User Manual

Canopus Corporation

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Xplode Basics
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CHAPTER 1

Introduction

Thank you

Thank you for purchasing the Canopus Xplode Basics. Before you start using your system, please read this manual and follow the installation instructions. This ensures that you have a trouble-free setup. If you have any questions please call, fax, mail or email us at:

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About this manual

The information contained in this manual covers the installation and specific functionality of the Xplode Basics.

Chapter 1 — Introduction

Provides information about contacting us and using this manual.

Chapter 2 — Installation

Step-by-step on installing the Xplode Basics on your computer system.

Chapter 3 — Preset Effects

Gives you information on how to use Xplode Basics and how to integrate it with other products.

Chapter 4 — Xplode Basics Transitions

Provides informative on how to use the Xplode Basics transitions.

Manual conventions

The following conventions are used throughout this manual:

- Bold usually indicates software menu commands

  File > Open

- Italic is used for emphasis and naming

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Xplode Basics is a trademark of Canopus Corporation. Premiere is a trademark of Adobe Systems. MediaStudio Pro is a trademark of Ulead Systems. All other trademarks and registered trademarks belong to their respective holders.

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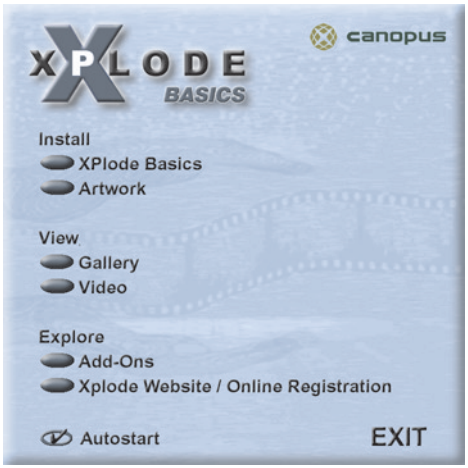
CHAPTER 2

Installation

To install Xplode Basics:

1. Insert the Xplode Basics CD in your CD-ROM drive.
2. When the installer screen appears, click on **Install > Xplode Basics**.



3. Click the **Next** button.

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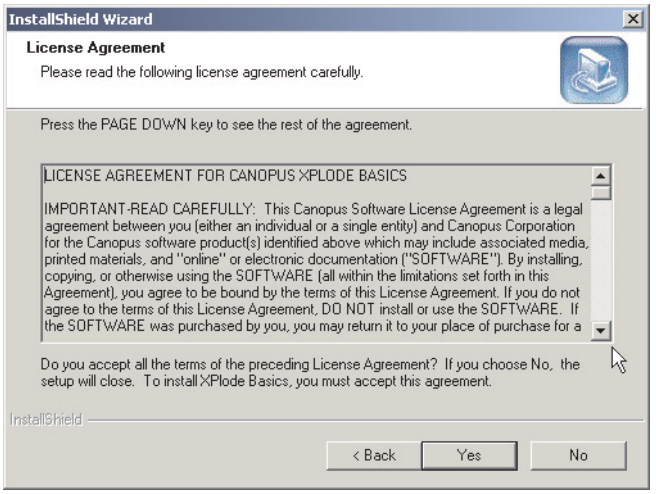
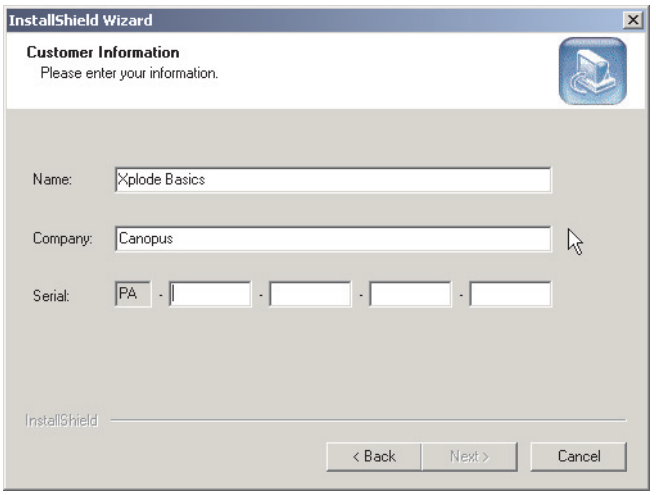
4. Agree to the licensing terms.



5. Enter the serial number. The serial number can be found on the white envelope containing the Xplode Basics CD-ROM. You should keep the serial number in a safe place because you will need it in order to register the product and receive technical support.



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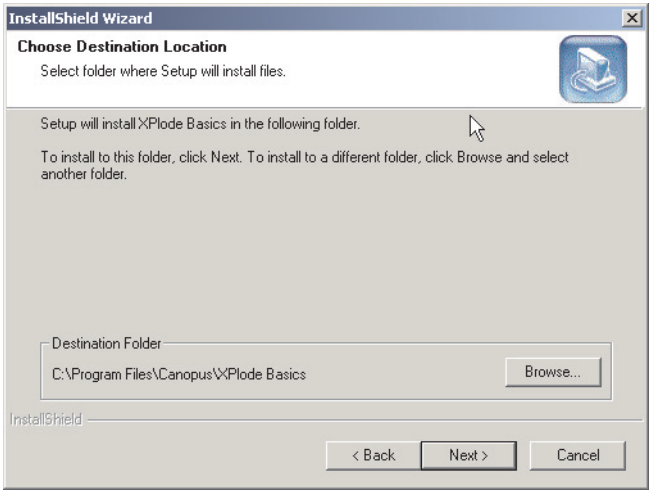
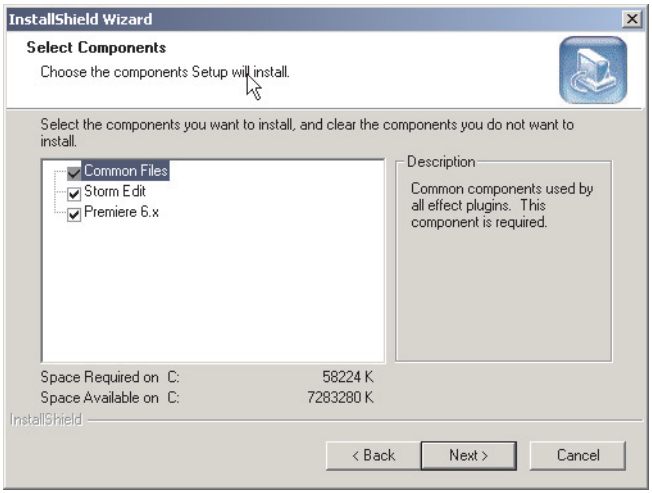
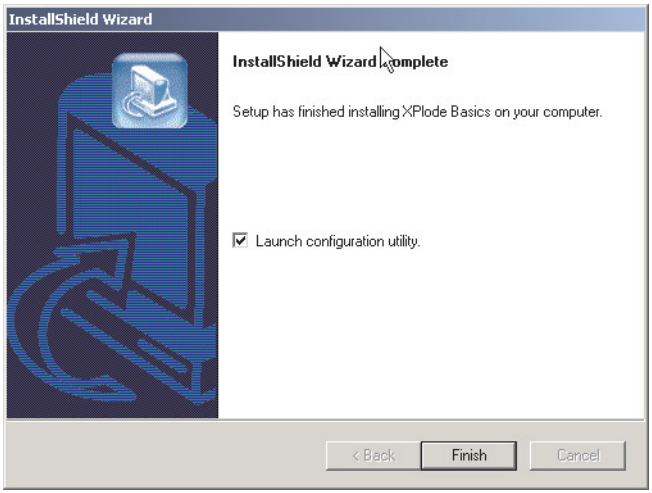
6. Choose a destination folder for the installation of Xplode Basics common components. The plug-ins and transitions are installed in the proper folders for your editing application.



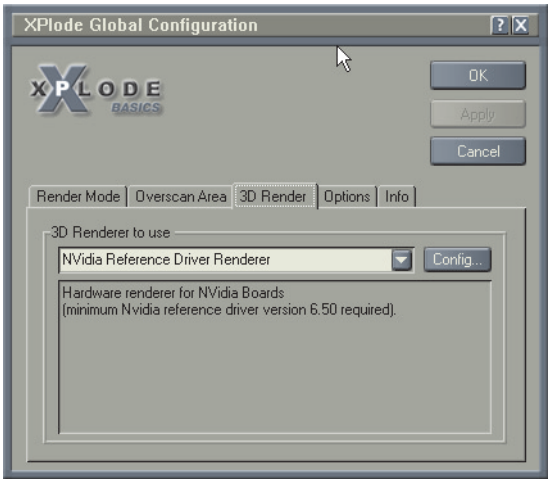
7. Select which components you want to install. All compatible editing systems installed on your system appear in this dialog. **Common Files** must be installed and cannot be deselected.



8. After installation finishes, Launch configuration utility box is checked. Click the **Finish** button. The **Xplode Global Configuration** window appears.



9. Select the appropriate 3D renderer in the drop-down menu that appears and press the **OK** button. Xplode Basics is now installed on your machine. The Xplode Basics suite will be available to you next time you launch your editing application.



CHAPTER 3

Getting Started

Overview

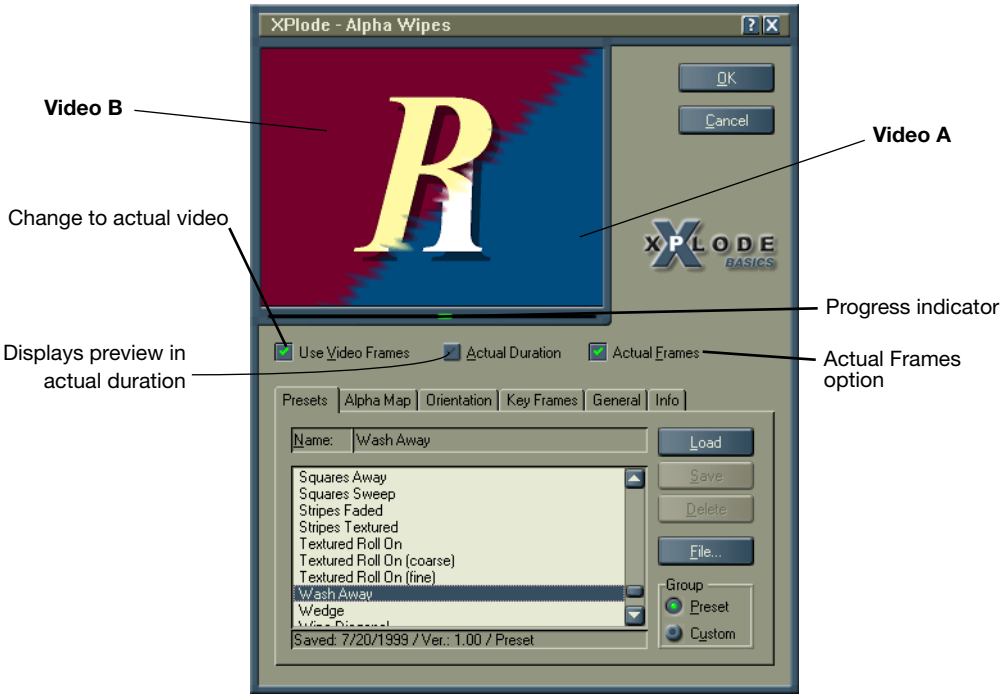
This section briefly explains how to use Xplode Basics within three popular editing applications.

The Xplode Basics configuration dialog has two main components, the **Preview Window**, where you can preview your transition, and the **Configuration Tabs**, where you can set a number of transition parameters.

> ***NOTE:*** *The Xplode Basics interface is identical regardless of the editing software you are using.*

Preview Window

The preview window shows you how a transition works and allows you to adjust its parameters.



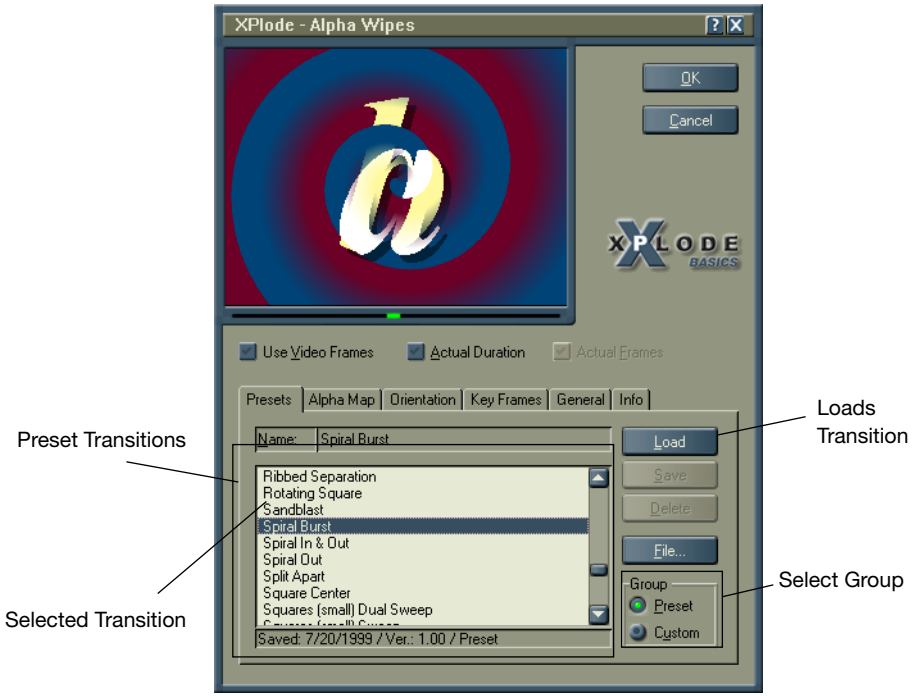
There are three display options for each transition.

- **Use Video Frames –** uses images from the actual video footage to preview the tradition. If disabled, the default A and B graphics are used.
- **Actual Duration –** simulates what the transition will look like on the timeline at normal speed regardless of whether it needs rendering or not. However, you may still need to render the transition on the timeline before playback.
- **Use Actual Frames –** allows you to preview the transition with animated video frames from your source file. If this option is disabled, the first frame of Video A and the last frame of Video B are used as preview frames.

Above the **Use Video Frames** option, there is a **Progress Indicator** which displays the transition preview stage. While the transition is playing this indicator shows where in the transition certain events take place. You can adjust the transition movement using the Key Framer, in the **Key Frames** tab.

Presets

Presets are settings which can be used as templates in Xplode. When you develop a transition based on one of the Xplode families you can save the parameters in your own transition. This is useful when you use the same effect in many productions. Xplode ships with hundreds of presets.



To load a preset transition:

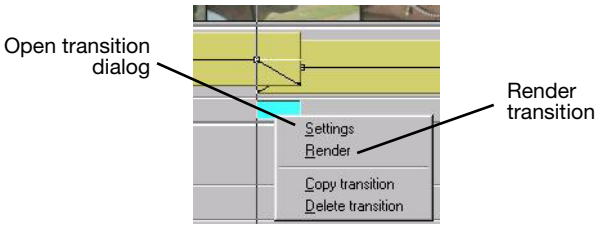
1. Click the **Presets** radio button.
2. Highlight the transition and click the **Load** button.

Using with Canopus editing software

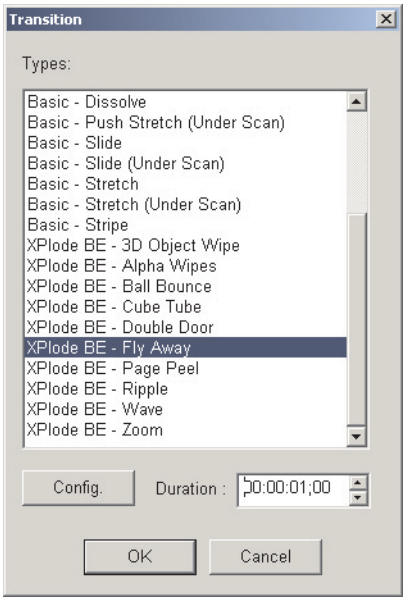
Canopus editing software are the standard editing packages which come bundled with Canopus hardware products. For more information on Canopus' editing packages, please refer to the appropriate user manuals.

To experiment with Xplode Basics:

1. Start a new project by double clicking on the Canopus Edit icon in the editing system's program group.
2. Double click in the DV Bin and open a few video clips.
3. Select **Auto Arrange** from the **Edit** pull-down menu. The clips appear in the timeline in the order they were imported into the DV Bin.
4. Right click on the boundary of the first and second clips and choose **Transition** in the menu that appears.
5. By default, a one-second cross-dissolve is inserted. Right click on the transition in the transition timeline.
6. Select **Settings**.



7. Choose the **Xplode BE - Fly Away** in the **Transitions** dialog.



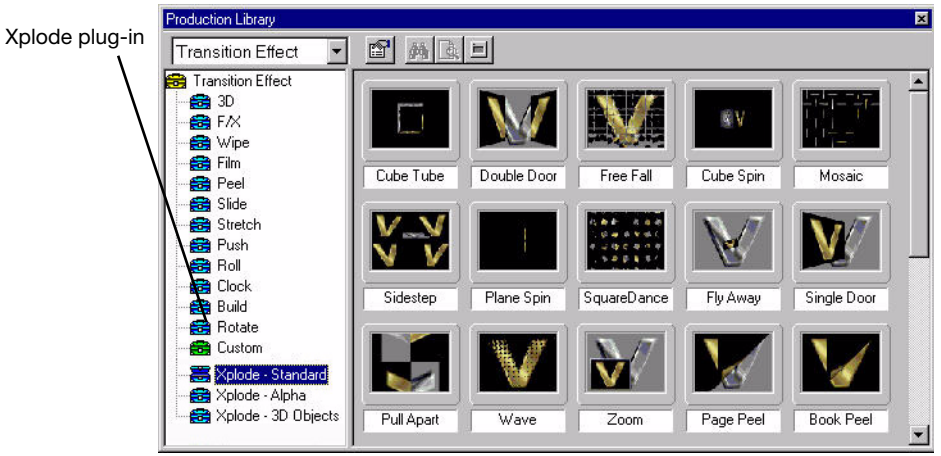
Xplode transition families

8. Click on the **Shadow** tab and make sure the **Enable Shadows** option is enabled.
9. Click the **OK** button.
10. Click the **OK** button when the **Transition** dialog appears.
11. Right-click on the red transition segment and click **Render** to render your effect. While the transition renders you will see the new video frames previewed on your VGA screen.
12. Play the new segment by hitting the space bar.

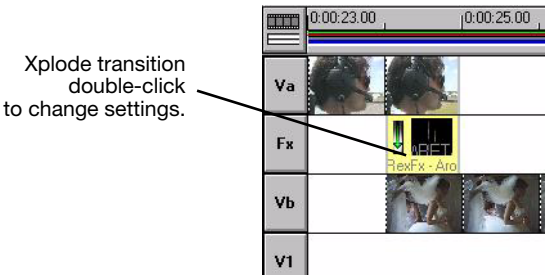
Using with MediaStudio Pro

To use Xplode Basics with MediaStudio Pro:

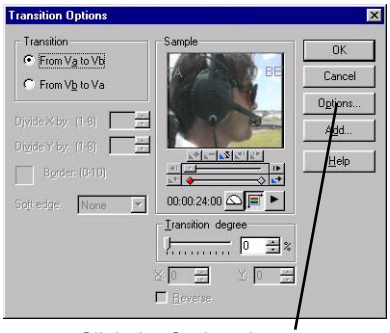
1. Open the MediaStudio Pro Editor and bring in two clips into the **Va** and **Vb** timelines.
2. Overlap the clips for a time duration.
3. Double click in the **Fx** track, select **Transition Effect** from the **Production Library**.
4. Scroll down to the **Xplode Basics** transitions and double-click on **Xplode Standard**.



5. Select **Fly Away** and drag it into the **Fx** timeline.



6. When the transition setting dialog opens click **Options**, the Xplode transition setting dialog appears.



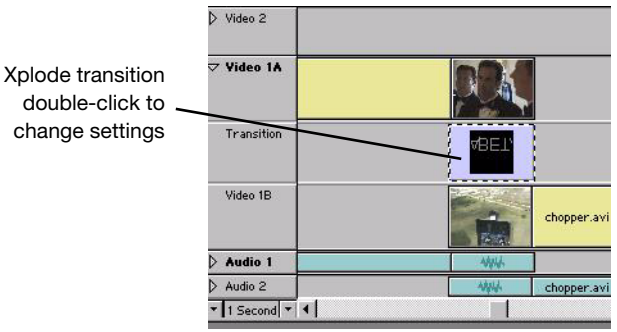
Click the Options button
to open the Xplode software

7. Click on the **Shadow** tab and make sure the **Enable Shadows** option is enabled.
8. Click the **OK** button.
9. Click the **OK** button when the **Transition Options** dialog reappears.
10. To view your transition, choose **View > Preview**.
11. Play the new segment by hitting the space bar.

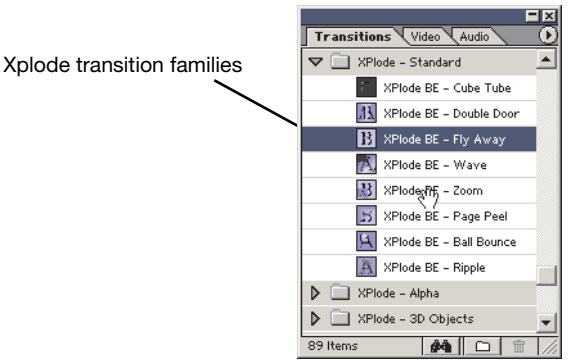
Using with Adobe Premiere 6.x

To use Xplode Basics with Adobe Premiere 6.x:

1. Open Adobe Premiere and bring in two clips into the **Video 1A** and **1B** timelines.
2. Overlap the clips for a time duration.



3. Click on the **Transitions** palette and double-click on the **Xplode - Standard** folder.
4. Drag the **Xplode BE - Fly Away** transition into the transition timeline.



5. Double click on the transition to open the Xplode transition setting dialog.

6. Click on the **Shadow** tab and make sure the **Enable Shadows** option is enabled.
7. Click the **OK** button to close the **Transition Settings** dialog.
8. Press the **Enter** key to render the transition. If you haven't previously saved your project, you will be prompted to save it before Premiere begins rendering.

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CHAPTER 4

Transition and Effect Settings

This section will explain the Xplode Basics interface and how to customize transitions and effects.

Xplode Global Configuration

The Xplode Global Configuration utility allows users to change the render mode and overscan handling on all transitions at one time. You can also choose which 3D renderer, either hardware or software, you want to use to render your transitions.

Render Mode

The Render Mode tab allows you to select from four different render modes with varying degrees of image quality. This allows you to preview effects at lower resolutions to help save rendering time while you are still editing your project.

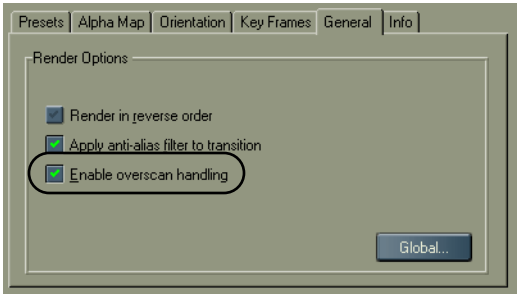
- **Highest Quality –** renders your effects at the highest quality possible. This is Xplode Basics' default setting. It's generally safe to use this setting if you are using hardware acceleration or have a very fast computer. For more information on hardware acceleration, see **3D Render** on page 19.
- **Draft –** renders your effects without anti-aliasing at full resolution, which helps speeds up software-based rendering.
- **Preview –** renders your effects with slight optimizations at 1/4 full-size resolution.
- **Fastest –** renders your effects without any optimizations at the lowest possible resolution. This setting is best used for computers with slower processors.

Overscan Area

The overscan area are the black edges around the perimeter of most captured video. For professional results, this area needs to be cropped for proper viewing on a television. Use the **Overscan Area** tab to manually configure the overscan area's borders.

Typically, you will use **Automatic Overscan Area**, which is the Overscan Area tab's default preset. You can manually configure these parameters if you choose, but this is only recommended for advanced users.

Global overscan handling is only available to transitions that have overscan handling enabled in each transition's **General** tab.



The General tab in the individual transition window.

In the Type drop-down menu, there are a total of five presets.

- **Overscan Handling off —** disables overscan handling. If you disable this in the Xplode Global Configuration utility, then the **Enable overscan handling** option in the individual transition's **General** tab are non-functional.

  Turning off overscan handling globally allows you to disable it for all transitions if you are creating a video for the web, and then enable it again when you are creating a video for broadcast.

- **Automatic Overscan Area —** depending on the video format, the overscan is set to the standard values for that format.
- **Automatic Overscan Area with pixel adjustment —** is the same as above, except you can add additional pixel adjustments. This allows you to make customized adjustments

to the default presets. This should only be used by advanced users.

- **Absolute Overscan Area in pixel —** allows you to set an absolute overscan area in pixels. This should only be used by advanced users.
- **Relative Overscan Area in % frame size —** allows you to set an overscan area in percentages of the frame size instead of pixels. This should only be used by advanced users.

3D Render

This tab lets you choose a 3D renderer, either hardware or software, to use to render your transitions.

The drop-down menu only displays the 3D rendering options available on your machine. If your video card supports Xplode's 3D hardware acceleration, then you can choose between the hardware or the software D3D Universal Renderer. To see if your video card is compatible with Xplode's 3D hardware acceleration, go to the Canopus website at http://www.justedit.com/.

Configuring for 24-bit graphics

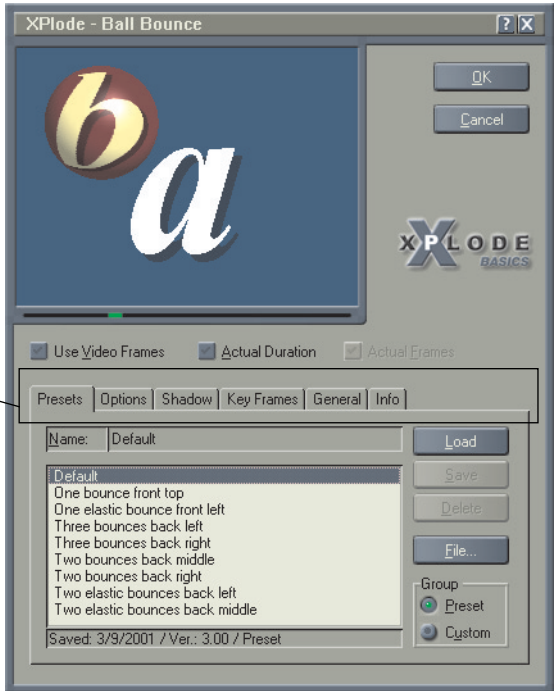
If you are using a system that uses a 24-bit graphic chip, such as an Intel 810/815:

1. Select the **D3D Universal Renderer** from the drop-down menu.
2. Click the **Config** button. The **3D Render Options** dialog appears.
3. Select **RGB Emulation**.

This procedure not only improves performance, it also prevents Xplode from automatically searching for a renderer every time your editing application starts up.

Configuration and Customizing

The Xplode Basics Configuration section is where you can customize and save your own presets. With this functionality you can compose an unlimited number of effects.



Depending on which transition you choose there are a number of options you can set to customize your effect. Once you customize an effect, you can save the transition as a preset for use in future productions. Although each transition has its own specific options, most of the configuration tabs are common to all effects. An overview of the different configuration tabs follows

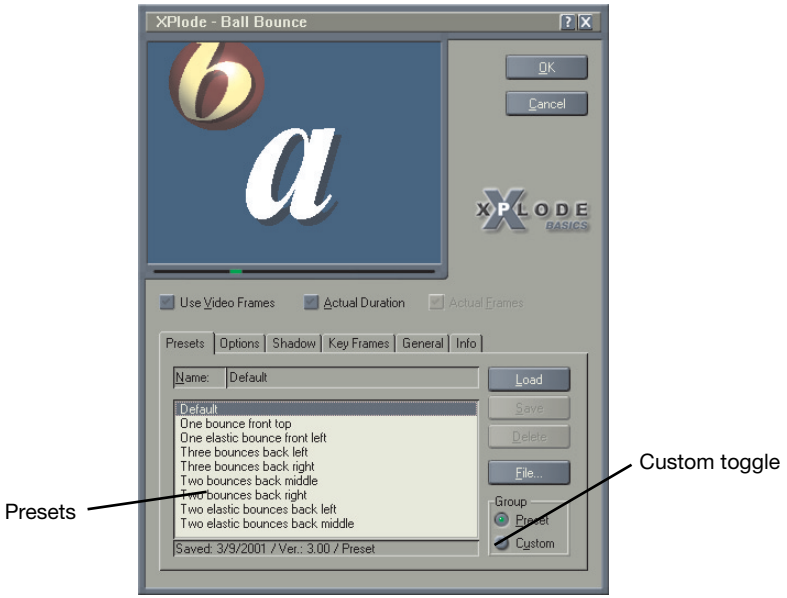
Custom transitions

Once you make a change to a transition, you may save it for future use. When you want to save a transition configuration check the **Custom** option, enter a transition name in the **Name** field and click the **Save** button.

To load a custom transition select the **Custom** check box, highlight the transition and click the **Load** button.

To rename a custom preset:

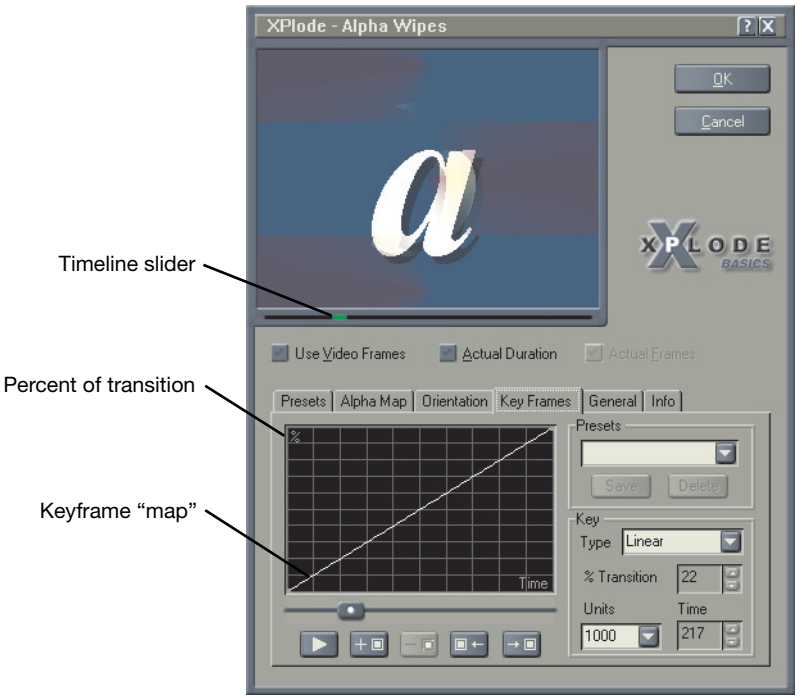
1. Click on the preset you want to change.
2. Re-name it and click the **Save** button.
3. Click the original preset and click the **Delete** button.



Key Frames tab

Key Framing is an animation technique which refers to key anchor points defining where movements begin and end. In Xplode Basics, key frames refer to video frames which define the starting and ending points of a transition movement.

For example, to have the **Double Door** transition open to a position, stay open for a period of time and then close, you need to add key frames to the movement points. One key frame defining the point to where the door opens, another key frame to the point where the door starts to close.



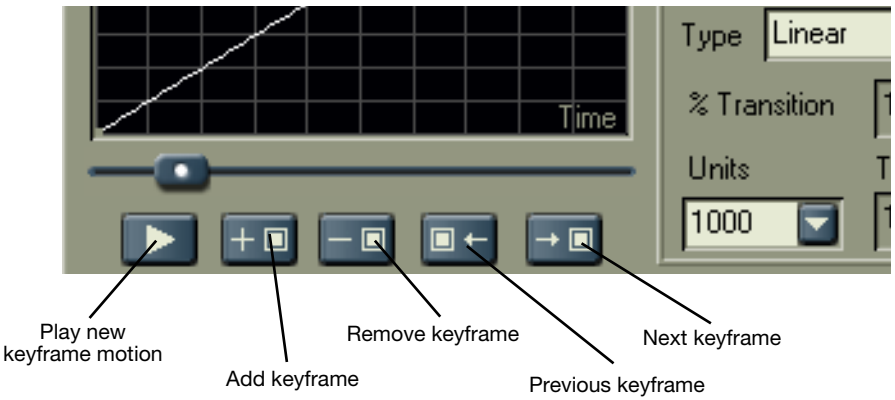
The key framer has a timeline graph which by default has a key frame at the beginning and end of the transition. The transition moves from the 0% (Video A) mark to the 100% mark (Video B).The slider on the key frame timeline moves the transition through its movement.

Adjusting Key Frames

To add a key frame, move the timeline slider to a position and click the **Add-key** button, this adds a key frame to the timeline. An *active* key frame, the key frame where the slider is currently positioned, is green. At the right side of the slider a frame number box denotes the current frame. You can jump from key frame to key frame using the **jump-to-key frame** buttons.

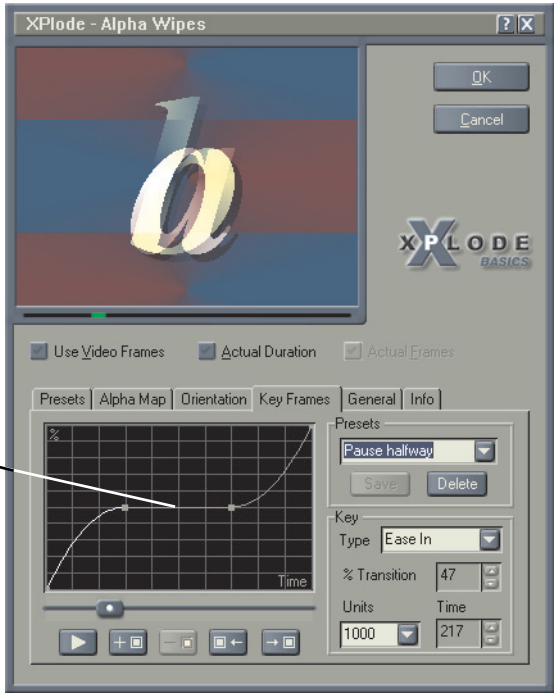
To adjust the degree of transition on a key frame move the **% of Transition** slider. You can also add the percentage manually in the **% of Transition** box. To display how the transition moves click the **Play** button. When you render your transition the key frame settings will be used in your final transition.

To delete a key frame, position the slider over a key frame marker, it will turn green, select **delete key**.



NOTE: *Key frame markers can be adjusted by clicking on them and sliding them to a new position.*

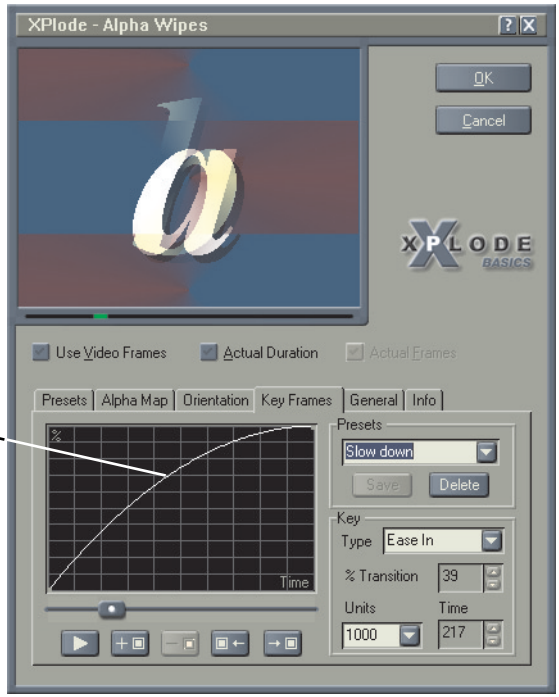
Using Keyframe Preset Motions



"Pause"

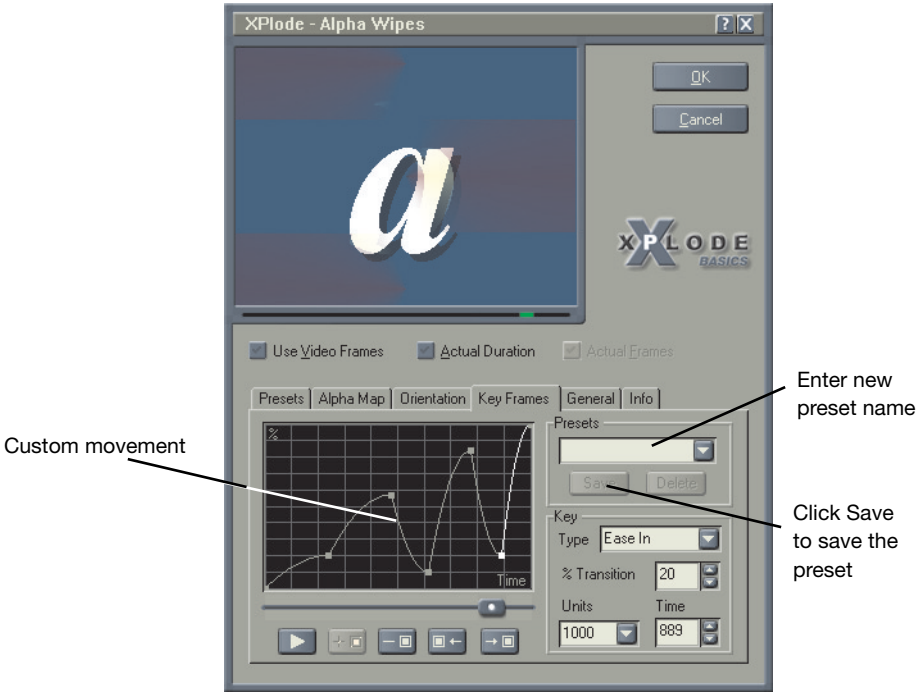
In the example above, the alpha transition is 'paused' halfway through the transition. The teeth in this example close showing both Video A and B and remain closed for a period of time. You can adjust this preset by using the mouse and dragging the keyframe around the keyframe graph.

Types of Key Frames



In the same transition as in the previous example, we loaded the **Slow down** preset, which slows the transition at its end. By choosing **Ease In** in the Type drop-down menu, a more organic movement is achieved.

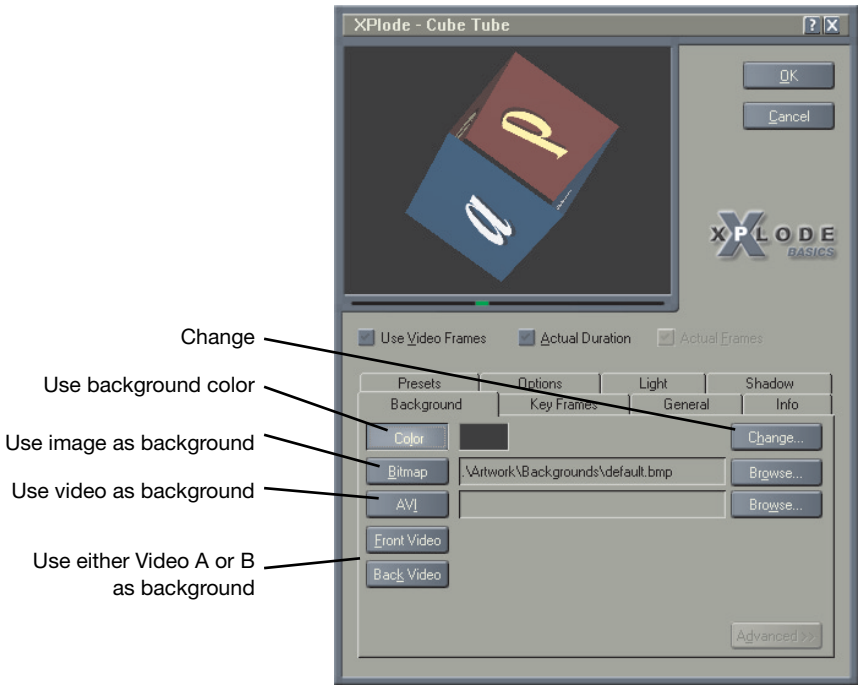
Adjusting and Saving your own Key Frame settings



After you modify a preset or create a new preset, you can save it to the preset list. Enter a new name in the **Preset** area and click the **Save** button. The preset will be available for future use.

Background tab

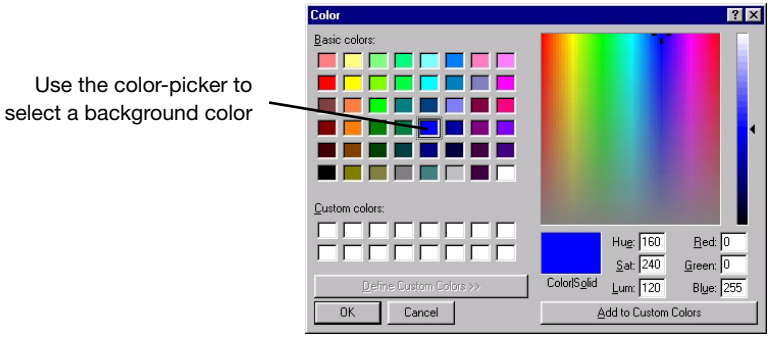
The background tab allows you to choose a background to use during a transition. This tab is only available in transitions where the background doesn't have to be Video A or B.



To select a single color background:

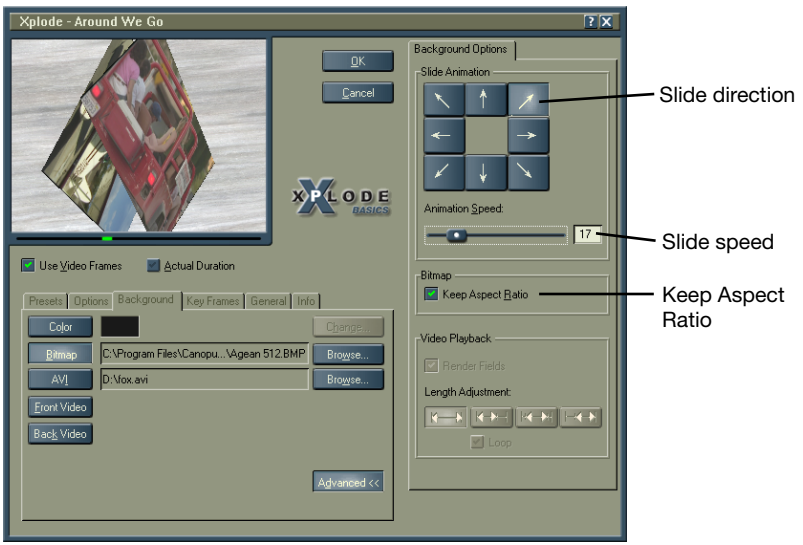
1. Click the **Color** button.
2. To select a new color click the **Change** button. The Color dialog appears.

3. Select a color and click the **OK** button.



To choose a bitmap (BMP):

1. Click the **Bitmap** button.
2. To select a bitmap file, click the **Change** button.
3. Select a graphic file in the Windows dialog that appears.
4. If you want to make any changes to the graphic file, click the **Advanced** button to access additional options available to process your bitmap.



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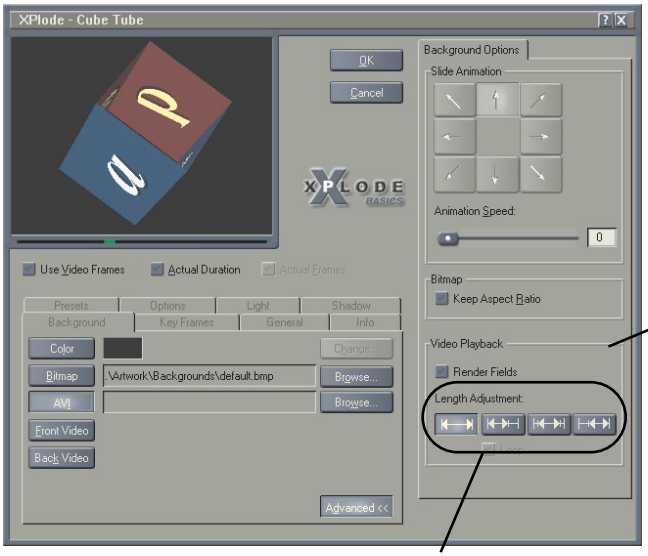
You can choose to have these backgrounds slide in various directions in the background. Xplode Basics comes with artwork, including seamless backgrounds which appear to be endless when they are moving.

You can adjust the speed of the slide by moving the speed slider to the right.



Video clip placement

To adjust a video clip as a background you have the option of fitting or justifying either end of the clip.

Fit background video clip into transition duration – This fits a background video clip into the transition duration.

For example, a 2-second clip will be fit into a 1-second transition. This will make the background play in higher speed than the original background video.

Left justify the video clip to the left – This takes an equal amount from the first part of the background clip and use it as the background.

For example, if a transition is one second long and a background clip is 2 seconds long, then the first second of the background clip is used as the background.

Center justify the video clip – This takes an equal amount from the center part of the background clip and use it as the background.

For example, if a transition is 2 seconds long and a background clip is 10 seconds long, then the middle 10 seconds of the background clip, second of the background clip is used as the background.

Right justify the video clip to the right – This will take an equal amount from the last part of the background clip and use it as the background.

For example, if a transition is one second long and a background clip is 2 seconds long then the final 1 second of the background clip will be used as the background.

Render Fields

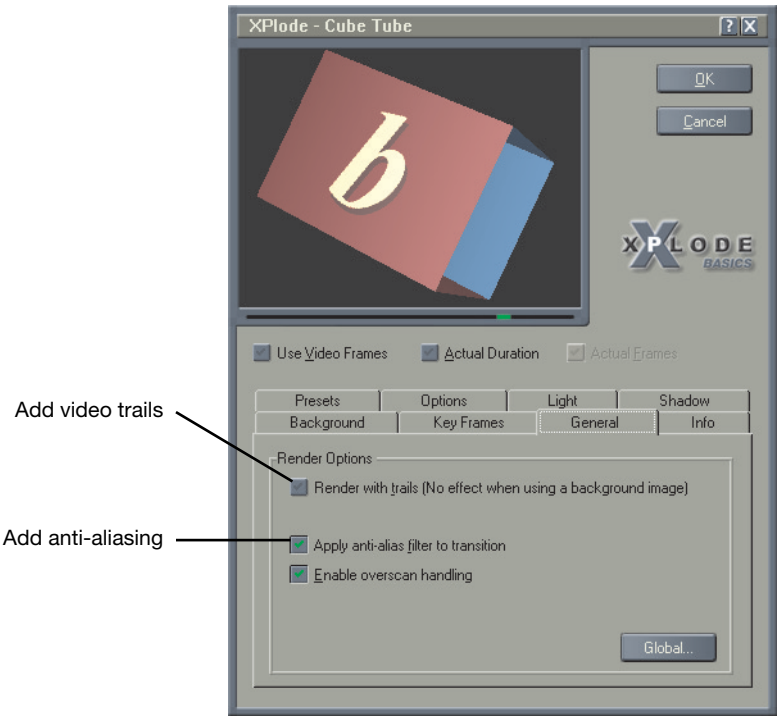
Render Fields is used if your source contains video fields, such as footage that comes from a video camera. If you are using progressive footage, you should disable this option.

Loop

The Loop option is used if your source video is shorter than your transition. It allows the video to continuously play instead of starting or stopping in the middle of the transition.

General Tab

The General tab options will vary from transition to transition. The options will usually refer to rendering, overscan and anti-aliasing options.



Render with trails

Video trails are remnants of previous video frames left on the screen. The effect looks like smearing video.

Apply anti-alias filter to transition

Anti-aliasing removes diagonal 'jaggies' on diagonal lines. Xplode Basics anti-aliasing smooths in both the vertical and horizontal directions. If you use anti-aliasing, your rendering time may increase depending on your renderer.

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Enable Overscan Handling

If enabled, effects will not render outside of active scan area. For more information, see **Overscan Area** on page 18.

Render in reverse order

Some transitions allow you to change the default direction of the setting by enabling this option.

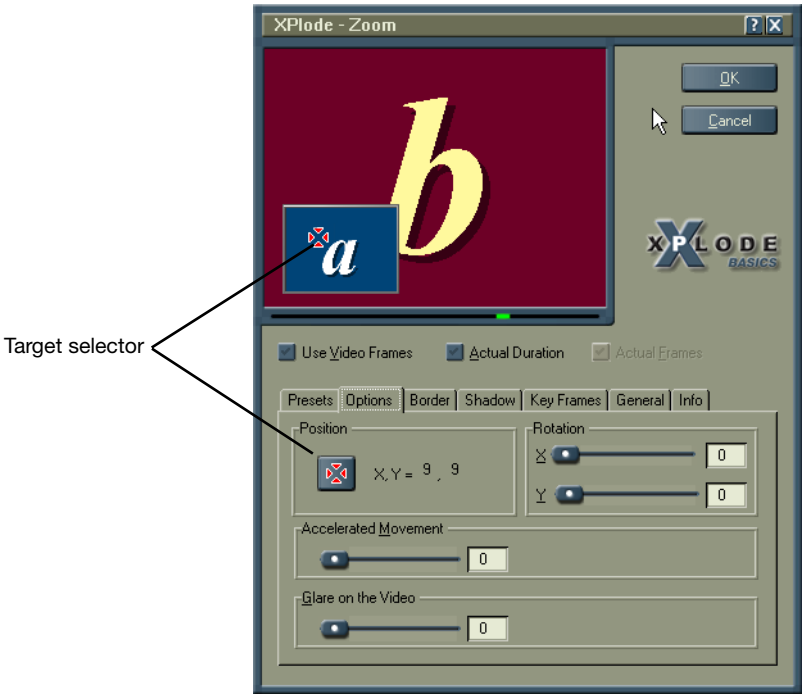
For example, the Zoom transition's default is for Video A to zoom into Video B by making Video A progressively smaller. Enabling this option makes Video A zoom from smaller to progressively bigger.

Options Tab

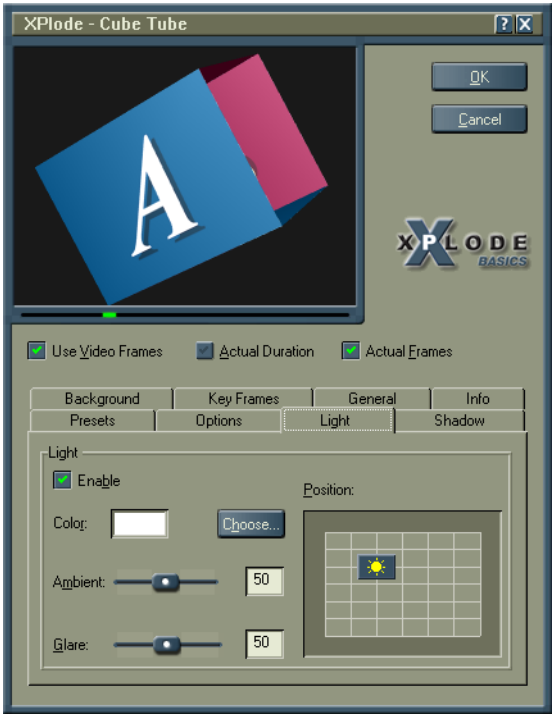
Position control (Ripple, Zoom)

Some of the transitions allow you to set a specific position on the video where the effect will occur. To do this:

1. Click on the target selector.
2. Click on the preview window where you want the transition to be placed. You will now see that the transition's placement has been changed.


Target selector
XPlode - Zoom
OK
Cancel
Use Video Frames
Actual Duration
Actual Frames
Presets
Options
Border
Shadow
Key Frames
General
Info
Position
X,Y = 9 , 9
Rotation
X
Y
0
0
Accelerated Movement
0
Glare on the Video
0

Light tab



- **Color** changes the color of the light. Click the **Choose** button to select a new color.
- **Ambient** changes the amount of ambient light in the scene.
- **Glare** changes the amount of glare on the video.
- **Position** moves the light icon in the grid to determine which direction the light source is coming from.

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Shadow tab

- **Visibility** changes the opacity of the shadow.
- **Color** changes the color of the shadow.
- **Soft Border** makes the edges of the shadow fade out. This option may not be available for all transitions.
- **Size** changes the size of the shadow. This option may not be available for all transitions.
- **Virtual Light Position** allows you to set the position of the light source when creating shadows. This does not cast any light on the scene but rather determines the position of the shadows cast by the moving object.

  For example, if you set the Virtual Light Position to the left side of the grid, the transition's shadows appear on the right side of your video. If this option is not in the tab, the shadow is created using the light position set in the Light tab.

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CHAPTER 5

A Detailed Look at Xplode Effects

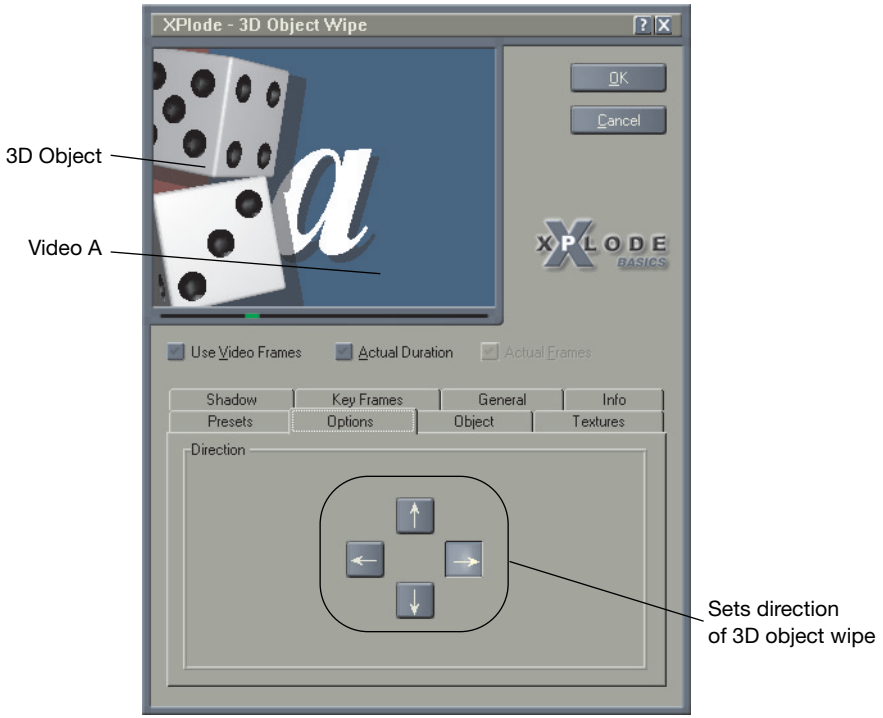
Xplode Basics transition families have a number of basic tools to develop a large number of custom transitions. The custom transitions can be saved as new transitions for use in future video productions. Xplode ships with hundreds of preset transitions to help you get up to speed quickly. The following section describes each transition family in detail.

Xplode Parameters

Within all the Xplode transitions there are a number common settings and parameters. This chapter will provide an overview of all of the transition families and the transition presets they contain.

3D Object Wipe

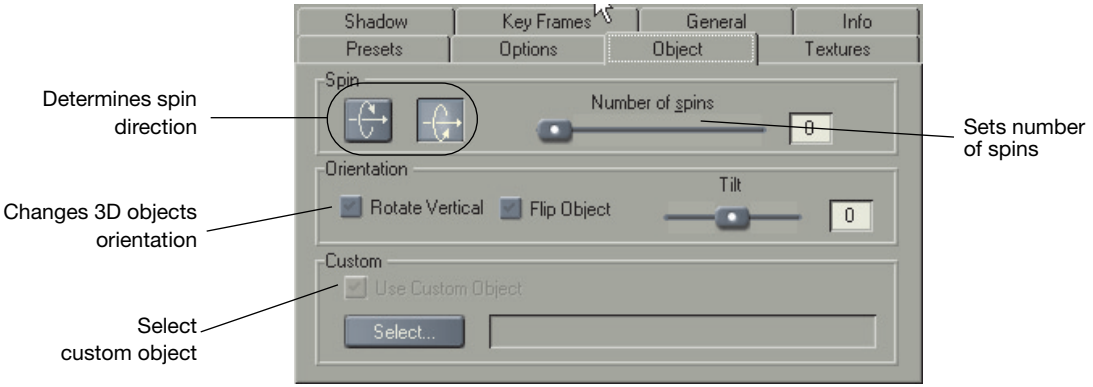
The 3D Object Wipe transition uses a 3D object to wipe Video B over Video A. The texture of the object may include changes to Video A, Video B, a bitmap image or color.



Options tab

- **Direction** sets the path that the object will pass through the scene.

Object tab



- **Spin** determines the direction of the 3D objects spin as well as the number of spins.
- **Rotate Vertical** changes the objects position from horizontal to vertical.
- **Flip Object** mirrors the object.
- **Tilt** rotates the object around to view any point on the object.
- **Custom** allows 3D objects to be imported into Xplode Basics.You can import 3D objects from Lightwave plug-ins or 3D Studio Max using the 3D Compiler utility included on the Xplode Basics CD-ROM.

Texture tab

Some presets allow you to change the texture of the element by replacing the default with Video A, Video B, a bitmap image or an AVI video. To replace the original texture:

1. Click the **Presets** tab and choose **Heart - Wipe Down** and click the **Load** button.
2. Click the **Textures** tab.
3. Click the **Replace** option on line 1 to enable it
4. Click the **Advanced** button. The preview window expands.

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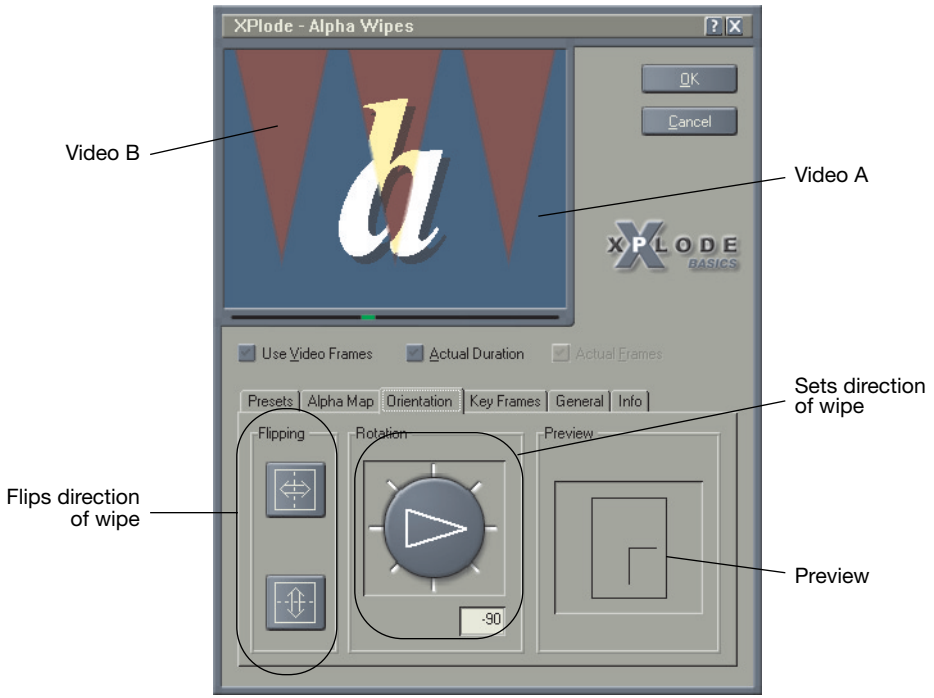
5. In the **Replace With** section, click on one of the radio buttons to choose Video A, Video B, Bitmap or AVI. Choosing Video A or Video B simply replaces the texture with the respective video file. If you choose Bitmap or AVI, you need to click on the **...** button to select a bitmap or video file that will replace the current texture. After you choose a file, the preview changes to reflect the change.

6. Click the **OK** button. The 3D Object Wipe will have a new texture applied to it.

Alpha Wipes and Dissolves

Alpha Wipe transitions consist of Video A wiping into Video B using Alpha Wipe maps.



Orientation Tab

- **Flipping** changes the direction of the wipe in the transition.

- **Rotation** determines the orientation of the wipe.

Alpha Map Tab

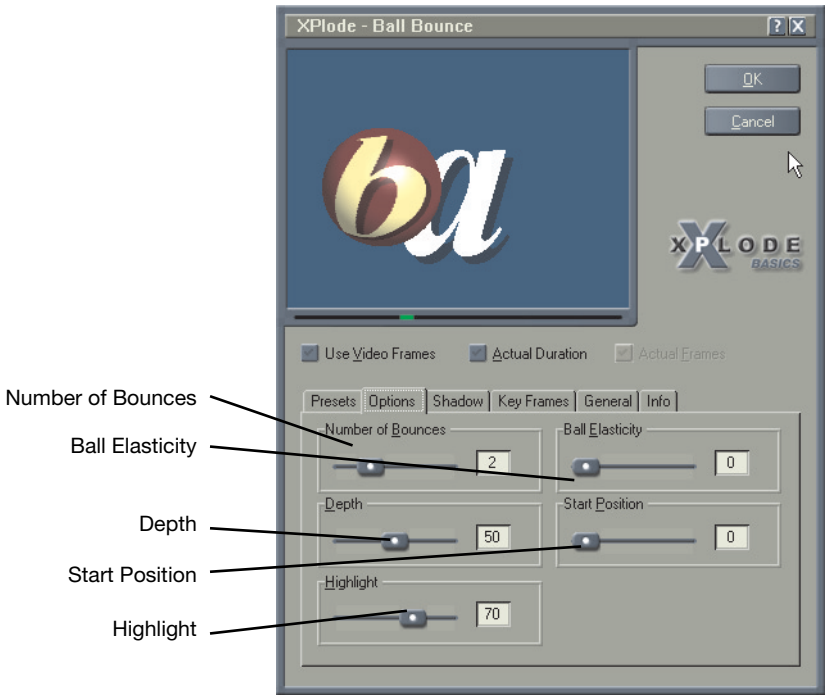
- **Sharpness** sets the intensity of the transition. The higher the setting the more distinct the transition appears in the scene.
- **Acceleration** adjusts the amount the animation accelerates over the duration of the transition. This does not effect the duration of the transition, only the speed of the dissolve itself.

3D Transitions Effects

The 3D Transitions Effects consists of 8 transitions with an abundance of presets to add elegance and artistry to any video production.

Ball Bounce

Video B bounces into Video A on a bouncing ball.



Options tab

- **Number of Bounces** determines how many times the ball will bounce.
- **Depth** sets the “distance” at which the ball first appears.
- **Highlight** regulates the amount of glare on the ball.
- **Ball Elasticity** sets the amount that the ball will flex as it bounces.
- **Start Position** sets where the ball will enter the picture. “0” is far left, “100” is far right.

Cube Tube

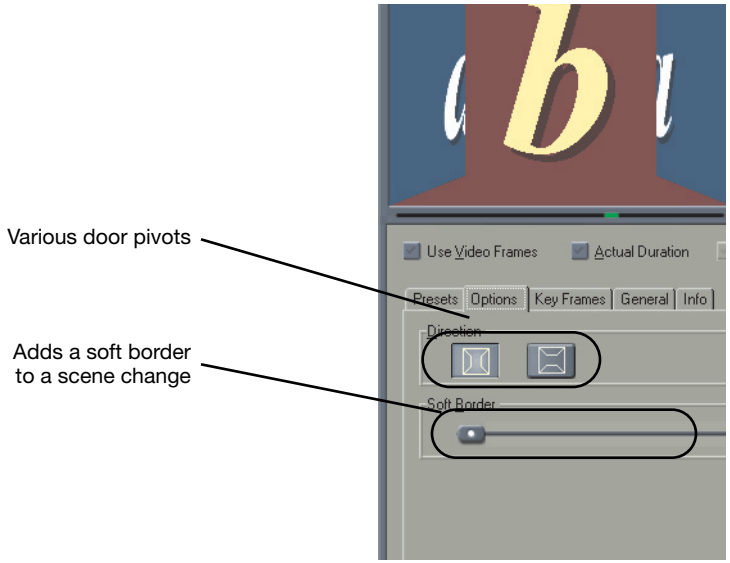
Cube Tube moves from Video A to Video B by mapping Video A and Video B on opposite sides of an open-sided box. The box is rotating back in space.

Options tab

- **Depth** determines the depth you want the tube to fly back into space.
- **Soft Border** makes the object fade out at the edges.

Double Door

Video A splits into two doors and reveals Video B.

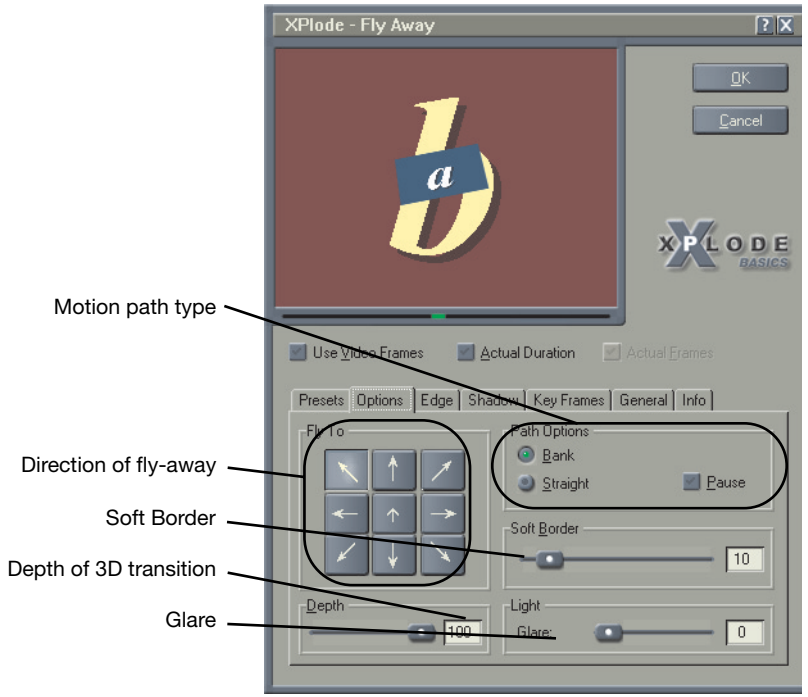


Options tab

- **Direction** determines if the double door is horizontal or vertical.
- **Soft Border** makes the object fade out at the edges.

Fly Away

Video A scales and rotates in 3D space then accelerates off-screen revealing Video B.



Options tab

- **Path Options** (Bank, Straight) sets whether the 3D video plane moves in a straight line or banks to the into the direction that it is flying. The **Pause** option pause the fly away briefly before it continues on its path.
- **Depth** determines how far back in 3D space the effect occurs.
- **Pause** sets the time the frame “hangs” in space before zooming off screen.
- **Fly To** selects where the 3D video plane flies.
- **Soft Border** makes the object fade out at the edges.
- **Glare** lets you adjust how much glare appears on the object.

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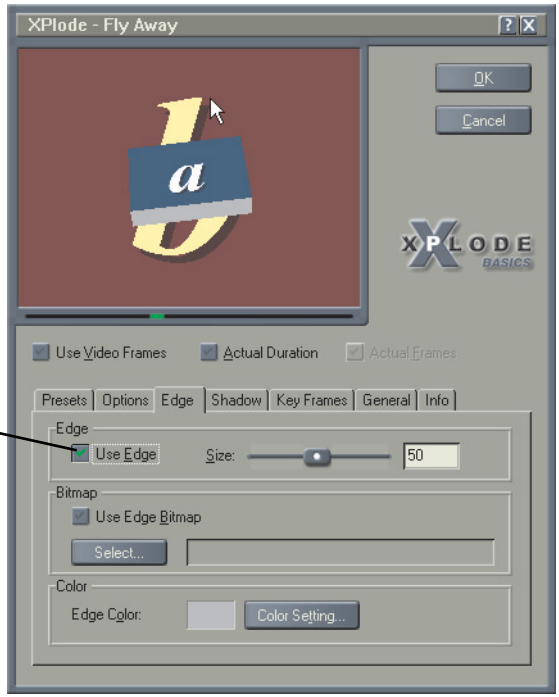
Edge tab



Edge parameters

- **Use Edge** allows you to modify the size of the edge. Enabling this option lets you add a bitmap or color to the edge of the fly away object.
- **Use Edge Bitmap** allows you to use a bitmap image instead of a color on the edge. This allows you to enhance the edge of the 3D transition with your own bitmap file. This option disables the **Edge Color** option.
- **Edge Color** lets you choose a color for the edges. The default edge color is gray. Click the **Color Setting** button to choose a color from the **Color** dialog. This option is only available when **Use Edge Bitmap** is disabled

> ***NOTE:*** *If an edge is enabled, the Soft Border option is automatically disabled.*

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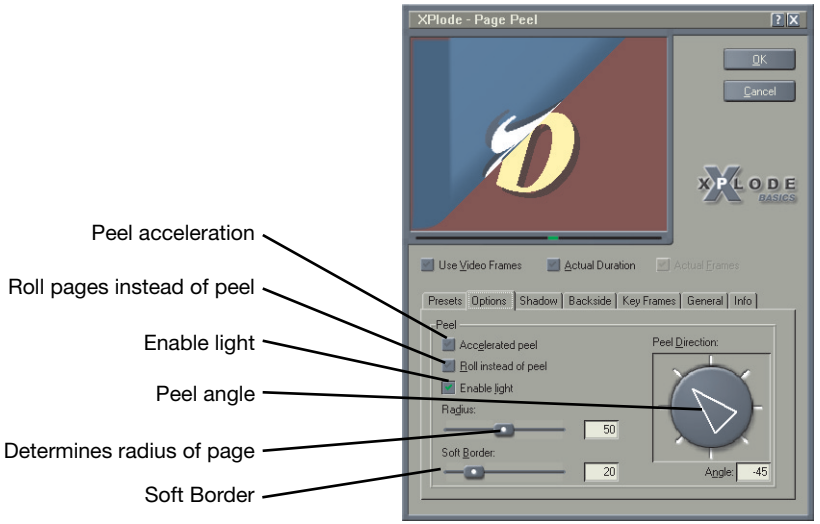
Page Peel

Like turning the page in a book, Page Peel turns Video A to Video B.



Options tab

- **Accelerated peel** adjusts the amount the peel accelerates over the duration of the transition.
- **Roll instead of peel** will roll the pages rather than peel them.
- **Enable light** adds specular lighting.
- **Radius** determines the circumference of the page as it peels or rolls.
- **Soft Border** makes the object fade out at the edges.
- **Peel Direction** determines the angle of the peel.

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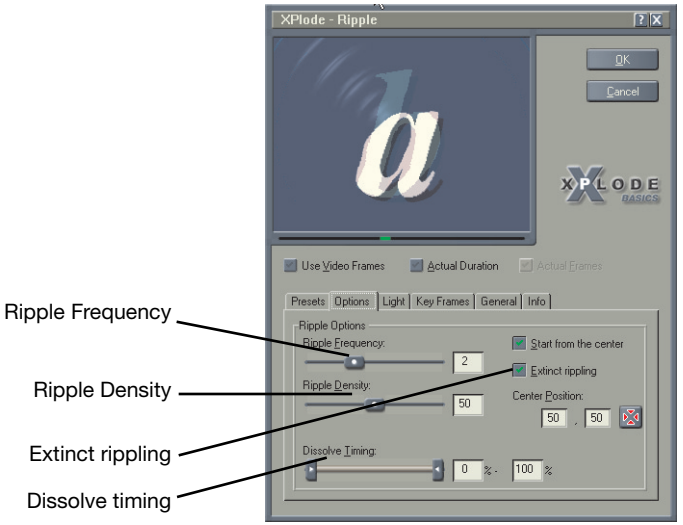
Ripple

A ripple on still water effect transitions Video A to Video B.

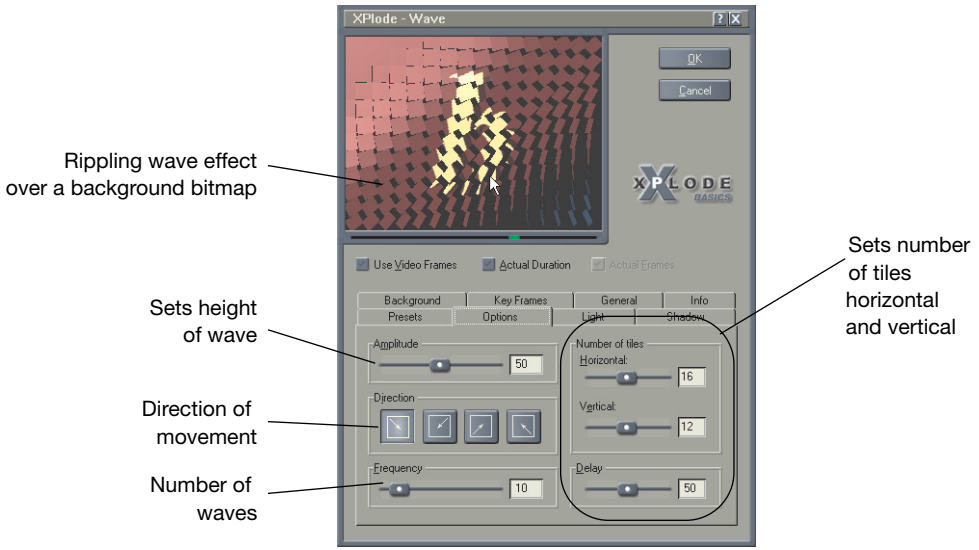


Options tab

- **Ripple Frequency** sets the intensity of the ripple.
- **Ripple Density** determines the number of rings in the ripple effect.
- **Start from the center** sets the starting point of the ripple to the chosen center position. Otherwise, the ripples appear everywhere at the same time.
- **Center Position** places the center of the ripple to any location on the frame that you choose. You can modify the center position of the ripples by entering values in the Center Position fields or by clicking on the target selector button and clicking on the desired center position in the frame.
- **Light Options** add shading and lighting effects to the ripple. You can also select the direction of the specular lighting effect.
- **Extinct Rippling** stops the ripple as the transition ends causing it the final ripple to disappear off the edge of the frame.

Wave

Video A “waves” slowly, speeds up and changes to Video B.



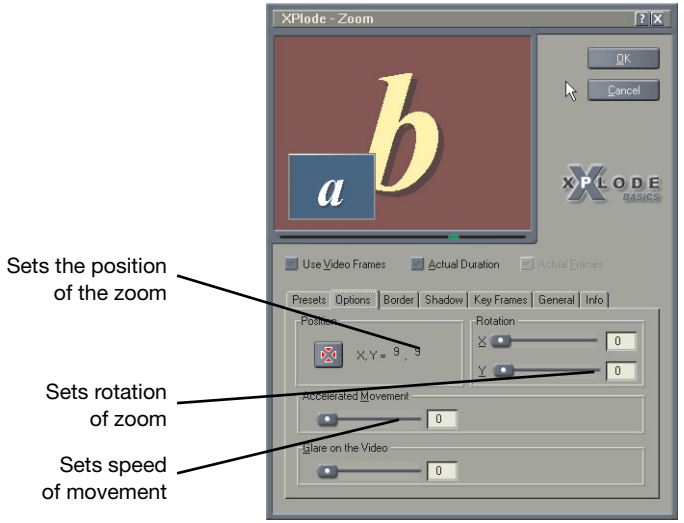
Options tab

- **Amplitude** determines how “high” the wave becomes.
- **Direction** sets the direction of the wave movement.
- **Frequency** sets the number of waves in the transition.
- **Number of Tiles** sets the number of tile pieces used in the wave.
- **Delay** sets the speed of wave motion.

Zoom

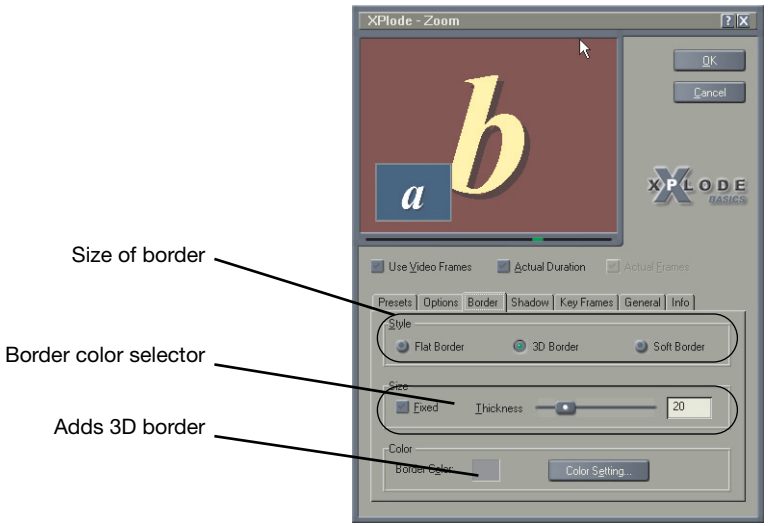
Description

Video A pulls away from Video B on a Picture in Picture.



Options tab

- **Position** changes the location of the zoom's end position.
- **Rotation** determines the number of spins in the transition. Both on the X and Y axis.
- **Accelerated Movement** adjusts the amount the zoom accelerates over the duration of the transition.
- **Glare on the Video** lets you adjust how much glare appears on your video.



Border tab

- **Style** lets you choose between a Flat, 3D or Soft Border. If you choose Soft Border, you can only configure its thickness.
- **Size** determines the thickness of the border
- **Color** determines the color of the border.

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