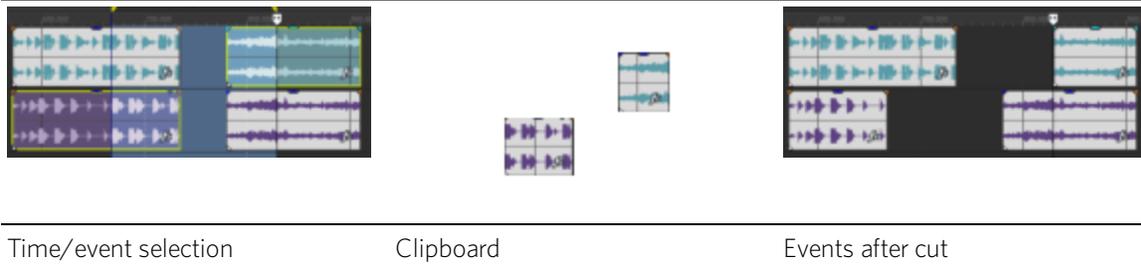
Time selection

Clipboard

Events after cut

Cutting selected events within a time selection

If you cut selected events within a time selection, the selected events are removed from the timeline and placed on the clipboard. Selected events that extend beyond the time selection are split at each end of the time selection:

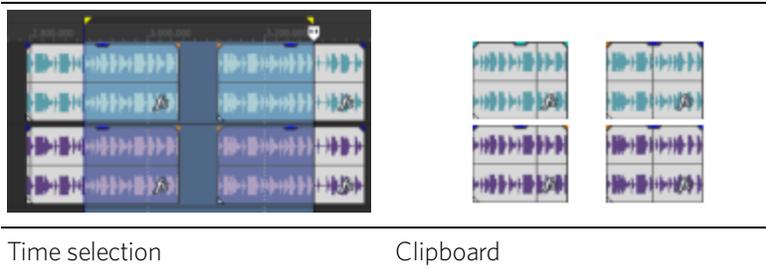


Copying events

Select the events you want and choose Edit > Copy (or press Ctrl+C). This selected events are copied to the clipboard. You may now paste the events anywhere in the project.

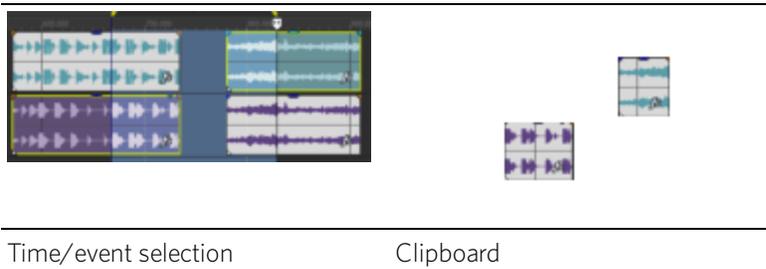
Copying a time selection

If you copy a time selection, the portions of events that are within the selection (across all tracks) are placed on the clipboard:



Copying selected events within a time selection

If you copy selected events within a time selection, the portions of selected events that are within the time selection are placed on the clipboard:



Pasting events

Position the cursor and click the Paste button or choose Edit > Paste (or press Ctrl+V). Events from the clipboard are inserted at the cursor position.

Pasting the contents of the clipboard multiple times

From the Edit menu, choose Paste Repeat (or press Ctrl+B) to insert events from the clipboard multiple times at the

current cursor position. You may also specify the time increments for which you want the events to be spaced.

1. Copy events to the clipboard.
2. Position your cursor where you want to begin pasting the events.
3. From the Edit menu, choose Paste Repeat. The Paste Repeat dialog box appears.
4. In the Number of times to paste box, enter the number of times you want to paste the event.
5. Select your options and specify the settings if applicable:
 - End to End - Pastes the events one after another with no space between.
 - Even Spacing - Pastes the events with the time increments specified in the Paste every controls between the starting points of the pasted events.

If the Paste every setting is shorter than the clipboard contents, the pasted events will overlap.

Pasting insert events

To insert the contents of the clipboard at the current cursor position and force existing events to move in time to accommodate the pasted events, choose Paste Insert from the Edit menu (or press Ctrl+Shift+V).



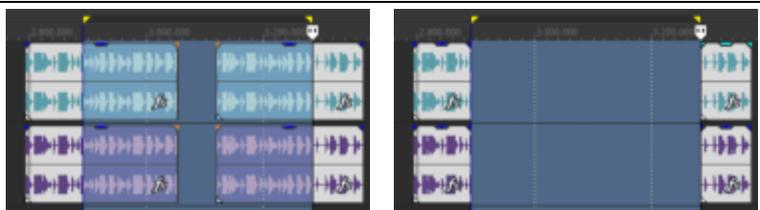
If the cursor is in the middle of an event, the event will be split at the cursor position when the new events are pasted.

Deleting events

Click the Delete button  on the editing toolbar to remove selected events or tracks without copying them to the clipboard.

Deleting all events in a time selection

1. Create a time selection.
2. Press Ctrl+Shift+A to deselect all selected events.
3. Click the Delete button  on the editing toolbar below the timeline. Events across all tracks are removed from the timeline. Events that extend beyond the time selection are split at each end of the time selection:



Time selection

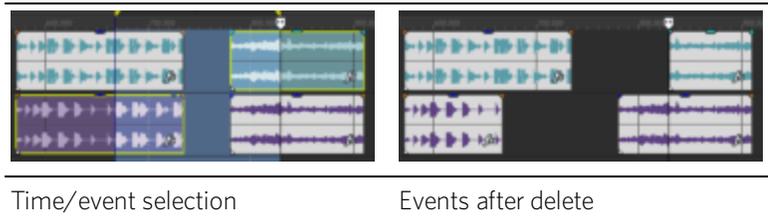
Events after delete

Deleting selected events

1. Select the events you want to delete.

- Click the Delete button  on the editing toolbar below the timeline.

If you delete selected events within a time selection, the selected events are removed from the timeline. Selected events that extend beyond the time selection are split at each end of the time selection:



Trimming events

Click the Trim button on the editing toolbar to remove all data from the events except the selected data.

This command has no effect if there is no selected data.

- Drag the cursor to make a timeline selection (or hold down the Shift key and use the arrow keys to make the selection).
- Click the Trim button on the editing toolbar. All data outside of the selection is deleted. Events that are not selected will not be trimmed.

 Tips:

- Click the Trim Start button (or press Alt+[) to trim the start of the event to the cursor position.
- Click the Trim End button (or press Alt+]) to trim the end of the event to the cursor position.

Automatic post-edit ripple editing

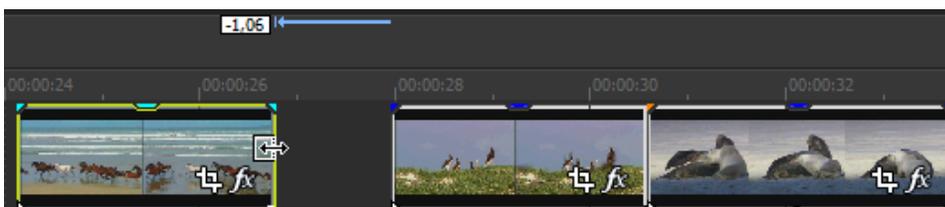
You can automatically ripple the contents of the timeline following an edit after performing the following tasks:

- Adjusting an event's length by trimming, slip-trimming, sliding, or time stretching.
- Moving events.
- Cutting events.
- Pasting events.
- Deleting events.

Click the Auto Ripple button  (or press Ctrl+L) to turn auto ripple on or off.

When auto ripple is on, events on the tracks where you performed the edit are rippled.

In the following example, the first event is being trimmed, and the arrow above the timeline indicates where the post-edit ripple will occur and the direction the affected events move.



The contents of the timeline are rippled after the edit. In the following example, the post-edit ripple has closed the space between the first and second events.



Splitting events

Click the Split button on the editing toolbar to split one or more selected events at the current cursor position.

Splitting an event allows you to adjust a small part of an event or break a single event into multiple sections that you can edit independently. For example, you may want to apply an effect to a section of an event and then return the event to its original setting.

1. Position the cursor where you want to split the events, or select a range of time.
2. Select the events you want to split.
3. Click the Split button on the editing toolbar:
 - If no events are selected, the events located at the current cursor position will be split throughout all of the tracks.
 - If you create a time selection, events are split at each end of the time selection throughout all of the tracks.
 - If you select events within a time selection, the selected events are split at each end of the time selection.
 - Hold Ctrl+Alt+Shift while clicking an event to split it. Hold Ctrl+Alt+Shift and drag an event to split it at the point you click and trim the event in the direction you drag.

Undoing and redoing edit operations

Undo and redo give you the freedom to experiment with your project. Edit to your heart's content. If you change your mind, you can always undo your changes. If you change your mind again, you can redo the undone edits (whew!).

For example, if you accidentally deleted a track, simply choose Undo to restore the track.



You can perform an unlimited number of undos, so you can restore the project to any state since the last Save command.

Undoing the last action performed

From the Edit menu, choose Undo or click the Undo button .

Undoing a series of actions

1. Click the arrow ▼ next to Undo button . A list of the most recent actions that you can undo is displayed.

2. Select the action you want to undo. If the action does not appear in the list, use the scroll bar to scroll through the list. The selected action and all actions above it are reversed.

Reversing the last Undo performed

From the Edit menu, choose Redo, or click the Redo button .



If you later decide that you did not want to reverse an undo, click the Undo button .

Reversing a series of Undo actions



When you reverse an Undo, you also reverse all Undo actions above it in the list.

1. Click the arrow ▾ next to Redo button . A list of the most recent actions that you can redo is displayed.
2. Select the action you want to redo. If the action does not appear in the list, use the scroll bar to scroll through the list. The selected action and all actions above it are redone.

Undoing all edits

From the Edit menu, choose Undo All to reverse all edits in the undo history.

You can view the edit history by clicking the arrow ▾ next to Undo button .

Zooming and magnification

Use the controls in the lower-right corner of the timeline to change the magnification level of your project.

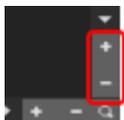


Tips:

- Double-clicking the Zoom Tool button  in the corner of the timeline adjusts the horizontal and vertical magnification so that as much of the project is displayed as possible.
- Roll the mouse wheel forward or back to zoom out or in quickly.

Zoom in to track height

- Click the Zoom In Track Height button  to increase the track height zoom level to show more event detail.
- Click the Zoom Out Track Height button  to decrease the track height zoom level to show more tracks.
- Click and drag the area between the buttons to increase or decrease track height zoom level.



Press Ctrl+Shift+Up/Down Arrow to increase or decrease the height of all tracks.

Zoom in to an event

- Click the Zoom In Time button

 to increase the horizontal zoom level to show more event detail.

- Click the Zoom Out Time button  to decrease the horizontal zoom level to show more of the timeline.
- Click and drag the area between the buttons to zoom in or out on the timeline.



You can also use the Up/Down Arrow keys to zoom:

- Press the Up/Down Arrow keys to zoom in horizontally in small increments.
- Press Ctrl+Up/Down Arrow to zoom in large increments. If a time selection exists, Ctrl+Up/Down Arrow will zoom to the selection.

Zoom in to a selection

Click the Zoom Tool button  in the corner of the timeline to temporarily change the cursor into the Zoom tool. Select an area of the timeline that you want to magnify, and the cursor will revert to the previously active tool.



Press Ctrl+Up/Down Arrow to zoom to the selection.

Using markers and regions

Markers and regions serve as reference points along the Movie Studio timeline and help arrange events on the timeline.

Inserting markers

Choose Insert > Marker to add a marker at the cursor position. Markers can be used to indicate points of interest in projects or to make notes in the project.



Inserting a marker

1. Position the cursor where you want to add a marker.
2. Choose Insert > Marker. A marker  will be added at the cursor position and an edit box is displayed.
3. Type a name for the marker in the edit box and press Enter.



You can also insert markers during playback by pressing the M key.

Naming or renaming a marker

Right-click the marker tag  and choose Rename from the shortcut menu. Type the name of the marker in the edit box and press Enter when you're finished.

—or—

Double-click to the right of the marker and type a name in the edit box.

Moving a marker

Drag the marker tag  to a new location.



Hold Shift while dragging to temporarily override the current snapping setting.

Deleting a marker

Right-click the marker tag  and choose Delete from the shortcut menu.

Deleting all markers and regions from your project

Right-click a blank area of the Marker Bar, choose Markers/Regions, and choose Delete All from the submenu. All markers  and regions  in the project are removed.

Deleting all markers within the selected area

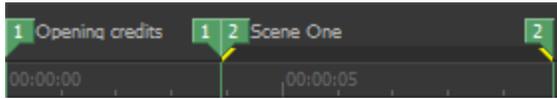
Right-click above the loop region, choose Markers/Regions, and choose Delete All in Selection from the submenu. All markers  and regions  in the selected area are removed.

Moving the cursor to a marker

Click the marker tag .

Inserting regions

Choose Insert > Region) to add region tags at each end of the current selection. Regions can be used to indicate sections of projects such as credits or scenes, or they can be used to make notes in the project.



Inserting a region

1. Drag the cursor in the timeline or marker bar to make a time selection.
2. Choose Insert > Region. Numbered region tags  are placed at the start and end of the selected area, and an edit box is displayed.
3. Type a name for the region in the edit box and press Enter.

Moving the cursor to a region tag

Click a region tag .



To move the cursor to the start or end of a region, right-click either region tag and choose Go to Start or Go to End from the shortcut menu.

Deleting a region

Right-click either region tag  and choose Delete from the shortcut menu.

Deleting all markers and regions in project

Right-click a blank area of the marker bar, choose Markers/Regions from the shortcut menu, and choose Delete All from the submenu. All regions  and markers  in the project are removed.

Deleting all markers and regions within a selected area

1. Drag along the marker bar to highlight the area you want all markers and regions to be removed from.

2. Right-click a blank area of the marker bar, choose Markers/Regions from the shortcut menu, and choose Delete All in Selection from the submenu. All regions  and markers  inside the selected area are removed.

Naming or renaming a region

Right-click the starting region tag  and choose Rename from the shortcut menu.

—or—

Double-click to the right of the region tag and enter a name in the edit box.

Selecting a region

Right-click the starting or ending region tag  and choose Select Region from the shortcut menu. The region is highlighted.

—or—

Double-click the start or end region tag. The region is highlighted.

Moving a region

Drag either region tag  to move the tab and change the region's size.

Hold the Alt key while dragging either region tag to move a region and preserve its length.

Applying effects

You can use effects to manipulate the audio and video components of your project.

The included audio plug-ins can improve the quality of the audio in your project or create unique sounds. Movie Studio supports additional DirectX and VST effects from a variety of vendors. Audio effects can be applied to all events on a track or to individual events.

The included video plug-ins are comprised of effects, transitions, and text/background generators. Effects can be used to improve video quality or manipulate an image, transitions can change the way video events flow into one another, and generators can create text and colored backgrounds.



Use the VST Effects tab in the Preferences dialog to indicate where the application should search for VST plug-ins and to select which plug-ins you want to use.

Adding audio track effects

Track-level DirectX or VST plug-ins are applied to every event on the selected track.



Be aware that using non-in-place plug-ins (such as Time Stretch, Pitch-Shift without preserving duration, and some Vibrato settings) will cause audio to play out of synchronization with the waveform display in the timeline and with other tracks. If an effects chain includes non-in-place plug-ins, the effects chain icon will be displayed in yellow () to indicate that automatic plug-in delay compensation is being used.

Creating a track effects chain

1. Click the Track FX button  in the track header, or select the track and choose Tools > Audio > Track FX.

If there are no effects added to the event, the Plug-In Chooser window appears.

If there are effects added to the event, the Audio Track FX window appears. Click the Plug-In Chain button  to open the Plug-In Chooser.

2. Select each plug-in you want to add and click the Add button.

The plug-ins appear at the top of the window in the order in which you added them.



To reorder the plug-ins within the chain, simply drag a plug-in button to a new location, or click the Move Plug-In Left  or Move Plug-In Right  buttons.

3. Click the OK button.

The Audio Track FX window appears.

4. Use the settings in the Audio Track FX window to enable/bypass effects, edit effect parameters, and add/remove effects from a chain.

Editing a track effects chain

1. Click the Track FX button



in the track header.

The Audio Track FX window appears.

2. Select an effect button at the top of the window.



Clear the check box to bypass an effect without removing it from the chain.

3. Use the controls in the bottom half of the window to adjust the effect's settings.

Learning more about a specific plug-in

For more information about using specific plug-ins, click the Plug-In Help button  in the Audio Track FX window to display the plug-in's help file.

Adding video effects

There are several methods available for adding effects to video. Video plug-ins can be added to tracks, video events, or source media files (via the Project Media window).



To move faders and sliders in fine increments, hold Ctrl while dragging the control.

Adding video event effects

Video event effects are applied to individual events.

1. Click the Event FX button on the event in the timeline .

If there are no effects added to the event, the Plug-In Chooser window appears.

If there are effects added to the event, the Video Event FX window appears in the window docking area. Click the Plug-In Chain button  to open the Plug-In Chooser.

2. Select each plug-in you want to add and click the Add button.
3. Click OK to close the Plug-In Chooser.

The Video Event FX window appears in the window docking area.

4. Use the settings in the Video Event FX window to enable/bypass effects, edit effect parameters, and add/remove effects from a chain.



Tips:

- To reorder the plug-ins within the chain, drag a plug-in button to a new location.



- You can also drag an effect from the Video FX window to the event on the timeline. For more information, see "[The Video FX Window](#)" on page 11.
- You can also double-click a preset in the Video FX window to apply the effect preset to the selected event.

Adding video track effects

Video track effects are applied to every event on the track.

1. Click the Track FX button  in the track header.

If there are no effects added to the track, the Plug-In Chooser window appears.

If there are effects added to the track, the Video Track FX window appears in the window docking area. Click the Plug-In Chain button  to open the Plug-In Chooser.

2. Select each plug-in you want to add and click the Add button.
3. Click OK to close the Plug-In Chooser.

The Video Track FX window appears in the window docking area.

4. Use the settings in the Video Track FX window to enable/bypass effects, edit effect parameters, and add/remove effects from a chain.



Tips:

- To reorder the plug-ins within the chain, drag a plug-in button to a new location.



- You can also drag an effect from the Video FX window to the track header in the track list.
- You can also double-click a preset in the Video FX window to apply the effect preset to the selected track (when no events are selected).

Adding video media effects

Video media effects are applied to every occurrence of the media file in your project. The source media file is not affected.

1. Right-click a file in the Project Media window and choose Media FX.

If there are no effects applied to the file, the Plug-In Chooser window appears.

If there are effects applied to the file, the Media FX window appears in the window docking area. Click the Plug-In Chain button  to open the Plug-In Chooser.

2. Select each plug-in you want to add and click the Add button.
3. Click OK to close the Plug-In Chooser.

The Media FX window appears in the window docking area.

- Use the settings in the Media FX window to enable/bypass effects, edit effect parameters, and add/remove effects from a chain.

 To reorder the plug-ins within the chain, drag a plug-in button to a new location.



Editing existing video effects

- Perform one of the following actions to display the editing window for the type of effect you want to modify:

- Event effects: Click the Event FX button  on the event in the timeline
- Track effects: Click the Track FX button  in the track header.
- Media effects: Right-click a file in the Project Media window and choose Media FX.

- Select an effect button at the top of the window.



 Clear the check box to bypass an effect without removing it from the chain.

- Use the controls in the bottom half of the window to adjust the effect's settings.

 Click the Remove Selected Plug-In button  to remove the current plug-in from the chain.

Learning more about a specific plug-in

The video plug-ins that are installed on your system will vary depending on the version of the software that you are using. For more information about a specific plug-in, click the Plug-In Help button in the Video FX window to access online help.

Adding transitions

Use the Transitions window to choose and preview transition effects that you can use to control how a video begins or ends, or to change the way one event flows into another.

 To move faders and sliders in fine increments, hold Ctrl while dragging the control.

Adding transitions to events

- In the Transitions window, point to a preset to see an animated example.
- After you've found the preset you want to use, drag it to the position where you want it to occur on the timeline.

You can drop the transition at either end of an event, between two overlapping events, or between two adjacent events.

The Video Event FX window is displayed to allow you to edit the transitions settings.

Adding a transition to all selected events

If you tend to use the same transitions often, you can save yourself some time by adding a transition to all selected events.

1. Select the events where you want to add the transition.
2. In the Transitions window, point to a preset to see an animated example.
3. After you've found the preset you want to use, drag it to one of the selected events.

The new transition replaces all existing transitions in the selected events.

The Video Event FX window is displayed to allow you to edit the transitions settings.

Changing the speed/duration of a transition

After you've added a transition to an event, you can easily adjust its duration, which will change the speed at which the transition occurs.

Adjusting a transition at the beginning or end of an event

1. Hover over the edge of the transition until the fade cursor  is displayed.
2. Drag the edge of the transition to set its new length:



Adjusting a transition between two events

Drag either of the events to change the amount of overlap between them. The transition length is updated to match the overlapping area:



Editing a transition

Right-click a transition and choose Transition Properties to change the transition's settings.

Changing to a different transition

1. Right-click a transition and choose Transition Properties to change the transition's settings.
2. Drag a different transition from the Transitions window to the Transition dialog.

Removing a transition

1. Right-click a transition and choose Transition Properties to change the transition's settings.

2. Click the Remove Selected Plug-In button  to remove the current transition.

Learning more about a specific transition

The video plug-ins that are installed on your system will vary depending on the version of the software that you are using.

Creating text and titles

Most video projects include titles and credits. There are several ways to add text to your project: you can use the included plug-ins for static text and scrolling credits, or you can use an external image-editing program to create images with text on them.

Adding text with the Titles & Text plug-in

1. From the Media Generators window, drag the Titles & Text preset to the timeline to create a generated media event.
 -  If you want text to appear as an overlay, add it to a track above the video you want to overlay and use a transparent background.
2. Use the Titles & Text plug-in controls to edit the appearance of your text.

Inserting text with the Text plug-in

1. From the Media Generators window, drag the Text preset to the timeline to create a generated media event.
 -  If you want text to appear as an overlay, add it to a track above the video you want to overlay and use a transparent background.
2. Use the Text plug-in controls to edit the appearance of your text.

Rendering projects (Render As)

When you're finished editing your Movie Studio project—or when you want to see it in its final form—you can use the Save it to my hard drive destination in the Make Movie wizard save your project as a single file on your hard drive. For more information, see "[Saving your movie to your hard drive in Simple Edit Mode.](#)"

If you need access to more rendering options, click the Advanced options button to open the Render As dialog.



When you render your project, the project file is not affected (overwritten, deleted, or altered) during the rendering process. You may return to the original project to make edits or adjustments and render it again.

Rendering your project with advanced options

1. From the Project menu, choose Make Movie, or click the Make Movie button  on the toolbar.
2. Click the Save it to my hard drive button . The Save to Hard Drive dialog is displayed.
3. Click the Advanced options button to open the Render As dialog.
4. Choose a file type in the Formats box to choose the type of file you want to create.

When you select an output format, a list of available rendering templates is displayed on the right side of the dialog. Click a template to select it and use that format for rendering, or select a template and click the Customize Template button to modify the template's settings.

5. The Folder box displays the path to the folder where your file will be saved. Click the down arrow ▼ to choose a recently used folder, or click the Browse button to specify a new folder.
6. Type a name in the Name box, or click the Browse button and select a file in the browse window to replace an existing file.
7. Click the down arrow (▼) next to the Render Options indicator and select or clear the check boxes as needed:
 - Select the Render loop region only check box if you want to save only the portion of the project that is contained within the loop region. Loop Playback does not need to be selected for this option to work.

The check box is available only if you've created a time selection in the timeline.
 - Select the Stretch video to fill output frame size (do not letterbox) check box when you are rendering to an output format with a slightly different aspect ratio than your project settings. This will prevent black bars from appearing on the top and bottom or the sides of the output.
 - If the selected file type supports it, you can select the Save project markers in media file check box to include markers and regions in the rendered media file.
 - Select the Save project as path reference in rendered file check box if you want to save the path to your Movie Studio project in the rendered file. Saving the project path allows you to easily return to the source project if you use your rendered file in another project.

8. Click the Render button. A dialog is displayed to show rendering progress.



Render progress is displayed in the Windows taskbar. If the render time is greater than a minute, a sound is played when rendering is complete.

To change the sound, go Control Panel in Windows and click Sound. Click the Sounds tab and expand the Movie Studio15.0 entry. When you select the Render Complete event, you can preview the current sound, assign a new sound, or turn off the Render Complete sound.

9. When rendering is complete, click the Open button to play the file with its associated player, or click Open Folder to open the folder where you saved the file.

Make Movie Wizard

Of course, your new movie isn't going to win you fame and fortune until others can see it.

The Make Movie Wizard in Movie Studio will guide you through each step in saving your movie in various formats that you can share with friends and family...or maybe even that Hollywood producer you want to impress with your handiwork.



When you start the Make Movie Wizard in a project that contains only audio media, the Render As dialog is displayed automatically. For more information, see "[Rendering projects \(Render As\)](#)."

Uploading your movie to YouTube

When you're done with your movie, you're probably going to want to share it with your friends and family as soon as possible.



This feature requires that you have a YouTube account. If you don't already have an account, you can go to <http://www.youtube.com/signup> to sign up.

1. From the Project menu, choose Make Movie, or click the Make Movie button  on the toolbar.
2. In the Make Movie Wizard, click the Upload it to YouTube button. The Upload to YouTube dialog is displayed.
3. Type a title to identify your video in the Title box.

The information from the Title box of on the Summary tab of the Project Properties dialog is used by default.

4. Type a description of your movie in the Description box.

The information from the Comments box on the Summary tab of the Project Properties dialog is used by default.

5. Type keywords you want to associate with your movie in the Tags box. Use words that relate to your movie and describe its content. These tags will be used when searching YouTube. Use commas to separate multiple keywords.



If you are uploading a stereoscopic 3D project, Movie Studio automatically adds the tags needed to enable 3D viewing on YouTube.

6. Select the Public or Private radio button to set broadcast options for your movie. Public videos can be seen by any YouTube user; private videos can be seen only by members you specify.
7. Select the Normal or Higher radio button to set the video quality for your movie. The Higher setting creates better-looking video for broadband connections but will take longer to render.

The estimated file size is displayed at the bottom of the dialog.

8. Select the Render and upload loop region only check box if you want to save only the portion of the project that is contained within the loop region. Loop Playback does not need to be selected for this option to work.

- Click the Upload button to start uploading your movie to YouTube. If you do this the first time, the Log In to Google dialog is displayed. Log in to your Google account with your Google Email and Password. Now select the Youtube account that is connected to your Google account and authorize MAGIX AG to manage your Youtube account.



Note that you authorize not only your Movie Studio program to access your Youtube account but any MAGIX Video Editing Software. That means, once authorized you can use the Youtube upload with any recent MAGIX video program without entering any password again. To revoke the access, go to your [Google connected Apps settings](#), click on MAGIX AG and click Remove.

- After the upload has finished your web browser will open on the site to let you edit further settings of the just uploaded video.

Uploading your movie to Facebook

When you're done with your movie, you can upload it to Facebook to share it with your friends, family, and followers.



This feature requires that you have a Facebook account. If you don't already have an account, you can go to <http://www.facebook.com/> to sign up.

- From the Project menu, choose Make Movie, or click the Make Movie button  on the toolbar.
- In the Make Movie Wizard, click the Upload it to Facebook button.
- Type a title to identify your video in the Title box.

The information from the Title box of on the Summary tab of the Project Properties dialog is used by default.

- Type a description of your movie in the Description box. This description will be included when your video is posted.

The information from the Comments box on the Summary tab of the Project Properties dialog is used by default.

- Add tags in the Tags field to make it easier to find your videos on the site.
- Select the Normal or Higher radio button to set the video quality for your movie. The Higher setting creates better-looking video for broadband connections but will take longer to render.

The estimated file size is displayed at the bottom of the dialog.

- Select the Render and upload loop region only check box if you want to save only the portion of the project that is contained within the loop region. Loop Playback does not need to be selected for this option to work.
- Click the Upload button to start uploading your movie to Facebook. If you do this the first time, the Log In to Facebook dialog is displayed. Log in to your Facebook account with your Email and Password . Now click on Allow to authorize Movie Studio to access your Facebook account.



Note that you authorize not only your Movie Studio program to access your Facebook account but any MAGIX Video Editing Software. That means, once authorized you can use the Facebook upload with any recent MAGIX video program without entering any password again.

- After the upload has finished your web browser will open on the site to let you edit further settings of the just uploaded video.

Uploading your movie to Vimeo

When you're done with your movie, you can upload it to Vimeo to share it with your friends, family, and followers.



This feature requires that you have a Vimeo account. If you don't already have an account, you can go to <https://vimeo.com> to sign up.

1. From the Project menu, choose Make Movie, or click the Make Movie button  on the toolbar.
2. In the Make Movie Wizard, click the Upload it to Vimeo button.
3. Type a title to identify your video in the Title box.

The information from the Title box of on the Summary tab of the Project Properties dialog is used by default. For more information, see "[Setting project properties in Simple Edit Mode.](#)"

4. Type a description of your movie in the Description box. This description will be included when your video is posted.

The information from the Comments box on the Summary tab of the Project Properties dialog is used by default.

5. Add tags in the Tags field to make it easier to find your videos on the site.
6. Select the Normal or Higher radio button to set the video quality for your movie. The Higher setting creates better-looking video for broadband connections but will take longer to render.

The estimated file size is displayed at the bottom of the dialog.

7. Select the Render and upload loop region only check box if you want to save only the portion of the project that is contained within the loop region. Loop Playback does not need to be selected for this option to work.
8. Click the Upload button to start uploading your movie to Vimeo. If you do this the first time, the Log In to Vimeo dialog is displayed. Log in to your Vimeo account with your Vimeo Email and Password or use your Facebook credentials. Now click on Allow to authorize Movie Studio to access your Vimeo account.



Note that you authorize not only your Movie Studio program to access your Vimeo account but any MAGIX Video Editing Software. That means, once authorized you can use the Vimeo upload with any recent MAGIX video program without entering any password again. To revoke the access, go to your Vimeo profile settings and remove the MAGIX Video Editing App under Connected Apps.

9. After the upload has finished your web browser will open on the site to let you edit further settings of the just uploaded video.

Saving your movie to an HDV camera

When you use the HDV camera option on the Make Movie Wizard, Movie Studio software will use your HDV project to render a MPEG-2 transport stream and print it to HDV tape

1. Load your HDV project.
2. If you want to print only a portion of your project, create a time selection that includes the section of your project.
3. From the Project menu, choose Make Movie, or click the Make Movie button  on the toolbar.
4. Click the Save it to my camera or portable device button .
5. Select the HDV camera radio button, and then click Next.
6. Follow the on-screen directions to save your video to your camera or deck.

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