

CyberLink

PowerDirector

User's Guide



Copyright and Disclaimer

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means electronic, mechanical, photocopying, recording, or otherwise without the prior written permission of CyberLink Corporation.

To the extent allowed by law, PowerDirector IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY WARRANTY FOR INFORMATION, SERVICES, OR PRODUCTS PROVIDED THROUGH OR IN CONNECTION WITH PowerDirector AND ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, EXPECTATION OF PRIVACY, OR NON-INFRINGEMENT. BY USING THIS SOFTWARE, YOU AGREE THAT CYBERLINK WILL NOT BE LIABLE FOR ANY DIRECT, INDIRECT, OR CONSEQUENTIAL LOSS ARISING FROM THE USE OF THIS SOFTWARE OR MATERIALS CONTAINED EITHER IN THIS PACKAGE.

The terms and conditions here under shall be governed and construed in accordance with the laws of Taiwan.

PowerDirector is a registered trademark along with other company and product names mentioned in this publication, used for identification purposes and remain the exclusive property of their respective owners.

Manufactured under license from Dolby Laboratories. Dolby and the double-D symbol are registered trademarks of Dolby Laboratories. Confidential unpublished works. Copyright 1995-2005 Dolby Laboratories. All rights reserved.

For DTS patents, see <http://patents.dts.com>. Manufactured under license from DTS Licensing Limited. DTS, the Symbol, & DTS and the Symbol together are registered trademarks, and DTS 5.1 Producer is a trademark of DTS, Inc. © DTS, Inc. All Rights Reserved.

International Headquarters

Mailing Address	CyberLink Corporation 15F., No. 100, Minquan Rd., Xindian Dist. New Taipei City 231, Taiwan (R.O.C.)
Web Site	http://www.cyberlink.com
Telephone	886-2-8667-1298
Fax	886-2-8667-1385

Copyright © 2013 CyberLink Corporation. All rights reserved.

Contents

Introduction.....	1
Welcome.....	1
Latest Features	1
PowerDirector Versions	2
DirectorZone.....	9
System Requirements.....	10
PowerDirector Editing Modes.....	13
Full Feature Editor.....	13
Easy Editor.....	14
Slideshow Creator.....	16
Setting Music Preferences	18
Customizing Slideshows in the Slideshow Designer	20
PowerDirector Workspace.....	25
Rooms.....	25
Media Room	26
Effect Room	27
PiP Objects Room	27
Particle Room	27
Title Room	28
Transition Room	28
Audio Mixing Room	28
Voice-Over Recording Room	28
Chapter Room	28
Subtitle Room	29

- Library Window.....29
 - Explorer View30
 - Filtering Media in the Library30
 - Library Menu31
- Expanding the Workspace.....31
- Preview Window.....32
 - Preview Player Controls32
 - Taking a Screen Snapshot33
 - Preview/Display Options33
 - Zoom In/Out35
 - Undocking the Preview Window35
 - Previewing in 3D Mode36
- Editing Workspace.....37
 - Timeline View37
 - Storyboard View46
- PowerDirector Projects.....47**
- Setting Project Aspect Ratio.....47
- Exporting Projects.....48
- Importing Media into PowerDirector.....49**
- Importing Media Files.....49
 - 3D Media50
 - Importing PowerDirector Projects52
- Capturing Media.....53
 - Capturing from a DV Camcorder53
 - Capturing from an HDV Camcorder55
 - Capturing from a TV Signal55
 - Capturing from a Digital TV Signal56
 - Capturing from a Webcam56
 - Capturing from a Microphone56

Capturing from a CD	56
Capturing from an AVCHD Camcorder	56
Capturing from an Optical Device	57
Captured Content	57
Quality Profile Setup	57
Capture Settings	57
Capture Preferences	58
Downloading Media.....	58
Downloading Photos From Flickr	59
Downloading Audio From Freesound	60
Downloading from DirectorZone	60
Detecting Scenes and Extracting Audio.....	61
Detecting Scenes in a Video Clip	61
Extracting Audio from a Video Clip	62
PowerDirector Plug-ins.....	63
Using the MultiCam Designer.....	64
Importing Media	65
Synchronizing Clips	67
Creating Recorded Content	68
Editing Recorded Content	69
Using the Theme Designer.....	71
Overview	72
Adding Theme Templates/Sequences	72
Adding Media Clips	76
Editing Media Clips	79
Editing Background Music	80
Editing Title Text	82
Replacing Background Images	82
Adding Transitions Between Sequences	82
Previewing and Saving Movies	83
Editing Created Movies	84

Arranging Media in Your Production.....	85
Adding Video Clips and Images to the Timeline.....	85
Adding Video Clips and Images	86
Adding Color Boards and Backgrounds	88
Adding Audio Clips.....	90
Magic Music	92
Syncing Audio	92
Using the Magic Movie Wizard.....	95
Using the Slideshow Creator.....	96
Editing Your Media.....	97
Content Aware Editing.....	97
Using Content Aware Editing	98
Splitting a Clip.....	102
Unlinking Video/Audio Clips.....	103
Trimming Video and Audio Clips.....	103
Trimming a Video Clip	104
Trimming an Audio Clip	107
Setting a Media Clip's Duration.....	109
Setting TV (Video Clip Interlacing) Format.....	109
Adjusting Video Clip Aspect Ratio.....	110
Stretching Images.....	111
Cropping Images.....	112
Changing the Shape of Media.....	112
Fixing and Enhancing Images/Videos.....	114
Applying ColorDirector Color Effects (Presets)	114
Advanced Fixes and Enhancements	115
Utilizing Keyframes on Media.....	116
Adding Keyframes	118

Power Tools.....	120
Muting Audio.....	121
Advanced Audio Editing.....	121
Time Info.....	122
Magic Fix.....	122
Magic Cut.....	122
Adding Effects.....	125
Adding Video Effects.....	125
Modifying a Video Effect	126
Using Magic Motion.....	127
Magic Motion Designer	128
Using Magic Style.....	129
Using the Freeze Frame Effect.....	130
Creating PiP Effects.....	131
Adding PiP Objects.....	131
Creating Custom PiP Objects	132
Using the Paint Designer.....	133
Creating a Paint Animation	134
Modifying Media in the PiP Designer.....	136
Mode Selection and Zoom Tools	137
Modifying PiP Media Size and Position	138
Modifying PiP Media Properties	138
Adding Motion to PiP Media	141
Adding PiP Masks	145
Utilizing PiP Keyframes	145
Saving and Sharing PiP Objects	147
Adding Particle Effects.....	149
Modifying Particle Effects in the Particle Designer.....	151
Mode Selection and Zoom Tools	152

- Adding Objects, Images, and Backgrounds153
- Modifying Particle Object Range and Position154
- Modifying Particle Object Properties155
- Adding Motion to Particle Objects159
- Utilizing Particle Keyframes159
- Saving and Sharing Particle Effect Templates162
- Adding Title Effects.....163**
- Modifying Titles in the Title Designer.....165
 - Mode Selection and Zoom Tools166
 - Adding Text, Particles, Images, and Backgrounds167
 - Modifying Title Effect Position168
 - Modifying Title Text Properties169
 - Applying Motion to Title Text174
 - Saving and Sharing Title Templates177
- Using Transitions.....179**
- Adding Transitions to a Single Clip.....179
- Adding Transitions Between Two Clips.....180
- Setting Transition Behavior.....181
- Modifying Transition Settings.....182
- Mixing Audio and Recording**
- Voice-Overs.....183**
- Adjusting Audio Clip Volume Levels.....183
 - Mixing Audio In-Track183
 - Mixing Audio in the Audio Mixing Room184
 - Adding Fade Effects to Audio Clips185
 - Restoring Audio Clip Volume Levels185
- Recording Voice-Overs.....186
- Adding Chapters.....189**
- Adding Chapters Markers.....189

Setting Chapter Thumbnails.....	189
Adding Subtitles.....	191
Adding Subtitle Markers.....	191
Importing Subtitles from a File.....	192
Extracting Subtitles from an MKV File.....	192
Editing Subtitles.....	193
Syncing Subtitles.....	193
Producing Your Project.....	195
Utilizing Intelligent SVRT.....	195
Produce Window.....	196
Outputting to a Standard 2D File	198
Outputting in a 3D Format	200
Outputting to a Device	202
Uploading Video to Online Media Sites	204
Batch Produce	211
Creating Discs.....	213
Importing Additional Disc Content.....	214
Selecting a Disc Menu.....	216
Editing Disc Menu Properties.....	217
Editing Disc Menu Text	217
Setting Disc Menu Music	218
Adding a First Play Video	219
Setting Disc Playback Mode	219
Specify Buttons Per Page	220
Customizing Disc Menus in the Menu Designer.....	221
Mode Selection and Zoom Tools	222
Setting Menu Opening and Background	223
Adding Images to Menus	224
Adding and Editing Disc Menu Title Text	224

Setting Object Properties	228
Adding and Editing Menu Buttons	229
Enabling 3D Depth in Disc Menus	230
Saving and Sharing Disc Menu Templates	230
Burning Your Production to Disc.....	231
Burning a Disc in 2D	231
Burning a Disc in 3D	233
Configuring Burn Settings	236
Erasing Discs	236
PowerDirector Preferences.....	237
General Preferences.....	237
Capture Preferences.....	238
Confirmation Preferences.....	239
DirectorZone Preferences.....	240
Editing Preferences.....	241
File Preferences.....	242
Display Preferences.....	243
Hardware Acceleration Preferences.....	244
Project Preferences.....	244
Produce Preferences.....	245
PowerDirector Hotkeys.....	247
Default Keyboard Hotkeys.....	247
Application Menu Bar Hotkeys	248
System Hotkeys	251
Capture Hotkeys	251
Edit Hotkeys	252
Designer Hotkeys	252
Customizing Keyboard Hotkeys.....	253
Hotkey Sets	254

Appendix.....	257
Intelligent SVRT: When Is Used?.....	257
Licensing and Copyright Information.....	258
Licenses and Copyrights	260
Technical Support.....	273
Before Contacting Technical Support.....	273
Web Support.....	274

Chapter 1:

Introduction

This chapter introduces CyberLink PowerDirector and the digital video editing process. It also outlines all of the latest features, available versions, and reviews the minimum system requirements for CyberLink PowerDirector.

Note: this document is for reference and informational use only. Its content and the corresponding program are subject to change without notice. For more helpful tips on using the program, please visit our members forum or see the video tutorials at <http://directorzone.cyberlink.com/tutorial/pdr>.

Welcome

Welcome to the CyberLink family of digital media tools. CyberLink PowerDirector is a digital video editing program that lets you create professional-looking videos and photo slideshows, complete with music, voice-overs, special effects, transitions, and much more. You can then output your project to a file, camcorder, portable device, upload it directly to various online video sharing web sites, or burn it to a disc, complete with stylish menus.

Latest Features

This section outlines the latest features within the CyberLink PowerDirector program.

- Utilize the MultiCam Designer to seamlessly edit footage from multiple cameras, simulating the use of a live camera switcher.
- Take more creative control in the creation of theme template created videos in the Theme Designer.
- Use motion blur to create smoother movement on titles and PiP media, giving the movement a more natural and authentic look.
- Unleash your PC's speed with TrueVelocity™ 4*.
- Improved round trip editing with AudioDirector*, ColorDirector*, and PhotoDirector*.
- Import 2K* and 4K* Ultra HD video, and video or audio with up to 7.1 channels for editing.

- Enhanced PowerDirector Design Studio (PiP Designer, Particle Designer, Title Designer, Menu Designer), including improved chroma key, text kerning, and more.
- Use the updated Content Aware Editing* tool that now more accurately finds the most exciting parts of your video clips.
- Take advantage of the improved ripple editing feature, including the auto adding of transitions between timeline clips.
- Transform the color and look of videos clips by applying ColorDirector color effects (presets) on them.
- Copy and paste keyframe attributes (enhancements, video effects, and motion) from one media clip to another on the timeline.
- Use editable transition effects that allow you to modify background color, effect direction, effect type, and more.
- Produce only a selected range of your video production, outputting it as a separate video file.
- Extract subtitles from Matroska (MKV)* video files and create subtitles for playback on MKV players.
- Output video in one of many 2K* or 4K* Ultra HD formats.
- Create and burn DVD discs with DTS 5.1ch audio.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

PowerDirector Versions

The features that are available to you within CyberLink PowerDirector are completely dependent on the version you have installed on your computer. Supported file formats, editing features, disc-making functions, and other features vary depending on the version that you have.

To determine your version of CyberLink PowerDirector, click on the CyberLink PowerDirector logo in the top right corner or select **? > About CyberLink PowerDirector**.

Features	Ultimate	Ultra	Deluxe	HE3D	HE	DE	LE
Native 64-bit	Yes	Yes	--	--	--	--	--

Features	Ultimate	Ultra	Deluxe	HE3D	HE	DE	LE
Engine support							
Import Media							
3D Video (MVC, Side-by-Side)	Yes	Yes	Yes	Yes	Yes	--	--
3D Photo (MPO, JPS)	Yes	Yes	Yes	Yes	Yes	--	--
MPEG-1, MPEG-2	Yes	Yes	Yes	Yes	Yes	Yes	--
FLV, MKV, DSLR	Yes	Yes	Yes	Yes**	Yes**	Yes**	Yes**
AVCHD file with DDCD audio file (.M2T/.M2TS)	Yes	Yes	Yes	Yes**	Yes**	--	--
AVCHD file with LPCM audio file (.M2T/.M2TS)	Yes	Yes	Yes	Yes**	Yes**	Yes**	Yes**
Apple Device/ PSP MPEG-4	Yes	Yes	Yes	Yes**	Yes**	Yes**	Yes**
4K video (more than 1920*1080)	Yes	Yes	--	--	--	--	--
Clip with Dolby Digital 2 ch	Yes	Yes	Yes	Yes	Yes	--	--
Clip with Dolby Digital 5.1 ch	Yes	Yes	Yes	--	--	--	--
Clip with Dolby Digital Plus 5.1ch	Yes	Yes	Yes	--	--	--	--
Clip with DTS 5.1 ch	Yes	Yes	--	--	--	--	--
Clip with WAV 7.1 ch	Yes	Yes	Yes	--	--	--	--
MOD, TOD	Yes	Yes	Yes	Yes	Yes	--	--
WTV clip (MPEG-2)	Yes	Yes	Yes	Yes	Yes	Yes	--

Features	Ultimate	Ultra	Deluxe	HE3D	HE	DE	LE
Video)							
WTV clip (H.264)	Yes	Yes	Yes	Yes**	Yes**	Yes**	Yes**
DVR-MS	Yes	Yes	Yes	Yes	Yes	Yes	--
Capture Functions							
HDV Camcorder Capture	Yes	Yes	Yes	Yes	Yes	Yes	--
DVB-T Tuner Capture	Yes	Yes	Yes	Yes	Yes	Yes	--
Analog TV Tuner Capture	Yes	Yes	Yes	Yes	Yes	Yes	--
External or Optical Device Capture	Yes	Yes	Yes	Yes	Yes	Yes	--
AVCHD Camcorder Capture	Yes	Yes	--	--	--	--	--
QuickScan	Yes	Yes	Yes	--	--	--	--
SmartCaption	Yes	Yes	Yes	--	--	--	--
DV Backup	Yes	Yes	Yes	Yes	Yes	Yes	--
Edit Functions							
Convert 2D Video/Photo to 3D	Yes	Yes	--	Yes	--	--	--
3D PiP Effects	Yes	Yes	Yes	Yes	Yes	--	--
3D Title Effects	Yes	Yes	--	Yes	--	--	--
3D Particle Effects	Yes	Yes	--	--	--	--	--
3D Transition Effect	Yes	Yes	Yes	Yes	Yes	--	--
3D Video Effect	Yes	Yes	--	Yes	--	--	--
3D Orientation Adjustment	Yes	Yes	--	--	--	--	--

Features	Ultimate	Ultra	Deluxe	HE3D	HE	DE	LE
TrueTheater Video Enhancement	Yes	Yes	Yes	--	--	--	--
Theme Designer	Yes	Yes	Yes	--	--	--	--
MultiCam Designer	Yes	Yes	--	--	--	--	--
ColorDirector	--	--	--	--	--	--	--
Video in Reverse	Yes	Yes	Yes	--	--	--	--
Video Speed - Frame Interpolated Technology	Yes	Yes	Yes	--	--	--	--
Magic Cut - Set Criteria	Yes	Yes	Yes	--	--	--	--
Video Stabilizer - Fix Rotational Camera Shake	Yes	Yes	Yes	--	--	--	--
Magic Motion Designer	Yes	Yes	Yes	--	--	--	--
Magic Style Templates	31	31	21	4	4	4	4
Magic Music SmartSound	Yes	Yes	Yes	--	--	--	--
Slideshow Templates	13	13	13	11	11	11	11
Keyframe Settings Panel	Yes	Yes	Yes	--	--	--	--
Preview Quality Full HD/HD	Yes	Yes	--	--	--	--	--
WaveEditor	Yes	Yes	Yes	--	--	--	--
AudioDirector	--	--	--	--	--	--	--
Shadow File Generation	Yes	Yes	Yes	Yes	Yes	Yes	--

Features	Ultimate	Ultra	Deluxe	HE3D	HE	DE	LE
Content Aware Editing	Yes	Yes	--	--	--	--	--
Video Tracks	100	100	100	4	4	4	4
SVRTTrack	Yes	Yes	Yes	Yes	Yes	Yes	--
Chapters Track	Yes	Yes	Yes	Yes	Yes	Yes	--
Dual Monitor Support	Yes	Yes	Yes	--	--	--	--
Preview Window - Zoom	Yes	Yes	Yes	--	--	--	--
Title Templates	115	115	89	6	6	6	6
Multi Trim - Precise Cut (Zoom)	Yes	Yes	Yes	--	--	--	--
Video Effects	138	118	113	103	103	103	103
Video Effect Layers on Clip	Yes	Yes	Yes	--	--	--	--
Video Effect Keyframes	Yes	Yes	Yes	--	--	--	--
Designers - 4 Color Gradient	Yes	Yes	Yes	--	--	--	--
PiP Objects	64	64	22	8	8	8	8
PiP Designer - Customizing PiP Motion	Yes	Yes	Yes	--	--	--	--
PiP Designer - Apply Shows	Yes	Yes	Yes	Yes	Yes	Yes	--
Paint Designer	Yes	Yes	Yes	--	--	--	--
Particle Designer	Yes	Yes	Yes	--	--	--	--
Particle Effect Templates	67	67	43	2	2	2	2
Adding Chapters	Yes	Yes	Yes	Yes	Yes	Yes	--

Features	Ultimate	Ultra	Deluxe	HE3D	HE	DE	LE
Subtitles - Import/Export	Yes	Yes	Yes	--	--	--	--
Creating Subtitles for DVD	Yes	Yes	Yes	Yes	Yes	--	--
3D Display Support	Yes	Yes	--	Yes	--	--	--
Snap to Reference Lines	Yes	Yes	Yes	--	--	--	--
Range Selection	Yes	Yes	Yes	--	--	--	--
Produce Functions							
Output in 3D	Yes	Yes	--	Yes	--	--	--
Upload 3D Video to YouTube	Yes	Yes	--	Yes	--	--	--
Output to MPEG-2	Yes	Yes	Yes	Yes	Yes	Yes	--
Output to MPEG-2 with Dolby Digital 5.1	Yes	Yes	Yes	--	--	--	--
Output to QuickTime Format	Yes	Yes	Yes	--	--	--	--
MPEG-4 AVCHD format	Yes	Yes	Yes	Yes	Yes**	--	--
Output to MPEG-4 MVC, H.264 MVC	Yes	Yes	--	Yes	--	--	--
Write Back HDV Tape	Yes	Yes	Yes	--	--	--	--
Output to HDD Camcorder	Yes	Yes	Yes	--	--	--	--
2K/4K video to	Yes	Yes	--	--	--	--	--

Features	Ultimate	Ultra	Deluxe	HE3D	HE	DE	LE
H.264 AVC/ WMV/MPEG-4							
2K/4K video to Social Media Sites	Yes	Yes	--	--	--	--	--
AVCHD Removable Disk	Yes	Yes	--	Yes	Yes	--	--
Output to Mobile Phones	Yes	Yes	Yes	Yes**	Yes**	Yes**	Yes**
Output to Apple Devices	Yes	Yes	Yes	Yes**	Yes**	Yes**	Yes**
Output to Sony Devices	Yes	Yes	Yes	Yes**	Yes**	Yes**	Yes**
Create Disc Functions							
Disc Menu Templates	16	16	15	5	5	5	N/A
3D Discs	Yes	Yes	--	Yes	Yes	--	N/A
3D Disc Menus	Yes	Yes	--	--	--	--	N/A
Dolby Digital Stereo Creator to Encode 2 ch Audio	Yes	Yes	Yes	Yes	Yes	--	N/A
Dolby Digital 5.1 Surround	Yes	Yes	Yes	--	--	--	N/A
DVD Disc with DTS audio	Yes	Yes	--	--	--	--	N/A
Blu-ray Disc (TM) with DTS Audio	Yes	Yes	--	--	--	--	N/A
Blu-ray Disc (TM) Burning (BDMV, BDXL)	Yes	Yes	--	Yes**	Yes**	--	N/A
AVCHD Burning	Yes	Yes	--	Yes**	Yes**	--	N/A

Features	Ultimate	Ultra	Deluxe	HE3D	HE	DE	LE
(AVCHD)							
VCD Burning	Yes	Yes	Yes	--	--	--	N/A

*Note: ** Windows 7 and 8 only.*

Updating PowerDirector

Software upgrades and updates (patches) are periodically available from CyberLink. CyberLink PowerDirector automatically prompts you when either is available.

Note: you can prevent CyberLink PowerDirector from auto checking for updates/ upgrades in General Preferences.

To update your software, do this:

1. Click the  button to open the Upgrade window.
2. Click the available tabs to see the **Updates, Upgrades**, and enhancements (**Installed Packs**) available.
3. Select an item on a tab to open your web browser, where you can purchase product upgrades or download the latest patch update.

Note: you must connect to the Internet to use this feature.

DirectorZone

DirectorZone is a free web service that lets you search for and download theme templates, PiP objects, paint animations, title templates, particle objects, sound clips, and disc menus created by other users of CyberLink PowerDirector.

Whenever you see the  icon, you can click it to download free effects and templates into your CyberLink PowerDirector libraries.

You may also share your own creations by uploading them to DirectorZone. To sign in to DirectorZone, click the **Sign in to DirectorZone** link on the top of the CyberLink PowerDirector window.

Go to <http://directorzone.cyberlink.com> to find out more information on the features and benefits of the DirectorZone web service.

System Requirements

The system requirements listed below are recommended as minimums for general digital video production work.

System Requirements	
Operating System	<ul style="list-style-type: none"> Microsoft Windows 8 (32 bit and 64 bit). Microsoft Windows 7 Home Basic, Home Premium, Professional, Ultimate (32 bit and 64 bit). Microsoft Windows Vista Home Basic, Home Premium, Business, Ultimate (32 bit and 64 bit). Microsoft Windows XP Home Edition, Professional (32 bit with Service Pack 3).
Screen Resolution	<ul style="list-style-type: none"> 1024 x 768, 16-bit color or above.
CPU Processor	<p>CyberLink PowerDirector 12 is optimized for CPUs with MMX/SSE/SSE2/3DNow!/3DNow! Extension/HyperThreading/AVX2 technology.</p> <ul style="list-style-type: none"> SD video editing and export: Pentium 4 3.0 Ghz or AMD Athlon 64 X2 or above (Required). AVCHD* and BD* burning: Pentium Core 2 Duo E6400, or AMD Phenom II X4 (Recommended). Full-HD video editing and export: Intel Corei5/7 or AMD Phenom II X4 (Recommended). 2K/4K/3D* video editing and export: Intel Corei7 or AMD FX with 64bit OS and 6 GB RAM (Recommended). Multiple camera editing: Intel Core i5/7 or AMD Phenom II X4 (Recommended).
Graphics Card	<ul style="list-style-type: none"> 128 MB VGA VRAM or higher (1 GB or higher VRAM and OpenCL capable are recommended).
Memory	<ul style="list-style-type: none"> 2 GB required.

	<ul style="list-style-type: none"> • 3 GB or above recommended for 32 bit OS. • 6 GB or above recommended for 64 bit OS.
Hard Disk Space (Installation)	<p>Deluxe</p> <ul style="list-style-type: none"> • 5 GB. <p>Ultra</p> <ul style="list-style-type: none"> • 6.5 GB. <p>Ultimate and Ultimate Suite</p> <ul style="list-style-type: none"> • 6.5 GB (10 GB recommended to install all premium content).
Hard Disk Space (Burning)	<ul style="list-style-type: none"> • 10 GB (20 GB recommended) free for DVD production. • 60 GB (100 GB recommended) free for Blu-ray Disc/AVCHD production*.
Burning Drive	<ul style="list-style-type: none"> • A CD or DVD burner (CD-R/RW, DVD+R/RW or DVD-R/RW) is required to burn VCD/DVD/SVCD/AVCHD* titles. • A Blu-ray Disc recordable drive is required to burn Blu-ray Discs*.
Internet Connection	<ul style="list-style-type: none"> • The import/export of some media formats may require activation via an Internet connection. Activation is fast, easy, and free.
Other	<ul style="list-style-type: none"> • Windows Media Player 9 or above is required.

Note: please consult the CyberLink web site (<http://www.cyberlink.com>) for the most recent system requirements information. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Chapter 2:

PowerDirector Editing Modes

CyberLink PowerDirector has three separate editors to fit your editing requirements. When you launch the program from the start menu, or the CyberLink PowerDirector shortcut on the desktop, you are prompted to choose one of the following editing modes:

Note: before selecting your preferred editing mode, be sure to set the video aspect ratio for your project (16:9 or 4:3).

- **Full Feature Editor:** select this option to enter the classic editing mode of CyberLink PowerDirector, where all of the program's features are available to you.
- **Easy Editor:** if you are new to the editing process and not sure how or where to get started, then the Easy Editor can help. The Magic Movie Wizard takes you through a step-by-step process to import, style, adjust, and preview your finished movie, in just a few steps. You can then edit the created production, output it to a video file, or burn it to a disc.
- **Slideshow Creator:** with the Slideshow Creator you can instantly turn your photos into a dynamic slideshow. Follow the steps in the Slideshow Creator to import your photos, add background music, and stylish slideshow templates. Once done, you can preview the slideshow, before outputting it as a video file or burning it to disc.

*Note: select the **Always enter the full feature editor** option at the bottom of this dialog to skip this window at startup. You can always reset this selection at any time in Confirmation Preferences.*

Full Feature Editor

In the Full Feature Editor of CyberLink PowerDirector you have the freedom to perform every function and use every feature that is available in your version of the program. The path you take to create your video production is up to you. Use the features you are familiar with to make your movie, or experiment to create something new.

In the Full Feature Editor there are four main modules available to you:

Module	Description
Capture	Capture media in a number of formats, from a variety of different sources. See Capturing Media.
Edit	In the Edit module you can edit and trim your imported media, arrange it in your video production, add effects, titles, PiP objects, transitions, music, chapters, subtitles, and much more. See the relevant section of this help file that corresponds with the editing feature you'd like to use.
Produce	In the Produce module you can output your created production to a video file in a variety of formats (including 3D formats), a device (camcorder, mobile phone, or other portable device), or upload it to YouTube, Facebook, DailyMotion, or Vimeo. See Producing Your Project.
Create Disc	Use the features in the Create Disc module to design discs with menus, and then burn your video production in a variety of different formats in 2D or 3D. See Creating Discs.

When CyberLink PowerDirector launches in the Full Feature Editor, it automatically opens in the Edit module. You can easily switch among the available modules to perform your required task.

Easy Editor

If you are new to the editing process and not sure how or where to get started, then the Easy Editor can help. The Magic Movie Wizard takes all of your media and creates a completed video production in just a few steps.

To create your video production using the Magic Movie Wizard in the Easy Editor, do this:

Note: *if you want more creative control than the Magic Movie Wizard provides, you can also use the Theme Designer to create your video production. The Theme Designer allows you to customize the theme templates used and choose the exact images, video clips, and background music you want in your production. See Using the Theme Designer for more information.*

1. Select **Easy Editor** when prompted which mode you prefer at startup. The Magic Movie Wizard displays.

Note: if you are in the Full Feature Editor, you can quickly launch the Magic Movie Wizard by clicking on the  button above the timeline and selecting **Magic Movie Wizard**.

2. In the Source window, click  to import all of the media you want to use in your video production. Select **Import Media Files** to import a number of individual video or image files, or select **Import a Media Folder** if all of your media is in a specific folder on your computer's hard drive. CyberLink PowerDirector will import all of the supported media file formats in the selected folder.

Note: click  to remove any unwanted media files from your production.

3. Click **Next** to continue.
4. In the Style window, select from the available movie styles. Each style you select will result in a different outputted video. Select **Download more templates from DirectorZone*** to get more style templates. See DirectorZone for more information.

Note: the style templates with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

5. Click **Next** to continue.
6. In the Adjustment window, click  to add music to your production. Then use the available controls to do the following:
 - use the  button to add more music files to the background music playlist. Use the  and  buttons to set the order of the music in the playlist. The total duration of all the music added is noted above the playlist.
 - **Mix audio level between music and the video's audio:** use the slider to mix the audio level, by deciding whether to have more background music or the original video's audio in the production.
 - **Specify the movie duration:** here you can specify how long your movie will be. Select **Original duration** if you don't want the Magic Movie Wizard to make any edits to your imported media; Select **Set output duration** to manually specify how long you want the movie to be in the field provided; Select **Fit**

duration to background music if you want your video production to match the duration of the music you imported into the playlist.

7. Click the **Settings*** button to use the sliders to customize the criteria the Magic Movie Wizard uses to cut your movie. Click **OK** to save the settings.

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

8. Click **Next** to continue.

9. In the Preview window the Magic Movie Wizard generates a version of your production. Enter a **Starting title** and **Ending title** for your production in the fields provided, and then use the available player controls to preview it.

***Note:** if you are not satisfied with the current video production you can click the **Previous** button to return to previous windows to add/remove music, select a different style, change the criteria settings, duration, or import more media. You can also click the **Reorder Media** button to shuffle the media files in the created production for a different look, or the **Edit in the Theme Designer** button if you want to customize the style template used. See *Using the Theme Designer* for more information.*

10. Click **Next** to continue.

11. You are done. To finish and close the Easy Editor, choose one of the following:

- **Produce Video:** click to enter the Produce module where you can output your production to a video file, device, or upload it to a video sharing web site. See *Producing Your Project*.
- **Create Disc:** click to burn your production to a disc, complete with a professional looking disc menu, in the Create Disc module. See *Creating Discs*.
- **Advanced Editing:** click this option if you'd like to perform some more advanced editing on your production in the Edit module.

Slideshow Creator

The Slideshow Creator is the easiest way to create a dynamic slideshow with your photos.

To create a slideshow in the Slideshow Creator, do this:

1. Select **Slideshow Creator** when prompted which mode you prefer at startup. The first Slideshow Creator window displays.

Note: if you are in the Full Feature Mode, you can launch the Slideshow Creator by adding photos to the timeline, selecting them, and then clicking on the **Slideshow** button above the timeline. See *Using the Slideshow Creator for more information*.

2. In the Source window, click  to import all of the photos you want to use in your slideshow. Select **Import Image Files** to import a number of individual photos, or select **Import an Image Folder** if all of your photos are in a specific folder on your computer's hard drive. CyberLink PowerDirector will import all of the supported image formats in the selected folder.
-

Note: you can right-click on a photo and select **Set 3D Source Format** if required. For more information, please refer to *Setting 3D Source Format*. You can also click  to remove any unwanted photos from your slideshow.

3. Click **Next** to continue.
4. In the Style & Music window, select a slideshow style. Each style you select will result in a different slideshow.
5. In the Style & Music window, click the  button to add background music to your slideshow. After adding music, click the **Music Preferences** button to customize the music duration and add fades. See *Setting Music Preferences* for a detail description of the available preferences.
6. In the Style & Music window, click the **Slideshow Preferences** button to set your slideshow preferences as follows:
 - **Duration:** use this option to set the length of your slideshow. Select **Fit photos to music** to have the length of the slideshow match the duration of the added background music. Select **Fit music to photos** (if launched in Full Feature Mode) for the length of the music to match the duration of the slideshow, i.e. its specified length on the timeline.
 - **Sequence:** use this option to set the order of the photos in the slideshow. Select **Timeline order** (if launched in Full Feature Mode) to have the sequence match the order the photos are currently displayed in the timeline. Select **Date/time taken** for the photos to display in chronological order based on the date and time they were taken.
 - **Detect faces:** some slideshow templates include this option. When selected, the Slideshow Creator will scan and detect the faces in the photos included in the slideshow. The faces in the photos will then become the area of focus in the created photo slideshows.

- Click **OK** to save your changes.
7. Click **Next** to continue.
 8. In the Preview window, the Slideshow Creator generates a version of your slideshow. Use the available player controls to preview it.

***Note:** if you are not satisfied with the current slideshow, you can click the **Previous** button to return to previous windows to select a different style, or import more photos. Also, if available, click the **Replace Background** button in the Preview window to replace the background image used in the slideshow, or **Customize** to fully customize your slideshow in the Slideshow Designer. See *Customizing Slideshows in the Slideshow Designer* for a detailed description of all the available options for your selected slideshow style.*

9. Click **Next** to continue.
10. You are done. To finish and close the Easy Editor, choose one of the following:
 - **Produce Video:** click to enter the Produce window where you can output your slideshow to a video file, device, or upload it to a video sharing web site. See *Producing Your Project*.
 - **Create Disc:** click to burn your slideshow to a disc, complete with a professional looking disc menu, in the Create Disc window. See *Creating Disc*.
 - **Advanced Editing:** click this option if you'd like to perform some more advanced editing on your slideshow in the Edit window.

***Note:** if you select the **Advanced Editing** option, the Slideshow Creator adds your created slideshow to the timeline in the Edit window as a combined video file. If you would like to view each individual slide/photo in the slideshow for advanced editing, just right-click on the file in the timeline and then select **Show Individual Photos**.*

Setting Music Preferences

If you are using background music in your slideshow, click on the **Music Preferences** button in the Style & Music window of the Slideshow Creator to configure the preferences as follows:

1. In the **Trim audio** section you can trim the length of the music file you added as background music as follows:
 - use the player controls to find the desired start point for the music, and then click .

- use the player controls to find the desired end point for the music, and then click .
- drag the markers on the music timeline to set the desired start and end times manually.

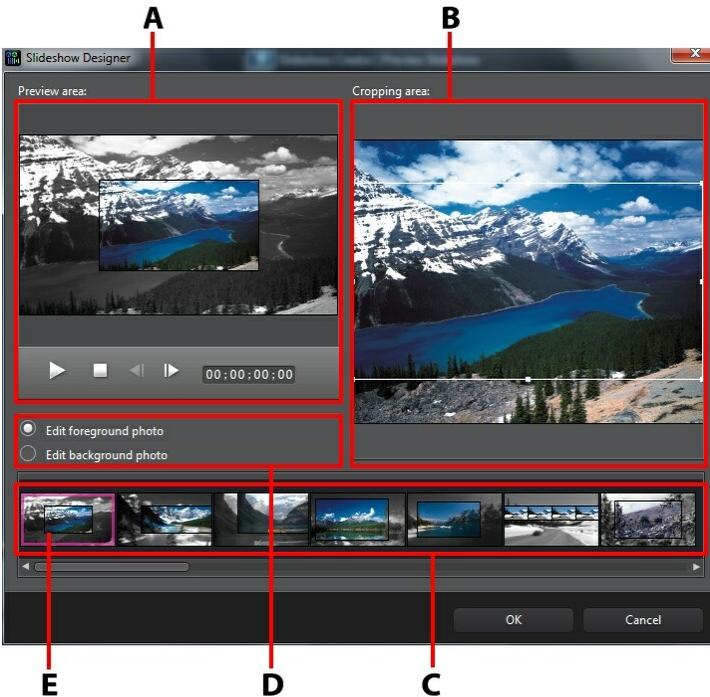


2. Select the **Fade-in** option to have the background music gradually fade-in at the beginning of the slideshow.
3. Select the **Fade out** option to have the background music gradually fade-out at the end of the slideshow.
4. Click **OK** to save your changes.

Customizing Slideshows in the Slideshow Designer

In the Preview window of the Slideshow Creator, click on the **Customize** button to open the Slideshow Designer to modify the selected slideshow style.

Note: if the **Customize** button is not available in the Preview window, the slideshow style template you selected cannot be customized in the Slideshow Designer.



A - Preview Area, B - Editing Area, C - Slide Area, D - Extra Tools Area, E - Selected Slide

The editing options and tools that are available in the Slideshow Designer, depend on the slideshow style template you selected. The following outlines the editing options available for the style templates that utilize the Slideshow Designer.

Camera/Cell Slideshow

When customizing a Camera or Cell slideshow in the Slideshow Designer, you can perform the following functions:

- in the slide area, click on a specific slideshow slide to view and edit it.
- in the preview area, click and drag a photo to an alternative cell.
- in the editing area (**Unused photos**), click the **Add Photos** button to import additional photos for use in the slideshow.
- in the editing area (**Unused photos**), indicate the maximum number of photos that are displayed on a slide.
- in the editing area, drag and drop the photos from **Unused photos** to the cell in the preview area where you want it on the slide. You can also highlight a cell by clicking it and use the   buttons to add or remove selected photos.
- in the preview area, select a cell with a photo and then click on the  button to set the focus of that cell on a specific portion of the photo. Manually resize and drag the box to set the desired focus area.
- in the extra tools area, click the **Remix** button to generate a new version of the slideshow.
- in the preview area, use the player controls to preview the slideshow.

Motion Slideshow

When customizing a Motion slideshow in the Slideshow Designer, you can perform the following functions:

- in the slide area, click on a specific slideshow slide to view and edit it.
- in the editing area (**Cropping area**), use the Magic Motion Designer to customize the motion on the slide. See Magic Motion Designer for detailed instructions on using all its features.
- in the preview area, use the player controls to preview the slideshow.

Highlight Slideshow

When customizing a Highlight slideshow in the Slideshow Designer, you can perform the following functions:

- in the slide area, click on a specific slideshow slide to view and edit it.
- in the extra tools area, select whether you want to edit the foreground or background photo.
- in the editing area (**Cropping area**), resize and drag the box to the area of the photo you want highlighted on the slide.
- in the preview area, use the player controls to preview the slideshow.

3D/Frozen Space/Future Slideshow

When customizing a 3D, Frozen Space, or Future slideshow in the Slideshow Designer, you can perform the following functions:

- in the slide area, click on a specific slideshow slide to view and edit it.
- in the editing area (**Cropping area**), resize and drag the box to the area of the photo you want highlighted in the photo on the slide.
- in the preview area, use the player controls to preview the slideshow.

Time-Lapse Slideshow

When customizing a time-lapse slideshow in the Slideshow Designer, you can specify the following settings:

***Note:** to create a time-lapse slideshow, you need to prepare the photos for it ahead of time. This feature works best with a series of photos taken with a camera that supports time-lapse photography.*

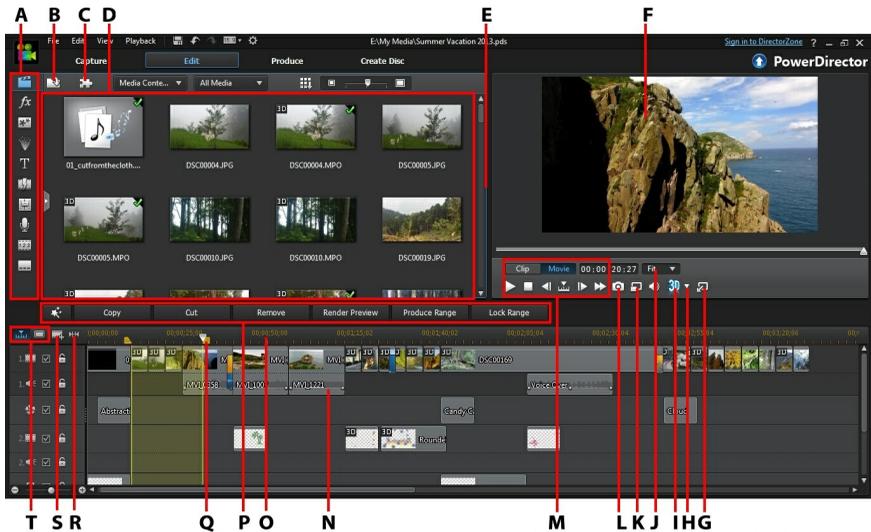
- **Duration of each image:** in the field provided, specify how long you want each of the imported images to display. Each image can display for as long as 99 frames, or as short as for 1 single video frame.
- **For each displayed image, skip:** when importing a large number of images that were taken over a period of time, you may find the need to remove some

of the images to reduce the slideshow's duration. In the field provided, enter the number of images you want to remove for each displayed image in your slideshow.

Chapter 3:

PowerDirector Workspace

This chapter outlines the CyberLink PowerDirector workspace, and all of its features. The workspace in the Edit module is where you will spend most of your time when using CyberLink PowerDirector, so getting familiar with everything it has to offer is recommended.



A - Rooms, B - Import Media, C - PowerDirector Plug-ins, D - Library Window, E - Expandable Workspace, F - Preview Window, G - Undock Preview Window, H - 3D Display Configuration, I - Enable/Disable 3D Mode, J - Zoom In/Out, K - Preview Quality/Display Options, L - Take Snapshot, M - Preview Player Controls, N - Editing Workspace, O - Timeline Ruler, P - Function Buttons, Q - Range Selection, R - View Entire Movie, S - Track Manager, T - Timeline/Storyboard View

Rooms

The various rooms in the Edit module of CyberLink PowerDirector are where you can access all of your media, effects, titles, and transitions when editing your video production. You can also gain access to controls for recording and mixing audio, adding chapters or subtitles. By default, the library window displays the Media Room.

Media Room

The Media Room provides access to your media library and the PowerDirector plug-ins. The media library contains your video, audio, and image files. You can also access a number of useful color boards and backgrounds for use in your video productions.

Click  to access the PowerDirector plug-ins. See PowerDirector Plug-ins for a detailed description of the plug-ins and their available features.

Managing the Media Library

Use the  button to manage the media in your media library.

Note: if you cannot find this button when in the media library, you may need to resize the preview window to reveal it. See *Expanding the Workspace* for more information.

The options include:

Note: see *Library Window* for more information about the library menu options available in all rooms.

- **Export Library:** select to export your entire media library as a file for backup, in the PDL (PowerDirector Library) format.
- **Import Library:** select to import a media library PDL file, exported from another project or version of CyberLink PowerDirector.
- **Empty the Library:** select to empty the entire contents of the media library. Select **Remove All Unused Content from Library** if you just want to remove the media that is not being used in the current production.

Content Aware Details

When in the Media Room, you can select the **Content Aware Details*** option from the library menu to view the analysis results for all the video clips analyzed and edited in Content Aware Editing. Clips that were previously analyzed are indicated by the green (good parts) and light brown (bad parts) dots in the specific columns.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

To analyze video clips in this view, select them in the **Analyze** column and then

click the **Analyze** button.

To edit a video clip using Content Aware Editing, click . If the video clip has not yet been analyzed, CyberLink PowerDirector will do this first before opening the Content Aware Editing window.

See Content Aware Editing for more detailed information on this feature.

Effect Room

The Effect Room contains a library of special effects that are used on the video files and images in your project. For more information, see Adding Effects.

Note: the video effects with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions.

PiP Objects Room

The PiP Objects Room contains a library of PiP objects, or graphics, that you can add on top of the video or images on a video track. You can place PiP objects onto any track in the timeline. The PiP Objects Room also includes paint animation objects and access to the Paint Designer.

Note: the PiP objects with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions.

There are four main types of objects in the PiP Objects Room:

- static graphics.
- motion graphics that move through clips.
- decorative borders that are added to frame your video.
- hand drawn paint animation objects you create in the Paint Designer.

For information on adding PiP objects, see Adding PiP Objects. For information on the hand drawn paint animation objects you can create in the Paint Designer, see Using the Paint Designer.

Particle Room

The Particle Room contains a library of effects you can place on a video track to add a particle object (snow, clouds, smoke, etc.) on top of a video or image on a video track.

Note: the particle effects with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions.

You can modify particles in the Particle Designer. For more information, see Adding Particle Effects.

Title Room

The Title Room contains the library of title effects that when applied to your project, add credits or comments to your production. For more information, see Adding Title Effects.

Note: the title templates with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions. See *The Difference Between 3D and 3D-Like Effects* to learn more about both types of effects.

Transition Room

The Transition Room contains transitions that you can use on or between clips in your project. Transitions let you control how media appears and disappears in your project, and changes from one clip to the next. For more information, see Using Transitions.

Note: the transitions with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions. See *The Difference Between 3D and 3D-Like Effects* to learn more about both types of effects.

Audio Mixing Room

In the Audio Mixing Room you can use controls to mix all of the audio tracks in your project. For more information, see Mixing Audio and Recording Voice-Overs.

Voice-Over Recording Room

In the Voice-Over Recording Room you can record a voice over for your video production, while you are watching it play back. For more information, see Recording Voice-Overs.

Chapter Room

In the Chapter Room* you can automatically or manually set chapter markers for your project. Setting chapters on your final disc allows viewers to jump from the menu page to the chapter markers you have set in order to navigate through your disc. For more information, see Adding Chapters.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Subtitle Room

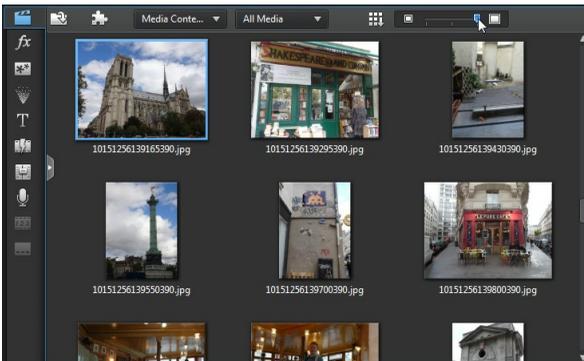
In the Subtitle Room you can add subtitles to your video production manually or through the import of a TXT, SRT, or MKV file. For more information, see Adding Subtitles.

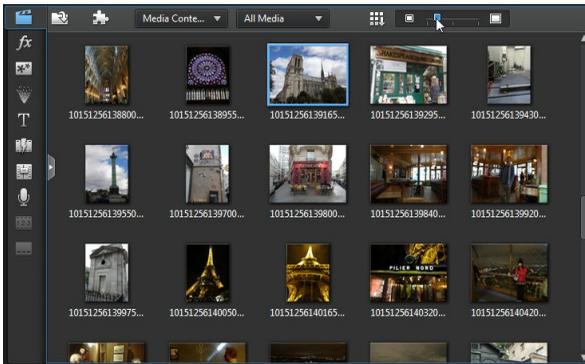
Library Window

The library window contains all of the media in CyberLink PowerDirector, including your video, images, and audio files. When you are in other rooms (Effect Room, PiP Objects Room, etc.), it contains the effects, titles, and transitions you apply to your media.

The media content and available buttons that display in the library window depend on the room you are currently in.

Use the slider above the library window to adjust the size of the media thumbnails in the library.





You can also resize the media thumbnails by selecting a default size from the library menu.

Explorer View

Select the  button to display the explorer view within the library windows.

In the explorer view you can use tags to categorize the media in your library. This lets you quickly browse through and filter the media in each room.

In the explorer view you can:

- click on  to add a new tag in a library window.
- select an existing tag and then click  to delete a previously created tag.
- filter the media in the library window by selecting an existing tag.

Filtering Media in the Library

Use the available drop-down menus at the top of the library window to filter the media that is displayed. For example, when viewing the media in the Media Room, use the **Media Content** drop-down to display your media content, the available color boards, backgrounds, or select a tag. Use the **All Media** drop-down to display all or one type of media file if you want to find a certain type of media file quickly.

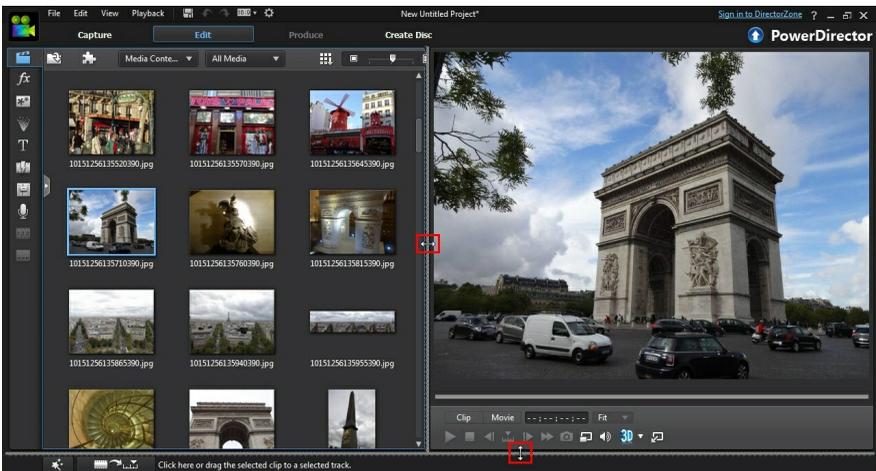
Library Menu

Click on  to access the library menu. In the library menu you can sort the content in a room by name, date created, file size, and more. You can also select all the content in the room or change the media/effect thumbnail display size. Other options that are available in the library menu, but are dependent on the specific room you are in.

Note: if you cannot find this button when in the media library, you may need to resize the preview window to reveal it. See *Expanding the Workspace* for more information.

Expanding the Workspace

The look of the CyberLink PowerDirector workspace is fully expandable and customizable based on your personal preference.



Simply drag the borders of the preview window and timeline to resize them to your liking. This allows you to get the most out of your display device space and customize the size of the preview window as you work.

Note: you can also undock the preview window for a much larger timeline and library view. See *Undocking the Preview Window* for more information.

Preview Window

While creating your video production, you can preview it in the preview window using the available player controls.



Preview Player Controls

With the player controls you can preview your production as you edit, including playing your project from the current timeline position, or pausing and stopping playback.

Click the **Clip** button to play back only the clip that is selected in the timeline, or **Movie** to play the entire video production. When viewing media in **Clip** mode, the cross hairs and grid lines/TV safe zone (if enabled) are visible to help with the placement of the selected clip in the video display area. When in **Movie** mode, these items are hidden.

Note: you can set PowerDirector to auto switch the playback mode to **Movie** mode in *Editing Preferences*.

Use the  button to select a seek by method (frame, second, minute, scene, subtitle, chapter, segment) and then use the buttons on either side of it for a more precise step through of your current production.

You can also click and drag the playback slider, or enter in a specific timecode in the time field, and then press the enter key on your keyboard to quickly find a specific scene.

Click the  button to undock the preview window for a larger view of your production. See Undocking the Preview Window for more information.

Taking a Screen Snapshot

While previewing your project, you can take a still 2D screen snapshot and save it as a BMP, JPG, GIF, or PNG image file. You can also take a still 3D screen snapshot and save it as an MPO or JPS image file.

To do this click the  button on the player controls.

You can change the image file format (or the default image file name) on the File Preferences tab. See File Preferences for more information.

Preview/Display Options

CyberLink PowerDirector includes some preview and display options that help make your editing experience easier. Click on  to set the preview quality, show the TV safe zone, display grid lines, or enable dual preview.

Note: you can set the default settings for these options in Display Preferences.

Preview Quality

Click , select **Preview Quality**, and then a preview quality from the list (Full HD*, HD*, high, normal, low) to set the resolution/quality of the video used when previewing your movie in the preview window. The higher the quality you select, the more resources that are required to preview your video project.

Note: Full HD and HD preview resolution are only available when the Ultra version of CyberLink PowerDirector is installed on a 64-bit operating system.

Preview Mode

CyberLink PowerDirector provides two modes you can use to preview your video production:

- **Real-time Preview:** synchronizes and renders clips and effects in real-time, displaying a preview of your video at the specified frames per second. See the timeline frame rate option in General Preferences for information on setting the correct frame rate for your production.
- **Non Real-time Preview:** mutes the audio and displays a preview at a reduced speed to help make editing go more smoothly. Useful when editing high-definition video, using multiple PiP tracks on a less powerful computer, or when you receive dropped frames when previewing. By muting the audio and slowing down the video, CyberLink PowerDirector lets you view more frames per second when your computer has trouble providing a smooth preview during editing.

Note: you can also preview a portion of your video using the Render Preview and Produce Range options. See Range Selection for more information on these functions.

TV Safe Zone/Grid Lines

When you place media on the timeline, use the TV safe zone and grid lines to help with the precise placement on your video project's image. These display options are only available when in the **Clip** preview mode.

- Click the  button and then select **TV Safe Zone > On** to enable a box that indicates the on-screen area of most TV displays.
- Click the  button, select **Grid Lines**, and then select the number of lines you want to display in a grid over the video image. Use this grid to more precisely place the PiP media and title text on the video image.

Once enabled, select **Snap to Reference Lines*** to have the selected objects snap to the grid lines, TV safe zone, and the boundary of the preview window.

Dual Preview

If you have a secondary display device, such as a monitor, TV, or DV camcorder connected to your computer, click the  button and then select **Dual Preview*** to extend your workspace and preview your project on a secondary display.

***Note:** to use a connected monitor or TV as a secondary preview window, you must first enable extend desktop to a secondary display in the Windows Display Properties Settings. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Once enabled, when you click play in the preview window, you can preview your production on both your primary and secondary display when **Primary 2D and Secondary 2D Display** is selected. Select **DV Camcorder** to extend your production preview to a connected DV camcorder device.

3D Dual Preview

When your desktop is extended to a secondary display, you can enable 3D on one of the two devices. If you want one of your previews to be in 3D, select either **Primary 2D and Secondary 3D Display** or **Primary 3D and Secondary 2D Display** to enable it. Your selection depends on which device you want to enable, and which one supports 3D.

***Note:** if both of your displays are 3D devices, you can only enable 3D on one of the two devices in dual preview mode.*

Zoom In/Out

When you place media on the timeline, use the **Fit*** drop-down underneath the preview window to zoom in or out on the video. Zooming in is useful for precise placement of media, while zooming out lets you add media that begins off screen.

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Undocking the Preview Window

Click the  button to undock the preview window. Once undocked, you can preview your production at full screen or move it to an extended desktop. You can also resize the timeline and library window to your liking.

Once undocked, you can:

- click  or  to view your production at full screen.
- click  to minimize the preview window, and hide it so you can edit more freely. Click on  next to the PowerDirector logo to show the minimized preview window.
- click on  to re-dock the preview window.

Previewing in 3D Mode

In the preview window you can enable 3D* mode to view the media in your production in 3D, while you work.

*Note: for detailed information on adding and setting the source format of 3D media, see 3D Media. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

3D Configuration

Before you can enable 3D mode, you must first set your 3D display device.

To set your 3D display device, do this:

1. Select the 3D configuration menu underneath the preview window .
2. Select one of the following options:
 - select your 3D display type from the list, i.e. **3D-Ready HDTV (Checkerboard)**, **Micro-polarizer LCD 3D (Row-Interleaved)**, **120Hz Time-sequential 3D LCD**, **HDMI 1.4 Enabled 3D TV**, etc.
 - if you are not sure which type of 3D display you have, select the **Auto Detect 3D Mode** option to have CyberLink PowerDirector detect it for you.
 - if you do not have a 3D display, select **Anaglyph Red/Cyan** mode and then use anaglyphic (red/cyan) 3D glasses to view 3D content.

Enabling 3D Mode

Once you have set your 3D display device, you can enable 3D mode at any time to preview your video production in 3D. To enable, just click the  button.

Note: any 2D media in your production will not display in 3D. However, you can convert all of the 2D media to 3D using TrueTheater 3D in Power Tools. See Power Tools: 2D to 3D for more information.

To disable 3D mode, just click the  button.

Editing Workspace

The editing workspace is where you create your project by adding your media, various effects, transitions, and title effects. The editing workspace has two different views, the timeline and storyboard views, which are accessed by clicking the  or  button.

Note: you can set which workspace view is displayed by default in Editing Preferences.

Timeline View

The timeline view lets you view your entire project based on running time. This view is useful if you want to insert effects, subtitles, etc. at a specific moment in production. The timeline view also provides a view of all the tracks, media, and other content (chapter markers, subtitle markers) that are displayed in the timeline.

To switch to timeline view, click .

Timeline Tracks

The timeline contains the following tracks:

Track	Description
	Video tracks contain your project's media clips (video clips and images) and effects (PiP objects, particle effects, title effects, etc.) on the timeline. By default, there are two video tracks in the

	<p>timeline, but you can have up to 100 video tracks by adding more in the Track Manager. Each video track in the timeline may have an associated audio track for the video clip's audio.</p>
	<p>Audio tracks contain the audio in your project. The audio may be the audio portion of a video clip on the video track, or a separate audio track for music clips or other audio. By default there are two audio tracks linked with a video track, and a separate audio track for music, which is always the bottom track in the timeline. You can have up to 100 audio tracks by adding more in the Track Manager.</p>
	<p>The effect track contains any special effects that you want to apply to your final video. Video effects in the effect track are applied to all the video tracks that are positioned above it in the timeline.</p>
	<p>The title track contains the text title effects that appear in your project. The titles you add to this track display over all the content in every video track that display during their duration.</p>
	<p>The voice track contains a narrative voice-over or other audio clips.</p>
	<p>The music track contains your video's soundtrack.</p>
	<p>The chapter track contains all of the chapter markers in your current video production. This track displays when you are in the Chapter Room. Right-click on the timeline and then select Show Chapter Track if you always want this track to display in the timeline.</p>
	<p>The subtitle track contains all of the subtitle markers in your current video production. This track displays when you are in the Subtitle Room. Right-click on the timeline and then select Show Subtitle Track if you always want this track to display in the timeline.</p>
	<p>The SVRT track displays the Intelligent SVRT information for your current project. See Utilizing Intelligent SVRT for more information. Right-click on the timeline and then select Show SVRT Track if you always want this track to display in the timeline.</p>
	<p>When using the Music Beat Detection feature, the music beat track is enabled. This track displays all of the music beat markers</p>

	for the music in your production. See Music Beat Detection for more information. Right-click on the timeline and then select Show Music Beat Track if you always want this track to display in the timeline.
--	---

Timeline Behavior

The CyberLink PowerDirector timeline has several behavior features that make it easy to manage media on the timeline.

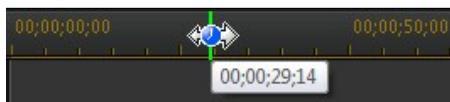
On the timeline you can:

- place media clips at any position on a video track. If no media is placed before a media clip on the timeline, your video production displays a black screen until the timeline position of your media clip is reached.
- media clips will snap to other clips on the timeline for easy placement in your production. If want to move the clips more freely on the timeline, you can disable snap to clips in Editing Preferences.
- hold down the Ctrl key on the keyboard and select multiple media clips on the timeline.
- click and drag the mouse to select multiple media clips on the timeline.
- right-click on select media in the timeline and select **Group Objects**. Doing this allows you to move all the selected media clips as a group. Select **Ungroup Objects** to once again allow for individual media clip movement.

Note: you cannot include transitions in grouped objects.

Timeline Ruler

You can resize the timeline ruler for a more expanded or condensed view of your production. To resize the ruler, click on the ruler and drag it left or right.



Expanding the ruler is especially handy when aligning clips and effects, while condensing it gives you a global overview of your entire production.

Click  to auto fit your current project in the timeline area if you want to view the entire movie in the editing workspace. You can also right-click on the timeline ruler and select **View Entire Movie** to do this. Or select **Zoom In** or **Zoom Out** to change the view to your required size.

Use the timeline ruler slider  located in the bottom left corner to manually resize the timeline.

Timeline Markers

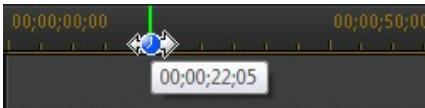
You can add timeline markers* to the timeline ruler for more precise media placement on the timeline. Once added, media clips snap to the timeline markers, allowing your media to appear in your video production at the exact moment you want it.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Adding Timeline Markers

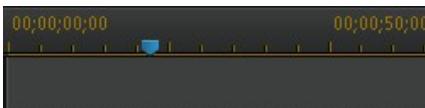
To add a timeline marker, do this:

1. Hover your mouse over the timeline ruler. The green timeline marker indicator displays with the displayed time.

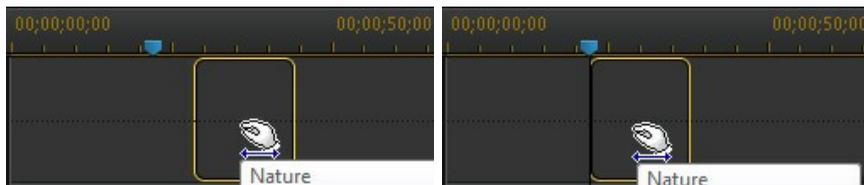


Note: use the timeline ruler to expand the timeline for a more precise placement of timeline markers.

2. Once you have found the time where you want to place the timeline, right-click on the ruler and then select **Add Timeline Marker**.
3. Input a **Note** for the new timeline marker, if required.
4. Click on **OK** to add the new timeline marker.



Once a timeline marker is added, media will snap to it when added to a track in the timeline.



Note: you can manually drag a timeline marker to different position if the original is not in the exact location you wanted it. Expand the timeline ruler for a more precise placement, if necessary.

Right-click on the timeline ruler and then select **Edit Timeline Markers** to view a list of all the timeline markers you have added. In this list you can remove any of the existing markers, or double-click in the Note column to edit the associated text.

Function Buttons

When you select media that is on the timeline, whether it's a video clip, image, audio clip, effect, title effect, etc., several function buttons display above the timeline. These buttons let you perform a variety of tasks or gain access to some important features of CyberLink PowerDirector.

The function buttons that are available depend on the type of media content you select. However, whenever you select media, the  and  buttons are always displayed. Click  to remove the selected media content from the timeline, or  to gain access to more timeline functions, which vary depending on the selected media.

Magic Tools

When editing your video project in the timeline, you can click the  button to use the magic tools to edit and touch up your audio, video, and image clips. Magic tools can also help you add a creative style to your video production or add the right background music.

CyberLink PowerDirector offers the following magic tools:

- **Magic Movie Wizard:** automatically creates an edited video blended with stylish effects and transitions.
- **Magic Fix:** fixes and enhances your photos and videos, including fixing shaky video, enhancing video quality, removing red-eye, and enhancing the focus on photos.
- **Magic Motion:** applies zooms and pans to your images. You can also use the Magic Motion Designer to manually customize motion on an image.
- **Magic Cut:** condenses long video segments into shorter clips that contain only the best moments.
- **Magic Style:** creates professional videos with pre-designed style templates automatically.
- **Magic Music*:** adds background music that automatically adjusts to suit different durations.

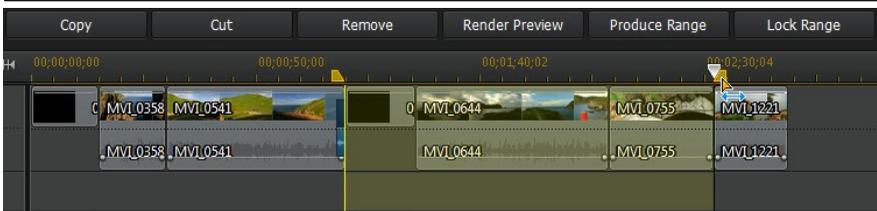
Click on the  button within these tools to consult the iHelp for assistance on using them.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Range Selection

Click and drag one of the arrows on either side of the timeline slider to select a range* of media on the timeline.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.



Once selected, right click on the selection, select **Loop Playback**, and then click the play button if you want to continuously play back of the selected range. You can also cut or copy the range, and then paste it to another position on the timeline.

You can also use this feature to manually highlight a portion of a clip that you want to then remove or trim out.

Click **Render Preview** to have CyberLink PowerDirector render a video preview of only the highlighted range for playback in the preview window. Click **Produce Range** to produce just the selected range in the Produce window, outputting it as a video file that will be added to the media library.

Click **Lock Range** if you want to lock the selected range. Once locked, you can more easily preview and even add additional media into the range for previewing, rendering, or producing. Click **Lock Range** again to unlock the selected range.

Track Manager

In the Track Manager* you can add additional video and audio tracks to the timeline. You can have up to 100 video tracks (with or without an audio track) in the timeline, or add up to 98 additional audio tracks.

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Adding Tracks to Timeline

Each video track you add, adds another layer of PiP video on the tracks above it in the timeline.

To add tracks to the timeline, do this:

***Note:** CyberLink PowerDirector auto adds a video and audio track for you when all the current video/audio tracks in the timeline have media on them.*

1. In the timeline view, click on  to open the Track Manager.
2. In the **Video** section, enter in the number of video tracks you want to add to the timeline. By default, one track is added, but you can add up to 98 video tracks (100 in total) to the timeline, as required.

***Note:** if you don't want your additional video tracks to have a track for its audio, enter in 0 tracks in the **Audio** section.*

3. In the **Video** section, select the **Position** in the timeline where you want to add the tracks.
4. In the **Audio** section, enter in the number of audio tracks you want to add to the timeline. By default, one track is added, but you can add up to 98 audio

tracks (100 in total) to the timeline, as required.

Note: if you only want to add an audio track (i.e. without a linked video track), enter in 0 tracks in the **Video** section.

5. In the **Audio** section, select the **Position** in the timeline where you want to add the tracks.
6. Click on **OK** to add the tracks to the timeline.

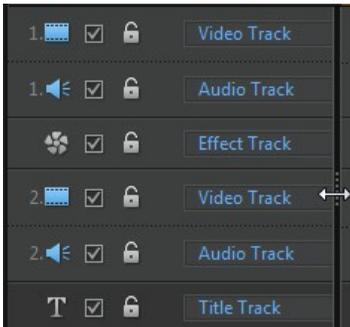
To quickly remove any unwanted tracks from the timeline, just right-click on the timeline and then select **Remove Empty Tracks**.

Customizing Timeline Tracks

In CyberLink PowerDirector you can customize the layout of the workspace timeline and its tracks to fit your preference.

Customizing Track Names

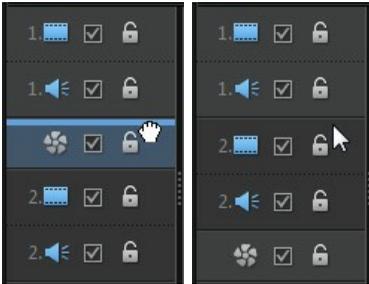
To make it easy to identify all of your tracks if you have lots of media on multiple tracks, drag the left sidebar to reveal the track names.



You can give all the tracks in the timeline a custom name as required.

Reordering Tracks

You can reorder the video tracks in the timeline if required. To reorder, click on the left sidebar and drag the track to the new position in the timeline.



You can also drag the effect track to a new position in the timeline. Effects on the effect track are applied to all video tracks that are positioned above it in the timeline.

Adjusting Track Height

Click and drag the bottom of a track on the left sidebar to resize it to your preference.



You can also right-click on the timeline and select **Adjust Video Track Height** to adjust the height of all the video tracks in the timeline to one of the default sizes. Select **Adjust Audio Track Height** to resize all of the audio tracks, including the music track, voice track, and each video track's corresponding audio track.

Locking/Unlocking Tracks

To lock a track in the timeline, click  at the left of the track. When a track is locked, you cannot add new clips to the track, or move or edit the clips it contains.

To unlock a track in the timeline, click  to the left of the track.

Enable/Disable Tracks

To disable a track in the timeline*, deselect  to the left of the track. When a track is disabled, the media it contains is not displayed in the Preview window. This allows you to preview your project by tracks so you can concentrate on the track you are working on.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

To enable a track in the timeline, select  to the left of the track.

Storyboard View

The storyboard view is essentially a large graphical display, or storyboard, of all your video clips and images on the first track in the timeline. You can use it to visualize the main scenes and overall production more clearly.

To switch to storyboard view, click .

Note: some features are unavailable in the storyboard view. If you try to perform a function that is unavailable, the program switches back to the timeline view.

Chapter 4:

PowerDirector Projects

When working on a new video production, click the  button to save it as a .pds file, a project file format that is used exclusively by CyberLink PowerDirector. These project files can be imported directly into the timeline, if required. See Importing PowerDirector Projects for more information.

Note: a CyberLink PowerDirector project (.pds) file essentially contains a list of the media clips and effects used in your project, and a log of all the edits you want to make to your media. Project files do not include the media clips in them. If you want to save all your video production files in one place, use the Pack Project Materials function. To do this select, **File > Pack Project Materials** from the menu.

Use the options in the **File** menu to save, create new, or open existing projects in CyberLink PowerDirector.

Note: when you create a new project, CyberLink PowerDirector resets your media library. If you want to create a new video production using the same media currently in your library, select **File > New Workspace**.

The changes you make to your media in CyberLink PowerDirector do **not** affect the original media you imported into the program. Since your edits are all saved in the project file, you can trim, edit, or remove clips, but still keep your original files on your hard drive, untouched. So let yourself get creative. If you end up changing things too drastically, you can always start over.

Setting Project Aspect Ratio

To set the aspect ratio for your project, select **4:3** or **16:9** from the aspect ratio drop-down at the top of the window.



The preview window changes according to the aspect ratio you select. See Adjusting Video Clip Aspect Ratio for information on modifying the aspect ratio of a media file in your library.

Exporting Projects

You can export your CyberLink PowerDirector projects by writing them to a DV tape, or by packing all the materials in a folder on your computer's hard drive. Exported projects can then be imported into another computer running CyberLink PowerDirector.

To export your project to a DV tape select **File > Export > Write to DV Tape**. To export it to a folder, select **File > Pack Project Materials**.

Chapter 5:

Importing Media into PowerDirector

You can import media in a wide variety of formats into CyberLink PowerDirector, in many different ways. Whether you need to capture media from external sources, import media that is already on your computer's hard drive, or download it from the Internet.

CyberLink PowerDirector makes it easy to get all your media into the program quickly, so you can start working on your video production.

Note: *media you import is saved in the current CyberLink PowerDirector project you are working on. If you create a new project, you will be asked if you want to merge the media in your library into the new project. You can also select **File > New Workspace** to create a new project, while maintaining the current media in the library.*

Importing Media Files

If you already have video, audio, and image files that you want to use in your production on your computer's hard drive, you can import the files directly into CyberLink PowerDirector's media library in the Media Room. You can also import media files that are on a removable device.

Note: *if you import media files that are on a removable device into the media library, they will be removed if the removable device is disconnected. For best results, it is recommended that you copy the media to your computer's hard drive before importing.*

CyberLink PowerDirector supports the following file formats:

Image: Animated-GIF, BMP, GIF, JPEG, PNG, TIFF

3D Image Format: JPS*, MPO*

CyberLink PowerDirector also supports the import of the following camera RAW image formats, which are then converted to JPEG once imported: ARW (SONY), CR2 (Canon), DNG (Ricoh), ERF (Epson), KDC (Kodak), MRW (Konica Minolta), NEF (Nikon), NRW (Nikon), ORF (OLYMPUS), PEF (Pentax), RAF (Fujifilm), RW2 (Panasonic), SR2 (SONY), SRF (SONY)

Video: 3GPP2, AVI, DAT, DivX**, DV-AVI, DVR-MS*, FLV (H.264), HD MPEG-2, M2T*, MKV (H.264), MOD*, MOV, MOV (H.264), MP4, MPEG-1*, MPEG-2*, MPEG-4 AVC (H.264), MTS*, TOD*, VOB*, VRO*, WMV, WMV-HD, WTV*

Note: ** to enable, you must download the DivX codec online. Available on Windows 32bit only.

3D Video Format: Dual-stream AVI, MVC*, Side-by-Side Video*, Over/Under Video

Audio: M4A, MP3, OGG, WAV, WMA

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

To import media into CyberLink PowerDirector, click  and then select one of the following options:

- **Import Media Files:** import media files individually.
 - **Import a Media Folder:** import the entire contents of a folder that contains the media files you want to use in your current project.
-

Note: you can also drag and drop media onto the CyberLink PowerDirector window to import it into the program.

3D Media

CyberLink PowerDirector supports various 3D* video and image formats. You can use 3D media to create both 3D videos, and standard 2D video productions. All 3D media in the library is indicated by a 3D icon in the top left of its thumbnail.

Note: click the  button to enable 3D mode to view the 3D content during the editing process. For more information on enabling 3D mode and configuring your 3D display settings, see *Previewing in 3D Mode*. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

You can use and arrange 3D video clips and images in your video productions the same way you use 2D media. However, note that if you want to create a 3D video production, any 2D media in your project must be converted to 3D before production. See *PowerTools: 2D to 3D* for more information.

Setting 3D Source Format

When 3D media is imported into the media library, you may need to set the format

of the 3D source video. This is because 3D media comes in a variety of different video source formats. CyberLink PowerDirector needs to know the source format of each 3D media file so that it can display it properly in 3D.

Note: if you want to use 3D video clips and images in a 2D video production, you still need to set the correct 3D source format to ensure the media displays properly in 2D. CyberLink PowerDirector will incorporate the specified eye frames into your 2D video.

To set the 3D source format of your 3D media, do this:

1. Right-click on a 3D media file in the media library and then select **Set 3D Source Format**. If the media file is on the timeline, right-click on it, select **Set Clip Attributes**, and then **Set 3D Source Format**. The Set 3D Source Format window displays.
2. Select the 3D source format by selecting one of the following:
 - **Auto Detect 3D Source Format**: if you are not sure what the source format is of your 3D video, click this button to have CyberLink PowerDirector automatically detect and set it for you.
 - **2D**: select this option if the selected media file is actually 2D content.
 - **Side by side format**: select this option if the 3D content has two different images side by side. CyberLink PowerDirector merges the two images to produce the 3D effect.
 - **Over/Under format**: select this option if the 3D content has two different video images, one on top of the other. CyberLink PowerDirector merges the two images to produce the 3D effect.
 - **Multiview video coding**: select this option if the 3D content is in the MVC video format (.mts or .m2ts file format).
 - **Dual view format**: select this option if the 3D content is in the dual view source format (.avi file format).
3. From the drop-down available, **Specify whether to display the left or right eye frame first**. Use this feature if while editing or playing back 3D content you begin to feel uncomfortable or uneasy. This may be because the layout of the 3D image is displayed differently than most standard content. If this occurs, try selecting the opposite eye view. This switches the way the 3D content is displayed on your display device, and may reduce the discomfort.
4. Click **OK** to set your changes to the selected media file.

The Difference Between 3D and 3D-Like Effects

In supported versions of CyberLink PowerDirector, there are both 3D effects* and effects that have "3D-Like" properties.

Like 3D media that can be imported into the library, 3D effects* are composed of two images from slightly different perspectives. 3D effects have one image for the left eye, and one image for the right eye. When these images are viewed together with compatible 3D hardware and software, they produce an effect that gives the perception of depth. In supported versions of CyberLink PowerDirector, you can enable this type of 3D effect for PiP media, particle effects, title effects, and on disc menus. The video effects and transitions indicated with the 3D icon on their thumbnail, also have these 3D effect properties when viewed and included in 3D video productions.

Some title effects, transitions, and other features in CyberLink PowerDirector have 3D-Like properties. Available in all versions of the program, these effects are simply 3D animations that only consist of one image. 3D-Like effects do not produce a 3D depth effect when viewed in 3D mode.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Importing PowerDirector Projects

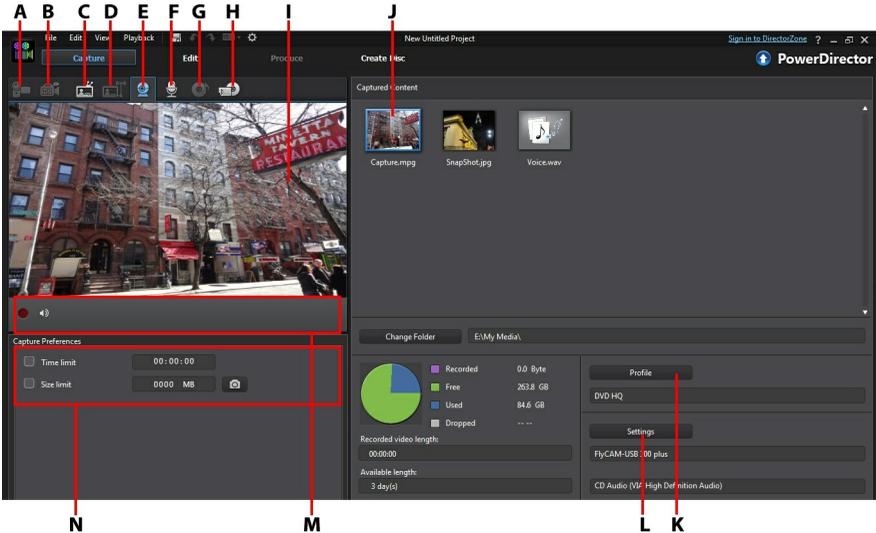
CyberLink PowerDirector projects (.pds files) you worked on and saved previously can be imported and then directly inserted into your video production's timeline.

To do this, select **File > Insert Project** from the menu. All of the media in the original project will be imported into the current project's media library, and also inserted at the current position of the timeline slider.

Capturing Media

CyberLink PowerDirector lets you capture media from a variety of sources directly into the media library. Click the **Capture** button to enter the Capture module.

In the Capture module, the program appears as follows:



A - Capture from a DV Camcorder, B - Capture from an HDV Camcorder, C - Capture from a TV Signal, D - Capture from a Digital TV Signal, E - Capture from a Webcam, F - Capture from a Microphone, G - Capture from a CD, H - Capture from an External or Optical Device, I - Capture Preview Window, J - Captured Content, K - Quality Profile Setup, L - Capture Settings, M - Capture Player Controls, N - Capture Preferences

Capturing from a DV Camcorder

You can capture video content that you recorded with a DV camcorder. Use the capture from a DV camcorder option only if your camcorder connects to your computer using an IEEE 1394 (FireWire) cable. You can capture a single scene or a number of scenes in a batch from your camcorder.

Note: to add a text remark, date, or timecode to the video you are capturing, click on the  button in capture preferences area to enable it. See Capture Preferences for more information.

If your DV camcorder connects to your computer via a USB connection, just import the video files directly from your camcorder, as if it was another hard drive on your computer. See [Importing Media](#) for information on importing video files from your computer.

Capturing a Single Scene

You can capture a single segment of video from your camcorder using the capture player controls (record, stop, fast forward, rewind, etc.) underneath the capture preview window. This function is particularly useful, for example, if you want to acquire a long video segment in its entirety without skipping over sections.

DV Backup

The DV Backup* feature lets you back up the digital video from your DV camcorder directly to DVD using CyberLink PowerDirector.

Insert a blank DVD disc into your disc drive and then click the  button to begin backing up your video.

*Note: this feature requires a DVD burner. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Batch Capture from a DV Camcorder

With Batch Capture, CyberLink PowerDirector scans your DV camcorder for intervals or scenes (or allows you to set them manually) on the tape, and then captures these scenes as separate video files and imports each of them into the program.

Automatic Batch Capture

If you want CyberLink PowerDirector to auto capture and import each of the intervals/scenes on your DV camcorder, click the  button on the DV Camcorder tab.

An interval/scene is the content you recorded each time you pressed record and then stop during the video shooting process. For help on using this function, use

the tips on the user interface.

Manual Batch Capture

Using manual batch capture* gives you more control over the capturing process and ensures that the scenes you want to include are captured. Manual batch capture is recommended when you know which scenes you want to capture and have a good idea where they are located on the tape.

Click the  button to access the manual batch capture feature. For help on using this function, use the helpful tips on the user interface.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Capturing from an HDV Camcorder

You can capture video footage you shot with an HDV* camcorder. Use the capture from an HDV camcorder option only if your camcorder connects to your computer using an IEEE 1394 (FireWire) cable. To a capture scene from your HDV camcorder, use the capture player controls (record, stop, fast forward, rewind, etc.) underneath the capture preview window.

If your HDV camcorder connects to your computer via a USB connection, just import the video files directly from your camcorder, as if it was another hard drive on your computer. See Importing Media for information on importing video files from your computer.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Capturing from a TV Signal

If your computer has a TV* tuner card installed and you want to capture segments from your favorite programs, select this option. To capture, use the capture player controls (record, stop, change channel, etc.) underneath the capture preview window.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Capturing from a Digital TV Signal

If your computer has a TV tuner card installed that receives a digital* TV signal and you want to capture segments from your favorite programs, select this option. To capture, use the capture player controls (record, stop, change channel, etc.) underneath the capture preview window.

*Note: this feature is not available in all regions. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Capturing from a Webcam

You can record live content with a webcam that is attached to your computer and then import it directly into your CyberLink PowerDirector media library. To capture, use the capture player controls (record, stop, etc.) underneath the capture preview window.

Capturing from a Microphone

Select this option to record audio with a microphone that is attached to your computer. To capture, use the capture player controls (record, stop, etc.) underneath the capture preview window.

Capturing from a CD

Use this option to rip your favorite music, or other audio, from an audio CD. To capture, use the capture player controls (record, play, stop, next/previous track, etc.) underneath the capture preview window.

Capturing from an AVCHD Camcorder

You can capture video content that is on an external device, such as an AVCHD camcorder. Use the capture from an AVCHD camcorder option only if your camcorder connects to your computer using an IEEE 1394 (FireWire) cable. To a capture scene from your AVCHD camcorder, use the capture player controls (record, stop, etc.) underneath the capture preview window.

If your AVCHD camcorder connects to your computer via a USB connection, just import the video files directly from your camcorder, as if it was another hard drive on your computer. See Importing Media for information on importing video files from your computer.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Capturing from an Optical Device

You can capture content from an optical device, such as video scenes from a DVD. To capture, use the capture player controls (record, play, stop, next/previous frame, etc.) underneath the capture preview window. You can also use the DVD disc structure tree to quickly select the titles and chapters you want to capture.

Note: some DVDs are protected by technology that does not allow you to capture the content they contain. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Captured Content

All of the media you capture in the capture window is displayed in the Captured Content area. When you return to the Edit module, all of the media is automatically imported into your media library.

In the Captured Content area you can right-click on media to perform a number of options, including detecting scenes in video clips and deleting unwanted content so that it won't import into the Edit module.

The content captured in CyberLink PowerDirector is stored in the folder noted underneath the Captured Content area. If you want to store it in a different location, click the **Change Folder** button and select a different folder.

Quality Profile Setup

To set the file format and quality of the media you capture, click the **Profile** button. If this button is grayed out, that means that the original format and quality of the media is maintained, as set on the original media device (camcorder, etc.).

The profile settings that are available depend on the capture device connected and the capture mode you have selected.

Capture Settings

Use the **Settings** button to configure the set up of your selected capture device. The capture settings that are available depend on the capture device connected and the capture mode you have selected.

Note: when capturing from a DVD, this button reads **Drive**, allowing you to select the specific disc drive you want to capture from.

Capture Preferences

Before capturing media, you can set the preferences for your captured content. The capture preferences that are available, depend on the content you are capturing.

Set the capture preferences as follows:

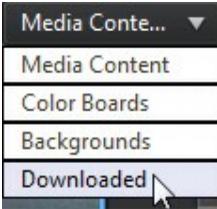
- to set a maximum capture length, select **Time limit** and then enter a time in the timecode box.
- to set a maximum captured file size, select **Size limit** and then enter a size limit (in MB).
- to add a text remark, date stamp, or time stamp to the video being captured, click on the  button. In the Add Text Overlay window, select which type and display format of text overlay you want to include on your recorded video on the **Text** tab. Select the **Format** tab to set the font and text position for the text.
- to take a still photo of a frame of video for use in your project, just click on  at the point where you want to take the snapshot. The image is saved to the Captured content area. You can specify your preferred snapshot image file format in preferences. See File Preferences for detailed information.
- select **Non real-time** when capturing from a camcorder to continue processing captured video after the original video stops playing in order to ensure that no frames are dropped.
- select **Begin with fade-in** to add fade-in to audio captured with a microphone.
- select **End with fade-out** to add fade-out to audio captured with a microphone.
- select **Record at maximum speed** to record CD audio at a higher speed. Capturing at a higher speed reduces processing time, but yields audio of a lower quality.

Downloading Media

If you feel that you do not have enough media for your project, or you are looking for specific media to make your creation just perfect, in the Edit module you can

download media from Flickr, Freesound, and DirectorZone into the media room library.

To display all the current downloaded media in the media library, select **Downloaded** from the **Media Content** drop-down.



Downloading Photos From Flickr

You can download your own photos directly from your account on Flickr into CyberLink PowerDirector. You can also search for and browse other user's photos from within CyberLink PowerDirector, and then import them into your media library for use in a project.

To download photos from Flickr, do this:

1. Click on  and then select **Download from Flickr**.
2. Follow the steps in the wizard window to authorize CyberLink PowerDirector to use your Flickr account and accept the Terms of Use from Flickr.

Note: having a Flickr account is not required to search for, browse, and download photos from Flickr.

3. Select from the drop-down whether to search for photos from:
 - **My Photos on Flickr:** this option displays thumbnails of all the photos you have uploaded to your Flickr account.
 - **My Contacts' Photos:** this option displays thumbnails of all the photos your Flickr contacts have uploaded to Flickr.
 - **Search for Photos on Flickr:** select this option to perform a search for photos on Flickr.

Note: use the drop-down filter menu at the top of the search window to sort the photos.

4. Select all of the photos that you want to import into your media library and

then click on the **Download** button.

Note: you cannot use the photos downloaded into your media library for commercial use. Click on the  button underneath a photo thumbnail to view its copyright information.

Downloading Audio From Freesound

You can download audio samples, such as sound effects or music clips, from the Freesound service into CyberLink PowerDirector.

To download audio clips from Freesound, do this:

1. Click on  and then select **Download from Freesound**.
2. Follow the steps in the wizard window to sign in to Freesound and then accept the Terms of Use.
3. In the search window, perform a search for the audio clips you are looking for.

Note: use the check boxes to filter the keyword search criteria before performing your search.

4. Select all of the audio that you want to import into your media library and then click on the **Download** button.

Note: you cannot use the audio downloaded in to your media library for commercial use. Click the  button underneath an audio thumbnail to view its copyright information.

Downloading from DirectorZone

If you are looking for additional PiP objects, paint animation objects, title effects, particle effects, or disc menu templates for your library, you can click  to download them from the DirectorZone web site in to the PiP Objects Room, Particle Room, Title Room, or the Create Disc module.

When in the Edit module's Media Room, you can download sound clips into the media library. To do this, click on  and then select **Download Sound Clips from DirectorZone**.

Visit the DirectorZone web site for more information: www.directorzone.com.

Detecting Scenes and Extracting Audio

To assist with the editing process, CyberLink PowerDirector can detect scenes in your video clips or extract the audio from them. These new clips are displayed, separately from the original clips, in the media library.

Detecting Scenes in a Video Clip

The scene detection function automatically creates individual clips based on the individual scenes (or pre-edited shots) contained within a video clip. Detected scenes are not split from the original clip, but can be added to the workspace like any other media clip.

***Note:** depending on the file format, scene detection on certain clips may not work as precisely as it does for others. You may need to split the scenes manually in the Scene Detection window.*

To detect the scenes in a video clip, do this:

1. Right-click on it in either the Captured Content area (Capture window), or in the media library, and then select **Detect Scenes**. In the media library, you can also click the  icon underneath a video clip's thumbnail to open the Scene Detection window.
2. The scenes in the video clip are automatically detected and then displayed in the Scenes panel.
3. Once you are done detecting the scenes in the video clip, click **OK**. The detected clips are displayed in a sub folder under the original video clip.

When using scene detection, please note:

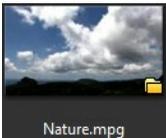
- if required, use the **Sensitivity** slider to increase or decrease scene detection sensitivity. Doing this may yield an increased or decreased number of scenes that are detected. Click **Detect** to redetect the scenes in the video clip. You are asked to confirm the clearing of the previously detected clips and then the updated scenes are detected and displayed in the Scenes panel.
- click on the  button to configure the Advanced Scene Detection Settings. If the selected video clip is a DV-AVI file, you have the option to **Detect by change of video frame** (used on all other file formats) or **Detect by change of**

timecodes (i.e.: timecodes are automatically set when you start and stop recording). Select the **Disable preview during detection** option to speed up the detection process if you find your computer runs slow during the process.

- to stop the scene detection process before completion, click the stop button on the playback controls.
- to detect scenes manually, drag the slider (in **Clip** mode) to the beginning of each new scene and then click .
- to preview a detected scene, just select it in the Scenes panel (ensure **Segment** is selected) and then click the play button.
- to view all the detected scene markers on the clip timeline, ensure that **Clip** is selected.
- to merge two or more detected scenes into one longer scene, select them in the Scenes panel and then click **Merge**. Click **Remove All** if you want to restore the clip to the original.

You can add the individual scenes to the timeline or manage them in the media library like any other video clip.

Video clips that contain detected scenes show a small folder icon in the lower right corner of the clip when displayed in the media library. To display a clip's scenes, click the folder icon.



Extracting Audio from a Video Clip

If you just want to use the audio from a video clip in your production, you can extract it in the media library by right-clicking on it and selecting **Extract Audio**. The audio is separated from the video and saved in the media library. You can use it in your project like any other audio file.

Note: when a video clip is already on the timeline, you can separate the audio from the video file by right-clicking on it and selecting **Unlink Video and Audio**.

Chapter 6:

PowerDirector Plug-ins

CyberLink PowerDirector includes a number of plug-ins that can help you create video content for your production. Click the  button above the Media Room library in the Edit module to view the available PowerDirector plug-ins.

Currently, CyberLink PowerDirector includes the two plug-ins. See the following two sections for detailed information:

- Using the MultiCam Designer*
- Using the Theme Designer*

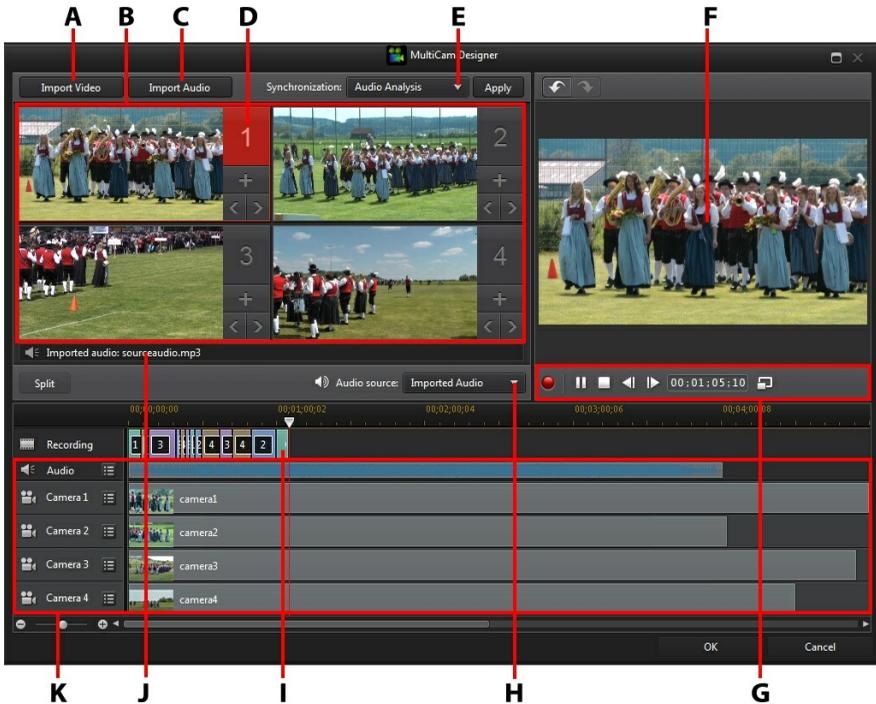
Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Using the MultiCam Designer

The MultiCam Designer lets you seamlessly edit footage from multiple cameras, simulating the use of a live camera switcher. The MultiCam Designer creates professional-looking edited content for use in your CyberLink PowerDirector projects.

To open the MultiCam Designer click the  button and then select **MultiCam Designer**.

Note: when entering the MultiCam Designer, any selected video files are automatically imported into the available camera (video source) areas.



A - Import Video, B - Available Cameras (Video Sources), C - Import Audio, D - Selected Camera (Video Source), E - Synchronization Type, F - Recording Track, G - Recording/Playback Controls, H - Audio Source, I - Recorded Video, J - Available Audio Source, K - Source Tracks

Importing Media

In the MultiCam Designer you can have up to four different video sources from four different cameras. Each available camera (video source) can have more than one imported video clip on its source video track.

You can also import one or more audio files to use as the source audio in the clip you are recording.

Importing Video Clips

When you enter the MultiCam Designer, any video clips that were selected in the media library are automatically imported into the empty camera (video source) areas and the corresponding source video tracks.

If no clips were selected, you are prompted to select clips from your hard drive for import. You can select multiple video clips for import. Each selected clip is placed in the next available camera area. Once all the camera areas are full, the next clip is imported into the first camera area, after (on the corresponding source video track) the previously imported clip.

To import additional video clips, do either of the following:

- click the **Import Video** button and then **Import From Hard Drive** to import video clips from your computer's hard drive, or **Import From Media Room** to import clips from the existing media in the Media Room library. Select one or more clips and then click **Open**. The clips are placed in the next available camera areas and the corresponding source video tracks.

Note: once all the available camera areas are full, the next clip is imported into the first camera area, after (on the corresponding source video track) the previously imported clip.

- to import video clips into a specific camera (video source) area, click the corresponding  button. Next, select **Import From Hard Drive** to import video clips from your computer's hard drive, or **Import From Media Room** to import clips from the existing media in the Media Room library. Select one or more clips and then click **Open**. The clips are placed in the camera area and the corresponding source video tracks.

Source Video Tracks

All of the imported video clips are imported into the corresponding source video tracks. You can move the video clips to different locations on the video tracks, or even drag them to different tracks. You can also reorder the video clips on a source track by clicking the  button next to the track and then using the  and  buttons to reorder them as required.

To remove a video clip from a source video track, click  next to the track, select the check box next to the clip you want to remove, and then click . To add additional video clips to the source track, click the  button.

Importing Audio Clips

If you want to use an audio clip as the audio source in your recording instead of the audio of the imported video clips, you can import it separately into the MultiCam Designer.

To import audio clips, click the **Import Audio** button and then **Import From Hard Drive** to import audio clips from your computer's hard drive, or **Import From Media Room** to import clips from the existing media in the Media Room library. Select one or more clips and then click **Open**. The clips are placed on the source audio track in the timeline.

Source Audio Track

All of the imported audio clips are imported into the source audio track. You can move the audio clips to different locations on the audio track. You can also reorder the audio clips on the source track by clicking the  button next to the track and then using the  and  buttons to reorder them as required.

To remove an audio clip from the source track, click  next to the track, select the check box next to the clip you want to remove, and then click . To add additional audio clips to the source track, click the  button.

Synchronizing Clips

Once you have imported all of the media clips into the MultiCam Designer that you want to use in your recording, the next step is to synchronize them.

To synchronize the clips in the MultiCam Designer, do this:

1. Select the **Audio source** for your recording from the drop-down. You can use the audio of any of the imported video clips or select **Imported Audio** to use the audio that was imported on to the source audio track.
2. In the **Synchronization** drop-down, select one of the following:
 - **Manual:** select this option if you want to manually adjust the starting position of each clip on the source tracks. You can do this by clicking and dragging the clips on the source track to a new position.

***Note:** you can also click the  button in the camera area to manually move the clip on the source track back one frame. Click  to move it forward one frame.*

- **Timecodes:** select this option and then click **Apply** if you want the MultiCam Designer to synchronize using the video clip's timecodes. The MultiCam Designer will auto adjust the clips on the source tracks.

***Note:** this option can only be used if the video clips were recorded with a DV or HDV camera that imprinted the timecode information in the clips and were captured by CyberLink PowerDirector.*

- **File Created Time:** select this option and then click **Apply** to use the date and time the file was created as the synchronization points. The MultiCam Designer will auto adjust the clips on the source tracks.
- **Audio Analysis:** select this option and then click **Apply** if you want the MultiCam Designer to analyze the audio and then sync the files based on the audio in them. The MultiCam Designer will auto adjust the clips on the source tracks.
- **Markers on Clips:** select this option and then use the playback controls to find the synchronization points in each clip. Once you find a point, right click on the source track and then select **Add Marker**. Once you have manually added all the markers, click the **Apply** button. The MultiCam Designer will adjust the clips on the source tracks.

Creating Recorded Content

Once you have imported and then synchronized all the media clips in the MultiCam Designer, you are ready to record your video. The recorded video is placed on the recording track and then is imported into the Edit module's timeline once you click **OK**.

To record your content, do this:

1. Select the camera (video source) you want to start off the recording with. You can do this by simply clicking on the camera preview area.



2. If required, click on  in the recording controls to set the preview window resolution. Select the **Create Shadow File for HD Video** option to also create a shadow file for the recorded file. This can help speed up editing when using high definition files in your production.
3. When you are ready, click  to begin recording. The MultiCam Designer will start recording, adding the current selected camera footage as recorded content on the recording track.
4. As required during the recording process, click another camera (video source) or use keyboard hotkeys 1-4 to switch the recording to that source's content.



5. Continue switching the camera (video source) as required, creating your recorded content on the recording track.
6. When you are done click the or button to stop the recording process.

Note: you can edit the video you just recorded by recording more video after the current content or replacing specific camera segments on the recording track. See *Editing Recorded Content* for more information.

7. Click on **OK** to close the MultiCam Designer, and import the recorded content into the timeline.

Editing Recorded Content

Once you have recorded your content in the MultiCam Designer and imported it into the timeline, you can edit it like any other video clip on the timeline. If you want to replace or add more footage to the recorded content, you can do this in the MultiCam Designer.

To edit recorded content in the MultiCam Designer, click on it in the timeline and then click on the **MultiCam Designer** function button.

Adding More Content

If required, you can record more content. You can record from the beginning over the existing content, or use the playback controls to find a specific starting point to record from. See *Creating Recorded Content* for information on recording new content.

When you are done, click **OK** to save your changes and import the updated recorded content into the timeline.

Replacing Existing Content

If you want to replace an existing segment on the recording track, do this:

1. Use the playback controls to find the segment you want to replace.
2. If you only want to replace part of a segment, you can split it into two separate segments. To do this, ensure the timeline slider is at the starting position of the part you want to replace, and then click **Split**.



3. Right-click on the camera segment you want to replace, and then select another camera (video source).



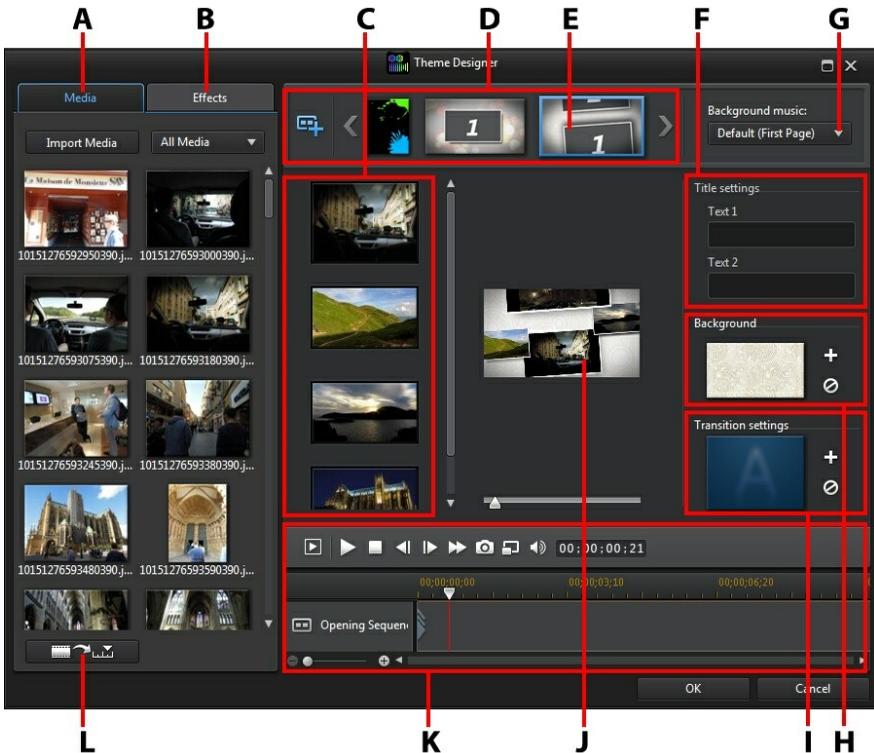
4. Repeat the above steps as required to edit and replace the segments.
5. When you are done, click **OK** to save your changes and import the updated recorded content into the timeline.

Using the Theme Designer

If you enjoy using the Magic Movie Wizard to create your video productions, you can now fully customize the theme templates used to create these dynamic looking videos in the Theme Designer. A theme may consist of one or more theme templates, or individual sequences from different theme templates.

As you customize the theme template, you can also fully customize how your media is displayed, giving you more creative control over your outputted movie.

To open the Theme Designer click the  button and then select **Theme Designer**.



A - Media Tab, B - Effects Tab, C - Sequence Content Area, D - Added Sequences Area, E - Selected Sequence, F - Title Settings, G - Theme Background Music, H - Sequence Background Image, I - Transition Settings, J - Preview Window, K - Preview Controls, L - Auto Fill Media Slots

Overview

Themes that you edit in the Theme Designer consist of theme templates and your media (images and video clips). The resulting video is similar to the movie content created by the Magic Movie Wizard and Magic Style, but the Theme Designer provides much more creative control over the outputted movie.

Theme Templates

Theme templates are used to create a video production, with a specific type of theme or style, and can be downloaded from DirectorZone. Theme templates consist of a number of sequences. Each of these sequences contain elements, some of which are customizable and some of which are not.

The customizable elements include the text and media (images, videos, and background music) you add to each sequence. You can add effects on this media and set how and when it is displayed. You can also set the background image on some sequences, and select the transition between each sequence in templates named "with transitions". Non-customizable elements include any animation included in the sequences.



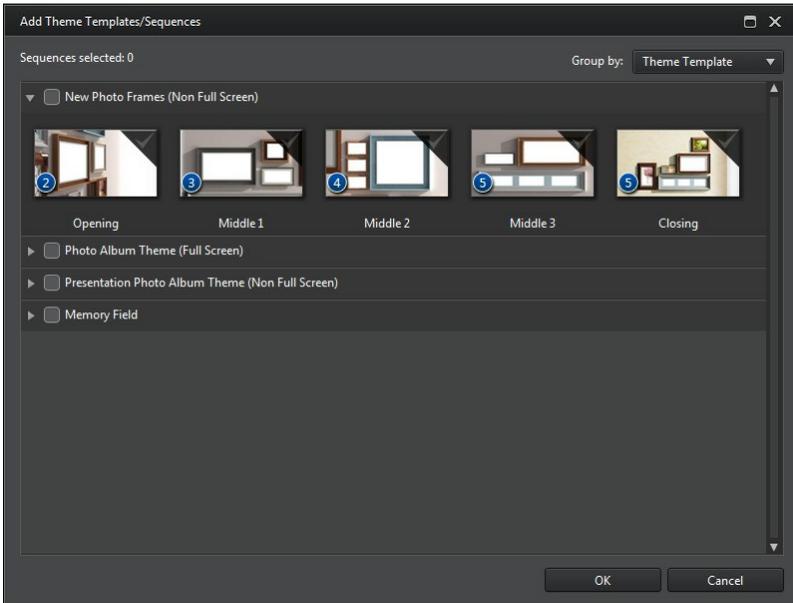
When selecting a theme template to use in the Theme Designer, you can choose to add one or more theme templates, creating a more original production. You can even just select some of the sequences in a theme template, or mix and match the sequences used.

There are three types of sequences: opening, middle, and closing sequences. Opening and closing sequences usually contain text, while the elements in middle sequences are much more random.

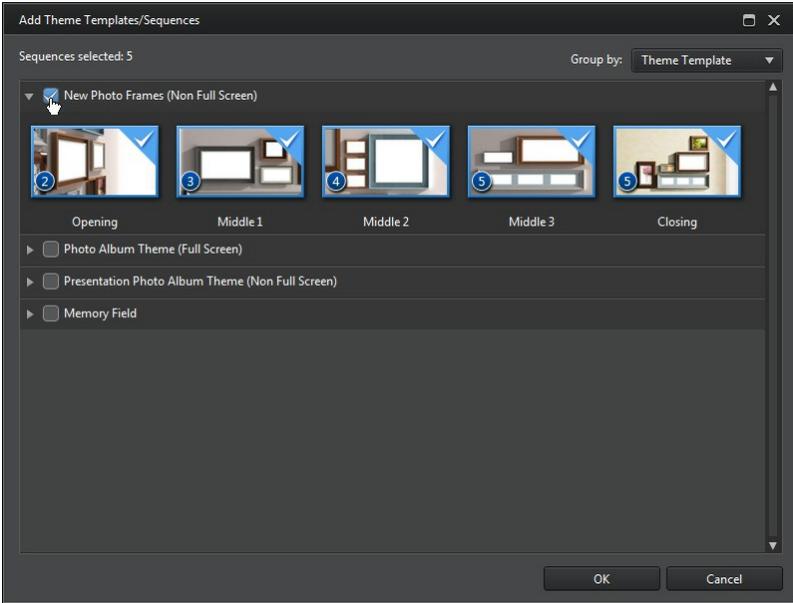
Adding Theme Templates/Sequences

In the Theme Designer you can use one or more theme templates, or just certain selected sequences, to create your video.

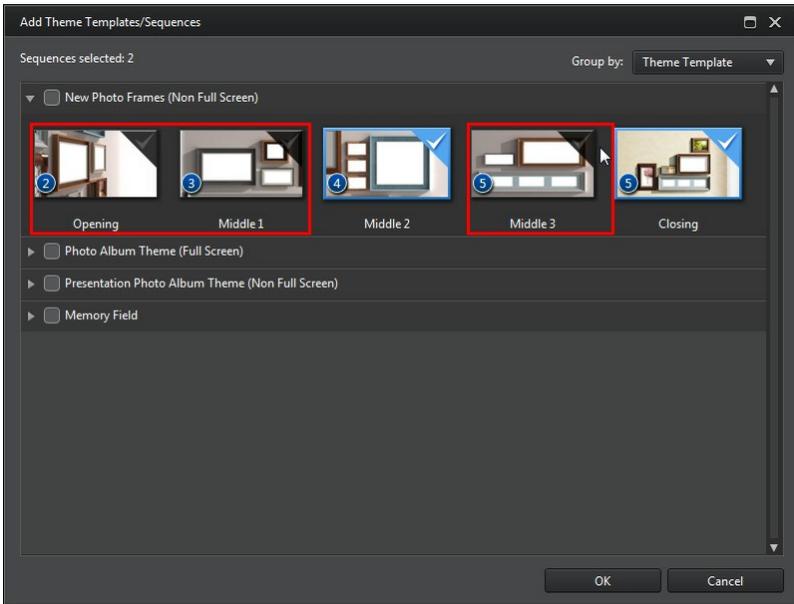
When you first enter the Theme Designer, you are prompted to select a theme template.



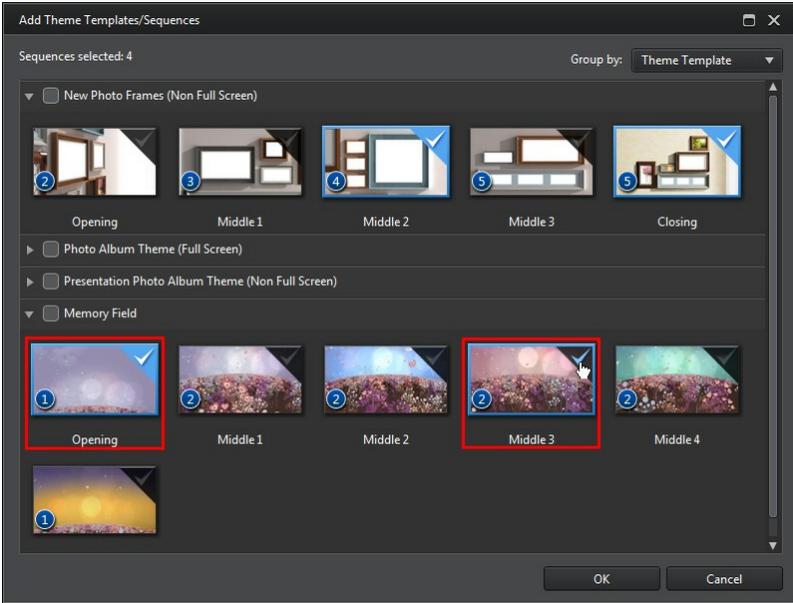
To add a theme template, just select it in the window and all of its sequences will be added.



If you don't want to use all the theme template's sequences, just deselect the ones you don't want to use.



You can also select sequences from other theme templates and include them in your video. The Theme Designer will remember the order of your selections.



Click **OK** once you have selected all the sequences. They will be loaded into the added sequences area of the Theme Designer.



If you'd like to add more sequences, just click the  button. You can drag and drop the sequences to reorder them, or right click to remove the selected one.

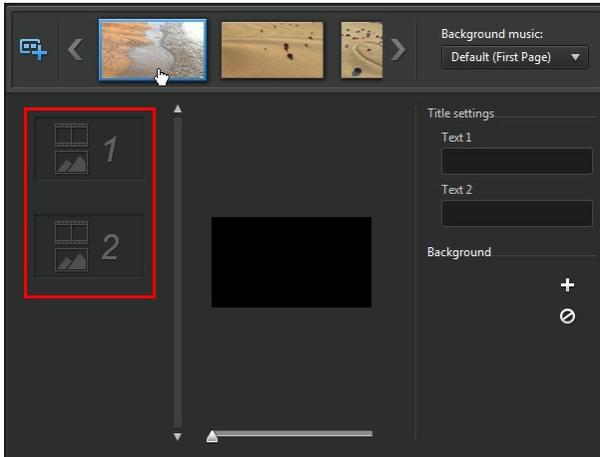
Adding Media Clips

Once you have selected the theme templates (and their sequences) that you want to use, you can start adding your images and video files to them.

Note: *the number of media files you can add to a sequence is dependent on its design.*

To add media into the selected sequences, do this:

1. In the added sequences area, select the individual sequence you want to add media to. Note the number of media slots that are available in the sequence content area. The number of available slots varies from sequence to sequence.

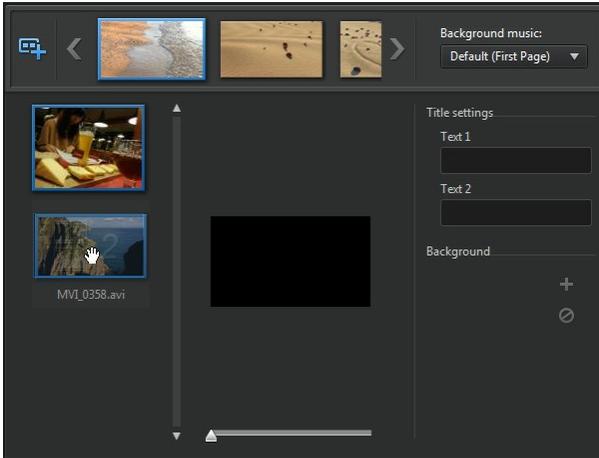


Note: some of the media slots in sequences allow you to add both images and videos into them, while others only allow one type of media.

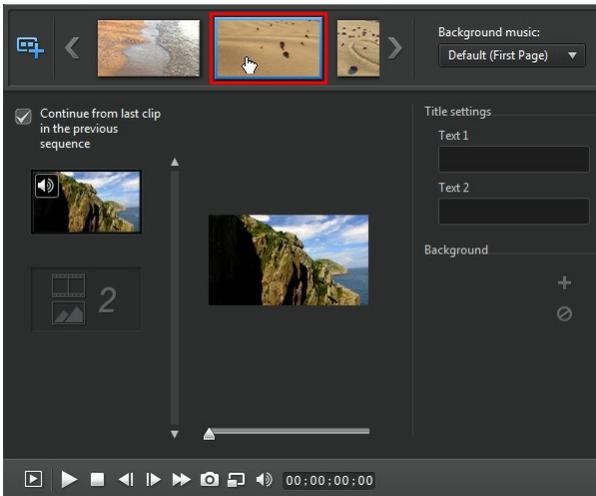
2. Click on the **Media** tab and then drag and drop the media that you want in the sequence to the desired slot.

Note: the media that is available on the Media tab are the videos and images you imported into the Media Room library. Click **Import Media** to import media from your computer's hard drive.

3. Continue this process until all the media slots have been used.



4. Select the next sequence, and then repeat steps 2 and 3 until all the media slots have been filled.



Note: if you want a media file to continue playing from one sequence to the next, ensure the **Continue from last clip in the previous sequence** is selected. The first media slot will be auto populated with the content from the last media slot on the previous sequence. Deselect this option if you want new media displayed in the next sequence.

- Continue selecting all the sequences in your video until all of the media slots and sequences contain media.

Note: when adding media you can also click the  button to auto fill all the empty media slots in the sequences. Select **Auto Fill by Library** Order to fill by the created date, as displayed in the Media Room library. Select **Auto Fill Using Videos First** if you want to add the video clips first.

Editing Media Clips

There are several editing options available for the media clips you want to use in the Theme Designer.

Note: the editing options in the Theme Designer are limited to video trimming, image duration, and adding effects. If you need to perform more complex editing on your media clips, it is recommended that you do this before importing the clips into the Theme Designer. See for [Editing Your Media](#) for more advanced editing options.

Trimming Video Clips

You can perform trims on the video clips used in the Theme Designer. To trim a video clip, right-click on it in the Theme Designer and then select **Trim**. Or hover your mouse over the video clip and click on  in its thumbnail. See [Performing a Single Trim](#) for detailed information on trimming video clips.

Muting Video Clips

Some theme templates and sequences contain background music that will be used in your video. Because of this, you may want to mute the audio in the imported video clips, so that it doesn't conflict with the background music.

To mute the audio in a video clip, hover your mouse over the video clip and then click on  in its thumbnail.

Modifying Image Duration

To modify the duration that an image clip is displayed in your outputted video, do this:

1. Right-click on it in the Theme Designer and then select **Set Duration**. Or hover your mouse over the image clip and then click on  in its thumbnail.
2. In the Duration Settings window, enter in the how long you want it to display in your video production. You can set the duration down to the number of frames.
3. Click on **OK**.

Applying Zoom In on Media Clips

Some media slots in sequences allow you to zoom in on the media clip that was added to it. If a zoom is available, then the  icon is displayed in the top right corner.

To apply a zoom in on the media clip, click on the  icon. Click  to remove it if required.

Adding Video Effects to Clips

In the Theme Designer you can add special effects to your images and video clips. Each special effect has unique attributes that you can customize to help achieve the impression you want in your video production.

To add a video effect to a clip, do this:

1. Click on the **Effects** tab.
2. Select an effect and then drag and drop it on the clip.
3. If required, right-click on the clip and then select **Modify Effect Settings**. Use the available sliders and options to customize the video effect to your preference. Click on **OK** to save your changes.

See Adding Video Effects for more information on video effects.

Editing Background Music

You can customize the music that is used in your video. To edit the background music, select one of the following options in the **Background music** drop-down:

- **Default (First Page):** select this option to use the background music that is included by default in theme templates.

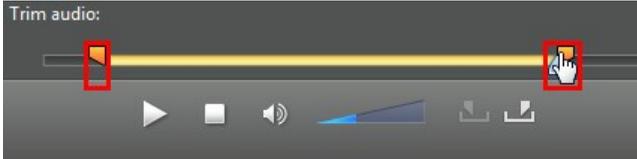
Note: if you select sequences from more than one theme template, the Theme Designer uses the background music that is applied to the first sequence in the video.

- **Imported:** select this option if you want to import your own custom background music from your computer's hard drive. Select the music you want to use and then click **OK** to set it as the music used.
- **No Music:** select this option if you don't want to have any background music in your video.

Background Music Preferences

You can trim the music used in your video or add fades. To do this, select **Preferences** in the **Background music** drop-down. Modify the music preferences as follows:

- if required, trim the background music using the player controls and the mark-in/mark-out indicators.



- if required, adjust the volume of the music using the available volume control.

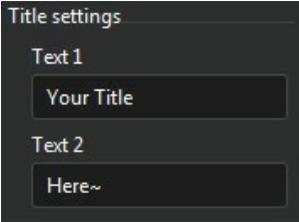


- if required, use the slider to mix the audio level, by deciding whether to have more background music or the original video's audio in the production.

Click **OK** to save your changes.

Editing Title Text

Some sequences contain title text that you can edit. If a sequence allows you to edit title text, the text fields in **Title settings** will become active when the sequence is selected.



To edit the title text, just enter the text you want to use in the fields provided. If you don't want any text displayed in the selected sequences, just make sure the text field blank.

Replacing Background Images

Some sequences let you replace their background image. A thumbnail of the background image is displayed in the **Background** area if the sequence has a replaceable background image.



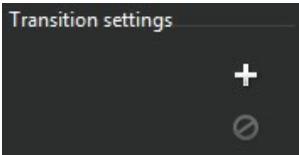
Click **+** to replace the background with an image from your computer's hard drive. Click **⊘** if you want to remove the background image from the sequence.

Adding Transitions Between Sequences

When viewing a video created with the Theme Designer, you will notice that there are transitions between the sequences in a theme template. These transitions are editable in theme templates named "with transitions". Transitions can also be added between sequences if you are using sequences from different theme templates.

Note: *in theme templates not named "with transitions", the transitions between sequences are not editable. These theme templates use your media to make the transitions between the sequences.*

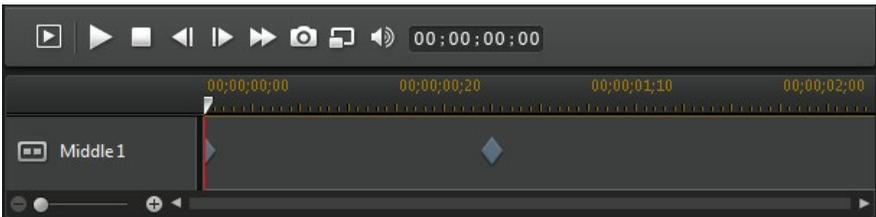
If adding a transition is available for a sequence, the **Transition settings** area displays when the sequence is selected.



Click **+** to add a transition before the selected sequence. Click **⊘** if you want to remove a selected transition from the sequence. See Using Transitions for more information on transitions.

Previewing and Saving Movies

As you are creating your video in the Theme Designer, you can preview your creation using the available preview controls.



Click **▶** to preview the entire movie, or **▶** to preview just the selected sequence. Click **⏏** to change the preview resolution, or **📷** to take a photo snapshot of your movie.

The keyframe indicators on the preview timeline indicate where the media files in the sequence are in the movie. Hover your mouse over a keyframe to view the clip information.

Once you are done previewing your movie and you are satisfied with the results, click on **OK** to close the Theme Designer, and import the created movie into the timeline.

Editing Created Movies

Once you have created your content in the Theme Designer and imported it into the timeline, you can edit it like any other video clip on the timeline. If you want to edit or replace the media used in the created movie you can do this in the Theme Designer.

To edit created content in the Theme Designer, do this:

1. Click on the created content in the timeline and then the **Theme Designer** function button.
2. As required, edit the video in the Theme Designer.
3. When you are satisfied, click **OK** to save your changes and import the updated created content into the timeline.

Chapter 7:

Arranging Media in Your Production

Once you have your media in the media library, you can begin putting your video production together by adding media clips to the editing workspace. You add the media clips in the order that tells the story you want to tell.

***Note:** the timeline view of the CyberLink PowerDirector workspace offers more editing freedom and ease of movement in your production. Be sure to consult the Timeline View and Timeline Behavior sections to get the most out of this view.*

There are several program features you can utilize to assist with the arrangement of media in your video production, including:

- **Magic Movie Wizard:** auto creates a movie for you, using the media clips and effects in your library. See Using the Magic Movie Wizard for more information.
- **Slideshow Creator:** auto creates a slideshow with your photos, in a few simple steps. See Using the Slideshow Creator for more information.
- **Timeline markers*:** add to the timeline ruler for more precise media clip placement on the timeline. See Timeline Markers for more information.
- **Music Beat Detection*:** use this feature to add music beat markers on the music beat track, which you can use to arrange media clips to the music. See Music Beat Detection for more information.

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Adding Video Clips and Images to the Timeline

To start creating your video production, begin adding video clips and images to the video tracks in the timeline.

If you are not sure which tracks you can add your media to, just select a clip in the media library. The tracks in the timeline you can add the media to will "light up".

For more information on what media you can add to which track, see Timeline Tracks.

Note: you may prefer to add video clips and images using the storyboard view, since this view is simpler than the timeline view. However, you can only add clips to the first track in this view. Therefore, this section uses the timeline view in all of the procedures.

You can add video clips and images at any position on any video track in the timeline. You no longer need to place your media on the top track or at the beginning of the timeline. You now have total freedom to add the media exactly where you want, and in the order you want it. Just start placing the media on a timeline track, in a sequence that tells your story.

Note: if you want to add media to a precise position on the timeline, consider using timeline markers. See *Adding Timeline Markers* for more information.

If you insert or drop media onto other existing media clips that are on the timeline, don't worry. CyberLink PowerDirector will prompt you to use its ripple editing feature to overwrite, split, trim, transition, or speed up media to help you easily place the media where you want it.

Once you add a video clip or image to any timeline track, click the **Modify** button above the timeline to edit its properties in the PiP Designer. See *Modifying Media in the PiP Designer* for more information.

Note: you can add additional tracks to your project's timeline in the *Track Manager*, allowing you to have up to 99 PiP objects displayed on a video at the same time. See *Track Manager* for more information.

Adding Video Clips and Images

You can add video clips and images onto any video track in the timeline, and at any position.

Note: when you add video clips to the timeline, CyberLink PowerDirector automatically adds its audio track (if available) to the linked audio track.

To insert video clips or images into the workspace, do one of the following:

- use the timeline slider to set the position where you want the media, select the media in the library, and then click  to add it to the selected video track.
- use the timeline slider to set the position where you want the media, right-

click on the media in the library, and then select **Insert on Selected Track** to add it to the selected video track.

You can also manually drag and drop a media clip to a desired position on a video track to add it to the timeline.

When adding a clip to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the newly added clip.
- **Insert Here and Move Clips on this Track to the Right:** select to split the clip and insert the new clip between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert Here and Move All Clips on the Timeline to the Right:** select to split the clip and insert the new clip between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
- **Crossfade:** select to lay the clip over a portion of the existing clip and auto add transitions between the two clips. CyberLink PowerDirector uses the fade transition on the video track, and the constant gain audio transition if both clips have audio on the corresponding audio track.

*Note: the **Crossfade** option does not overwrite the content on the track, instead adding an overlap transition between the two clips. See [Setting Transition Behavior](#) for more information. The **Crossfade** option is only available if the end of the new clip is not over any existing content on the track.*

When inserting a video file, if the timeline slider is in a gap between two clips on a timeline track, you are prompted to use one of these ripple editing options to insert the clip:

- **Trim the Inserted Clip to Fit the Gap:** select to have CyberLink PowerDirector auto trim off the end of the video clip to fit the gap to the right of the timeline slider.

Note: this feature is also available when inserting image clips into a timeline gap that have durations longer than the gap.

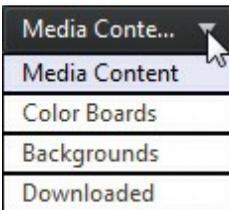
- **Speed up the Inserted Clip to Fit the Gap:** select to have CyberLink PowerDirector auto speed up the video clip so that it fits the gap to the right of the timeline slider.

Adding Color Boards and Backgrounds

The use of color boards allows you to insert solid frames of color into your video. Color boards are really useful as quick transitions between video clips or as background for titles and ending credits. Backgrounds provide interesting and creative environments for PiP objects, titles, and more.

Note: you can create your own custom color boards in the Media Room. See *Creating New Color Boards* for more information.

You can find color boards and backgrounds in your media library, by clicking  to open the explorer view, or selecting **Color Boards** or **Backgrounds** from the **Media Content** drop-down.



To insert color boards or backgrounds into the workspace, do one of the following:

- use the timeline slider to set the position where you want the color boards or backgrounds, select it in the library, and then click  to add it to the selected video track.
- use the timeline slider to set the position where you want the color boards or backgrounds, right-click on it in the library, and then select **Insert on Selected Track** to add it to the selected video track.

You can also manually drag and drop a color board or background to a desired position on a video track to add it to the timeline.

When adding a color board or background to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the color board/background.

- **Insert Here and Move Clips on this Track to the Right:** select to split the clip and insert the color board/background between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert Here and Move All Clips on the Timeline to the Right:** select to split the clip and insert the color board/background between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
- **Crossfade:** select to lay the color board/background over a portion of the existing clip and auto add a fade transition between the two clips.

*Note: the **Crossfade** option does not overwrite the content on the track, instead adding an overlap transition between the two clips. See *Setting Transition Behavior* for more information. The **Crossfade** option is only available if the end of the new clip is not over any existing content on the track.*

If the timeline slider is in a gap between two clips on a timeline track when inserting a color board or background, you are prompted to use this ripple editing option to insert the clip:

- **Trim the Inserted Clip to Fit the Gap:** select to have CyberLink PowerDirector auto set the duration of the color board/background to fit the gap to the right of the timeline slider.

Creating New Color Boards

CyberLink PowerDirector lets you create custom color boards using the color selector, or by selecting an area in the media file preview window.

Creating a Color Board Using the Color Selector

To create a color board using the color selector, do this:

1. Click on the  button.
2. Select **From Color Selector**.
3. In the color palette, do any of the following:
 - Select one of the basic colors.
 - Use the color picker to choose a color, and the leveler on the right to adjust the shade.

- Type in the desired HSL or RGB values.
4. Click **OK** to close the color palette and add the new color board to the media library.

Creating a Color Board from a Media File

To create a color board by selecting a pixel in the preview window, do this:

1. Add the media clip to the timeline that you want to use to create the color board.
2. If required, use the playback controls to find the frame of video that contains the color you want to use to create the color board.
3. Make sure the media file is selected in the timeline, i.e. that a preview of the media file is displayed in the preview window.
4. Click on the  button.
5. Select **From Preview**.
6. In the Select Color from Preview window, use the eye dropper to select the pixel in the video preview image that you want to use to create a color board.
7. Click **OK** to close the window and add the new color board to the media library.

Adding Audio Clips

Audio clips allow you to add background music or a narrative voice-over to your video production. You can add audio clips to the audio portion of a video track, to the voice track, or to the music track.

***Note:** you can add transitions between two audio clips on any of the available audio tracks. To do this, go to the Transitions Room and then select **Audio** from the transition library filter drop-down. See *Using Transitions* for more information on adding transitions between two clips.*

If you are not sure which tracks you can add audio to, just select a clip in the media library. The tracks in the timeline you can add the audio to will "light up". For more information on what media you can add to which track, see *Timeline Tracks*.

***Note:** you can add additional audio tracks to your project's timeline in the Track Manager. See *Track Manager* for more information.*

To insert audio into the workspace, do one of the following:

Note: if you want to add audio to a precise position on the timeline, consider using timeline markers. See Adding Timeline Markers for more information.

- use the timeline slider to set the position where you want the audio, select the audio file in the library, and then click:
 -  to add it to the audio portion of the selected video track.
 -  to add it to the voice track.
 -  to add it to the music track. The music track is always the bottom track in the timeline.
- use the timeline slider to set the position where you want the audio, right-click on the audio file in the library, and then select:
 - **Add to Voice Track** to add it to the voice track.
 - **Add to Music Track** to add it to the music track. The music track is always the bottom track in the timeline.

You can also manually drag and drop an audio clip to a desired position on any of the audio tracks available in the timeline.

When adding audio to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the newly added audio clip.
- **Insert Here and Move Clips on this Track to the Right:** select to split the clip and insert the new audio clip between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert Here and Move All Clips on the Timeline to the Right:** select to split the clip and insert the new audio clip between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
- **Crossfade:** select to lay the audio over a portion of the existing clip and auto add a constant gain transition between the two clips.

Note: the **Crossfade** option does not overwrite the content on the track, instead adding a transition between the two clips. The **Crossfade** option is only available if the end of the new clip is not over any existing content on the track.

If the timeline slider is in a gap between two clips on an audio timeline track when inserting audio, you are prompted to use one of these ripple editing options to insert the clip:

- **Trim the Inserted Clip to Fit the Gap:** select to have CyberLink PowerDirector auto trim off the end of the audio clip to fit the gap to the right of the timeline slider.
- **Speed up the Inserted Clip to Fit the Gap:** select to have CyberLink PowerDirector auto speed up the audio clip so that it fits the gap to the right of the timeline slider.

Magic Music

Magic Music* is designed to help you add music into your video production. In just a few simple steps, Magic Music can turn your video production into a professional looking movie through the addition of background music.

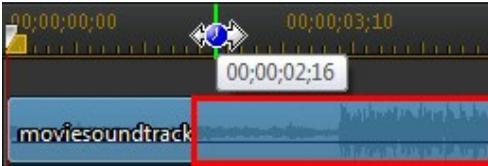
Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Click the  button located to the left of the timeline and then select **Magic Music** to open the Magic Music panel. Magic Music uses SmartSound to add music to your video production. Just follow the four steps on the user interface to select the music style (genre), song, and then duration, before applying your selection to your video production.

Note: SmartSound provides some music for you to use in your video production, but you can also purchase music. Click the **SmartSound** button to view SmartSound related copyright and purchasing information.

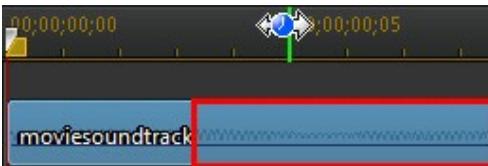
Syncing Audio

When you add independent audio to any of the audio tracks on the timeline, it is important to ensure that it syncs with the video in your production. CyberLink PowerDirector displays the audio waveform on each clip that is added to the timeline. The waveform is useful when trimming or splitting the audio clip, but also when trying to sync audio to the video in your production.



You can even zoom in on the timeline for more precise syncing, as the waveform is viewable down to the 1/10 frame level.

Note: if an audio clip's waveform is not displayed, it may be because this option was disabled in preferences. You can enable it again by selecting **Show sound waveform in timeline** in General Preferences.



Once zoomed in, you can use the waveform in conjunction with Timeline Markers to sync media more precisely in your video production.

Music Beat Detection

Use the Music Beat Detection* feature in CyberLink PowerDirector to analyze a music clip in your video production, and then add beat markers to the music beat track to help you sync the audio in your production. You can also manually add music beat markers.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

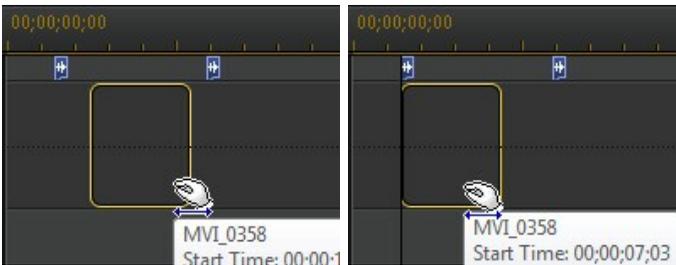
You can then use these music beat markers for more precise arrangement and syncing of media with the added music.

To add music beat markers, do this:

1. Add a music clip to an audio track on the timeline (audio, voice, or music track).
2. Right-click on the music clip and then select **Use Automatic Music Beat Detection**. The Automatic Music Beat Detection window opens.

3. Use the slider to set the **Minimum time between beat markers**. For example, if you know the beats in the music are once a second, you can set the slider to apply markers every 2.0 seconds if you want to place media on every other beat.
4. Click **Detect**. CyberLink PowerDirector will analyze the music clip, and then detect and apply the music beat markers to the music beat track.
5. Click on **Apply** to close the Music Beat Detection window.

Once the music beats markers are added, media will snap to them when added to a track on the timeline.



To remove the music beat markers, do one of the following:

- remove the music clip from the timeline.
- right-click on a music beat marker on the music beat track, and then select **Remove Selected Music Beat Marker**.
- right-click on the music beat track, and then select **Remove All Music Beat Markers**.

Manually Adding Music Beat Markers

To manually add music beat markers to the timeline, do this:

1. Add a music clip to an audio track on the timeline (audio, voice, or music track).
2. Right-click on the music clip and then select **Use Automatic Music Beat Detection**. The Use Automatic Music Beat Detection window opens.
3. If required, use the magnification tools to zoom in on the audio waveform for

the selected music clip.

4. Manually drag the timeline slider to the position on the audio waveform where you want to add the music beat marker.
5. Click **Add** (or the press the A key on your keyboard) to add a music beat marker at the current position.
6. Repeat the above steps to add as many music beat markers as you want.
7. Click on **Apply** to close the Music Beat Detection window.

***Note:** you can also use the player controls to play the music, and then continually click the **Add** button (or press the A key on your keyboard) to add the music beat markers when you hear a beat.*

Using the Magic Movie Wizard

If you are new to the editing process and not sure how or where to get started, then the Magic Movie Wizard can help. The Magic Movie Wizard takes all of your media and creates a completed video production in just a few steps. You can then edit the created production, output it to a file, or burn it to a disc.

***Note:** if you want more creative control than the Magic Movie Wizard provides, you can also use the Theme Designer to create your video production. The Theme Designer allows you to customize the theme templates used and choose the exact images, video clips, and background music you want in your production. See *Using the Theme Designer* for more information.*

To use the Magic Movie Wizard, do this:

1. Click the  button above the timeline and then select **Magic Movie Wizard**.
2. Select which media you want to use in your movie, as follows:
 - **Media Library:** the Magic Movie Wizard uses all of the media in the library to create your movie.
 - **Timeline:** the Magic Movie Wizard only uses the media that is currently on the timeline.

***Note:** any edits you previously made in your project to the clips in the timeline are ignored. The Magic Movie Wizard uses the source clips to create you final movie.*

- **Select items:** the Magic Movie Wizard only uses the media that is currently selected in the library.

3. Click **Next** to continue.
4. See the step by step description in Easy Editor for more information on the remaining steps in the Magic Movie Wizard.

Using the Slideshow Creator

The Slideshow Creator is the easiest way to instantly turn your photos into a dynamic slideshow.

To create a slideshow using the Slideshow Creator, do this:

1. Drag all the photos that you want in the slideshow into the timeline.
2. Make sure the photos are selected, and then click on the **Slideshow** button to launch the Slideshow Creator.
3. See the step by step description in Slideshow Creator for more information on the remaining steps required to create your slideshow.

Note: *after the Slideshow Creator has created your slideshow and inserted it into the timeline, if you would like to view each individual slide/photo in the slideshow for advanced editing, just right-click on the file in the timeline and then select **Show Individual Photos**.*

Chapter 8:

Editing Your Media

Once you have your video clips, audio files, and images in the editing workspace/timeline you can start editing them. Editing is a broad term that encompasses a number of different functions, including splitting, trimming, applying fixes, and much more.

This section describes all of the editing processes you can perform on your media clips.

Content Aware Editing

Use Content Aware Editing* on your video clips to automatically generate the best outputted video content for your production.

*Note: * optional feature in CyberLink PowerDirector.*

Content Aware Editing analyzes your video clips to find the portions that it believes are the best and most interesting moments, and also the portions that need fixing. You can then simply click on the "good parts" to include them in the video production, and choose to fix or trim away the "bad parts".

Note: during the analysis process, CyberLink PowerDirector also detects all the scenes in the video clips and marks them on the Content Aware Editing window timeline with .

To analyze the video clips and then open the Content Aware Editing window, do any of the following:

- right-click on a video clip in the media library or the timeline, and then select **Content Aware Editing**.
- click the  icon underneath a video clip's thumbnail in the media library.

If you would like to perform a batch analysis on multiple video clips at once, do this:

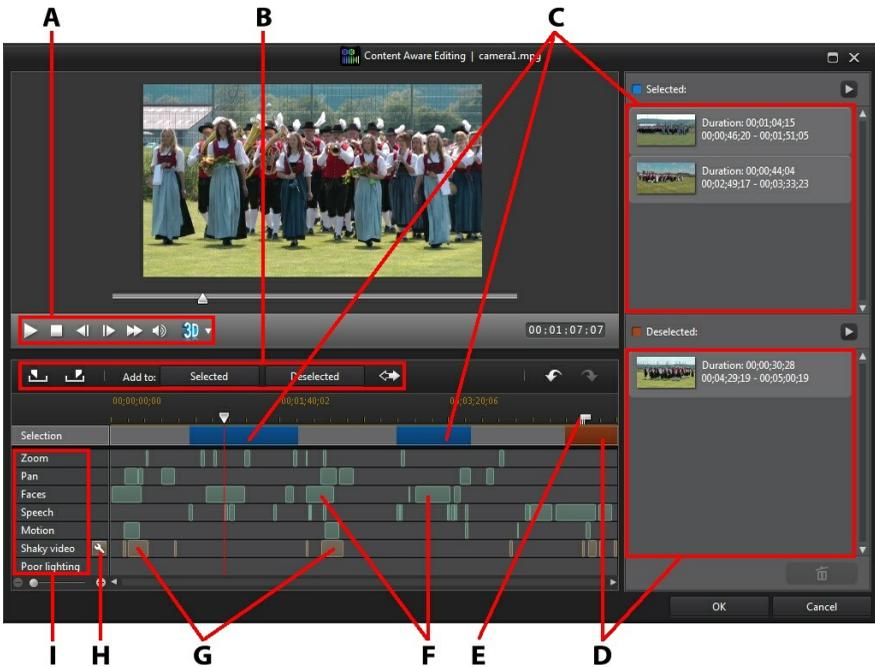
1. In the Media Room, click on  to access the library menu and then select **Content Aware Details**.
2. Select all the video clips in the **Analyze** column and then click the **Analyze** button.

- Once the analysis is complete, click the  button next to the video clip that you want to edit in the Content Aware Editing window.

Note: the Content Aware Details view displays the analysis results for all the video clips analyzed and edited in Content Aware Editing. See Content Aware Details for more information.

Using Content Aware Editing

When editing video clips in Content Aware Editing, its window displays as follows:



A - Player Controls, B - Segment Selection Tools, C - Selected Segments, D - Deselected Segments, E - Detected Scene Markers, F - Recommended Segments, G - Segments Need Fixing, H - Fix All Segments, I - Content Selection Categories

Note: the preview quality of the video in the Content Aware Editing window is dependent on preview quality setting specified in preview/display options. See Preview Quality for more information on selecting a preview quality.

In the Content Aware Editing window, the segments indicated in green are the

recommended portions of the clip that CyberLink PowerDirector believes are the most interesting, or are the "good parts". They may include camera zooms or pans, and segments that contain a lot of motion or people talking (speech). CyberLink PowerDirector also performs face detection on the video clip to highlight sections that include people's faces.

The light brown segments are parts that need fixing, because either the video is shaky or poorly lit. You can choose to fix or remove these "bad parts".

Check the content selection categories for details of what each highlighted segment consists of.

Note: hover your mouse over the highlighted segments for more detailed information about what they include.

The segments that are not highlighted are parts of your video that CyberLink PowerDirector believes are not necessary to include. You can however include these segments by selecting them with the mark in and out buttons.

Previewing the Video Content

Use the player controls to preview the entire video clip. To preview a specific highlighted segment, right-click on it and then select **Preview this Segment**. Playback stops once the selected segment playback is complete.

Fixing Content

If the segments that CyberLink PowerDirector has highlighted for removal contain parts of your video that you don't want to exclude, you can instantly fix them in the Content Aware Editing window.

To fix segments, do either of the following:

- right-click on the highlighted segment and then select **Apply Fix to Entire Scene**. Select this option to apply the required fix to the entire scene in the video clip, which is indicated by the detected scene markers. This ensures there are no sudden changes in lighting or other video properties in the scene. In the Auto Fixer window use the player controls to preview how the fixed content will look. If satisfied with the results, ensure that **Apply auto fix** is selected and then click on **OK** to apply the fix to the scene.

*Note: if no scenes were detected in your video clip, the fix is applied to the entire clip when **Apply Fix to Entire Scene** is selected.*

- right-click on the highlighted segment and then select **Apply Fix to this Segment**. Select this option to apply the required fix to just the selected segment of video. In the Auto Fixer window use the player controls to preview how the fixed content will look. If satisfied with the results, ensure that **Apply auto fix** is selected and then click on **OK** to apply the fix to the selected segment of the video clip only.
- click the  button to have CyberLink PowerDirector auto fix each of the highlighted segments in the same content selection category.

CyberLink PowerDirector will fix the segments, which are then indicated with a wrench icon.



*Note: if you'd like to undo any of the fixes you made in the Content Aware Editing window, just right-click on a fixed segment and then select **Remove Applied Fix**.*

Content Selection

Use the segment selection tools to begin selecting the video content you want to include in the trimmed clip. Any content segments you add to the deselected list, or do not select, will be trimmed out of the video clip.

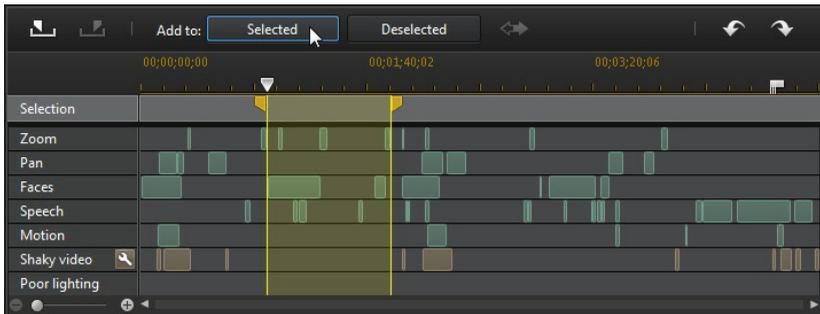
*Note: you must add at least one segment to the Selected list to enable the **OK** button and trim the video clip.*

Selecting Content

To select video content, do any of the following:

- click on a highlighted segment and then click the **Selected** button.
- right-click on a segment and then select **Add to Selected List**.
- click on  to add all of the video content, except the content in the Deselected list, to the Selected list. CyberLink PowerDirector will remove any content you previously added to the Selected list.
- use the player controls to find and then click on  to mark the beginning of a segment of video you want to include. Use the player controls or drag the timeline slider and then click  to mark the end. Once selected, click on

Selected to add to the Selected list.



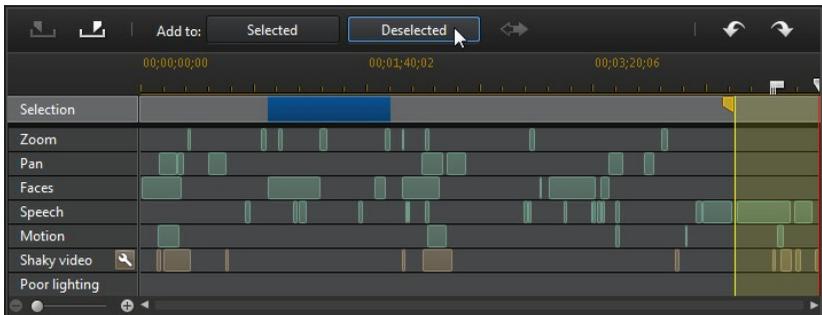
Once you are done selecting all the content, click the  button in the Selected list to preview what the trimmed video clip will look like. Select a segment and then click  if you want to remove it from the list.

Click on **OK** to trim the video clip as specified. The trimmed video is automatically inserted into the timeline at the current timeline slider position.

Deselecting Content

To deselect video content, do any of the following:

- click on a highlighted segment and then click the **Deselected** button.
- right-click on a segment and then select **Add to Deselected List**.
- use the player controls to find and then click on  to mark the beginning of a segment of video you **do not** want to include. Use the player controls or drag the timeline slider and then click  to mark the end. Once selected, click on **Deselected** to add to the Deselected list.

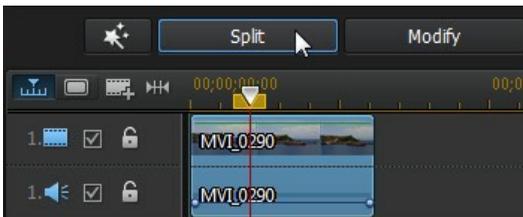


Once you are done deselecting all the content, click the  button in the Deselected list to preview the content that will be trimmed out. Select a segment and then click  if you want to remove it from the list.

Click on **OK** to trim the video clip as specified. The trimmed video is placed in the timeline for you automatically.

Splitting a Clip

You can quickly split a media clip that is on any track in the timeline into two separate clips. To do this, move the timeline slider (or use the player controls) to the position in the clip where you want to split it. Next, click the **Split** button to separate it into two clips that you can then move around separately from one another.





You can also use it to quickly remove unwanted portions of a media clip, or if you want to insert other media between the two portions.

Unlinking Video/Audio Clips

When you add a video clip with audio to the timeline, its audio portion is visible on its corresponding audio track. You can unlink the two portions of the clip, allowing you to modify them separately, remove one completely from the timeline, or use it elsewhere in your project.

To unlink the audio from a video clip, right-click on it in the timeline and then select **Unlink Video and Audio**. To link the two files back together, select them both, right-click on them, and then select **Link Video and Audio**.

Trimming Video and Audio Clips

Use the trim functions to remove unwanted portions from your video and audio clips. You can use the **Single Trim** function to trim off the beginning and/or ends of a video clip, or the **Multi Trim** function to remove multiple portions at once. The Trim Audio function lets you trim audio visually, using its waveform.

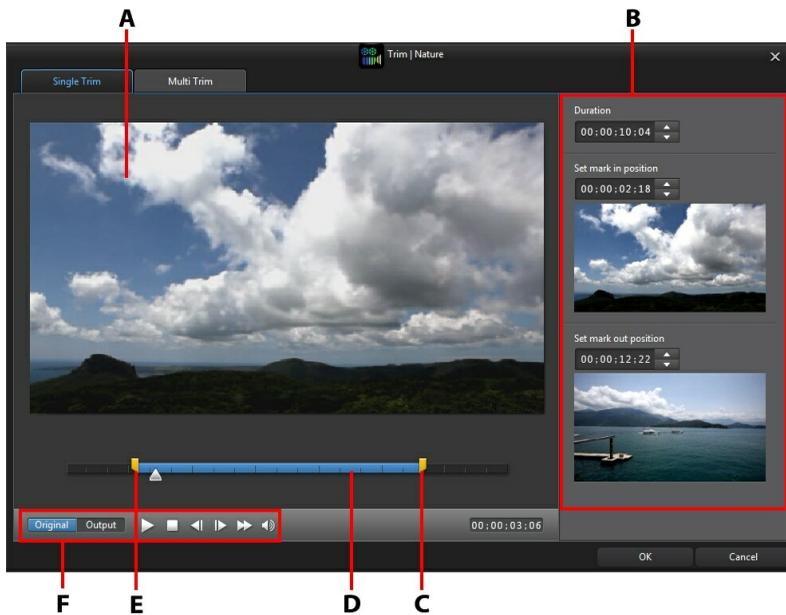
***Note:** when you trim media clips, the program does not delete any of the original source media's content. It just marks the requested edits on the clips and then applies the edits when it renders the final video during production.*

Trimming a Video Clip

To trim a video clip, select it in the timeline and then click the **Trim** function button.

Performing a Single Trim

Use the video trim function to quickly trim off unwanted portions at the beginning and end of a video clip on the timeline.

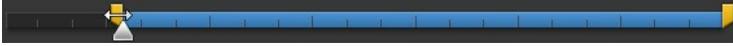


A - Preview Area, B - Marked Positions in Clip, C - Mark Out Position Slider, D - Selected Content, E - Mark In Position Slider, F - Player Controls

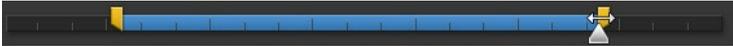
To trim a video clip, do this.

1. Select the video clip on the timeline you want to trim, and then click on the **Trim** button above the timeline.
2. If required, click on the **Single Trim** tab.

- Use the player controls to find where you want the trimmed clip to begin, and then click  to set the mark in position or drag the mark in position slider to this position.



- Use the player controls to find where you want the trimmed clip to end, and then click  to set the mark out position or drag the mark out position slider to this position.

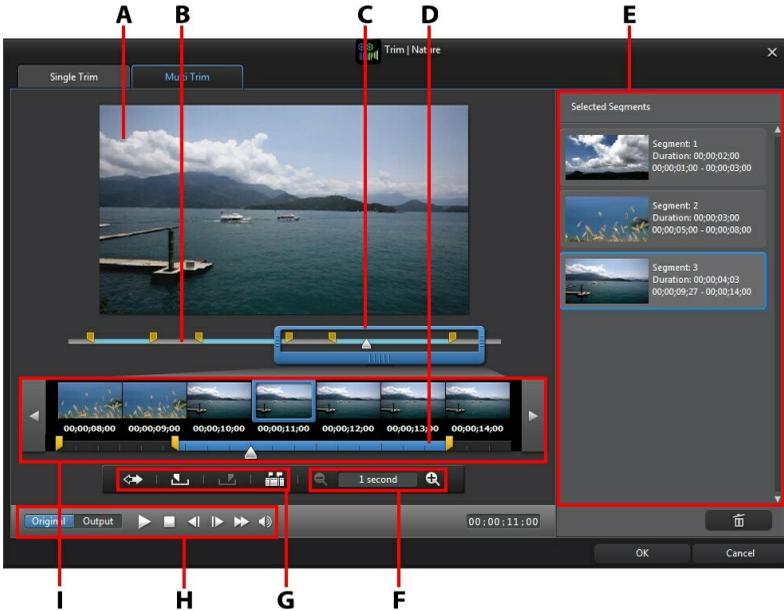


- If required, you can preview what the trimmed clip will look like by clicking **Output** and then clicking the play button on the player controls. Click **Original** if you want to play the original video.
- Click **OK** to set your changes and trim the clip.

Note: you can reenter the trim window to refine the trimmed clip at any time. You can also drag the trimmed edges of a video clip on the timeline as well.

Performing a Multi Trim

The multi trim function lets you trim out one or more segments of a video clip at once, resulting in a series of clips that are independent from the original video.



A - Preview Area, B - Timeline, C - Timeline Magnifier*, D - Magnified Timeline, E - Selected Segments, F - Magnifier Controls*, G - Trimming Tools, H - Player Controls, I - Frame Display

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

To perform a multi trim on a video clip, do this.

1. Select the video clip on the timeline you want to trim, and then click on the **Trim** button above the timeline.
2. Click on the **Multi Trim** tab.
3. If required, use  and  to change the magnification level on the video clip. You can magnify the timeline down to each individual frame for a more precise edit. The size of the timeline magnifier changes based on the magnification level set.
4. Use the player controls to find the beginning of the first trimmed segments, or the mark in position.
5. Click  to set the mark in position.

6. Use the player controls or drag the timeline slider to position where you want the first segment to end, and then click  to set the mark out position. The trimmed segment is added to Selected Segments section.
7. Repeat the above steps to trim out all the required segments.
8. If required, you can preview what the trimmed clip will look like by clicking **Output** and then clicking the play button on the player controls. Click **Original** if you want to play the original video.
9. Click **OK** to set your changes and trim the clip.

Note: the segments of video that CyberLink PowerDirector inserts into the timeline are indicated in blue. If you want to remove these segments from the trimmed video clip, click the  button to invert the trimming results.

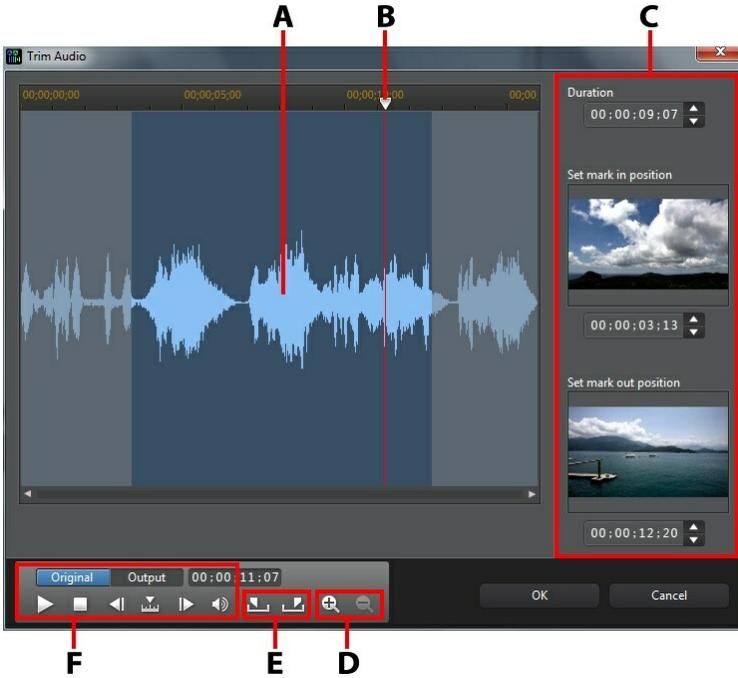
Extra Trimming Tools

On the Multi Trim tab, you can also use the following extra trimming tools to:

- you can manually drag the mark in and out sliders on the timeline or magnified timeline to edit the current positions if required.
- detect all the scenes in the selected video clip by clicking on . Once selected, choose whether you want the program to add all the scenes to the trimmed segments area, or just mark the scene breaks for you on the timeline.

Trimming an Audio Clip

Use the audio trim function to quickly trim off unwanted portions at the beginning and end of an audio clip on the timeline.



A - Audio Waveform, B - Timeline Slider, C - Marked Positions in Clip, D - Zoom Controls, E - Mark In/Out Buttons, F - Player Controls

To trim an audio clip, do this.

1. Select the audio clip on the timeline you want to trim, and then click on the **Trim** button above the timeline.
2. If required, use  and  to zoom in and out on the audio waveform for a more precise edit.
3. Use the player controls to find where you want the trimmed clip to begin, or the mark in position.
4. Click  to set the mark in position.
5. Use the player controls or drag the timeline slider to position where you want to audio clip to end, and then click  to set the mark out position.
6. Click **OK** to set your changes and trim the clip.

Note: you can reenter the trim window to refine the trimmed clip at any time. You can also drag the trimmed edges of the audio clip on the timeline as well.

Setting a Media Clip's Duration

When you add images, color boards, and backgrounds to a timeline track, you set how long they are displayed in your video production. Unlike video and audio clips which have a maximum length, these media clips can have any duration you want.

Note: to set the duration of a video or audio clip, see *Trimming Video and Audio Clips*.

To set a media clip's duration, do this:

Note: you can also set the duration of effects, such as PIP objects, particle effects, and title effects, using this same method.

1. Select the clip in the timeline.
2. Click the **Duration** button (or right-click on the clip, select **Set Clip Attributes**, and then select **Set Duration**).
3. In the Duration Settings window, enter in the how long you want it to display in your video production. You can set the duration down to the number of frames.
4. Click on **OK**.

You can also change the duration of a media clip (including video and audio clips) by selecting it and then dragging the end of the clip to the desired length.

Note: you can only lengthen a video or audio clip back to its original duration.

Setting TV (Video Clip Interlacing) Format

All video clips have an interlacing (TV) format, which specifies how frames are displayed. Using video clips with conflicting (or incorrect) TV formats can result in degraded video quality in your final production.

Before you produce your video, it is recommended that you set all of the video clips to the same format. While CyberLink PowerDirector can normally detect and suggest the correct format, some interlaced video (such as a video with very little motion) may be misjudged as a progressive video.

CyberLink PowerDirector automatically produces interlaced video for DVD, SVCD

and DV-AVI. Only change this setting if you are sure that CyberLink PowerDirector has wrongly set the format.

***Note:** this is an extremely important step to take before production, as it can drastically affect final video quality. It is recommended that you check the user guide for your video camcorder to determine what format your video should be.*

To set a video clip's TV format, do this:

1. Right-click on a video clip in the timeline, select **Set Clip Attributes**, and then **Set TV format**.
2. In the Interlace/Progressive Settings window, do one of the following:
 - click the **Scan and Suggest Format** button to have CyberLink PowerDirector auto detect and set the format for you.
 - manually select one of the three available formats. See the description on the right of the window for a detailed description of each format.
3. Click **OK** to set your changes.

Adjusting Video Clip Aspect Ratio

Some of the video clips in the timeline may not have the same aspect ratio as your video production. You can adjust the aspect ratio for these clips, so that all the media in your video production has the same aspect ratio.

To adjust a video clip's aspect ratio, do this:

1. Right-click on a video clip in the timeline, select **Set Clip Attributes**, and then **Set Aspect Ratio**.
2. In the Clip Aspect Ratio Settings window, do one of the following:
 - if you want your project to use the original aspect ratio of the selected video clip, select **Detect aspect ratio automatically**. If the clip's aspect ratio is different from the project's, then CyberLink PowerDirector will letterbox the video clip to fill in the rest of the frame.
 - if the aspect ratio of the selected clip is 4:3, then select **The aspect ratio of the video is 4:3** option. If the project ratio is 16:9, select the stretch method to convert the 4:3 clip to 16:9.

- if the aspect ratio of the selected clip is 16:9, then select **The aspect ratio of the video is 16:9** option. If the project ratio is 4:3, select the stretch method to convert the 16:9 clip to 4:3.
- if the selected clip has an aspect ratio other than 4:3 or 16:9, then select the **Neither 4:3 nor 16:9** option. Next, select the stretch method to convert the video clip's aspect ratio to the project's aspect ratio.
- if you are not sure what the aspect ratio of the original video clip is, click the **Detect and Suggest** button. CyberLink PowerDirector will select one of the above options for you.

***Note:** for best results when changing a clip's aspect ratio, select the CLPV option. CLPV (CyberLink Pano Vision) is video stretching technology from CyberLink that produces minimal distortion in the center of the picture.*

3. Select the **Apply to all video clips** option if you want to apply the current setting to all the video clips on the same track.
4. Click **OK** to set your changes.

Stretching Images

Some of the images/photos in the timeline may not have the same aspect ratio as your video production. You can stretch these images, so that all the media in your video production has the same aspect ratio.

To stretch an image, do this:

1. Right-click on an image in the timeline, select **Set Clip Attributes**, and then select **Set Image Stretch Mode**.
2. In the drop-down in the Image Stretch Mode Settings window, select one of the following:
 - **Stretch clip to 4:3/16:9 aspect ratio:** select this option if you want CyberLink PowerDirector to stretch the sides of the select image to fit your project's aspect ratio.
 - **Use CLPV to stretch clip to 4:3/16:9 aspect ratio:** select this option to use CLPV to stretch the image. CLPV (CyberLink Pano Vision) is an image stretching technology from CyberLink that produces minimal distortion in the center of the image.
3. Select the **Apply to all image clips** option if you want to apply the current setting to all the image clips on the same track.

4. Click **OK** to set your changes.

Cropping Images

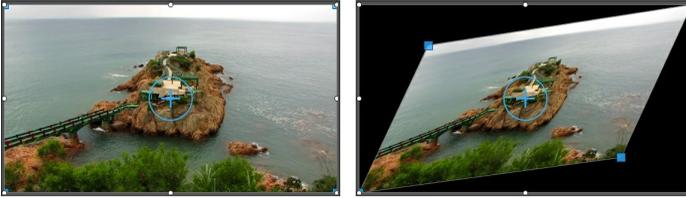
You can completely customize the aspect ratio of the images in your video production or crop out unwanted portions of a photo, using the crop image function.

To crop an image, do this:

1. Select the image in the timeline and then click the **Crop Image** button. You can also right-click on the image and then select **Crop Image**.
2. Set the size of the crop area by selecting one of the following:
 - **4:3**: gives the crop area, and the resulting cropped image, a 4:3 aspect ratio.
 - **16:9**: gives the crop area, and the resulting cropped image, a 16:9 aspect ratio.
 - **Freeform**: select if you want to manually resize the crop area on the image and give the resulting cropped image a custom aspect ratio.
 - **Custom**: select if you want to set a custom aspect ratio for the cropped image using the **Width** and **Height** fields.
3. Use the **Crop size** controls to set the size of the crop area, and the resulting cropped image. You can also manually drag the edges of the crop area on the image to resize it as required.
4. Click **OK** to set your changes and crop the image.

Changing the Shape of Media

CyberLink PowerDirector lets you change the shape of the media in your video production. Videos, images, and PiP objects added to the timeline have freeform properties, so you can easily change their shape to create media that is different from the usual rectangle or square shape.

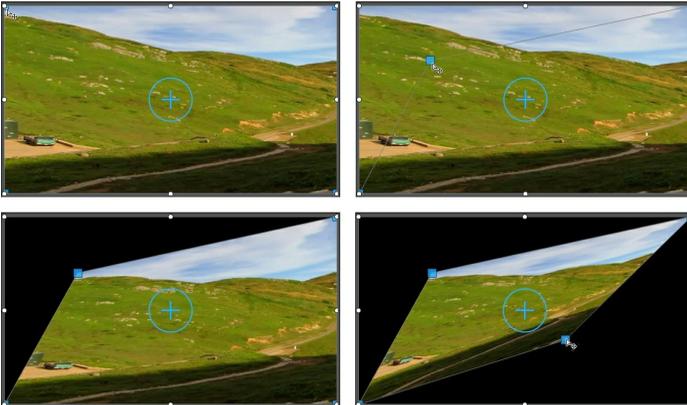


CyberLink PowerDirector lets you change the X and Y positions for the four corners and the center of a media clip, giving it a custom freeform shape.

Note: the top-left corner of the video frame is the 0 axis, with the bottom-right corner having a value of 1.0, 1.0. The center position in the video frame is 0.500, 0.500.

To change the shape of a media clip, do this:

1. Select a media clip on the timeline, and then ensure that you are in the **Clip** preview mode so that the media crosshairs are displayed.
2. Use your mouse to click and drag the blue nodes in the corners of the media clip, changing it to the desired freeform shape.



Note: you can also change the shape of media clips by altering their freeform positions using keyframes. See *Utilizing Keyframes on Media* for more information.

Fixing and Enhancing Images/Videos

Click the **Fix/Enhance** button to apply instant fixes, such as lighting adjustments, video stabilization, video/audio denoise, and fixing rotational camera shake*, on the images and videos in your video production. You can also enhance the media by adjusting color, white balance, or applying TrueTheater HD* technology from CyberLink on videos. The Fix/Enhance feature can also adjust the 3D orientation* of media to fix the 3D effect on the media.

Note: * optional feature in CyberLink PowerDirector.

To begin fixing and enhancing your media, select it in the timeline and then click the **Fix/Enhance** button.

Click on the  button to consult the iHelp for information on using the available fix and enhance tools.

You can apply fixes and video enhancements to the entire duration of a media clip, or customize how they are displayed using keyframes. See Utilizing Keyframes on Media for more information on customizing the way the fixes and enhancements are displayed in your video production.

Applying ColorDirector Color Effects (Presets)

In the Fix/Enhance panel you can apply CyberLink ColorDirector presets on your video clips, instantly transforming the color and look of the clips.

Note: ColorDirector presets can be downloaded from DirectorZone and imported into the Fix/Enhance panel by clicking  and then selecting the downloaded preset file on your hard drive.

To apply a ColorDirector color effect, do this:

1. Select the video clip in the timeline and then click the **Fix/Enhance** button.
2. Select the **Color Effect** check box.
3. Select one of the available color effects to apply it to the selected clip.

Advanced Fixes and Enhancements

If you have CyberLink PhotoDirector* and/or ColorDirector* installed on your computer, you can access the advanced fixes and enhancements available in these programs from within CyberLink PowerDirector. The adjustments you make to your media clips are then imported back into your current video production.

Note: * optional feature in CyberLink PowerDirector.

CyberLink PhotoDirector is a photography program that lets you manage and adjust your digital photos. CyberLink ColorDirector is a video editing program that turns your video footage into eye-catching movies through the use of video color creating and correcting.

To adjust an image in CyberLink PhotoDirector, do this:

1. Select the image clip on the timeline, click the **Fix / Enhance** button above the timeline, and then the **PhotoDirector** button. The CyberLink PhotoDirector program opens.
2. Perform the adjustments on the image as necessary. Please consult the help file in CyberLink PhotoDirector for detailed information on adjusting and editing images in that program.
3. Once you finish adjusting the image file in CyberLink PhotoDirector, click the **Back** button within the program. Your changes are saved and the adjusted image is imported back into the timeline.

To adjust a video clip in CyberLink ColorDirector, do this:

1. Select the video clip on the timeline, click the **Fix / Enhance** button above the timeline, and then the **ColorDirector** button. The CyberLink ColorDirector program opens.
2. Perform the adjustments on the video clip as necessary. Please consult the help file in CyberLink ColorDirector for detailed information on adjusting video clips in that program.
3. Once you finish editing the video clip in CyberLink ColorDirector, click the **Back** button within the program. Your changes are saved and the adjusted video clip is imported back into the timeline.

Utilizing Keyframes on Media

Use keyframes in your video production to define the start and end points of an applied fix, enhancement, or effect on images, videos, and audio. You can also use keyframes to change the volume level of your video and audio clips at specific moments.

To use keyframes on your media, select the clip on the timeline and then click the **Keyframe*** button to open the Keyframe Settings panel. See the available Keyframe Settings below, and Adding Keyframes for information on applying these settings at different moments in your video production.

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

In the Keyframe Settings panel, the following options are available, depending on the type of media selected:

***Note:** once you have customized the fixes, enhancements, and effects on a clip using keyframes, you can right click on the clip and select **Copy Keyframe Attributes**. This allows you to paste all of its keyframe attributes onto another clip in the timeline, applying the same changes to the clip. To apply just some of the keyframe attributes modified in this panel, just right click on **Fix/Enhance, Effect, Clip Attributes, or Volume** to copy and paste the changes to another clip.*

Fix/Enhance

Use the available sliders to fix and enhance images, videos, and audio clips at the current keyframe in your video production.

- **Lighting Adjustment:** adjust the lighting in video clips using the **Degree** slider. Select **Extreme backlight** if you need to adjust the back lighting in the clip.
- **Video Denoise:** use the **Degree** slider to increase or decrease the amount of video noise in video clips.
- **Audio Denoise:** for video and audio clips, use the Audio Denoise feature to remove unwanted noise from clips. Select the type of noise from the drop-down you are removing, and then use the **Degree** slider to set the intensity of denoise on the clip.
- **Video Enhancement:** use the **Degree** slider to set the amount of TrueTheater HD video enhancement applied to video clips.
- **Color Adjustment:** use the available sliders to adjust the exposure, brightness,

contrast, hue, saturation, sharpness, and more on images and videos.

- **White Balance:** use the **Color temperature** and **Tint** sliders to manually adjust the white balance in images and videos, or select **White calibration** and then click  to have CyberLink PowerDirector auto calibrate for you.

Effect

When you apply video effects to media clips on the timeline, you can use keyframes to adjust the intensity of the effect at different moments of the clip. See Adding Video Effects for information on adding effects to your media.

Note: the settings and sliders that are available in the Keyframe Settings panel are completely dependent on the type of effect you are editing.

Clip Attributes

In the Clip Attributes section you can adjust the opacity, size, freeform shape, and more for media clips in your video production.

- **Opacity:** use the slider to adjust the opacity of images and video clips at different moments (keyframes) in your video production.
- **H scale:** set the height of media clips in at different moments (keyframes) in your video production.
- **W scale:** set the width of media clips in at different moments (keyframes) in your video production.
- **Rotation:** enter in the preferred orientation in degrees for media clips at different moments (keyframes) in your video production.
- **Motion:** in the fields provided, enter the **X** and **Y** position of the center of the selected media clip at different moments (keyframes) in your video production. Changing these values for different keyframes will create motion in the clip.

Note: CyberLink PowerDirector sets the value of the top-left corner of the media as the 0 axis, with the bottom-right corner having a value of 1.0, 1.0. The center position in the video frame is 0.500, 0.500.

- **Freeform position:** in the eight freeform position fields provided, define the shape of the selected media clip by setting the **X** and **Y** positions for its four corners in the video frame. By entering different values at different moments (keyframes) in your video production, the clip's freeform shape can change over time in your video production. See Changing the Shape of Media for more information on freeform media clips.

- **Enable 3D depth on the PiP media:** if you are creating a 3D video production, select this option to give the PiP media a 3D* effect. Once enabled, use the slider to set the amount of depth you want the PiP media to have in 3D. Dragging the slider left will make the 3D PiP object seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

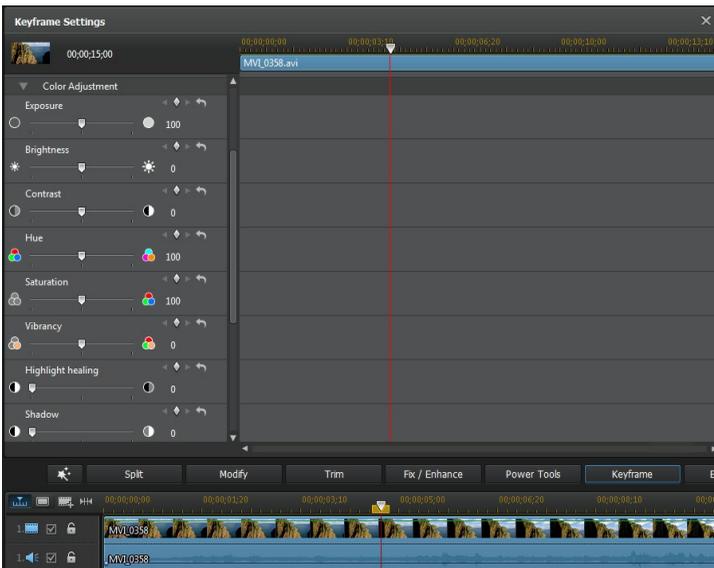
Note: when using this feature, select the  button to enable 3D mode for best editing results. See *Previewing in 3D Mode* for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Volume

For video and audio clips in your video production, use the available slider to adjust the level of the selected clip's volume at different moments in your production.

Adding Keyframes

In the Keyframe Settings window, there is a mini timeline for the selected media clip. The timeline matches the duration of the selected media clip.

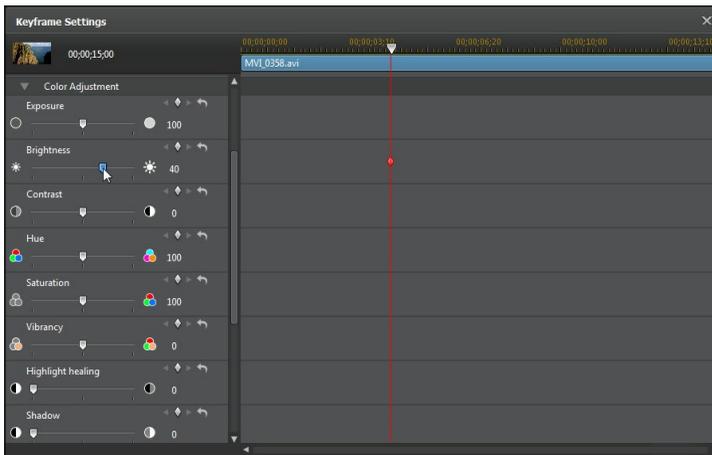


You can resize the timeline ruler and move the timeline slider, just like on the main timeline.

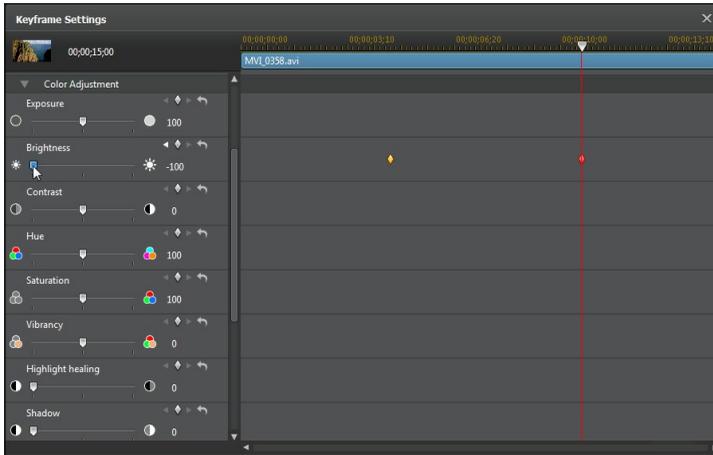
To add a keyframe to the keyframe timeline, do this:

Note: once you have customized the fixes, enhancements, and effects on a clip using keyframes, you can right click on the clip and select **Copy Keyframe Attributes**. This allows you to paste these keyframe attributes on another clip in the timeline, applying the same changes to the clip.

1. Use the player controls to find the moment in your media clip where you want its properties to change.
2. In the panel on the left, use the slider or other options to change the clips properties as required. Note that a keyframe marker is added at that moment in timeline.



3. Use the player controls to find the next moment you want to add the next keyframe, and then modify the clip properties as required again.



4. Repeat these steps to create the kind of effect you want in your video production using keyframes. In the above example, the brightness of the media clip will slowly dim between the two keyframe moments.

Modifying and Removing Keyframes

At any time you can modify the keyframes added, by selecting it and changing the clip's properties, or dragging it to another position on the timeline. To remove a keyframe, select it on the timeline and then click .

Power Tools

Select a media clip on the timeline and then select the **Power Tools** button to perform a range of powerful functions, including:

- **2D to 3D***: select this option to convert any 2D images or videos into 3D, using TrueTheater 3D. Use the **Scene Depth** slider to adjust the amount of depth in the resulting 3D image.
- **Video/Audio in Reverse***: when enabled on a selected video or audio clip, it plays backwards.
- **Video Crop**: select this option to crop or zoom in on a specific portion of a video clip. Select the **Crop Video** button to define the area you want to zoom

in on (crop). You can then customize the motion on the cropped portion of video. See Magic Motion Designer for information on customizing the motion on the cropped section of video.

- **Video/Audio Speed:** select this option to change the speed of a video or audio clip. For an advanced slow motion effect, use the **Slow motion video with frame interpolated technology*** option. Select **Stretch audio** (between 2X and 0.5X only) to stretch the audio to match the new video's length. Deselect this option to mute the audio. You can also enter a new duration in **New video length** video to manually increase/reduce a video clip's speed.

Note: you can also hold down the Ctrl key on your keyboard and then click and drag the edge of a video or audio clip on the timeline to manually change its speed to fit your required duration.

- **Video/Photo Rotation:** select this option and then use the buttons to rotate a video or image up to 360 degrees in either direction. You can also enter in a custom rotation amount in the field provided, and press the Enter key on your keyboard to apply it.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Muting Audio

You can mute the audio in a video clip (or in any audio clip on the timeline) simply by right-clicking on it in the timeline and then selecting **Mute Clip**. If you added any audio volume keys previously, they are hidden.

To restore sound to the clip, right-click on the clip and then deselect **Mute Clip**.

*Note: if you would like to mute the audio of an entire track, right-click on the track and then select **Mute Track**. This is useful if you have video on a PiP track and you don't want any of its audio in your final production.*

Advanced Audio Editing

You can edit the audio in your video production in CyberLink AudioDirector* and/or WaveEditor*, depending on your preference and which one is installed on your computer. CyberLink AudioDirector and WaveEditor are companion programs that let you perform more advanced editing on your audio clips.

To edit an audio clip in CyberLink AudioDirector or WaveEditor, do this:

1. Select an audio or a video clip (with audio) on the timeline, click the **Edit**

- Audio*** button above the timeline, and then select **AudioDirector** or **WaveEditor**. The CyberLink AudioDirector/WaveEditor program opens.
2. Perform the edits on the audio clip as necessary. Please consult the help file within the program directly for detailed information on editing audio.
 3. Once you finish editing the audio file in CyberLink AudioDirector/WaveEditor, exit the program, and then click **Yes** to save your changes and import your edited audio clip back into the timeline.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Time Info

When a DV-AVI video clip captured from a DV tape camcorder or an EXIF image is added to the timeline, the **TimeInfo** button is enabled. Click the **TimeInfo** button to enable the date or time stamp (displayed as an image) that was captured from the original camcorder or digital camera. You may also add a text remark to your video or image if required.

Note: CyberLink PowerDirector does not support the enabling of running time codes on video files.

Magic Fix

With Magic Fix CyberLink PowerDirector can auto stabilize videos taken with shaky hands, enhance a video's audio, or the quality of a video's image. Magic Fix can also auto remove red-eye from photos, or improve the clarity on photos that are out of focus.

To use Magic Fix to fix and edit a media clip, select it on the timeline, click on the  button above the timeline, and then select **Magic Fix**.

Click on the  button to consult the iHelp for more information on using these features.

Magic Cut

You can use Magic Cut* to have CyberLink PowerDirector auto-edit your video clips using video technology that locates and keeps the most interesting moments, while discarding sections of lesser importance. The Magic Cut tool is ideal for

condensing long video segments into shorter clips. For example Magic Cut can edit a one hour video down to ten minutes.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

To use Magic Cut on a video clip, select it on the timeline, click on the  button above the timeline, and then select **Magic Cut**.

Click on the  button to consult the iHelp for more information on using this feature.

Chapter 9:

Adding Effects

You can add many different kinds of effects to your video production, including video effects that you apply to a portion or the entire media clip. Use Magic Motion to apply a motion effect to images in your video production, or the Magic Style and Freeze Frame features to auto create some effects for you.

Adding Video Effects

Select the  button to open the Effect Room and access over 100 effects you can add to your images and video clips. Each effect has unique attributes that you can customize to help achieve the impression you want in your video production.

Note: *CyberLink PowerDirector 12 includes the new* video effects lens flare, tilt shift, water reflection and magnifier. You can find these effects by clicking on the **Special** tag in the explorer view.*

CyberLink PowerDirector now includes many video effects from NewBlue*. To view these effects, select the **NewBlue Art Effects** filter from the drop-down in the effects library. To view extra help and information about these effects, add them to your production, select them, and then click the **Modify** button. In the Effect Settings panel, select the **Help** and **Information** buttons for more detailed information.

Note: ** optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

To insert a video effect to a portion of a clip in the timeline, do one of the following:

- select an effect in the Effect Room and then click  to add it to the effect track at the current position of the timeline slider.

Note: *videos effects in the effect track are applied to all the video tracks that are positioned above it in the timeline.*

- drag an effect from the Effect Room into the effect track directly beneath the clips on the tracks that you want to apply it to.
- right-click on an effect and select **Add to Timeline** to add it to the current position of the timeline slider.

- click  and then select **Apply Random Video Effect** to add a random video effect at the current position of the timeline slider.

When adding an effect to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing effect, or you drop it on an existing effect, you are prompted to do one of the following:

- **Overwrite:** select to overwrite the existing effect with the newly added effect.
- **Insert Here and Move Clips on this Track to the Right:** select to split the effect and insert the new effect between the two portions. CyberLink PowerDirector also only moves the effects on the same track to the right.
- **Insert Here and Move All Clips on the Timeline to the Right:** select to split the effect and insert the new effect between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted effect, right.

*Note: once an effect is added to the effect track, select it and then click the **Modify** button to edit the effect's settings. See *Modifying a Video Effect* for more information.*

To add a video effect to an entire clip in the timeline, do this:

- select an effect in the Effect Room, drag it to a video track, and then drop it on top of the clip you want to apply it to. The video effect is applied to the entire duration of the clip.

*Note: to modify the settings of a video effect applied to the entire clip, select the clip on the timeline and then click the **Effect** button. See *Modifying a Video Effect* for more information.*

Modifying a Video Effect

Many video effects let you customize their properties, such as the intensity, position, and much more. You can customize a video effect for the entire duration (clip mode) or customize it using keyframes (keyframe mode).

To modify a video effect, double click on it in the timeline or select it and then click **Modify**. To modify a video effect that is applied to an entire clip, select the clip and then click the **Effect** button above the timeline.

You can modify video effects in one of two modes:

Note: the type of modifications that are available in the Effect Settings panel are completely dependent on the effect you selected.

- **Clip Mode:** when the Effect Settings panel first opens, it displays in clip mode. Any changes you make to the effect's settings are applied for the entire duration of the effect. Use the available sliders and options to customize the video effect to your preference.
- **Keyframe Mode*:** some effects utilize keyframes to customize an effect's settings. Keyframes are frames of your video that define the start and end points of an effect, for example the intensity of an effect between two keyframes. To customize an effect in keyframe mode, click the **Keyframe** button in the Effect Settings panel. See Utilizing Keyframes on Media for detailed information on using keyframes to customize effects in your production.

***Note:** to remove an effect applied to an entire clip, deselect the effect name in the Effect Settings panel when in Clip Mode. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Using Magic Motion

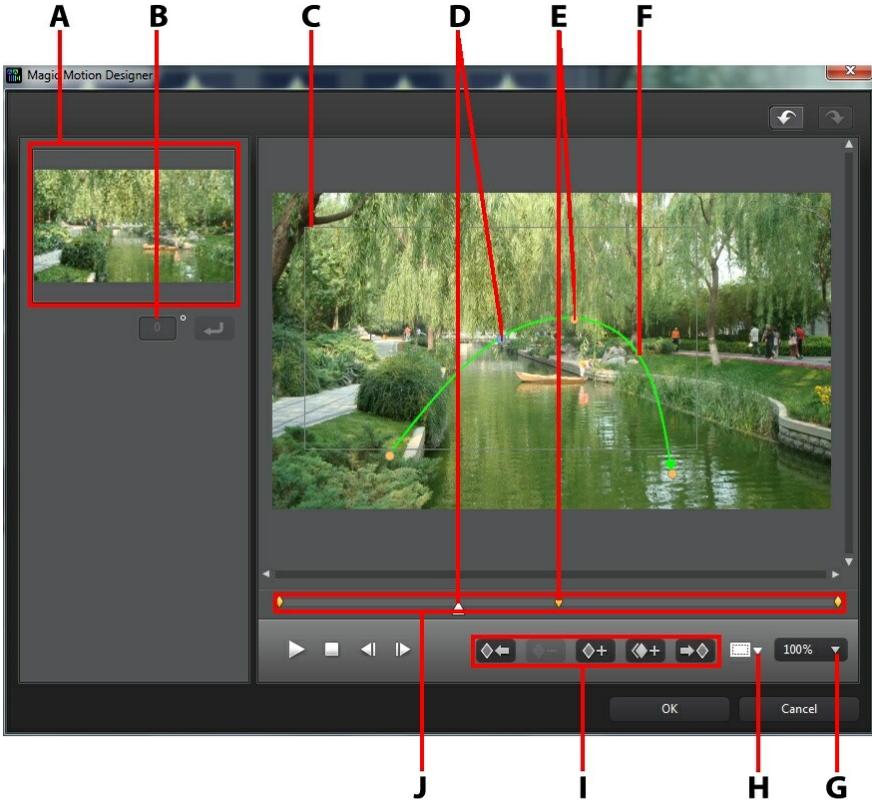
CyberLink PowerDirector's Magic Motion tool adds zooms or pans to images, creating a motion effect in your final video. You can select from a number of motion templates for each photo in your project, or use the Magic Motion Designer to customize the motion to your liking.

To use Magic Motion, do this:

1. Select an image on the timeline, click the  button above the timeline, and then select **Magic Motion**. The Magic Motion panel opens.
2. Select one of the available Magic Motion templates.
3. Use the preview player controls to preview the applied motion template.
4. If required, click on the **Motion Designer** button to customize the motion in the Magic Motion Designer.

Magic Motion Designer

After you select a motion template to apply to the selected image, select the **Motion Designer*** button to customize the motion in the Magic Motion Designer.



A - Preview Area, B - Rotation Amount, C - Focus Area, D - Timeline Indicator, E - Keyframe Indicator, F - Motion Path, G - Zoom In/Out, H - TV Safe Zone/Grid Lines, I - Keyframe Buttons, J - Keyframe Timeline

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

The Magic Motion Designer uses keyframes to customize the motion on an image. Keyframes are frames of your video that define the start and end points of an effect, which in this example is motion or the size of the focus area.

In the Magic Motion Designer you can:

- use the player controls or drag the slider to preview the current motion in the preview window.
- click on  to add keyframes to the motion path. By adding keyframes you can alter the motion or size of the focus area between two points on the keyframe timeline.
- click on  to duplicate the previous or next keyframe on the keyframe timeline. Doing this copies the properties of the specified keyframe to the new position.
- resize the focus area to define the part on the image you want to highlight or focus on.
- click and drag the motion path to alter the movement of the focus area.
- add a rotation effect on the focus area by entering the rotation amount in the field provided and then clicking . You can also click and drag  to rotate the focus area manually.
- click on to  to zoom in or out. Zooming in is useful for precise movement of motion, while you can zoom out if you want to start the motion off screen.
- click on  to use the TV safe zone and grid lines to help with the precise placement of the focus area on the image. Select **Snap to Reference Lines** to have the focus area snap to the grid lines, TV safe zone and boundary of the video area.

Using Magic Style

With Magic Style you can auto create professional looking videos using pre-designed style templates. Magic Style includes pre-designed opening sequences, transitions, and effects to automatically generate professional-looking videos on your timeline.

Note: the Magic Style templates with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions.

To use Magic Style to add effects and some style to media clips in your video production, select them on the timeline, click the  button above the timeline,

and then select **Magic Style**.

Click on the  button to consult the iHelp for more information on using this feature.

***Note:** if you want more creative control than the Magic Style provides, you can also use the Theme Designer to create your video production. The Theme Designer allows you to customize the theme templates used and choose the exact photos, video clips, and background music you want in your production. See Using the Theme Designer for more information.*

Using the Freeze Frame Effect

Right-click on a video clip on the timeline, select **Edit Video/Photo** and then **Freeze Frame** to instantly create a freeze frame effect. CyberLink PowerDirector takes a snapshot of the current frame of video and then inserts it into the timeline, along with a video and title effect, creating a freeze frame effect. Edit the inserted image and effects to your specification to ensure the freeze frame effect fits your requirements.

You can choose to not have CyberLink PowerDirector insert the effects by deselecting the option in preferences. See Editing Preferences for more information.

Chapter 10:

Creating PiP Effects

In CyberLink PowerDirector there are many PiP (picture in picture) effects you can create and use in your video production. PiP effects not only include the use of PiP objects, but also adding motion or modifying the properties of media clips on any track in timeline, creating custom hand drawn paint animation objects in the Paint Designer, using the chroma key effect, and much more.

Adding PiP Objects

Click the  button to open the PiP Objects Room to access a library of PiP objects, or graphics, that you can add on top of the video or images on a video track.

***Note:** the PiP Objects Room also includes paint animation objects. See Using the Paint Designer for more information.*

To insert a PiP object, or paint animation object, to the timeline, do one of the following:

***Note:** you can download additional PiP and paint animation objects from the DirectorZone web site. See Downloading from DirectorZone for more information.*

- use the timeline slider to set the position where you want the PiP or paint animation object, select it in the library, and then click  to add it to the selected video track.
- use the timeline slider to set the position where you want the PiP or paint animation object, right-click on it in the library, and then select **Add to Timeline** to add it to the selected video track.

You can also manually drag and drop a PiP or paint animation object to a desired position on a video track to add it to the timeline.

When adding a PiP or paint animation object to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of these ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the PiP/paint animation object.

- **Insert Here and Move Clips on this Track to the Right:** select to split the clip and insert the PiP object/paint animation object between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert Here and Move All Clips on the Timeline to the Right:** select to split the clip and insert the PiP/paint animation object between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
- **Crossfade:** select to lay the PiP/paint animation object over a portion of the existing clip and auto add a fade transition between the two clips.

*Note: the **Crossfade** option does not overwrite the content on the track, instead adding an overlap transition between the two clips. See [Setting Transition Behavior](#) for more information. The **Crossfade** option is only available if the end of the new clip is not over any existing content on the track.*

If the timeline slider is in a gap between two clips on a timeline track when inserting a PiP or paint animation object, you are prompted to use this ripple editing option to insert the clip:

- **Trim the Inserted Clip to Fit the Gap:** select to have CyberLink PowerDirector auto set the duration of the PiP/paint animation object to fit the gap to the right of the timeline slider.

Once added to the timeline, select the PiP object and then click the **Modify** button to edit its placement, motion, and more in the PiP Designer. See [Modifying Media](#) in the PiP Designer for more information. For information on setting the amount of time the PiP effect appears in your video production, see [Setting a Media Clip's Duration](#).

Creating Custom PiP Objects

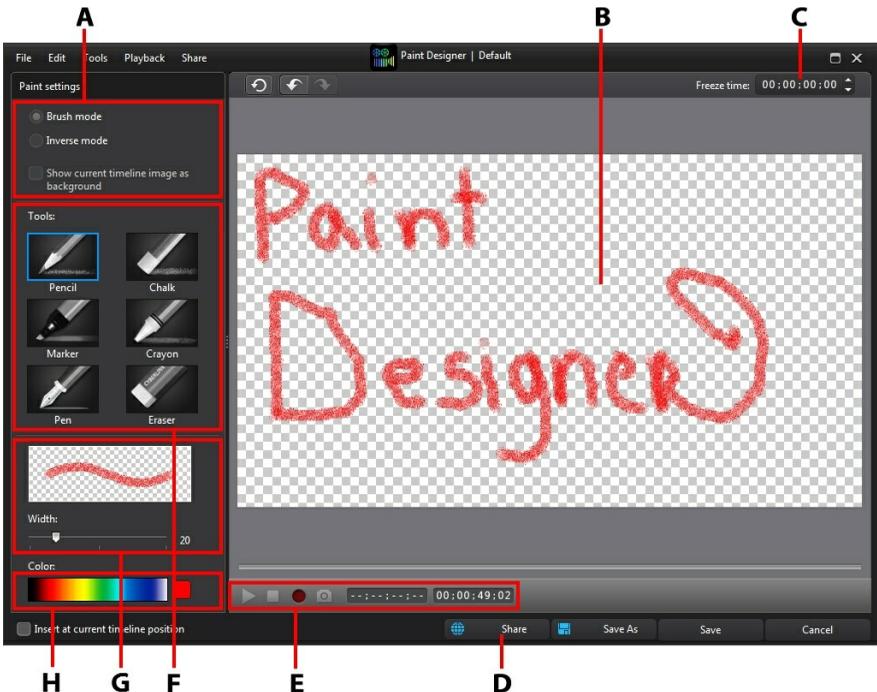
You can create a custom PiP object using your own graphics and images. To create a custom PiP object, do this:

1. Click on  to open the PiP Objects room.
2. In the PiP Objects room, click on .
3. Select the image file on your computer you want to use.
4. Click **Open** to import it and open the PiP Designer. See [Modifying Media](#) in the PiP Designer for details on editing the object's properties in the PiP Designer.

Using the Paint Designer

The Paint Designer* lets you create hand drawn paint animation objects (such as your written signature) on top of a color board, image, or video clip in your video production.

Click on  and then  to open the Paint Designer.



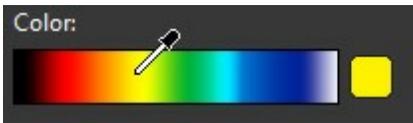
A - Paint Settings, B - Paint Canvas, C - Freeze Time, D - Upload to DirectorZone, D - Capture Controls, E - Tools, F - Set Brush Width, G - Set Brush Color

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

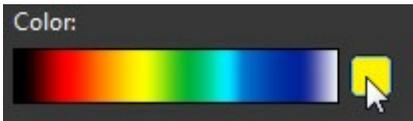
Creating a Paint Animation

To create a new hand drawn paint animation object, do this:

1. Click on  and then  to open the Paint Designer.
2. Select the type of brush in the **Tools** area that you want to use. Each tool creates a different looking line.
3. Use the slider to set the width of the drawn line.
4. In the Color area, hover your mouse over the color band and then use the eye dropper to set the color of the drawn line.



- Or click the colored box beside the color band to select it from the color palette.



5. Before you start drawing, be sure to set the Paint Settings as follows:
 - **Brush mode:** select to draw on the paint canvas with the selected tool.
 - **Inverse mode:** select to switch the paint canvas background to a solid color, which you erase as you draw.
 - **Show current timeline image as background:** insert a media clip on the timeline, use the timeline slider to find a frame you want to use as a background, and then select this option to use it as a guideline when drawing. The background image is not included in the paint animation object.
6. If required, input a **Freeze time** in the field provided. This time should equal the duration you want the finished drawing to be displayed at the very end of the resulting paint animation object.
7. Click the  button and then start drawing on the paint canvas. CyberLink

PowerDirector captures your mouse strokes to create a paint animation object.

8. When you are done, click on  again. Use the player controls to preview your paint animation object if required.
9. Select the **Insert at current timeline position** option if you want to insert the saved paint animation object at the current position on the timeline when you are done.
10. Once you are satisfied, click on the **Save** button to save it to the PiP Objects library. When prompted to save, enter a custom name for the new paint animation, use the slider to select the frame in the paint animation you want to use as its thumbnail in the library, and then click **OK**.

Editing Paint Animation Objects

At anytime you can edit the paint animation objects that are in the PiP objects library. Just select the paint animation and then click on .

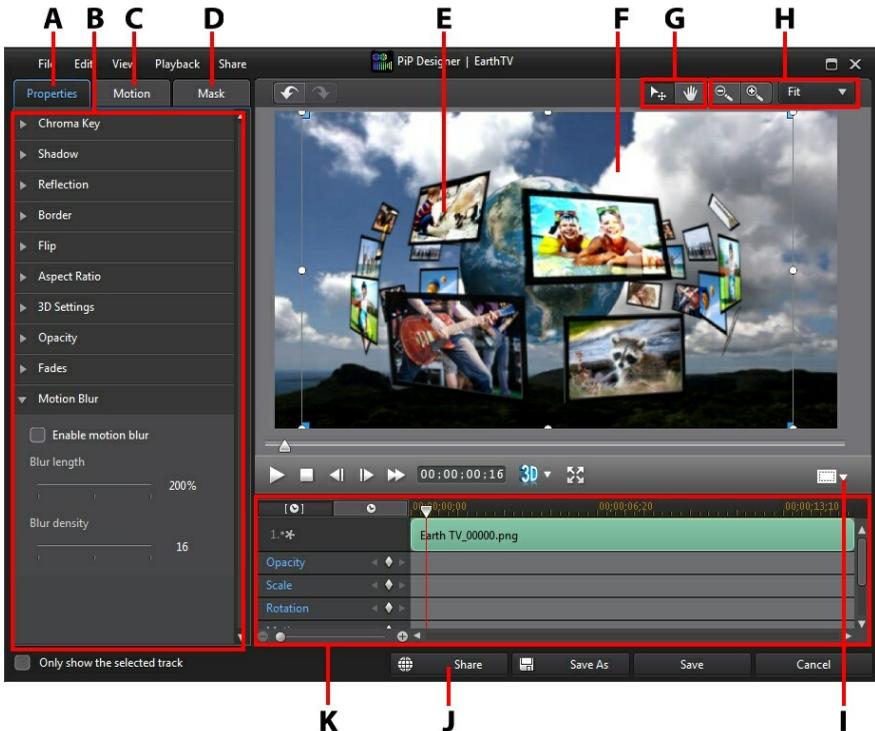
When editing a paint animation object, you can:

- use the player controls to preview the paint animation.
- click the  button to add more content to the end of the drawing.
- click the  button to take a snapshot of a frame in the paint animation, and save it as a new image in the media library.

Modifying Media in the PiP Designer

When you add a video clip, image, or PiP object to a video track you can apply PiP effects to it in the PiP Designer*. PiP (picture-in-picture) effects include making your media transparent, applying borders, shadows, chroma key (green screen), motion, motion blur, and more.

To open the PiP Designer, select a video clip, image, or PiP object on the timeline and then click the **Modify** button.



A - PiP Effect Properties Tab, B - PiP Effect Properties, C - Motion Tab, D - PiP Masks Tab, E - PiP Object, F - Background Video, G - Mode Selection, H - Zoom Tools, I - TV Safe Zone/Grid Lines, J - Upload to DirectorZone, K - PiP/Keyframe Timeline

Note: if you have trouble clearly seeing some elements of the media you are modifying in the PiP Designer because they blend into the background, try clicking the  button to change the preview background type.

You can also open the PiP Designer by:

- clicking on  in the PiP Objects room to create a new PiP object template from scratch by importing a custom image.
- selecting an existing PiP object in the PiP Objects room, and then clicking on  to edit the template.

Mode Selection and Zoom Tools

When modifying PiP media in the PiP Designer use the mode selection and zoom tools for assistance.

Note: when modifying PiP media in the PiP Designer, use the player controls to preview, and click  to preview the effect at full screen.

Mode Selection

In the PiP Designer there are two selection modes. Click the  button to enable the PiP media selection. When selected, you can freely click and move the PiP media to different areas of the video frame.

Click the  button to enable a mode that lets you drag the view in the PiP Designer. This mode is especially helpful when applying PiP motion effects to media that start off screen.

Zoom Tools

Use the zoom tools  and  to zoom out and in on the preview window when modifying PiP media. You can also select the viewer zoom amount from the drop-down to set the size of the PiP media preview. Select **Fit** to resize the PiP media so that it fits in the PiP Designer's viewer window.

Note: you can also hold down the **Ctrl** key on your keyboard and then use the mouse scroll wheel to zoom in or out on the PiP media.

Modifying PiP Media Size and Position

You can change the size, position, and orientation of the media clip or object in a PiP effect. The resizing options are unrestricted. You can reduce the clip to miniature size or enlarge it to completely obscure any underlying media content on the timeline.

Note: click on  to use the TV safe zone and grid lines to help with the precise placement of the PiP effect on the video. Select **Snap to Reference Lines** to have the PiP effect snap to the grid lines, TV safe zone, and boundary of the video area.

To modify PiP media size, position, or orientation:

- click and drag a corner or side to resize the PiP media.

Note: click the **Aspect Ratio** item on the Properties tab, and then deselect **Maintain aspect ratio** to resize the media clip or PiP object more freely.

- click on the PiP media and drag it to a new position.
- click on  above the PiP media and drag it left or right to change its orientation.
- click and drag the blue nodes in corners to change its shape. See Changing the Shape of Media for more information.

Note: you can use keyframes to customize the size and shape of PiP media. See Utilizing PiP Keyframes for more information.

Modifying PiP Media Properties

Click on the PiP effect **Properties** tab to change the properties of the PiP media. On this tab, you can do the following:

- Using Chroma Key
- Applying a Shadow
- Adding a Reflection
- Applying a Border
- Flipping PiP Media
- Setting Aspect Ratio
- Enabling 3D Depth

- Setting PiP Media Opacity
- Applying Fades
- Applying Motion Blur

Note: while modifying the PiP effect properties, you can select the **Only show the selected track** option to hide any other media that is displayed in the preview window while modifying.

Using Chroma Key

Select the **Chroma Key** option and then **Enable chroma key** to add a chroma key (green screen) effect to your PiP media. Once enable, do this:

1. Click on  and then select the color in the image or video clip that you want to replace/make transparent.
2. Adjust the **Tolerance of hue**, **Tolerance of saturation**, and **Tolerance of luminance** sliders to remove the selected color/background (green screen). Adjust until the image or video behind your PiP media is completely revealed, without any loss of quality on the PiP media.
3. Use the **Edge sharpness** slider to fine tune the edges of the PiP media on the revealed background. Using this slider can make the PiP effect look more authentic by sharpening the edges.

Applying a Shadow

Select the **Shadow*** option and then **Apply shadow** to add a shadow on the PiP media. Available options allow you to change the shadow's color, direction, and distance from the PiP effect. You can also set the transparency and blur levels of the shadow using the available sliders.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Adding a Reflection

Select the **Reflection** option and then **Enable reflection** to add a reflection of the PiP media onto the background media. Use the **Distance** slider to set space between the reflection and the PiP media. Use the **Transparency** slider to set the opacity of

the reflection.

Applying a Border

Select the **Border** option and then **Apply border** to add a border around the PiP media. Use the **Size** slider to set the width of the border, and use the **Blur** and **Transparency** sliders to customize its appearance.

Selecting Border Color

When selecting the color of the border, you have the following options in the **Fill type** drop-down:

- **Uniform color:** select this option if you want the border to be one solid color. Click the colored square to open the color palette and select the desired border color.
- **2 color gradient:** select this option if you want the border color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **4 color gradient*:** select this option if you want the border to consist of four colors. Click the colored squares to set the colors in each of the four corners of the border.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Flipping PiP Media

Select the **Flip** option and then **Enable flip object** to flip the PiP media upside down or from left to right, depending on your requirement.

Setting Aspect Ratio

Select the **Aspect Ratio** option and then **Maintain aspect ratio** if you want to ensure the PiP media's aspect ratio does not change while you are moving or resizing it. Deselect this option if you want to change the PiP media's shape or alter its aspect ratio.

Enabling 3D Depth

If you are creating a 3D video production, select the **3D Settings** option and then **Enable 3D depth*** to give the PiP media a 3D effect.

***Note:** when using this feature, select the  button to enable 3D mode for best editing results. See *Previewing in 3D Mode* for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Once enabled, use the slider to set the amount of depth you want the PiP media to have in 3D. Dragging the slider left will make the 3D PiP object seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

***Note:** you can use keyframes to customize when the 3D depth is applied. See *Utilizing PiP Keyframes* for more information.*

Setting PiP Media Opacity

Select the **Opacity** option to use the **Opacity (keyframe)** slider to set how transparent the PiP media is.

***Note:** you can use keyframes to customize when the opacity is applied. See *Utilizing PiP Keyframes* for more information.*

Applying Fades

Select the **Fades** option to apply a fade effect on the PiP media. Select whether to enable a fade-in and/or fade-out on the PiP media.

***Note:** when a fade is applied, note that keyframes are added to the Opacity keyframe timeline so you can customize the length of the fade, if required. See *Utilizing PiP Keyframes* for more information.*

Adding Motion to PiP Media

Click on the **Motion** tab to add motion* to PiP media, allowing it to move across the screen. You can choose from a number of predefined motion paths or create your own custom PiP motion. You can also add a rotation effect to the PiP media.

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Adding PiP Effects With Predefined Motion

To add a predefined motion to a PiP media, select the motion path template in the list that fits your requirements. Note that keyframes are added to the Motion track of the PiP Designer keyframe timeline. See Customizing PiP Motion and Utilizing PiP Keyframes for detailed information on using keyframes to customize PiP motion.

Customizing PiP Motion

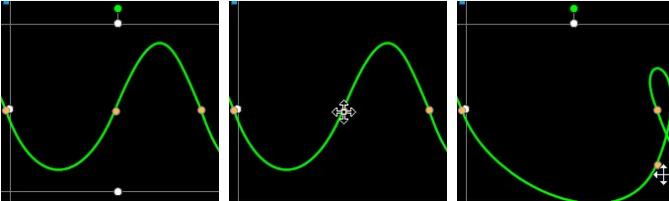
The PiP Designer uses keyframes to customize the motion of PiP media. Keyframes are frames of your video that define the start and end points of an effect, which in this example is motion.

Note: some PiP objects have predefined motion already applied.

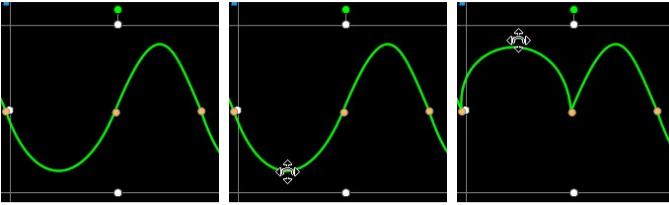
To customize the motion of PiP media:

Note: once you are done customizing the PiP media motion you can use the motion blur effect to make it look smoother and more natural. See Applying Motion Blur for more information.

- drag an existing keyframe to a new location in the preview window. The PiP media will follow the modified path to get to the changed keyframe position.



- drag the path line to alter the path the PiP media takes to get to the next keyframe.



- use the player controls to find a position on the motion path, and then click  on the Motion track of the keyframe timeline to add a new keyframe at a new position, if required.

Customizing the Speed of PiP Effect Motion

You have full control over the speed to the PiP media's motion. The following three factors determine the speed of the PiP media's motion.

Duration of the PiP Clip in the Timeline

The longer the duration of PiP media clip, the slower the PiP object's motion is. For example, if the PiP media clip is 10 seconds, it takes the PiP media 10 seconds to travel from the first Motion keyframe to the last Motion keyframe.

Distance Between Keyframes

The distance between each keyframe also contributes to the speed of the PiP media motion. The further the distance between each keyframe, the quicker the PiP media needs to move to get to the next keyframe.

Keyframe Timeline

The keyframe timeline is located below the preview window. Each keyframe in the motion path has a corresponding marker on the keyframe timeline.



If the PiP media clip on the timeline has a duration of 10 seconds, the keyframe timeline is 10 seconds long. To increase the speed of a PiP media's motion, drag a keyframe marker closer to previous keyframe marker.



Saving a Custom PiP Motion Path

Once you finish modifying your PiP motion path you can save it for future use. To save a motion path, click on  to save it as a custom path. It is then available in motion path list the next time you want to use it.

Customizing PiP Effect Rotation

Select the **Rotation Settings** option to customize the rotation of PiP media. Use the slider to set the amount the PiP media will rotate as it moves across the screen. Select whether PiP media rotates counter clockwise, or clockwise.

Note: click the  button to reset the rotation amount to 0. Any added rotation is removed.

Applying Motion Blur

Select the **Enable motion blur** option if your PiP media has motion. Motion blur

makes the movement appear smoother and gives the moving PiP media a more natural and authentic look.

Once selected, use the available sliders as follows:

- **Blur length:** drag this slider to set the duration (number of frames) you want blended into a single frame (the blur). Dragging the slider right will apply more of a blur to the moving PiP media.
- **Blur density:** drag this slider to set the number of samples (of PiP media) used per frame. Dragging the slider right will make the PiP media less blurry as it adds samples to fill the missing content caused by the movement.

Adding PiP Masks

Masks are useful if you want to show/hide portions of your media on the timeline in the final production. Click on the **Masks** tab and select a mask from the list to overlay portions of the PiP media. Click the **Import** button to import and use your own custom mask in the .PNG image format.

Click and drag the edges of the mask to move and resize it. Deselect **Maintain mask aspect ratio** to resize the mask more freely, or click  to invert the portion of the media that is being masked.

If required, use the **Mask transparency** slider to set the transparency level for the mask. Use the **Feather radius** slider if you want to adjust the softness on the mask's edges.

Utilizing PiP Keyframes

Use keyframes when modifying your PiP media to define the start and end points of the customized effects. In the PiP Designer you can use keyframes to change the PiP media clip's opacity, size (scale), rotation, motion, shape (freeform), and 3D depth.

***Note:** once you have customized the effects on PiP media using keyframes, you can right click on the clip and select **Copy Keyframe Attributes**. This allows you to paste all of its keyframe attributes (including motion) onto another clip in the timeline, applying the same effects to the clip.*

Keyframe Timeline

A custom keyframe timeline is generated for each PiP media clip when you open it in the PiP Designer. In the below example, because the media clip is 10 seconds long on the project timeline, the keyframe timeline is also 10 seconds.



If you'd like to view the movie timeline, click the  button.

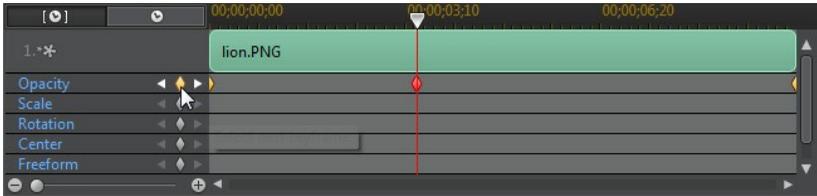


The keyframe timeline lets you precisely place each keyframe, so you can time the applied effect in your movie production.

Adding Keyframes

To add a keyframe to the keyframe timeline, do this:

1. Use the player controls to find the moment in your PiP media clip where you want its properties to change.
2. Click  next to the property you want to change to add a keyframe to the corresponding PiP timeline track.



Note that keyframes are also added at the start and end of the keyframe track.

- Use the features in the PiP Designer to modify the properties of the effect as required for this keyframe. In this example we are modifying the opacity of the PiP media clip at the first keyframe.

When previewed, at the first keyframe the PiP media is the completely transparent, and then slowly gets more opaque until it reaches the specified opacity level by the time the playback slider reaches the second keyframe.

It will maintain this opacity until the playback slider reaches the last keyframe, unless you add more keyframes or change the properties of the last keyframe.

***Note:** you can also modify the properties of a keyframe by right clicking on it and selecting **Duplicate Previous Keyframe** or **Duplicate Next Keyframe**. Doing this copies the properties of the specified keyframe to the keyframe you right clicked on.*

- Repeat these steps to create the kind of effect you want in your video production using keyframes to modify the PiP media clip's properties and motion.

Modifying and Removing Keyframes

At any time you can modify the keyframes added, by selecting it and changing the PiP media clip's properties, or by dragging the keyframe to another position on the keyframe timeline.

To remove a keyframe, select it on the keyframe timeline and then click .

Saving and Sharing PiP Objects

Once you are finished modifying/customizing a PiP object you can save it to your PiP objects library for future use or upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone.

- click on **Save As** to save a modified template as a new template to the PiP Objects Room.
- click on **Save** to save a new template to the PiP Objects Room.

Chapter 11:

Adding Particle Effects

Click the  button to open the Particle Effects Room to access a library of effects you can place on a video track to add a particle effect (snow, cloud cover, fire effects, and more) on top of a video or image.

To insert a particle effect to the timeline, do one of the following:

***Note:** you can download additional particle effects from the DirectorZone web site. See [Downloading from DirectorZone](#) for more information.*

- use the timeline slider to set the position where you want the particle effect, select it in the library, and then click  to add it to the selected video track.
- use the timeline slider to set the position where you want the particle effect, right-click on it in the library, and then select **Add to Timeline** to add it to the selected video track.

You can also manually drag and drop a particle effect to a desired position on a video track to add it to the timeline.

When adding a particle effect to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the particle effect.
- **Insert Here and Move Clips on this Track to the Right:** select to split the clip and insert the particle effect between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert Here and Move All Clips on the Timeline to the Right:** select to split the clip and insert the particle effect between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
- **Crossfade:** select to lay the particle effect over a portion of the existing clip and auto add a fade transition between the two clips.

Note: the **Crossfade** option does not overwrite the content on the track, instead adding an overlap transition between the two clips. See *Setting Transition Behavior* for more information. The **Crossfade** option is only available if the end of the new clip is not over any existing content on the track.

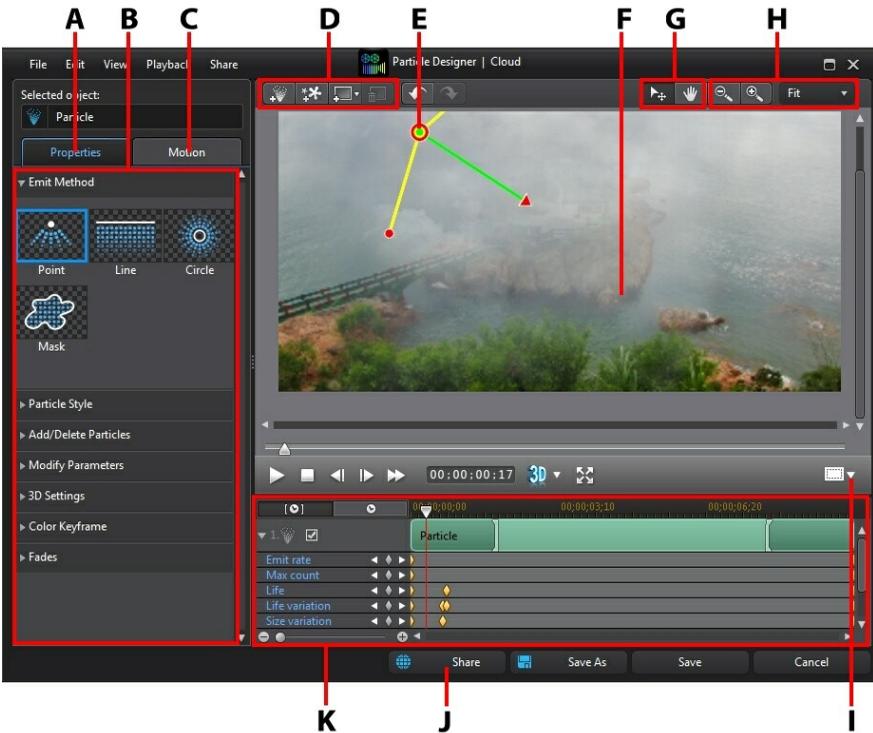
If the timeline slider is in a gap between two clips on a timeline track when inserting a particle effect, you are prompted to use this ripple editing option to insert the clip:

- **Trim the Inserted Clip to Fit the Gap:** select to have CyberLink PowerDirector auto set the duration of the particle effect to fit the gap to the right of the timeline slider.

Once added to the timeline, select the particle effect and then click the **Modify** button to edit its properties in the Particle Designer. See *Modifying Particle Effects* in the Particle Designer for more information. For information on setting the amount of time the particle effect appears in your video production, see *Setting a Media Clip's Duration*.

Modifying Particle Effects in the Particle Designer

You can completely customize particle effects, and all of its particle object properties, in the Particle Designer*. To open the Particle Designer, select a particle effect on the timeline and then click the **Modify** button.



A - Particle Object Properties Tab, B - Particle Object Properties, C - Particle Object Motion Tab, D - Add Objects, Images, Backgrounds, E - Particle Object, F - Background Video, G - Mode Selection, H - Zoom Tools, I - TV Safe Zone/Grid Lines, J - Upload to DirectorZone, K - Particle Effect Timeline

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

You can also open the Particle Designer by:

Note: if you have trouble clearly seeing some elements of the media you are modifying in the Particle Designer because they blend into the background, try clicking the  button to change the preview background type.

- clicking on  in the Particle Room to create a new particle effect template from scratch by importing a custom image.
- selecting a particle effect in the Particle Room and then clicking on the  button to edit it.

Mode Selection and Zoom Tools

When modifying particle effects in the Particle Designer use the mode selection and zoom tools for assistance.

Note: when modifying particle effects in the Particle Designer, use the player controls to preview, and click  to preview the effect at full screen.

Mode Selection

In the Particle Designer there are two selection modes. Click the  button to enable the object selection. When selected, you can freely click and move the particle objects, images, etc. to different areas of the video frame.

Click the  button to enable a mode that lets you drag the view in the Particle Designer. This mode is especially helpful when applying particle motion effects if the object starts off screen.

Zoom Tools

Use the zoom tools  and  to zoom out and in on the preview window when modifying the particle effect. You can also select the viewer zoom amount from the drop-down to set the size of the particle effect preview. Select **Fit** to resize the particle effect so that it fits in the Particle Designer's viewer window.

Note: you can also hold down the **Ctrl** key on your keyboard and then use the mouse scroll wheel to zoom in or out on the particle effect.

Adding Objects, Images, and Backgrounds

Each particle effect template can contain one or more particle objects, or attributes that create the desired effect. It may also include a background and other images.

*Note: you can give all the added objects, images, and backgrounds custom names in the Particle Designer to make them easily identifiable in the keyframe timeline. Just enter the desired name in the **Selected object** field.*

Adding New Particle Objects

You can add additional particle objects to a particle effect template.

To add a new particle object to a particle effect, click on the  button. CyberLink PowerDirector adds a default particle object to the particle effect template. See [Modifying Particle Object Properties](#) for more information on customizing the default particle object to fit the particle effect you are trying to create.

Adding Images

You can insert your own images into your particle effect template.

To add a image, do this:

1. Click on the  button.
2. Browse to and then select the image on your computer you want to add, and then click **Open**.
3. Once added, resize and reposition the image in the Particle Designer as required.

Setting Backgrounds

Your particle effect can consist of a background that the particle objects emit over. You can choose from the default backgrounds, or import your own custom background.

To set a background, do this:

1. Click on the  button.
2. Select:
 - **Add Default Background Image:** if you want to select one of the backgrounds provided with your copy of CyberLink PowerDirector. Select the background, and then click **Open**.
 - **Add Custom Background Image:** if you want to import your own custom background. Select the background, and then click **Open**.
3. When prompted, set the adjustment settings for the background, as required.

Note: to remove the imported background image, just click the  button.

Modifying Particle Object Range and Position

You can increase the range of the particle object so that it covers more of the background, or modify the position or direction particles fall/emit from their source point. You can also change the position and size of images and backgrounds used in the effect.

*Note: click on  to use the TV safe zone and grid lines to help with the precise placement of the particle object on the video. Select **Snap to Reference Lines** to have the particle effect snap to the grid lines, TV safe zone, and boundary of the video area.*

To modify range and position of objects, image, and backgrounds in a particle effect, do this:

- to change the position and source (emit) point of a particle object, select the particle object in the keyframe timeline, and then click and drag  to a new position.
- if the particle effect has an image, select the Image track in the keyframe timeline. Next click and drag a corner or side to resize the image. Click on  to drag the image to a new position, if required.
- to rotate a particle object, select it in the keyframe timeline, and then click and drag  to the desired orientation.
- to change the range and direction an effect emits from the particle object's source point, select the particle object in the keyframe timeline, and then

click and drag  to a new position.

Modifying Particle Object Properties

Click on the particle object **Properties** tab to change the properties of the selected particle object. On this tab, you can do the following:

- Selecting Emit Method
- Selecting Particle Style
- Adding/Deleting Particles
- Modifying Parameters
- Enabling 3D Depth
- Adding Color
- Applying Fades

Selecting Emit Method

Select a particle object in the keyframe timeline and then the **Emit Method** option to select how the particles emit from the source point. You can have them emit from a single point, from a line, or spray out in a circle.

Select the **Mask** option, and then select a mask from the list (or click  to import a custom mask image) to create a masked area where particles emit from. Depending on the mask you select/import and how you resize it, the particles will emit differently.

Selecting Particle Style

Select a particle object in the keyframe timeline and then the **Particle Style** option to select the style of the emitting particle object. Depending on the property you select, the particle shape and behavior changes. Select the style that best suits the effect you are trying to accomplish.

Adding/Deleting Particles

Particle objects can consist of one or more particles, or small customizable images. Select a particle object in the keyframe timeline and then the **Add/Delete Particles** option to add or remove individual particles from a particle object.

Click on  and then select **Insert a Default Image** if you want to select one of the particle images provided with your copy of CyberLink PowerDirector. Select **Insert a Custom Image** if you want to import your own custom particle image. You can add as many custom particles as you like to a particle object.

Select an existing particle and then click  to delete it from the particle object.

Modifying Parameters

Select a particle object in the keyframe timeline and then the **Modify Parameters** option to completely customize the properties of the particle object as follows:

Note: you can use keyframes to customize the parameters of particle objects. See Utilizing Particle Keyframes for more information.

- **Emit rate:** use the slider or enter in a value in the box provided to set the rate or speed particles emit from the source point.
- **Max count:** use the slider or enter in a value in the box provided to set the number of particles that emit from the source point.
- **Life:** use the slider or enter in a value in the box provided to set the life, or how long the particle displays in the effect. The lower the number, the shorter amount of time each particle displays before fading out. For example, if you enter 100, the life will equal the entire length of the clip.
- **Life variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in particle life. For example, if you enter 50, then half of the particles will die out before they meet the specified life amount.
- **Size:** use the slider or enter in a value in the box provided to set the size of the particle.
- **Size variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in particle size. For example, if you enter 50, then

half of the particles will equal the defined size.

- **Speed:** use the slider or enter in a value in the box provided to set the speed of the particle.
- **Speed variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in particle speed. For example, if you enter 50, then half of the particles will have the defined speed.
- **Wave (amplitude):** use the slider or enter in a value in the box provided if you want your particle to travel in a wave pattern. The higher the number, the bigger the amplitude of the wave. If the value is 0, then the particle travels in a straight line.
- **Wave (amplitude) variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in wave's amplitude. For example, if you enter 50, then half of the particles will have the same amplitude.
- **Wave (frequency):** use the slider or enter in a value in the box provided if you want your particle to travel in a wave pattern. The higher the number, the larger the frequency of the wave. If the value is 0, then the particle travels in a straight line.
- **Wave (frequency) variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in wave's frequency. For example, if you enter 50, then half of the particles will have the same frequency.
- **Symmetry:** use the slider or enter in a value to set the symmetry of the wave. The higher the value, the more asymmetrical the wave will be.
- **Rotation speed:** use the slider or enter in a value in the box provided to set the rotation speed of the particle. The higher the value, the faster it rotates. Depending on whether the parameter has a positive or negative value determines the direction of the rotation.
- **Rotation speed variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in the particle's rotation speed. For example, if you enter 50, then half of the particles will have the same rotation speed.
- **Gravity:** use the slider or enter in a value in the box provided to set the amount of gravity applied to the particle. Depending on whether the parameter has a positive or negative value determines the direction of the

gravitational pull.

Enabling 3D Depth

Select a particle object in the keyframe timeline and then the **3D Settings*** option if you are creating a 3D video production and want the particle object to have a 3D effect.

Select **Enable 3D depth** to enable, and then use the slider to set the amount of depth you want the particle object to have in 3D. Dragging the slider left will make the 3D particle object seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

Note: when using this feature, select the  button to enable 3D mode for best editing results. See *Previewing in 3D Mode* for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Adding Color

Select a particle object in the keyframe timeline and then the **Color** option if you want to add or change the color of the particles. To do this, select **Enable color** and then set the following options:

- **Select color:** click the colored box to select the color of the selected particle object.
- **Opacity:** use this slider to set the opacity or transparency level of the particle object.
- **Enable particle overlay:** select this option to enable an overlay on colored particles to change their appearance, if required.

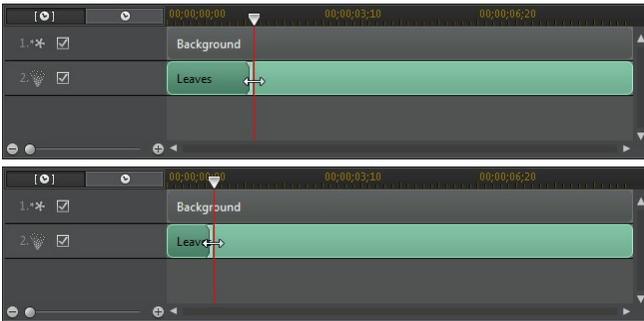
Applying Fades

Select a particle object in the keyframe timeline and then the **Fades** option to apply a fade effect to it. Select whether to enable a fade-in and/or fade-out on the particle object.

When a fade is applied, note that a keyframe indicator is added to the particle object's track on the keyframe timeline, indicating the duration of the fade.



You can click and drag the keyframe indicator to customize the duration of the fade, if required.



Adding Motion to Particle Objects

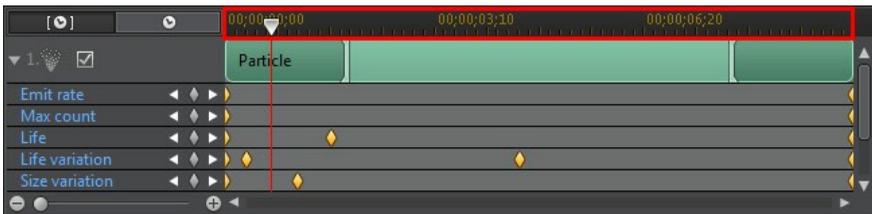
Click on the **Motion** tab to add motion to particle objects, by enabling the particle's source to move across the screen. You can choose from a number of predefined motion paths or create your own custom motion path. The path properties of a particle object are similar to a PIP object. See Adding Motion to PIP Effects for detailed information on customizing a particle object's motion.

Utilizing Particle Keyframes

Use keyframes when modifying particle object parameters to define the start and end points of the customized effects.

Keyframe Timeline

A custom keyframe timeline is generated for each particle effect clip when you open it in the Particle Designer. In the below example, because the particle effect clip is 10 seconds long on the project timeline, the keyframe timeline is also 10 seconds.



If you'd like to view the movie timeline, click the  button.



The keyframe timeline lets you precisely place each keyframe, so you can time the applied effect in your movie production. You can also click and drag the beginning of a particle object or image track in the keyframe timeline, to set precisely when the effect first appears in the particle effect.



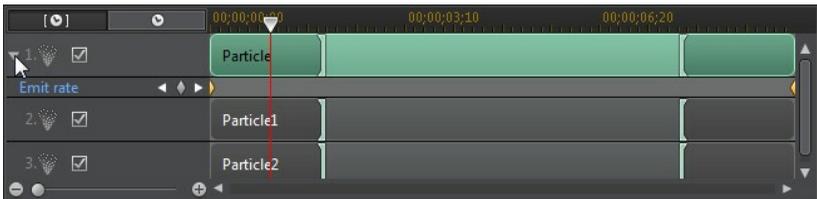
Click and drag the end of the track to set when you want the effect to end.



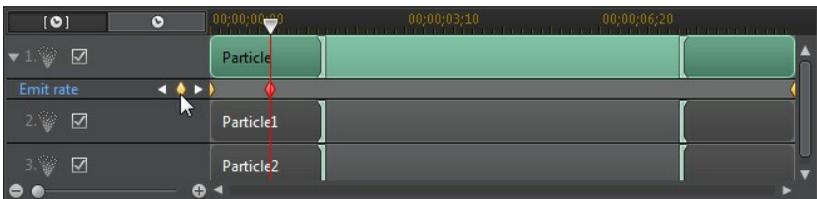
Adding Keyframes

To add a keyframe to the keyframe timeline, do this:

1. Use the player controls to find the moment in your particle object where you want its parameters to change.
2. In the **Modify Parameters** section on the **Properties** tab, click the  button next to the parameter you want to change.
3. If required, click the arrow next to the corresponding particle track to display the parameter keyframe track.



4. Click  next to the parameter you want to change to add a keyframe to the parameter track.



5. Use the sliders in the **Modify Parameters** section to modify the parameters of the object as required for this keyframe. In this example we are modifying the

emit rate of the particles from the source point at the second keyframe.

6. Repeat these steps to create the kind of effect you want in your video production using keyframes to modify the particle object parameters.

Modifying and Removing Keyframes

At any time you can modify the keyframes added, by selecting it and changing the particle object's parameters, or by dragging the keyframe to another position on the keyframe timeline.

To remove a keyframe, select it on the keyframe timeline and then click .

Saving and Sharing Particle Effect Templates

Once you are finished modifying your particle effect template you can save it to your particle effects library for future use or upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone.
- click on **Save As** to save a modified template as a new template to the Particle Room.
- click on **Save** to save a new template to the Particle Room.

Chapter 12:

Adding Title Effects

Click the  button to open the Title Room to access a library of title effect templates, which when applied to your project, add credits or comments to your production. You can add title effects to a video track or to the title track.

To insert a title effect to the timeline, do one of the following:

***Note:** once the latest content pack is installed, the Title Room includes title sets, or groups of four themed title templates. These title sets are useful if you want to add titles with themed animations that include video opening and closing credits.*

- use the timeline slider to set the position where you want the title, select the title effect template in the library, and then click  to add it to the selected video track.
- use the timeline slider to set the position where you want the title, select the title effect template in the library, and then click  to add it to the title track.
- use the timeline slider to set the position where you want the title, right-click on the title effect template in the library, and then select **Add to Timeline** to add it to the title track.

You can also manually drag and drop a title effect template to a desired position on the title track (or any video track) to add it to the timeline.

When adding a title effect to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the title effect.
- **Insert Here and Move Clips on this Track to the Right:** select to split the clip and insert the title effect between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert Here and Move All Clips on the Timeline to the Right:** select to split the clip and insert the title effect between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.

If the timeline slider is in a gap between two clips on a timeline track when inserting a title effect, you are prompted to use this ripple editing option to insert the clip:

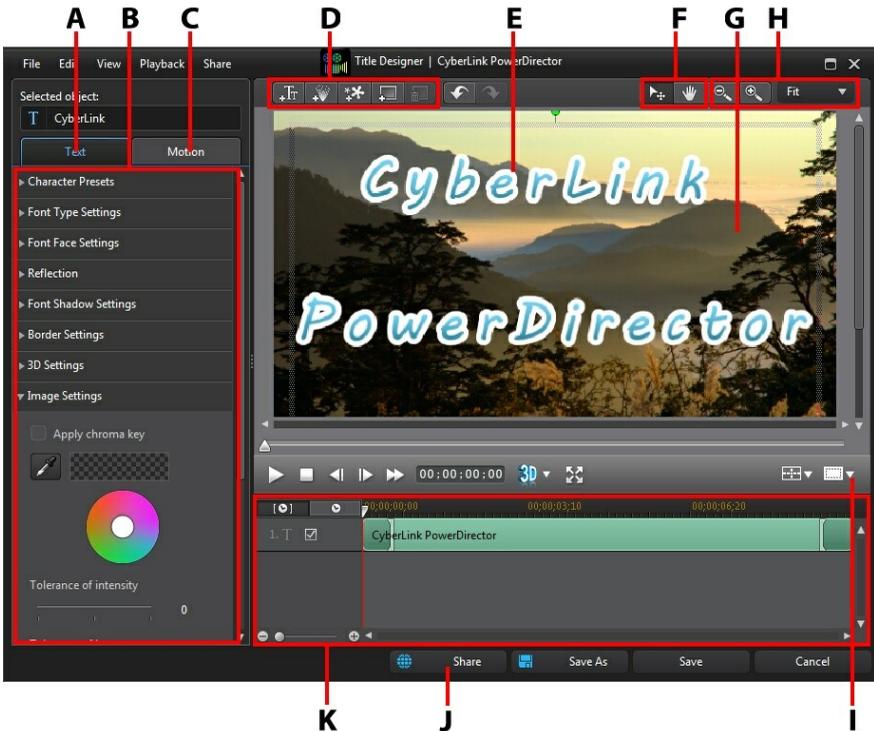
- **Trim the Inserted Clip to Fit the Gap:** select to have CyberLink PowerDirector auto set the duration of the title effect to fit the gap to the right of the timeline slider.

Once added to the timeline, select the title effect template and then click the **Modify** button to edit it in the Title Designer. See *Modifying Titles* in the Title Designer for more information. For information on setting the amount of time the title effect appears in your video production, see *Setting a Media Clip's Duration*.

Modifying Titles in the Title Designer

In the Title Designer you can completely customize the title effects in your project. Title effects contain character presets, animation, and background options that you can modify to fit your video project.

To open the Title Designer, select a title effect on the timeline and then click the **Modify** button.



A - Text Properties Tab, B - Title Properties, C - Text Motion Tab, D - Insert Text/Images/Particles/ Backgrounds, E - Title Text, F - Mode Selection, G - Background Video, H - Zoom Tools, I - TV Safe Zone/Grid Lines, J - Upload to DirectorZone, K - Title Keyframe Timeline

You can also open the Title Designer by:

Note: if you have trouble clearly seeing some elements of the title effect you are modifying in the Title Designer because they blend into the background, try clicking the  button to change the preview background type.

- clicking on  in the Title Room and then select:
 - **2D Title** to create a new 2D title template from scratch. See Modifying 2D Text Properties for information on editing its title text properties.
 - **3D-Like Title** to create a new title template with 3D-Like effect properties. See Modifying 3D-Like Text Properties for information on editing its title text properties.
- selecting an existing title effect in the Title Room and then clicking on  to edit the existing template.

Mode Selection and Zoom Tools

When modifying title effects in the Title Designer use the mode selection and zoom tools for assistance.

Note: when modifying title effects in the Title Designer, use the player controls to preview, and click  to preview the effect at full screen.

Mode Selection

In the Title Designer there are two selection modes. Click the  button to enable the object selection. When selected, you can freely click and move the title text, particles, images, etc. to different areas of the video frame.

Click the  button to enable a mode that lets you drag the view in the Title Designer. This mode is especially helpful if zoomed in on the title effect.

Zoom Tools

Use the zoom tools  and  to zoom out and in on the preview window when modifying the title effect. You can also select the viewer zoom amount from the drop-down to set the size of the title effect preview. Select **Fit** to resize the title

effect so that it fits in the Title Designer's viewer window.

Note: you can also hold down the *Ctrl* key on your keyboard and then use the mouse scroll wheel to zoom in or out on the title effect.

Adding Text, Particles, Images, and Backgrounds

Each title effect template can contain one or more title text boxes. It can also contain particle effects, images, and backgrounds that the text displays over.

Adding Title Text

You can add additional title text boxes that contain the text you want to display in your video production.

To add new title text, click on the  button and then click in the preview window to add the title text box to the desired position. Type in the required text in the new title text box.

See [Modifying Title Text Properties](#) for more information on customizing the default title text properties to fit the title effect you are trying to create.

Adding Particle Effects

You can add particle effects to a title effect template.

To add a particle effect to a title effect, click on the  button and then select the particle effect you want to add to the template.

Note: the properties of particle effects cannot be modified once added to a title template.

Adding Images

You can insert your own images into your title effect template.

To add a image, do this:

1. Click on the  button.

2. Browse to and then select the image on your computer you want to add, and then click **Open**.
3. Once added, resize and reposition the image in the Title Designer as required.

See Customizing Image Settings if you would like to use chroma key to make the image in the title effect transparent.

Inserting Backgrounds

Your title effect can consist of a background that the title text displays over.

To set a background, do this:

1. Click on the  button.
2. Browse to and then select the image on your computer you want to use as the background, and then click **Open**.
3. When prompted, set the adjustment settings for the background, as required.

Note: to remove the imported background image, just click the  button.

Modifying Title Effect Position

You can change the position and orientation of the title text and images in a title effect, quickly and easily.

*Note: click on  to use the TV safe zone and grid lines to help with the precise placement of the title effect on the master video. Select **Snap to Reference Lines** to have the title effect snap to the grid lines, TV safe zone, and boundary of the video area.*

To modify title text and image position or orientation:

- click on the title text or an image, and then drag it to a new position.
- if editing a 2D title, click on  above the title text or image, and drag it right or left to change its orientation.
- if the title effect contains an image, select it and then click and drag a corner or side to resize the image.

Modifying Title Text Properties

Click on the title effect **Text** tab to change the properties of the selected title text. The properties that are available on the tab depend on the type of title text you are editing. See [Modifying 2D Text Properties](#) if you are editing 2D title text, or [Modifying 3D-Like Text Properties](#) if editing 3D-Like title text.

Modifying 2D Text Properties

If you are creating or editing a 2D title effect template, on the text properties tab you can modify everything from the text size, style, color, as well as adding shadows, borders, motion blur, and much more.

Applying Character Presets to Title Text

Select the **Character Presets** option to apply a defined character preset to title text. After you have applied a defined character preset you can refine it using the other properties on the tab, if required.

To apply a character preset to title text, ensure the text box is selected in the preview window and then click on a character preset in the list.

***Note:** once you are done customizing all of the text properties on the tab, click on  to save the character preset to your favorites. To find and use saved character presets, select **My Favorites** in the **Character types** drop-down.*

Customizing Font Type Settings

Select the **Font Type Settings** option to set the font type and size of the selected title text. You can also select the font face color, bold or italicize text, change the line and text spacing, and set the text alignment in the text box.

If the font type you are using supports it, you can select the **Kerning** check box to reduce the space between the letters in the title text.

Customizing Font Face Settings

In **Font Face Settings** you can customize the font color, blur, and transparency. Select the **Apply font face** option to enable the font face properties on the selected

title text, and then use the **Blur** and **Transparency** sliders to customize its appearance.

When customizing the font face color, you have the following options in the **Fill type** drop-down:

- **Uniform color:** select this option if you want the font to be one solid color. Click the colored square to open the color palette and select the desired font color.
- **2 color gradient:** select this option if you want the font color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **4 color gradient*:** select this option if you want the font to consist of four colors. Click the colored squares to set the colors in each of the four corners of the text.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Adding a Reflection

Select the **Reflection** option and then **Apply reflection** to add a reflection of the title text onto the background media. Use the **Distance** slider to set space between the reflection and the title text. Use the **Transparency** slider to set the opacity of the reflection.

Applying Font Shadow Settings

Select the **Font Shadow Settings** option and then **Apply shadow** to add a shadow to the title text. Available options allow you to change the shadow's color, direction, distance from the text, and add a transparency or blur effect.

Applying Border Settings

Select the **Border Settings** option and then **Apply border** to add a border around the title text. Available options allow you to change the border's size, and add a transparency or blur effect.

You can customize the border color using the following options in the **Fill type**

drop-down:

- **Uniform color:** select this option if you want the border to be one solid color. Click the colored square to open the color palette and select the desired border color.
- **2 color gradient:** select this option if you want the border color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **4 color gradient*:** select this option if you want the border to consist of four colors. Click the colored squares to set the colors in each of the four corners of the border.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Enabling 3D Depth

If you are creating a 3D video production, select the **3D Settings** option and then **Enable 3D depth*** to give the title text a 3D effect.

Note: when using this feature, select the  button to enable 3D mode for best editing results. See *Previewing in 3D Mode* for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Once enabled, use the slider to set the amount of depth you want the title text to have in 3D. Dragging the slider left will make the 3D title text seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

Customizing Image Settings

If your title effect contains an image, select it in the preview window, and then click the **Image Settings** option to customize it.

To apply a chroma key (green screen) effect on the image, select **Apply chroma key**.

Next, click on  and then select the color in the image that you want to replace/make transparent. Use the **Tolerance of intensity** and **Tolerance of hue** sliders to set the level of chroma key applied, revealing the content behind the selected image.

Select **Enable flip object** if you want to flip the image in the title text upside down or from left to right, depending on your requirement. You can also enable a fade effect on the image. Select whether to enable a fade-in and/or fade-out on the image.

***Note:** when a fade is applied, note that keyframes are added to the Opacity keyframe timeline so you can customize the length of the fade, if required. See Utilizing PIP Keyframes for more information.*

Modifying 3D-Like Text Properties

If you are creating or editing a 3D-Like title template, on the text properties tab you can modify the text size, style, color, as well as its extrusion, transparency, texture, and rotation settings.

***Note:** see *The Difference Between 3D and 3D-Like Effects* to learn more about both types of effects.*

Applying Character Presets to 3D-Like Title Text

Select the **Character Presets** option to apply a defined character preset to 3D-Like title text. After you have applied a defined character preset you can refine it using the other properties on the tab, if required.

To apply a character preset to 3D-Like title text, ensure the text box is selected in the preview window and then click on a character preset in the list.

***Note:** once you are done customizing all of the 3D-Like text properties, click on*



*to save the character preset to your favorites. To find and use saved character presets, select **My Favorites** in the **Character types** drop-down.*

Customizing Font Type Settings

Select the **Font Type Settings** option to set the font type and size of the selected 3D-Like title text. You can also select the font face color, bold or italicize the text, and set the text spacing in the text box.

If the font type you are using supports it, you can select the **Kerning** check box to reduce the space between the letters in the title text.

Customizing Font Face Settings

In **Font Face Settings** you can customize the font extrusion and transparency amount. To set the font color, click the colored square to open the color palette and select the desired color of the 3D-Like title text.

Note: when applying an extrusion to the 3D-Like title text, the angle of the extruded text changes as you move the text to different areas of the video frame.

Adding a Reflection

Select the **Reflection** option and then **Apply reflection** to add a reflection of the 3D-Like title text onto the background media. Use the **Distance** slider to set space between the reflection and the 3D-Like title text.

Customizing 3D Rotation Settings

Select the **3D Rotation Settings** option to customize the rotation of your 3D-Like title text. If you applied extrusion in the font face settings, use the available sliders to rotate the 3D text to generate your preferred 3D-Like effect and orientation.

Applying 3D Texture Settings

Select the **3D Texture Settings** option to apply texture to the 3D-Like text by selecting a text skin from the list. Click the **Add Texture** button to import your own image. Based on the color properties of the imported image, CyberLink PowerDirector applies a custom texture to the title text.

Enabling 3D Depth

If you are creating a 3D video production, select the **3D Settings** option and then **Enable 3D depth*** to give the 3D-Like title text a 3D effect.

*Note: when using this feature, select the  button to enable 3D mode for best editing results. See [Previewing in 3D Mode](#) for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Once enabled, use the slider to set the amount of depth you want the 3D-Like title

text to have in 3D. Dragging the slider left will make the 3D title text seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

Customizing Image Settings

If your title effect contains an image, select it in the preview window, and then click the **Image Settings** option to customize it.

To apply a chroma key (green screen) effect on the image, select **Apply chroma key**.

Next, click on  and then select the color in the image that you want to replace/make transparent. Use the **Tolerance of intensity** and **Tolerance of hue** sliders to set the level of chroma key applied, revealing the content behind the selected image.

Select **Enable flip object** if you want to flip the image in the title text upside down or from left to right, depending on your requirement. You can also enable a fade effect on the image. Select whether to enable a fade-in and/or fade-out on the image.

***Note:** when a fade is applied, note that keyframes are added to the Opacity keyframe timeline so you can customize the length of the fade, if required. See Utilizing PiP Keyframes for more information.*

Applying Motion to Title Text

Click on the title effect **Motion** tab to apply animations to title text, such as text fades, text motion, or wipes.

***Note:** once you are done customizing the title text motion you can use the motion blur effect to make it look smoother. See Applying Motion Blur for more information.*

To apply animation to text, do this:

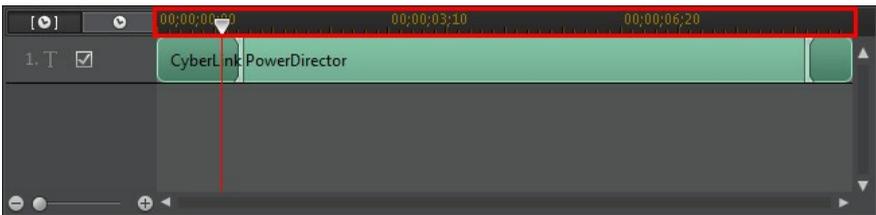
1. Select the title text you wish to animate in the preview window.
2. Select the **Starting Effect** option and then select an animation from the available list.
3. Select the **Ending Effect** option and then select an animation from the available list.

Customizing the Speed of Title Text Motion

You can modify the speed of a title text's motion and animation. The following two factors determine the speed for the motion/animation to complete.

Duration of the Title Effect Clip in the Timeline

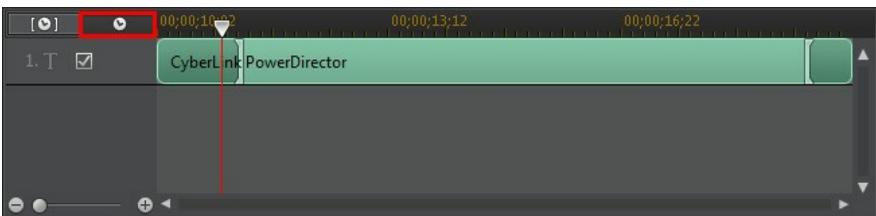
The longer the duration of the title effect clip in your project's timeline, the longer it takes for the title effect animation to complete. For example, if the title effect clip is 20 seconds, it takes the title effect 20 seconds to complete the starting and ending animation.



Keyframe Timeline

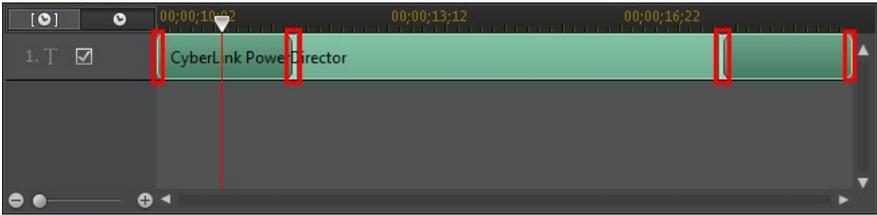
A custom keyframe timeline is generated for each PiP media clip when you open it in the PiP Designer. In the above example, because the title effect clip is 20 seconds long on the project timeline, the keyframe timeline is also 20 seconds.

If you'd like to view the movie timeline, click the  button.



The keyframe timeline lets you precisely place each keyframe, so you can time the applied effect in your movie production. The title effect animation has four

keyframes.



The first two keyframes indicate the start and end points for the starting effect, while the last two indicate the start and end points for the ending effect.

The darker green section indicates the time it takes for the starting/ending effect to complete. If you would like to change the start or end time of the effect or how long it takes for the starting or ending effect to complete, just drag a keyframe to the desired position in the timeline.



Note: the lighter green section indicates how long the title effect displays on screen once the starting effect animation is complete.

Applying Motion Blur

Select the **Enable motion blur** option if your title text has motion applied. Motion blur makes the movement appear smoother.

Once selected, use the available sliders as follows:

- **Blur length:** drag this slider to set the duration (number of frames) you want blended into a single frame (the blur). Dragging the slider right will apply more of a blur to the title text.
- **Blur density:** drag this slider to set the number of samples (of title effect) used per frame. Dragging the slider right will make the title text less blurry as it adds samples to fill the missing content caused by the movement.

Saving and Sharing Title Templates

Once you finish modifying your title template you can save it to your title effects library for future use or upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone.
- click on **Save As** to save a modified template as a new template to the Title Room.
- click on **Save** to save a new template to the Title Room.

Chapter 13:

Using Transitions

Click the  button to open the Transition Room to access a library of transitions that you can use on or between image and video clips in your video production. You can also use the available audio transitions between two audio clips on the voice or music tracks, or on an audio track.

Transitions let you control how media appears and disappears in your project, and changes, or transitions, from one clip to the next. You can add a transition to a single clip, or between two clips on a track.

Adding Transitions to a Single Clip

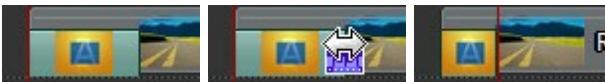
By adding a transition to a single clip, you can control how the clip appears and/or disappears in your production. For example, you can add transitions to PiP video (including images, video clips, color boards, PiP objects, paint animation objects, title effects, and particle effects) and fully control its appearance in your final video.

Note: you can set the default behaviour and duration of transitions added to the timeline on the **Editing** preferences tab. See *Editing Preferences* for more information.

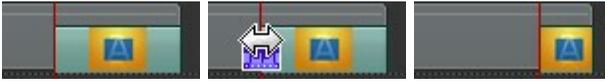
To add a transition to a single clip, do this:

1. Click on  to open the Transition Room.
2. Select a transition effect and then drag it to the beginning (prefix transition) or ending (postfix transition) of a clip on a video track.
3. To change the duration of the transition, click and drag its start/end within the clip.

Prefix Transition



Postfix Transition



Note: you can add transitions to all the video, image, and effect clips on the timeline at once by clicking , choosing **Apply Random Transition to All Videos** or **Apply Fading Transition to All Videos**, and then the desired transition behavior. You can also do this for all the audio clips by selecting **Apply Random Audio Transition to All Audio**.

Adding Transitions Between Two Clips

You can also add a transition between two image and video clips on a video track or between two audio clips on any of the audio related (audio, voice or music) tracks. To add a transition between two clips, do this:

1. Click on  to open the Transition Room.
2. Select a transition effect and then drag it between the two clips on a track.
3. To change the duration of the transition, click and drag its start/end within the clip.



Note: you can add transitions to all the video, image, and effect clips on the timeline at once by clicking , choosing **Apply Random Transition to All Videos** or **Apply Fading Transition to All Videos**, and then the desired transition behavior. You can also do this for all the audio clips by selecting **Apply Random Audio Transition to All Audio**.

Setting Transition Behavior

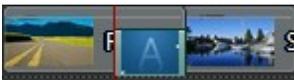
Once you have added a transition between two clips, you can set its behavior. Transitions between two clips in CyberLink PowerDirector have one of the following behaviors:

Note: you can set the default behaviour of transitions added to the timeline on the **Editing** preferences tab. See *Editing Preferences* for more information.

- **Cross Transition:** when using a cross transition, the two clips are side by side on the timeline and the transition acts like a bridge between them. For example, if you add a two second transition between two five second clips, the total duration is 10 seconds. The transition begins at the four second mark of the first clip, and ends at the one second mark of the second clip.



- **Overlap Transition:** when using an overlap transition, the two clips overlap while the transition is taking place. This allows for parts of the two clips to play over each other during the transition. Using the same example as above, the total duration is eight seconds, with the transition playing for two seconds over both clips.



To set a transition's behavior, do this:

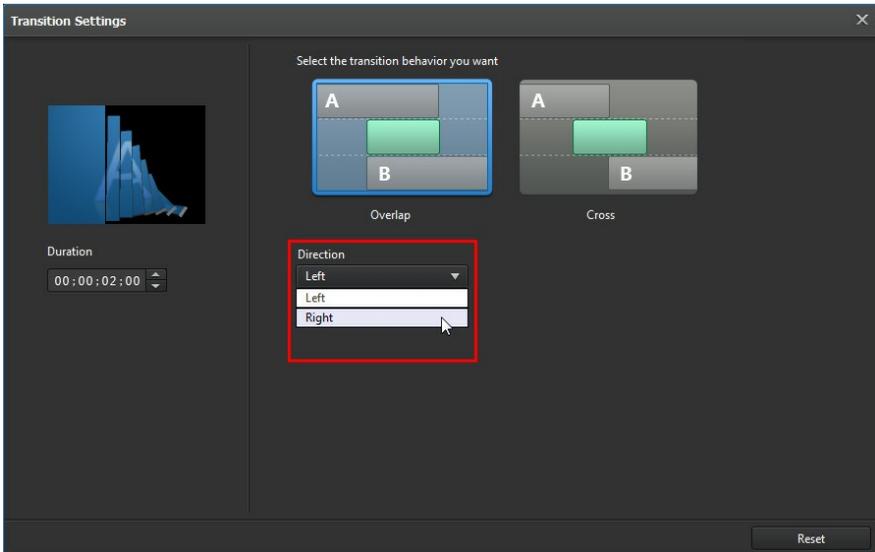
Note: all audio transitions have the overlap transition behavior. The cross transition behavior is not supported for audio transitions.

1. Click on the transition between two clips.
2. Click the **Modify** button to change to the other transition type, or right-click on the transition and then select **Modify Transition**.
3. In the Transition Behavior dialog, set the behavior of the transition.

Modifying Transition Settings

Some transitions have settings you can modify in the Transition Settings panel. These settings may include the ability to modify the background color used in the transition, the direction of the transition effect, the type of effect used, and more.

To check if a transition you are using has adjustable settings, select it on the timeline and then click the **Modify** button to open the Transition Settings panel. If there is a setting available, adjust as required to achieve your desired results.



Chapter 14:

Mixing Audio and Recording Voice-Overs

Your production's audio can make or break your video production. Use the Audio Mixing Room to mix the audio levels of your production, or record a voice-over in the Voice-Over Room to add narration to your video.

Adjusting Audio Clip Volume Levels

Your video production may contain audio in one of the audio tracks, the music track, or the voice track. Since the audio may have been recorded at different levels, the result could produce an overwhelming and confusing soundtrack.

Click  to open the Audio Mixing Room to mix all of the audio levels into a more harmonious soundtrack for your video, or mix the levels in track on each individual clip using volume keys.

Mixing Audio In-Track

You can manually change the volume level at any point in an audio clip in the timeline.

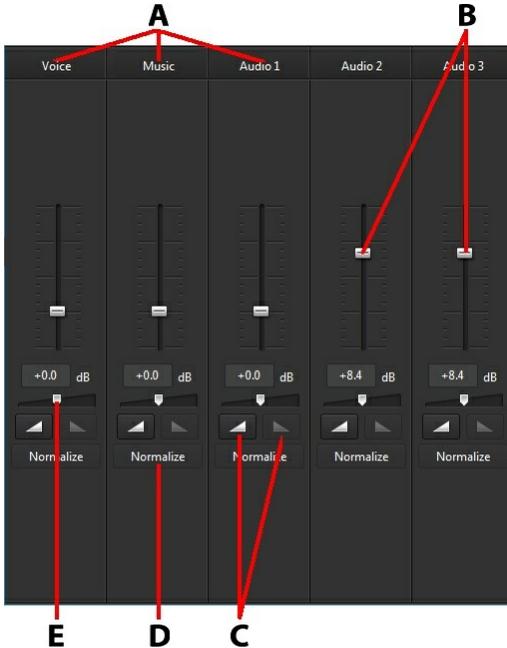
To change the volume level of an audio track in the timeline, click on the audio level line at the point where you want to change the audio level to set a volume key. Drag the volume key up to increase the volume or down to decrease the volume.



Note: to remove a volume key, drag it outside the clip's borders.

Mixing Audio in the Audio Mixing Room

Click  to gain access to the audio mixer in the Audio Mixing Room, to set the audio level for each track using the available controls.



A - Audio Tracks in Timeline, B - Master Volume Controls, C - Fade In/Out Controls, D - Normalize Volume, E - Master Gain Control

When you enter the Audio Mixing Room, the audio at the current position of the timeline slider is available for mixing. Use the player controls to locate the position in your video where you want to mix the audio.

To mix the audio in the timeline, do this:

- select a clip in the timeline, and then use the volume control slider to increase or decrease the volume at the current position.

Note: if you would like to set the volume for an entire clip, select it in the timeline and then ensure the timeline slider is at the beginning of the clip.

- if there is more than one audio clip on the voice or music track, or on any of the audio tracks, click the **Normalize*** button to have CyberLink PowerDirector set the volume for all the clips to the same level.
- use the master gain control sliders to increase or decrease the volume of all the media on a track.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Adding Fade Effects to Audio Clips

To add a fade-in/fade-out effect to an audio clip, do this:

1. Click  open the Audio Mixing Room
2. Select the audio clip in the timeline.
3. Ensure the timeline slider is at the beginning of the audio clip, and then click  to add a fade-in effect.
4. Drag the timeline slider to the position in your audio clip where you want the audio to start fading out, and then click  effect.

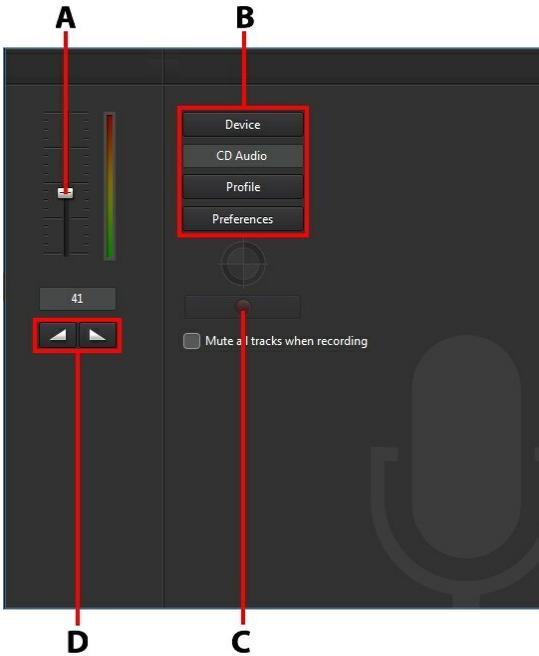
Note: when you add fade effects, volume keys are added to the audio clip in the timeline. You can adjust these volume keys to customize the fade effect. See [Mixing Audio In-Track](#) for more information on adjust volume keys.

Restoring Audio Clip Volume Levels

If you are dissatisfied with the volume level of any audio clip, you can easily restore the clip's original volume level. To do this, right-click on the audio clip and then select **Restore to Original Volume Level**.

Recording Voice-Overs

Click  to open the Voice-Over Recording Room and record a narration with a microphone while watching a preview of your video production.



A - Recording Volume Level, B - Recording Preferences, C - Record/Stop Button, D - Fade-In/Out

When you capture your voice-over, the audio is placed on the voice track and is automatically synchronized with the video. Set your recording preferences as follows:

- click **Device** to select your audio device and input.
- click **Profile** to set the quality of the recorded audio.
- click **Preferences** to set a recording time limit or three second delay before recording begins to ensure you are ready to record. You can also set auto fades.

- select **Mute all tracks when recording** if you want CyberLink PowerDirector to mute all the other audio while you are recording the voice over.
- select  fade-in the voice over, or  to add a fade-out effect.

To record a voice over, do this:

1. Set the recording volume level using the available slider.
2. Click  to begin recording. Record your voice over as you watch the video in the preview window.
3. Click  to stop recording. The captured voice clip is placed on the voice track.

Chapter 15:

Adding Chapters

Click the  button to open the Chapter Room*. Chapters are used to ease navigation of your finalized production if you decide to burn it to a disc. Chapters allow viewers to watch only the content they want or easily find their place if the disc was stopped before completion.

***Note:** for best results, adding chapters should be the last editing step before burning your video production to disc. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Adding Chapters Markers

To auto add chapter markers in the Chapter Room do one of the following:

- select **Insert chapter at the start of each clip on the first video track** to add a chapter marker before each clip on the top track in the timeline.
- select **Insert chapters at fixed intervals**, and then enter the interval (in minutes) in the field provided.
- select **Insert chapters evenly** and then enter the number of chapters in the field provided, to set a specified number of chapters evenly in your project.

Click the **Start** button to auto add the chapter markers as specified.

To set chapter markers manually, navigate to a point in your video production and then click . To remove a chapter marker, select it and then click . Click  to remove all of the chapter markers in your production.

Setting Chapter Thumbnails

You can set the thumbnail image for each of your chapters, which display in the disc menu on a finalized disc. Just drag the timeline slider to the frame in your video production you want to use as the chapter thumbnail, and then click the  button.

Chapter 16:

Adding Subtitles

CyberLink PowerDirector lets you add subtitles to your video production, either for a disc or imprinted on a video file. You can also import subtitles from a file, extract them from an MKV file, or add them manually in the Subtitle Room.

To add subtitles to your video production, click on  in the Subtitle Room and then  to select one of the following types of subtitles:

- **Create subtitles for discs/files***: select this option to create subtitles that are compatible with most DVD/BDMV/AVCHD/MKV playback software and can be switched on/off like those found on commercial discs.

***Note:** when you select **Create subtitles for discs/files**, there is a Subtitles option by default in your created disc menu in the Create Disc window. Text formatting for disc subtitles is more limited. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

- **Create subtitles imprinted on a video file:** select this option to blend subtitles into the video.

***Note:** if you are creating subtitles for an MKV file, make sure you select the **Create subtitles for disc/files** option, not the option where the subtitles are imprinted on the video file.*

Adding Subtitle Markers

Subtitle markers are the placeholders for the subtitle text added to your production. They are added to display at the exact time the dialogue is spoken in the video production, and display until it has completed. Unless you are importing subtitles from an SRT file or extracting them from an MKV file, you must add all the subtitle markers manually to your video production.

To manually add subtitle markers to your video production, you can:

- click the play button on the player controls and then click the  button at the beginning of every piece of dialogue spoken to create all the subtitle markers required for your production. Continue this process until the video is complete, and then click the stop button to load the subtitle markers into the Subtitle Room.

- use the player controls to find the position in the video where you want to add the subtitle, and then click the  button to add a single subtitle marker.

Once you have added the subtitle markers, the next step is to edit the subtitle text and duration. See [Editing Subtitles](#) for more information.

Importing Subtitles from a File

Click the  button in the Subtitle Room to import subtitles from a file* in the SRT or TXT formats. This allows you to compose subtitles outside the program or retrieve them from another source, and then import them into CyberLink PowerDirector.

***Note:** when an SRT file is imported, the subtitle markers are created automatically in the Subtitle Room. However for TXT files you must first add all of the subtitle markers before you can import the file. See [Adding Subtitle Markers](#) for more information.*

If importing from a TXT file, you should ensure the subtitle markers in the Subtitle Room match the number of lines of subtitle text in the file. When composing the subtitles in a TXT file, each subtitle should be placed on a new line in the file. CyberLink PowerDirector detects each line, and then imports the corresponding text into the subtitles markers in the Subtitle Room.

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Extracting Subtitles from an MKV File

CyberLink PowerDirector lets you extract the subtitles from an MKV file, importing them directly into the Subtitles Room. This allows you to manually edit the subtitles, and then re-produce the file with the updated subtitle text.

To extract subtitles from an MKV file, do this:

1. Import the MKV file into the media library, and then place the video file on the timeline.
2. Right-click on the file, select **Extract Subtitles**, and then the language of the subtitles you want to extract.

- CyberLink PowerDirector will extract the subtitles into the Subtitle Room.

Once you have extracted the subtitles from the file, you can then edit the subtitle text. See [Editing Subtitles](#) for more information.

Editing Subtitles

Once the subtitle markers are added in the Subtitle Room, you can perform a variety of edits on them, including editing subtitle text, changing the subtitle text font, positioning them on the screen, and more.

To edit the subtitles in your video production, do this:

- double-click on each subtitle marker in the timeline (or in the **Subtitle Text** column), and then enter the text as required.
- click the  button to set the position of the subtitles on the screen. Use the **X position** slider to set its position on the horizontal, use the **Y position** slider to set its vertical position.
- click the  button to format the subtitle text as required. If you are creating a 3D video production, use the **3D Depth*** slider to set the amount of depth you want the subtitles to have in 3D. Dragging the slider left will make the 3D subtitles seem nearer to the audience (in the foreground), while dragging it right will make them appear farther away (in the background).

Note: when using this feature, select the  button to enable 3D mode for best editing results. See [Previewing in 3D Mode](#) for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

- to remove a subtitle marker, select it and then click the  button.

Note: once you are done editing the subtitles, you can click the  button to export and save them as an SRT file.

Syncing Subtitles

To ensure the subtitles in your video production sync with the video dialogue, you can manually adjust the start and end time for each subtitle marker, or the duration they display on screen.

To set a start time for a subtitle marker, do either of the following:

- double click on the **StartTime** column for the subtitle marker, and then enter a time code.
- position your cursor at the beginning of the subtitle marker on the subtitle track, and then drag it to the new position.

To set an end time for a subtitle, do either of the following:

- double click on the **EndTime** column for the subtitle marker, and then enter a time code.
- position your cursor at the end of the subtitle marker on the subtitle track, and then drag it to the new position.

You can also easily set the duration of each subtitle marker by selecting it on the subtitle track and then clicking the **Duration** button above the timeline. In the Duration Settings window, enter in the how long you want it to display, and then click on **OK**.

Chapter 17:

Producing Your Project

When you are done editing your project, it's time to produce it. Producing simply means compiling (or rendering) the separate elements your project contains into a playable file. As your production may be destined for many different uses, CyberLink PowerDirector has several options suited for all your requirements. You can even produce just your project's audio into a music file, creating your own production soundtrack in one easy step.

Utilizing Intelligent SVRT

Intelligent SVRT* (Smart Video Rendering Technology) is a proprietary rendering technology from CyberLink that assists in the output of your video productions by suggesting which video profile you should use.

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Based on the format of original video clips in your project, what portions of the clips were modified (and therefore require rendering during production), and which portions of them were not changed (and thus can be skipped over during the rendering process), Intelligent SVRT suggests the video profile that will result in the best output quality possible, and save you the most time during production.

To utilize Intelligent SVRT, do one of the following:

- when editing your video production in the Edit window, right-click on the timeline and select **Show SVRT Track**.
- in the Produce window, click the **Intelligent SVRT** button on the **Standard 2D** or **3D** tab.

In the Intelligent SVRT dialog that displays, CyberLink PowerDirector auto selects the video profile it suggests you use to output your video production, and some other video profiles you can utilize.

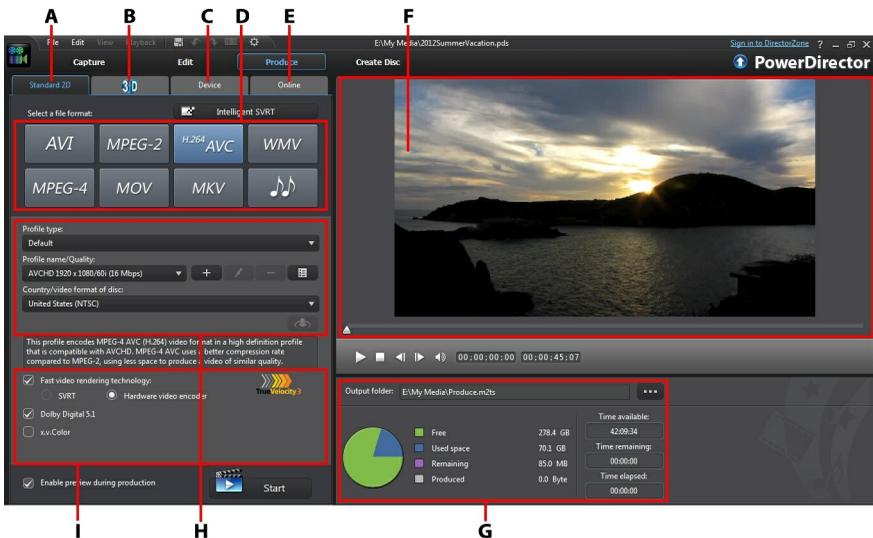
***Note:** view the SVRT information in the Edit window for more detailed information, including which video clips need rendering. If you viewing the SVRT information in the Produce window, click the **Details (Edit)** button to quickly switch to the Edit window.*

To select a video profile, just select it in the Intelligent SVRT dialog and then click

Apply when you are in the Produce window. The selected video profile is auto highlighted and selected as you proceed to produce. The video profile you used is also saved in the dialog, and will always be available when utilizing Intelligent SVRT.

Produce Window

Click the **Produce** button to compile your video production into a file that is ready for a variety of uses, including sharing with others, uploading to the Internet, or for burning to disc at a later date.



A - Output in a Standard 2D Format, B - Output in a 3D Format, C - Output to a Device, D - Production Profiles (Video/Audio File Formats), E - Upload to Online Web Site, F - Production Preview, G - Production Details, H - Profile Settings, I - Production Preferences

Note: before producing a movie production, make sure that all of your video clips have the same interlacing format. This is an extremely important step to take before production, as it can drastically affect final video quality. If you produce your movie and find the video quality unsatisfactory, verify if the interlacing format of all of your video clips is the same. If your clips have different interlacing formats, set them all to the same format, then produce your movie again. For more information, see [Setting TV \(Video Clip Interlacing\) Format](#).

In the produce window, select the production option that matches the task you

want to perform. You can select one of the following production options:

Tab	Description
Standard 2D	Click on the Standard 2D tab if you want to output your production to a 2D video file that you can watch on a computer or burn to a disc at a later date. You can also output just the audio into a audio file for playback on a variety of devices. See Outputting to a Standard 2D File for more information.
3D	Click on the 3D tab if you want to output your production in a 3D video file format. See Outputting in a 3D Format for more information.
Device	Click on the Device tab if you want to produce your video and then output it to a camcorder or portable device. See Outputting to a Device for more information.
Online	Click on the Online tab if you want to upload your video to YouTube, Facebook, Dailymotion, or Vimeo. See Uploading Video to Social Web Sites for more information.

Note: you can also produce multiple created video production projects at one time in the Edit window using the **Batch Produce** feature. See *Batch Produce* for more information.

Outputting to a Standard 2D File

You can output your video production as a standard 2D video file, which you can watch on a computer, burn to disc, or output to a portable device. You can also output just the audio into an audio file format for playback.

Note: *if you're not sure which video file format you should output your production in, click the **Intelligent SVRT** button for assistance. See Utilizing Intelligent SVRT for more information on using this feature.*

You can output your project to one of the following formats:

- AVI
- MPEG-2*
- H.264 AVC*
- Windows Media Video (WMV)
- MPEG-4*
- QuickTime (MOV)*
- Matroska (MKV)*
- Audio file (WMA, WAV, M4A)

Note: ** optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

To output your video production in standard 2D, do this:

Note: *if there is any 3D media in your video production, you must ensure the file's 3D source format is set prior to production to ensure the media displays properly in 2D. CyberLink PowerDirector will incorporate the specified eye frames into your 2D video. See Setting 3D Source Format for more information.*

1. Select a video file format by clicking it (or the audio file option if you just want to output your production's audio).
2. Select the **Profile name/Quality** you want to use to create the file. This selection determines the video resolution, file size, and overall quality of the outputted file. See Customizing Profiles for more information.

Note: *in some versions of CyberLink PowerDirector, the H.264 AVC/WMV/MPEG-4 video file formats now support up to 4K* resolution (Ultra HD). Before production, be sure to select the desired video resolution in the **Profile name/Quality** drop-down. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

3. Configure the production options as required. See Configuring Production Options for more information.
4. Check the production details and that the file will be outputted to the folder on your computer where you want it. Click  to set another output folder.
5. Click the **Start** button to begin producing your file.

Customizing Profiles

After you select a file format for your outputted file, depending on the format you selected, there may be quality settings you can customize in the profiles section.

These quality settings are called profiles, and can consist of a video file's resolution, bitrate compression, audio compression type, and more.

Before you output your production, you may want to create a new quality profile, edit an existing one, or select a different profile and other options from one of the available drop-downs in the production options section.

Configuring Production Options

Before you begin producing your file, you can select from the following production options:

***Note:** the options that are available depend on the file format you selected and the version of CyberLink PowerDirector that is installed on your computer.*

- **Fast video rendering technology: SVRT and Hardware video encoder** are options that can reduce production time. The **Hardware video encoder** option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it (H.264 and MPEG-4).
- **Dolby Digital 5.1:** select this preference if you want to include Dolby Digital 5.1 audio in your produced video file.
- **x.v.Color:** x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the

opportunity to achieve better visual quality if your playback environment is x.v.Color ready.

- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

Outputting in a 3D Format

You can output your production in a 3D* video file format. To output your project to a file, select the **3D** tab and then select the desired file format.

***Note:** if you're not sure which video file format you should output your production in, click the **Intelligent SVRT** button for assistance. See *Utilizing Intelligent SVRT* for more information on using this feature. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

You can output your production to one of the following file formats:

- Windows Media Video (WMV)
- MPEG-4*
- MPEG-2*
- H.264 AVC*
- QuickTime (MOV)*
- Matroska (MKV)*

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

To output your video production in 3D, do this:

***Note:** if there is any 2D media in your video production, you must convert it to 3D before production. See *Power Tools: 2D to 3D* for more information.*

1. Select a 3D video file format by clicking it.
2. Select the **3D output format** from the drop-down. See 3D Output Formats for more information.
3. Select the **Profile name/Quality** you want to use to create the file. This selection determines the video resolution, file size, and overall quality of the outputted file. See Customizing Profiles for more information.

Note: in some versions of CyberLink PowerDirector, the H.264 AVC/WMV/MPEG-4 video file formats now support up to 4K* resolution (Ultra HD). Before production, be sure to select the desired video resolution in the **Profile name/Quality** drop-down. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

4. Configure the production options as required. See Configuring Production Options for more information.
5. Check the production details and that the file will be outputted to the folder on your computer where you want it. Click  to set another output folder.
6. Click the **Start** button to begin producing your file.

3D Output Formats

Once you select a video file format (or container), you need to select the 3D output source format. This selection specifies how the 3D content is displayed. You can select one of the following 3D output source formats:

- **Side-by-Side Half Width (L/R):** a side-by-side 3D source format optimized for 4:3 or non-HD video productions.
- **Side-by-Side Full Width (L/R):** a side-by-side 3D source format optimized for HD video productions.*

Note: * 3D MPEG-2 videos cannot be outputted with this source format. The side-by-side full width format is only available when the Ultra version of CyberLink PowerDirector is installed on a 64-bit operating system.

- **H.264 Multi-View Coding:** a Multi-View Coding (MVC) source format.
- **Anaglyph:** a red/cyan source format. Select this format if you do not have a 3D display device, to watch a 3D video production with anaglyphic 3D glasses.

Customizing Profiles

After you select a file format for your outputted file, depending on the format you selected, there may be quality settings you can customize in the profiles section.

These quality settings are called profiles, and can consist of a video file's resolution, bitrate compression, audio compression type, and more.

Before you output your production, you may want to create a new quality profile,

edit an existing one, or select a different profile and other options from one of the available drop-downs in the production options section.

Configuring Production Options

Before you begin producing your file, you can select from the following production options:

Note: the options that are available depend on the file format you selected and the version of CyberLink PowerDirector that is installed on your computer.

- **Fast video rendering technology: SVRT and Hardware video encoder** are options that can reduce production time. The **Hardware video encoder** option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it (H.264 and MPEG-4).
- **Dolby Digital 5.1:** select this preference if you want to include Dolby Digital 5.1 audio in your produced video file.
- **x.v.Color:** x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

Outputting to a Device

Select the **Device** tab if you want to output your video production back to a DV or an HDV* tape.

Note: you must manually locate the position on your HDV camcorder tape where you want to write back your content to before proceeding.

You can also output your production to a file that you can then copy back to an HDD (hard disk drive) camcorder*. Or output it in a file format that is compatible with a number of portable devices, including for an iPod/iPhone/iPad, PS3*/PSP/Walkman, Xbox/Zune, and a wide variety of mobile phones*.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

To output your video production to a device, do this:

Note: if there is any 2D media in your video production, you must convert it to 3D before production. See PowerTools: 2D to 3D for more information.

1. Select a device type by clicking it. If you are writing back to a DV or HDV camcorder, ensure it is connected and turned on.
2. Select the **Profile Type** or **Profile name/Quality** you want to use to create the file. This selection determines the video resolution, file size, and overall quality of the outputted file. See Customizing Profiles for more information.
3. Configure the production options as required. See Configuring Production Options for more information.
4. Check the production details and that the file will be outputted to the folder on your computer where you want it. Click  to set another output folder.
5. Click the **Start** button to begin producing your file.

Customizing Profiles

After you select the format of your produced project file, depending on your selection, there may be video quality settings you can customize in the video profiles section.

These video quality settings are called profiles, and can consist of your video's resolution, bitrate compression, audio compression type, and more.

Before you output your production, you may want to create a new quality profile, edit an existing one, or select a different profile and other options from one of the available drop-downs in the production options section.

Configuring Production Options

Before you begin producing, you can select from the following production options:

Note: the preferences that are available depend on the file format you selected and the version of CyberLink PowerDirector that is installed on your computer.

- **Fast video rendering technology: SVRT** and **Hardware video encoder** are options that can reduce production time (available for creating an HDD

camcorder file only). The **Hardware video encoder** option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA technology, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it (H.264 and MPEG-4).

- **Dolby Digital 5.1:** select this preference if you want to include Dolby Digital 5.1 audio in your produced video file (available for creating an HDD camcorder file only).
- **x.v.Color:** x.v.Color is a new color system that can display a wider color range than usual (available for creating an HDD camcorder file only). CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.
- **Delete the file after the write back is complete:** select this option to have CyberLink PowerDirector delete the produced video file after it has written it back to your DV or HDV camcorder.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

Uploading Video to Online Media Sites

Click on the **Online** tab to upload your video production to one of the following online media web sites:

- Facebook
- YouTube
- Dailymotion
- Vimeo
- Niconico Douga

***Note:** in some versions of CyberLink PowerDirector, you can produce and upload up to 4K* resolution (Ultra HD) video to social web sites. Before production, be sure to select the desired video resolution in the **Profile name/Quality** dropdown. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Uploading Video to Facebook

To upload your video to Facebook®, do this:

1. Click the **Facebook** button.
2. Select the desired quality of your video from the **Profile type** drop-down list.
3. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Facebook once uploaded.
4. Configure the production options as required. See Configuring Production Options for more information.
5. Click **Start** to begin.
6. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your Facebook account by following the steps in the Facebook Authorization windows.
7. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

Configuring Production Options

Before you begin producing, you can select from the following production options:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.
- Specify the **Output folder**, or the location where the produced video file that will be uploaded is saved. Click  if you want to select another output folder or change the name of the produced file.

Uploading Video to YouTube

To upload your video to YouTube, do this:

***Note:** if the size/length of the your video exceeds the maximum allowed, CyberLink PowerDirector will separate the video into smaller/shorter videos, upload these videos, and then create a playlist for you on YouTube.*

1. Click the **YouTube Videos** button.
2. Select the desired quality of your video from the **Profile type** drop-down. The quality you select will result in the corresponding quality option being available after the video is fully processed on YouTube.

***Note:** the quality option available on YouTube is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.*

3. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on YouTube once uploaded. Also select one of the **Video categories** and enter in some keyword **Tags** that users can search for to find your video.
4. Set whether you want the video to be **Public** or **Private** once it is uploaded to YouTube.

***Note:** sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.*

5. Configure the production options as required. See Configuring Production Options for more information.
6. Click **Start** to begin.
7. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your YouTube account by following the steps in the YouTube Authorization windows.
8. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

Uploading to YouTube 3D

If the video production you are uploading is a 3D production, select the **Share as a 3D video*** option to upload it to YouTube in a 3D video source format. Once

uploaded, you will be able to watch it on YouTube in 3D.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Configuring Production Options

Before you begin producing, you can select the following production preference:

- **Hardware video encoding:** this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.
- Specify the **Output folder**, or the location where the produced video file that will be uploaded is saved. Click  if you want to select another output folder or change the name of the produced file.

Uploading Video to Dailymotion

To upload your video to Dailymotion, do this:

Note: if the size/length of your video exceeds the maximum allowed, CyberLink PowerDirector will separate the video into smaller/shorter videos, upload these videos, and then create a playlist for you on Dailymotion.

1. Click the **Dailymotion** button.
2. Select the desired quality of your video from the **Profile type** drop-down. The quality you select will result in the corresponding quality option being available after the video is fully processed on Dailymotion.

Note: the quality option available on Dailymotion is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.

3. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Dailymotion once uploaded. Also select one of the **Video categories** and enter in some keyword **Tags** that users can search for to find your video.

4. Set whether you want the video to be **Public** or **Private** once it is uploaded to Dailymotion.

Note: sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.

5. Configure the production options as required. See Configuring Production Options for more information.
6. Click **Start** to begin.
7. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your Dailymotion account by following the steps in the Dailymotion Authorization windows.
8. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

Configuring Production Options

Before you begin producing, you can select the following production options:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.
- Specify the **Output folder**, or the location where the produced video file that will be uploaded is saved. Click  if you want to select another output folder or change the name of the produced file.

Uploading Video to Vimeo

To upload your video to Vimeo, do this:

Note: if the size/length of the your video exceeds the maximum allowed, CyberLink PowerDirector will separate the video into smaller/shorter videos, upload these videos, and then create a playlist for you on Vimeo.

1. Click the **Vimeo** button.
2. Select the desired quality of your video from the **Profile type** drop-down. The quality you select will result in the corresponding quality option being available after the video is fully processed on Vimeo.

***Note:** the quality option available on Vimeo is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.*

3. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Vimeo once uploaded. Also enter in some keyword **Tags** that users can search for to find your video.
4. Set whether you want the video to be **Public** or **Private** once it is uploaded to Vimeo.

***Note:** sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.*

5. Configure the production options as required. See Configuring Production Options for more information.
6. Click **Start** to begin.
7. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your Vimeo account by following the steps in the Vimeo Authorization windows.
8. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

Configuring Production Options

Before you begin producing, you can select the following production options:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

- Specify the **Output folder**, or the location where the produced video file that will be uploaded is saved. Click  if you want to select another output folder or change the name of the produced file.

Uploading Video to Niconico Douga

To upload your video to Niconico Douga, do this:

***Note:** if the size/length of the your video exceeds the maximum allowed, CyberLink PowerDirector will separate the video into smaller/shorter videos, upload these videos, and then create a playlist for you on Niconico Douga.*

1. Click the **Niconico Douga** button.
2. Enter your Niconico Douga **Username** and **Password**. If you don't have an account, click the **Sign Up to Niconico** link to get one.
3. Select the desired quality of your video from the **Profile type** drop-down. The quality you select will result in the corresponding quality option being available after the video is fully processed on Niconico Douga.

***Note:** the quality option available on Niconico Douga is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.*

4. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Niconico Douga once uploaded. Also enter in some keyword **Tags** that users can search for to find your video.
5. Set whether you want the video to be **Public** or **Private** once it is uploaded to Niconico Douga.

***Note:** sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.*

6. Configure the production options as required. See Configuring Production Options for more information.
7. Use the player controls in the preview window to find the frame of video in your production you want to use as the video's thumbnail on the Niconico Douga web site, and then click the **Set Thumbnail** button.
8. Click **Start** to begin.
9. Click **Authorize** and then grant CyberLink PowerDirector permission to upload

videos to your Niconico Douga account by following the steps in the Niconico Douga Authorization windows.

10. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

Configuring Production Options

Before you begin producing, you can select the following production options:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.
- Specify the **Output folder**, or the location where the produced video file that will be uploaded is saved. Click  if you want to select another output folder or change the name of the produced file.

Batch Produce

CyberLink PowerDirector lets you produce multiple projects at once using the Batch Produce feature. In the Batch Produce window, you can import multiple CyberLink PowerDirector projects in the .pds format and output them as video files in a variety of formats all in one sitting.

To perform a batch production, do this:

***Note:** if you are currently working on a video production, you must save and close it before you can perform a batch production.*

1. Select **File > Batch Produce** from the menu.
2. Click , and then browse to and select the CyberLink PowerDirector project you want to add to the production queue.
3. If required, click on the file name in the **Outputted File Name** column to change the name of the outputted video file.

4. If required, click on  to edit the task's production profile settings as follows:

Note: if required, click on the *Intelligent SVRT* button for assistance on selecting an output profile. See *Utilizing Intelligent SVRT* for more information.

- **Output folder:** if required, select another location on your computer where the file will be outputted to by clicking  to set another output folder.
- **Production type:** select whether you want to output the selected task as a video file, video file for a device, or a 3D* video file.
- **Media file format:** select the format of the outputted video file from this drop-down.

Note: based on your first two selections, the available drop-downs that follow will differ. Use them to select 3D* output format, profile, etc.

Click **OK** to close the Profile Settings window and set your changes.

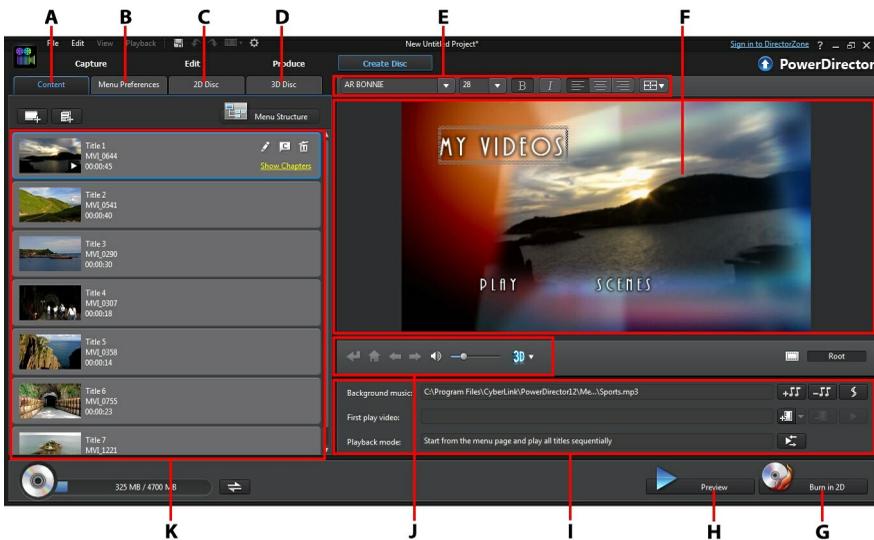
5. If your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology) and you are outputting in a file format that supports it (H.264 and MPEG-4), select the **Enable GPU hardware video encoder automatically** option if you want CyberLink PowerDirector to use it, when available, during the batch production.
6. Click **Start** to begin the production of all the tasks in the list.

Note: select the *Shut down computer after production* option to have CyberLink PowerDirector shut down the program and your computer once all the tasks are produced.

Chapter 18:

Creating Discs

After you finish creating your video production, click on **Create Disc** to burn your movie onto a disc, complete with a disc menu. You can also import additional videos and CyberLink PowerDirector projects, creating multi-layered professional looking disc in just a few simple steps.



A - Disc Content Tab, B - Menu Preferences Tab, C - 2D Disc Preferences Tab, D - 3D Disc Preferences Tab, E - Disc Menu Font Properties, F - Disc Menu Preview Window, G - Burn to Disc, H - Preview Disc Menu, I - Disc Menu Properties, J - Menu Navigation Controls, K - Disc Content

Discs created in CyberLink PowerDirector can have one or more titles (video files or CyberLink PowerDirector projects), which are called **Scenes** on the final disc. Each title (or **Scene**) can have multiple chapters and include subtitles.

To create a disc menu and then burn your video production to disc, do this:

1. Click on the **Create Disc** button to open the Create Disc window. The video production you were working on is automatically imported into the window.
2. On the **Content** tab, click the  and  buttons to import additional

titles (video files and/or PowerDirector projects) onto your disc. See Importing Additional Disc Content for more detailed information.

3. Click on the **Menu Preferences** tab and then select the menu in the library that you want to use on your disc. See Selecting a Disc Menu for more detailed information on selecting disc menus, or for information on customizing your own.
4. Edit the selected disc menu's properties, including customizing menu text, the number of buttons, background music, and more. See Editing Disc Menu Properties for more information.
5. If required, right-click on your selected disc menu's thumbnail in the library and select **Modify** to perform advanced editing on it in the Menu Designer. You can also create new disc menus and 3D* menus in the Menu Designer. See Customizing Disc Menus in the Menu Designer for more detailed information.
6. The last step is to burn your production to disc. Do one of the following:
 - if your project is a standard 2D video production, click the **2D Disc** tab. See Burning a Disc in 2D for more information.
 - if your project is a 3D* video production, click the **3D Disc** tab. See Burning a Disc in 3D for more information.

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Importing Additional Disc Content

The **Content** tab contains your current video production that will be burned to disc. On this tab you can import additional titles (video files and CyberLink PowerDirector projects), which, with your current video production, are called **Scenes** on the disc menu.

On the **Content** tab you can add additional titles to your disc by doing the following:

- click on  to import additional video files that you want on your created disc.

- click on  to import any existing CyberLink PowerDirector projects that you want on your created disc.

Note: as you add content, click on the **Menu Structure** button to view the structure of your disc menu. In the structure tree you can see all the titles (videos and projects) on your disc and any chapters within each title.

While importing videos and CyberLink PowerDirector projects on to the **Content** tab, use the following buttons to:

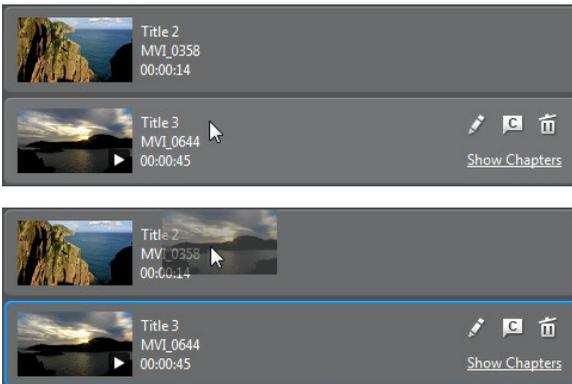
- hover your mouse over the title and then click on  on its thumbnail to play back the title.
-  - edit the selected title in the Edit window of CyberLink PowerDirector.
-  - remove the selected title from the disc menu.

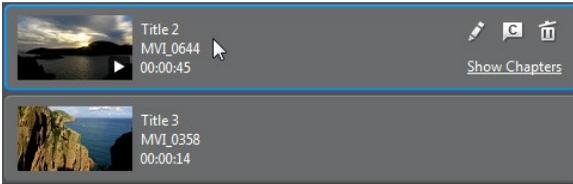
Click on **Show Chapters** to view the chapters in the selected title (video or project).

You can click the  button to set/edit the selected title's chapters in the Chapters Room. For more information on editing chapters see Adding Chapters.

Note: as you add content to your disc, note the capacity information at the bottom of the window. Click  to toggle the disc capacity display or  to view the Disc Production Summary at any time.

When you are done adding all the content you want on your disc, you can reorder all the titles simply by dragging them to the position you want.





The order of the titles on the **Content** tab is the order they are burned to disc.

Selecting a Disc Menu

Click on the **Menu Preferences** tab to select the disc menu template in your menu library that you want to include on your disc. To preview the pages in a disc menu, just click on its thumbnail in the library.

Note: if you do not want to include a menu on your final disc, select the **No Menu** template in the menu library.

Most of the disc menu templates in CyberLink PowerDirector are multi-layered, and can consist of the following pages:

- a main menu home (**Root**) page.
- if you have more than one title (video or project), your disc will have a **Scenes** page in the Disc Preview Window. Note that when in the Menu Designer, it is called the **Titles** page.
- a **Chapters** page where you can navigate through your titles, if chapters were added.
- a **Subtitles** page that lets you enable/disable the subtitles on your disc.

Note: the Subtitles page in a disc menu is only available if you selected **Create subtitles for disc** when creating subtitles in the Subtitle Room. See *Adding Subtitles for more information*.

To set the disc menu template for your disc, do either of the following:

Note: you can set menu templates to all the pages in your disc menu, or either to just the home/root page or to the sub pages (titles/chapters and subtitles pages). If you don't want to set the menu template to all the pages, ensure the page that you want to set it to is displayed in the disc menu preview window first before selecting your template.

- Right-click on the menu template's thumbnail in the menu library that you want to use and then select:

- **Apply** to set the menu page to the current menu page you are viewing in the disc menu preview window.
- **Apply to All Pages** to apply the menu template to all the pages in your menu, i.e. home, titles, chapters.
- Click on a menu template thumbnail in the menu library that you want to use and then select:
 - **Apply** to set the menu page to the current menu page you are viewing in the disc menu preview window.
 - **Apply to All Pages** to apply the menu template to all the pages in your menu, i.e. home, titles, chapters.

Note: if required, you can download and import additional disc menu templates from DirectorZone. See [Downloading from DirectorZone](#) for more information.

Editing Disc Menu Properties

CyberLink PowerDirector gives you full creative control over the look of your disc menu. Use the menu navigation controls to preview the design and behavior of the selected disc menu.

If you want to view the titles, chapters, or subtitles page, click on the disc menu preview window and then use the  button and the other menu navigation controls to navigate through the disc menu. Or click the **Preview** button at the bottom of the window to view what your burned disc will look like when played on a disc player.

*Note: to perform more advanced editing on a selected disc template using the Menu Designer, right-click on the menu template in the menu library and then select **Modify**. See [Customizing Disc Menus in the Menu Designer](#) for more information.*

Editing Disc Menu Text

To edit the menu text that appears on the menu page, including clickable button text, double-click on it in the disc menu preview window, and then enter the new text. You can modify menu text style, size, and alignment using the disc menu font properties options located at the top of the disc menu window.

To change the position of any menu text on your menu, just click and drag it to the new position.

Note: when changing menu text position in the disc menu preview window, click  to enable the TV safe zone to help with the placement of the selected clip in the video display area.

Setting Disc Menu Music

Some of the pre-designed disc menu templates contain menu music. In the disc menu properties area, you can:

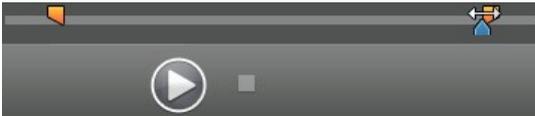
- click on  to edit or replace the menu's background music. See Setting Background Music for more information.
- click  to remove the current background music from the disc menu.
- click  to add background music with Magic Music. See Magic Music for more information.

Setting Background Music

If you are using background music in your disc menu, click the  button to perform the following functions:

Note: the final duration of your disc menu's background music is dependent on the time entered in the **Duration** field in the Playback Mode Settings window, not the length of the music file used. See Setting Disc Playback Mode for more information on setting your menu's duration.

- click the  button to add or replace the current disc menu background music.
- if required, trim the background music using the player controls and the mark-in/mark-out indicators.



- if required, set the menu music to gradually **Fade-in** or **Fade-out**.
- if the length of your menu music file is not as long as the specified duration, select the **Auto repeat** option to loop it.

When you are done setting the background music options, click **Apply to All Pages** to set the music for all the pages in the disc menu, or **Apply** to set it just for the current menu page you are viewing in the disc menu preview window.

Adding a First Play Video

Use this option to add a video (or an existing CyberLink PowerDirector project) as a first play video to your created disc. The first play video plays automatically when the disc is inserted into a disc player, before the disc menu loads. No navigation buttons are available during the first play, and viewers cannot fast forward past this segment.

In a professional production, this is usually a copyright notice or warning. However, you may prefer to use a personal introduction or other video clip instead.

To set a video clip as the first play video, do this:

- click  and select the video that you want.
- click  to remove the video set as the first play video.
- click  to preview the first play video.

Note: if you are creating a 3D video production and burning it to disc in 3D, you can use a 3D video clip as the first play video. Once added, click  to set the 3D source format of the clip. See *Setting 3D Source Format* for more detailed information.

Setting Disc Playback Mode

Click the  button open the Playback Mode Settings window and set how the disc plays back any scenes that are on your disc.

Note: disc playback mode determines how the title (videos and projects added on the **Content** tab) play back on your disc, not the chapters contained within each title. If your disc only has one title on it, the settings for disc playback mode have no affect on the burned disc.

In the Playback Mode Settings window you can set the following:

- choose from one of the three available playback modes based on the available descriptions. Your disc will follow the selected behavior when inserted or play is pressed on your disc player.

- **Auto menu time out:** select this option if you want the disc content to play automatically when you insert the disc into a disc player. When selected, your content plays automatically after displaying the disc menu for the specified duration. If you do not select this option, your menu loops endlessly until you press the play button on your disc player.
- **Duration:** enter in the duration the content (background video, background music, etc.) in your disc menu is displayed. The minimum duration allowed is 10 seconds, while your disc can be up to 99 seconds long before it loops back to the beginning.

Note: the duration you enter is also the length of your menu's background music, even if the selected music file's length is longer than the duration specified.

Specify Buttons Per Page

When creating a disc with multiple titles or chapters, you can select the number of thumbnail buttons that display on the **Titles** and **Chapters** menu page.

To change the number of buttons that display on the titles and chapter pages, you must first navigate to the page in the **Titles** and **Chapters** page via the menu preview window and then use the **Buttons per page** drop-down on the bottom left to select the number you want on these pages.

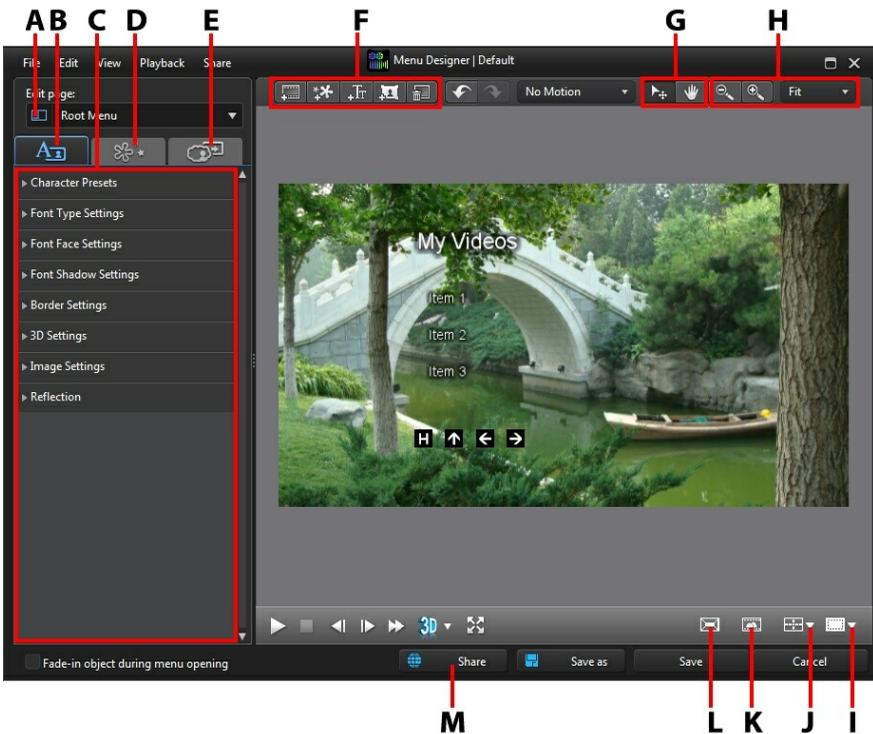
Note: the number of thumbnail buttons that can display on each menu page is dependent on the design of the menu template. Some menu templates do not allow you to change the number of buttons displayed on a page.

Select **Add thumbnail index** to add numbering to each scene and chapter thumbnail on your menu pages.

Customizing Disc Menus in the Menu Designer

You can perform more advanced editing on your disc menu in the Menu Designer*. You can also create a brand new disc menu template from scratch.

To edit an existing disc menu, right-click on the disc menu template in the library on the **Menu Preferences** tab and then select on **Modify**. To create a new disc menu template, click on the **Create Menu** button.



A - Menu Page View (Edit page), B - Change Menu Text Properties Tab, C - Menu Properties Tab, D - Set Object Properties Tab, E - Set Button Properties Tab, F - Add Media/Image/Text/Button, G - Mode Selection, H - Zoom Tools, I - TV Safe Zone/Grid Lines, J - Align Objects, K - Select Video Effect, L - Enable 3D Depth, M - Upload to DirectorZone

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

In the Menu Designer you can edit all three possible disc menu pages. Note that the titles (videos and projects on your disc) and chapters pages always have the same layout.

To modify a specific page, select **Root Menu**, **Titles/Chapters Menu**, or **Subtitles Menu** from the **Edit page** drop-down menu.

Note: the subtitles menu page is only available if you selected **Create subtitles for disc** when you added subtitles in the Subtitle Room. See *Adding Subtitles for more information*.

Mode Selection and Zoom Tools

When customizing menus in the Menu Designer use the mode selection and zoom tools for assistance.

Note: when modifying menus in the Menu Designer, use the player controls to preview, and click  to preview the menu at full screen.

Mode Selection

In the Menu Designer there are two selection modes. Click the  button to enable object selection. When selected, you can freely click and move the menu text, buttons, images, etc. to different areas of the menu.

Click the  button to enable a mode that lets you drag the view in the Menu Designer. This mode is especially helpful if zoomed in on the disc menu.

Zoom Tools

Use the zoom tools  and  to zoom out and in on the preview window when modifying the disc menu. You can also select the viewer zoom amount from the drop-down to set the size of the disc menu preview. Select **Fit** to resize the disc menu so that it fits in the Menu Designer's viewer window.

Note: you can also hold down the **Ctrl** key on your keyboard and then use the mouse scroll wheel to zoom in or out on the disc menu.

Setting Menu Opening and Background

You can import a video that plays in the background while the menu is loading. Usually called a menu opening, it is seen on most commercial discs before the menu options display.

You can also add or replace the background of your disc menu with an image or a video file, or set a video effect that is applied to the background of your disc menu.

Including a Menu Opening

To include a video as the menu opening, click the  button, select the **Import User Video For Menu Opening** option, and then the video you want to use.

Setting Menu Background

To set or replace the background image of your menu, with either an image or a video file. To do this, click the  button and then select the **Set Background Image or Video** option. Once selected, set how the background media is displayed in the Background Media Adjustment Settings window.

Note: to remove the imported background image or video, just click the  button.

Adjusting Menu Background's Media Settings

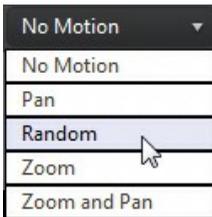
When you import video clips and images to use as a background for your disc menu, the Background Media Adjustment Settings window displays. In the window you can set the following:

- **Stretch Setting:** on this tab, select what you want CyberLink PowerDirector to do if the video clip or image you selected as the background has a different aspect ratio than your disc menu template. Select **Apply to all menu pages** to use this setting on all menu pages.
- **3D-BD Setting:** if you are outputting a 3D video production as a 3D-BD* disc, click on this tab to set the 3D source format of the background video you imported. See Setting 3D Source Format for more detailed information.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Adding Motion to Background Images

If you imported an image to use as the menu's background, you can select a motion effect to make your menu more engaging. To do this, select from the available motion options in the drop-down above the preview window.



Selecting a Video Effect Background

To apply a video effect to your disc menu's background, click on the  button at the bottom of the designer window, and then select the video effect from the list. Use any available settings to customize the effect to your liking.

Adding Images to Menus

Click the  button to import an image onto your disc menu. Once imported, you can reposition and resize the image to fit your disc menu as required. If you want to add an image as the menu's background, see Setting Menu Background.

See Customizing Image Settings if you would like to use chroma key to make the image in the disc menu transparent.

Adding and Editing Disc Menu Title Text

You can add additional title text to a disc menu, or completely customize the format and alignment on the existing title text in the Menu Designer.

Note: you cannot edit the title text content in Menu Designer window. You must edit this title text in the disc menu preview window. See Editing Disc Menu Title Text for more information.

Adding Text to Disc Menus

To add additional text to your disc menu, do this:

1. Click the  button.
2. Type in the text you want to use.

Changing Menu Text Properties

Click on the  tab to change the properties of the menu text in your disc menu.

Applying Preset Character Types

Select the **Character Presets** option to apply a defined character preset to a text object. After you have applied a defined character preset you can refine it using the other properties on the tab, if required.

To apply a character preset to a text object, ensure the text box is selected in the preview window and then click on a character preset in the list.

***Note:** once you are done customizing all of the text properties on the tab, click on  to save the character preset to your favorites. To find and use saved character presets, select **My Favorites** in the **Character types** drop-down.*

Customizing Font Type Settings

Select the **Font Type Settings** option to set the font type and size of the selected text object. You can also select the font face color, bold or italicize text, change the line and text spacing, and set the text alignment in the text box.

If the font type you are using supports it, you can select the **Kerning** check box to reduce the space between the letters in the text.

Customizing Font Face Settings

In **Font Face Settings** you can customize the font color, blur, and transparency. Select the **Apply font face** option to enable the font face properties on the selected text object, and then use the **Blur** and **Transparency** sliders to customize its appearance.

When customizing the font face color, you have the following options in the **Fill type** drop-down:

- **Uniform color:** select this option if you want the font to be one solid color. Click the colored square to open the color palette and select the desired font color.
- **2 color gradient:** select this option if you want the font color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **4 color gradient*:** select this option if you want the font to consist of four colors. Click the colored squares to set the colors in each of the four corners of the text.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Applying Font Shadow Settings

Select the **Font Shadow Settings** option and then **Apply shadow** to add a shadow to the text object. Available options allow you to change the shadow's color, direction, distance from the text, and add a transparency or blur effect.

Applying Border Settings

Select the **Border Settings** option and then **Apply border** to add a border around the text object. Available options allow you to change the border's size, and add a transparency or blur effect.

You can customize the border color using the following options in the **Fill type** drop-down:

- **Uniform color:** select this option if you want the border to be one solid color.

Click the colored square to open the color palette and select the desired border color.

- **2 color gradient:** select this option if you want the border color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **4 color gradient*:** select this option if you want the border to consist of four colors. Click the colored squares to set the colors in each of the four corners of the border.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Enable 3D Depth

If you are creating a 3D video production, select the **3D Settings** option and then **Enable 3D depth*** to give the text object a 3D effect.

Note: when using this feature, select the  button to enable 3D mode for best editing results. See *Previewing in 3D Mode* for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Once enabled, use the slider to set the amount of depth you want the text object to have in 3D. Dragging the slider left will make the 3D text object seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

Customizing Image Settings

If your disc menu contains an image, select it in the preview window, click the **Image Settings** option, and then select **Apply chroma key** to add a chroma key (green screen) effect to it.

Click on  and then select the color in the image that you want to replace/make transparent. Use the **Tolerance of intensity** and **Tolerance of hue** sliders to set the level of chroma key applied, revealing the content behind the selected image.

Select the **Maintain image's aspect ratio** option if you want to ensure the image's aspect ratio does not change while you are moving or resizing it. Deselect this option if you want to change the image's shape or alter its aspect ratio.

Adding a Reflection

Select the **Reflection** option and then **Apply reflection** to add a reflection of the text object onto the background media. Use the **Distance** slider to set space between the reflection and the text object. Use the **Transparency** slider to set the opacity of the reflection.

Setting Object Properties

Click on the  tab to set and customize all of your menu object properties. The tab lists all of the current objects in your disc menu, including menu buttons, images, and title text.

When you select an item in the objects list, the object is highlighted in the preview window. Once highlighted, the objects are easily edited, resized, reshaped, or moved around the disc menu to a desired location.

If you want any of the disc menu's objects to fade-in when the menu displays on screen, select it and then the **Fade-in object during menu opening** option.

Select **Display the selected object only** to only display the selected object while setting the properties. The properties that are available depend on the type of object you select.

Modifying Menu Objects Position

You can change the position and orientation of the title text, images, buttons, etc. in the disc menu.

Note: click on  to use the TV safe zone and grid lines to help with the precise placement of the precise placement of buttons, images, text, etc. on your menu pages. Select **Snap to Reference Lines** to have the objects snap to the grid lines, TV safe zone, and boundary of the menu area.

To modify menu object position or orientation:

- click on a title text object, button, or an image, and then drag it to a new position.
- click on  above the title text object, button, or image, and drag it right or left to change its orientation.

- select images and buttons, and then click and drag a corner or side to resize them.

Aligning Objects

To align the objects in the disc menu, select them on the set objects properties tab, and then select the desired alignment from the  drop-down.

Adding and Editing Menu Buttons

You can add additional menu text buttons to your disc menu. You can also set the properties for all of the menu and navigation buttons used in the menu.

Adding Menu Buttons

Menu buttons are the buttons that provide access to your disc's content. They may consist of just text or text and an accompanying thumbnail, depending on which disc window you are in and the design of the disc menu template.

To add a menu button, click the  button. Depending on the page in your disc menu you add the button to, the new button might just be text or button text and a scene/chapter thumbnail.

Note: you can add up to 14 menu buttons on each menu page.

Setting Menu Button Properties

Click on the  tab and to set the properties of all the buttons in your disc menu. You can customize the button frame, layout, highlight style, and more.

Note: the menu button properties that are available depend on which menu page you are currently editing.

Changing Navigation Buttons

To change the navigation buttons that are used in your disc menu, select the **Navigation Buttons** option. Select a set of navigation button (each set contains four navigation buttons) from the list, or click on **Import Custom** if you want to use your own buttons you custom created. If you imported custom buttons, or modified an

existing set, click the **Save as** button to save the current buttons as a new set of navigations buttons.

Setting Button Highlight Style

Select the **Button Highlight Style** option to set the highlight icon used on a button thumbnail for scenes and chapter buttons. Click on **Import Custom** if you want to use your own custom highlight icon.

If your disc menu is using text buttons, select the **Enable text highlight** option if you want it to be highlighted on the menu when it is active on the screen. Select **Highlight color** and then click the colored square to open the color palette to select the desired highlight color used.

Enabling 3D Depth in Disc Menus

If you are creating a 3D video production and want your disc menu to be in 3D, click the  button and then select the **Enable 3D depth*** option.

Note: when using this feature, select the  button to enable 3D mode for best editing results. See *Previewing in 3D Mode* for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Once enabled, use the slider to set the amount of depth you want the disc menu objects (text, buttons, etc.) to have in 3D. Dragging the slider left will make the 3D disc menu objects seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

Saving and Sharing Disc Menu Templates

Once you are finished modifying/customizing a disc menu template you can save it in your disc menu library for future use or upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone.
- click on **Save As** to save a modified template as a new template to the disc menu library.
- click on **Save** to save a new template to the disc menu library.

Burning Your Production to Disc

Burning your video production to disc is the final stage of the create disc process. Once your disc is burned, you are able to play it on a disc player. You can also create a disc folder to organize your media files on your hard drive. When finalizing your disc, you have the choice of:

- Burning a Disc in 2D
- Burning a Disc in 3D

In CyberLink PowerDirector you can burn your video production to one of the following optical disc formats:

- **DVD:** DVD-R, DVD-RW, DVD+R, DVD+RW
- **VCD*/SVCD (2D discs only):** CD-R, CD-RW
- **Blu-ray Disc(TM)*:** BDXL, BD-RE, BD-R

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Burning a Disc in 2D

If you created a standard 2D video production, click on the **2D Disc** tab to configure your disc's preferences and burn it to disc.

Configuring Disc Preferences

The following preferences are available on the **2D Disc** tab:

Disc Format

- select the disc format type you want to use to burn your video to a disc. Depending on the disc format type that you select, there may be a drop-down option to select the capacity of the disc.

Note: you can also burn your video project to a removable disk in the AVCHD 2.0 format. To do this, select the **AVCHD** button and then your specific removable disk type (**Removable Disk**, **SD/SDHC/SDXC Card**, **Memory Stick**) from the drop-down. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Video and Audio Settings

- **Select the video recording format:** if available for your selected disc format, select the recording format of the video on your disc and its aspect ratio.
- **Select the video encoding format and quality:** if available for your selected disc format, select a video encoding format and video quality for your disc from the drop-downs. For quality, select the **Smart Fit** option if you want CyberLink PowerDirector to automatically adjust the bitrate to create the best quality video file possible, which will fit the capacity of the disc you are using.
- **Select the audio encoding format and channels:** select an audio format for your disc, and the number of channels it is capable of outputting to. If burning a DVD, Blu-ray Disc, or AVCHD disc, you can select **Dolby Digital** to create a disc with Dolby Digital 2 or 5.1 surround sound. If burning a DVD or Blu-ray Disc, you can also select **DTS** to have CyberLink PowerDirector use the DTS 5.1 Producer to create a disc with DTS 5.1 surround sound.

Note: the video quality and audio type options that are available depend on the disc format that you have selected.

- **Enable CyberLink TrueTheater Surround:** if available, select this option to enable CyberLink TrueTheater Surround to enhance the menu background music. Choose from **Living Room**, **Theater**, or **Stadium**.

Burning the Disc

To burn your video production and created menu to a disc in 2D, do this:

1. Click on the **2D Disc** tab.
2. Click the **Burn in 2D** button. The Final Output window displays.
3. Configure the production preferences as follows:
 - **Current drive:** the burning drive (or removable disc for the AVCHD format) CyberLink PowerDirector will use to burn the production to disc. If necessary, click the  button to select another drive and configure the burn settings. See Configuring Burn Settings for more information. If you are burning your production to a rewritable disc, you can click  to erase it. See Erasing Discs for more information.
 - **Disc volume label:** in the field provided, enter a label for your disc. The disc label can be up to 16 characters long.

- **Burn to disc:** ensure this option is selected if you want your production burned to a disc.
 - **Number of copies:** in the field provided, enter the number of discs you want CyberLink PowerDirector to burn for you in succession.
 - **Create a folder:** select this option to create a disc folder on your computer that contains all the files necessary for burning. Click on  to specify the folder where it is created. Creating a folder overwrites all of the existing data in a directory.
 - **Enable x.v.Color:** x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.
 - **Enable hardware video encoder:** enable this option to speed up rendering and burning time. This option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology).
4. When ready, click the **Start Burning** button to burn your production to disc.

***Note:** the burning process may take a few minutes, depending on the length and quality of your video, and your computer's processing power. Be prepared for a short wait while CyberLink PowerDirector renders your movie and burns it to the disc. **Time remaining** does not include the time it takes to finalize/close discs.*

Burning a Disc in 3D

If you created a 3D* video production, click on the **3D Disc** tab to configure your disc's preferences and burn it to disc.

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Configuring Disc Preferences

The following preferences are available on the **3D Disc** tab:

Disc Format

- select the disc format type you want to use to burn your video to a disc. Depending on the disc format type that you select, there may be a drop-down option to select the capacity of the disc.

Note: you can also burn your video project to a removable disk in the AVCHD format. To do this, select the **AVCHD** button and then your specific removable disk type (**Removable Disk**, **SD/SDHC/SDXC Card**, **Memory Stick**) from the drop-down. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Video and Audio Settings

- **Select the video recording format:** if available for your selected disc format, select the recording format of the video on your disc and its aspect ratio.
- **Select the video encoding format and quality:** if available for your selected disc format, select a video encoding format and video quality for your disc from the drop-downs. For quality, select the **Smart Fit** option if you want CyberLink PowerDirector to automatically adjust the bitrate to create the best quality video file possible, which will fit the capacity of the disc you are using.
- **Select the audio encoding format and channels:** select an audio format for your disc, and the number of channels it is capable of outputting to. If burning a DVD, Blu-ray Disc, or AVCHD disc, you can select **Dolby Digital** to create a disc with Dolby Digital 2 or 5.1 surround sound. If burning a DVD or Blu-ray Disc, you can also select **DTS** to have CyberLink PowerDirector use the DTS 5.1 Producer to create a disc with DTS 5.1 surround sound.

Note: the video quality and audio type options that are available depend on the disc format that you have selected.

- **3D output format:** select the 3D output source format of the video that is rendered and then burned to the disc.

Note: subtitles and disc menus are not supported on 3D discs using the side-by-side 3D source format.

- **Enable CyberLink TrueTheater Surround:** if available, select this option to enable CyberLink TrueTheater Surround to enhance the menu background music. Choose from **Living Room**, **Theater**, or **Stadium**.

Burning the Disc

To burn your video production and created menu to a disc in 3D, do this:

1. Click on the **3D Disc** tab.
2. Click the **Burn in 3D** button. The Final Output window displays.
3. Configure the production preferences as follows:
 - **Current drive:** the burning drive (or removable disc for the AVCHD format) CyberLink PowerDirector will use to burn the production to disc. If necessary, click the  button to select another drive and configure the burn settings. See Configuring Burn Settings for more information. If you are burning your production to a rewritable disc, you can click  to erase it. See Erasing Discs for more information.
 - **Disc volume label:** in the field provided, enter a label for your disc. The disc label can be up to 16 characters long.
 - **Burn to disc:** ensure this option is selected if you want your production burned to a disc.
 - **Number of copies:** in the field provided, enter the number of discs you want CyberLink PowerDirector to burn for you in succession.
 - **Create a folder:** select this option to create a disc folder on your computer that contains all the files necessary for burning. Click on  to specify the folder where it is created. Creating a folder overwrites all of the existing data in a directory.
 - **Enable x.v.Color:** x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.
 - **Enable hardware video encoder:** enable this option to speed up rendering and burning time. This option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology).
4. When ready, click the **Start Burning** button to burn your production to disc.

Note: *the burning process may take a few minutes, depending on the length and quality of your video and your computer's processing power. Be prepared for a short wait while CyberLink PowerDirector renders your movie and burns it to the disc. **Time remaining** does not include the time it takes to finalize/close discs.*

Configuring Burn Settings

Before you burn to a disc for the first time, it is advised that you click on  to set your burning configuration as follows:

- **Recording drive:** select the burning drive (or removable disc for the AVCHD format) CyberLink PowerDirector will use to burn the production to disc.
- **Recording speed:** set the recording speed used when burning the disc. If you encounter errors during the burning process, try lowering the burning speed.
- **Include buffer under-run protection:** select this option to ensure that video is written to disc without interruption. An interruption in video burning can result in an unusable disc.

After you set this configuration, CyberLink PowerDirector uses the same configuration each time you burn until you change the settings.

Erasing Discs

If you are using a rewritable disc, you can erase content that has data previously recorded on it. This allows you to reuse the same discs over and over without the need to continually buy new discs. Click on the  button to begin erasing a disc.

To erase a disc, select:

- the **Quick** option to erase the disc index contained on the disc.
- the **Full** option to erase all of the content the disc contains.

Click **OK** to erase the disc.

Chapter 19:

PowerDirector Preferences

To set your preferences in CyberLink PowerDirector, just click the  button.

General Preferences

In the Preferences window, select the **General** tab. The available options are as follows:

Application:

- **Maximum undo levels:** enter the number (between 0 and 100) of undos (Ctrl+Z) you would like to make available while you work on your video production. Setting a higher number consumes more CPU resources.
- **Audio channels:** select the default number of channels for the audio in your video production when editing and previewing it. If **Stereo** is selected, CyberLink PowerDirector will downmix any 5.1 channel audio to two channels during preview.

Note: when editing and previewing video or audio with 7.1 channels, it is downmixed to the number of audio channels selected in this preference option.

- **Timeline frame rate:** select the TV format (NTSC or PAL) and frame rate for your video production. The format should correspond to the region in which you plan to play your video (if you burn it to disc). The frame rate should correspond to the source video footage being used in your production.
- **Use drop frame timecode:** if your selected TV format is NTSC, select "Yes" to synchronize the timecode of your video to its video length in the timeline.
- **Show sound waveform in timeline:** select to display the sound waveform in the timeline that represents the sound levels in audio clips.
- **Enable HD video processing (shadow file):** select this to speed up the editing of high definition video by enabling CyberLink PowerDirector to process the file faster. Enabling this consumes more CPU resources.
- **Auto delete temporary files every:** select to have CyberLink PowerDirector automatically delete temporary files created while editing, every specified number of days. Click on the **Manually Delete** button if you want to select and delete specific temporary files to free up disc space.

Internet:

- **Automatically check for software updates:** select to periodically check for updates or new versions of PowerDirector automatically.

Language:

- **Use system default language:** select this option for the language display to be the same as the language of your operating system.
- **User defined:** select this option and then select the language from the drop-down list that you want to use.

Capture Preferences

In the Preferences window, select the **Capture** tab. The available options are as follows:

Capture:

- **Add captured files to media library:** select this option to import captured files into the media library directly after capture.
- **Add captured files to empty workspace:** select this option to automatically import captured files into an empty area in the workspace (timeline).
- **Enable automatic file replacement when recording voice-over:** select this option to overwrite existing audio if the voice-over overlaps during recording.

Auto scene detection:

- **Do not detect scenes after capture:** select this option if you do not want to activate the auto scene detection function after video is captured.
- **After capture, detect scenes by change of video frames:** select this option to perform scene detection after video capture. Once capture is complete, the Detect Scenes window is opened, displaying the captured video. See Detecting Scenes in a Video Clip for more information.
- **During capture, detect scenes by timecode, and then save each scene as a separate file (DV-VCR mode only):** select this option to detect scene break signals and to save each scene as a separate file. (DV camcorders generate a scene break signal on the tape whenever users release the REC button.) This feature is only available in DV camcorder capture.

DV parameters setup:

- click the **DV Parameters** button to set the buffer time (in the **Batch capture/ Writing to tape** sections) for your DV camcorder. Setting a buffer time ensures that your DV camcorder and the batch capture/ writing to tape function begin at the same time. Without a buffer, batch capturing or writing to tape may begin before the camcorder is engaged. In the **DV auto stop** section of the DV Parameters Setup window, select whether you want CyberLink PowerDirector to automatically stop scanning/capturing after a specified interval of blank tape. You can specify the interval, in seconds, in the field provided.

Confirmation Preferences

In the Preferences window, select the **Confirmation** tab. The available options are as follows:

Confirmation

- **Always prompt me when timeline frame rates conflict:** select this option to enable a warning message when you add a video clip to the workspace whose frame rate conflicts with the project's timeline frame rate set in General preferences.
- **Always prompt me when aspect ratios conflict:** select this option to enable a warning message when you add a video clip to the workspace whose aspect conflicts with that of the project.
- **Enable file deletion from hard drive:** select this option if you would like to enable the deletion of files from your hard drive when in the media library.
- **Enable warning when chapters are removed during editing:** select this option to enable a warning message if chapter points are deleted during video editing.
- **Always prompt me when widescreen is not supported:** select this option if you want PowerDirector to notify you when a widescreen format is not supported.
- **Always prompt me when I import high definition video into the library:** select this option if you want PowerDirector to notify you when you are importing high definition video into the media library.
- **Always prompt me to confirm captured video prefix name:** select this option if you want PowerDirector to ask you for a file name when capturing videos in

the capture window. If you deselect this option, PowerDirector will auto name the files for you.

- **Always prompt me to confirm captured snapshot file name:** select this option if you want PowerDirector to ask you for a file name when capturing screen snapshots of video. If you deselect this option, PowerDirector will auto name the files for you.
- **Always enter the full feature editor at startup:** select this option if you don't want PowerDirector to ask you which editing mode it should open every time you launch the program. Once selected, the full feature editor is auto opened every time you open the program.
- **Always prompt me when entering 3D full screen mode:** select this option if you want PowerDirector to prompt you when it enters 3D full screen mode on some computers that can only view 3D content at full screen.
- **Always prompt me when there is a poor quality segment in Content Aware Editing:** select this option if you want PowerDirector to ask if you want to auto fix segments of video that are shaky or have poor lighting when encountered during the analysis process of Content Aware Editing.
- **Always prompt me when entering non real-time preview mode:** select this option if you want to be prompted every time you click the play button when non real-time preview mode is enabled.
- **Always prompt me before pasting keyframes attributes:** select this option if you want to be prompted every time you try and paste a clip's keyframe attributes onto another clip.

DirectorZone Preferences

In the Preferences window, select the **DirectorZone** tab. The available options are as follows:

Auto sign in:

- **Auto sign in to DirectorZone when PowerDirector is launched:** select this option and then enter in your e-mail address and password to automatically sign in to DirectorZone when the program is opened. If you do not have a DirectorZone account, click on the **Get an Account** button.

Privacy rules:

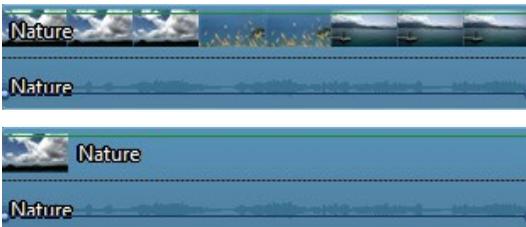
- **Allow DirectorZone to gather editing information:** select this option to allow DirectorZone to collect all of the names of the templates used in a finished project you upload to YouTube.

Editing Preferences

In the Preferences window, select the **Editing** tab. The available options are as follows:

Timeline:

- **Set default transition behavior:** select the default behavior of transitions added between two clips on a timeline track. See Setting Transition Behavior for more information on the differences between the overlap and cross transition.
- **Default workspace:** select whether to display the timeline or storyboard editing workspace by default in the Edit window.
- **Add transition between photos when applying Magic Motion:** select this option to add the transition selected in **Transition type** between photos when using the Magic Motion tool and apply to all photos.
- **Add an effect and a title when using Freeze Frame:** select this option to automatically add an effect and title effect to the timeline when you click the Freeze Frame button.
- **Enable continuous thumbnails on video clips for easy scene recognition:** select this option to enable frame thumbnails throughout the video clips inserted on the timeline. Enabling this option makes it easier to find the different scenes in your clips.



- **Switch to move mode automatically during playback:** select this option if you

want PowerDirector to auto switch to movie mode when previewing your video production. Doing this allows you to preview all the content in your production, instead of just the selected clip.

- **Enable snap to clips in timeline:** deselect this option if you don't want clips to snap to other clips when moving them around on the timeline tracks.

Durations:

- set the default durations (in seconds) for image files and the different effects, transitions, titles, subtitles, etc. when placed in the timeline.

File Preferences

In the Preferences window, select the **File** tab. The available options are as follows:

Default locations:

- **Import folder:** indicates the last folder that media was imported from. To change this folder, click **Browse** and then select a new folder.
- **Export folder:** set the folder where captured media is saved. To change this folder, click **Browse** and then select a new folder.

File name:

- **Captured video prefix:** enter a default name for captured video files. When capturing from a DV/HDV tape, select the **Append time information after the file prefix** option to add the date captured information to the file name.
- **Production file prefix:** enter a default name for your produced files.
- **Snapshot file name:** enter a default name for captured snapshots in both 2D and 3D. Select a file format from the drop-down list for your snapshots. You have the choice of BMP, JPG, GIF and PNG 2D formats, or MPO and JPS when taking snapshots of 3D content. The captured 3D snapshots are also in 3D.
- **Snapshot destination:** select the location where PowerDirector saves captured snapshots from the drop-down. You can save them as a file, copy them to your clipboard, or set them as your wallpaper background on your computer's desktop.
- **Use original video size as snapshot image quality whenever possible:** select this option if you want the image to be the same size and quality as the original video, instead of the smaller preview window it is taken in.

Display Preferences

In the Preferences window, select the **Display** tab. The available options are as follows:

- **Preview quality:** select the default preview quality from the list (Full HD*, HD*, high, normal, low) to set the resolution/quality of the video used when previewing your movie in the preview window. The higher the quality you select, the more resources that are required to preview your video project.

Note: Full HD and HD preview resolution are only available when the Ultra version of CyberLink PowerDirector is installed on a 64-bit operating system.

- **Preview mode:** select the default preview mode used when previewing video production:
 - **Real-time Preview:** synchronizes and renders clips and effects in real-time, displaying a preview of your video at the specified frames per second.
 - **Non Real-time Preview:** mutes the audio and displays a preview at a reduced speed to help make editing much more fluid. Useful when editing high-definition video, using multiple PiP tracks on a less powerful computer, or when you receive dropped frames when previewing. By muting the audio and slowing down the video, CyberLink PowerDirector lets you view more frames per second when your computer has trouble providing a smooth preview during editing.
- **Snap to reference lines*:** select to have the selected objects in the preview window snap to the grid lines, TV safe zone, and the boundary of the window.
- **TV safe zone:** select to enable a box on the preview window that indicates the on-screen area of most TV displays.
- **Grid lines:** select the number of lines you want to display in a grid over the video image in the preview window. Use this grid to more precisely place the PiP media and title text where you want on the video image.
- **Dual preview*:** if you have a secondary display device, such as a monitor, TV, or DV camcorder connected to your computer, you can select it from this drop-down to extend your workspace and preview your project on a secondary display. See Dual Preview for more detailed information.
- **3D* display configuration:** from the drop-down select your default 3D display device. See 3D Configuration for more detailed information.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Hardware Acceleration Preferences

In the Preferences window, select the **Hardware Acceleration** tab. The available options are as follows:

Hardware acceleration:

Note: ensure you download and install the latest drivers, and any related hardware acceleration software, for your computer's graphics card to enable this feature in CyberLink PowerDirector.

- **Enable OpenCL technology to speed up video effect preview/render:** if your computer supports GPU hardware acceleration, select this option to speed up the rendering of some video effects by tapping into the multi-core parallel processing power of your computer.

*Note: to activate hardware acceleration technology during production, select **Hardware video encoder** in the production preferences section of the produce window before production. If your computer does not support Open CL, the wording on the UI will be replaced with the supported hardware acceleration technology (Intel Effect Acceleration, NVIDIA CUDA, or AMD Accelerated Parallel Processing).*

- **Enable hardware decoding:** if your computer supports NVIDIA CUDA/AMD Accelerated Parallel Processing/Intel Core Processor Family technology, select this option to use hardware acceleration to decode the video during the editing process and when producing video.

Note: this feature is not available under Windows XP.

Project Preferences

In the Preferences window, select the **Project** tab. The available options are as follows:

Project:

- **Number of recently used projects:** enter the number (between 0 and 20) of recently used projects that you would like to make available in the File menu when you open CyberLink PowerDirector.

- **Automatically load the last project when PowerDirector opens:** select this option to automatically load the last project you were working on.
- **Automatically load sample clips when PowerDirector opens:** select this option to automatically load the sample image and video clips into your media library when the program opens.
- **Auto save project every:** select this to automatically save your project every specified number of minutes, so you don't lose your changes by accident. If you want to set a specific location for the auto save files, click the **Browse** button and select a folder location on your computer.

Produce Preferences

In the Preferences window, select the **Produce** tab. The available options are as follows:

Produce:

- **Reduce video blocky artifacts (Intel SSE4 optimized):** select this option to improve the production overall quality of produced video, if your computer supports Intel SSE4 optimization.
- **Reduce video noise when using MPEG-1, MPEG-2, and H.264 software encoders:** select this option if you want CyberLink PowerDirector to auto apply video denoise when encoding MPEG-1, MPEG-2, and H.264 video during production.

H.264 AVC:

- **Allow SVRT on single IDR H.264 video:** select this option if you want CyberLink PowerDirector to use SVRT to render a movie project when you only have one H.264 AVC clip on the timeline. See Utilizing Intelligent SVRT for more information on SVRT.

Chapter 20:

PowerDirector Hotkeys

CyberLink PowerDirector includes a number of keyboard hotkeys that can make the whole video editing process go more quickly and smoothly.

CyberLink PowerDirector has many Default Keyboard Hotkeys, but you can also fully customize the hotkeys to fit your requirements. See Customizing Keyboard Hotkeys for detailed information.

Default Keyboard Hotkeys

The following is a list of the default keyboard hotkeys in CyberLink PowerDirector when the program is first installed.

***Note:** if the hotkeys were modified in the Customize Keyboard Hotkeys window, this list will no longer be accurate. Select **PowerDirector Default** from the **Hotkey set** drop-down in the Customize Keyboard Hotkeys window to reset them back to these default values.*

- Application Menu Bar Hotkeys
- System Hotkeys
- Capture Hotkeys
- Edit Hotkeys
- Designer Hotkeys

Application Menu Bar Hotkeys

Hotkeys	Command
File	
Ctrl + N	Create new project
Ctrl + Shift + W	New workspace
Ctrl + O	Open existing project
Ctrl + S	Save project
Ctrl + Shift + S	Save project as
Ctrl + Q	Import media files
Ctrl + W	Import a media folder
Alt + F9	Switch to Capture module
Alt + F10	Switch to Edit module
Alt + F11	Switch to Produce module
Alt + F12	Switch to Burn (EZProducer/Create Disc) module
Alt + P	Display project properties
Alt + F4	Exit CyberLink PowerDirector
Edit	
Ctrl + Z	Undo
Ctrl + Y	Redo
Ctrl + X	Cut
Shift + X	Cut and leave gap
Ctrl + Alt + X	Cut and move clips on the same track
Alt + X	Cut and move all timeline clips after removed clip
Ctrl + C	Copy
Ctrl + V	Paste
Alt + left arrow key	Move timeline selected object one frame left
Alt + right arrow	Move timeline selected object one frame right

Hotkeys	Command
key	
Shift + left arrow key	Go to previous marker
Shift + right arrow key	Go to next marker
Shift + M	Add marker at current timeline position
Alt + 1	Opens Magic Mix function
Alt + 2	Opens Magic Motion function
Alt + 3	Opens Magic Cut function
Alt + 4	Opens Magic Style function
Alt + 5	Opens Magic Music function
Alt + 6	Opens Magic Movie Wizard
F2	Modify (selected clip in PiP/Particle/Title Designer)
Ctrl + Alt + T	Open Trim window
Delete	Delete/Remove selected item(s)
Shift + Delete	Remove and leave gap
Ctrl + Delete	Remove and move clips on the same track
Alt + Delete	Remove and move all timeline clips after removed clip
Ctrl + A	Select all
Ctrl + T	Split clip at current timeline slider position
Ctrl + P	Take a snapshot of content in the preview window
Ctrl + D	Detect scenes
Alt + H	Customize keyboard hotkeys
Alt + C	Open user preferences window
View	
Tab	Switch between timeline/storyboard view
F3	Switch to Media Room
F4	Switch to Effect Room

Hotkeys	Command
F5	Switch to PiP Room
F6	Switch to Particle Room
F7	Switch to Title Room
F8	Switch to Transition Room
F9	Switch to Audio Mixing Room
F10	Switch to Voice Over Room
F11	Switch to Chapter Room
F12	Switch to Subtitle Room
+	Zoom in on timeline ruler
-	Zoom out on timeline ruler
Alt + S	View SVRT information
Playback	
Page Up	Switch to Clip mode
Page Down	Switch to Movie mode
Space	Play/Pause
Ctrl + /	Stop
,	Previous unit (seek by frame, second, etc.)
.	Next unit (seek by frame, second, etc.)
Home	Go to the beginning of clip/project
End	Go to the end of clip/project
Ctrl + left arrow key	Go to previous clip in track (Clip mode)
Ctrl + right arrow key	Go to next clip in track (Clip mode)
Alt + up arrow key	Next second
Alt + down arrow key	Previous second

Hotkeys	Command
Ctrl + G	Go to timecode
Ctrl + F	Fast forward
Ctrl + U	Adjust system volume
Ctrl + Backspace	Mute/Mute off
F	Full screen

System Hotkeys

Hotkeys	Command
F1	Open help file
Delete	Delete/Remove selected item(s)
Shift + F12	View hotkey list
Alt + F4	Exit CyberLink PowerDirector

Capture Hotkeys

Hotkeys	Command
Alt + R	Start/Pause recording
Space	DV play/pause preview
Ctrl + /	DV stop preview
Ctrl + ,	DV rewind
Ctrl + .	DV fast forward
Alt + Y	Add text captions on captured video

Edit Hotkeys

Hotkeys	Command
Library	
Ctrl + A	Select all
Ctrl + Tab	Filter media type in media library
Ctrl + D	Detect scenes
Ctrl + Q	Import media files
Ctrl + W	Import a media folder
Workspace	
Ctrl + Drop	Overwrite content on track when a clip is dropped on another clip
Shift + Drop	Move all clips on the timeline to the right when a clip is dropped on another clip
Alt + Drop	Lay the clip over the existing clip and add a transition between the two clips when a clip is dropped on another clip
[Mark in
]	Mark out
1	Select camera 1 in MultiCam Designer
2	Select camera 2 in MultiCam Designer
3	Select camera 3 in MultiCam Designer
4	Select camera 4 in MultiCam Designer

Designer Hotkeys

Hotkeys	Command
Ctrl + B	Make text bold
Ctrl + I	Make text italic
Ctrl + L	Left-align text
Ctrl + R	Right-align text

Hotkeys	Command
Ctrl + E	Center-align text
Up arrow key	Move object up
Down arrow key	Move object down
Left arrow key	Move object left
Right arrow key	Move object right
Alt + D	Share template on DirectorZone

Customizing Keyboard Hotkeys

CyberLink PowerDirector lets you fully customize its keyboard shortcut hotkeys to fit your requirements. You can even add hotkeys for commands that are not available in the default keyboard hotkeys.

To customize the keyboard hotkeys, do this:

Note: click the **Restore** button if you need to reset a selected hotkey that you customized, to the default value.

1. Select **Edit > Keyboard Hotkeys > Customize** from the menu. Or just press the Alt+H keys on your keyboard to open the Customize Keyboard Hotkeys window.

2. Browse to and find the hotkey command that you want to customize.

Note: if required, enter in a search keyword in the field provided for the hotkey command you want to customize and then click . Click it repeatedly to locate multiple instances of the inputted search keyword, if required.

3. Click in the **Hotkeys** column next to the command you want to customize.
4. Press the hotkey combination on your computer's keyboard that you want to use/replace the existing hotkey with.

Note: if the keyboard hotkey you specify is already in use in the program, you will be asked if you want to remove it from the existing command to use in the new specified command. The replaced command will no longer have a keyboard hotkey associated to it.

5. Repeat the above steps to customize all the keyboard hotkeys to your preference.
6. Once you are done, click the **Apply** button, enter a name for the new set of

customized keyboard hotkeys, and then click **OK** to apply and save the changes.

Hotkey Sets

When you customize keyboard hotkeys in CyberLink PowerDirector, they are saved as hotkey sets in the Customize Keyboard Hotkeys window. If required you can create multiple sets of hotkeys, which are quickly accessible in the window.

In the Customize Keyboard Hotkeys window, you can:

- quickly switch among the saved hotkey sets by selecting the one you want to use from the **Hotkey sets** drop-down and then clicking the **Apply** button. Select the **PowerDirector Default** hotkey set to use the original hotkey settings.
- edit an existing hotkey set by further customizing the keyboard hotkeys, and then clicking the Apply button. Click the **Save as** button to save it as a brand new hotkey set.
- delete a custom hotkey set by selecting it in the **Hotkey sets** drop-down and then clicking the **Delete** button.

Importing and Exporting Hotkey Sets

In the Customize Keyboard Hotkeys window you can export all of the hotkey sets you created. This saves the custom to a file that can then be imported into another version of CyberLink PowerDirector that supports the importing of hotkey sets.

To export a hotkey set, do this:

1. Select **Edit > Keyboard Hotkeys > Export** from the CyberLink PowerDirector menu.
2. Specify a file name and save location on your computer.
3. Click the **Save** button to complete export process.

To import a hotkey set, do this:

4. Select **Edit > Keyboard Hotkeys > Import** from the CyberLink PowerDirector menu.
5. Browse to the location of the exported file in the .PDH file format.

6. Click the **Open** button to complete the import process.

Chapter 21:

Appendix

This chapter contains reference information to help answer questions you may have about the digital movie production process or about using CyberLink PowerDirector.

Intelligent SVRT: When Is Used?

Intelligent SVRT can be applied to video clips in the MPEG-1, MPEG-2, H.264 and DV-AVI (Type I) formats. In the following conditions, clips (or portions of clips) do not require rendering during production, and SVRT can therefore be applied:

- The frame rate, frame size, and file format are the same as those of the destination production profile.
- The bitrate is similar to that of the destination production profile.
- The TV format is the same as that of the destination production profile. For more information, see Setting TV (Video Clip Interlacing) Format.

If all of the above conditions are met, SVRT can be used. Any clips that do not meet the above criteria are fully rendered without SVRT.

In the following conditions, clips (or portions of clips) must be rendered during production, and SVRT can therefore **not** be applied:

- Adding a title or transition effect
- Modifying the color of a video clip
- Merging two video clips (clips within 2 seconds before or after the merged clips will be rendered)
- Splitting a video clip (clips within 2 seconds before or after the split will be rendered)
- Trimming a video clip (clips within 2 seconds before or after the trimmed clip will be rendered)
- If the total duration of the production is less than one minute and any portion of the video requires rendering, the entire production will be rendered for efficiency reasons.

Licensing and Copyright Information

This section contains the PowerDirector licensing and copyright information, including a copy of the Intel License Agreement for Open Source Computer Library and the GNU Lesser General Public License. There is also a list of the third-party components used in PowerDirector.

License Disclaimer

This product includes certain copyrighted third-party software components license under the terms of the GNU Lesser General Public License and other similar license agreements offering free distribution of these software components offered by other organizations, if applicable. Copies of these agreements can be found by clicking the link associated with each of the component provided in the table below. You may also visit <http://www.gnu.org/copyleft/lesser.html> for a copy of GNU Lesser General Public License Agreement.

LGPL components and other components listed below are licensed without warranties of any kind, either express or implied warranties, including without limitation the implied warranties of merchantability and fitness for a particular purpose. The entire risk as the quality and performance of these components is with you. Please check the respective license agreement for more details.

Copyright Holders under LGPL and/or other license agreements mentioned herein shall not be responsible for any damages, general, special, incidental or consequential, arising out of the use or inability to use these components/software. Please check the respective license agreement for more details.

For a list of components of such nature, and to acquire the full source code of these licensed components, including any scripts to control compilation and installation of the object code, please see "List of Components" below.

Downloading Source Code

You can download the machine-readable source code of the corresponding licensed component from <http://www.cyberlink.com/>. Please read the copyright notice, the warranty disclaimer, and the license agreement accompanying these source codes.

List of Components

Component	License Information
cv.dll	Intel License Agreement for Open Source Computer Library
cvaux.dll	Intel License Agreement for Open Source Computer Library
highgui.dll	Intel License Agreement for Open Source Computer Library
OptCVa6.dll	Intel License Agreement for Open Source Computer Library
OptCVm6.dll	Intel License Agreement for Open Source Computer Library
OptCVw7.dll	Intel License Agreement for Open Source Computer Library
PThreadVC2.dll	GNU Lesser General Public License

Licenses and Copyrights

Below are the applicable licenses and copyright information that pertain to the components listed in the List of Components.

Dolby Laboratories

Manufactured under license from Dolby Laboratories. Dolby and the double-D symbol are registered trademarks of Dolby Laboratories. Confidential unpublished works. Copyright 2003-2005 Dolby Laboratories. All rights reserved.



DTS

For DTS patents, see <http://patents.dts.com>. Manufactured under license from DTS Licensing Limited. DTS, the Symbol, & DTS and the Symbol together are registered trademarks, and DTS 5.1 Producer is a trademark of DTS, Inc. © DTS, Inc. All Rights Reserved.



MPEG-2 Packaged Media Notice

ANY USE OF THIS PRODUCT IN ANY MANNER OTHER THAN PERSONAL USE THAT COMPLIES WITH THE MPEG-2 STANDARD FOR ENCODING VIDEO INFORMATION FOR PACKAGED MEDIA IS EXPRESSLY PROHIBITED WITHOUT A LICENSE UNDER APPLICABLE PATENTS IN THE MPEG-2 PATENT PORTFOLIO, WHICH LICENSE IS AVAILABLE FROM MPEG LA, LLC, 6312 S. Fiddlers Green Circle, Suite 400E, Greenwood Village, Colorado 80111 U.S.A.

Intel License Agreement For Open Source Computer Vision Library

Copyright © 2000, Intel Corporation, all rights reserved. Third party copyrights are property of their respective owners.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistribution's of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

Redistribution's in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

The name of Intel Corporation may not be used to endorse or promote products derived from this software without specific prior written permission.

This software is provided by the copyright holders and contributors "as is" and any express or implied warranties, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose are disclaimed. In no event shall Intel or contributors be liable for any direct, indirect, incidental, special, exemplary, or consequential damages (including, but not limited to, procurement of substitute goods or services; loss of use, data, or profits; or business interruption) however caused and on any theory of liability, whether in contract, strict liability, or tort (including negligence or otherwise) arising in any way out of the use of this software, even if advised of the possibility of such damage.

GNU Lesser General Public License

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.

51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library,

you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free

libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered

independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License.

Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of

definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a

work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system

which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER

EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

CLAPACK Copyright Notice

Anderson, E. and Bai, Z. and Bischof, C. and Blackford, S. and Demmel, J. and Dongarra, J. and Du Croz, J. and Greenbaum, A. and Hammarling, S. and McKenney, A. and Sorensen, D. LAPACK User's Guide. Third Edition. Philadelphia, PA: Society for Industrial and Applied Mathematics, 1999. ISBN: 0-89871-447-8 (paperback)

Chapter 22:

Technical Support

This chapter contains technical support information. It includes all the information to find the answers you need to assist you. You may also find answers quickly by contacting your local distributor/dealer.

Before Contacting Technical Support

Please take advantage of one of CyberLink's free technical support options:

- consult the user's guide or the online help installed with your program.
- refer to the Knowledge Base in the Support section of the CyberLink web site.

<http://www.cyberlink.com/support/index.html>

The FAQs may have information and helpful hints that are more current than the User Guide and online help.

When contacting technical support by email or phone, please have the following information ready:

- registered **product key** (your product key can be found on the software disc envelope, the box cover, or in the e-mail received after you purchased CyberLink products on the CyberLink store).
- the product name, version and build number, which generally can be found by clicking on the product name image on the user interface.
- the version of Windows installed on your system.
- hardware devices on your system (capture card, sound card, VGA card) and their specifications.
- the wording of any warning messages that were displayed (You may want to write this down or take a screen capture).
- a detailed description of the problem and under what circumstances it occurred.

Web Support

Solutions to your problems are available 24 hours a day at no cost on the CyberLink web sites:

Note: *you must first register as a member before using CyberLink web support.*

CyberLink provides a wide range of web support options, including FAQs, in the following languages:

Language	Web Support URL
English	http://www.cyberlink.com/support/index.html
Traditional Chinese	http://tw.cyberlink.com/support/index.html
Japanese	http://jp.cyberlink.com/support/index.html
Spanish	http://es.cyberlink.com/support/index.html
Korean	http://kr.cyberlink.com/support/index.html
Simplified Chinese	http://cn.cyberlink.com/support/index.html
German	http://de.cyberlink.com/support/index.html
French	http://fr.cyberlink.com/support/index.html
Italian	http://it.cyberlink.com/support/index.html

Note: *CyberLink's user community forum is only available in English and German.*

Index

1

120Hz Time-sequential 36

2

2D

burn disc in 231

converting to 3D 120

2K resolution 1, 198, 200, 204

3

3D

burn disc in 233

configuration 243

disc menus 230

output formats 201

overview 52

preferences 243

producing in 200

setting source format 50

subtitles 193

3D depth

Particle effects 158

PiP effects 141

subtitles 193

Title effects 171, 173, 227

3D mode

enabling 36

3D-BD 223

3D-Like

overview 52

3D-Ready HDTV 36

4

4 color gradient 140, 169, 225

4K resolution 1, 198, 200, 204

5

5.1 Surround 237

7

7.1 channels 1

downmixing 237

A

Anaglyph 36, 200

Android 202

Animation

paint 134

Aspect ratio

PiP media 140

setting 47, 110

video clip 110

Audio

5.1 surround 1, 237

7.1 channel 1, 237

Audio

- adding 90
 - AudioDirector 121
 - capturing 53
 - channels 237
 - editing 97, 121
 - gain 184
 - importing 49
 - keyframes 116
 - mixing 184
 - mixing in track 183
 - muting 121
 - normalizing 184
 - reversing 120
 - speed 120
 - stereo 237
 - syncing to video 92
 - transitions 90, 179
 - trimming 107
 - unlinking 62, 103
 - WaveEditor 121
 - waveform 92, 183
- AudioDirector 121
- AVCHD 56
- AVCHD 2.0 198, 231
- AVI 198

B

- Background music
 - themes 80
- Backgrounds
 - adding 88
- Batch produce 196, 211

Beats 92

Burn

- 2D disc 231
- 3D disc 233
- settings 236

Buttons

- adding menu 229
- per page 220
- thumbnail index 220

C

Capture

- content 57
- media 53
- preferences 58, 238
- quality 57
- settings 57

CD 56

Chapters

- adding 189
- thumbnails 189

Checkerboard 36

Chroma key 139

- disc menu 227
- title effects 171, 174

Clip mode 32

CLPV 110, 111

Color boards

- adding 88
- creating 89

Color effects 114

ColorDirector 115

- presets 114

- Confirmation preferences 239
- Content aware editing 26, 97
- Convert 2D to 3D 120
- Create disc 213
- Crop
 - images 112
 - videos 120
- Cross transition 181
- Crossfade 86, 88, 90, 131, 149

D

- Dailymotion 204
- Date 122
- Default language 237
- Design Studio 1
 - Menu Designer 221
 - Paint Designer 133
 - Particle Designer 151
 - PIP Designer 136
 - Title Designer 165
- Detect
 - music beat 92
 - scenes 104
- Detect faces 16
- Detect scenes 61
- Devices 202
- Digital TV 56
- DirectorZone 9
 - downloading from 60
 - preferences 240
- Discs
 - 3D menus 230
 - burning 231

- creating 213
 - customizing menus 221
 - editing menu 217
 - erasing 236
 - importing content 214
 - Menu Designer 221
 - selecting menu 216
- Display
 - 3D 36, 243
 - dual preview 33
 - preferences 243
- Dolby
 - copyright 260
- Dolby Digital 231, 233
- Download
 - from DirectorZone 9
 - media 58
- Drawing 134
- DTS 5.1 Producer 231, 233
- Dual preview 33
- Duration 109
- DV camcorder 53
- DVD 57

E

- Easy editor 14
- Edit
 - audio 121
 - content aware editing 97
 - media 97
- Editing preferences 241
- Effects
 - adding 125

Effects

- color 114
- downloading 60
- freeze frame 130
- keyframes 118
- modifying 126
- NewBlue 125
- particles 149
- PiP 131
- PiP objects 131
- shape 112
- titles 163
- video 125

Enable

- 3D depth 141, 158, 171, 173, 227

Enhance 114

Erase

- discs 236
- mode 134

Explorer view 30

Export

- projects 48

Extract audio 62

F

Facebook 204

Fades 185

Features

- overview 1

File preferences 242

Fix 114

Flickr 59

Formats

media 49

Frame rate 33, 237

Freeform 112

Freesound 60

Freeze frame 130

Freeze time 134

Full feature editor 13

G

Gain 184

General preferences 237

Green screen 139

Grid lines 33

Group objects 39

H

H.264 AVC 198, 200

Hardware acceleration

- preferences 244

HDMI 1.4 Enabled 36

HDV camcorder 55

Hotkeys 247

- customizing 253

- default 247

I

Images

- adding 86

- aspect ratio 111

- cropping 112

Images
 effects 125, 127
 enhancing 114
 fixing 114
 importing 49
 keyframes 116
 Magic Motion 128
 PhotoDirector 115
 shape 112
 transitions 179
 Import
 media 49
 projects 52
 Insert 86
 projects 52
 Intelligent SVRT 195, 257
 Interlaced video 109
 Interpolated technology 120
 iPad/iPhone/iPod 202

K

Keyframes
 adding 118
 copying 116, 145
 effects 126
 PiP Designer 145
 settings 116

L

Language 237
 Latest features 1
 Lens flare 125

Library window 29
 Link 103
 Lock
 range 43
 Loop playback 43

M

M4A 198
 Magic Cut 122
 Magic Fix 122
 Magic Motion 127
 designer 128
 Magic Movie Wizard 95
 Magic Music 92
 Magic Style 129
 Magic Tools 41
 Magnifier 125
 Markers
 music beat 92
 timeline 40
 Matroska 1, 198
 Media
 3D 50
 arranging 85
 capturing 53
 downloading 58
 editing 97
 importing 49
 shape 112
 Memory stick) 231
 Menu Designer 221
 Menus
 3D 230

Menus

- background 223
- chroma key 227
- customizing 221
- editing 217
- Menu Designer 221
- motion 224
- Microphone 56
- Micro-polarizer LCD 3D 36
- Mix audio 184
- MKV 1, 198
 - extracting subtitles 192
 - subtitles 191
- Mobile phone 202
- Motion blur 136
 - PiP media 144
 - title effects 176
- MOV 198, 200
- Movie mode 32
- MPEG-2 198, 200
- MPEG-4 198, 200
- Multi trim 104
- MultiCam Designer 64
 - hotkeys 252
 - importing media 65
 - shadow file 68
- Music
 - adding 90
 - beat detection 92
 - editing 121
 - importing 49
 - Magic Music 92
 - mixing 184
 - trimming 107
- Mute audio 121

N

- NewBlue 125
- Niconico Douga 210
- Non real-time 58
- Non real-time preview 33
- Normalize 184
- NTSC 109, 237

O

- OpenCL 244
- Overlap transition 181
- Overwrite 86

P

- Paint animation 134
- Paint Designer 27
 - using 133
- PAL 109, 237
- Particle Designer 151
- Particle effects
 - 3D depth 158
 - adding 149
 - modifying 151
- PhotoDirector 115
- Photos
 - adding 86
 - aspect ratio 111
 - cropping 112
 - editing 97

- Photos
 - effects 125, 127
 - enhancing 114
 - fixing 114
 - importing 49
 - keyframes 116
 - Magic Motion 128
 - PhotoDirector 115
 - shape 112
 - transitions 179
 - PiP Designer 136
 - keyframes 145
 - PiP effects
 - 3D depth 141
 - PiP media
 - aspect ratio 140
 - chroma key 139
 - motion blur 144
 - PiP objects 131
 - adding 131
 - customizing 132
 - room 27
 - Playback
 - loop 43
 - Plug-ins 63
 - Power Tools 120
 - PowerDirector
 - system requirements 10
 - versions 2
 - Preferences 237
 - capture 58
 - Presets 114
 - Preview
 - 3D 36
 - rendering 43
 - undocking window 35
 - window 32
 - Preview quality 33
 - Produce 195
 - batch 211
 - overview 196
 - preferences 245
 - range 43
 - Profiles
 - capture 57
 - Progressive video 109
 - Project 47
 - exporting 48
 - inserting 52
 - preferences 244
 - producing 195
 - PS3/PSP 202
- ## Q
- QuickTime 198, 200
- ## R
- Range selection 43
 - Real-time preview 33
 - Reflection 138
 - Removable disk 231, 233
 - Render preview 43
 - Reverse 120
 - Ripple editing 86, 88, 131, 149, 163
 - overview 85
 - Rooms 25
 - Rotate 120

Row-Interleaved 36

S

Save

projects 47

Scenes

detecting 104

Screen snapshots 33

SD card 231, 233

SDHC card 231, 233

SDXC card 231, 233

Set 3D format 50

Settings

burn 236

capture 57

media 223

Shadow 138

Shadow file 237

MultiCam Designer 68

Shape 112

Side-by-side 200

Single trim 104

Size limit 58

Slideshows

creator 16, 96

designer 20

music preference 18

time-lapse 22

Smart fit 231, 233

SmartSound 92

Snap to reference line 33

Source format 50

Speed 120

Split 102

SRT 192

Standard 2D 198

Stereo 237

Storyboard 46

Subtitles 191

3D depth 193

extracting 192

formatting 193

importing 192

MKV 192

positioning 193

Supported formats 49

Surround sound 231, 233

SVRT 195, 257

Synchronization 67

System requirements 10

T

Tags 30

Technical support 273

Theme Designer 71

Thumbnail index 220

Tilt shift 125

Time info 122

Time limit 58

Time stamp 122

Timecode 237

Time-lapse 22

Timeline

adding markers 40

behavior 39

overview 37

Timeline
 track overview 37
 Title Designer 165
 Title effects 163
 3D depth 171, 173, 227
 animation 174
 chroma key 171, 174
 motion 174
 motion blur 176
 Track manager 43
 Tracks 37
 adding 43
 Transitions 179
 audio 90
 behavior 181
 modifying settings 182
 Trim 104
 audio 107
 multi 104
 single 104
 video 104
 TrueTheater 3D 120
 TrueTheater HD 114, 116
 TrueVelocity 1
 TV
 capture 55
 Format 109
 safe zone 33
 TV format 237

U

Ultra HD 1, 198
 Undock 35

Unlink 62, 103

V

Version table 2
 Video
 syncing audio 92
 Videos 104
 adding 86
 aspect ratio 110
 capturing 53
 color effects 114
 ColorDirector 115
 content aware editing 26, 97
 converting to 3D 120
 cropping 120
 detecting scenes 61
 editing 97
 effects 125
 enhancing 114
 fixing 114
 frame rate 33, 237
 importing 49
 interlacing format 109
 keyframes 116
 muting 121
 presets 114
 producing 195
 reversing 120
 rotational camera shake 114
 shape 112
 speed 120
 transitions 179
 trimming 104

- Videos 104
 - unlinking 62, 103
- Vimeo 204
- Voice clips
 - adding 90
 - mixing 184
 - recording 186
 - trimming 107
- Voice over 186

Z

- Zoom 35

W

- Water reflection 125
- WAV 198
- WaveEditor 121
- Waveform 92, 183
- Web support 274
- Webcam 56
- WMA 198
- WMV 198, 200
- Workspace
 - creating new 47
 - expanding 31
 - overview 25

X

- Xbox 202

Y

- YouTube 204