

AVS4YOU Programs Help



AVS Video Editor

www.avs4you.com

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Contact Us

If you have any comments, suggestions or questions regarding **AVS4YOU** programs or if you have a new feature that you feel can be added to improve our product, please feel free to contact us.

When you register your product, you may be entitled to technical support.

General information:	info@avs4you.com
Technical support:	support@avs4you.com
Sales:	sales@avs4you.com
Help and other documentation:	help@avs4you.com

Technical Support

AVS4YOU programs do not require any professional knowledge. If you experience any problem or have a question, please refer to the **AVS4YOU Programs Help**. If you cannot find the solution, please contact our support staff.



Note: only registered users receive technical support.

AVS4YOU staff provides several forms of automated customer support:

- **AVS4YOU Support System**

You can use the **Support Form** on our site to ask your questions.

- **E-mail Support**

You can also submit your technical questions and problems via e-mail to support@avs4you.com.



Note: for more effective and quick resolving of the difficulties we will need the following information:

- Name and e-mail address used for registration
- System parameters (CPU, hard drive space available, etc.)
- Operating System
- The information about the capture, video or audio devices, disc drives connected to your computer (manufacturer and model)
- Detailed step by step describing of your action

Please do **NOT** attach any other files to your e-mail message unless specifically requested by AVS4YOU.com support staff.

Resources

Documentation for your AVS4YOU software is available in a variety of formats:

In-product (.chm-file) and Online Help

To reduce the size of the downloaded software installation files the in-product help was excluded from the installation although you can always download it from our web-site for your convenience. Please, visit AVS4YOU web-site at <http://onlinehelp.avs4you.com/index.aspx> to download the latest available version of the help executable, run it and install into the AVS4YOU programs folder. After that you will be able to use it through the **Help** menu of the installed AVS4YOU software.

Online Help include all the content from the In-product help file and updates and links to additional instructional content available on the web. You can find the **Online Help** at our web-site - <http://onlinehelp.avs4you.com/index.aspx>. Please note, that the most complete and up-to-date version of AVS4YOU programs help is always on the web.

PDF Documentation

The offline help is also available as a pdf-file that is optimized for printing. All PDF help files are available for download at the programs pages at AVS4YOU web-site (both <http://www.avs4you.com/index.aspx> and <http://onlinehelp.avs4you.com/index.aspx>). To be able to read and print AVS4YOU PDF help files you will need to have a PDF reading program installed.

User Guides

You have access to a wide variety of resources that help you make the most of your AVS4YOU software. The step-by-step user guides will be of help not only to the novice users but also to the users that face a certain task to be performed and look for a way to do it. Please, visit our **User Guides** section of AVS4YOU web-site at <http://www.avs4you.com/Guides/index.aspx> to read the detailed instructions for various software and tasks

Technical Support

Visit the **AVS4YOU Support** web-site at <http://support.avs4you.com> to ask your questions concerning AVS4YOU software installation, registration and use. Feel free to also use our e-mail address support@avs4you.com.

Downloads

Visit the **Downloads** section - <http://www.avs4you.com/downloads.aspx> - of our web-site to find free updates, tryouts, and other useful software. We constantly update the software, new versions of the most popular programs and new software are also frequently released.

Overview

Welcome to **AVS Video Editor**, a powerful, full-featured and easy to use software for working with video data! Our software has a number of great opportunities for creating the best possible video and audio, which makes working with video easy and constructive. The unique interface is universal for any categories of users as much as possible.

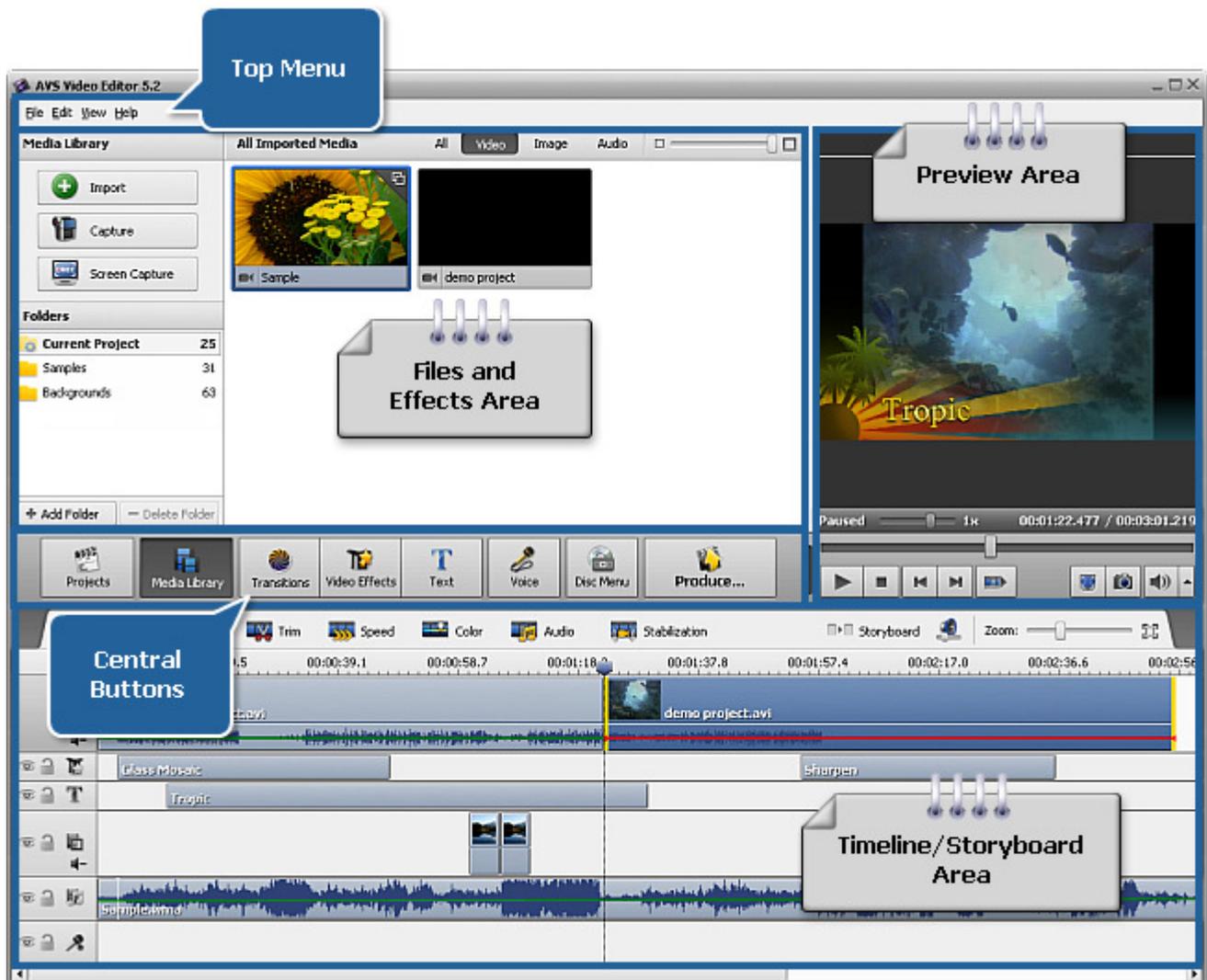
AVS Video Editor will offer you a number of features to process your video. Using it you can easily do the following:

- **create your videos** in an easiest way - **AVS Video Editor** is first of all intended for those new to video editing;
- choose between heaps of innovative **video effects** and **transitions**, apply **text and credits** to video, experiment with **picture-in-picture** or **chromakey** effects;
- use an advanced **timeline** or a **storyboard** for accurate editing, easy and clear navigation and video effects application;
- edit videos from **HD-cameras** quickly and easily - all key formats are supported: HD Video (inc. AVCHD, MPEG-2 HD and WMV HD), TOD, MOD, M2TS;
- **stabilize** your video getting rid of image shaking, make some **color correction** of the image;
- insert one or more **audio tracks** into your media file, make **audio corrections**, **mix or trim audio clips**, **record your voice** or live music and combine audio tracks with video;
- **split** video into scenes and **delete** unnecessary ones;
- edit videos of practically **all formats**, **save** movies to AVI (DivX, Xvid, etc.), MP4 (inc. Sony PSP and Apple iPod), WMV, 3GP, 3G2, QuickTime (MOV), DVD, VOB, VRO, MPEG-1, 2, 4, MPG, DAT, MJPEG, Real Video (RM, RMV);
- **save** video project for **PC, DVD, Blu-ray, DivX/Xvid discs, mobile device, Web**, upload your collections to PSP, iPod, Archos, Creative Zen Vision, mobile phones, portable DVD players, **burn** your video collections onto a CD-R/RW, DVD+/-R, DVD+/-RW, DVD-RAM, Double/Dual Layer;
- use ready individual **menu styles** for every occasion and taste;

To start **AVS Video Editor** go to **Start** menu and choose **All Programs -> AVS4YOU -> Video -> AVS Video Editor**.

Program Interface

The **Main Window** of **AVS Video Editor** comprises the following parts:



- **Top Menu** - is used to get access to all the main functions and features of the program.
- **Central Buttons** - are used to quickly access the program principle editing options.
- **Files and Effects Area** - shows imported media files, available transitions, effects as well as lets you manage voice recording and disc menu creation.
- **Preview Area** - is used to preview the imported media files, transitions and effects as well as the editing result.
- **Timeline/Storyboard Area** - is used to add and manage your videos, effects and transitions.

Top Menu

AVS Video Editor can be operated with the help of **Top Menu** elements. The flexible system of menu elements is a perfect tool for navigating and operating the application, controlling all the processes. The **Top Menu** has the following structure:

File menu section

Item	Shortcut	Description
New Project	Ctrl+N	Use it to start a new project, add new videos to your future movie and edit and save it into a file or onto a disc.
Open Project...	Ctrl+O	Use it to open a previously saved project to edit it or save a video into a file or onto a disc.
Reopen Project		Use it to open a previously saved project that is displayed in the list of the recently opened/saved projects.
Save Project	Ctrl+S	Use it to save the currently edited project.
Save Project As...	Shift+Ctrl+S	Use it to save the currently edited project under a different name.
Import Media Library...		Use it to load the multimedia files from the exported library.
Export Media Library...		Use it to create a data file containing the information about all multimedia files loaded into AVS Video Editor .
Import Media...	Ctrl+I	Use it to import media files of all supported types into the program Files and Effects Area so that they can be used to create a movie.
Capture Video...	Ctrl+R	Use it to start AVS Video Recorder and capture video from a capture device connected to your personal computer.
Capture Video from Screen...		Use it to run AVS Screen Capture application and capture anything on your desktop.
Produce...	Ctrl+P	Use it to save your movie into one of the supported formats and burn it onto a disc or upload to a portable device.
Exit		Use it to finish work with AVS Video Editor and exit.

Edit menu section

Item	Shortcut	Description
Undo	Ctrl+Z	Use it to reverse the last performed command. If this option is not available, it means there is no action to undo.
Redo	Shift+Ctrl+Z	Use it to repeat your last performed command or action.
Object		Use it to edit the selected object placed to the Timeline/Storyboard . Depending on the object type - video, transition, audio or effect - and the selected Timeline or Storyboard view different options for editing the object will be available.
Line		Use it to change the layout of the Timeline files and effects lines. This option is unavailable if the Storyboard view is selected.

Chapters		Use it to set chapters for your created video. This might be quite useful if you are going to save your resulting video to DVD or Blu-ray disc and create a menu for it.
Split		Use this button to split the video into two parts at the current cursor position.
Freeze		Use it to make a still shot from the video at the current cursor position.
Stabilization		Use it to make the video image more stable.
Aspect Ratio		Use it to change the aspect ratio of your resulting video depending on the device that will be used to watch it.
Volume and Balance...		Use it to change the sound volume in the output video. Here you can also change the volume value proportion for the main video and the added soundtrack, completely mute the main video audio and leave the added soundtrack only and so on.
Settings...	Ctrl+Enter	Use it to view and edit the program settings.

View menu section

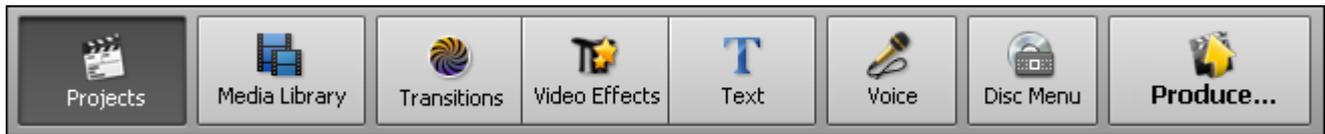
Item	Shortcut	Description
Timeline		Use it to change the main view to the Timeline to be able to add video effects, audio soundtracks and so on.
Storyboard		Use it to change the main view to the Storyboard to be able to add videos and transitions and change their properties.
Zoom		Use it to zoom in and out the video and the effects on the Timeline . This option is unavailable if the Storyboard view is selected.
Section		Use it to switch between Central Buttons of the program.
View		Use it to change the way the files and effects are represented in the Files and Effects Area . You can choose between the Thumbnails and Details .
Sort by		Use it to arrange media files in the Files and Effects Area according to the Time they were added to the Files and Effects Area , their Name , Date modified, their Type or Size . You can also change their location in an upward/downward direction.

Help menu section

Item	Shortcut	Description
Help	F1	Use it to open the AVS Video Editor help file.
Show Info Tips		Use it to activate the Info tips that will emerge as you open one of the Central Buttons to give you recommendations on using this option.
AVS Home Page		Use it to visit AVS4YOU web site.
AVS Support Page		Use it to visit AVS4YOU support site.
E-mail us...		Use it to write an e-mail and send it to our support team.
About		Use it to read the information about the AVS Video Editor program.

Central Buttons

The **Central Buttons** are used to get a quick access to the main editing options of the program. You can see them below:



 Projects	Use this button to open the Start Project page of the program where you can create a new project from media files on the hard disk drive, capture them from a camera or computer screen. You can also reopen one of your recent projects.
 Media Library	Use this button to navigate between imported media files - video, audio and image files, add them to the Timeline/Storyboard , view their properties and edit them. It can be also used to switch to the Timeline or Storyboard view of the main video.
 Transitions	Use this button to view the available transitions and add them to your video.
 Video Effects	Use this button to view the available video effects , add them to your video and edit them.
 Text	Use this button to view the available text presets , add a text to your video and edit it.
 Voice	Use this button to record your voice from a microphone connected to your personal computer soundcard input jack.
 Disc Menu	Use this button to split video into chapters and create a special disc menu for your movie.
 Produce...	Use this button to save the project you are working at as a video file selecting between various video formats supported by the program.

You can find useful information on each **central button** except the **Produce** in the pop-up **Info Tips**. These **Tips** give you advice on how to use the main program features. Switch between the **central buttons** to read brief information on each option.

If you don't want the **Tips** to be shown during your work, just click the **Close** link. If you need to disable the **Tips**, check the **Don't show tips** box, if needed later you'll be able to activate them from the **Settings** window of the program.

Files and Effects Area

The **Files and Effects Area** serves multiple purposes:

- shows all the media files imported to the program and lets import new ones;
- shows the available effects and transitions;
- lets users record voice from a microphone connected to the personal computer;
- allows users to create chapters for the output video.

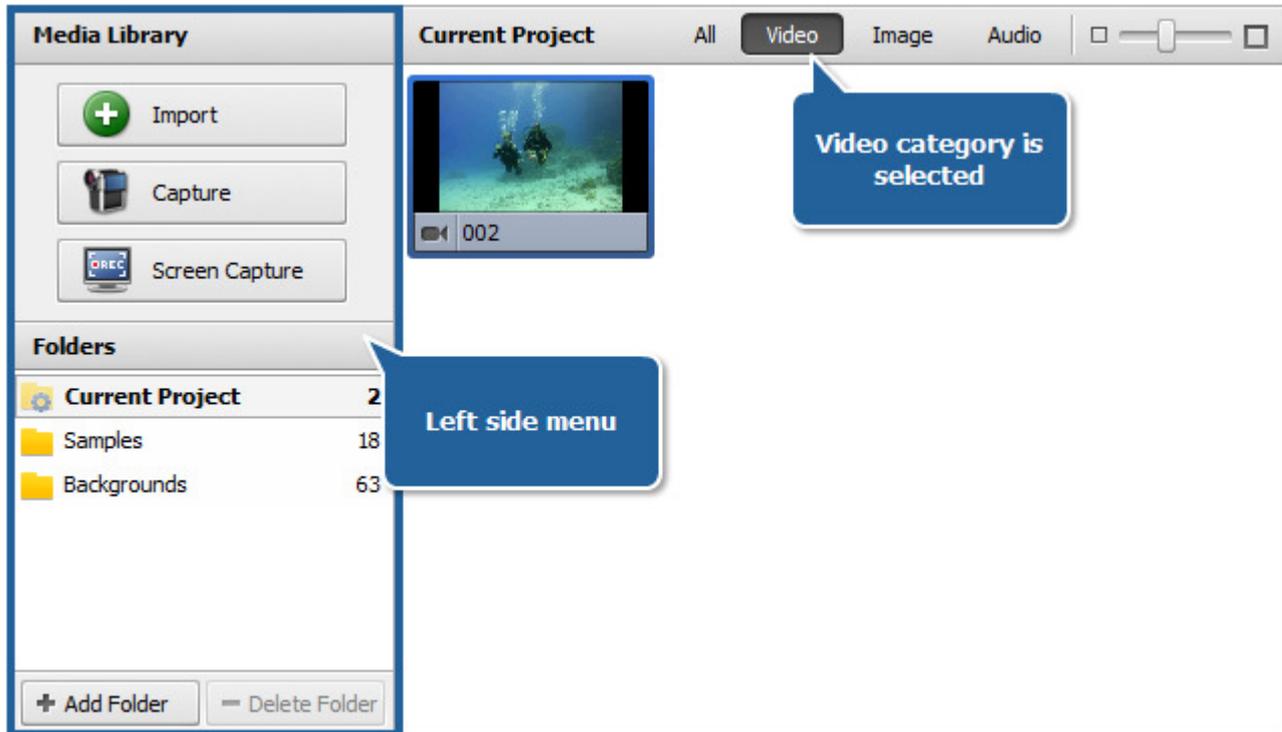
It looks different depending on the **central button** enabled.

Media Library view



When you click the **Media Library** button, the **Files and Effects Area** shows the imported media files divided into categories: **All**, **Video**, **Image** and **Audio**. Each imported file is marked with a special pictogram according to its category:  - for videos;  - for images;  - for audio tracks.

You can select one of the categories to display all the files of a certain selected type (video, image or audio) available in it. Here is an example of the selected video category:



The **Left Side Menu** helps you add new content to the **Media Library** and easily manage it using the **Folders** section.

If you want to add some video or other media, you will need to **import it** first. To do that click the **Import** button and browse for media files or simply drag-and-drop them to the program window. You can also **capture video** from a capture device connected to your personal computer clicking the **Capture** button or use the **Screen Capture** button to **record your desktop**.

The **Folders** section comprises:

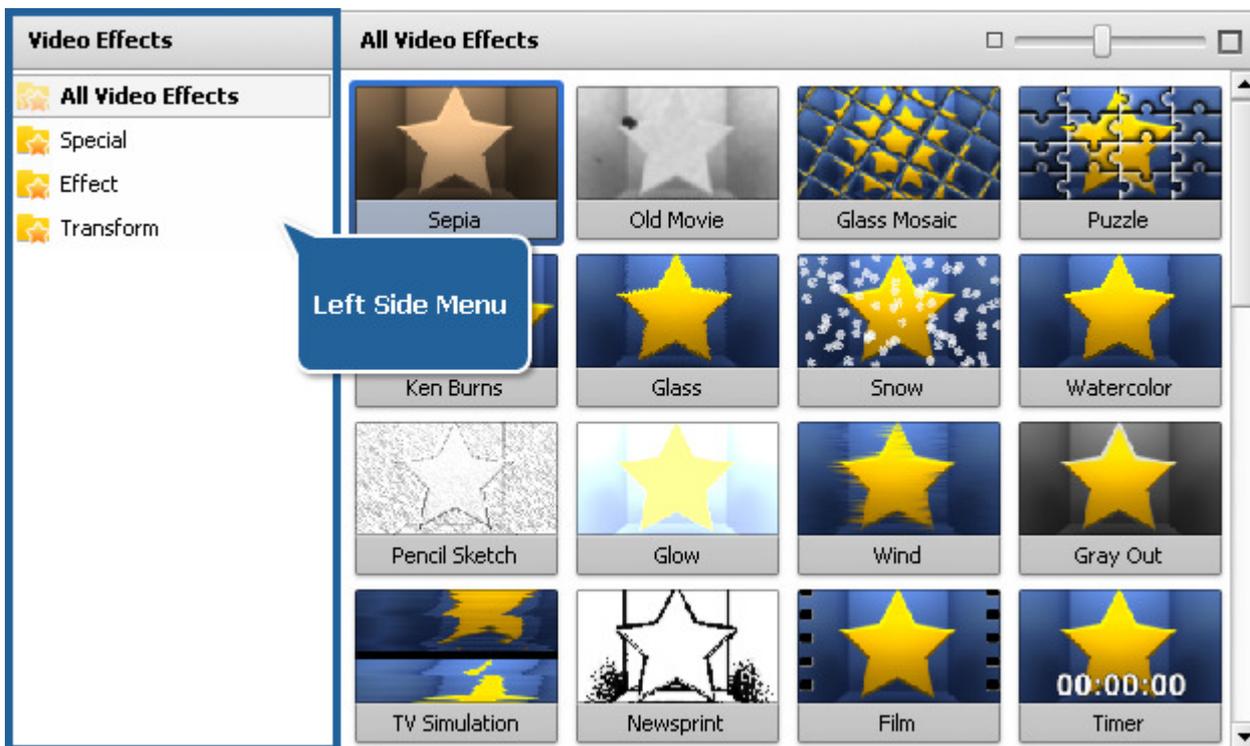
- **Current Project** folder displays media files that are used in the project you are working at.
- **Samples** folder contains various media files that you can use for your project if you like.
- **Backgrounds** folder displays image files of different colors that can be used in your project.

You can create your own folders using the **Add Folder** button or delete the unnecessary ones from the list with the **Delete Folder** button.

Transitions/Video Effects/Text view



When you click the **Transition**, **Video Effects** or **Text** button, the list of all the available transitions, video or text effects will be displayed. Here is an example of the **Video Effects** button enabled:



Use the **Left Side Menu** to display all the available transitions, video/text effects or sort them by subcategories.

Voice/Disc Menu view



When you click the **Voice** button, the audio recording settings become available. Please, refer to the **Recording Voice** section to see how the **Files and Effects Area** will look like.

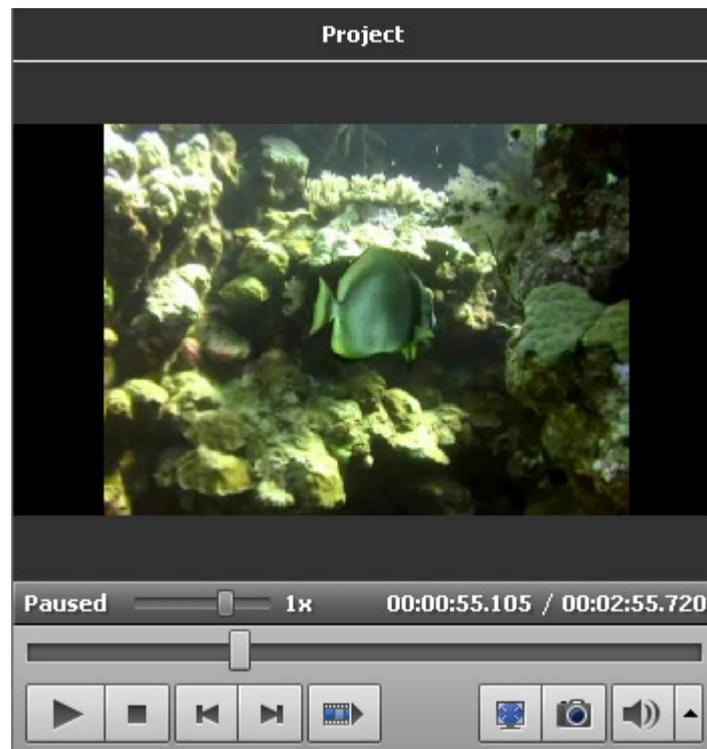


When you click the **Disc Menu** button, the list of all the available menu styles will be displayed. Please, refer to the **Creating Disc Menu** section to see how the **Files and Effects Area** will look like.

i Note: You can change the representation of the elements on the **Files and Effects Area** moving the slider cursor in the right upper corner. Move it to the right to zoom in the **Thumbnails** or to the left to zoom them out and display the **List** view.

Preview Area

The **Preview Area** is used to preview media files - video, audio and images, - transitions and effects in the **Files and Effects Area** and playback the resulting edited video.



Use the controls to preview the media and navigate through it:

Button	Name	Description
	Playback	Is used to start video file playback. Once you click it, it will turn into the Pause button to let you pause the playback when needed.
	Stop	Is used to stop video file playback. Every time you use it to stop the playback, the cursor goes back to the file beginning.
	Previous Frame	Is used to step one frame back in the video.
	Next Frame	Is used to step one frame forward in the video.
	Next Scene	Is used to find the next scene in the video clip. Once you click it, it will turn into the Stop button to let you stop searching scenes when needed.
	Full screen	Is used to make the Preview window occupy all the available screen space.
	Snapshot	Is used to take a snapshot of the current video frame and save it into one of the supported image file formats.
	Mute	Is used to switch the sound of the played video on or off.
	Volume	Is used to change the sound volume during the video playback.

You can also change the playback speed moving the the cursor of the **Playback Speed** slider - , the speed value is displayed next to the slider.

Values	Description
from -16x to -2x	If you set this value, it will increase the backward playback speed
-1x	If you set this value, it will play backwards at normal speed
from -0,5x to 0x	If you set this value, it will decrease the backward playback speed
from 0x to 0,5x	If you set this value, it will decrease the forward playback speed
1x	If you set this value, it will play forwards at normal speed
from 2x to 16x	If you set this value, it will increase the forward playback speed



Note: if the playback slider reaches the beginning of the file, when the negative speed value is set, it continues to play video at normal speed (**+1x**).

To quickly navigate through your video file use the **Playback slider** - .

Timeline/Storyboard Area

The purpose of the **Timeline/Storyboard Area** is creating and editing your movies. Here you can create, edit your video, add different effects to your video. The **Timeline/Storyboard Area** can be represented in two views:

1. **Timeline** view - is used when you add different effects - **video effects**, **audio**, **text** and **video overlay** - to your video.
and
2. **Storyboard** view - is used to **add videos** and **transitions** to the **Timeline/Storyboard Area**.

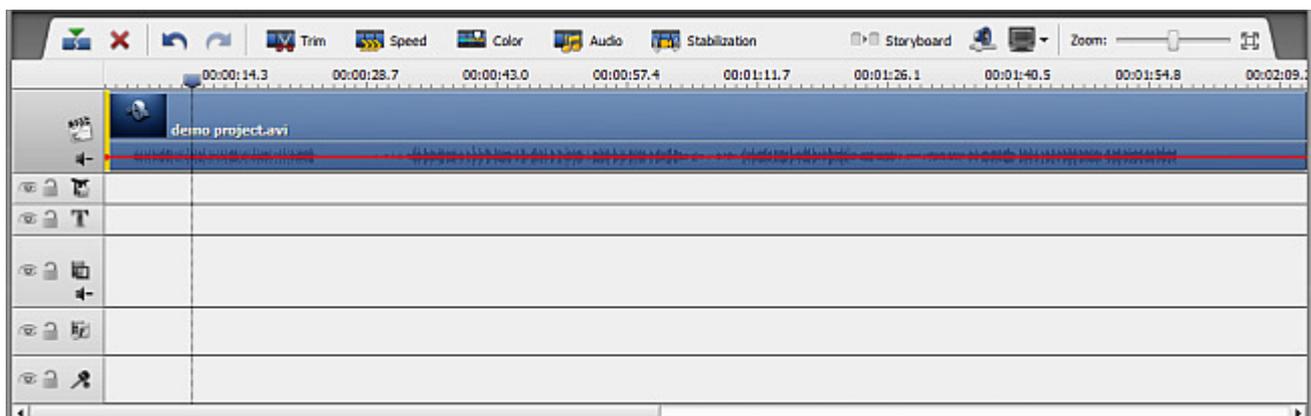
You can easily switch between both views using the appropriate buttons:

 Timeline - is used to switch into **Timeline** view;

 Storyboard - is used to switch into **Storyboard** view.

Timeline View

The **Timeline** view allows you to achieve accuracy and precision in applying effects and editing your videos.

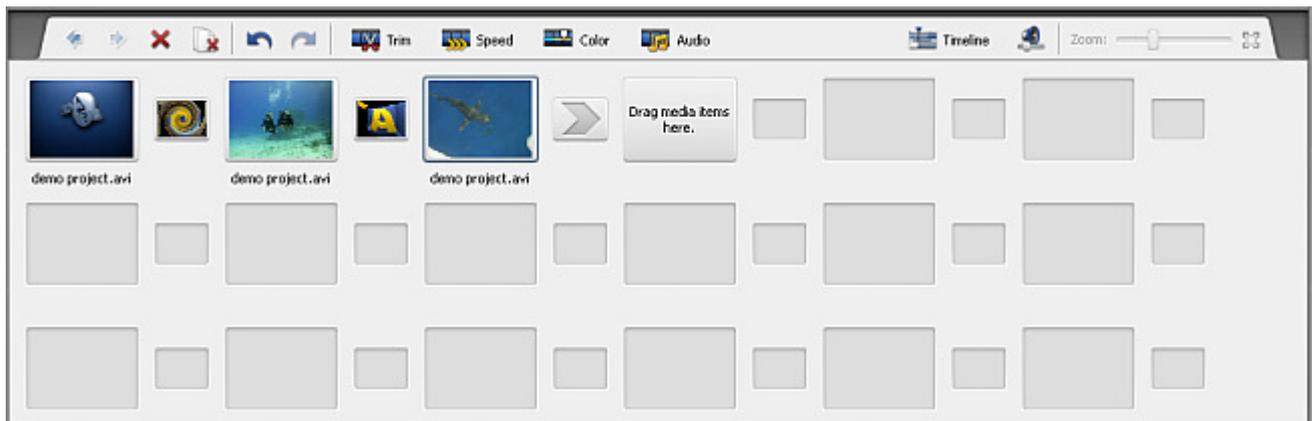


AVS Video Editor allows you to apply one or several effects to your media file. For details on a specific effect, please refer to respective chapters. The **Timeline** view displays all the possible editing options simultaneously. You can see the **Video Effects, Text, Video Overlay** and **Audio Mix** lines used to edit your video clip.

- To expand any effect applied to the video you need to press the '+' button near it, to collapse it press the '-' button.
- To hide the audio track of the **main video** or the **video overlay** use the  button, to display it use the  button.
- To include an effect or a media file into your output video or to exclude it from it the **Enable/Disable line**  button is used.
- To block the line while applying effects to other lines, use the **Lock/Unlock line**  button.

Storyboard View

The **Storyboard** view shows the sequence of video clips with the **Transitions** between them. You can change the order of clips in your video. To add clips to the **Storyboard** simply drag them from **Files and Effects Area** and drop to the necessary place in the **Storyboard**. The same way the transitions are added.



Timeline/Storyboard Toolbar

When you select a line with video or effect certain buttons will be available on the **Timeline/Storyboard Toolbar**:



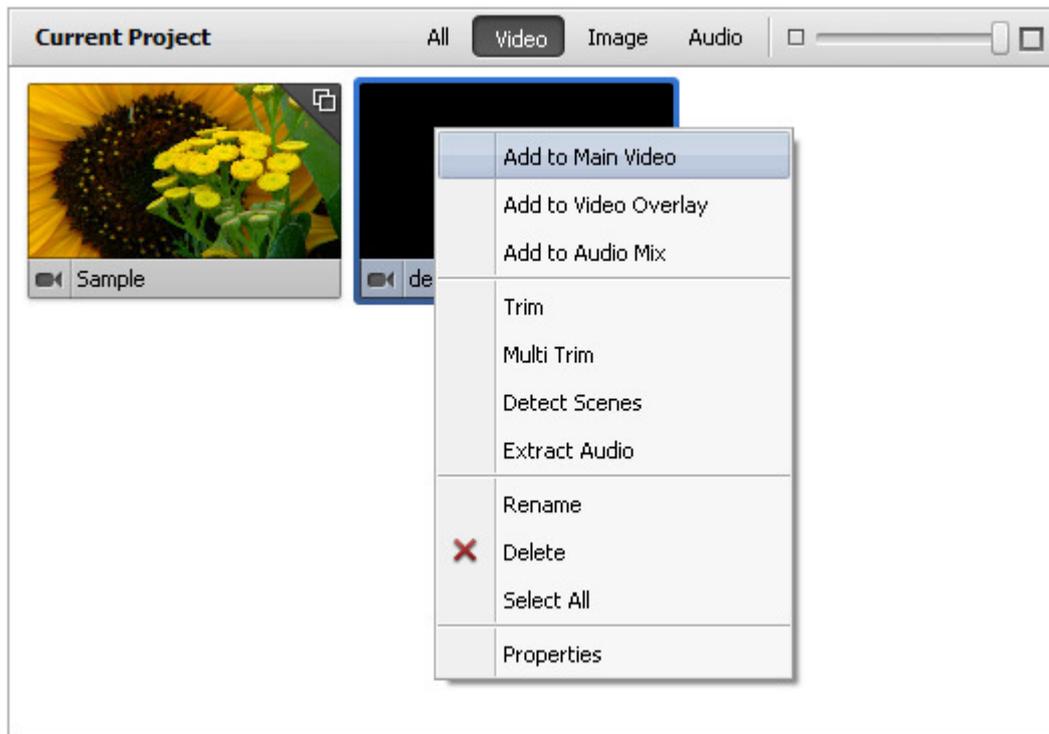
Note: the **Toolbar** buttons differ depending on the element selected and can be present or absent for various elements. Some buttons can be grouped together into the  **More Options** drop-down menu.

Button	Name	Description
	Split	Use this button to split the video into two parts at the current cursor position. This button is only available if a video clip is selected on the Timeline .
	Delete	Use this button to delete the currently selected element (video clip with the adjacent transition, video effect, text, video overlay or audio mix) from the Timeline/Storyboard .
	Delete All	Use this button to delete all the elements (both video clips and transitions) from the Storyboard .
	Move Left	Use this button to move the video clip towards the beginning of the movie (i.e. to the left part of the Storyboard). This button is only available if a video clip is selected on the Storyboard .
	Move Right	Use this button to move the video clip towards the end of the movie (i.e. to the right part of the Storyboard). This button is only available if a video clip is selected on the Storyboard .
	Undo	Use this button to reverse the latest performed command. If this option is not available, there is no action to undo.
	Redo	Use this button to repeat your latest performed command or action.

	Trim	Use this button to edit your video clips and video overlay effect duration. See the Trimming Video section for more information on this option. This button is only available if a video clip or video overlay effect is selected on the Timeline/Storyboard .
	Speed	Use this button to change the playback speed of your video. This button is only available if a video clip is selected on the Timeline/Storyboard .
	Color	Use this button to adjust the tonal range, color, and sharpness of your video. This button is only available if a video clip is selected on the Timeline/Storyboard .
	Audio	Use this button to apply some audio effects to the audio track of your video. This button is only available if a video clip is selected on the Timeline/Storyboard .
	Stabilization	Use this button to make the video image more stable and reduce jittering or blurring caused by shaky motions of a camera. This button is only available if a video clip is selected on the Timeline/Storyboard .
	Video Effects	Use this button to edit a video effect applied directly on the main video . This button is only available if a video clip with an applied effect is selected on the Timeline/Storyboard .
	Transition	Use this button to edit the selected transition duration. This button is only available if a transition is selected on the Timeline/Storyboard .
	Edit Effect	Use this button to open the Properties window to edit the applied effects. This button is only available if a video effect is selected on the Timeline .
	Duration	Use this button to edit the selected element duration on the Timeline . This button is only available if a video effect or text is selected on the Timeline .
	Edit Text	Use this button to open the Properties window to edit text. This button is only available if a text is selected on the Timeline .
	Edit Overlay	Use this button to open and edit the video overlay Properties window. This button is only available if a video overlay is selected on the Timeline .
	Change Color	Use this button to open the Color window and edit the selected color or add a new one. This button is only available if a background image is selected on the Timeline .
	Storyboard	Use this button to switch to the Storyboard view.
	Timeline	Use this button to switch to the Timeline view.
	Volume and Balance	Use this button to open the Volume and Balance window and adjust these audio settings.
	Project aspect ratio	Use this button to change the Project aspect ratio if needed. By clicking the black arrow you will see these variants: 4x3 , 16x9 and Custom .
	Zoom	Use the Zoom slider to zoom in and out the video and the effects on the Timeline . Click the Zoom to fit button to disable zooming. This option is disabled when you switch to the Storyboard view.

Files Express Menu

The easiest way to view all the actions that you can do with files added to the **Files and Effects Area** is to use a right-click express menu. Select a media file you want and click it with the right mouse button:



Here you can choose to perform the following actions (depending on the file type):

Video files express menu

Add to Main Video
Add to Video Overlay
Add to Audio Mix
Trim
Multi Trim
Detect Scenes
Extract Audio
Start Caching
Rename
 Delete
Select All
Properties

Add to Main Video	Use this option to add the selected video clip to the Timeline/Storyboard Area and include it to the output movie.
Add to Video Overlay	Use this option to add the selected video clip to the Timeline/Storyboard Area on the Video Overlay line.
Add to Audio Mix	Use this option to add the audio track of the selected video clip to the Timeline/Storyboard Area on the Audio Mix line.
Trim	Use this option to open the Trim window and edit the selected video clip duration.
Multi Trim	Use this option to open the MultiTrim window and edit the selected video clip duration.
Detect Scenes	Use this option to detect scenes in the selected video clip and split it into scenes.
Extract Audio	Use this option to extract audio from the selected video clip and save it into the .mp3 or uncompressed .wav format. The extracted audio will be automatically imported to the Audio section of the Media Library .
Start Caching	Use this option to start caching the selected file. This option is available for high-definition files only and in case the corresponding option is enabled in the program's Settings .
Rename	Use this option to change the name of the video clip in the Media Library .
Delete	Use this option to delete the selected videos from the Media Library .
Select All	Use this option to select all the videos in the Media Library .
Properties	Use this option to display the video clip properties window .

In case the video file was **trimmed** or **divided into scenes** you will see the following menu:

	Explore
	Add to Main Video Add to Video Overlay Add to Audio Mix
✗	Rename Delete Select All
	Properties

Explore	Use this option to open the folder containing the scenes of the selected video clip.
Add to Main Video	Use this option to add the selected video clip to the Timeline/Storyboard Area and include it to the output movie.
Add to Video Overlay	Use this option to add the selected video clip to the Timeline/Storyboard Area on the Video Overlay line.
Add to Audio Mix	Use this option to add the audio track of the selected video clip to the Timeline/Storyboard Area on the Audio Mix line.
Rename	Use this option to change the name of the video clip in the Media Library .
Delete	Use this option to delete the selected videos from the Media Library .
Select All	Use this option to select all the videos in the Media Library .
Properties	Use this option to display the video clip properties window .

Image files express menu

	Add to Main Video Add to Video Overlay Add to Audio Mix
	Rotate Counterclockwise
	Rotate Clockwise
	Start Caching
✗	Rename Delete Select All
	Properties

Add to Main Video	Use this option to add the selected image to the Timeline/Storyboard Area and include it to the output movie.
Add to Video Overlay	Use this option to add the selected image to the Timeline/Storyboard Area on the Video Overlay line.
Rotate Counterclockwise	Use this option to rotate the image counterclockwise. A new image with the rotation changes will be created.
Rotate Clockwise	Use this option to rotate the image clockwise. A new image with the rotation changes will be created.
Start Caching	Use this option to start caching the selected image file. This option is available if the corresponding option is enabled in the program's Settings .
Rename	Use this option to change the name of the image in the Media Library .
Delete	Use this option to delete the selected images from the Media Library .
Select All	Use this option to select all the images in the Media Library .
Properties	Use this option to display the image properties window .

Audio files express menu

	Add to Main Video Add to Video Overlay Add to Audio Mix
✗	Rename Delete Select All
	Properties

Add to Music Mix	Use this option to add the selected audio track to the Timeline/Storyboard Area and include it to the output movie.
Rename	Use this option to change the name of the audio track in the Media Library .
Delete	Use this option to delete the selected audio track from the Media Library .
Select All	Use this option to select all the audio files in the Media Library .
Properties	Use this option to display the audio properties window .

Color files express menu

	Add to Main Video Add to Video Overlay Add to Audio Mix
✗	Rename Delete Select All
	Properties

Add to Main Video	Use this option to add the selected color to the Timeline/Storyboard Area and include it to the output movie.
Add to Video Overlay	Use this option to add the selected color to the Timeline/Storyboard Area on the Video Overlay line.
Rename	Use this option to change the name of the color in the Media Library .
Delete	Use this option to delete the selected color from the Media Library .
Select All	Use this option to select all the colors in the Media Library .
Properties	Use this option to display the color properties window .

Keyboard Shortcuts

The following keyboard shortcuts are available to **AVS Video Editor** users:

- **Top menu/File and Effects Area shortcuts**
- **Central buttons shortcuts**
- **Preview Area/Player shortcuts**
- **Timeline shortcuts**
- **Trim/MultiTrim/Video Effects properties/Video Overlay properties windows common shortcuts**
- **Disc Menu shortcuts**

Top menu/File and Effects Area shortcuts

Shortcut	Corresponding Button	Description
Ctrl+N	New Project	Use it to start a new project, add new videos to your future movie, edit and save it into a file or onto a disc.
Ctrl+O	Open Project...	Use it to open a previously saved project to edit it or save a video into a file or onto a disc.
Ctrl+S	Save Project	Use it to save the currently edited project.
Shift+Ctrl+S	Save Project As...	Use it to save the currently edited project under a different name.
Ctrl+I/Insert	Import Media...	Use it to import media files of all supported types into the program Files and Effects Area so that they can be used to create a movie.
Delete	Delete	Use it to delete the selected media file from the Files and Effects Area .
F2	Rename	Use it to rename the selected media file at the Files and Effects Area .
Ctrl+A	Select All	Use it to select all the media items at the Files and Effects Area .
Ctrl+R	Capture Video...	Use it to start AVS Video Recorder and capture video from a capture device connected to your personal computer.
Ctrl+P	Produce...	Use it to save your movie into one of the supported formats and burn it onto a disc or upload to a portable device.
Enter	Level down	Use it to see detected scenes of your video in the Media Library . This option is available only if you have applied the Detect scenes option.
Backspace	Level up	Use it to return to that category of the Media Library where you were before the detection process (All or Video category). This option is available only if you have applied the Detect scenes option.
Ctrl+Z	Undo	Use it to reverse the last performed command. If this option is not available, it means there is no action to undo.
Shift+Ctrl+Z/ Ctrl+Y	Redo	Use it to repeat your last undone command or action performed.
Ctrl+Enter	Settings...	Use it to change the project and video settings.
F1	Help	Use it to open the AVS Video Editor help file.

Central buttons shortcuts

Shortcut	Corresponding Button	Description
Ctrl+1	Projects	Use this button to open the Start Project page of the program where you can create a new project from media files on the hard disk drive, capture them from a camera or computer screen. You can also reopen one of your recent projects.
Ctrl+2	Media Library	Use it to browse for the imported media files - video, audio and image files, add them to the Timeline/Storyboard , view their properties and edit them. It can be also used to switch to the Timeline or Storyboard view of the main video.
Ctrl+3	Transitions	Use it to view the available transitions and add them to your video.
Ctrl+4	Video Effects	Use it to view the available video effects , add them to your video and edit them.

Ctrl+5	Text	Use it to view the available text presets , add a text to your video and edit it.
Ctrl+6	Voice	Use it to record your voice from a microphone connected to your personal computer soundcard input jack.
Ctrl+7	Disc Menu	Use it to create chapters for your video. They can be used to create a disc menu in case you plan to burn your video on a disc.

Preview Area/Player shortcuts

Shortcut	Corresponding Button	Description
Ctrl+Space	Play/Pause	Use it to playback or pause the currently edited video or selected effect/transition in the Preview Area . This shortcut is common for all the windows where the player is present.
Ctrl+Alt+S	Stop	Use it to stop video file playback. Every time you use it to stop the playback, the cursor goes back to the beginning of the file. This shortcut is common for all the windows where the player is present.
Alt+Left	Previous Frame	Use it to go to the previous frame of the currently edited video or selected effect or transition in the Preview Area . This shortcut is common for all the windows where player is present.
Alt+Right	Next Frame	Use it to go to the next frame of the currently edited video or selected effect or transition in the Preview Area . This shortcut is common for all the windows where player is present.
Ctrl+Alt+N	Next Scene	Use it to find the next scene in the video clip. Once you click it, it will turn into the Stop button to let you stop searching scenes when needed.
Alt+Enter/F11	Full screen	Use it to make the Preview window occupy all the available screen space.
Alt+Down	Decrease Speed	Use it to change the backward preview playback speed of the currently edited video or selected effect or transition in the Preview Area . Each time you use this shortcut the playback speed will change to -0.25x, -0.5x, -1x, -2x, -4x, -8x, -16x speed. In case you start using this shortcut after the Increase Playback Speed shortcut has been used and the speed is somewhat increased (0.25x, 0.5x, 1x, 2x, 4x, 8x or 16x) the Decrease Playback Speed shortcut will decrease the playback speed gradually each time you press it until the playback speed reaches 0.25x . After that the shortcut will begin acting as Fast Backward and will start changing the backward video playback speed. This shortcut is common for all the windows where player is present.
Alt+Up	Increase Speed	Use it to change the forward preview playback speed of the currently edited video or selected effect or transition in the Preview Area . Each time you use this shortcut the playback speed will change to 0.25x, 0.5x, 1x, 2x, 4x, 8x, 16x speed. In case you start using this shortcut after the Decrease Playback Speed shortcut has been used and the speed is somewhat decreased (-0.25x, -0.5x, -1x, -2x, -4x, -8x or -16x) the Increase Playback Speed shortcut will increase the playback speed gradually each time you press it until the playback speed reaches -0.25x . After that the shortcut will begin acting as Fast Forward and will start changing the forward video playback speed. This shortcut is common for all the windows where player is present.
Alt+ "-"(minus)	Decrease volume	Use it to reduce the volume of the currently edited video or selected effect/transition in the Preview Area . This shortcut is common for all the windows where the player is present.
Alt+ "+"(plus)	Increase volume	Use it to increase the volume of the currently edited video or selected effect/transition in the Preview Area . This shortcut is common for all the windows where the player is present.
Ctrl+Alt+M	Mute	Use it to switch the sound of the played video on or off. This shortcut is common for all the windows where the player is present.

Timeline shortcuts

Shortcut	Corresponding Button	Description
F8	Split at current position	Use this button to split the video into two parts at the current cursor position. This option is only available if a video clip is selected on the Timeline .
Delete	Delete object	Use this button to delete the currently selected element from the Timeline .
Up	Line up	Use this button to go one line up at the Timeline .

Down	Line down	Use this button to go one line down at the Timeline .
Ctrl+D	Duplicate object	Use this button to duplicate the selected object at the Timeline .
Ctrl+Z	Undo	Use it to cancel the last performed command.
Ctrl+Z/Ctrl+Y	Redo	Use it to repeat the last undone command.
Ctrl+Tab	Switch modes	Use it to switch between view modes: Timeline and Storyboard .
Ctrl+PgDn/ "+" (Num Lock)	Zoom in	Use it to zoom the Timeline in and enlarge the view of the added video and effects.
Ctrl+PgUp/ "-" (Num Lock)	Zoom out	Use it to zoom the Timeline out and reduce the view of the added video and effects.
F9/ "*" (Num Lock)	Zoom to Fit	Use it to return the view of the video and effects at the Timeline so that the whole video was displayed at the Timeline Area .
Left	Previous frame	Use it to step one frame back in the video.
Right	Next frame	Use it to step one frame forward in the video
Ctrl+Left	Previous second	Use it to go one second back in the video.
Ctrl+Right	Next second	Use it to go one second forward in the video.
Home	Project start	Use it to place the cursor of the Timeline at the beginning of your project.
End	Project end	Use it to place the cursor of the Timeline at the end of your project.

Trim/MultiTrim/Video Effects properties/Video Overlay properties windows common shortcuts

Shortcut	Corresponding Button	Description
Ctrl+[(F3)	Mark in (Left bound)	Use it to mark the beginning of the trimmed area.
Ctrl+] (F4)	Mark out (Right bound)	Use it to mark the end of the trimmed area.
Ctrl+Alt+I (F5)	Fade in	Use it to mark the fade in area.
Ctrl+Alt+O (F6)	Fade out	Use it to mark the fade out area.
Ctrl+Z	Undo	Use it to reverse the last performed command. If this option is not available, it means there is no action to undo.
Shift+Ctrl+Z/ Ctrl+Y	Redo	Use it to repeat your last undone command or action.
F1	Help	Use it to open the AVS Video Editor help file.
MultiTrim window specific shortcuts		
Ctrl+Alt+L/F8	Split scenes	Use it to split the video into scenes at the current cursor position.
Ctrl+Alt+D	Detect scenes	Use it to start scene detection.
Ctrl+Alt+Z/F9	Zoom	Use it to open the zoom timeline .
Ctrl+M	Merge Scenes	Use it to join the selected scenes together.
Del	Delete Scenes	Use it to delete the currently selected scene.
Ctrl+[(F3)	Mark in (Left bound)	Use it to mark the beginning of the trimmed area.
Ctrl+] (F4)	Mark out (Right bound)	Use it to mark the end of the trimmed area.
Ctrl+A	Select all	Use it to select all the detected scenes.
Video Overlay properties window specific shortcuts		

Shift+Ctrl+Left	Previous Time Stamp	Use it to quickly go to the previous time stamp of the trajectory.
Shift+Ctrl+Right	Next Time Stamp	Use it to quickly go to the next time stamp of the trajectory.
Shift+Ctrl+Ins	Add Time Stamp	Use it to add a new time stamp at the current overlay position. You can change the trajectory at this time stamp after that clicking it with the mouse and dragging it to the desired position.
Shift+Ctrl+Del	Remove Time Stamp	Use it to delete the currently selected time stamp. The trajectory will be changed to a straight line connecting the two time stamps before and after the deleted one.
Ctrl+S	Add preset	Use it to add one more trajectory preset.
Ctrl+Delete	Delete preset	Use it to delete the selected trajectory preset.
Shift+Ctrl+G	Show/hide grid lines	Use this button to show or hide vertical/horizontal grid lines.
Text properties window specific shortcuts		
Ctrl+T	Add text	Use it to add a text to your video.
Ctrl+I	Add image	Use it to add an image to your video.
Ctrl+C/Ctrl+Insert	Copy object	Use it to copy the currently selected object to the program clipboard and paste it to another place.
Ctrl+V/Shift+Insert	Paste object	Use it to paste the previously copied or cut object.
Ctrl+X/Shift+Delete	Cut object	Use it to cut out the currently selected object to the program clipboard and paste it to another place.
Shift+Ctrl+Delete	Delete object	Use it to delete the currently selected object.
Ctrl+S	Add preset	Use it to save the currently edited settings as a preset.
Ctrl+Delete	Delete preset	Use it to delete the selected preset.
F2	Rename preset	Use it to rename the selected preset.
Shift+Ctrl+G	Show/hide grid lines	Use this button to show or hide vertical/horizontal grid lines.

Disc Menu shortcuts

Shortcut	Corresponding Button	Description
Shift+Ctrl+Left	Previous page	Use it to go to the previous page of your disc menu. This option is available in the Styles and Content view of the Disc Menu .
Shift+Ctrl+Up	Main page	Use it to go to the main page of your disc menu. This option is available in the Styles and Content view of the Disc Menu .
Shift+Ctrl+Right	Next page	Use it to go to the next page of your disc menu. This option is available in the Styles and Content view of the Disc Menu .
Insert	Add chapter	Use it to add one more chapter to your disc. This option is available in the Chapters view of the Disc Menu .
Delete	Delete chapter	Use it to delete the selected chapter from your disc. This option is available in the Chapters view of the Disc Menu .

Working with AVS Video Editor

Working with **AVS Video Editor** is quite simple and does not require any specific knowledge on video editing. All you need is to follow simple steps that will help you create and edit your own video.

1. Start **AVS Video Editor**. You will be able to create a **new project** or open a previously edited one.
2. Set the project and video **parameters**. This is necessary for the correct and comfortable work with your video project.
3. **Import the media files** that you want to be included into your movie (videos, audio tracks and images). You can **capture** your video if it is recorded on a DV camera or **record** any actions on your desktop.
4. **Put the imported or captured video** to the **Timeline/Storyboard Area**. This is necessary to form the succession of video clips in your future movie and edit them.
5. Start **editing** your movie by **adding transitions** between video clips in the **Timeline/Storyboard Area**.
6. **Add video effects** to your video and edit them as you like.
7. **Add text** captions to your movie where necessary.
8. You might want to **add a video overlay effect** or **change the movie soundtrack** or **record your voice from a microphone**.
9. When all the editing is done, you will need to **save your video** into a file or **record** it onto a disc or upload it to a portable device of yours. You can also **create a disc menu** for you movie in case you save it into a DVD or Blu-ray format.

And that's just it - as an output you will get a video that can be watched using a favorite program or a device of yours.

Now you can click **here** to read on about the first step - **projects description and work**.

Working with Projects

Working with **AVS Video Editor** is built around the project conception. This means that once a project is created and saved, the next time saving the video to some other format will be very fast and easy - you simply load the same project and click the **Produce...** button.

Projects are also very useful in case you do not have a possibility to create, edit and save your video all at once. If this is your case, you will need to save the project and next time start from the place where you left your editing.

The project file represents a data file with a **.vep** extension containing the information on the video and audio clips, effects and transitions added to your movie. You cannot read the saved project with a third-party application, only **AVS Video Editor** is able to open (or reopen) the created project file.



Note: it is strongly recommended not to change the location of the media files used in your project while working on it. If one of the media files was removed, replaced or renamed, you will see the **File Not Found** notification in the **Media Library**.



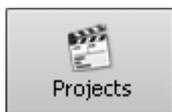
Working with projects is done the following way:

1. You can **create a new project** of yours.
2. **Set the project parameters** so that it could meet your requirements.
3. **Save** your created project to be able to use it in the future.

 **Note:** the project file will only contain all the necessary information on the video clips and your actions, but not these elements themselves.

4. Or alternatively **open** an already saved project to additionally edit it or save your created video into some other format.

Starting a New Project



When **AVS Video Editor** is launched for the first time, you will be presented to a **Start Project** page where you can create a new project from different sources, open a blank or existing project. Here you can also open a **Sample Project** that will show you an exemplary movie created with the help of our application.

 **Note:** The **Sample Project** will not be available if you untick the **Install Sample Project** checkbox in the **Additional Tasks** step of the installation process.

Select source for a new project



Import Media Files
Add Video and Audio Files



Capture from Camera
Get Your Media from Camcorder



Capture Screen
Record Desktop and Programs

 Create Blank Project
 Open Existing Project
 Save Current Project



Current Project



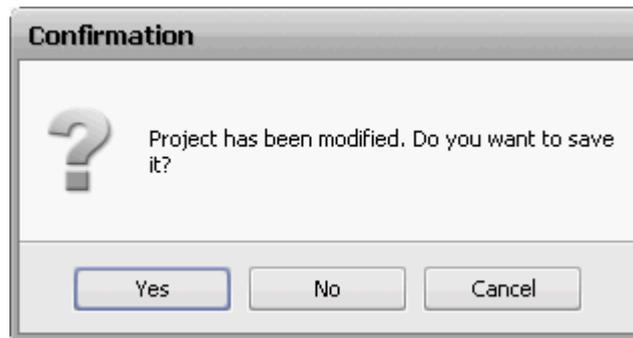
Sample Project

Select one of the options clicking the corresponding button:

Name	Description
Import Media Files	Use this button to import video, audio, image files from your computer hard disk drive to a new project. All the media files will be automatically placed to the corresponding line on the Timeline/Storyboard Area .
Capture from Camera	Use this button to capture video from a camera connected to your personal computer using the AVS Video Recorder application and use it in a new project. All the media files will be automatically placed to the Timeline/Storyboard Area .
Capture Screen	Use this button to record any actions on the desktop using the built-in AVS Screen Capture application and use the captured video in a new project. All the media files will be automatically placed to the Timeline/Storyboard Area .
Create Blank Project	Use this button to start a new empty project.

Open Existing Project	Use this button to load a previously saved project to the program and continue its editing.
Save Current Project	Use this button to save the project you are working at now.
Current Project	Double click this button to go to the Media Library to start or continue your project.
Sample Project	Double click this button to open a special sample movie.

Each time you click one of these buttons during your work, you will be asked if you want to save the previous project or not:



It is recommended to save the changes, so that you could use the project in future. Or you might want to press **Cancel** if you do not plan to close the previous project and start a new one.



Note: if you need to add some media data to the current project, use the corresponding buttons on the **Left Side Menu** of the **Media Library**.

After the new project is created, you will need to **save it** afterwards.

Changing Project Settings

Before starting work at your project you can set the aspect ratio used for your output video. The aspect ratio of an image is its displayed width divided by its height (usually expressed as "x:y"). You can read more detailed information on the aspect ratio **here**.

In common life you will not need all the theoretical knowledge on the aspect ratio and its details. We'd recommend that you use the following simple rules while choosing the necessary aspect for your output video:

To set the aspect ratio values use the **Aspect Ratio** option of the **Edit** section of the **Top Menu** and select one of the options:

- **4 x 3** - select this option in case you plan to watch your output video on a common CRT-display or CRT-television set that has the proportions of the width and height 4:3 (it looks almost square, in fact, its screen width being slightly longer than height).
- **16 x 9** - select this option in case you plan to watch your output video on a wide-screen LCD or plasma display or TV-set that has the proportions of the width and height 16:9 (you can for sure distinguish it from that with the 4:3 aspect as it is quite elongated horizontally, its width being almost twice the size of its length).



Note: in case you import 4:3 video files and then choose the 16:9 aspect ratio the black bars (mattes) will be added by the sides of the output video to preserve the image size and prevent distortions. See the **Using Crop Scale** section to find out how to save video with an aspect ratio different from that of the imported files without mattes adding.

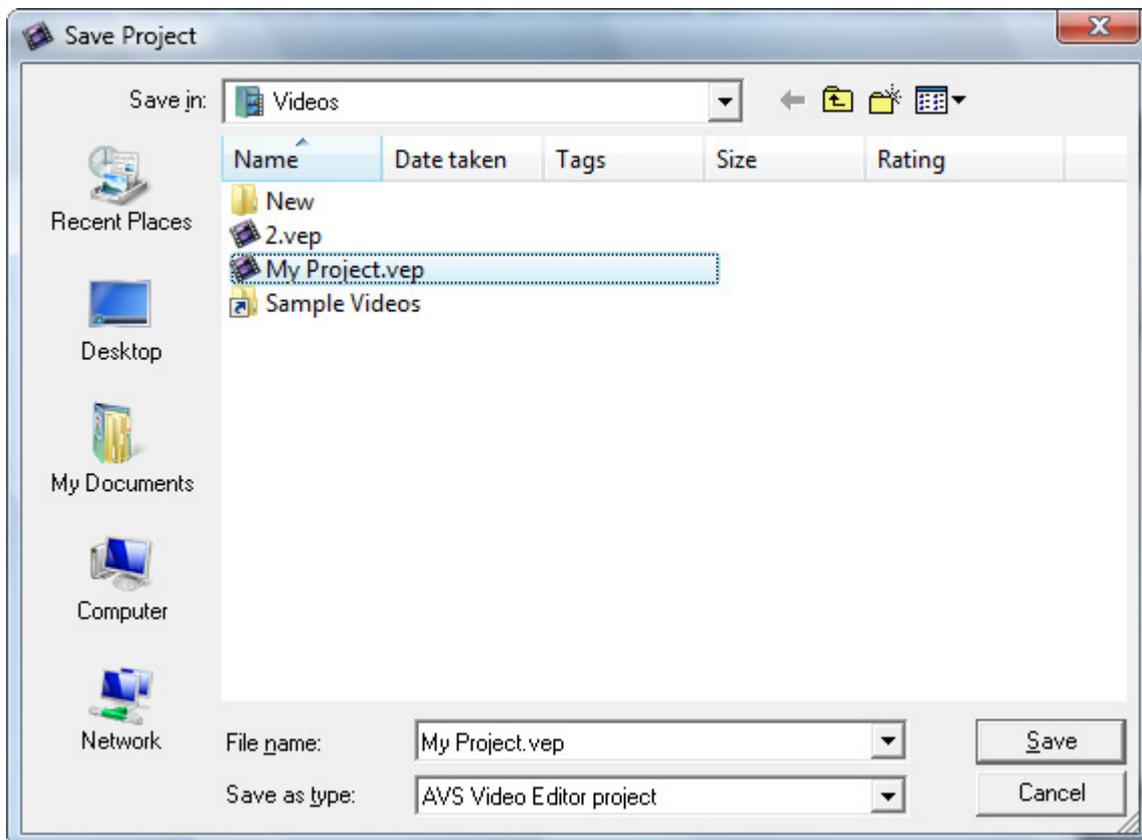
- **Custom...** - select this option in case you plan to set other values. The **Project Aspect** window will open:



Enter the width and height values to the corresponding fields using up and down arrows or your keyboard. Then click the **OK** button to accept changes or use the **Cancel** button to close the window without saving any changes.

Saving Projects

Whenever a new project is created or you edit an old project, you will need to save it so that all the changes were available in the future. Click the **Save Project**  button at the **Start Project** page or use the **File** section of the **Top Menu**. The following window will be opened:



Select the location, enter the project name and click the **Save** button. The next time you need to edit the same project, simply open it clicking the **Open Existing Project** button or through the **Top Menu**.

In case you need to save the same project but under a different name use the **Save Project as...** option of the **File** section of the **Top Menu**.

Creating Videos

Once a new project is created or an older one started, you can begin work with the media files you have on your computer hard disk drive. Normally, the work with the videos is started with **importing media** files that you have on your computer or an optical disc into **AVS Video Editor** program.



Click the **Media Library** button to view what media files are already loaded into **AVS Video Editor**. If you opened a blank project, no video, audio or image files will be loaded into the program. Load your media files to the empty project or add some additional files to the running project. This can be done the following way:

- You can **import the media files** - videos, audio and images - into the program;
- You can **capture your video** from a capture device of yours - a miniDV camcorder or something alike - and then these captured videos will be automatically imported into the program.
- You can **record your desktop** - capture any operations you see and perform on the screen - and then these recordings will be automatically imported into the program.

In either case after the files are added to the **Media Library** you need to **place them to the Timeline/Storyboard Area** to be able to **edit** them.

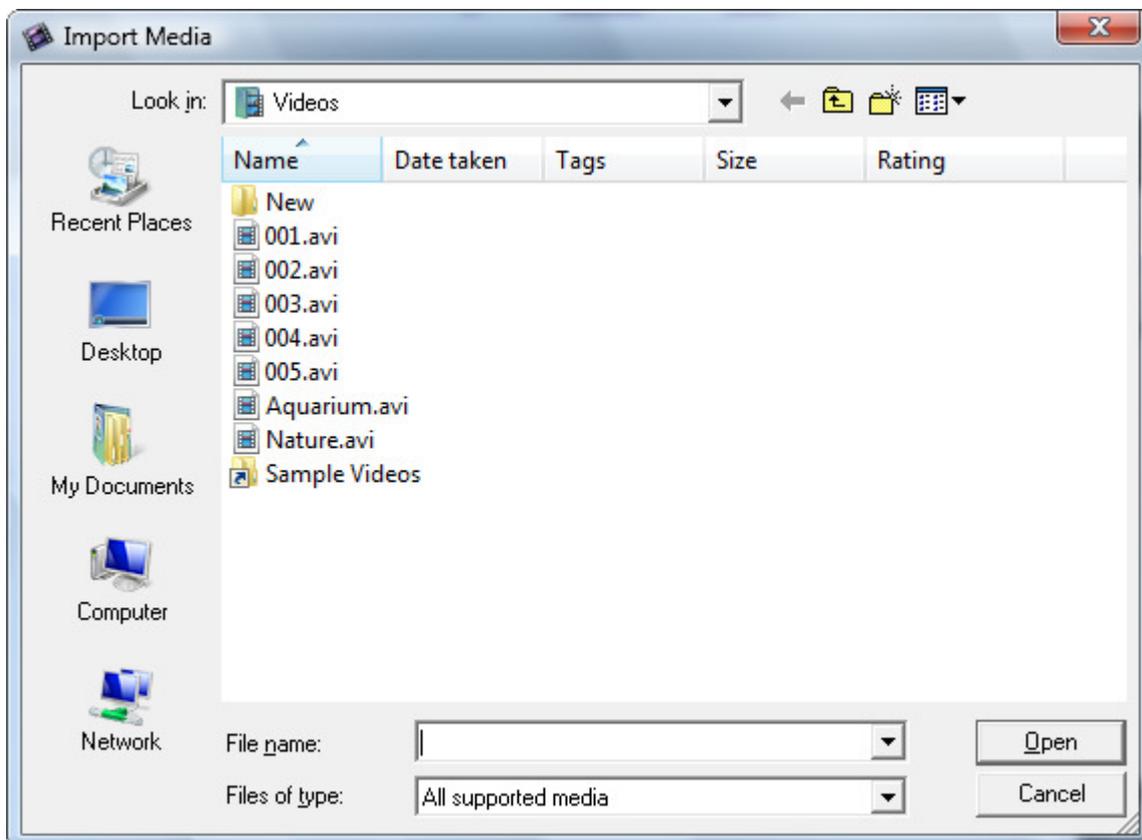
Importing Multimedia Files



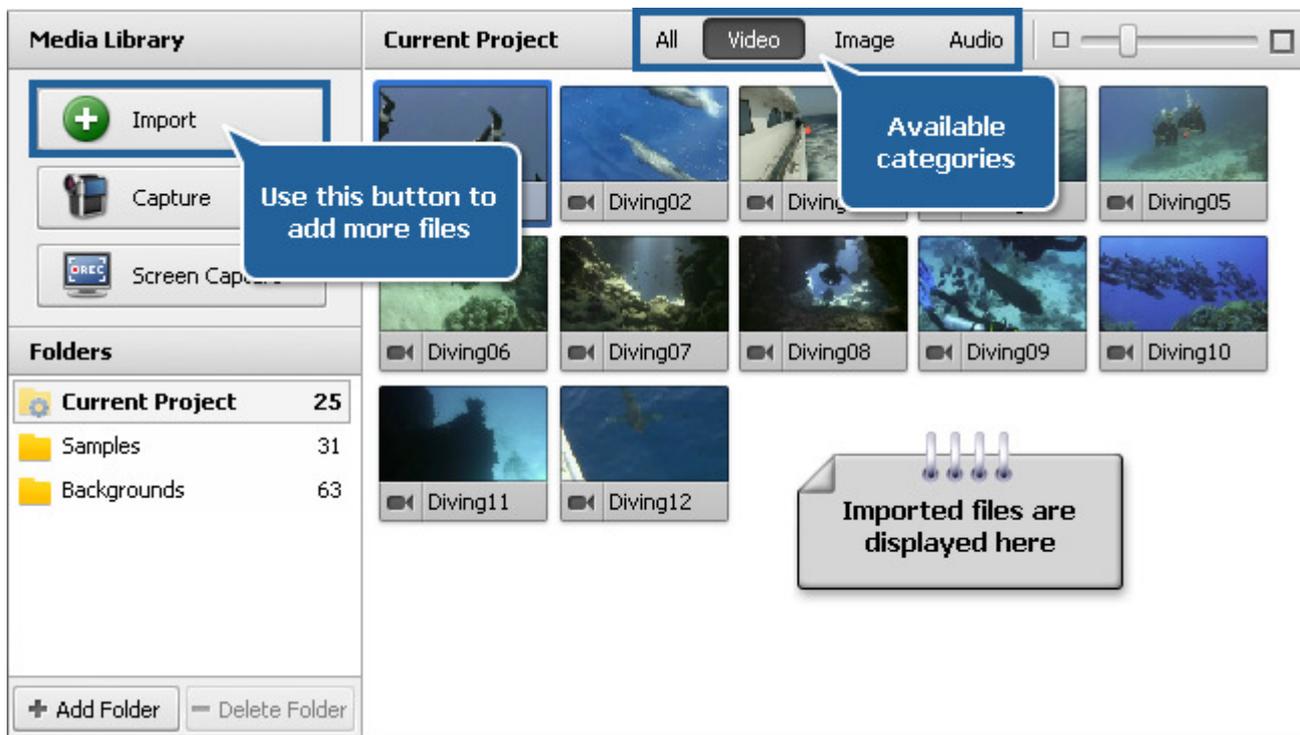
Before you can begin editing your video, you need to make your files available to **AVS Video Editor**. This means, that you will need to import your video, audio and image files from your computer hard disk drive into the program. First click the **Media Library** button among the **central buttons** and then

the **Import** button on the left side menu of the **Files and Effects Area**. The same can be done using the **Import Media** option of the **File** section of the **Top Menu**.

The **Import Media** window will be opened:



Select the necessary media files and click the **Open** button. The selected files will be added to the **Media Library** into the appropriate category - **Video**, **Audio** or **Image**. Switch between the categories to see all the files available in it.

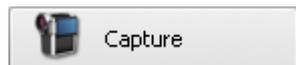


When you import large video files (with high definition quality), the caching process will run automatically. This option allows you to accelerate processing of **HD files**. To disable this option, open the **Environment** tab of the program **Settings** window.



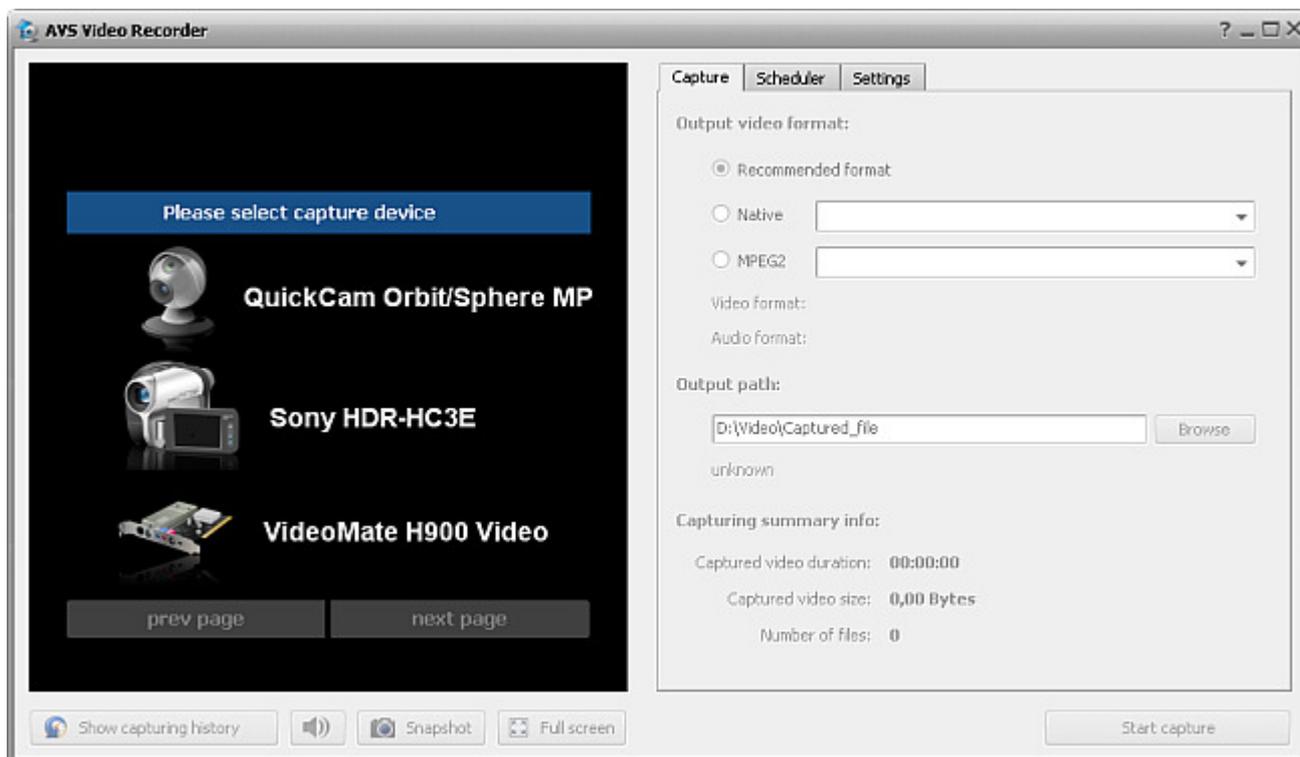
After that you can either import more media files or **preview** the imported media files, **trim** or **cut them into scenes** before you **place them to the Timeline/Storyboard Area**.

Capturing Video

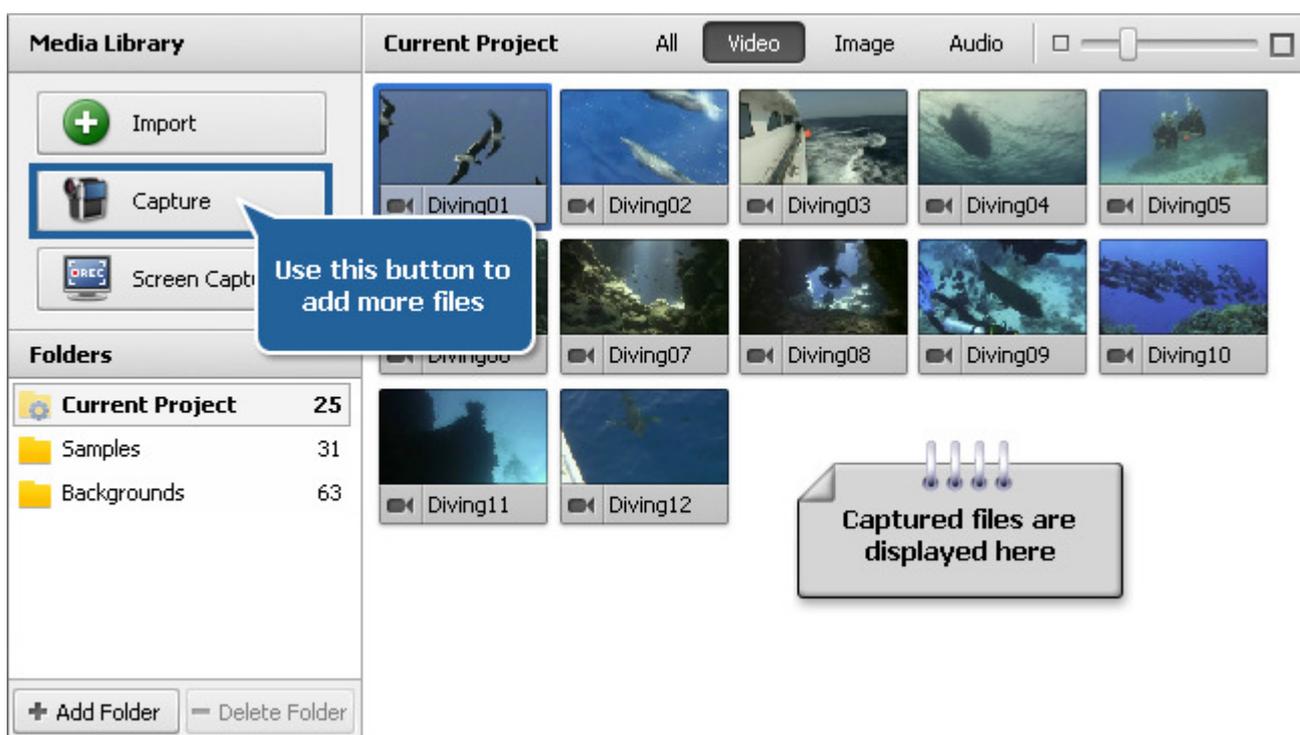


Sometimes you might want to create a home movie out of the material recorded onto a miniDV camera or some other device that requires the video captured before you can edit it. **AVS Video Editor** lets you do that with no difficulties.

First of all you will need to properly connect your miniDV camcorder or another capture device to your personal computer and, after you launch **AVS Video Editor**, press the **Capture** button located on the left side menu of the **Media Library** or use the **Record from Camera** button from the **Start Project** page. **AVS Video Recorder** program will start and let you capture your video to the computer hard disk drive:



Please, refer to the **AVS Video Recorder Online Help** for detailed information on how to capture video from a capture device. When you finish capturing video, press the **Exit** button in **AVS Video Recorder** bottom right corner to return to **AVS Video Editor**. You will find your captured video in the **Video** category of the **Media Library**:



Capturing from Screen



This option allows you to capture any actions on the desktop to make your presentation or video tutorial more vivid and easily comprehensible. You can record all the operations you perform with the mouse and anything you see on your computer screen within the selected area and save your recordings in the

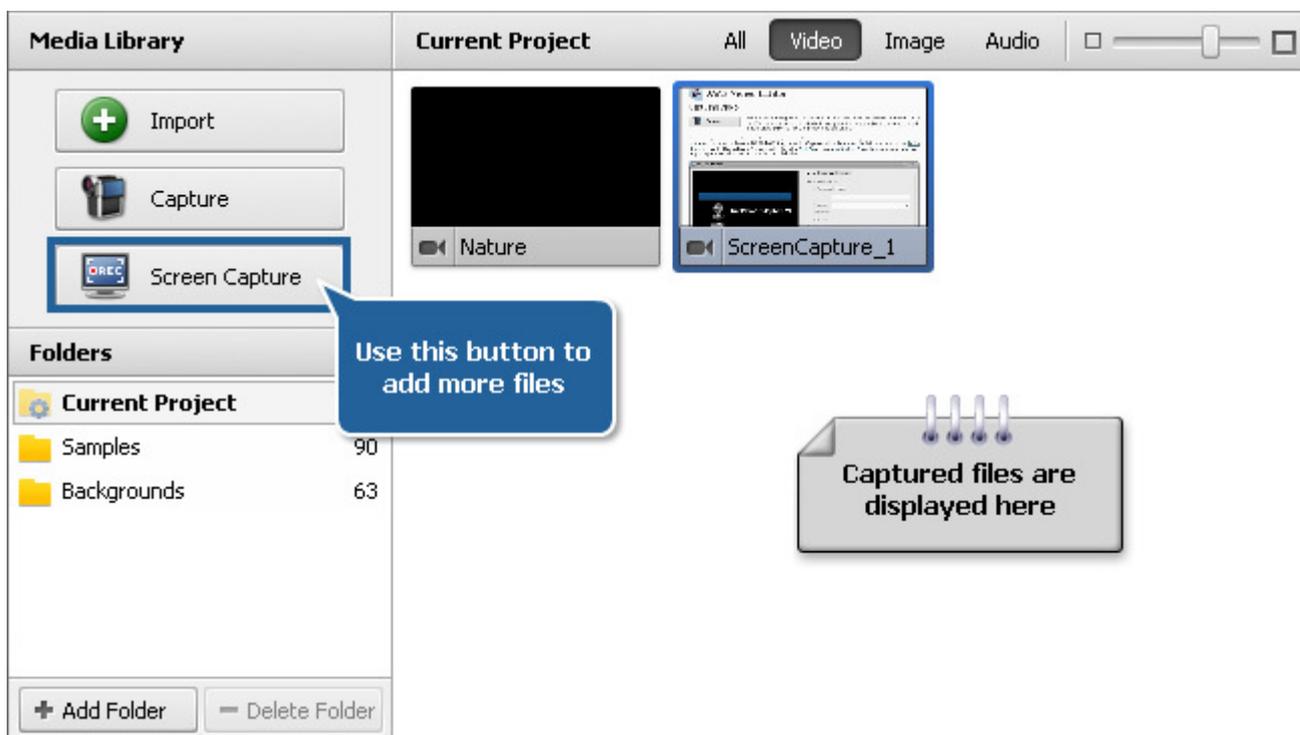
FLV, WMV or AVI formats.

To use this feature launch the **AVS Screen Capture** application by clicking the **Capture Screen** button located on the left side menu of the **Files and Effects Area** or use the **Capture Video from Screen...** option from the **File** section of the **Top Menu**.



Please, refer to the **AVS Screen Capture Help** for detailed information on how to capture any actions on the desktop.

When you finish capturing video, press the **Save Video** button under the preview area of the **AVS Screen Capture Viewer** window to return to **AVS Video Editor**. You will find your captured video displayed within the **Video** category of the **Media Library**:

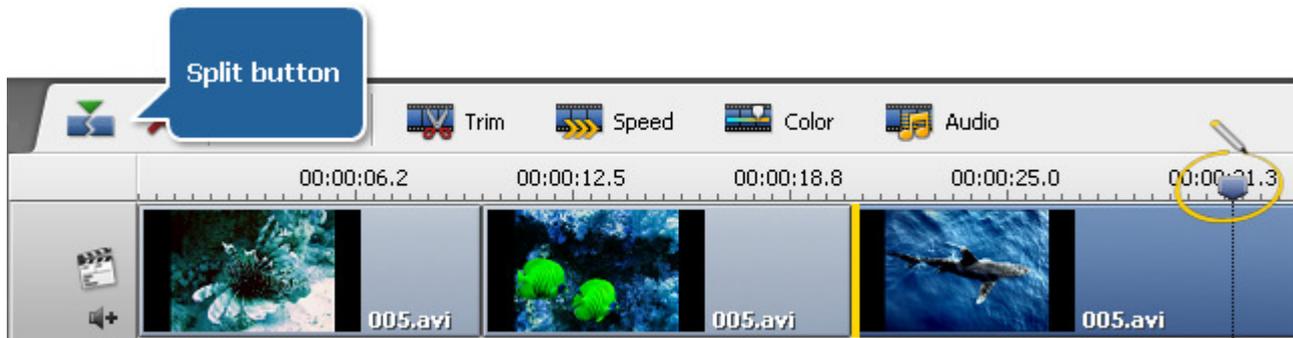


Splitting and Detecting Scenes

The application allows you to detect scenes in your video clip for more convenient processing of separate episodes or split your file by necessary fragments which is helpful, for example, for precise insertion of transitions.

Splitting files

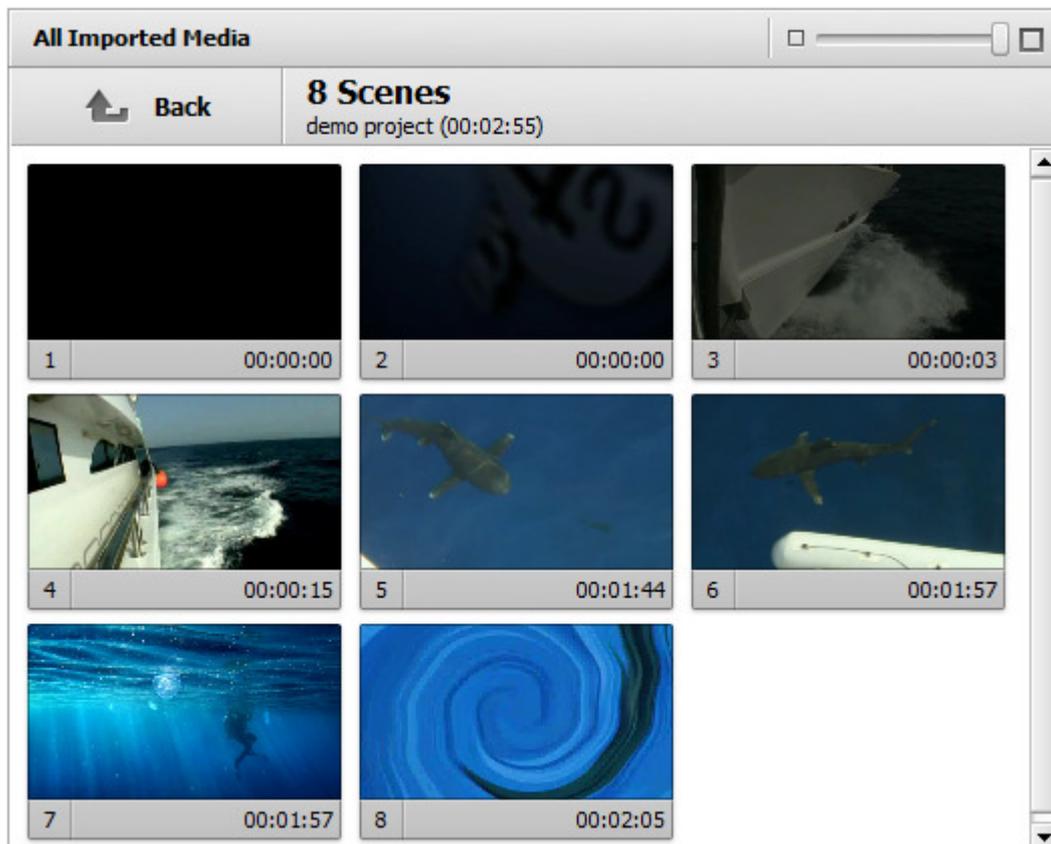
Add a video file you want to split to the **Timeline/Storyboard Area**. Put the cursor to the position where you'd like to split your video and press the **Split** button. To see if you get exactly those parts you wanted as a result of your splitting switch to the **Storyboard view**.



Detecting scenes

Right-click the file in the **Files and Effects Area** and select the **Detect Scenes** option.

The process of dividing your video into scenes can take some time depending on its duration. As soon as all the scenes are detected you will see them in the **Media Library**. You can add each scene to the timeline to edit it if necessary or delete those episodes that you don't need. To remove a scene select it, make a right clic and choose the **Delete** option.



The number of scenes detected depends on the **sensitivity** settings that can be modified in the **Edit** tab of the program's **Settings**. Increased sensitivity will lead to creation of more clips since even a slight change in the scene would be detected and viceversa.

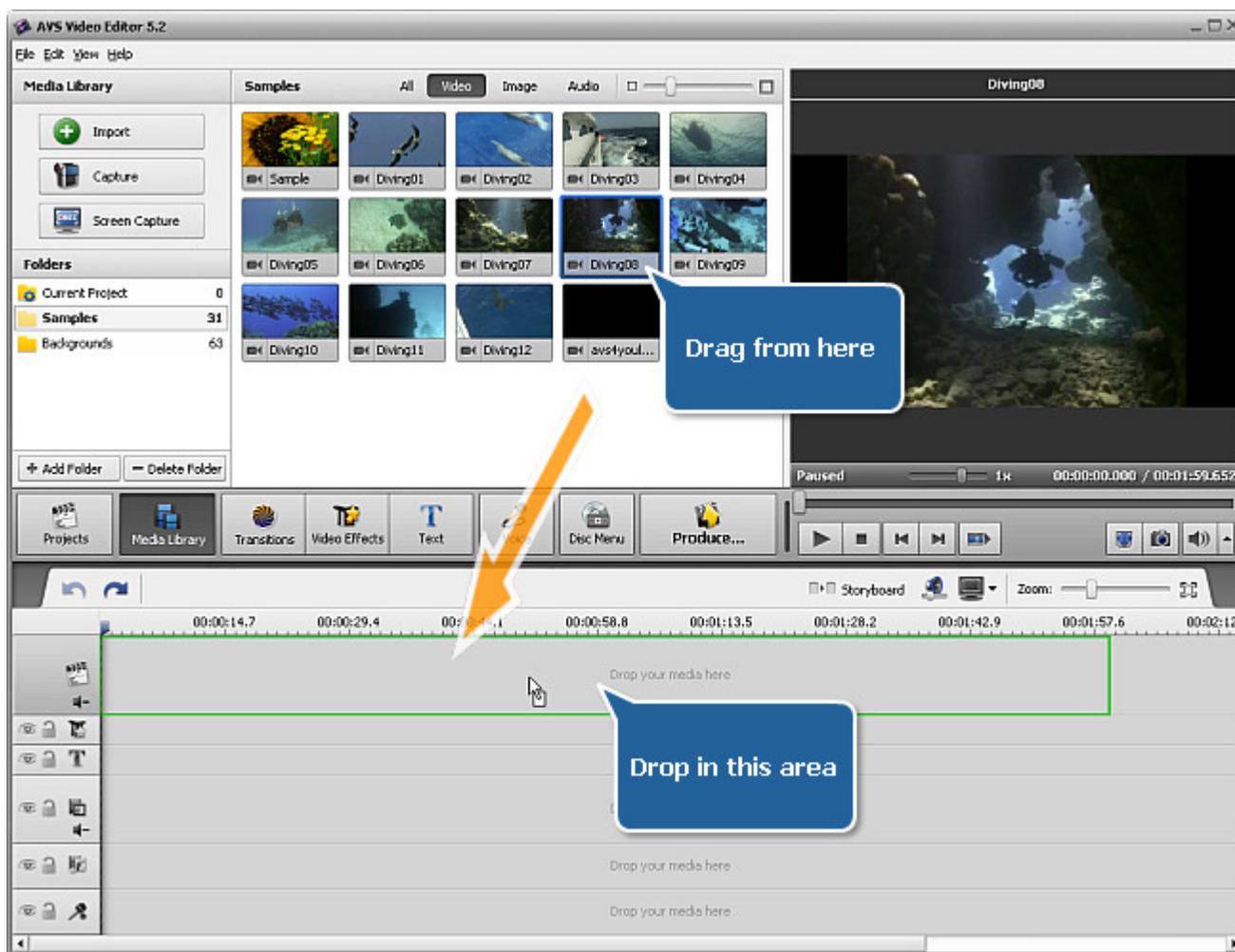
If you press the **Back** button right above the scenes area you will return to that category of the **Media Library** where you were before the detection process (**All** or **Video** category) and see the video you've divided with a special mark in the corner of it.



If you double click such clip you will see all the scenes again as a file with detected scenes represents a kind of folder with fragments being their content.

Placing Imported Media Files to the Storyboard/Timeline

When your video is ready to be added to your future movie, you can add it to the **Timeline/Storyboard Area**. This can be simply done drag-and-dropping the video with the mouse from the **Media Library** to the **Main Video** line of the **Timeline/Storyboard Area**:



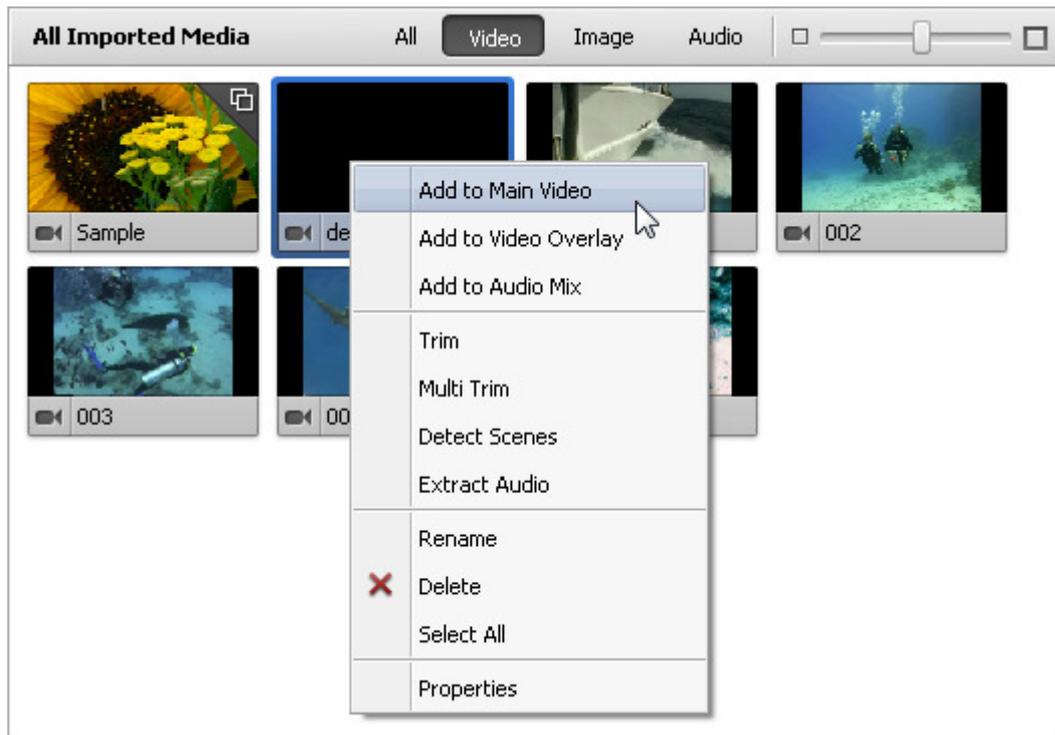
Click the **Media Library** button, select the video clip to be added and, **without releasing the left mouse button**, drag the file to the **Timeline/Storyboard Area** and only there release the mouse button dropping the file.



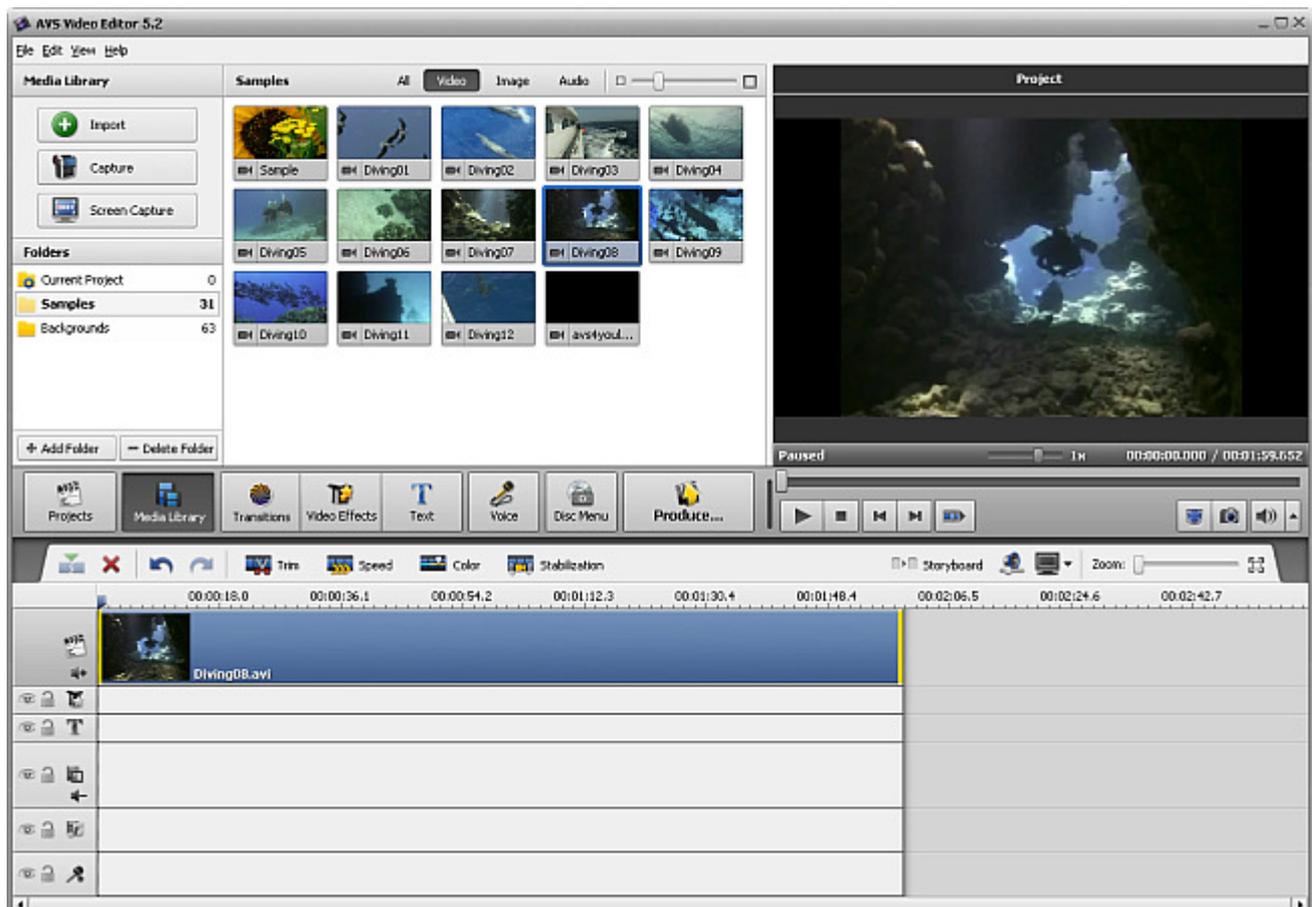
Note: it is not too much important whether you add the files using the **Timeline** or **Storyboard** view for the **Timeline/Storyboard Area** as you can **manage the order of the videos** afterwards.

It's also possible to put the video clip to the **Video Overlay** line if you plan to use it as a **Video Overlay** effect or to one of the **Audio Mix** lines to use only its audio track.

If you do not like drag-and-dropping or simply prefer some other methods, it is possible to use the **Express Menu** to add files to the **Timeline/Storyboard Area**. Click the file to be added with the **right** mouse button and select the one of the available options:



The selected file will be added to the appropriate line of the **Timeline Area**:

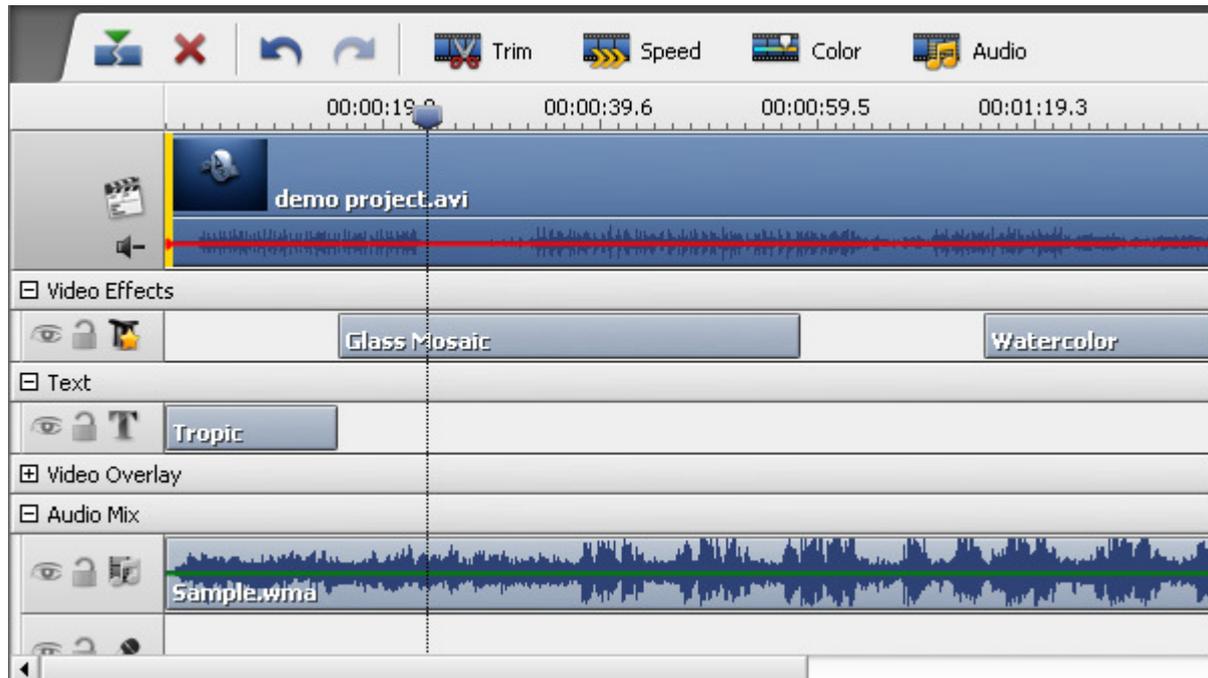


The files of all types are added the same way - videos, audios, images and colors - you can either drag-and-drop them or use the **Express Menu**. Just select the necessary category in the **Media Library** and add them to the **Timeline/Storyboard Area** using one of the methods described above.

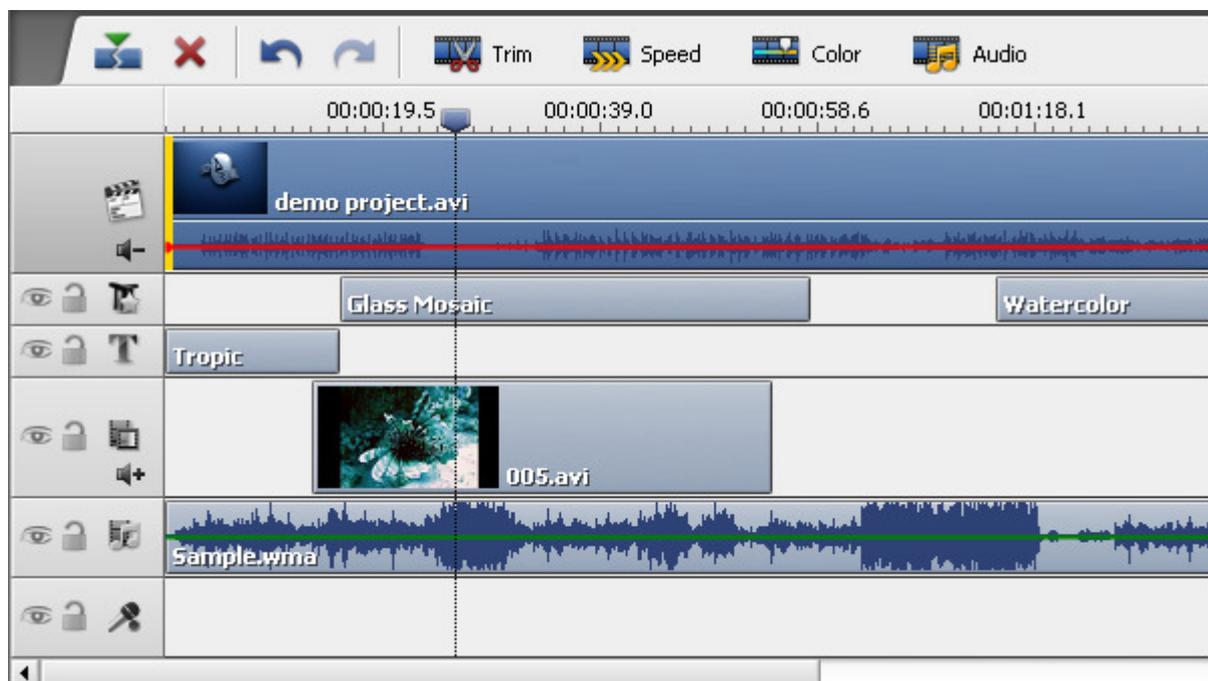
After that you can **manage the Timeline/Storyboard Area** layout and files order.

Managing Timeline/Storyboard

You can manage the way the **Timeline** looks. Use the **Settings** option of the **Edit** section of the **Top Menu** and in the **Edit** tab check the **Show line groups** option. This will make the **Timeline** look the following way:



Different elements will be grouped according to their type - video effects, audios, overlays. If you do not want such a grouping, untick the **Show line groups** option. In this case the **Timeline** will look like this:



It is also possible to change the videos order in the **Timeline/Storyboard Area**. For that switch into the **Storyboard** view using the **Storyboard View**  button or the **Storyboard** option of the **View** section of the **Top Menu**:



Now you can move the video clips towards the beginning of the future movie using the **Move Left** button or to the end of the movie using the **Move Right** button. Click the video clip in the **Storyboard** which place in the video you would like to change and click the appropriate button on the **Storyboard Toolbar** to change the video clips order.

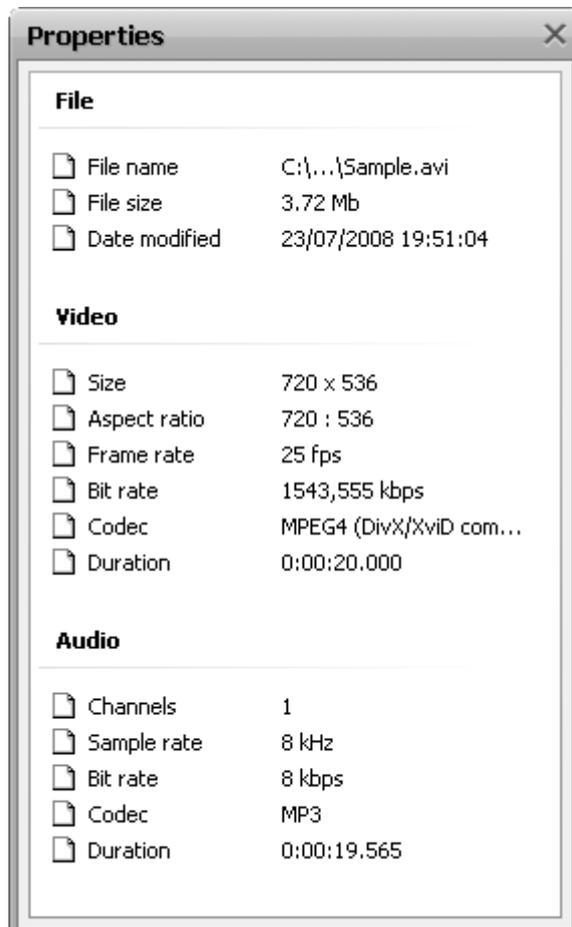
When you click the **Move Left** button the selected video clip will change places with the adjacent left video clip and vice versa - pressing the **Move Right** button will change the place of the selected video and the adjacent right video clip. This way you can create the necessary video clips order in your future movie.

Properties Windows

Right-click the file in the **Media Library** and select the **Properties** option.

The files **Properties** windows display all the available properties for the files of different types.

Video files properties window



File:

- **File name** - the name and the path of the selected file.
- **File size** - the size of the file measured in kilobytes/ megabytes/ gigabytes.
- **Date modified** - the date and time the file was changed and re-written.

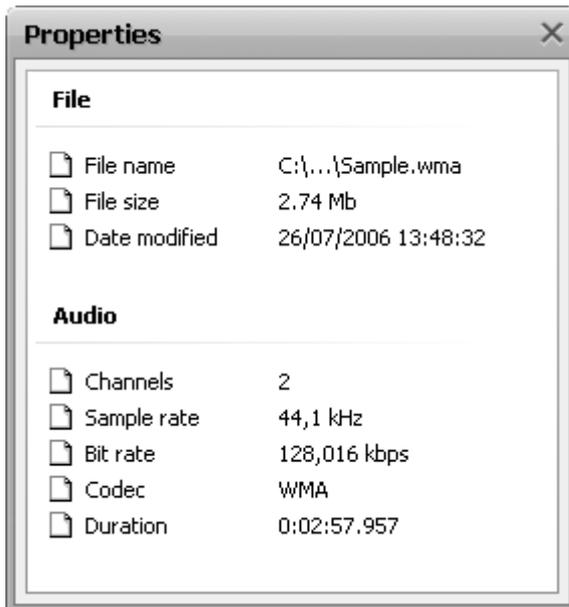
Video:

- **Size** - the size of the video clip image (width and height) measured in pixels.
- **Aspect ratio** - the relationship of screen width to height.
- **Framerate** - the number of video frames displayed every second.
- **Bitrate** - the number of bits transferred per second.
- **Codec** - type of format used to code the video information into the video file.
- **Duration** - the length of the video clip (hours:minutes:seconds).

Audio:

- **Channels** - number of channels in the audio track (mono - one channel, stereo - two channels, quadro - four channels, 4.1 - five channels, 5.1 - six channels, 6.1 - seven channels, 7.1 - eight channels).
- **Sample rate** - the sampling frequency specified in hertz.
- **Bitrate** - the number of data points used to approximate the true wave form (kilobits per second).
- **Codec** - the codec used to encode the video clip soundtrack.
- **Duration** - the length of the video clip soundtrack (hours:minutes:seconds).

Audio files properties window



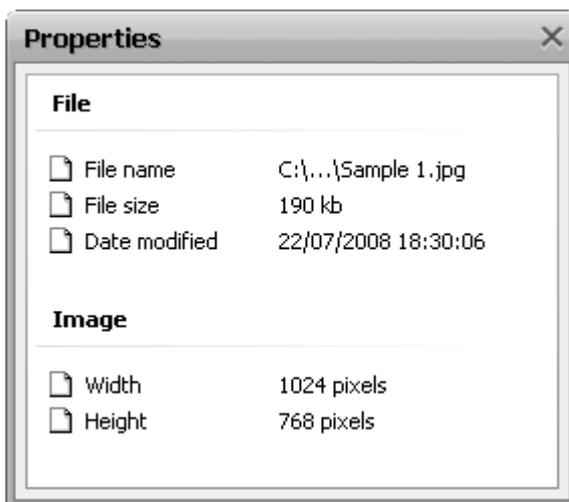
File:

- **File name** - the name and the path of the selected file.
- **File size** - the size of the file measured in kilobytes/ megabytes/ gigabytes.
- **Date modified** - the date and time the file was changed and re-written.

Audio:

- **Channels** - number of channels in the audio file (mono - one channel, stereo - two channels, quadro - four channels, 4.1 - five channels, 5.1 - six channels, 6.1 - seven channels, 7.1 - eight channels).
- **Sample rate** - the sampling frequency specified in hertz.
- **Bitrate** - the number of data points used to approximate the true wave form (kilobits per second).
- **Codec** - the codec used to encode the audio file.
- **Duration** - the length of the audio file (hours:minutes:seconds).

Image files properties window



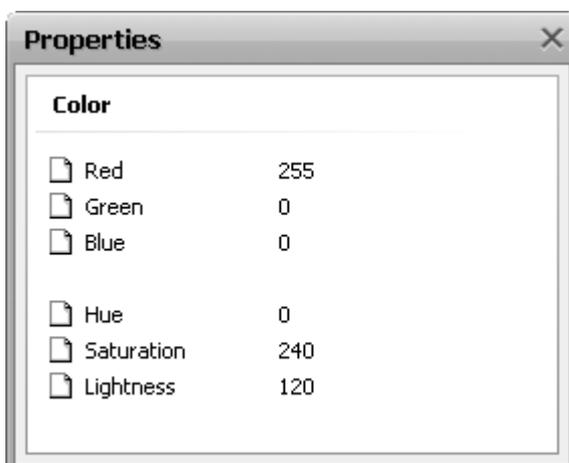
File:

- **File name** - the name and the path of the selected file.
- **File size** - the size of the file measured in kilobytes/ megabytes/ gigabytes.
- **Date modified** - the date and time the file was changed and re-written.

Image:

- **Width** - the width of the image file specified in pixels.
- **Height** - the height of the image file specified in pixels.

Color files properties window



Color:

- **Red** - the intensity of the red color in the color file (**0** - no red color is present, **256** - the maximal intensity of the color).
- **Green** - the intensity of the green color in the color file (**0** - no green color is present, **256** - the maximal intensity of the color).
- **Blue** - the intensity of the blue color in the color file (**0** - no blue color is present, **256** - the maximal intensity of the color).
- **Hue** - the gradation of color or quality of a color as determined by its dominant wavelength.
- **Saturation** - the perceived intensity of a specific color.
- **Lightness** - the subjective brightness perception of a color.

Editing Videos

After you **place your video clips to the Timeline** you can begin editing it, i.e. **add transitions** between video clips, **add video effects** to your video, **text, video overlay** effect or **audio soundtrack**.

You can also:

- change the duration of the video clips using the **Trim and MultiTrim options**;
- adjust the **playback speed**;
- make the **color correction** of the image;
- correct the video image size using the **Crop Scale** option;
- **stabilize** your video getting rid of unnecessary image blurring and shaking;
- **split video into chapters** so that you could **create a video menu** later.

Transitions



Transitions are used to help your video clips smoothly go into one another. You can add transitions when two or more clips are **placed to the Timeline/Storyboard Area**. The transitions can be added by simple drag-and-dropping them to the **Timeline/Storyboard Area** (it is better to use the **Storyboard view** for transitions adding) or using the transition express menu.

So you can follow the steps:

- Click the **Transitions** button of the **central buttons** group.
- Switch into the **Storyboard view** using the **Storyboard View**  button.
- Select the transition you would like to add to the video of yours, and click it with the left mouse button. Then, **without releasing the button**, drag the selected transition to the rectangle between the video clips and drop it there.
- Or alternatively select a rectangle with the arrow  between the two video clips at the **Storyboard** where a transition should be added, click the transition to be added with the right mouse button and select one of the options:



- **Add or Replace Transition** - select this option to add the currently selected transition to the previously selected rectangle between two video clips at the **Storyboard**.
- **Apply Transition to All** - select this option to add the currently selected transition between all the video clips at the **Storyboard**.
- **Apply Random Transitions** - select this option to add random transitions between all the video clips at the **Storyboard**.

Changing Transitions in Storyboard View

After a transition is **added to the Timeline/Storyboard Area** you can change its duration between the scenes.

Click a transition with the mouse and select the **Transition** button of the **Storyboard Toolbar**. Or use the right mouse button on the necessary transition and select the **Transition** option in the right-click express menu.

The following window will be opened:



You can playback the video and see how the added transition is applied. Use the player buttons under the preview window to do that:

	Playback	- is used to play/pause the video;
	Stop	- is used to stop the video playback;
	Frame Back	- is used to step one frame back in the video;
	Frame Forward	- is used to step one frame forward in the video;

The **Transition Duration** field is used to alter the length of the transition between the two clips - you can enter the duration manually or use the up and down arrows.

When you click the **Zoom**  button the zoom timeline will be displayed. In this case the upper part will show the whole timeline of the two video clips with the transition between them and the lower part will only show the area between the  and  enlarged. This way you can navigate the video clips more easily using the lower timeline:

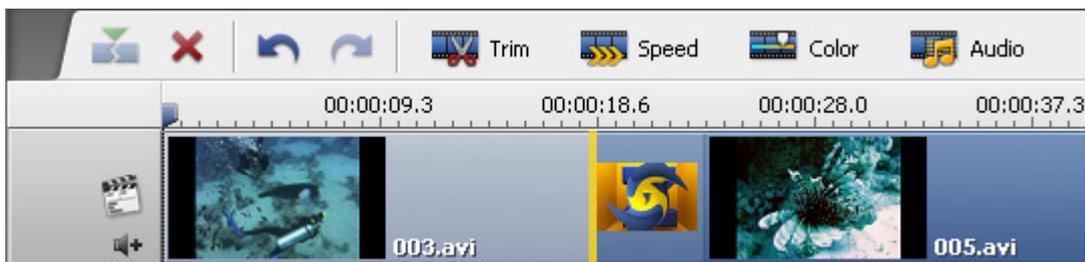


Click the **OK** button to accept changes or **Cancel** to discard changes and close the **Transition Properties** window.

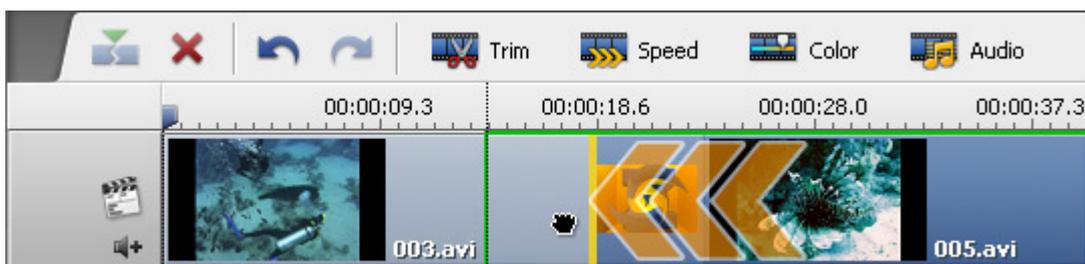
Changing Transitions in Timeline View

A transition duration in the **Timeline View** can be changed similarly to the **changing the duration in the Storyboard View**: you click the video with the transition to be changed with the left mouse button and after that click the **Transition** button of the **Timeline Toolbar**. The **Transition Properties** window will be opened. You can read [here](#) how to manage this window.

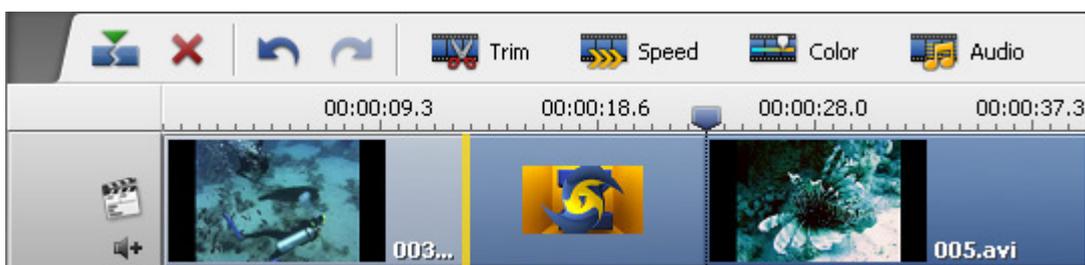
However, it is also possible to change the transition duration between the video clips using the **Timeline**: select two video clips where you can change the transition:



Click the second in the row video clip with the left mouse button, the cursor will turn into a hand - . **Without releasing the left mouse button** drag the second video clip to the left (thus to the beginning of the movie) to increase the transition duration. Or move the mouse to the right decreasing it, just note that your transition can disappear if its duration reaches a **0** (zero) value:



Now when you release the mouse button, the transition duration will be altered:



Note: this way of changing the transitions duration is faster than that using the **Transition Properties** window, but the latter is more precise as you can set the transition boundaries more exactly.

Video Effects



While processing your videos in the **AVS Video Editor** program you can also add different video effects to them, such as **grayscale** to make your video look black and white or **invert** to change the colors of a video fragment or to add a romantic touch to your film with a **snow** effect and many other effects. The detailed description of each effect can be found in the next sections.

To apply an effect you should proceed through the following easy steps:

1. Selecting an effect to add

After importing a video to the program and dragging it to the **Timeline/Storyboard Area** press the **Video Effects** button of the **central buttons** group. In the **Files and Effects Area** you will see all the video effects you can apply to your video.

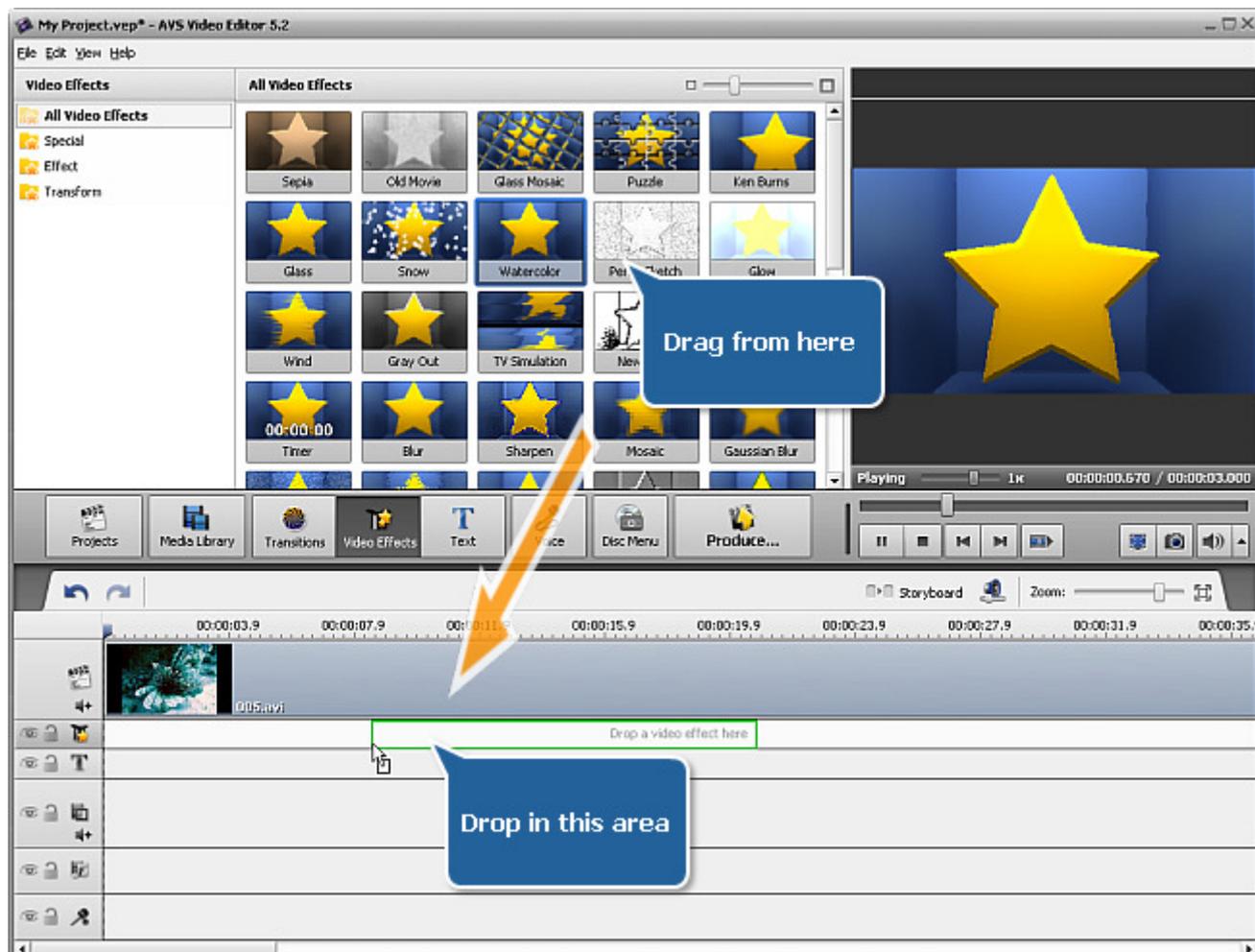
In the **left side menu** you can select the effects groups that will be displayed in the **Files and Effects Area** or the **All Video Effects** option. So you will easily find the necessary effect, if you know to what group it belongs. To view all the available groups click [here](#).



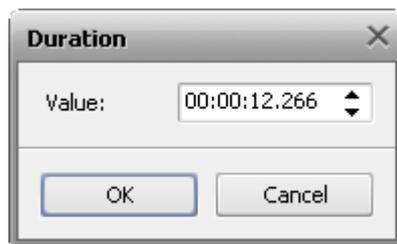
2. Placing the video effect on a special line

After you found an effect you want to apply, right-click it and choose the **Add or Replace Video Effect** option. If you have already added an effect and choose this option, the previously added effect will be replaced by the new one. If there are several effects in the **Timeline/Storyboard Area**, the highlighted effect will be replaced. It's also possible to drag the necessary effect from the **Files and Effects Area** and drop it to the **Timeline/Storyboard Area** within the **Line for Video Effects** (see the

figure below).



It's also possible to add video effects **directly on the main video**.



3. Setting the effect duration

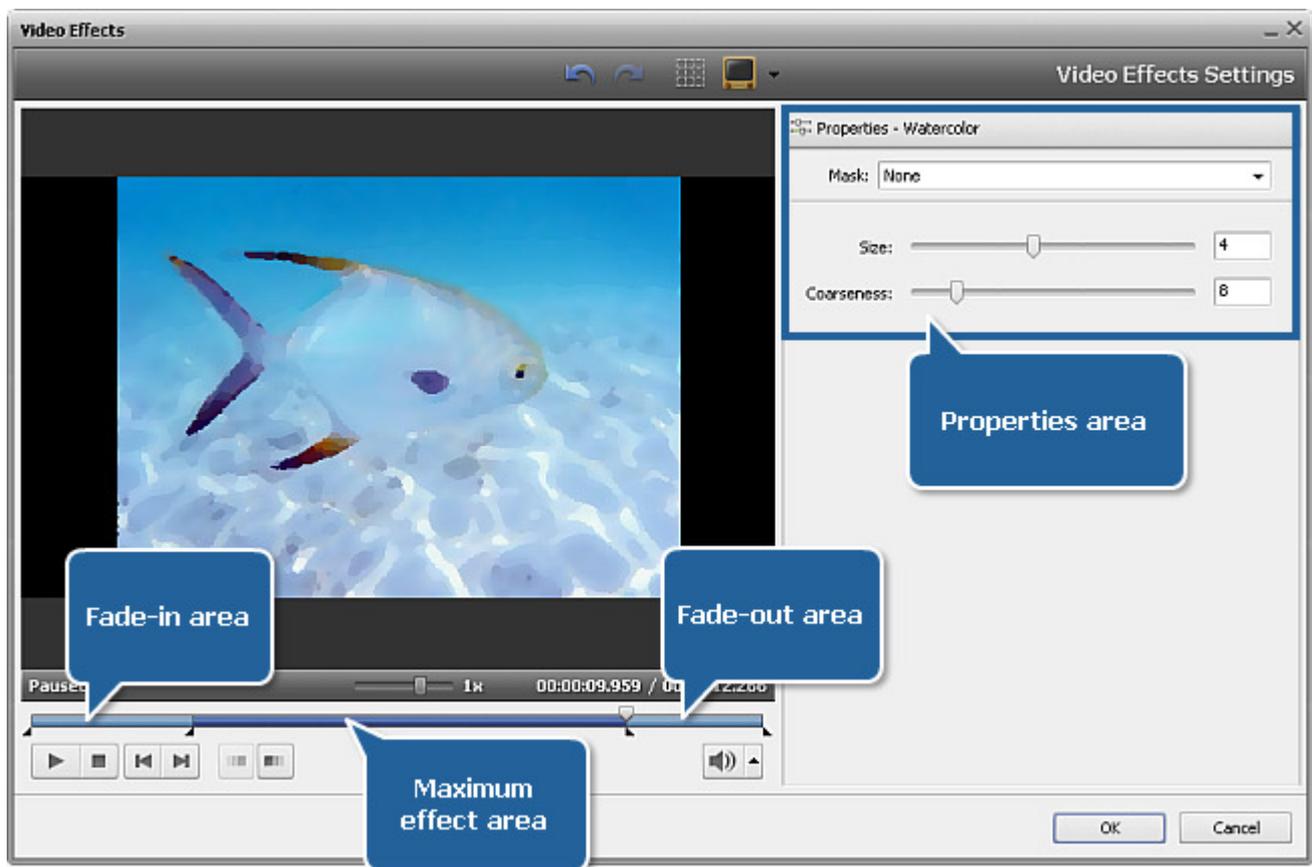
You can set the duration of the added effect by left-clicking it and pressing the **Duration** button on the **Timeline Toolbar** or right-clicking the necessary effect and selecting the **Duration** option. The **Duration** window will appear where you can set the necessary value by entering it through the keyboard or using the arrow buttons. Then press the **OK** button to apply the set duration of the effect. You can achieve the same goal by dragging the effect boundaries in the **Timeline/Storyboard Area**.

4. Changing the effect properties

AVS Video Editor allows you to change the effect properties. To do that, press the necessary effect in the **Timeline/Storyboard Area** and hit the **Edit Effect** button on the **Timeline Toolbar** or right-click the effect and choose the **Edit Effect** option. After that the **Video Effects** window will be opened (see the figure below).

In the **Properties Area** of the **Video Effects** window select an effect applying area in the **Mask** drop-down list. The following options are available: none, rectangle, ellipse and polygon. If you select **None**, the effect will be applied to the entire picture area.

Then set other effect properties. They vary from effect to effect. The detailed effects properties description can be found in the **Special, Effect** and **Transform** chapters.



5. Setting the fade-in and fade-out areas

Within the **Video Effects** window you can also set the **Fade-in** and **Fade-out** areas for the effect you applied to your video file using the slider under the preview area. **Fade-in** is the area where the effect starts being reflected on your video. In the area of **maximum representation** the effect is applied to 100% capacity. In the **Fade-out** area the effect is being reduced until it completely disappears.

You can set **Fade-in** and **Fade-out** boundaries by dragging the cursor  of the slider area to the place where you want the **Fade-in** area to end and hit the  button. The **Fade-in** area will be marked. Then drag the same cursor to the place on the slider area where you want the **Fade-out** area to begin and press the  button. After that the **Fade-out** area will be marked. It's also possible to direct the mouse cursor at the edge of the slider area and drag the boundaries inwards or

outwards. If you want to set the **Fade-out** effect, drag the right edge of the slider area to the left. To apply the **Fade-in** effect, drag the left edge of the slider area to the right (see the figure below).



6. Previewing the applied effect

After adding an effect to the video file you can preview the applied effect using the **playback controls** situated under the slider area. These buttons have the same functionality as the buttons of the **Preview Area** situated in the **Main Window**. The latter ones are described **here**.

If you want to delete the applied effect, you should select it and press the appropriate button on the **Timeline Toolbar** or right-click the effect you want to delete and choose the **Delete Object** option.

Video Effects List and Description

All the video effects that can be applied in **AVS Video Editor** are divided into 3 groups: **Special**, **Effects** and **Transform**. In the table below you will find all effects situated according to their belonging to one of the groups and their brief description.

Group	Effect	Description
Special Effects	Sepia	Applies Sepia effect to transform image spectrum to brownish and yellowish photo paper
	Old Movie	Applies Old Movie effect to get a black and white image with scratches
	Glass Mosaic	Applies Glass Mosaic effect to see your video through a number of rectangular glass pieces, each displaying a part of the whole video image
	Puzzle	Applies Puzzle effect to divide your picture in tens of rectangles or puzzle form rectangles
	Ken Burns	Applies Ken Burns effect to make smooth zooming and panning of your video image.
	Glass	Applies Glass effect to make an image appear as if it were being viewed through different types of glass
	Snow	Applies Snow effect to add a romantic touch to your film
	Watercolor	Applies Watercolor effect to make your videos look like water color paintings
	Pencil Sketch	Applies Pencil Sketch effect to turn any image of your film into a hand-drawn sketch
	Glow	Applies Glow effect to make your picture look like it's emanating light
	Wind	Applies Wind filter to make an image look as if the colors are being blown off your photo
	Gray Out	Applies Gray Out effect to transform colors of the picture to the gray part of the spectrum
	TV Simulation	Applies TV Simulation effect to imitate bad quality of the broadcast video signal
	Newsprint	Applies Newsprint effect to turn your image into a photo from a newspaper
Effects	Film	Applies Film effect to put film negative borders on your video
	Timer	Applies Timer effect to add a timepiece (that measures a time interval) to your video
	Blur	Applies Blur effect to reduce contrast between adjacent pixels visually smoothing and softening the image
	Gaussian Blur	Applies Gaussian Blur effect to reduce contrast between adjacent pixels according to a mathematical equation
	Motion Blur	Applies Motion Blur effect to reduce contrast. This effect gives the impression of motion
	Sharpen	Applies Sharpen effect to increase contrast to seemingly bring the images into better focus

	Mosaic	Applies Mosaic effect to define a selection by clumping pixels of similar color values in cells
	Noise	Applies Noise effect to add some texture to an image by way of tiny pixel dustings
	Diffuse	Applies Diffuse effect to make the selection look less focused
	Emboss	Applies Emboss effect to give an image a 3D look
	Filter Minimal	Applies Filter Minimal effect to emphasize the dark pixels in an image
	Filter Maximal	Applies Filter Maximal effect to emphasize the light pixels in an image
	Deinterlace	Applies Deinterlacing effect to remove interlacing effect.
	Median	Applies Median effect to replace each pixel with a pixel that has the median color value of neighboring pixels
	Invert	Applies Invert effect to invert the colors in an image
	Colorize	Applies Colorize effect to colorize the entire file in an RGB-specified file
	Grayscale	Applies Grayscale effect to convert color images to just two color levels: black (0) and white (255)
	Posterize	Applies Posterize effect to specify the tonal level (or brightness values) and then map pixels to the closest matching level
	Threshold	Applies Threshold effect to determine how much contrast there is between neighboring pixels for the sharpening to affect them
Transform Effects	Flip	Opens Flip effect to flip an entire image horizontally or vertically
	Perspective	Opens Perspective effect to transform the perspective in an image horizontally or vertically
	Skew	Opens Skew effect to skew the entire image horizontally or vertically
	Shift	Opens Shift effect to move your image along X and Y axes
	Rotate	Opens Rotate effect to rotate the entire image
	Resample	Opens Resample effect to reproduce the entire image
	Zoom	Opens Zoom effect to magnify or reduce the image
	Mirror	Opens Mirror effect to duplicate a part of the image
	Twirl	Opens Twirl effect to twirl the image
	Ripple	Opens Ripple effect to add spaced ripples to the image's surface
	Wave	Opens Wave effect to create an undulating pattern on your image
	Sphere	Opens Sphere effect to make a certain sphere-shaped area blurred
Cylinder	Opens Cylinder effect to make a certain cylinder-shaped area blurred	

Special Effects

The **Special** effects allow you to imitate faded photos and old movie, turn your film into a hand-drawn sketch or watercolor painting.

Effect	Description
Sepia	Applies Sepia effect to transform image spectrum to brownish and yellowish photo paper
Old Movie	Applies Old Movie effect to get a black and white image with scratches
Glass Mosaic	Applies Glass Mosaic effect to see your video through a number of rectangular glass pieces, each displaying a part of the whole video image
Puzzle	Applies Puzzle effect to divide your picture in tens of rectangles or puzzle form rectangles
Ken Burns	Applies Ken Burns effect to make smooth zooming and panning of your video image.
Glass	Applies Glass effect to make an image appear as if it were being viewed through different types of glass
Snow	Applies Snow effect to add a romantic touch to your film
Watercolor	Applies Watercolor effect to make your videos look like water color paintings
Pencil Sketch	Applies Pencil Sketch effect to turn any image of your film into a hand-drawn sketch
Glow	Applies Glow effect to make your picture look like it's emanating light
Wind	Applies Wind filter to make an image look as if the colors are blowing off your photo
Gray Out	Applies Gray Out effect to transform colors of the picture to the gray part of the spectrum
TV Simulation	Applies TV Simulation effect to imitate bad quality of the broadcast video signal
Newsprint	Applies Newsprint effect to turn your image into a photo from a newspaper
Film	Applies Film effect to put film negative borders on your video
Timer	Applies Timer effect to add a timepiece (that measures a time interval) to your video

Sepia



The **Sepia** transforms image spectrum to brownish which imitates faded photos and yellowish photo paper. Use it to give your photos an antique appearance.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Sepia** effect available for setting are its **Level, Brightness** and the **Red, Green, Blue** colors.

Level:	<input type="range" value="100"/>	100
Brightness:	<input type="range" value="80"/>	80
Red:	<input type="range" value="100"/>	100
Green:	<input type="range" value="90"/>	90
Blue:	<input type="range" value="85"/>	85

On the figures below you can see the video picture before and after applying the **Sepia** effect:



Before applying the **Sepia** effect



After applying the **Sepia** effect

Old Movie



If you apply the **Old Movie** effect you'll get a black and white image with scratches. It also adds noise, shake and dust to your video, making it look as if it's playing on an old projector.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Old Movie** effect available for setting are its **Artifacts** (film damage - dust, hair, specks, etc.), **Scratch, Jitter** (vibration), **Brightness** and **Contrast**.

Artifact:	<input type="range" value="5"/>	5
Scratch:	<input type="range" value="5"/>	5
Jitter:	<input type="range" value="30"/>	30
Brightness:	<input type="range" value="35"/>	35
Contrast:	<input type="range" value="4"/>	4

On the figures below you can see the video picture before and after applying the **Old Movie** effect:

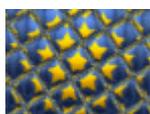


Before applying the **Old Movie** effect



After applying the **Old Movie** effect

Glass Mosaic



The **Glass Mosaic** effect lets you see your video through a number of rectangular glass pieces, each displaying a part of the whole video image.

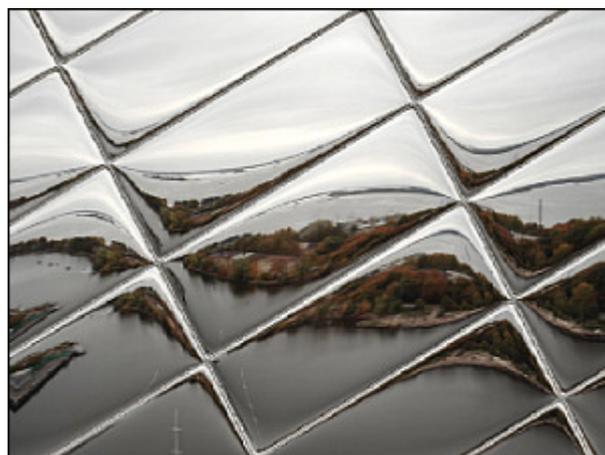
In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Glass Mosaic** effect available for setting are **Width** of each glass piece, its **Height**, **Angle** of the entire glass set, **Curvature** of objects displayed through glass pieces, **Smooth** value (sharpens or smooths the objects outline) and video image **Quality**.

Width:	<input type="range"/>	<input type="text" value="123"/>
Height:	<input type="range"/>	<input type="text" value="120"/>
Angle:	<input type="range"/>	<input type="text" value="30"/>
Curvature:	<input type="range"/>	<input type="text" value="30"/>
Smooth:	<input type="range"/>	<input type="text" value="15"/>
Quality:	<input type="range"/>	<input type="text" value="3"/>

On the figures below you can see the video picture before and after applying the **Glass Mosaic** effect:



Before applying the **Glass Mosaic** effect



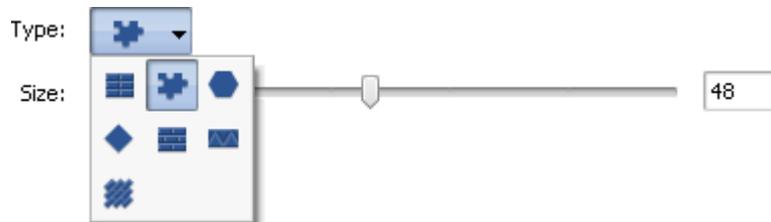
After applying the **Glass Mosaic** effect

Puzzle



The **Puzzle** effect divides your picture in tens of rectangles or puzzle form rectangles, or as it was made of dozen of pieces fit accurately together into one picture.

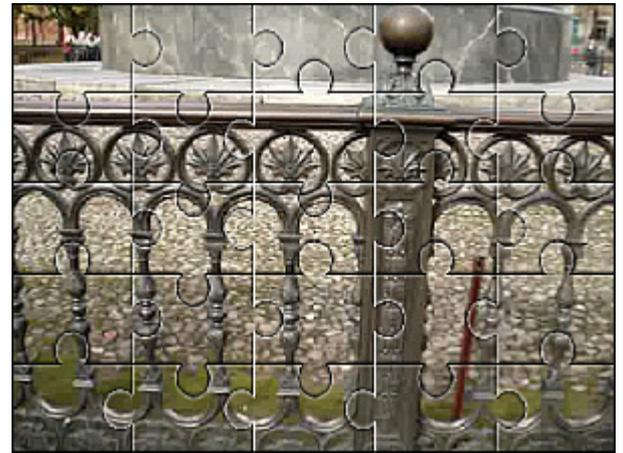
In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. Here you can select a puzzle **Type** and set **Size** of puzzle pieces.



On the figures below you can see the video picture before and after applying the **Puzzle** effect:



Before applying the **Puzzle** effect



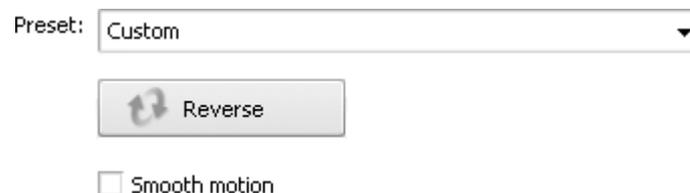
After applying the **Puzzle** effect

Ken Burns



The **Ken Burns** effect applies smooth zooming and panning to your video image. For instance, it can be useful when you use still photographs as a part of your movie or would like to make a close-up of one person or object.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. Here you can select a **Preset** in the corresponding dropdown list: diorama, zoom in left, zoom in right, zoom out left, zoom out right. Clicking the **Reverse** button you can change the zoom direction. Checking the **Smooth motion** box you can make the zoom smooth.



To change the size of start (green outline) and end (red outline) areas, direct the mouse cursor to one of their angles and drag it for enlargement or reduction.



On the figures below you can see the video picture before and after applying the **Ken Burns** effect:



Before applying the **Ken Burns** effect



After applying the **Ken Burns** effect

Glass

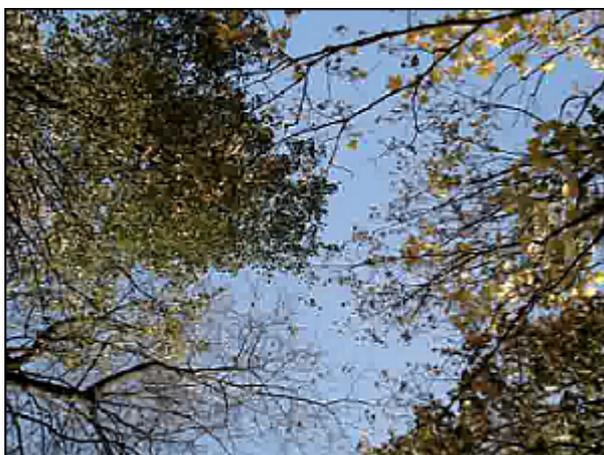


The **Glass** effect makes an image appear as if it were being viewed through different types of glass.

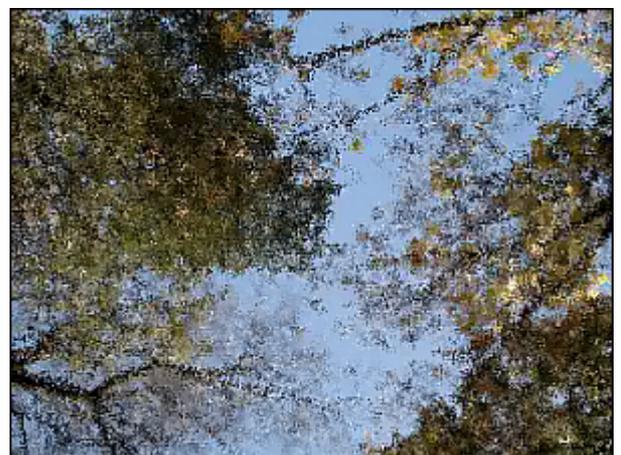
In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. You can customize the glass surface changing the **Level** value. The higher values make the picture less clear.



On the figures below you can see the video picture before and after applying the **Glass** effect:



Before applying the **Glass** effect



After applying the **Glass** effect

Snow



If you need to add a romantic touch to your film use the **Snow** effect. It gives to your picture a winter day appearance when millions of snowflakes fall down from the sky.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Snow** effect allow you to set the **Size** and **Count** of the snowflakes, their **Direction**, **Deviation** and **Speed**. It's also possible to choose the **Color** of the snowflakes and their transparency by changing the **Alpha** value. If you untick the **Snowdrift** option activated by default, the snow won't be accumulated at the bottom of the video image during the file playback.

Size: 10

Count: 500

Direction: 0

Deviation: 30

Speed: 20

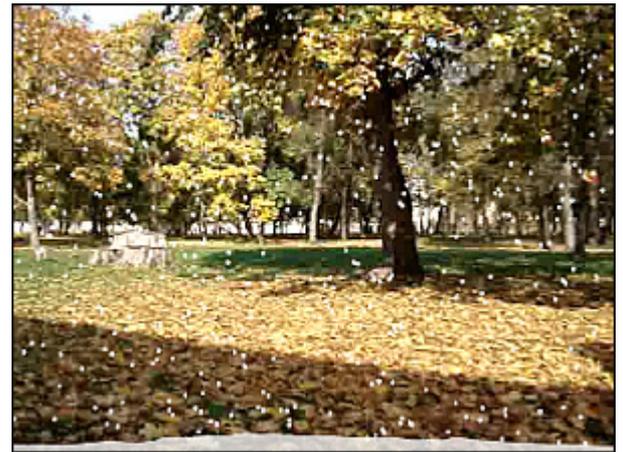
Color: Alpha: 75

Snowdrift

On the figures below you can see the video picture before and after applying the **Snow** effect:



Before applying the **Snow** effect



After applying the **Snow** effect

Watercolor



The **Watercolor** effect makes your videos look like watercolor paintings. This effect is reached thanks to blur and equalizer filters which reduce contrast between large parts of color areas with uniform color but keep most contrasting transitions.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Watercolor** effect allow you to set the **Size** and **Coarseness** of color areas.

Size: 4

Coarseness: 8

On the figures below you can see the video picture before and after applying the **Watercolor** effect:

Before applying the **Watercolor** effectAfter applying the **Watercolor** effect

Pencil Sketch

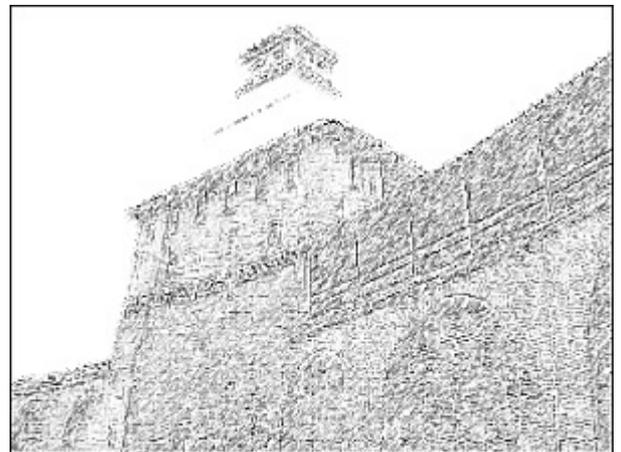


The **Pencil Sketch** effect turns any image of your film into a hand-drawn sketch like it was painted by a professional artist.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Pencil Sketch** effect available for setting are its **Level**, **Brightness** and **Contrast**.

Level:	<input type="range"/>	<input type="text" value="30"/>
Brightness:	<input type="range"/>	<input type="text" value="10"/>
Contrast:	<input type="range"/>	<input type="text" value="8"/>

On the figures below you can see the video picture before and after applying the **Pencil Sketch** effect:

Before applying the **Pencil Sketch** effectAfter applying the **Pencil Sketch** effect

Glow



The **Glow** effect makes your picture look like it's emanating light.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property available for setting is the **Glow Level**. Lower glow level values make the picture darker and higher values make it shine intensely.

Level: 40

On the figures below you can see the video picture before and after applying the **Glow** effect:



Before applying the **Glow** effect



After applying the **Glow** effect

Wind



The **Wind** filter makes it seem as if the colors are being blown off your photo.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of **Wind** effect available for setting are its **Direction** and **Density**. The negative **Direction** values make the wind blow to the left, the positive values make it blow to the right.

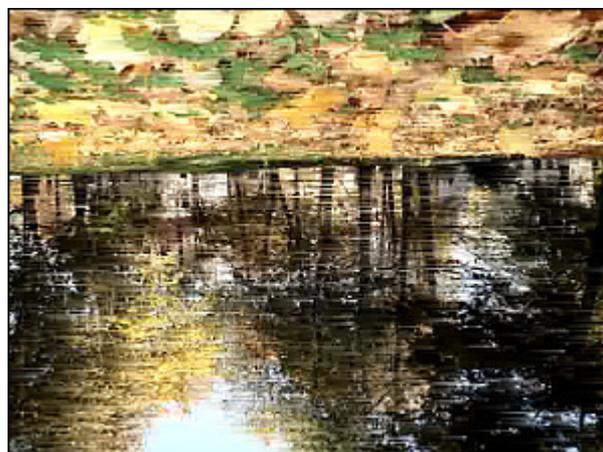
Direction: -25

Density: 20

On the figures below you can see the video picture before and after applying the **Wind** effect:



Before applying the **Wind** effect



After applying the **Wind** effect

Gray Out



The **Gray Out** effect transforms all colors of the picture to the gray part of the spectrum and only one color (you select) will appear.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. Here you can select a certain color to be appeared, to modify **Threshold** and **Filter** values.

Color:

Threshold: 100

Filter: 3

On the figures below you can see the video picture before and after applying the **Gray Out** effect:



Before applying the **Gray Out** effect



After applying the **Gray Out** effect

TV Simulation



The **TV Simulation** effect imitates bad quality of the broadcast video signal when the video stream is divided into separate frames. The sequence of frames is displayed with low speed and image deformation.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The following properties of the **TV Simulation** effect are available for setting: **Interline** (deformation of the image), **Amplitude**, **Amplitude Offset**, **Vertical Speed**, **Vertical Offset** and **Interframe Size** (size of the black zone between the frames).

Interline: 5

Amplitude: 15

Amplitude Offset: 5

Vertical Speed: 5

Vertical Offset: 5

Interframe Size: 5

On the figures below you can see the video picture before and after applying the **TV Simulation** effect:



Before applying the **TV Simulation** effect



After applying the **TV Simulation** effect

Newsprint

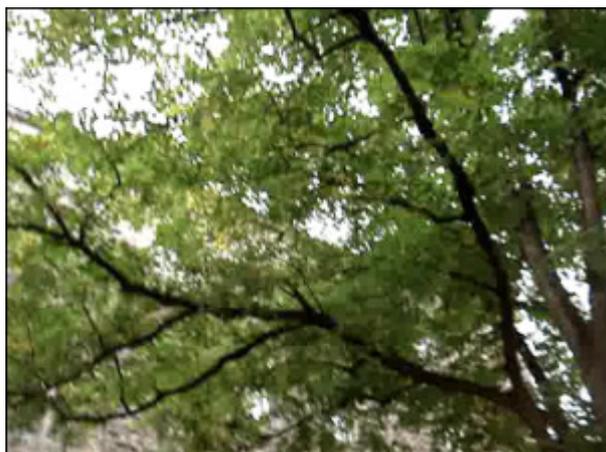


Newsprint turns your images into a photo from a newspaper.

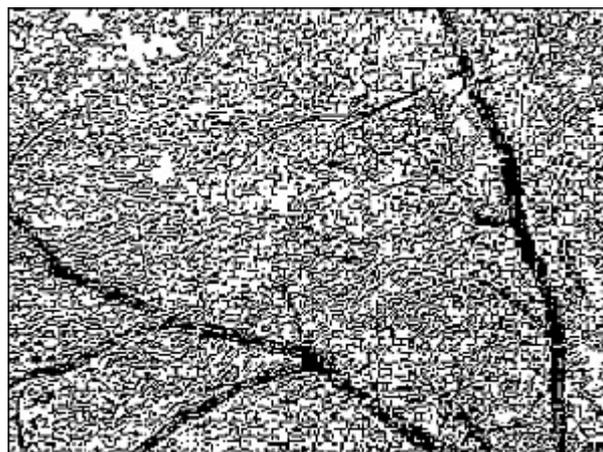
In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property available for setting is newsprint **Level**.

Level: 4

On the figures below you can see the video picture before and after applying the **Newsprint** effect:



Before applying the **Newsprint** effect



After applying the **Newsprint** effect

Film



The **Film** allows you to put film negative borders on your video, then it looks like a long film strip with perforations along each frame. You can change the number of perforations, their speed and position.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Film** effect available for setting are the borders **Size** and their **Speed**. Check the **Vertical** box to add vertical borders, if unchecked they take a horizontal position. The **Border** box allows you to add borders without perforation and place your picture in the center of the negative strip.

Size: 11

Speed: 0

Vertical

Border

On the figures below you can see the video picture before and after applying the **Film** effect:



Before applying the **Film** effect



After applying the **Film** effect

Timer



The **Timer** effect adds a timepiece (that measures a time interval) to your video. You can set the time value and interval, specify the timer position, choose the appropriate color and size for the clock.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The following properties of the **Timer** effect are available: **Time settings**, **Font settings**, **Brush settings**, **Shadow settings** and **Edge settings**. Click the appropriate button to open the properties that you want to modify.



Time Mask:

Hours:Minutes:Seconds

Start Time:

00:00:00

Time Settings

- **Time Mask** - select the measurement units and their order
- **Start Time** - here you can enter the zero point for your timer

Press the  button to reset start time. Select one of the options: **reset to zero** or **reset at the beginning of effect**



Font:

Arial

Size:

64

Font Style:



Font Settings

- **Font** - select one of the available fonts from the dropdown list
- **Size** - set the font size
- **Font Style** - the following options are available here: bold, italic, underline, strike (bold is pressed by default)



Brush type:

Solid

Color:



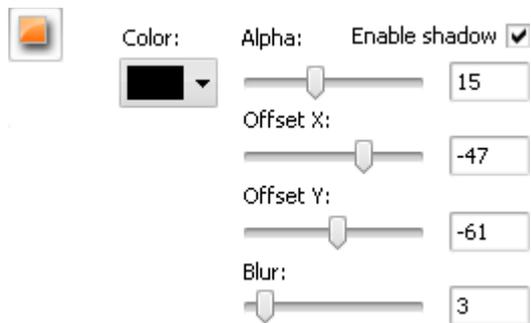
Alpha:



100

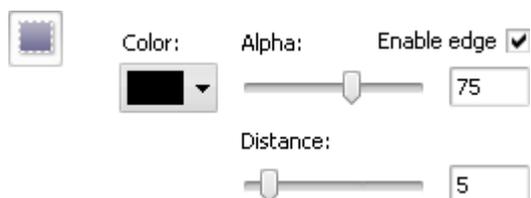
Brush Settings

- **Brush Type** - select one of the available brush types from the dropdown list: solid, gradient, hatch and texture.
- **Color** - choose the color of your timer
- **Alpha** - set the color transparency



Shadow Settings

- **Enable shadow** - this box is checked by default, if you uncheck it no shadow will be added to your timer figures
- **Color** - choose the color of the shadow
- **Alpha** - select the color transparency
- **Offset X** - set the shadow offset along the X-axis
- **Offset Y** - set the shadow offset along the Y-axis
- **Blur** - select a value for shadow blur



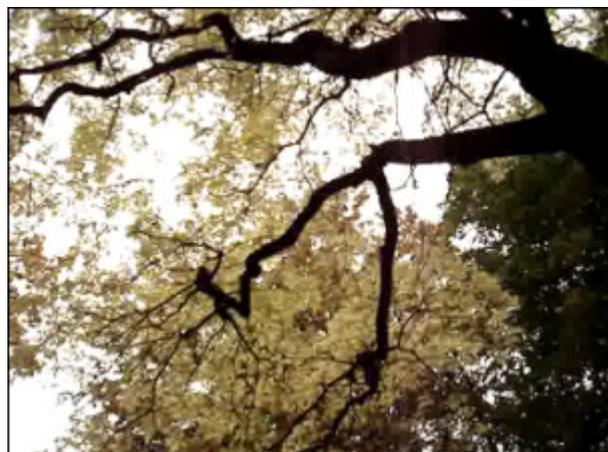
Edge Settings

- **Enable edge** - this box is checked by default, if you uncheck it no edge will be added to your timer figures
- **Color** - choose the color of the edge
- **Alpha** - select the color transparency
- **Distance** - select a value for distance from the timer figures to the edge

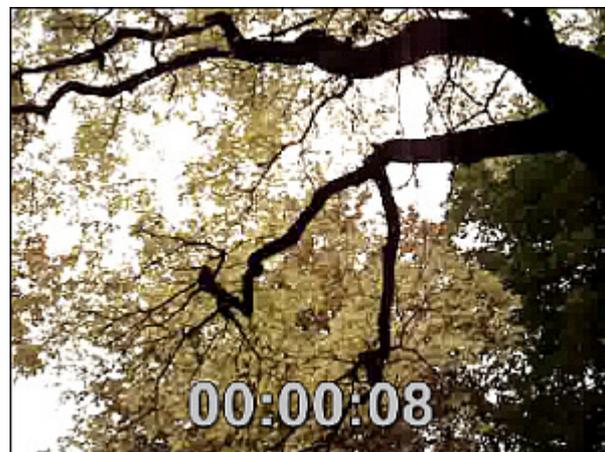


You can also move and rotate the timer rectangle. To **move** the timer rectangle direct the mouse cursor to it and the cursor will turn into the . Then without releasing the mouse button, move the rectangle in the direction you need. To **rotate** the timer rectangle click the green circle  with the left mouse button, the mouse cursor will change into a round arrow -  - click the mouse button and, without releasing it, drag it to change the timer orientation.

On the figures below you can see the video picture before and after applying the **Timer** effect:



Before applying the **Timer** effect



After applying the **Timer** effect

Effect

These effects allow you to introduce various painting, mosaic, blur and similar adjustments to your media file.

Effect	Description
Blur	Applies Blur effect to reduce contrast between adjacent pixels visually smoothing and softening the image
Gaussian Blur	Applies Gaussian Blur effect to reduce contrast between adjacent pixels according to a mathematical equation
Motion Blur	Applies Motion Blur effect to reduce contrast. This effect gives the impression of motion
Sharpen	Applies Sharpen effect to increase contrast to seemingly bring the images into better focus
Mosaic	Applies Mosaic effect to define a selection by clumping pixels of similar color values in cells
Noise	Applies Noise effect to add some texture to an image by way of tiny pixel dustings
Diffuse	Applies Diffuse effect to make the selection look less focused
Emboss	Applies Emboss effect to give an image a 3D look
Filter Minimal	Applies Filter Minimal effect to emphasize the dark pixels in an image
Filter Maximal	Applies Filter Maximal effect to emphasize the light pixels in an image
Deinterlace	Applies Deinterlacing effect to remove interlacing effect
Median	Applies Median effect to replace each pixel with a pixel that has the median color value of neighboring pixels
Invert	Applies Invert effect to invert the colors in an image
Colorize	Applies Colorize effect to colorize the entire file in an RGB-specified file
Grayscale	Applies Grayscale effect to convert color images to just two color levels: black (0) and white (255)
Posterize	Applies Posterize effect to specify the tonal level (or brightness values) and then map pixels to the closest matching level
Threshold	Applies Threshold effect to determine how much contrast there is between neighboring pixels for the sharpening to affect them

Blur Effects

AVS Video Editor offers three blur variations.

Blur



Blur reduces contrast between adjacent pixels by lightening pixels next to well-defined edges and shadows, visually smoothing and softening the image.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Blur** effect available for setting is **blur** level.

Blur: 100

On the figures below you can see the video picture before and after applying the **Blur** effect:



Before applying the **Blur** effect



After applying the **Blur** effect

Gaussian Blur



Gaussian Blur uses a mathematical equation (a bell-shaped curve) to calculate the transition between adjacent pixels, resulting in most of the blurred pixels ending up in the middle range between the two original colors. The **Gaussian Blur** adds low-frequency detail and can produce a hazy effect.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Gaussian Blur** effect available for setting is **size**.

Size: 5

On the figures below you can see the video picture before and after applying the **Gaussian Blur** effect:



Before applying the **Gaussian Blur** effect



After applying the **Gaussian Blur** effect

Motion Blur



Motion Blur gives the impression of motion in the image by adding directional and angle controls for the blurring process. You can choose an angle between -90° to 90° and a distance from 1 to 999 pixels to control the effects of the **Motion Blur**.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Motion Blur** effect available for setting are **angle** and **distance**.

Angle:

Distance:

On the figures below you can see the video picture before and after applying the **Motion Blur** effect:



Before applying the **Motion Blur** effect



After applying the **Motion Blur** effect

Sharpen



The **Sharpen** effect increases contrast to seemingly bring the images into better focus (although it cannot substitute for an image that's properly focused in the first place). It focuses blurry images by increasing the contrast of adjacent pixels.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Sharpen** effect available for setting is its **level** (the magnitude of displacement).

Level:

On the figures below you can see the video picture before and after applying the **Sharpen** effect:



Before applying the **Sharpen** effect



After applying the **Sharpen** effect

Mosaic

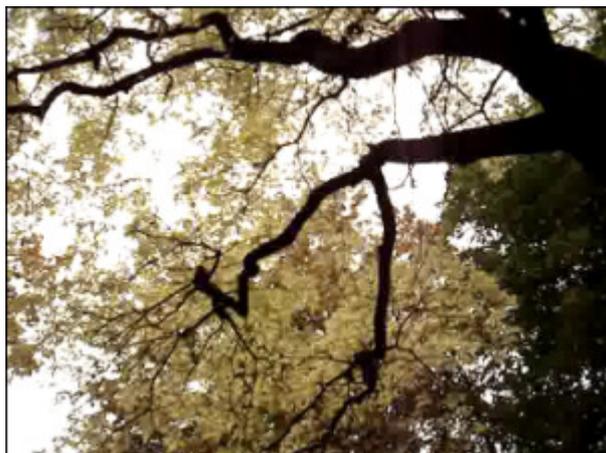


The **Mosaic** effect defines a selection by clumping pixels of similar color values in cells. The pixels in a given block are the same color, and the colors of the blocks represent the colors in the selection. It produces irregularly-contoured squares at regularly-spaced intervals. There are two types of mosaic effect. Simple mosaic is produced based on the color of the top left pixel; otherwise it is based on the average color of all pixels in the given tile.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Mosaic** effect available for setting are **size** of the block (in pixels) and the **smooth** option. By checking/unchecking the **Smooth** checkbox you can select the type of the **Mosaic** effect.



On the figures below you can see the video picture before and after applying the **Mosaic** effect:



Before applying the **Mosaic** effect



After applying the **Mosaic** effect

Noise



The **Noise** effect adds noise, or pixels with randomly distributed color levels. This effect is used to add some texture to an image by way of tiny pixel dustings. The **Noise** effect can be used to conceal "touch-ups" of flat color on an image, or remove other problem areas.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Noise** effect available for setting are its **level** and the **monochrome** option. If you check the **Monochrome** box, it will apply the filter to the tonal elements in the image only without changing the colors.



On the figures below you can see the video picture before and after applying the **Noise** effect:



Before applying the **Noise** effect



After applying the **Noise** effect

Diffuse



The **Diffuse** effect shuffles pixels in a selection to make the selection look less focused according to the selected magnitude of the effect. The effect moves pixels to the selected distance randomly, ignoring color values.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Diffuse** effect available for setting is **distance** of pixel relocation (in pixels).

Distance: 20

On the figures below you can see the video picture before and after applying the **Diffuse** effect:



Before applying the **Diffuse** effect



After applying the **Diffuse** effect

Emboss



The **Emboss** effect is used to give an image a 3D look - as if it was raised or stamped. The **Emboss** effect turns the entire image gray, except to trace colors that occur if you use high settings.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. They include an embossing **angle** (from -360° - to lower (stamp) the surface, to $+360^\circ$ - to raise the surface), **distance** (height), and a percentage (1% to 500%) for the **amount** of color within the selection. The **Angle** setting vary from $0-360^\circ$ (though it may also give negative readings). This parameter controls the direction of light. **Distance**, varying from 1 to 10, sets the elevation of the effect. **Amount** varies from 1-500 and controls how much detail the filter sees to emboss. At low setting, almost nothing is raised up.

Angle:

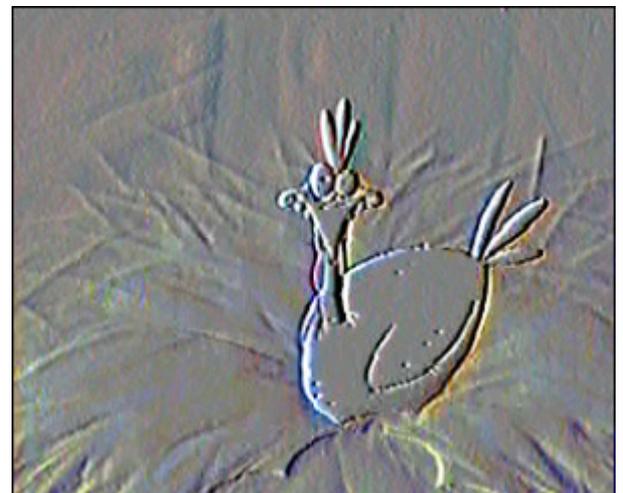
Distance:

Amount:

On the figures below you can see the video picture before and after applying the **Emboss** effect:



Before applying the **Emboss** effect



After applying the **Emboss** effect

Filter Minimal and Maximal

Filter Minimal



The **Minimal Filter** effect emphasizes the dark pixels in an image.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Filter Minimal** effect available for setting is its **size**.

Size:

On the figures below you can see the video picture before and after applying the **Filter Minimal** effect:



Before applying the **Filter Minimal** effect



After applying the **Filter Minimal** effect

Filter Maximal



The **Maximal** filter emphasizes the light pixels in an image.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Filter Maximal** effect available for setting is its **size**.

Size:

On the figures below you can see the video picture before and after applying the **Filter Maximal** effect:



Before applying the **Filter Maximal** effect



After applying the **Filter Maximal** effect

Deinterlace



AVS Video Converter allows you to remove interlacing artifact using deinterlacing filter. For interlaced video a frame contains either top (odd) fields or bottom (even) fields, for non-interlaced video frame contains both even and odd field. One of these fields commence one field period later than the other on a progressive display (monitor). Mostly this effect appears in video that was captured from TV tuners or DV cameras. Applying **Deinterlacing** effect removes the interlacing artifacts.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Deinterlace** effect available for setting are **even** and **interpolate**. Check **Even** and/or **Interpolate** check-boxes, if needed. Doing it you can remove interlacing artifact by removing one field of a video (the **Even** lines) and blend (**Interpolate**) the remaining lines.

Even

Interpolate

On the figures below you can see the video picture before and after applying the **Deinterlace** effect:



Before applying the **Deinterlace** effect



After applying the **Deinterlace** effect

Median



The **Median** effect replaces each pixel with a pixel that has the median color value of neighboring pixels with the specified radius. At low radius values, this effect is useful for reducing some types of noise. At higher radius values, this effect gives an image a painterly appearance.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Median** effect available for setting is its **level**.

Level: 5

On the figures below you can see the video picture before and after applying the **Median** effect:



Before applying the **Median** effect



After applying the **Median** effect

Invert



The **Invert** effect inverts the colors in an image. When you invert an image, the brightness value of each pixel in the channels is converted to the inverse value on the 256-step color-values scale. For example, a pixel in a positive image with a value of 255 is changed to 0, and a pixel with a value of 5 to 250.

On the figures below you can see the video picture before and after applying the **Invert** effect:



Before applying the **Invert** effect



After applying the **Invert** effect

Colorize



The **Colorize** effect lets you colorize the entire file in an RGB-specified file. The video is colorized in the tones of the selected color while the overall balance of the file is maintained.

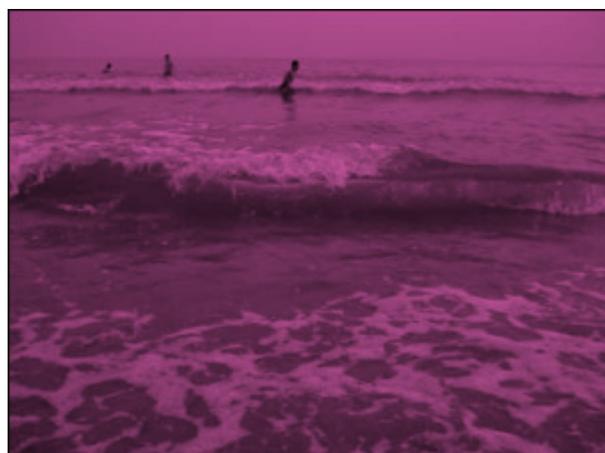
In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The following properties of the **Colorize** effect are available for setting: red, green and blue colors.

Red:	<input type="range"/>	246
Green:	<input type="range"/>	106
Blue:	<input type="range"/>	198

On the figures below you can see the video picture before and after applying the **Colorize** effect:



Before applying the **Colorize** effect



After applying the **Colorize** effect

Grayscale



The **Grayscale** effect converts color images to gray scale palette: black (0) and white (255).

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property available for setting is the **Desaturate** option. You can check the **Desaturate** box to desaturate the video to the shades of gray (remove colors). The desaturated video may be slightly darker and can lose some detail.

Desaturate

On the figures below you can see the video picture before and after applying the **Grayscale** effect:



Before applying the **Grayscale** effect



After applying the **Grayscale** effect

Posterize



The **Posterize** effect lets you specify the tonal level (or brightness values) and then maps pixels to the closest matching level.

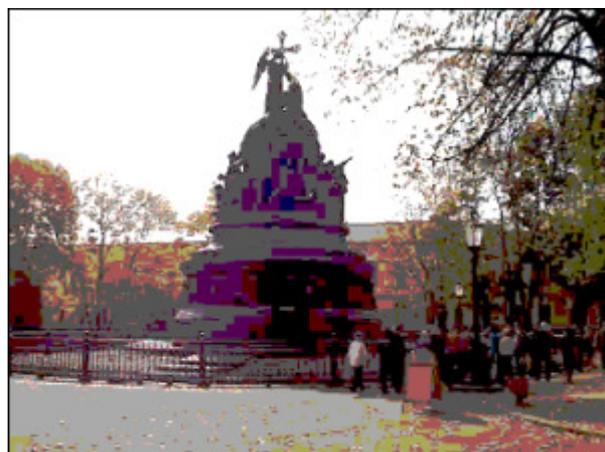
In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property available for setting is **Posterize Level**.

Levels: 4

On the figures below you can see the video picture before and after applying the **Posterize** effect:



Before applying the **Posterize** effect



After applying the **Posterize** effect

Threshold



The **Threshold** effect determines how much contrast there is between neighboring pixels for the sharpening to affect them. The higher setting exclude more and more pixels.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The following properties of the **Threshold** effect are available for setting: **Level** and **Grayscale**. The **Grayscale** box is checked by default, you can uncheck it, if you want to add colors to your video.



On the figures below you can see the video picture before and after applying the **Threshold** effect:



Before applying the **Threshold** effect



After applying the **Threshold** effect

Transform

The **Transform** effects allow you to introduce various transformations, such as rotation, shift and other to your media file. It also lets you reproduce the entire image or a part of it.

Effect	Description
Flip	Opens Flip effect to flip an entire image horizontally or vertically
Perspective	Opens Perspective effect to transform the perspective in an image horizontally or vertically
Skew	Opens Skew effect to skew the entire image horizontally or vertically
Shift	Opens Shift effect to move your image along X and Y axes
Rotate	Opens Rotate effect to rotate the entire image
Resample	Opens Resample effect to reproduce the entire image
Zoom	Opens Zoom effect to magnify or reduce the image
Mirror	Opens Mirror effect to duplicate a part of the image
Twirl	Opens Twirl effect to twirl the image.
Ripple	Opens Ripple effect to add spaced ripples to the image's surface
Wave	Opens Wave effect to create an undulating pattern on your image
Sphere	Opens Sphere effect to make a certain sphere-shaped area blurred
Cylinder	Opens Cylinder effect to make a certain cylinder-shaped area blurred

Flip



The **Flip** transformation lets you flip an entire image horizontally or vertically.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Flip** effect available for setting is the **Vertical** option. The horizontal direction is set by default, if you'd like to flip the image vertically, you should tick the **Vertical** option.

Vertical

On the figures below you can see the video picture before and after applying the **Flip** effect:



Before applying the **Flip** effect



After applying the **Flip** effect

Perspective



The **Perspective** effect allows you to transform the perspective in an image. It has two variations: horizontal and vertical transformations.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Perspective** effect available for setting are **angle** and the **Vertical** option. The vertical type is set by default, to apply the horizontal one, you should untick the **Vertical** box.

Angle: 60

Vertical

On the figures below you can see the video picture before and after applying the **Perspective** effect:



Before applying the **Perspective** effect



After applying the **Perspective** effect

Skew



The **Skew** transformation lets you skew an entire image horizontally or vertically.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Skew** effect available for setting are **angle** and the **Vertical** option. The vertical direction is set by default, if you'd like to skew the image horizontally, you should untick the **Vertical** option.

Angle: Vertical

On the figures below you can see the video picture before and after applying the **Skew** effect:



Before applying the **Skew** effect



After applying the **Skew** effect

Shift



The **Shift** transformation allows you to move your image along the X and Y axes.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Shift** effect available for setting are **OffsetX** and **OffsetY** (axial coordinates).

OffsetX:

On the figures below you can see the video picture before and after applying the **Shift** effect:



Before applying the **Shift** effect



After applying the **Shift** effect

Rotate



The **Rotate** transformation allows you to rotate the entire image.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Rotate** effect available for setting is the **angle** of rotation.

Angle:

On the figures below you can see the video picture before and after applying the **Rotate** effect:



Before applying the **Rotate** effect



After applying the **Rotate** effect

Resample



The **Resample** transformation allows you to reproduce the entire image.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Resample** effect available for setting is **count** (the number of reproductions).

Count:

On the figures below you can see the video picture before and after applying the **Resample** effect:



Before applying the **Resample** effect



After applying the **Resample** effect

Zoom



The **Zoom** feature lets you magnify or reduce your view of the image.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Zoom** effect available for setting is magnitude of **zoom**.

Zoom: 30

Center X: 0

Center Y: 0

On the figures below you can see the video picture before and after applying the **Zoom** effect:



Before applying the **Zoom** effect



After applying the **Zoom** effect

Mirror



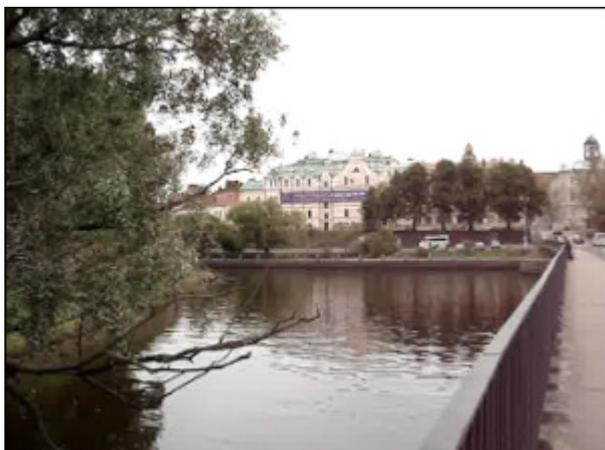
The **Mirror** effect lets you duplicate a part of the image.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Mirror** effect available for setting are its **level** and **type** (bottom, top, left, right).

Type:

Level: 50

On the figures below you can see the video picture before and after applying the **Mirror** effect:



Before applying the **Mirror** effect



After applying the **Mirror** effect

Twirl



The **Twirl** effect tweaks the angle of the texture coordinate.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Twirl** effect available for setting are its **degree** and **angle**.

Degree:

Angle:

On the figures below you can see the video picture before and after applying the **Twirl** effect:



Before applying the **Twirl** effect



After applying the **Twirl** effect

Wave



The **Wave** effect creates an undulating pattern on your image or a selection of the image. You can choose the appropriate wave size and amplitude, change the speed of their movement, make them vertical or horizontal.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Wave** effect available for setting are **Peaks** (number of wave peaks), **Amplitude** (wave amplitude), **Speed** (wave motion speed), **Offset** (objects offset along the waves) values and **Vertical** option. The vertical direction is set by default, if you'd like to make horizontal waves, you should untick this option.

Peaks:

Amplitude:

Speed:

Offset:

Vertical

On the figures below you can see the video picture before and after applying the **Wave** effect:



Before applying the **Wave** effect



After applying the **Wave** effect

Ripple



The **Ripple** effect adds spaced ripples to the image's surface (like ripples on the surface of a pond). You can change the number of added ripples and the speed of their movement.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Ripple** effect available for setting are **Omega** (number of ripple rings), **Speed** (the positive speed values let the ripples travel outward from the center point, the negative values make the ripples move toward the center point) and **Offset** (objects offset along the ripple rings) values.

Omega:

Speed:

Offset:

On the figures below you can see the video picture before and after applying the **Ripple** effect:



Before applying the **Ripple** effect



After applying the **Ripple** effect

Sphere



The **Sphere** effect lets you make a certain sphere-shaped area blurred.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The only property of the **Sphere** effect available for setting is its **degree**.

Degree:

It's also possible to change the **location** and **size** of the sphere area like while applying the ellipse effect.

On the figures below you can see the video picture before and after applying the **Sphere** effect:



Before applying the **Sphere** effect



After applying the **Sphere** effect

Cylinder



The **Cylinder** effect lets you make a certain cylinder-shaped area blurred.

In the **Properties Area** of the **Video Effect** window you can **change the effect properties**. The properties of the **Cylinder** effect available for setting are **center**, **radius**, **degree** and **vertical** option. The vertical direction is set by default, if you'd like to blur the image horizontally, you should untick the **Vertical** option.

Center:
 Radius:
 Degree:
 Vertical

On the figures below you can see the video picture before and after applying the **Cylinder** effect:



Before applying the **Cylinder** effect

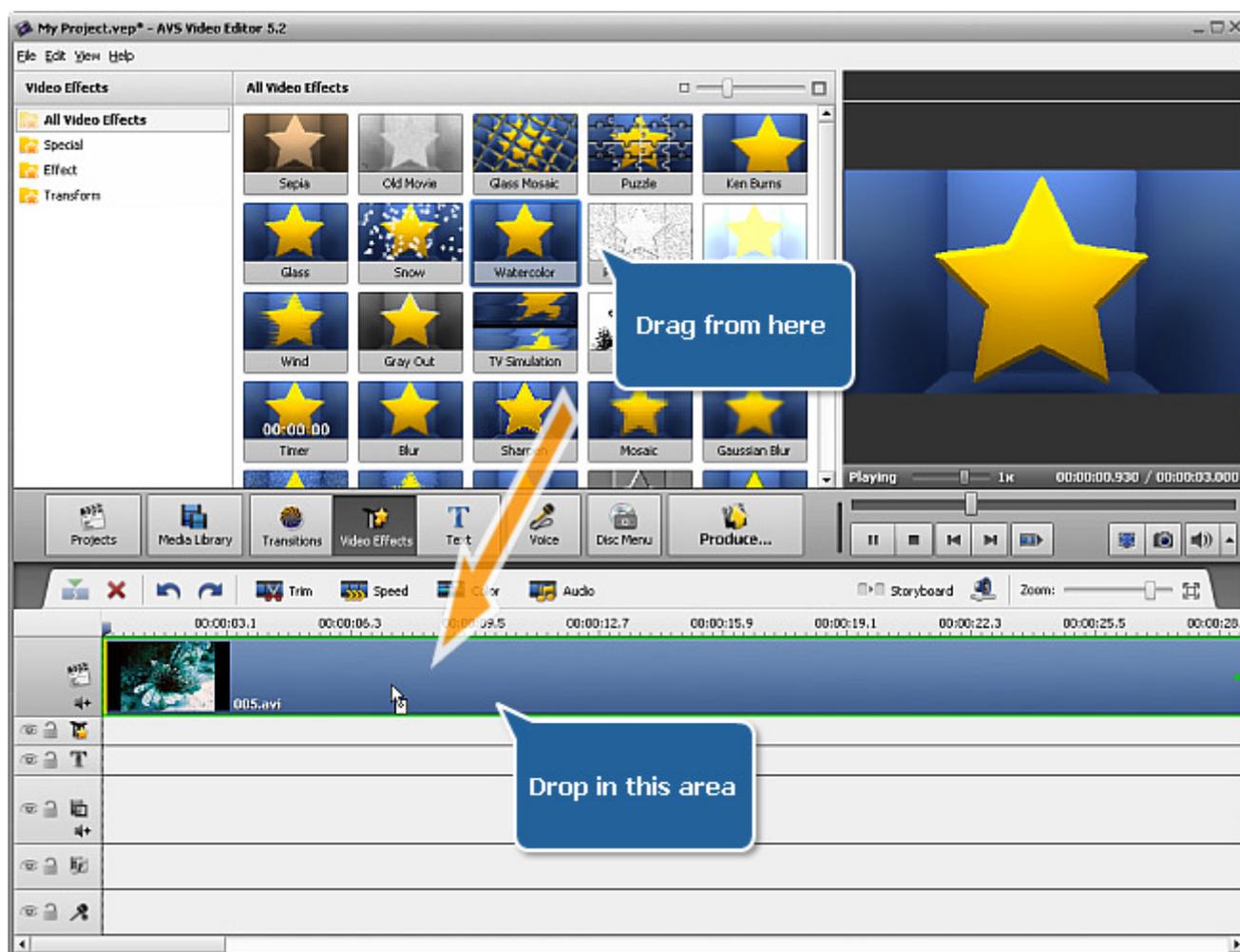


After applying the **Cylinder** effect

Adding Multiple Effects

AVS Video Editor gives you a possibility to apply multiple video effects on a video clip **placed** on the **Timeline/Storyboard Area** and edit them in one window. Click the **Video Effects** button of the **central buttons** group and select the necessary effect in the **Files and Effects Area**. To view all the available effects click **here**. After you found an effect you want to apply, drag and drop it to the video.

Note: make sure that the **Allow to add Effects directly on the video** option is enabled. To check it, open the **Edit** tab of the **Settings** window.



The same way, you can add several video effects to your video. The modified video will be marked by this sign  on the **Timeline/Storyboard Area**.



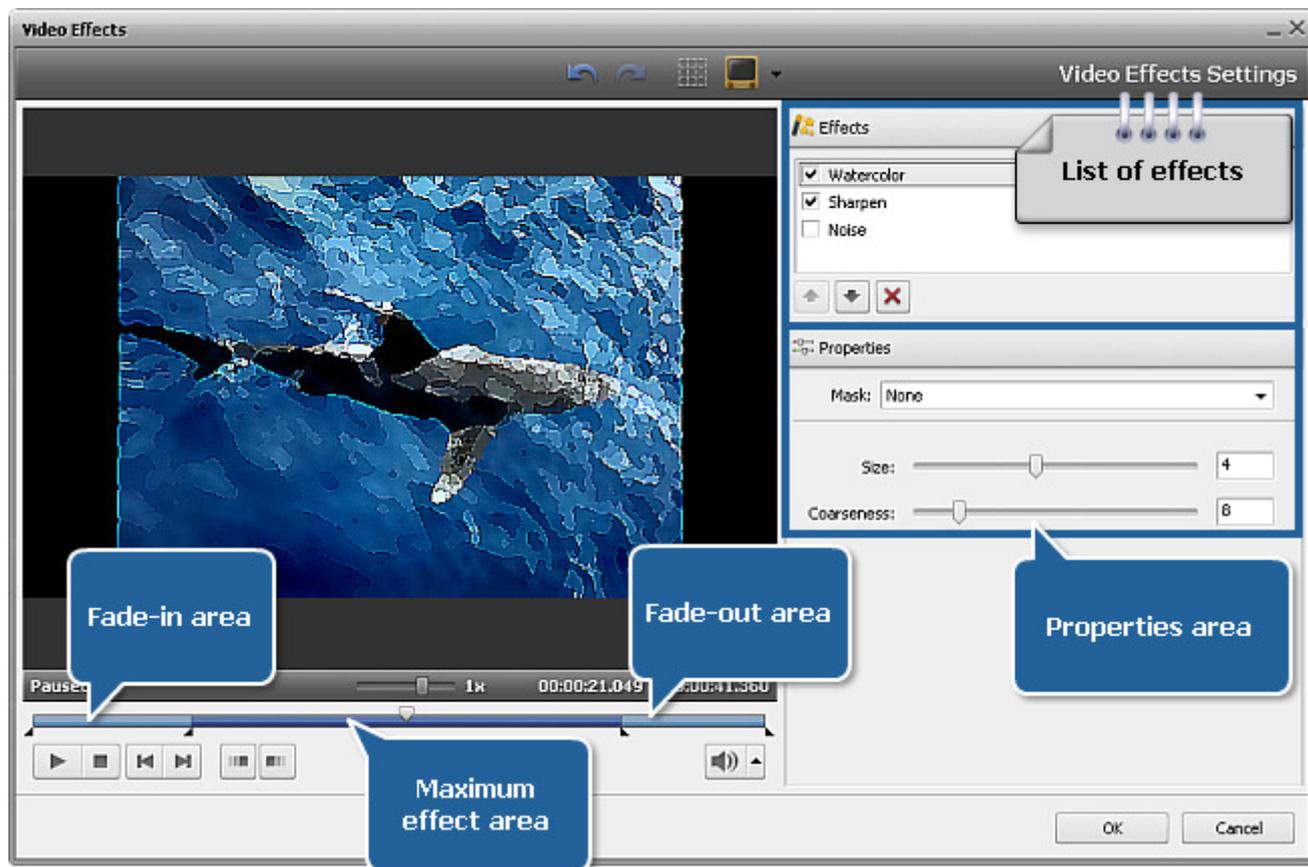
The **Video Effect** sign on the **Timeline**



The **Video Effect** sign on the **Storyboard**

To change the properties of the applied effect, press the **Video Effects** button on the **Timeline/Storyboard Toolbar** or click the video file on the **Timeline/Storyboard Area** with the right mouse button and select the **Video Effects** option of the express menu. The **Video Effects** window will be opened (see the figure below).

In the right part of the window you can see the **List of effects** and the **Properties area**, in the left part you can set the **Fade-in** and **Fade-out** areas and preview the result.



First of all select the effect from the list whose properties you want to modify by clicking it with the left mouse button.



Note: the appropriate **Effect** box should be checked, if unchecked the effect and its properties will be disabled.

In the **Properties area** of the **Video Effects** window select the **Mask** from the drop-down list. The following options are available: none, rectangle, ellipse and polygon. If you select **None**, the effect will be applied to the entire picture area.

Then set other effect properties. They vary from effect to effect. The detailed effects properties description can be found in the **Special, Effect** and **Transform** chapters.

With help of the **Video Effects** window you are able to create your own visual effect combining various types of video effects, for example, the combined **Watercolor** effect and **Sharpen** filter make your image look like an impressionism painting.

Click the **OK** button to save the changes or **Cancel** to discard all the changes and close the **Video Effects** window.

Text and Graphics

The **Text and Graphics** effect is used to add different captions (static and animated), shapes and images to your movie:



First you will need to select a **Text** preset and **add it to the Timeline**. After that you will be able to **change text properties, add and edit graphics**.

Then you can preview the video using the **Preview Area** to make sure that the objects look the way you want them to.

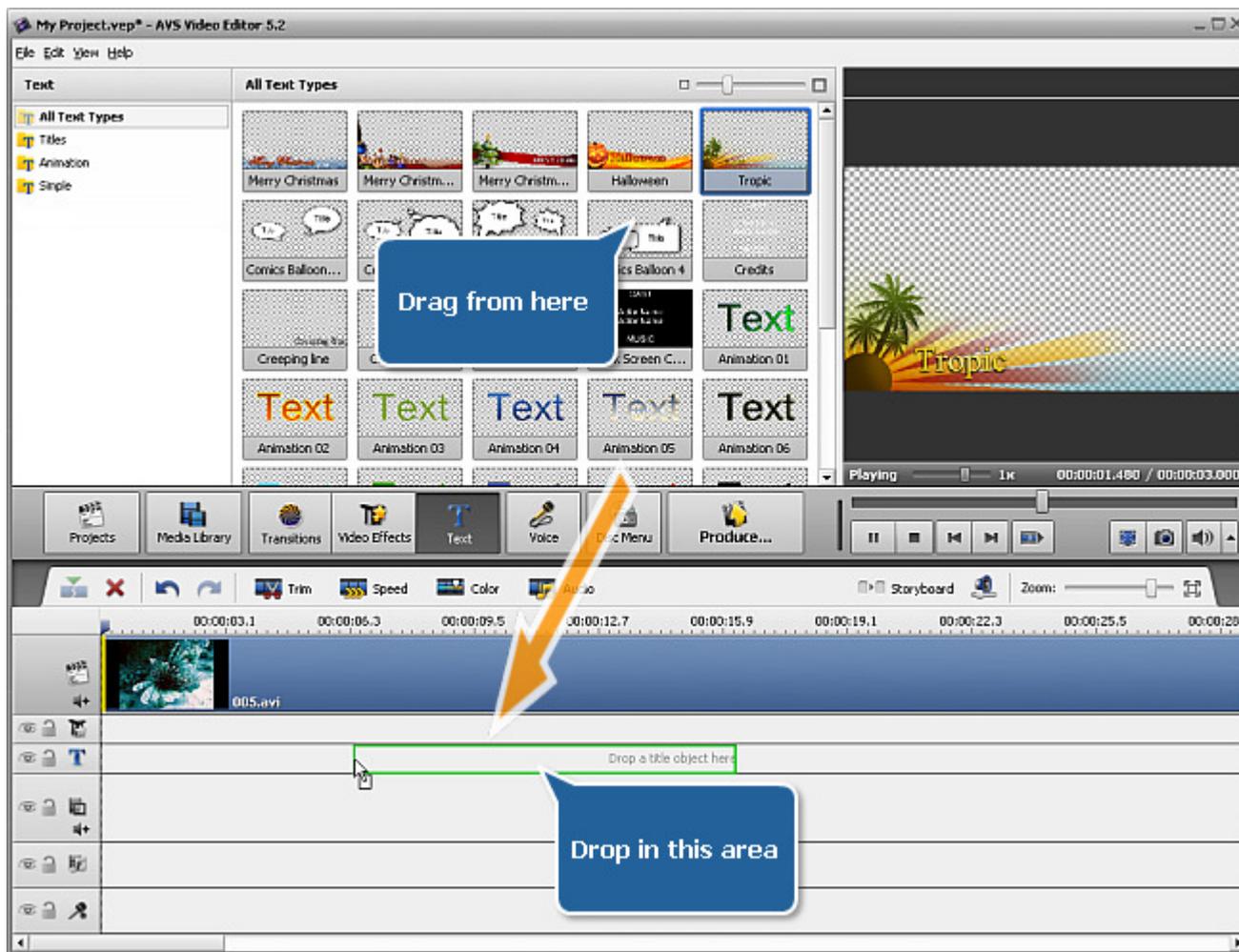


Note: you can apply not one but several text effects. If you want to disable any effect, check the respective window off clicking the  icon (it will turn into an  icon then). To enable the effect click this icon once again.

Adding Text

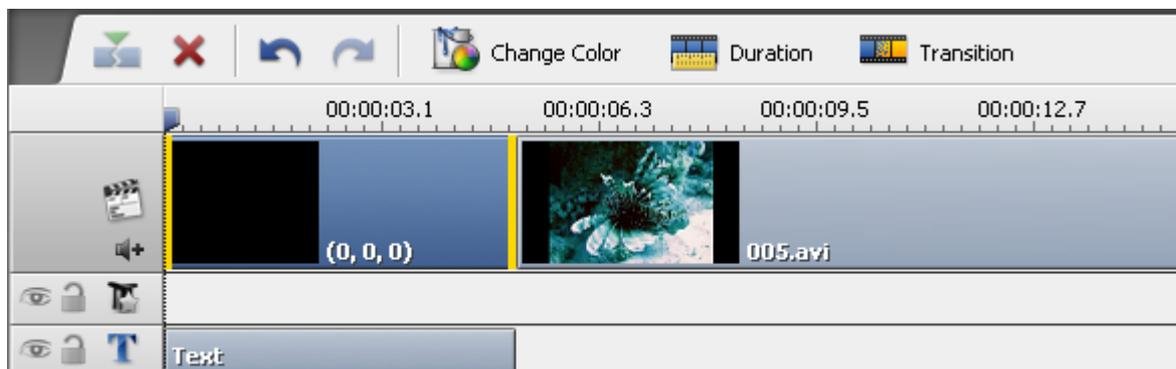


Now you can add a text effect to the **Timeline/Storyboard Area**. First select the **Text** button of the **central buttons** group. Then drag-and-drop the text with the mouse from the **Files and Effects Area** to the **Timeline/Storyboard Area**:



Alternatively you can click the necessary text effect with the right mouse button and select **Add or Replace Text** option of the express menu. The selected text effect will be placed to the **Timeline**.

If you need to insert credits at the beginning or at the end of your film, you can drop the text effect directly to the main video. In this case a black background color will be automatically added to the video file and it will fit the effect duration. You can edit the background color clicking the **Change Color** button on the **Timeline Toolbar**.



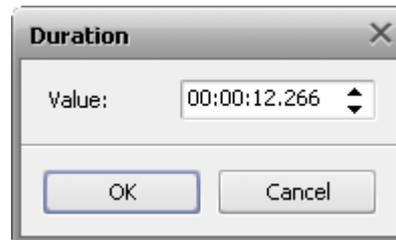
The added text duration can be changed either using the **Timeline** or clicking the **Duration** button on the **Timeline Toolbar**.

Changing Text Duration

To change the duration on the **Timeline** locate the text effect there (it will be in the **Text** group) and click the left or right boundary with the left mouse button. Then, **without releasing the mouse button**, drag it to the necessary direction - left or right - to alter the **Text** duration in the movie:



Alternatively you can click the **Text** effect on the **Timeline** and use the **Duration** button of the **Timeline Toolbar**. The following window will appear:



Enter the duration value using the keyboard (it is hours:minutes:seconds.hundredths of seconds) or use the up and down arrows to change the duration with the mouse.

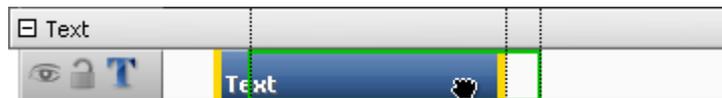
Changing Text Position

To change the position of the text effect in the movie, place the mouse cursor over it (it will turn into a hand):



The mouse cursor over the **Text** effect

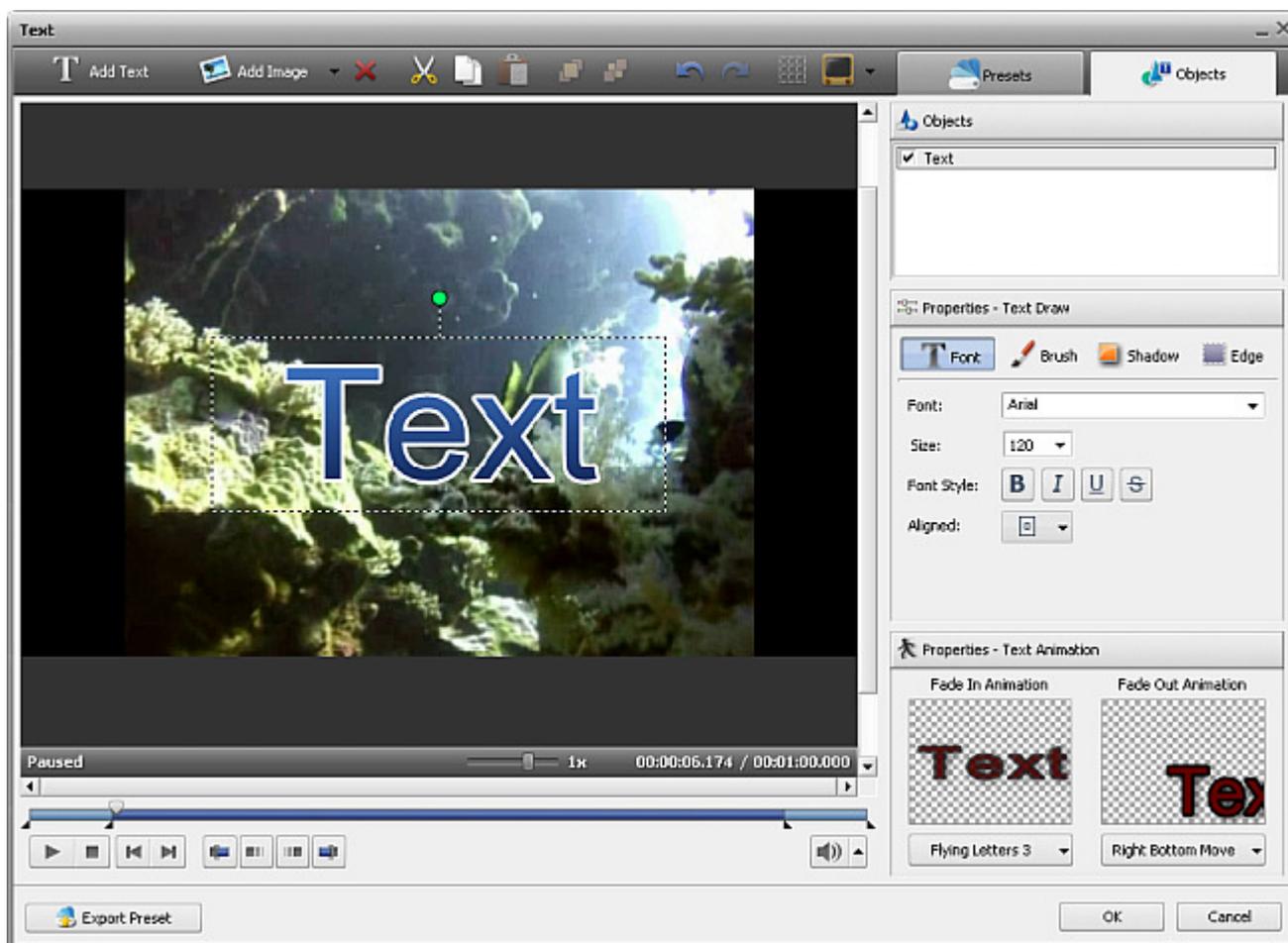
click the left mouse button and, **without releasing the mouse button**, drag left or right to a new position:



The **Text** effect dragged to a new position in video

Editing Window

Once a text effect is **added to the Timeline** you can change the text itself and its properties. Click the text effect at the **Timeline** and press the **Edit Text** button of the **Timeline Toolbar**. Or alternatively right-click the text effect at the **Timeline** and select the **Edit Text** option of the right-click express menu. The following window will be opened:



Here you can **change text properties**, add and edit some **graphics**. You will be also able to select a **Text preset** switching to the **Presets** tab.

Text Toolbar

You can use the **Toolbar** over the preview area to edit the text and graphics. It has the following buttons:



	Add Text	Use this button to add a new text box with the text to your video. The added text can be edited independently from the other texts in the video.
	Add Image	Use this button to add an image or a geometrical shape to your video. The added object can be edited independently from the other texts and objects in the video.
	Remove Object	Use this button to remove the currently selected object or text from the video.
	Cut	Use this button to cut out the currently selected object (text or shape) to the program clipboard and paste it to another place.
	Copy	Use this button to copy the currently selected object (text or shape) to the program clipboard and paste it to another place.
	Paste	Use this button to paste the previously copied or cut object (text or shape).

	Bring to Foreground	Use this button to bring the currently selected object (text or shape) to the foreground as related to the other objects. This option is only available if more than one object is present in the text effect and the currently selected object is not in the most foreground position.
	Move to Background	Use this button to move the currently selected object (text or shape) to the background as related to the other objects. This option is only available if more than one object is present in the edit window and the currently selected object is not in the most background position.
	Undo	Use this button to undo the latest performed action.
	Redo	Use this button to redo the latest undone action.
	Show Grid	Use this button to show or hide the vertical/horizontal grid lines. This might be helpful if you want to align the text in the video.
	TV Safe Zone	Use this button to show or hide the borders of the 4:3 CRT display, 4:3 LCD display and 16:9 LCD widescreen display so that you could see if the video and all its elements will be displayed correctly on a screen of your display/TV set during the playback.

Preview Area

The **Preview Area** of the editing window allows you to see the added text and objects and control their color, size and position on the screen. The following buttons help you navigate through your video, set the beginning and the end of the effect and fade in/out areas:

	Playback	Is used to start video file playback. Once you click it, it will turn into the Pause button to let you pause the playback when needed.
	Stop	Is used to stop video file playback. Every time you use it to stop the playback, the cursor goes back to the beginning of the file.
	Previous Frame	Is used to step one frame back in the video.
	Next Frame	Is used to step one frame forward in the video.
	Mark In	Is used to mark the initial position of the applied effect in the video.
	Fade In	Is used to set the end of the fade-in area for the applied effect.
	Fade Out	Is used to set the beginning of the fade-out area for the applied effect.
	Mark Out	Is used to mark the final position of the applied effect in the video.

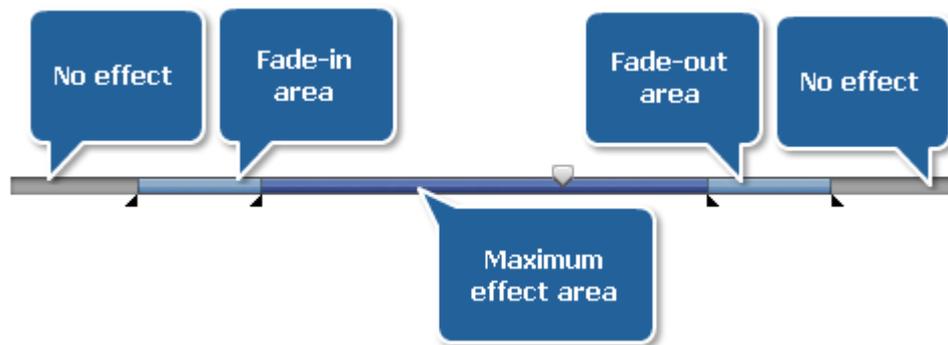
Preview Slider

Using the **Preview Slider** situated under the preview area you can **mark** the beginning and the end of the applied effect and set the **Fade-in** and **Fade-out** areas.

Place the cursor  of the slider area where you want the applied effect to begin and hit the **Mark In** button. The **beginning** of the effect area will be marked. Then drag the cursor to the end of the slider and mark the point where the effect ends clicking the **Mark Out** button.

If you need to make your effect appear and disappear gradually, use the **Fade-in** and **Fade-out** buttons in the same way that you marked the beginning and the end of the applied effect.

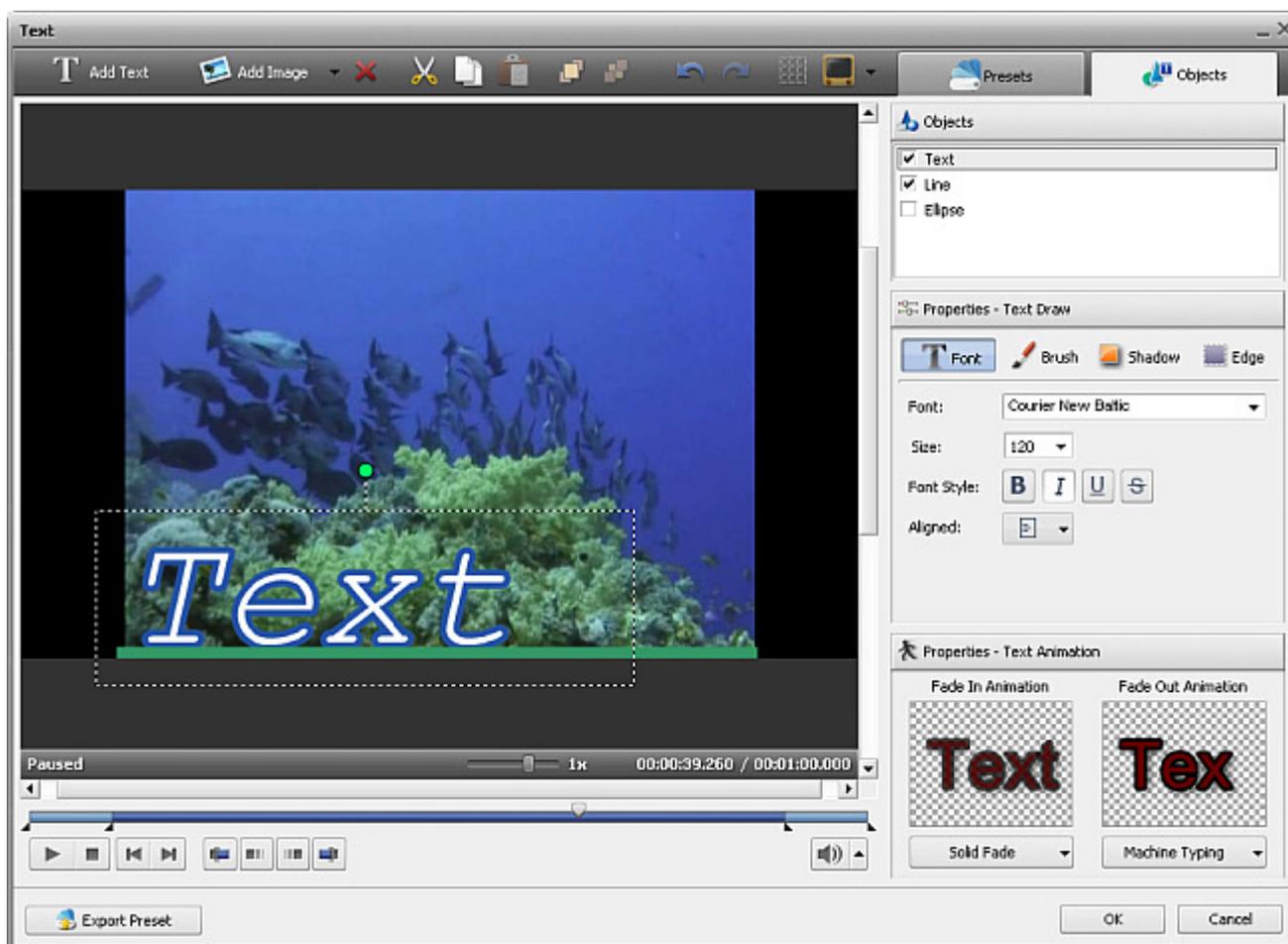
It's also possible to direct the mouse cursor at the edge of the slider area and drag the boundaries inwards or outwards. When the cursor turns into a double-sided arrow  you can specify the initial and final positions of the effect, but if the cursor looks like a simple arrow , you're able to change the duration of the **Fade-in** and **Fade-out** areas.



i Note: it's possible to set all these areas for each text effect, geometrical shape or image you add to your video, just open the **Objects** tab and select the necessary element.

Editing Text

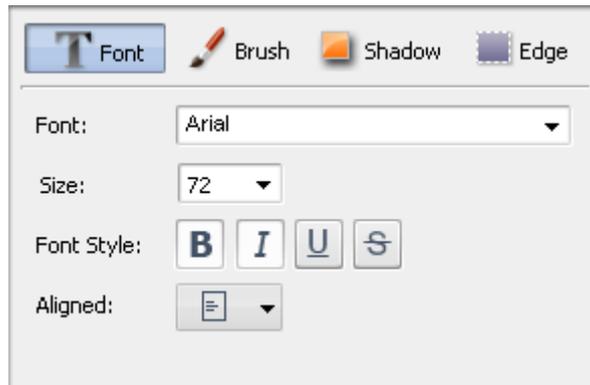
Once a text effect is added to your video using the **Add Text** button or selected from the **Presets list** you can change the text itself and its properties.



Select the text preset you want to modify from the **Objects** list. You can uncheck the box with an object name to disable it while you edit other text or geometrical shape.

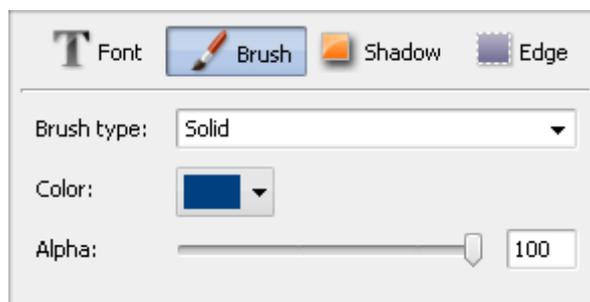
After that you'll see the **text box** on the preview area of the window. Double click it to type your own text, just take into consideration that each time you press the **Enter** key the cursor will start a new line.

Properties - Text Draw



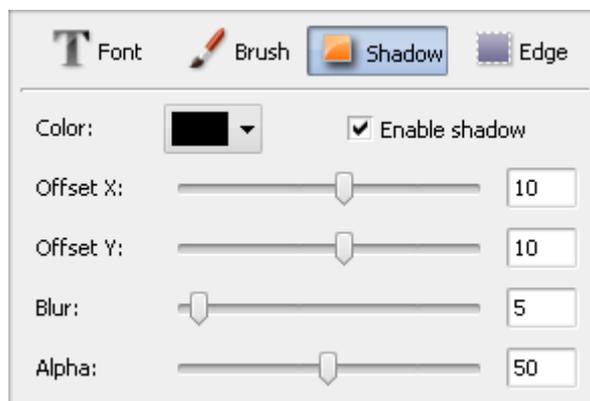
Font

- **Font** - the text font-face used in the text effect. You can select a font-face from the drop-down list.
- **Size** - the text font-size used in the text effect. You can either select a value from the drop-down list or enter it manually using the keyboard.
- **Font Style** - the text font style used in the text effect. You can select **B** for bold text, **I** for italicized text, **U** for underlined text and **S** for strikethrough text.
- **Aligned** - the text position in the rectangle box that surrounds the text effect.



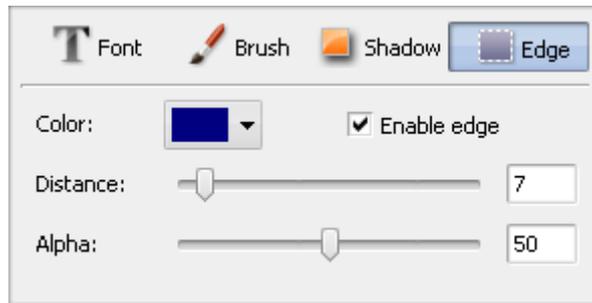
Brush

- **Brush type** - the style of the main filling used in the text. Can be **Solid** (no color change throughout the filling), **Gradient** (smooth color change from one selected color to the other), **Hatch** (a pattern composed of two selected colors) and **Texture** (an image used as a filling for your text).
- **Color** - the color or the colors (for **Gradient** and **Hatch**) used for the main text filling.
- **Alpha** - the transparency of the colors (can differ from **0** - full transparency - to **100** - not transparent color).
- **Gradient** - (available for **Gradient** brush type only) is used to select the pattern of the **Gradient**.
- **Texture** - (available for **Texture** brush type only) is used to select the image to be used as filling and change it.
- **Fill** - (available for **Hatch** brush type only) is used to change the pattern of the **Hatch**.



Shadow

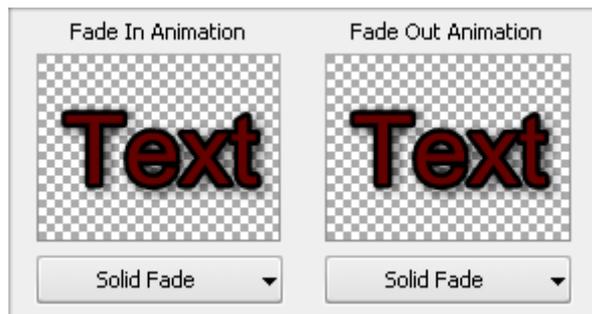
- **Enable shadow** - is used to switch the text shadow display on and off. If marked the below properties will be available.
- **Color** - the color of the shadow.
- **Offset X** - the horizontal offset of the shadow in relation to the text itself (positive values move the shadow to the right of the text, negative values move the shadow to the left of the text).
- **Offset Y** - the vertical offset of the shadow in relation to the text itself (positive values move the shadow above the text, negative values move the shadow below the text).
- **Blur** - the text shadow smearing (**0** being the **Blur** absence, **100** marking the maximum **Blur** value).
- **Alpha** - the transparency of the shadow colors (can differ from **0** - full transparency - to **100** - not transparent color).



Edge

- **Enable edge** - is used to switch the text edge display on and off. If marked the below properties will be available
- **Color** - the color of the edge.
- **Distance** - the thickness of the text edge (**0** value will display no edge, **100** is the maximal value for the edge property).
- **Alpha** - the transparency of the edge colors (can differ from **0** - full transparency - to **100** - not transparent color).

Properties - Text Animation



The **Text Animation** option is used to set the text **Fade in** and **Fade out** effect - i.e. how the text effect appears and disappears in the movie.

You can choose the effect used when the text appears in your video clicking the drop-down menu beside the **Fade in Animation** caption and selecting the necessary effect from the list of available ones. The same is done for the **Fade out Animation**.

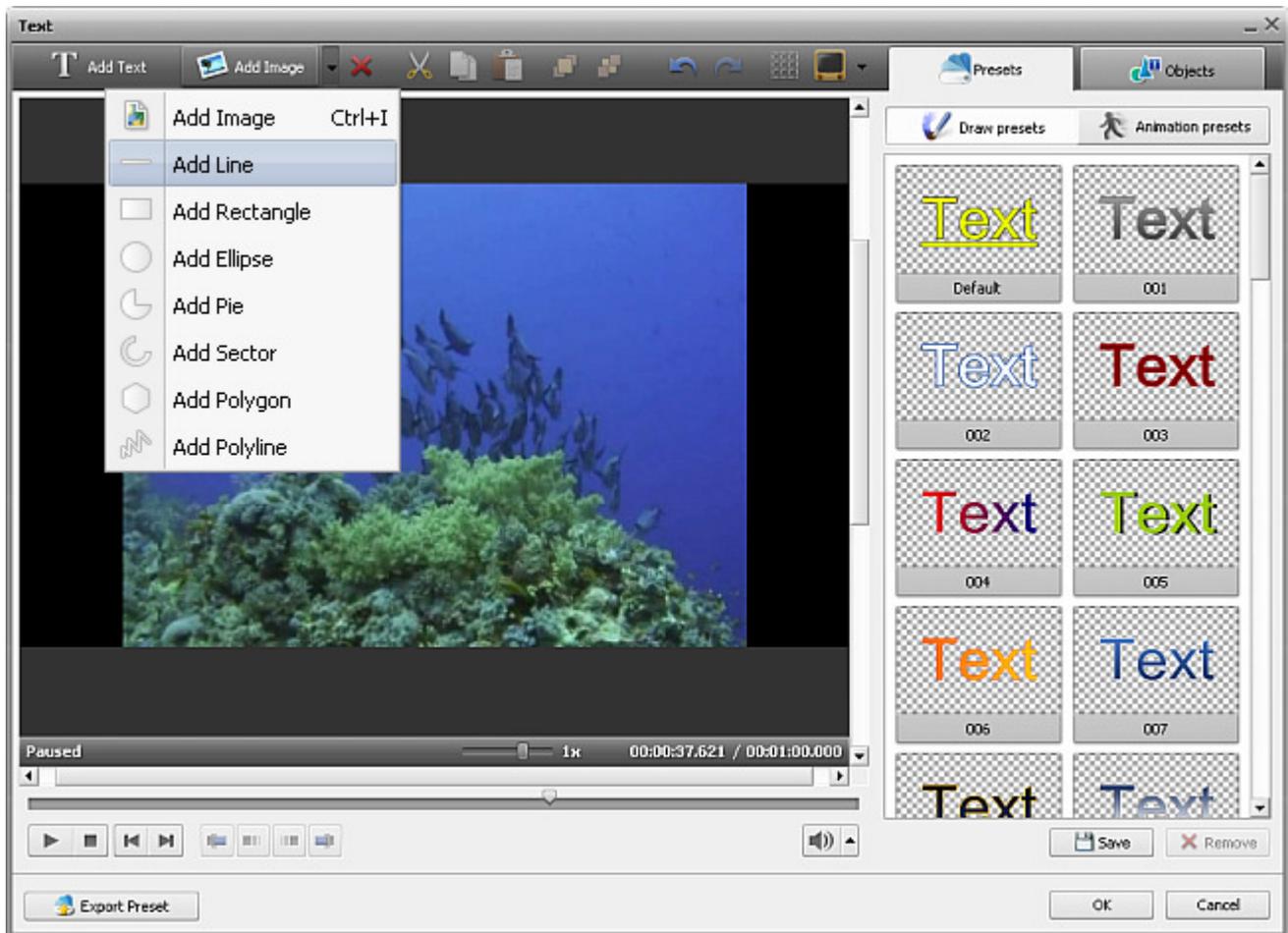
The duration of the **Fade in** and **Fade out** for the text effect is set on the **preview slider**.

It's also possible to select an **Animation preset** from the presets list. Each **Animation preset** contains an already selected **Fade-in** and **Fade-out** effect.

You can also change the **Text** box **size** and orientation. To change the **Text** orientation, click the green circle  (visible when the text is selected with the mouse) with the left mouse button, the mouse cursor will change into a round arrow -  - click the mouse button and, **without releasing it**, drag it to change the text orientation.

Adding and Editing Graphics

The **Text** window allows you to add not only various **text presets**, but geometrical shapes and images to your media file. To do it, open the **edit text** window and click the downward arrow near the **Add Image** button to select the desired shape from the drop-down list. The program offers a wide range of shapes: **Line**, **Rectangle**, **Ellipse**, **Pie**, **Sector**, **Polygon** and **Polyline**.



Select one of the geometrical shapes to highlight an object in the video. You'll be able to draw only borders of a shape or it will be covered with specified color while the rest of the picture remains untouched.



Click the **Objects** tab to change the geometrical shape properties. First you need to select the object you want to modify, if you have added several shapes to your movie.

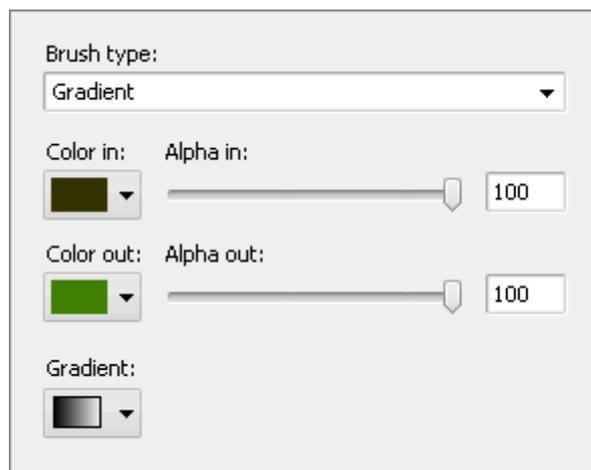
Uncheck the box with an object name to disable it while you edit other geometrical shapes.

If you want to include a **filled shape** to your video, stay in the **brush** mode  set by default and select the **color** and **alpha** value (transparence), as well as a **brush type** from the following available ones: **solid**, **gradient**, **hatch**, **texture**.

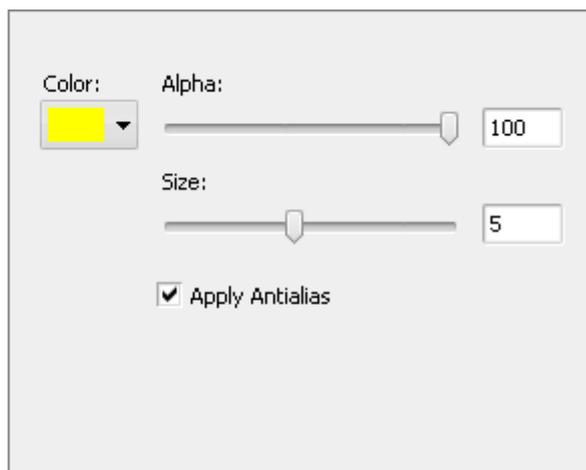
- Choose the **Solid** option, if you want your shape to be of a homogen color. Set the **color** and **alpha** value.
- Another available option is **Gradient**, that is a gradual blend of color, which can be considered as even graduation from low to high values. By selecting the **Gradient** option you should also set the **color in**, **color out**, **gradient type**, as well as **alpha in** and **alpha out** values (transparence).
- Choosing the **Hatch** option, you can add closely spaced parallel lines to your ellipse effect. The type of it you can select in the **Fill** drop-down list.
- If you decide to apply **Texture** brush type, you should load an image and set an **alpha** value.

If you'd like to include only an **outline of the shape**, click the  **Pen** button to choose the **color**, **alpha** value (transparence) and the pen thickness on the **size** slider. You can also check the **Apply Antialias** box to smooth the outline of the shape.

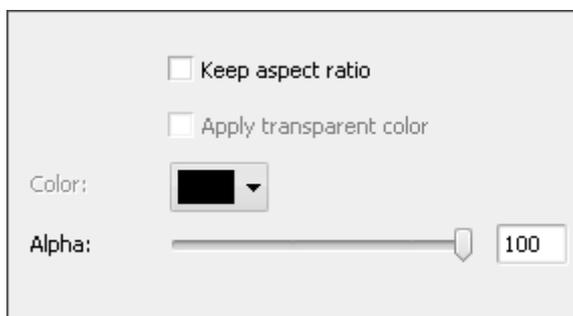
The properties area when the **Brush** button is pressed



The properties area when the **Pen** button is pressed



In case you plan to add an image to your video, click the  **Add Image** button or select the same option from the drop-down list. Then browse for the necessary image in your computer hard disk drive and load it to the program.

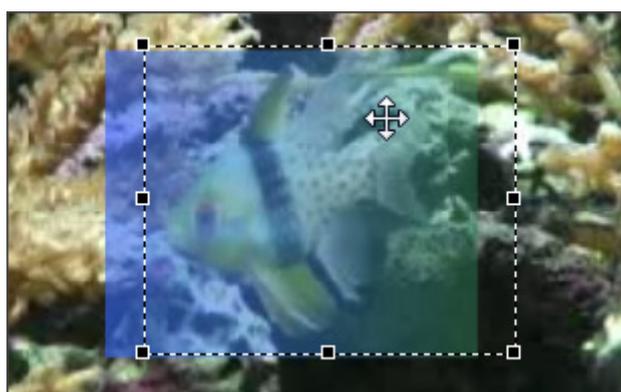


The following properties are available for setting: **keep aspect ratio**, **apply transparent color**, **color** (it's available when the latter checkbox is checked) and **alpha**.

Check the **Keep aspect ratio** box, if you'd like to preserve the aspect of the imported image.

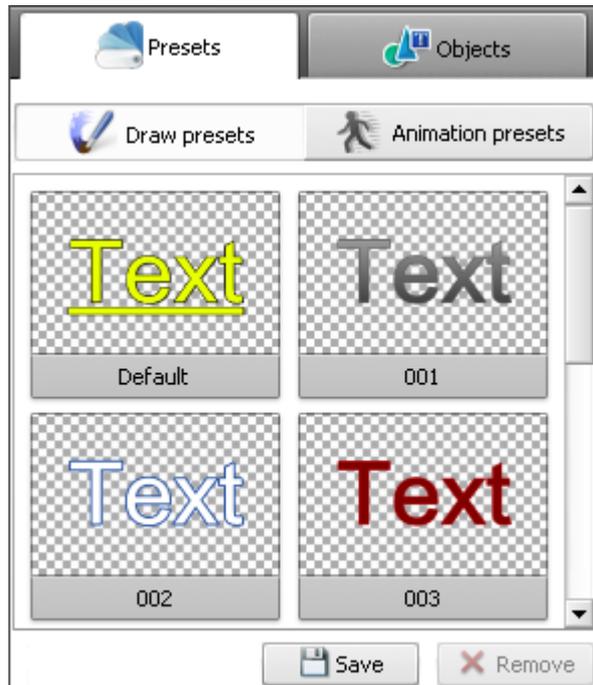
Ticking the **Apply transparent color** box you make one color of the imported image transparent, then you should select this color in the appropriate box. Change the transparency value moving the **Alpha** slider or typing numbers in the field.

It's possible to change the **location** and **size** of the added object within the preview area of the **edit text** window. To move the object to some other place on the video picture, you should direct the mouse cursor to the object area (the mouse cursor will turn to the  sign) and drag it to the place where you want the object to be situated. To change the size of the object, direct the mouse cursor to one of the **black squares**  (the mouse cursor will turn to the  sign) and, **without releasing the mouse button**, drag it within the preview area.



Working with Text Presets

Any changes you make to the **text** effect or **graphics** can be saved to a preset so that you can use them later if you plan to apply the same effect to a different video.



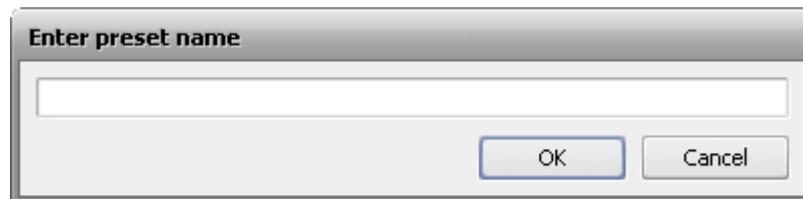
This is right both for the **Draw presets** tab where you can select the appropriate text preset and for the **Animation presets** tab where you can set the text effect **Fade in** and **Fade out**.

When you want to apply a **text** effect to your video, first, select one of the presets from the **Draw presets** tab clicking it with a right mouse button and selecting the **Apply** option (if there is no text effect on your video yet) or **Add** option (if you want to add one more text to your video) from the express menu. It's also possible to drag and drop the desired preset to the preview area of the **edit window**.

Then you can **modify** it to completely suit your needs. Edit the **Font**, **Brush**, **Shadow** and **Edge** properties of the text in the **Objects** tab, change its **size** and **orientation**.

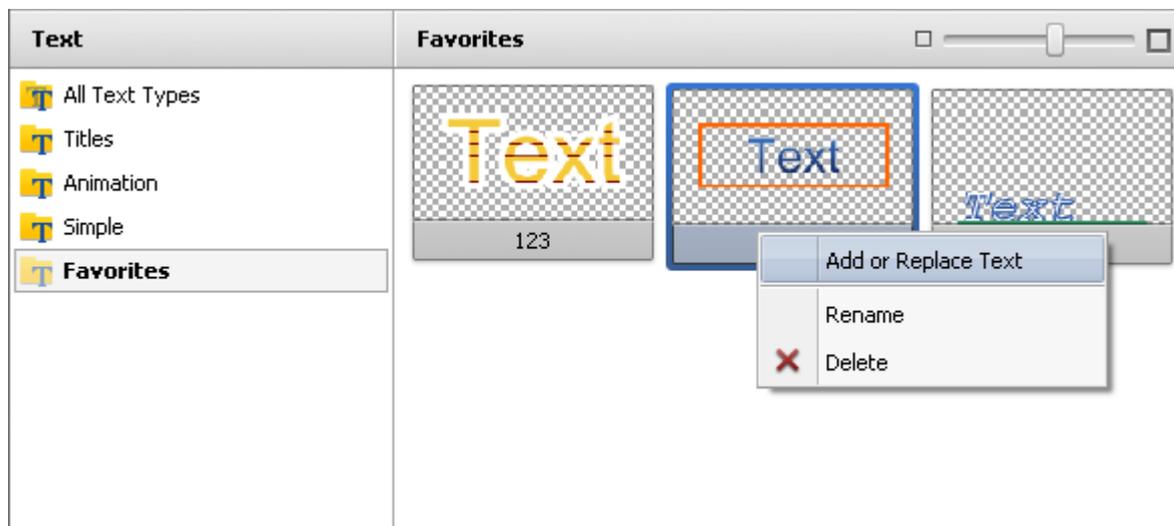
Open the **Animation presets** tab to choose the way the text will appear on the screen and disappear from it. Each animation preset contains a **Fade in** and **Fade out** effect, if you don't like one of the effects, select another one in the **Objects** tab.

To save the edited text settings as a preset, just click the **Save** button in the bottom of the presets area. The following window will be opened:



Enter a new unique preset name and click the **OK** button. The saved preset will be displayed in the list of the available presets now, and you will be able to use it later on. You can also delete unnecessary presets from the list using the **Remove** button of the preset area.

When you add some **graphics** to your movie, all the objects, images and their settings can also be saved as a preset. For this purpose, please, use the **Export Preset** button located in the left lower corner of the **edit text** window. Then type a name in the opened **Enter preset name** window and hit the **OK** button. After that you will find the saved preset in the **Favorites** category when you click the **Text** button of the **central buttons** group.



To be able to apply one of the saved presets, use the right-click menu and select the **Add or Replace Text** option.

Video Overlay

The **Video Overlay** effect is used to let you superpose video image over the video clip you would like to edit:



First you will need to select a video clip or an image to overlay and **add it to the Timeline**. After that you will be able to **edit video overlay and change its properties**.

Then you can preview the video using the **Preview Area** to make sure that the video overlay effect looks the way you want it to.

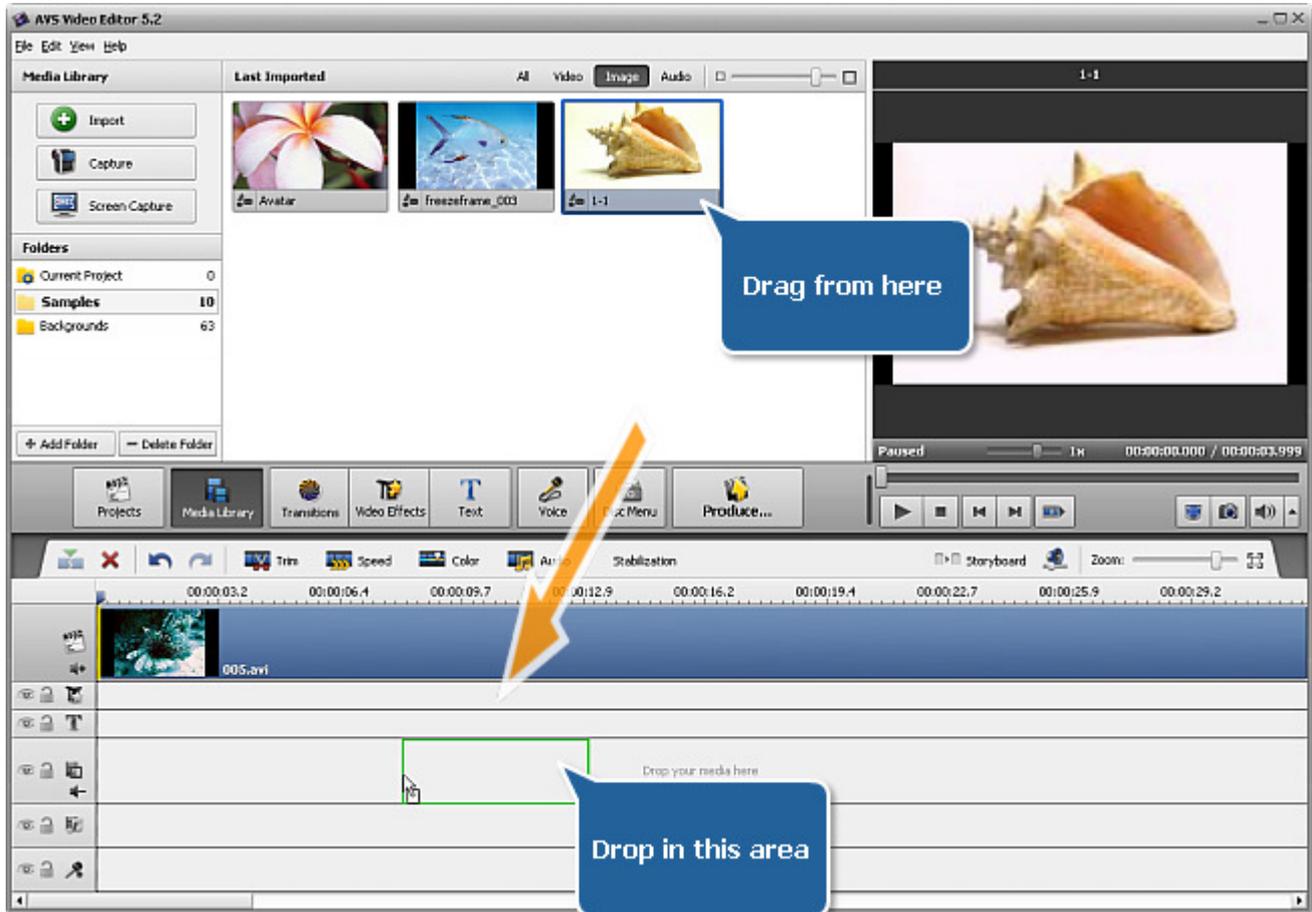


Note: you can apply not one but several video overlay effects. If you want to disable any effect, check the respective window off clicking the  icon (it will turn into an  icon then). To enable the effect click this icon once again.

Adding Video Overlay

Now you can add a video overlay effect to the **Timeline/Storyboard Area**:

- open the **Video** or **Image** category of the **Media Library**;
- select the necessary file;
- drag-and-drop it to the **Video Overlay** line of the **Timeline/Storyboard Area**.



Alternatively you can click the necessary image or video file with the right mouse button and select **Add to Video Overlay** option of the express menu. The selected file will be placed to the **Timeline**.

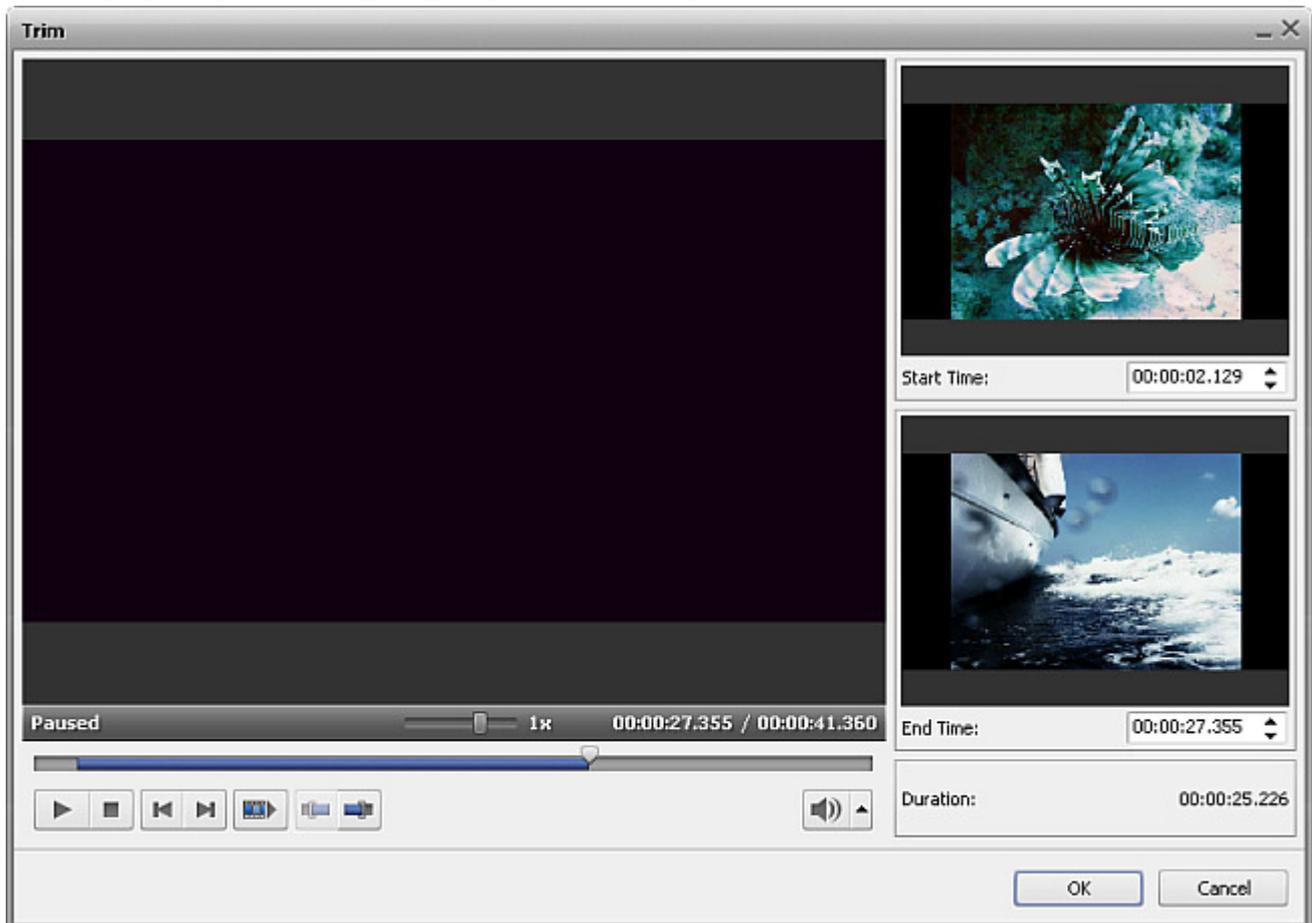
The added video overlay duration can be changed either using the **Timeline** or clicking the **Trim** button on the **Timeline Toolbar**.

Changing Overlay Duration

To change the duration on the **Timeline** locate the video overlay effect there (it will be in the **Video Overlay** group) and click the left or right boundary with the left mouse button. Then, **without releasing the mouse button**, drag it to the necessary direction - left or right - to alter the **Video Overlay** duration in the movie:



Alternatively you can click the **Video Overlay** effect on the **Timeline** and use the **Trim** button of the **Timeline Toolbar** (it is going to be the **Duration** button if you use an image as an overlay). The following window will appear:



See the **Trimming Video** section for more detail on how to use the **Trim** option. In case you use an image for the overlay simply enter the duration value using the keyboard (it is **hours:minutes:seconds.hundredths of seconds**) or use the up and down arrows to change the duration with the mouse.

Changing Overlay Position

To change the position of the video overlay effect in the movie, place the mouse cursor over it (it will turn into a hand):



The mouse cursor over the **Video Overlay** effect

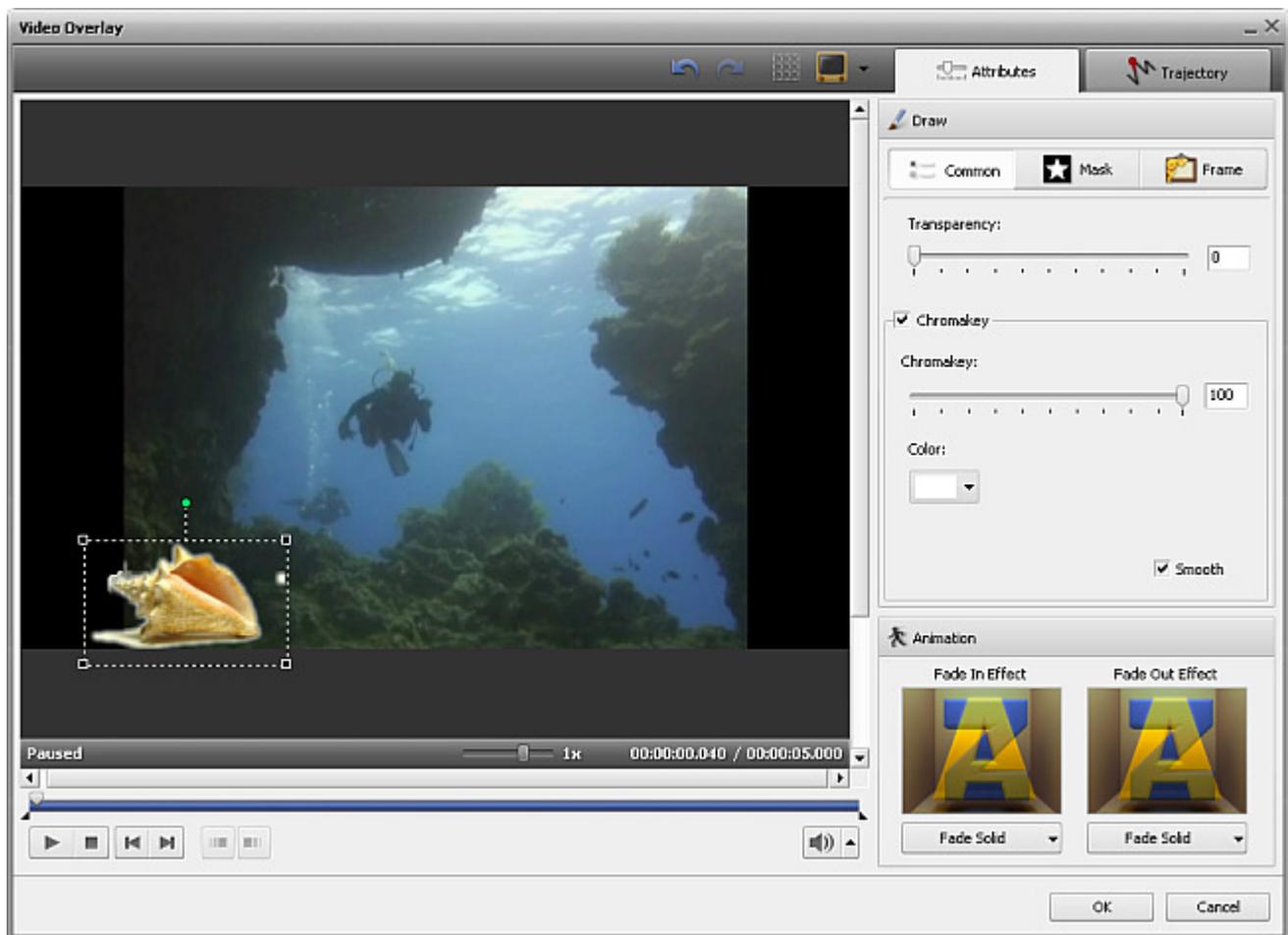
click the left mouse button and, **without releasing the mouse button**, drag left or right to a new position:



The **Video Overlay** effect dragged to a new position in video

Editing Video Overlay

Once a video overlay effect is **added to the Timeline** you can change the overlay properties. Click the video overlay at the **Timeline** and press the **Edit Overlay** button of the **Timeline Toolbar**. Or alternatively right-click the video overlay at the **Timeline** and select the **Edit Overlay** option of the right-click express menu. The following window will be opened:



You can change the following overlay properties:

Attributes tab

Draw section

The **Draw** section comprises three tabs: **Common**, **Mask** and **Frame** settings. Switch between tabs to modify the overlay properties.



- The **Common** tab allows you to make your image transparent and apply the **ChromaKey** effect.
 - **Transparency** - the transparency of the video or image used for the overlay (can differ from **0** - not transparent video - to **100** - full transparency).
 - **ChromaKey** - activate this checkbox to apply a composite effect which allows you to add video overlay that will be half transparent so that only part of it will be visible and all the rest will disappear to reveal the video underneath. You can specify its value using the **ChromaKey** slider.
 - **Color** - select the color to be transparent clicking the downward arrow. In the opened window select the color that forms the area you would like to be transparent. Check the **Smooth** box to make an object's outline blurred.
- The **Mask** tab offers you a wide range of invisible layers which can be placed over your video or image object.
- The **Frame** tab includes various photo frames which make your video or image object more attractive.

It's also possible to change the angle of the **Video Overlay** effect. Click the green circle  (visible when the overlay is selected with the mouse) with the left mouse button, the mouse cursor will change into a round arrow -  - click the mouse button and, **without**

releasing it, drag it to change the video overlay orientation.

You can also change the **Video Overlay** box size using the black squares ■ on its boundaries (the mouse button will look like this  when you hover it over one of the black squares - click the mouse button and, **without releasing it**, drag it to change the video overlay size).

Animation section



You can choose the effect used when the overlay appears in your video clicking the drop-down menu beside the **Fade in Effect** caption and selecting the necessary effect from the list of available ones. The same is done for the **Fade out Effect**.

The duration of the **Fade in** and **Fade out** for the video overlay is set on the preview slider. You can set **Fade-in** and **Fade-out** boundaries by dragging the cursor  of the slider area to the place where you want the **Fade-in** area to end and hit the  button. The **Fade-in** area will be marked. Then drag the same cursor to the place on the slider area where you want the **Fade-out** area to begin and press the  button. After that

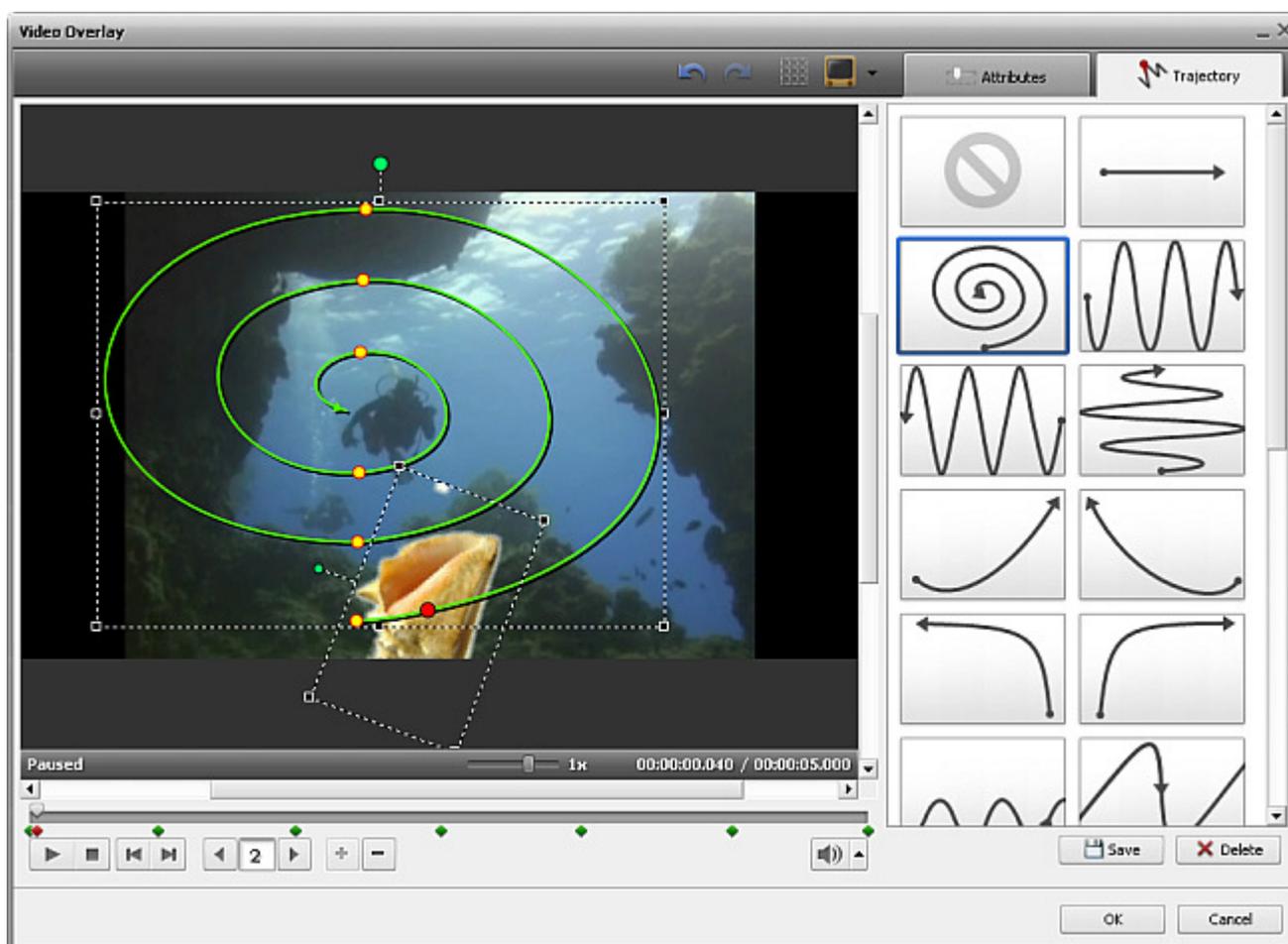
the **Fade-out** area will be marked.

It's also possible to direct the mouse cursor at the edge of the slider area and drag the boundaries inwards or outwards. If you want to set the **Fade-out** effect, drag the right edge of the slider area to the left. To apply the **Fade-in** effect, drag the left edge of the slider area to the right (see the figure below)



Trajectory tab

The **Trajectory** tab is used to change the path of the video overlay throughout the movie image. You can select one of the presets from the list:



The selected preset will be displayed in the preview area with the chosen trajectory drawn (the green line). The small yellow circles show the overlay time stamps when the trajectory changes direction, the red one marks the current overlay position. You can use the following buttons under the preview area to manage the trajectory:

	Playback	Is used to start video file playback. Once you click it, it will turn into the Pause button to let you pause the playback when needed.
	Frame Back	Is used to step one frame back in the video.
	Frame Forward	Is used to step one frame forward in the video.
	Navigation	Is used to navigate through the trajectory time stamps. The ◀ lets you quickly go to the previous time stamp of the trajectory and the ▶ to the next one. The digit field shows the current time stamp number.
	Add Time Stamp	Is used to add a new time stamp at the current overlay position. You can change the trajectory at this time stamp after that clicking it with the mouse and dragging it to the desired position.
	Remove Time Stamp	Is used to delete the currently selected time stamp. The trajectory will be changed to a straight line connecting the two time stamps before and after the deleted one.

The necessary time stamp can be selected not only using the **Navigation** buttons, but also with the mouse. To do that, click a rhombus representing the necessary time stamp with the mouse (the mouse cursor will turn into a hand):



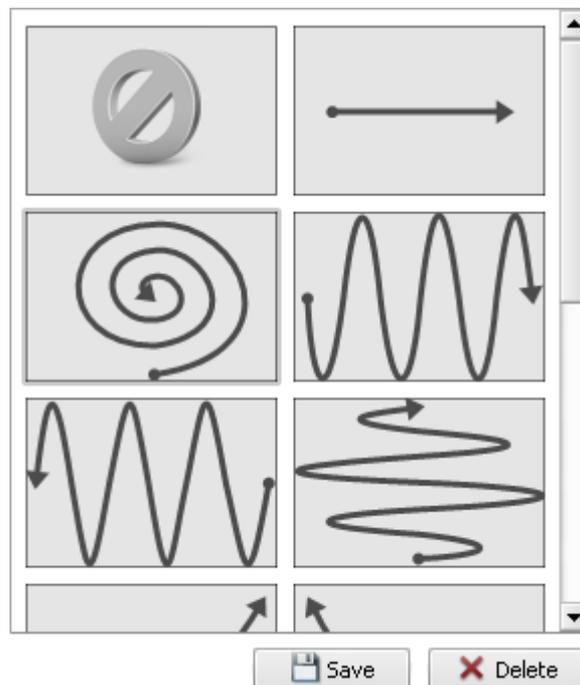
After that you can either delete the selected time stamp, or alter the trajectory, or change the time stamp position on the timeline. Click it with the mouse and, **without releasing the mouse button** (the cursor will turned into a closed hand), move the time stamp left or right changing its position:



You can also change the direction of your trajectory using the time stamps. Click it with a left mouse button (the cursor will look like this - ) , then **without releasing the mouse**, drag it to a new position.

Presets

Any changes you make to the trajectory of the **Video Overlay** effect can be saved to a preset so that you can use them later if you plan to apply the same overlay trajectory to a different video.



Use the **Preset** area of the appropriate tab, click the **Save** button to save the currently edited video overlay trajectory as a preset. You can also remove unnecessary presets from the list using the **Delete** button of the preset area.

Video Overlay Toolbar

You can use the **Video Overlay Toolbar** over the preview area to additionally manage the overlay. It has the following buttons:



	Undo	Use this button to undo the latest performed action.
	Redo	Use this button to redo the latest undone action.
	Show Grid	Use this button to show or hide the vertical/horizontal grid lines. This might be helpful if you want to align the overlay in the video.
	TV Safe Zone	Use this button to show or hide the borders of the 4:3 CRT display, 4:3 LCD display and 16:9 LCD widescreen display so that you could see if the video and all its elements will be displayed correctly on a screen of your display/TV set during the playback.

Audio

The **Audio Mix** is used to add a new soundtrack to your movie that will replace the original movie sound or just, for instance, supplement it with some music.



First you will need to import the necessary audio into **AVS Video Editor**. Read the **Importing Multimedia Files** section to learn how to do that.

Then select an audio track itself and **add it to the Timeline**. After that you will be able to modify the audio and change the original and the added sound volume. You can also use a microphone connected to your personal computer **to record your voice** and overlay your movie with it.

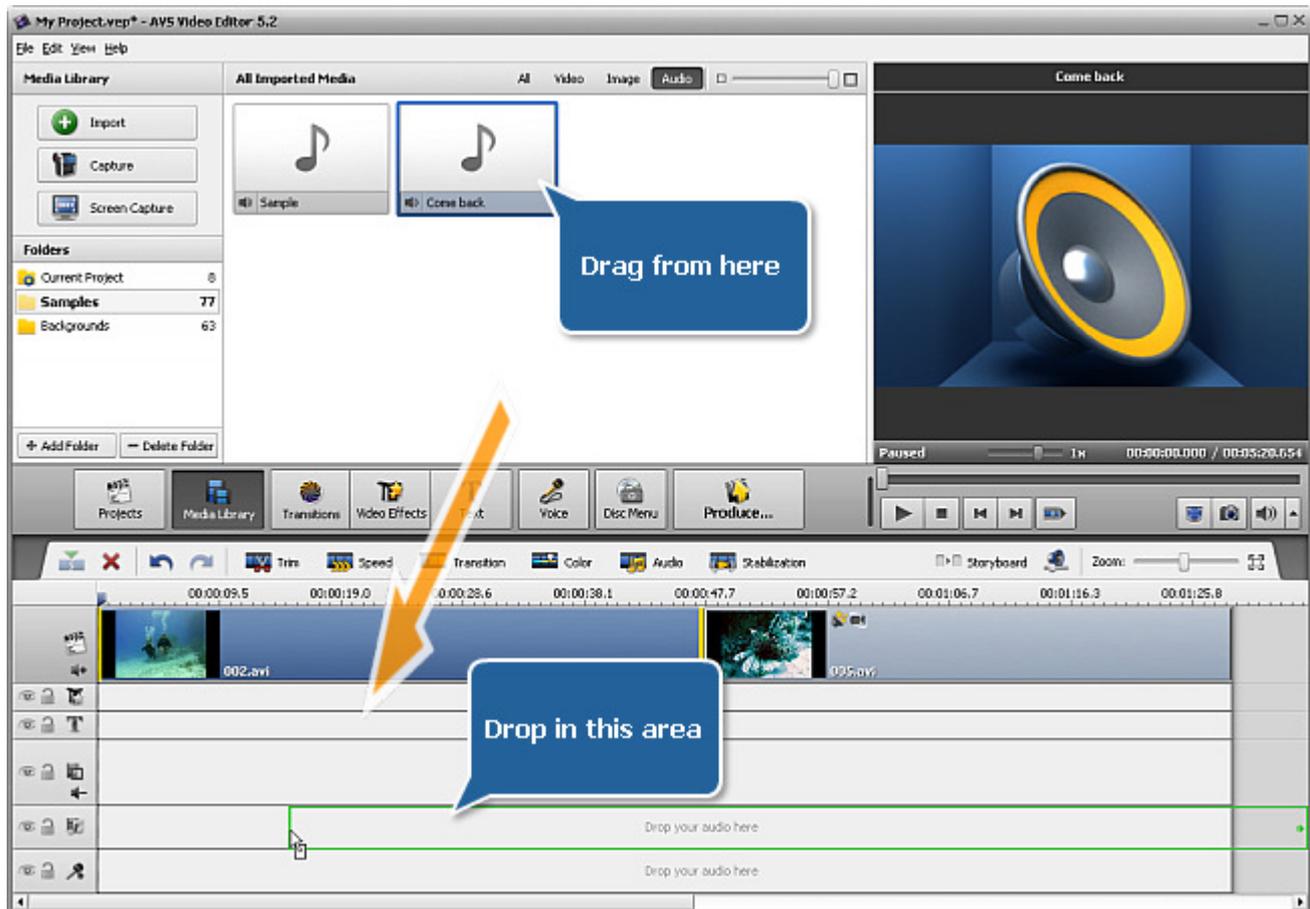
i Note: you can apply not one but several tracks. If you want to disable any audio track, check the respective window off clicking the  icon (it will turn into an  icon then). To enable the track click this icon once again.

Then you can preview the video using the **Preview Area** to make sure that the added audio is fine.

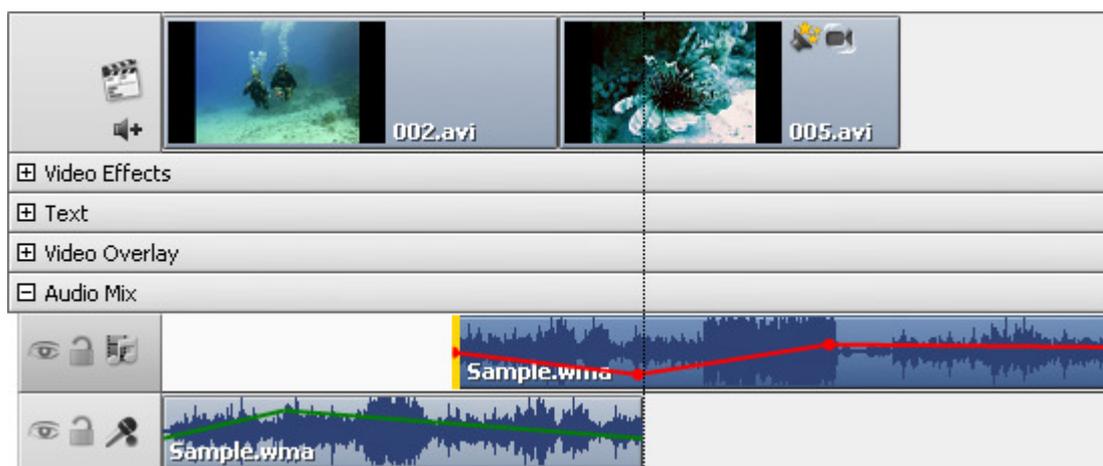
i Note: you cannot add transitions between two audio clips. The length of time the two audio clips play together is determined by the amount of overlap between the two clips. When two audio clips overlap, the volume of each audio clip is lowered by 50 percent during the part where they overlap.

Adding Audio Soundtrack

Now you can add a soundtrack to the **Timeline/Storyboard Area**. First open the **Audio** category of the **Media Library**. Then drag-and-drop the selected audio track with the mouse to the **Timeline/Storyboard Area**:



Alternatively you can click the necessary audio with the right mouse button and select the **Add to Audio Mix** option of the express menu. The selected audio will be placed to the **Timeline**.



The added audio duration can be changed using the **Timeline**. Locate the added audio there (it will be in the **Audio Mix** group) and click the left or right boundary with the left mouse button. Then, **without releasing the mouse button**, drag it to the necessary direction - left or right - to alter the **Audio Mix** duration in the movie:



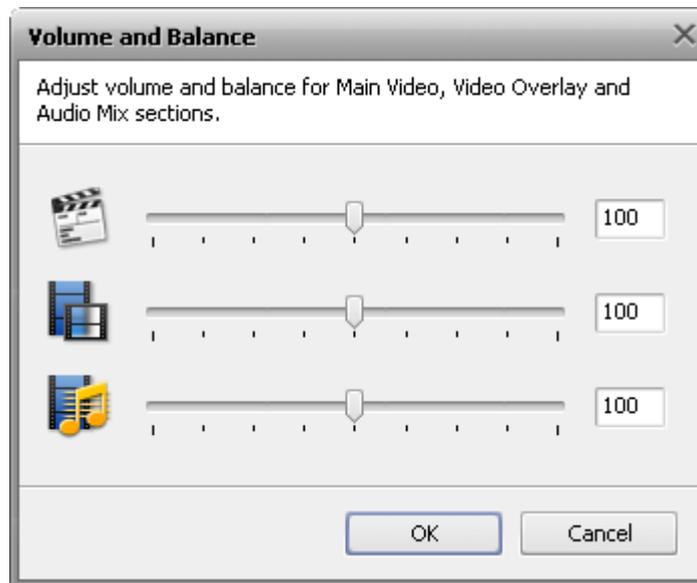
To change the position of the audio mix in the movie, place the mouse cursor over it (it will turn into a hand):

The mouse cursor over the **Audio Mix** line

click the left mouse button and, **without releasing the mouse button**, drag left or right to a new position:

The **Audio Mix** dragged to a new position in video

You can adjust the audio levels between two audio tracks (the original audio that was recorded as a part of a video clip on the video track and the audio that was recorded or imported and added to the audio track). Adjusting the audio levels determines which audio will play louder than the other. The default setting plays the audio in both tracks at equal levels. The audio levels you select will play throughout the entire portion of your movie. By adjusting the audio levels, it could be set so that a dialog in your video clip can be heard over the music that plays in the background. To adjust audio levels please use the **Volume and Balance**  button at the **Timeline/Storyboard Toolbar**. The **Volume and Balance** window will be opened:



Drag the upper slider to set the main video audio level, the central slider to set the audio level for the video overlay and the bottom one for the added audio mix volume.

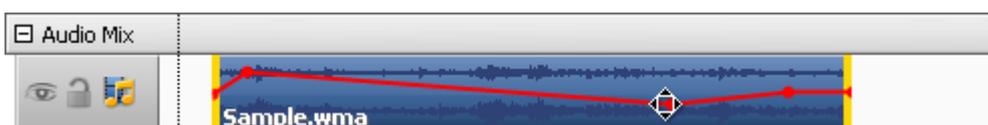
To change the audio level in the added soundtrack itself, use the envelope displayed on the audio track line. For each audio track at the **Timeline** an envelope that depicts the volume control can be seen.



You can alter it differently according to your project's details. To add a control point to the envelope, double-click within the envelope line (where the mouse cursor changes to a bidirectional arrow):



a new control point (a red dot) will appear. Then you can drag it to the required location. To move a point on the envelope, click and hold the point and drag it to a new location:



You can use this feature to smooth a transition between two tracks. When the mouse cursor is located over a point, you will see it change from an arrow to a rhombus.



Note: in case you move the point more than 20 pixels over the track line up or down, the point will be deleted.

Recording Voice



If you plan to add some commentaries to your movie, you can not only **add text** to it, but also record voice from a microphone connected to your personal computer sound card.

Select the **Voice** button of the **central buttons** group. The **Voice Record** panel will become available to you:

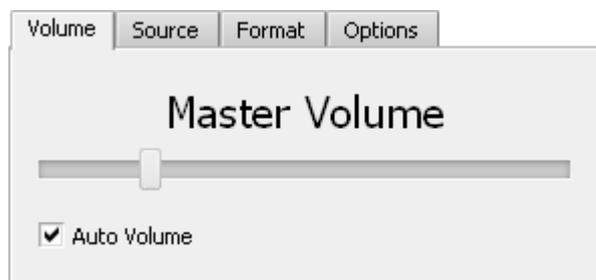


Here you can select the following parameters (switching between the tabs **Volume**, **Source**, **Format**, **Options**):

Volume

Here you can adjust the volume level of the recorded audio.

The **Auto Volume** box is checked by default. In this case the volume slider is disabled. To enable the slider and set the volume level manually, uncheck the **Auto Volume** box.



Audio Source

Volume	Source	Format	Options
Audio device: CD Audio (Realtek High D...			
Source: Master Volume			
Refresh			

- **Audio device** - the device that will be used for sound recording. Press the drop-down arrow and select the necessary device from the list, if you have more than one input device installed on your computer.
- **Source** - the input jack active on the device. The following input jacks might be available depending on your input device configuration:
 - Mono Mix - allows you to record the sound from a program player or a hardware tuner connected to your personal computer in mono mode;
 - Stereo Mix - allows you to record the sound from a program player or a hardware tuner connected to your personal computer in stereo mode;
- SPDIF - allows you to record the sound from any external device connected to the digital input jack of your computer sound card;
- Aux - allows you to record the sound from any external device connected to the Aux (auxiliary) input of your computer sound card;
- CD Player - allows you to record the sound from a laser audio disc in you computer CD/DVD-ROM drive;
- Line In - allows you to record the sound from any external device connected to the Line In input of your computer sound card;
- Microphone - allows you to record the sound from a microphone connected to the Microphone input of your computer sound card;
- Phone Line - allows you to record the sound from an external device connected to the Phone Line input of your computer sound card.

Recording Format

Volume	Source	Format	Options
Format: MP3			
Frequency: 44100 Hz			
Bitrate: 160 kbps			
Channels: 2 (Stereo)			

- **Format** - the codec used to record audio from the input device. You can select among **MP3** (MPEG-1 Layer 3 codec will be used to encode your recorded audio), **WMA** (Windows Media Audio format) or **PCM** (an uncompressed format with a better quality but taking more disk space)
- **Frequency** - the sampling frequency specified in hertz used to encode the audio.
- **Bitrate** - the number of data points used to approximate the true wave form (kilobits per second) - the bigger the value the better the quality will be though the recorded file size will also be bigger.
- **Channels** - the number of channels in the recorded audio (mono - one channel - or stereo - two channels).

Options

Volume	Source	Format	Options
<input type="checkbox"/> Mute Player			
<input type="checkbox"/> Delay Recording 00:00:04			
<input type="checkbox"/> Time Limit 00:01:00			

- **Mute Player** - use this option to switch the sound of the main video off/on. This might be helpful when you record some audio and the preview player does not let you hear the recorded sound properly.
- **Delay Recording** - use this option to delay the recording a certain period of time which can be selected either manually or entered into the appropriate field using the keyboard (hours:minutes:seconds).
- **Time Limit** - use this option to restrict the recording time to certain time after which the recording will be stopped. You can change the value either manually or enter it into the appropriate field using the keyboard (hours:minutes:seconds).



When all is ready, click the **Start Recording** button to begin the recording.

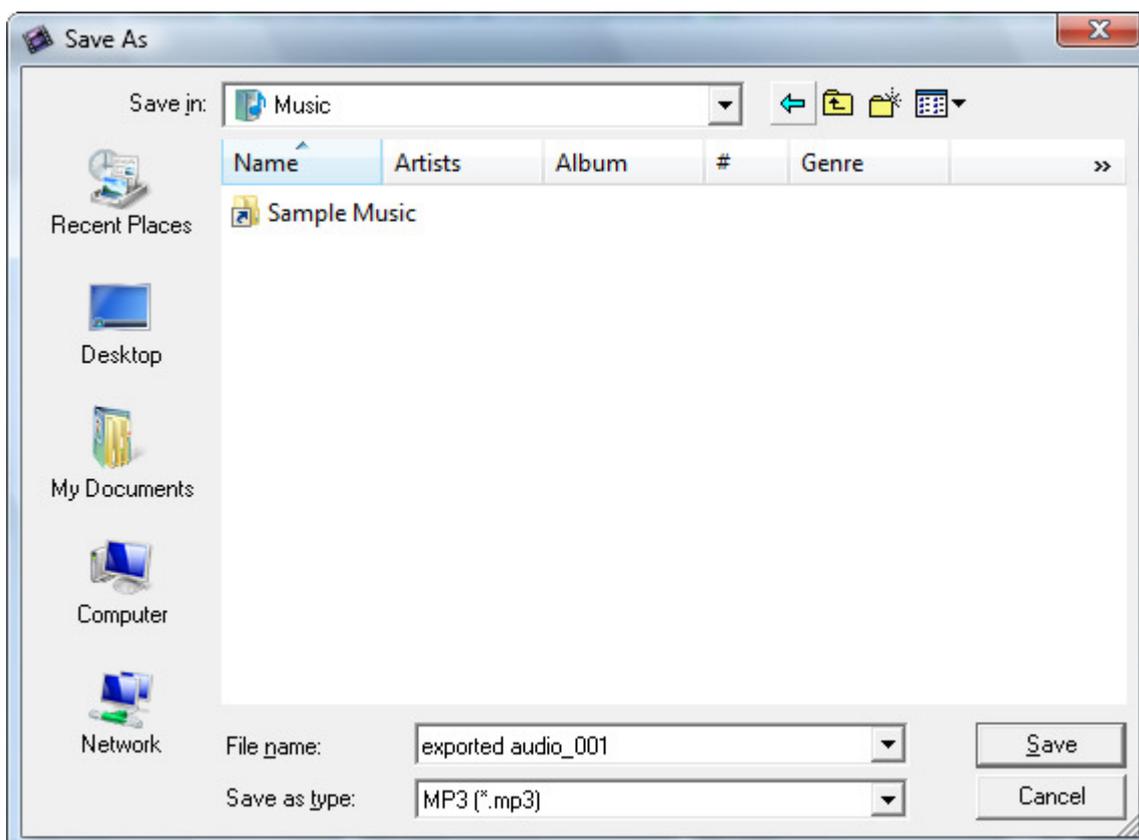
i Note: the recording will start right from the current cursor position at the **Timeline**. If you plan to record voice from a certain position in the video, please make sure that the current cursor position is correct.

Once pressed the **Start Recording** button will turn into **Stop Recording** to let you stop the recording whenever needed. The resulting recorded audio can be managed just like a common **added audio soundtrack**:



Extracting Audio

If you need to take only the soundtrack from the video clip it can be done using the **Extract Audio** option of the **Express Menu**. **Right-click** the file in the **Files and Effects Area** and select the **Extract Audio** option. The following window will be opened:



Select the location and enter the name for your audio track, choose the format - compressed .mp3 (MPEG-1 Layer 3 codec will be used to encode your exported audio) or uncompressed .wav (PCM format with a better quality but taking more disk space) - and click the **Save** button.

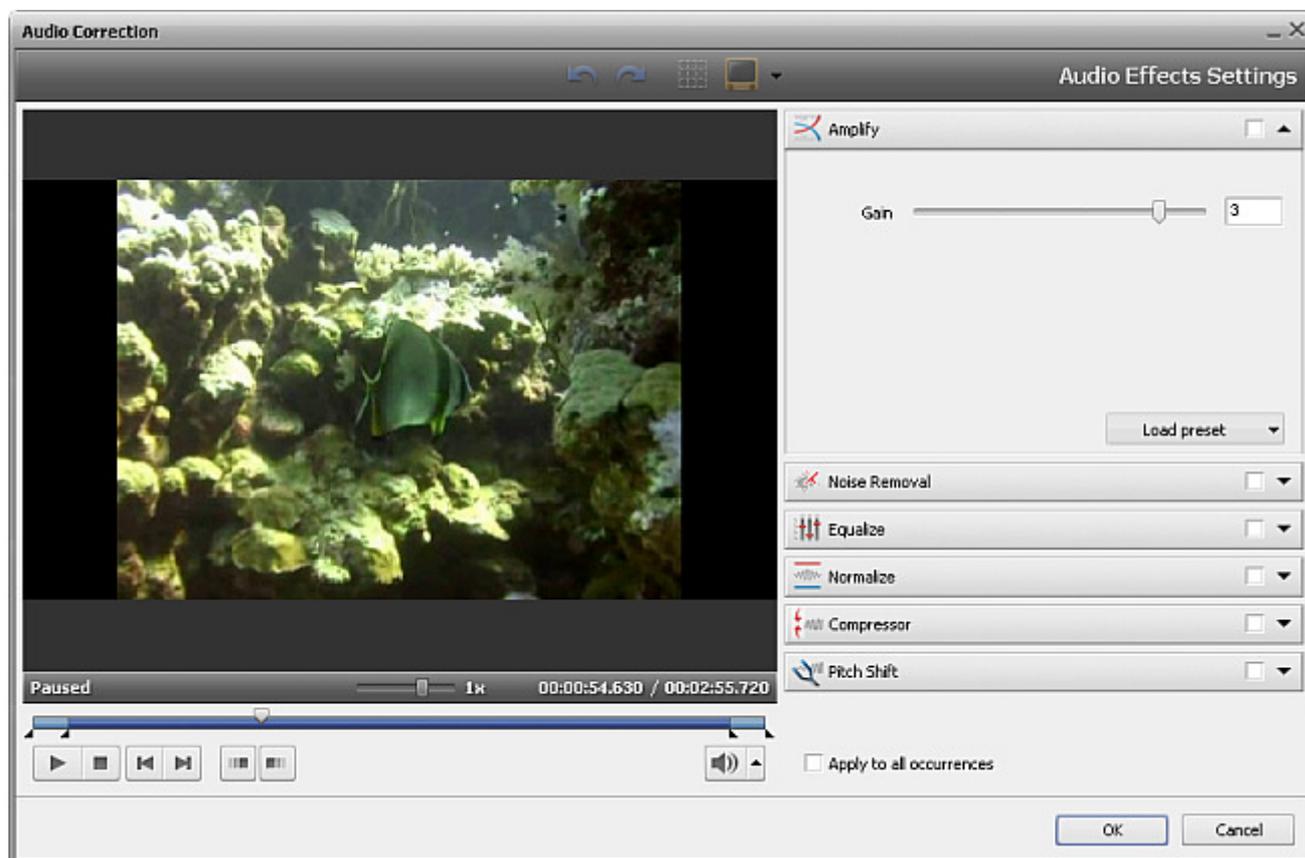
The audio track will be saved onto your computer hard disk drive into the selected folder under the selected name and automatically imported to the **Audio** section of the **Files and Effects Area**.



Note: if you need to edit the audio track of the imported video clip, simply drag and drop the selected video clip to the **Audio Mix** line on the **Timeline**.

Audio Effects

AVS Video Editor offers you a possibility to introduce various audio effects to the audio track of the imported video. In order to make audio adjustments, please, **place** your video file to the **Timeline/Storyboard** and click the **Audio** button on the **Timeline/Storyboard Toolbar** or click the video file on the **Timeline/Storyboard Area** with the right mouse button and select the **Audio** option of the express menu. The **Audio Correction** window will be opened:



In the right part of the window you can select the audio effect to apply and change its properties, in the left part you can set the fade-in and fade-out areas and preview the result. The following audio effects are available: **Amplify, Noise Removal, Equalizer, Normalize, Compressor, Pitch Shift**.

To apply the desired effect, check the box near the effect name. After that you can set the **Fade-in** and **Fade-out** areas for the selected effect, if necessary. Drag the cursor  of the slider area, place it where you want the **Fade-in** area to end and hit the  button. The **Fade-in** area will be marked. Then drag the same cursor to the position where you want the **Fade-out** area to begin and press the  button. The **Fade-out** area will be marked.

It's also possible to direct the mouse cursor at the edge of the slider area and drag the boundaries inwards or outwards. If you want to set the **Fade-out** effect, drag the right edge of the slider area to the left. To apply the **Fade-in** effect, drag the left edge of the slider area to the right (see the figure below)



If you plan to use this video clip once again, for example, in **Video Overlay effect** and want to save the audio correction settings, tick the **Apply to all occurrences** box in the bottom of the window.



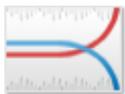
Note: the audio correction settings don't affect the input video files.

Click the **OK** button to accept all the changes and continue work with **AVS Video Editor** or **Cancel** to discard all the changes. If you save the adjustments you've made, the video file will be marked by this sign  on the **Timeline/Storyboard Area**.



The **Audio correction** sign on the **Timeline**

Amplify



The **Amplify** effect lets you amplify your audio recording as you wish.

It's possible to select the necessary preset from the dropdown list clicking the **Load preset** button or set a custom **Gain** value in the **properties** of this effect.

Gain

Noise Remover



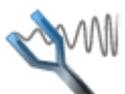
The **Noise Remover** effect lets the user attenuate the noise sound of a certain frequency based on the Fast Fourier Transformation.

It's possible to select the necessary preset from the dropdown list clicking the **Load preset** button or set a custom **Reduce** value and select one of the available **FFT (Fast Fourier Transformation)** options.

Reduce:

FFT: 64 256 1024

Pitch Shift



The **Pitch Shift** effect shifts the frequency spectrum of the input signal. It can be used to disguise a person's voice, or make the voice sound like that of the "chipmunks", through to "Darth Vader". It is also used to create harmony in lead passages, although it is an "unintelligent" harmonizer.

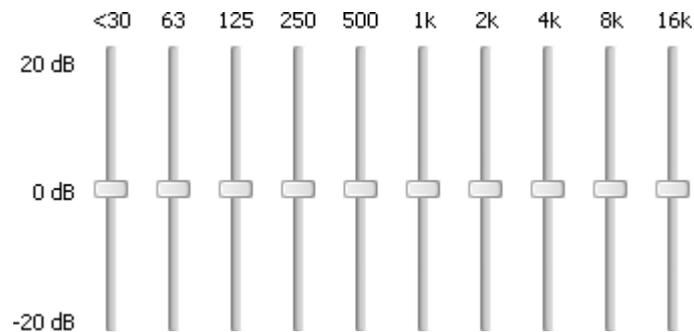
It's possible to select the necessary preset from the dropdown list clicking the **Load preset** button or set a custom **Rate** value.

Rate

Equalizer

Equalizer effect The **Equalizer** filter is used to change the frequency pattern of the audio file, attenuate some of the frequencies and amplify others.

It's possible to select the necessary preset from the dropdown list clicking the **Load preset** button or manually change the properties.



Normalize



Use the **Normalize** effect to achieve the greatest amount of amplification that will not result in clipping.

It's possible to select the necessary preset from the dropdown list clicking the **Load preset** button or set a custom **Normalize** value. You can also tick the **Bias Adjust** option to adjust the addition of a high frequency signal to the audio.

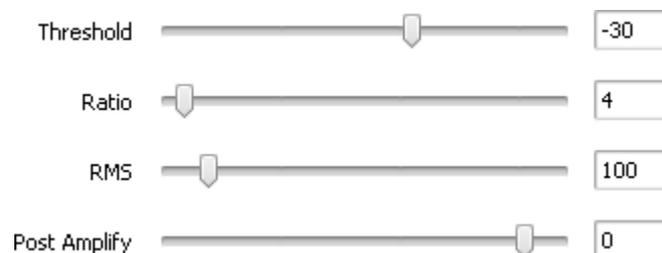


Compressor



The **Compressor** is a variable gain device, where the amount of gain used depends on the level of the input. In this case, the gain will be reduced when the signal level is high that makes louder passages softer, reducing the dynamic range. This effect equals to dynamic volume regulator and makes loud sounds quieter, and the quiet sounds louder.

It's possible to select the necessary preset from the dropdown list clicking the **Load preset** button or set custom values for **Threshold**, **Ratio**, **Root Mean Square (RMS)** and **Post Amplify**.



Trimming Video

You can trim your video file, detect scenes and insert transitions between them. There are two options available:

- **Trim** - lets the user change the video clip duration cutting out the unnecessary parts in the beginning and the end of it.
- **MultiTrim** - lets the user detect the scenes and change the video clip cutting out the unnecessary parts in any place of the video clip.

To apply one of these options open the **Trim** or **Multi Trim** window.

- If you want to cut your video out before placing it to the **Timeline/Storyboard Area**, **right-click** the file in the **Media Library** and select the **Trim** or **Multi Trim** option.
- If you need to cut your video out during the editing, click the main video area at the **Timeline** and use the **Trim** button of the **Timeline Toolbar** to open the **Trim** window. Or alternatively click the video at the **Timeline** with the right mouse button and select the **Trim** or **Multi Trim** option.

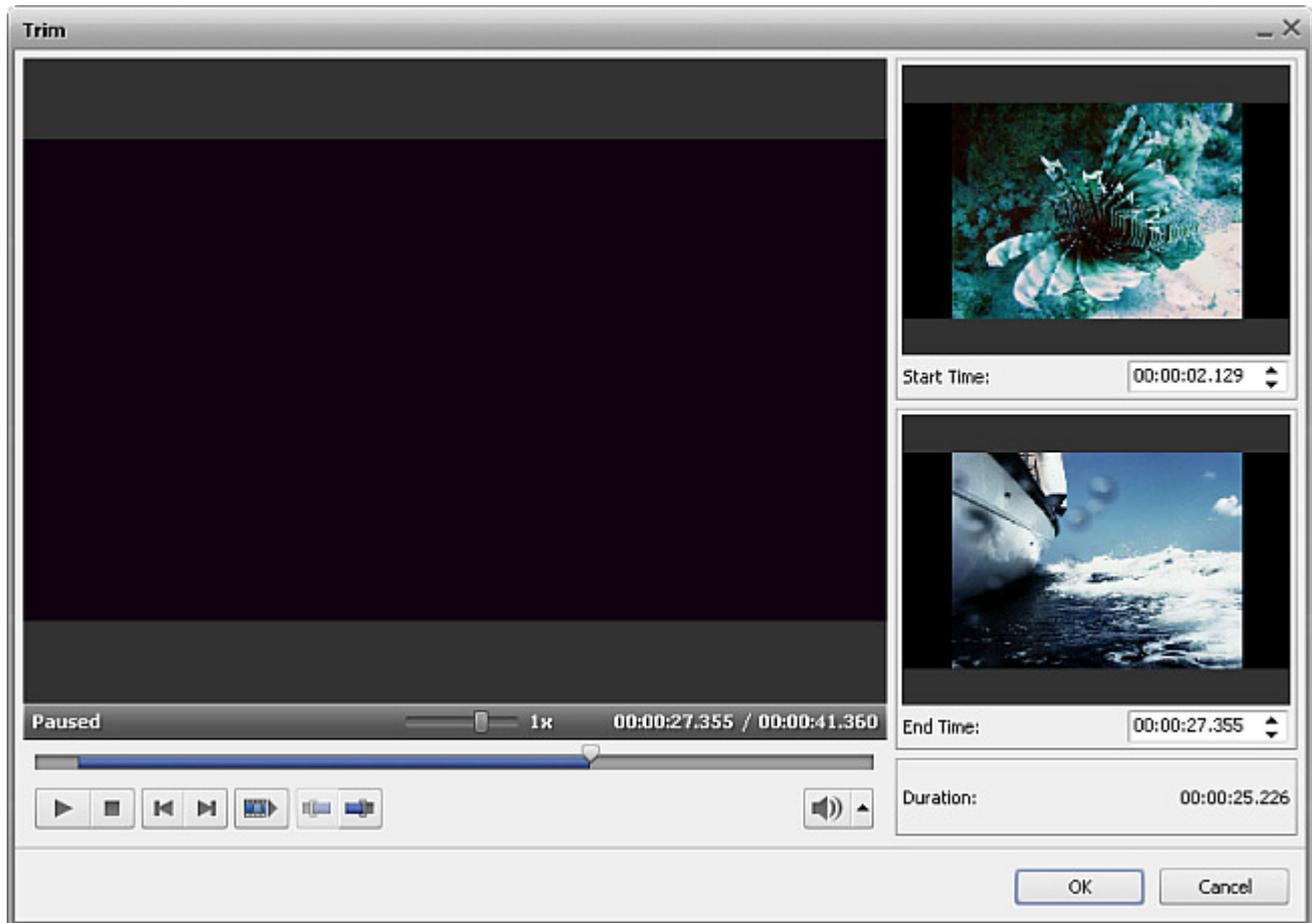
After you split your video using either of the **Trim** options, you will see the file marked by a special icon on the **Files and Effects Area**.



Note: if there is an audio track placed to the **Timeline** and you have marked an area of deletion using **Trim** or **MultiTrim** option, the part of audio file present in the area of deletion will also be cut. If you don't want the part of the audio to be deleted, **lock** the **Audio Mix** line.

Using Trim Option

The **Trim** option is quite useful when you need to cut out some video from the beginning or the end of the video clip, or both from the beginning and the end of the clip. Open the **Trim** window.



The window buttons are used the following way:

Button	Name	Description
	Playback	Is used to start video file playback. Once you click it, it will turn into the Pause button to let you pause the playback when needed.
	Stop	Is used to stop video file playback. Every time you use it to stop the playback, the cursor goes back to the beginning of the file.
	Frame Back	Is used to step one frame back in the video.
	Frame Forward	Is used to step one frame forward in the video.
	Next Scene	Is used to find the next scene in the video clip. Once you click it, it will turn into the Stop button to let you stop searching scenes when needed.
	Mark Start	Is used to mark the beginning of the trimmed area. All the video to the left of this area will be deleted.
	Mark End	Is used to mark the end of the trimmed area. All the video to the right of this area will be deleted.

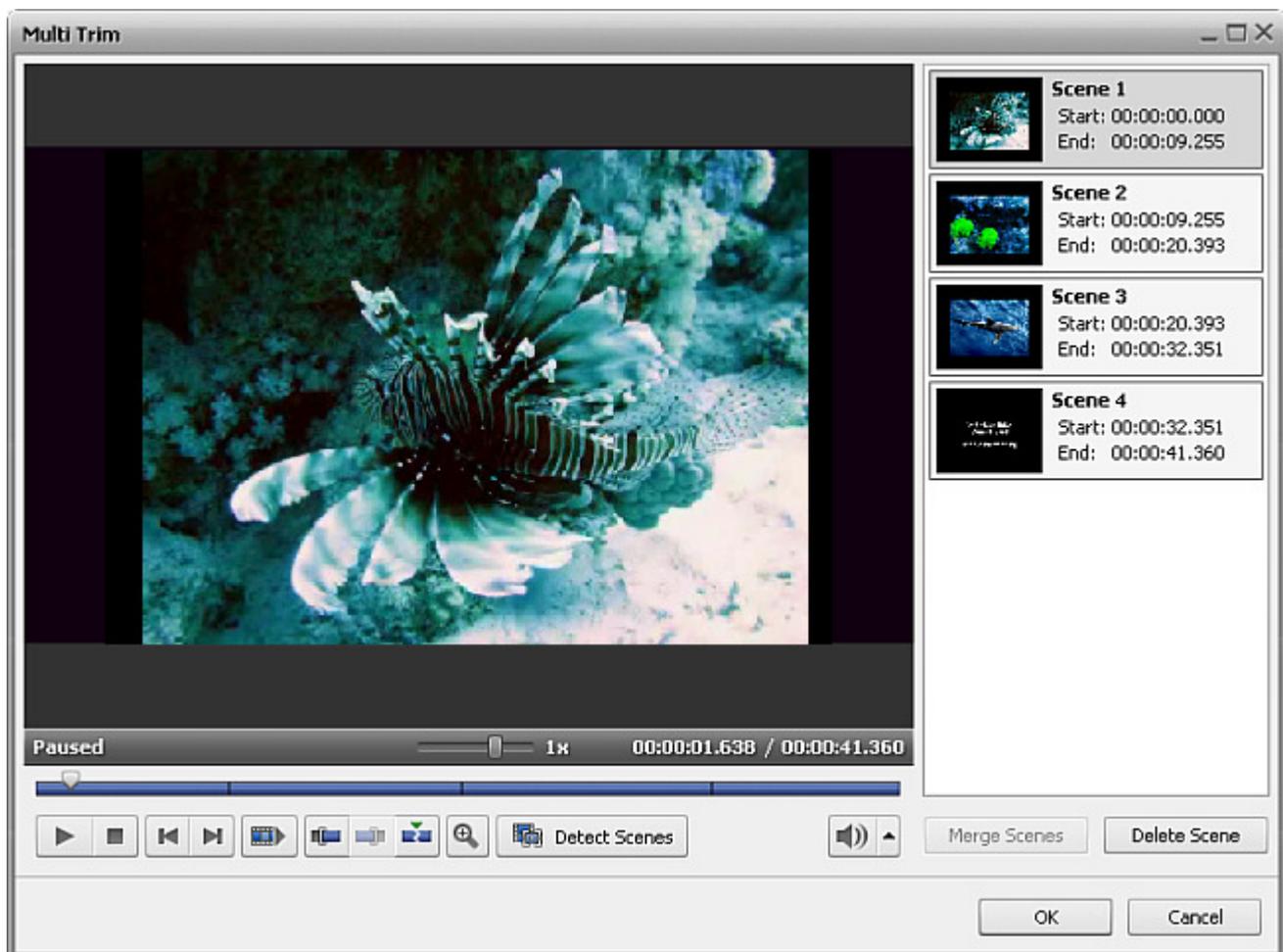
You will need to place the slider cursor to the place where you want your video to begin. Do it using the mouse button. You can find the exact position in the video either using the **Frame Back** or **Frame Forward** button or using the time fields of the **Start Time** and **End Time** areas in the right part of the **Trim** window. The total duration of the trimmed video will be shown under the **Duration** caption.

Click the **Mark Start** button to mark the beginning of the video (all the video to the left of the cursor will be deleted) and the **Mark End** button to designate the end of the trimmed video (all the video to the right of the cursor will be deleted as well) - so only the video within the highlighted area will be left.

To accept the changes click the **OK** button, to discard the changes and close the **Trim** window use the **Cancel** button.

Using MultiTrim Option

The **MultiTrim** option is very useful in case you need to delete several scenes in different parts of the video clip - beginning, end or anyplace in the middle. Open the **MultiTrim** window.

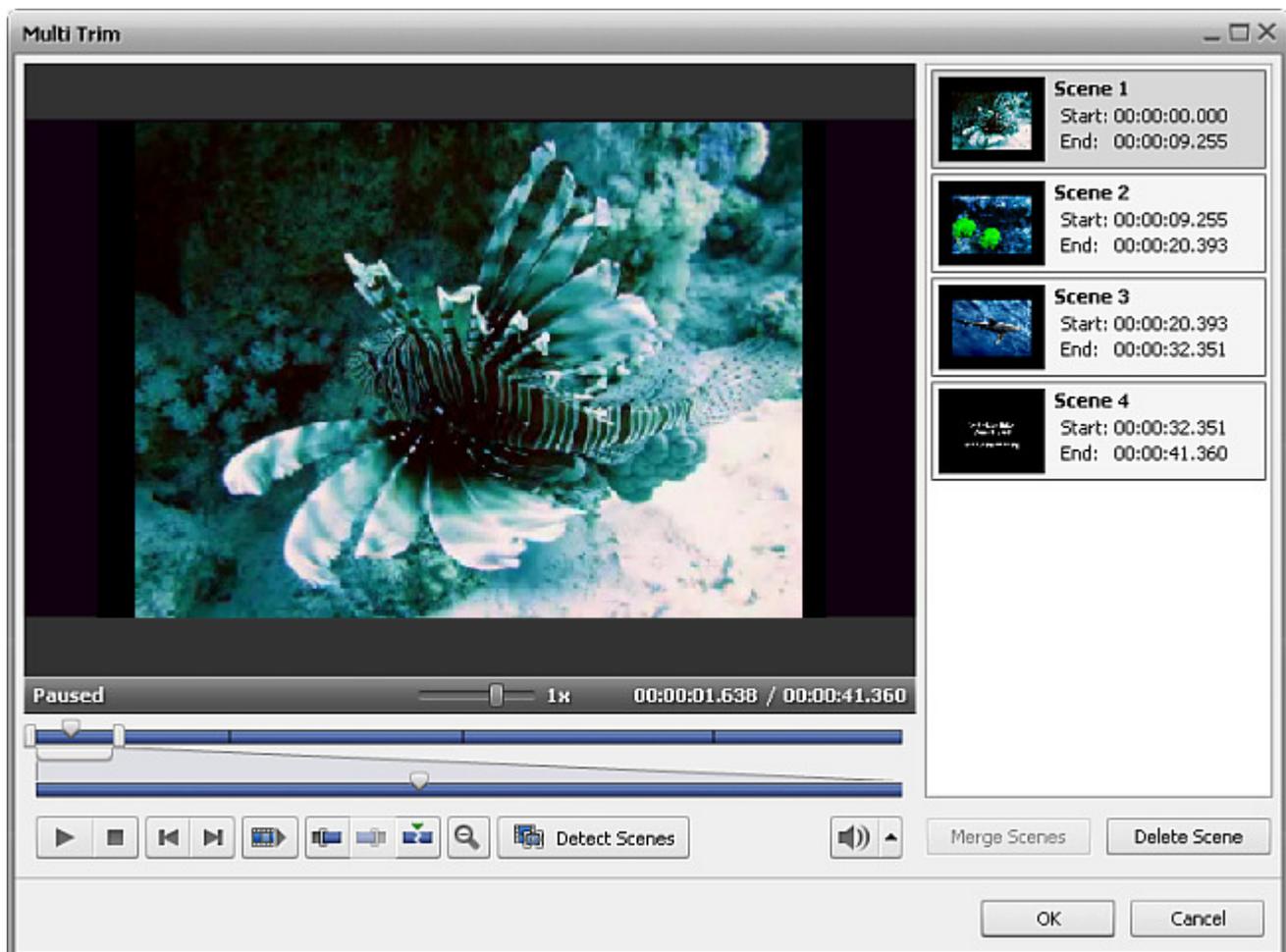


The window buttons are used the following way:

Button	Name	Description
	Playback	Is used to start video file playback. Once you click it, it will turn into the Pause button to let you pause the playback when needed.
	Stop	Is used to stop video file playback. Every time you use it to stop the playback, the cursor goes back to the beginning of the file.
	Frame Back	Is used to step one frame back in the video.

	Frame Forward	Is used to step one frame forward in the video.
	Next Scene	Is used to find the next scene in the video clip. Once you click it, it will turn into the Stop button to let you stop searching scenes when needed.
	Mark Start	Is used to mark the beginning of the current trimmed area.
	Mark End	Is used to mark the end of the current trimmed area.
	Split	Is used to split the video into scenes at current cursor position.
	Zoom	Is used to open the zoom timeline (see below).
	Detect Scenes	Is used to start scene detection.

When you click the **Zoom** button the zoom timeline will be displayed. In this case the upper part will show the whole video clip timeline and the lower part will only show the area between the  and  enlarged. This way you can find the necessary scene more easily using the lower timeline.



You can either manually select all the scenes in the video clip and choose what to keep and what will be deleted or find the scene changes automatically. For manual scenes marking place the slider cursor to the place where you want your video to begin. Do it using the mouse button. You can find the exact position in the video using the **Frame Back** or **Frame Forward** button.

Click the **Mark Start** button to mark the beginning of the scene and the **Mark End** button to designate the end of the trimmed scene - the video within the highlighted area will be left. The same way all the other scenes are trimmed.

Although it might be better use the **scene detection** algorithm offered by **AVS Video Editor**. To do it click the **Detect Scenes**

 button. It will take the program some time to find all the scenes in the video. After this is done, the found scenes will be displayed in the right part of the **MultiTrim** window.

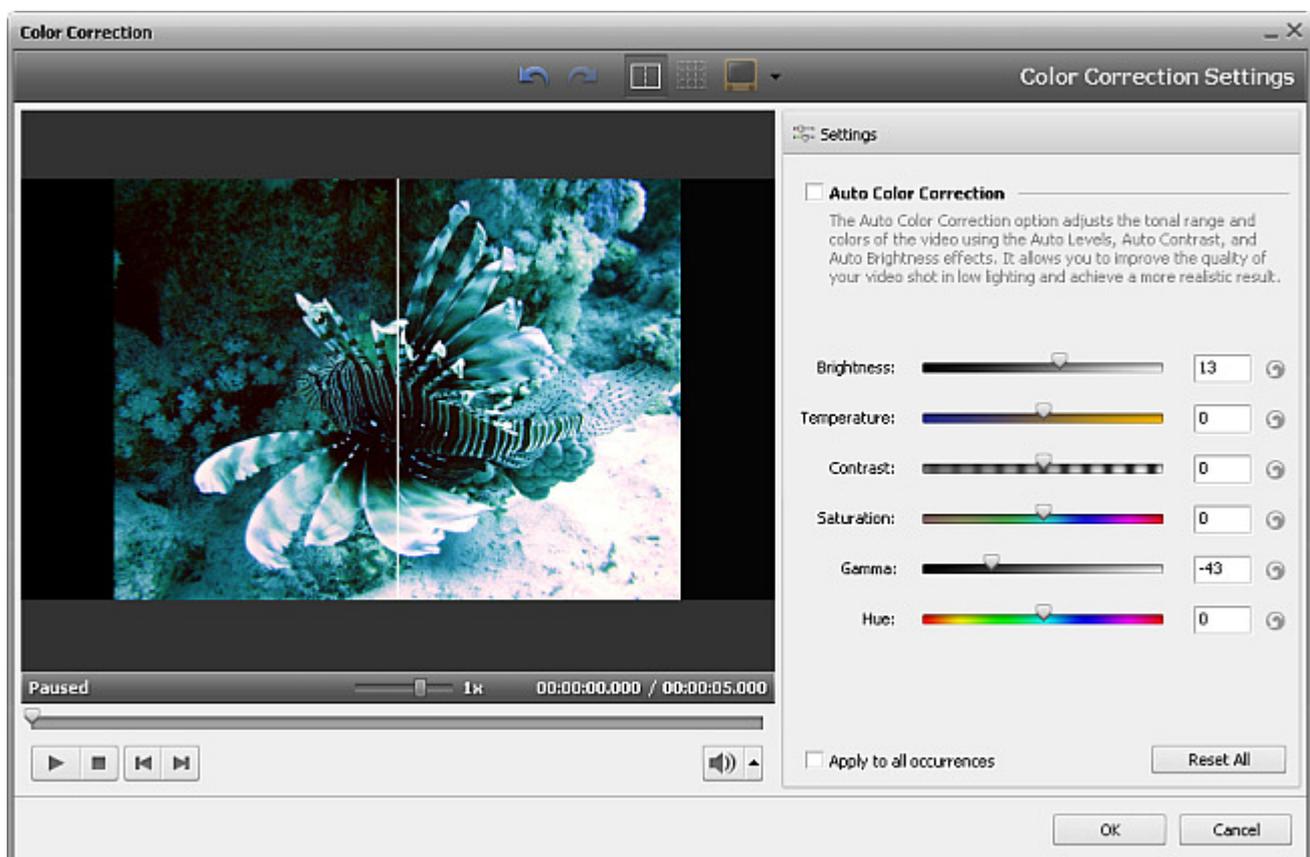
Now you can select one of the scenes and click the **Delete Scene** button to remove the scene from the video, or select several scenes with the mouse (the **Ctrl** and **Shift** buttons on the keyboard might help you in this - press and hold them while selecting scenes with the mouse to select several videos) and click the **Merge Scenes** button to join the selected scenes together.

If you want, for example, to join the first and the third scenes and delete the second one, please, don't use the **Merge Scenes** option as in this case all the previously selected deletion areas will be discarded. Go back to the main window and drag-and-drop the necessary scenes to the **Timeline/Storyboard Area** from the **Files and Effects Area** in order to continue editing.

To accept the changes click the **OK** button, to discard the changes and close the **Trim** window use the **Cancel** button.

Color Correction

AVS Video Editor allows you to adjust the tonal range, color, and sharpness of your video files. In order to improve the quality of the imported videos, please, **place** your video file to the **Timeline/Storyboard** and click the **Color** button on the **Timeline/Storyboard Toolbar** or click the video file on the **Timeline/Storyboard Area** with the right mouse button and select the **Color** option of the express menu. The **Color Correction** window will be opened:



In the right part of the window you can easily correct colors applying a certain video effect, in the left part you can preview the result. Use the **Split Preview** button for comparing before and after results.

Use the **Auto Color Correction** option to make the adjustments automatically. Or select one of the video effects depending on the problem you experience or the result you want to get:

- The **Brightness** effect lets you make simple adjustments to the tonal range of a file. Brightness is the relative lightness or darkness of the color.
- The **Temperature** effect lets you adjust your video image to warm (red) or cold (blue) colors. Negative values represent cold colors and positive values transform to warm colors correspondingly.
- The **Contrast** effect adjusts the contrast of an image. Values can range from -100 to +100.

- The **Saturation** sometimes called chroma, is the strength or purity of the color. It makes colors more vivid or more muted and represents the amount of gray in proportion to the hue, measured as -100 (gray) to 100 (fully saturated).
- The **Gamma** effect measures the brightness of midtone values and modifies the pixel values in an image. A higher gamma value yields an overall lighter image.
- The **Hue** effect shifts all colors in an image. The hue, or color, adjustment represents a move around the color wheel. It's the color reflected from or transmitted through an object. It's measured as a location on the standard color wheel, expressed as a degree between -180 and 180. In common use, hue is identified by the name of the color such as red, orange, or green.

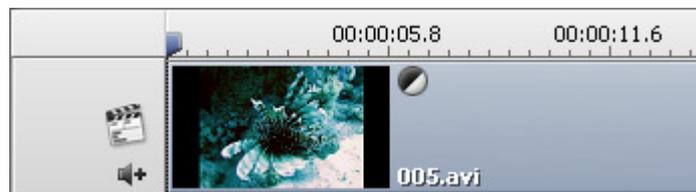
You can adjust your image using the slider controls of each effect or typing the necessary value manually in the appropriate field. If you don't achieve the desired effect, click the Reset button near the value field or the **Reset All** button and try again.

If you plan to use this video clip once again, for example, in **Video Overlay effect** and want to save the color correction settings, tick the **Apply to all occurrences** box in the bottom of the window.



Note: the color correction settings don't affect the input video files.

Click the **OK** button to accept all the changes and continue work with **AVS Video Editor** or **Cancel** to discard all the changes. If you save the adjustments you've made, the video file will be marked by this sign  on the **Timeline/Storyboard Area**.



The **Color correction** sign on the **Timeline**



The **Color correction** sign on the **Storyboard**

Using Crop Scale

When you **import** video files of one **aspect ratio** and then **change the aspect** to a different value for the output video, there can be two different situations which can be solved in a similar way:

- the input files have the **4:3 aspect** and the output file will have the **16:9 aspect ratio** - in this case the **mattes** will be added to the left and right sides of the video image to prevent distortion;
- the input files have the **16:9 aspect** and the output file will have the **4:3 aspect ratio** - in this case the **mattes** will be added to the top and bottom sides of the video image to prevent distortion.

In both these cases you can get rid of the mattes using the **Crop Scale** option available in **AVS Video Editor**. **Select the necessary aspect ratio** and click the video at the **Timeline** with the right mouse button. Choose the **Crop Scale** option. The **Crop Scale** window will be opened:



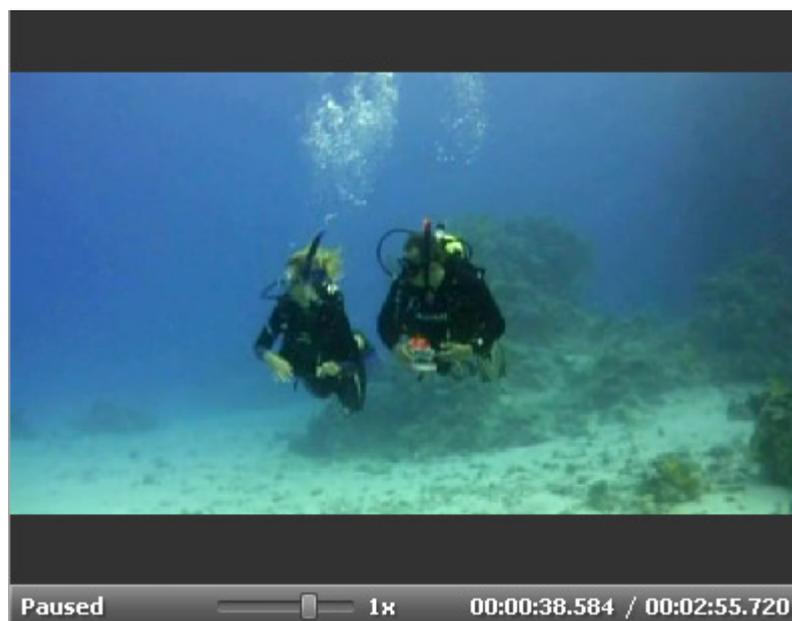
In the above figure you can see an example of the first above case of the aspect ratio change - an input 4:3 video image changed into an output 16:9 video file. As you can see, mattes are added to the sides of the video so that it could fit an 16:9 frame (the black bars on top and bottom of the video are added simply to fit it into the square player window and will not actually be added to the output video).

Now if you use the Crop Scale: ... field and click the ... button, the slider  will become available that will let you change the visible part of the video. Move the slider using the mouse to get rid of the mattes:



Note: using the **Crop Scale** function will enlarge the video image so that it could fit a new frame size with an aspect different from that of the original video. It means that a part of the video, namely some video image at the top and the bottom parts will be cut out and lost.

And this is how your transformed cropped video will look like in the **Preview Area**:

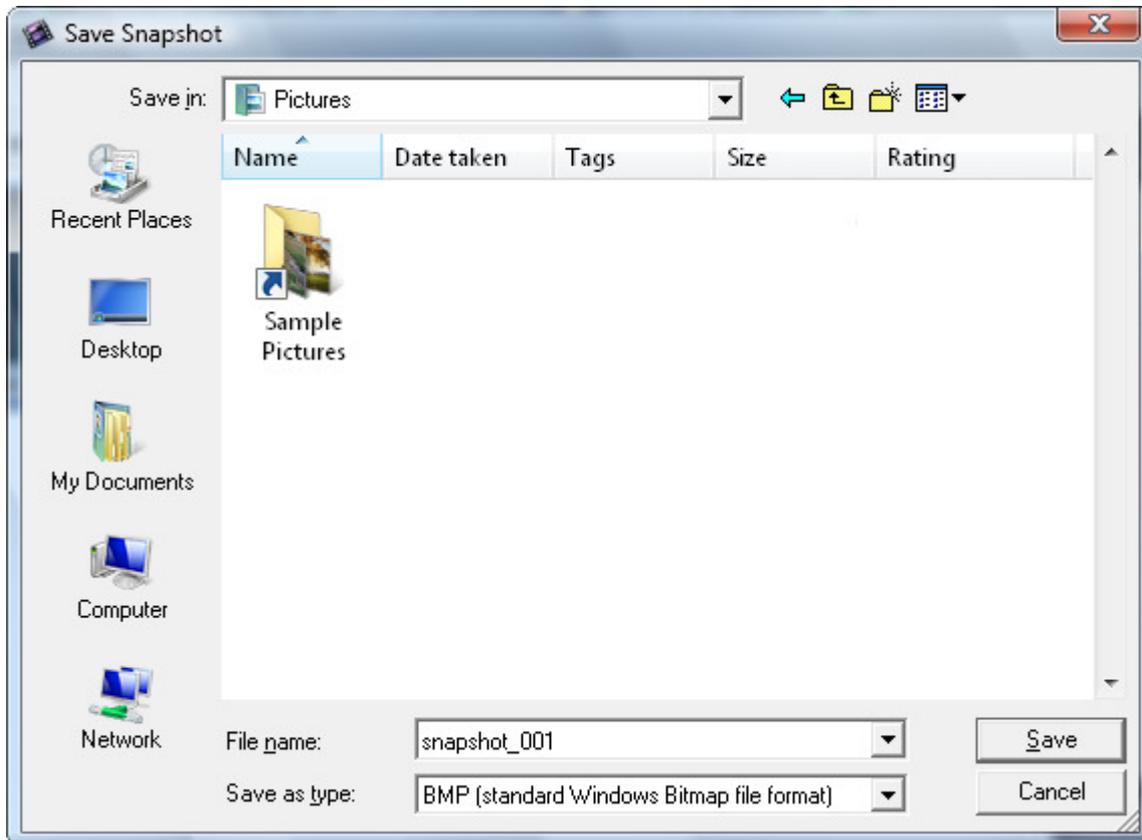


As you can see, the resulting video has no mattes on either side. At the same time it is slightly enlarged and cropped on top and bottom. So you will have to decide what is more important for you: have video fit your display or TV-set screen or have the whole source video image.

Taking Snapshots

If you need to capture a particular moment of your video clip and include it in your future movie, you can use a **Snapshot** option. The process of taking a snapshot is very quick and easy with **AVS Video Editor**.

Place your video clip to the **Timeline** and find the necessary frame moving the **Timeline** cursor or using the slider under the **Preview window**. Then click the **Snapshot**  button. The following dialog window appears:



Here you can specify the file location, enter the file name and open the dropdown menu to select the appropriate file format for your picture. There is a wide list of supported formats:

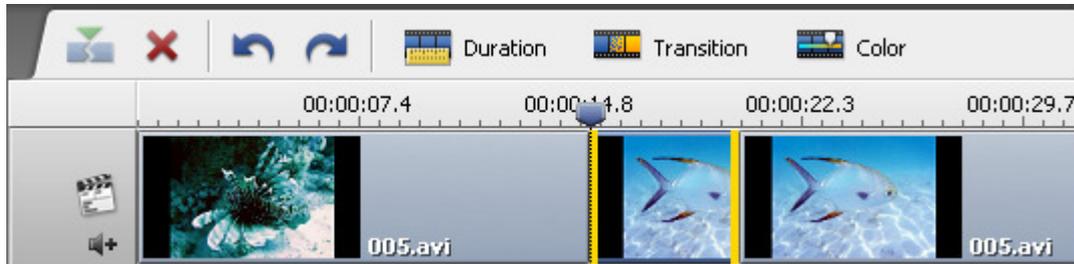
- **BMP** (standard Windows bitmap file format)
- **WMF** (standard Windows Metafile format)
- **EMF** (Enhanced Windows Metafile format)
- **JPEG** (Joint Photographic Expert Group file format)
- **GIF** (Graphics Interchange file Format)
- **PNG** (Portable Network Graphics file format)
- **TIFF** (Tagged-Image File Format)

Finally press the **Save** button. In case you need to use this picture in your current project, just **import** it into the **Files and Effects Area**, **place** to the **Timeline/Storyboard** and continue your film creation.

Freeze Frame Option

The **Freeze Frame** option allows you to make a still shot from your video clip. It's a special effect in which a single frame is shown over and over. Move the cursor in the **Timeline** to find the exact frame you want to freeze, then select the **Freeze** option from the **Edit** section of the **Top Menu**.

The still shot will look like this on the **Timeline**:



It can be also viewed on the **Storyboard**:



The **Freeze Frame** function creates an image file in **PNG** format named **freezeframe_001**, **freezeframe_002**, etc. by default. The newly created images are automatically added into the **Image** category of the **Media Library**.

You can change the duration of the still image clicking the **Duration** button on the **Timeline/Storyboard Toolbar** or right-clicking it and selecting the **Duration** option from the **express menu**. The **Duration** window will appear where you can set the necessary value by entering it through the keyboard or using the arrow buttons. Then press the **OK** button to apply the set duration of the image.

Adjusting the Playback Speed

AVS Video Editor allows you to change the playback speed of video content placed on the **Timeline/Storyboard Area**. Use this feature to correct too slow or too fast episodes speeding up or slowing down your clips. You can create interesting voice effects by adjusting playback speed. Faster speed makes the voice sound small and wacky and slow makes the voice sound large and ominous.

Select the video clip on the **Main video** or **Overlay video** line by clicking it, then press the **Speed** button on the **Timeline/Storyboard Toolbar**. The following window will appear:



The **Speed** field shows the current speed value, click the **...** button and adjust the speed value dragging the **Slider** - 

- The values from **0x** to **0,9x** will decrease the playback speed.
- The **1x** value will playback video at normal speed.
- The values from **1,25x** to **12x** will increase the playback speed.



Note: at present using this function you can change the **forward** playback speed only.

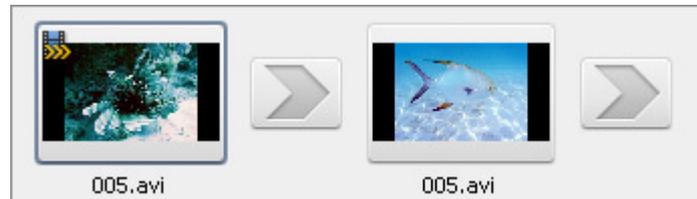
You can play the video clip using the **Player controls** to see if the speed adjustments you've made suit your needs.

If your video file includes an audio track, the audio playback speed could also be changed according to the video stream speed or it can be switched off. Select the **Stretch** option from the **Audio** drop-down menu to adjust audio speed or choose **Mute** to make speed adjustments to the video without affecting the accompanying audio.

To accept the changes click the **OK** button, to discard the changes and close the **Speed** window use the **Cancel** button. If you save the adjustments you've made, the video file will be marked by this sign  on the **Timeline/Storyboard Area**.



The **Speed adjustment** sign on the **Timeline**

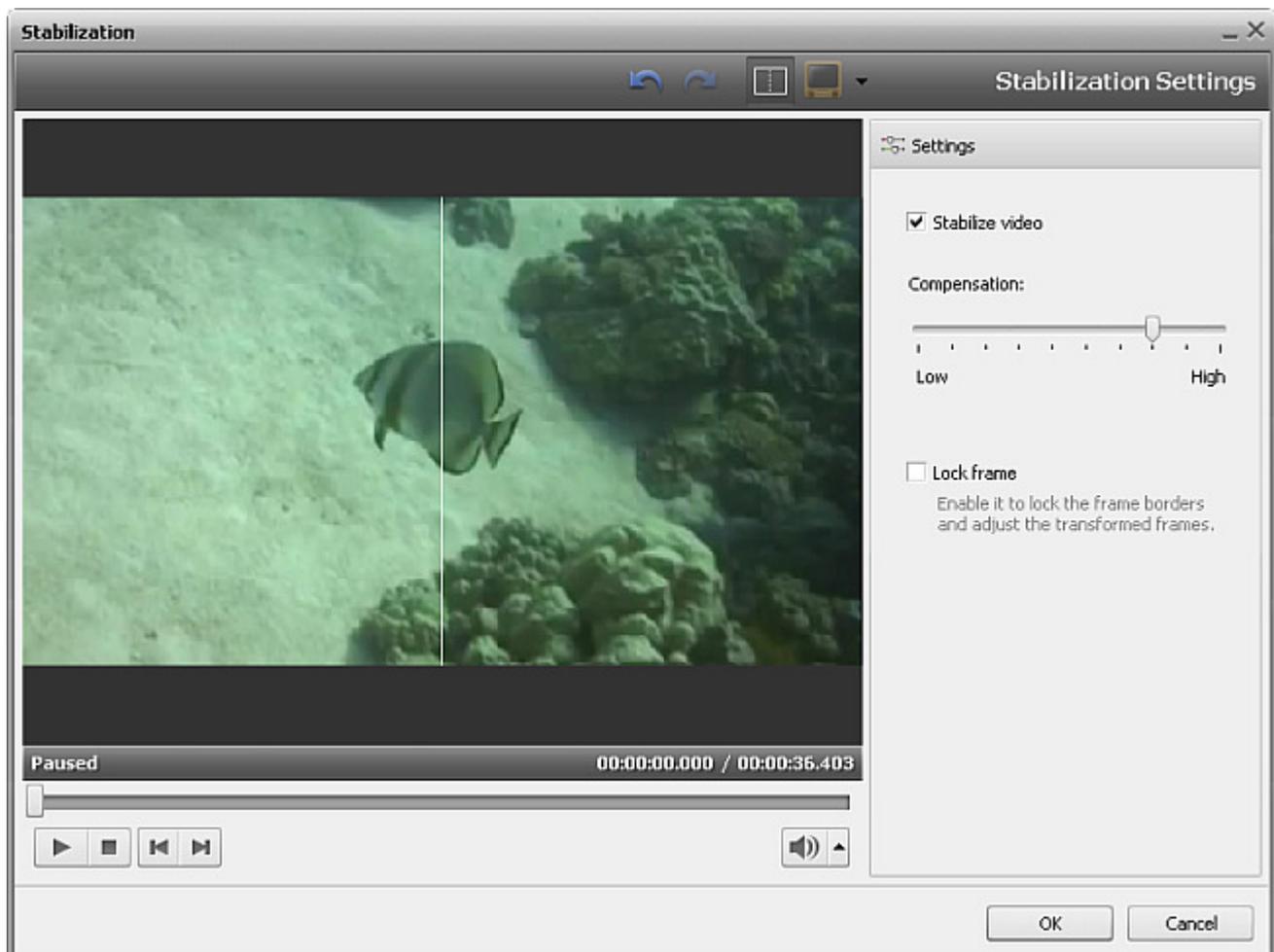


The **Speed adjustment** sign on the **Storyboard**

Using Video Stabilization

AVS Video Editor allows you to stabilize shaky footage of your video content placed on the **Timeline/Storyboard Area**. Use this feature to reduce jittering or blurring caused by shaky motions of a camera.

Select the video clip on the **Main video** line by clicking it and choose the **Stabilization** option at the **Edit** section of the **Top Menu** or at the right-click menu of the file located at the timeline. The following window will appear:



In the right part of the window you can set the stabilisation settings, in the left part you can preview the result. Use the **Split Preview** button for comparing before and after results.

Check the **Stabilize video** box to be able to select an intensity level of applying this feature. Use the **Compensation** slider to increase or decrease the stabilization degree. To understand what level will be best for improving your video image use the **Player controls**. You can also activate the **Lock frame** option to achieve more visible results.

To accept the changes click the **OK** button, to discard the changes and close the **Stabilization** window use the **Cancel** button. If you save the adjustments you've made, the video file will be marked by this sign  on the **Timeline/Storyboard Area**.



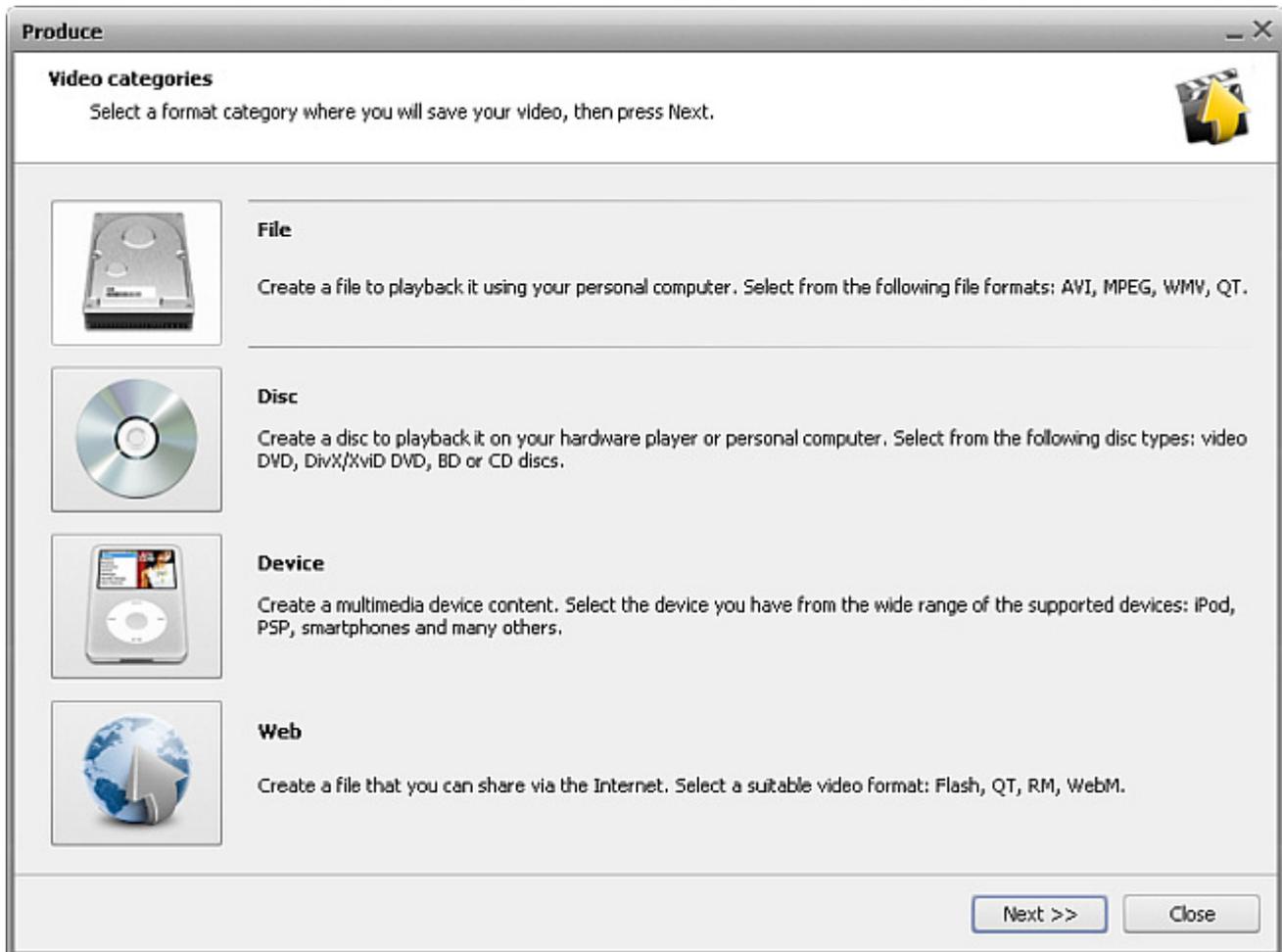
The **Stabilization** sign on the **Timeline**

Saving Videos



After you **create** a movie, **edit** it and everything is ready to be saved, you can press the **Produce...** button in the center of the program window or use the **Produce...** option of the **File** section of the **Top Menu**.

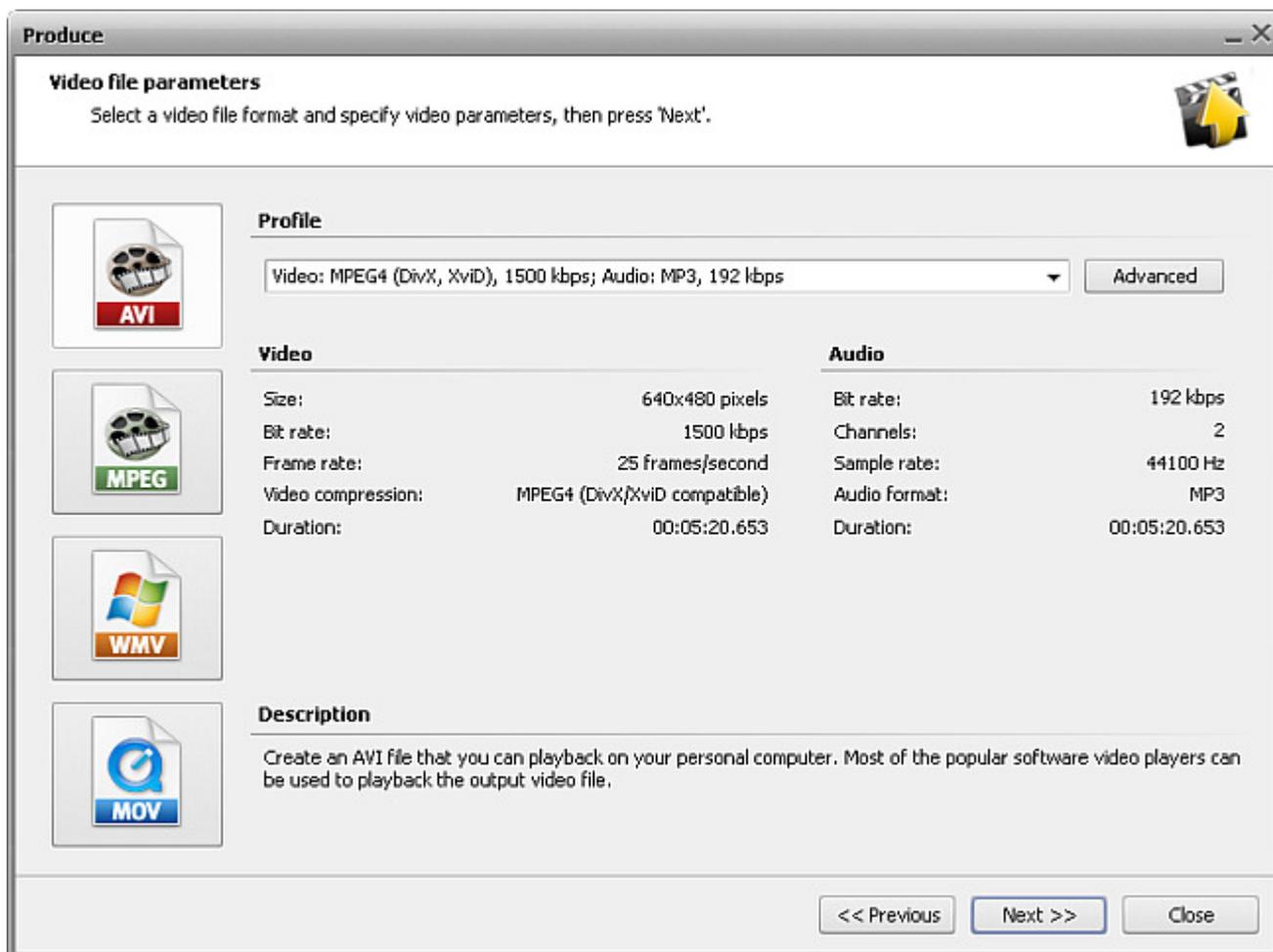
The following window will be opened providing the choice to save your movie into a desired format:



The options are:

- **Save to File** - use this option to create an **AVI, MPEG, WMV, or MOV** video file onto your computer hard disk drive. You will be able to watch the video using some software player program (**AVS Media Player**, for instance).
- **Save to Disc** - use this option to create a **DVD-video or Blu-ray** disc with a **menu**, or a **DivX/Xvid** disc compatible with most up-to-date hardware DVD players. Once the video is saved you will be offered to burn a disc with your movie that can be watched using your home hardware player.
- **Save to Devices** - use this option to create a video for a **mobile player, mobile phone** or a **gaming console** of yours and upload it right to the device. Other **most popular devices** are also supported.
- **Save for Web** - use this option to create a video that can be streamed via web and save it into **Flash, RM, MOV or WebM** format.

Make your choice and click **Next >>** to go to the next screen:

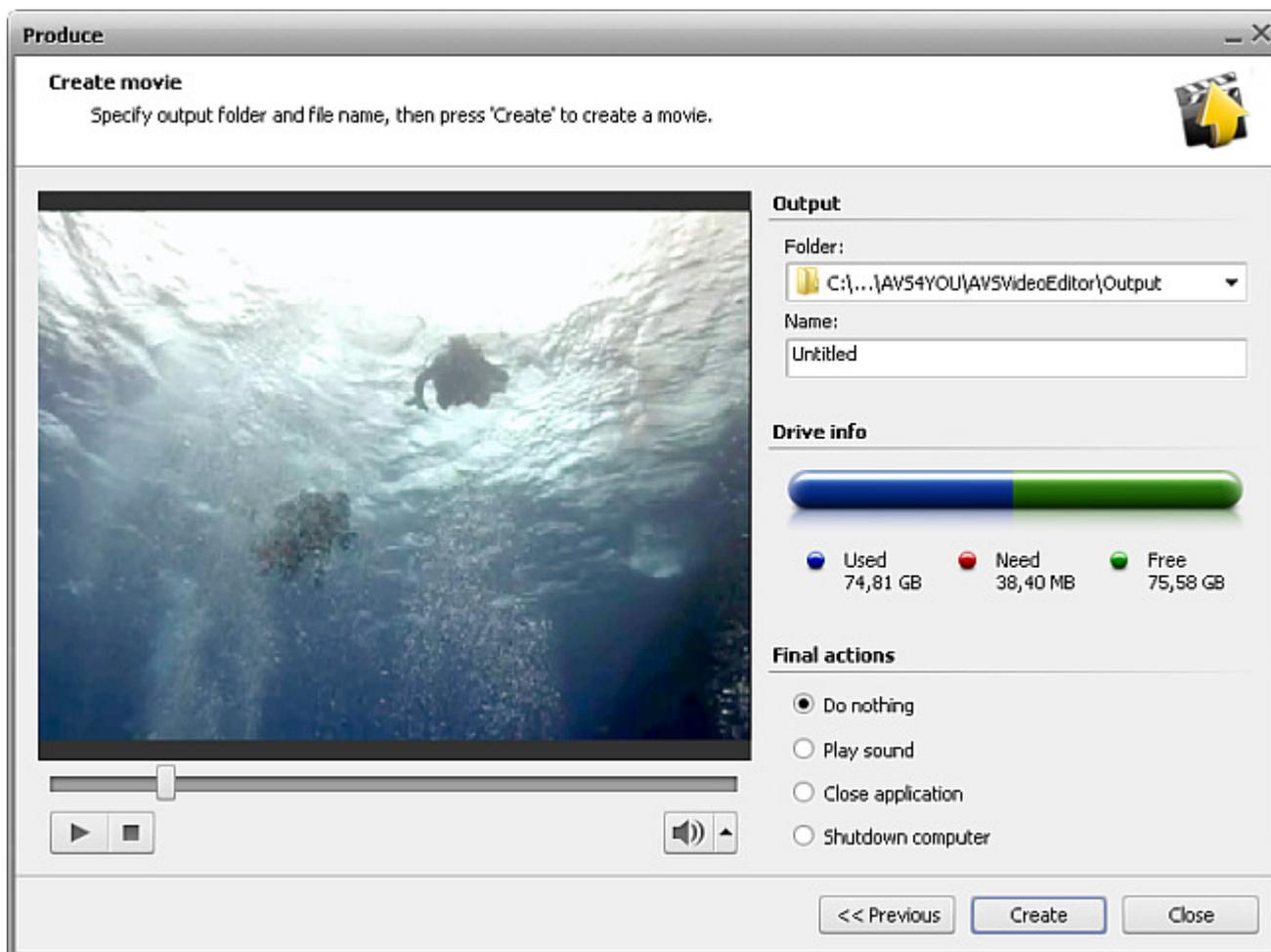


Depending on what you selected at the first step, the second step will either offer you a number of formats to save your video or a list of devices that the output video will be compatible with. You will be also able to change the output format settings if you would like to using the **Advanced** button.



Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Click the **Next >>** button to proceed to the next step:



Here you can select:

- **Output folder** - a folder on your computer used to store the output video file.

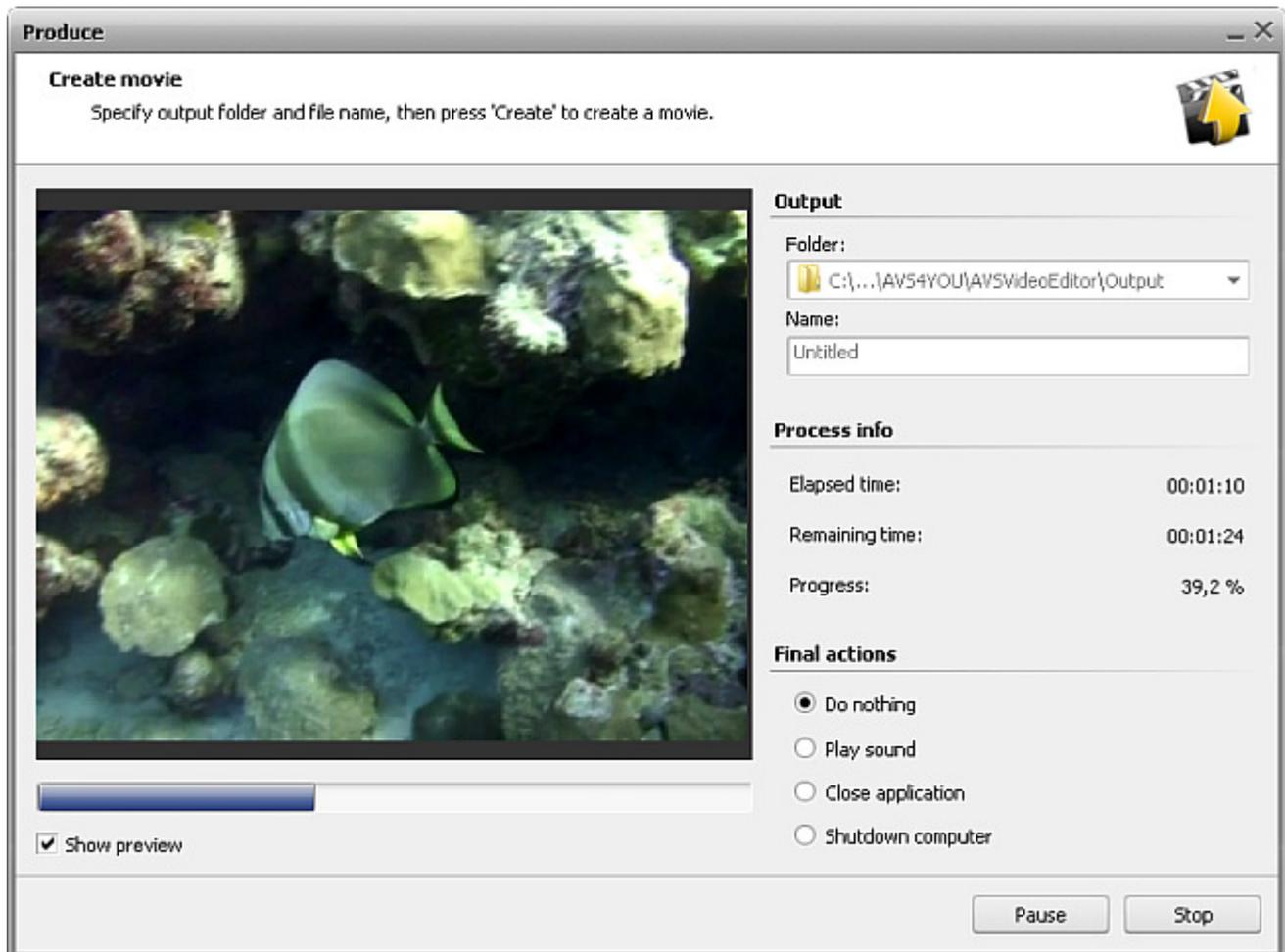


Note: when saving video onto a **disc** or for a **portable device** please make sure you select a folder on your computer **hard disk drive**. You will be able to burn a disc or upload video to a portable once it is saved.

- **Name** - the file name used for your output video.
- **Drive info** will show the selected destination capacity and the place that will be taken by the output video file.

You can also select actions to be performed once the file is saved: you can choose to **Do nothing**, **Play sound** to alert you that everything is ready, **Close application** to exit from **AVS Video Editor** and **Shutdown computer**.

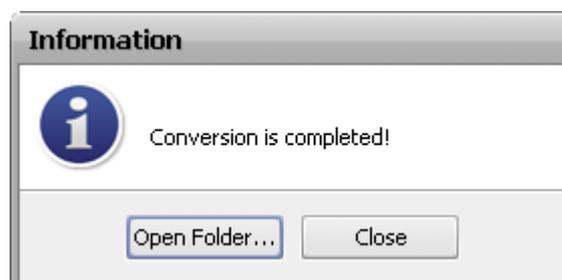
The final preview of the future movie is possible to make sure that everything is alright. Then click the **Create** button to start the video saving process:



You will monitor the process of file creation using the preview (if **Show preview** is checked) and the additional information:

- **Elapsed time** - the time spent by the program since the beginning of the file saving process.
- **Remaining time** - the estimated time till the file saving process is finished.
- **Progress** - the progress of the process shown in percent.

When overall progress reaches 100%, the program will offer some further actions depending on what you chose before and on the format selected. For instance, for the **Save to File** option the following dialog window will appear:



Supported Formats

Most of the commonly used media file formats are supported by **AVS Video Editor**:

Format	Read	Write
HD Video formats (.m2ts, .m2t, .mts, .tod, index.bdm, index.bdmv) <ul style="list-style-type: none"> ● Blu-ray video ● AVCHD ● MPEG-2 HD 	+	+
AVI - Audio Video Interleave (including HD video) (.avi, .divx, .xvid, .ivf, .div, etc) <ul style="list-style-type: none"> ● DivX codec * ● Xvid codec ● H.264 codec ● DV codec ● Cinepak codec ● Indeo codec ● MJPEG codec ● Uncompressed codec ● MS MPEG-4 codec ● and other *if necessary codec is installed	+	+
WMV - Windows Media Formats (including HD video) (.wmv, .asf, .asx, .dvr-ms) <ul style="list-style-type: none"> ● Windows Media Video ● Advanced Systems Format ● DVR-MS 	+	+ (.wmv only)
MPEG - Motion Picture Experts Group (including HD video) (.mpg, .mpeg, .mp2, .m1v, .mpe, .m2v, .dat, .ifo, .vob, .vro, .mod, .mvv) <ul style="list-style-type: none"> ● MPEG-1 ● MPEG-2 ● VCD, SVCD, DVD (PAL and NTSC) ● VOB, VRO ● MPEG-4 	+	+ (see note ¹)
Mobile video formats (.3gp2, .3gpp, .3gp, .3g2, .mp4) <ul style="list-style-type: none"> ● MP4 (inc. Sony PSP and Apple iPod) ● 3GPP ● 3GPP2 	+	+
Quick Time movie (including HD video) (.mov, .qt, .m4v, .mp4)	+	+
Adobe Flash (.swf, .flv, .f4v, .f4p)	+ (except .swf)	+ (.swf and .flv only)
DV files (.dv)	+	-
RealNetworks (.rm, .rv, .ram, .rmvb, .ivr)	+	+
Matroska (including HD video) (.mkv)	+	-

Ogg Media (including HD video) (.ogm, .ogg, .ogv)	+	-
AMV/MTV files (.amv, .mtv)	+	-
WebM files (.webm)	+	+
TS files (.ts, .m2ts, .m2t, .mts, .tp)	+	-
Nintendo DS files (.dpg)	+	-
NullSoft Video (.nsv)	+	-
FLIC files (.fli, .flc)	+	-
CDG files ² (.cdg)	+	-
PowerPoint Presentation (.ppt, .pptx)	+	-
Google Video (.gvi)	+	-
Samsung Video Format (.svi)	+	-

¹ - writing is supported for the following MPEG format file extensions:

- .mpg (MPEG-1 and MPEG-2 files);
- .ifo and .vob (as a part of DVD only).

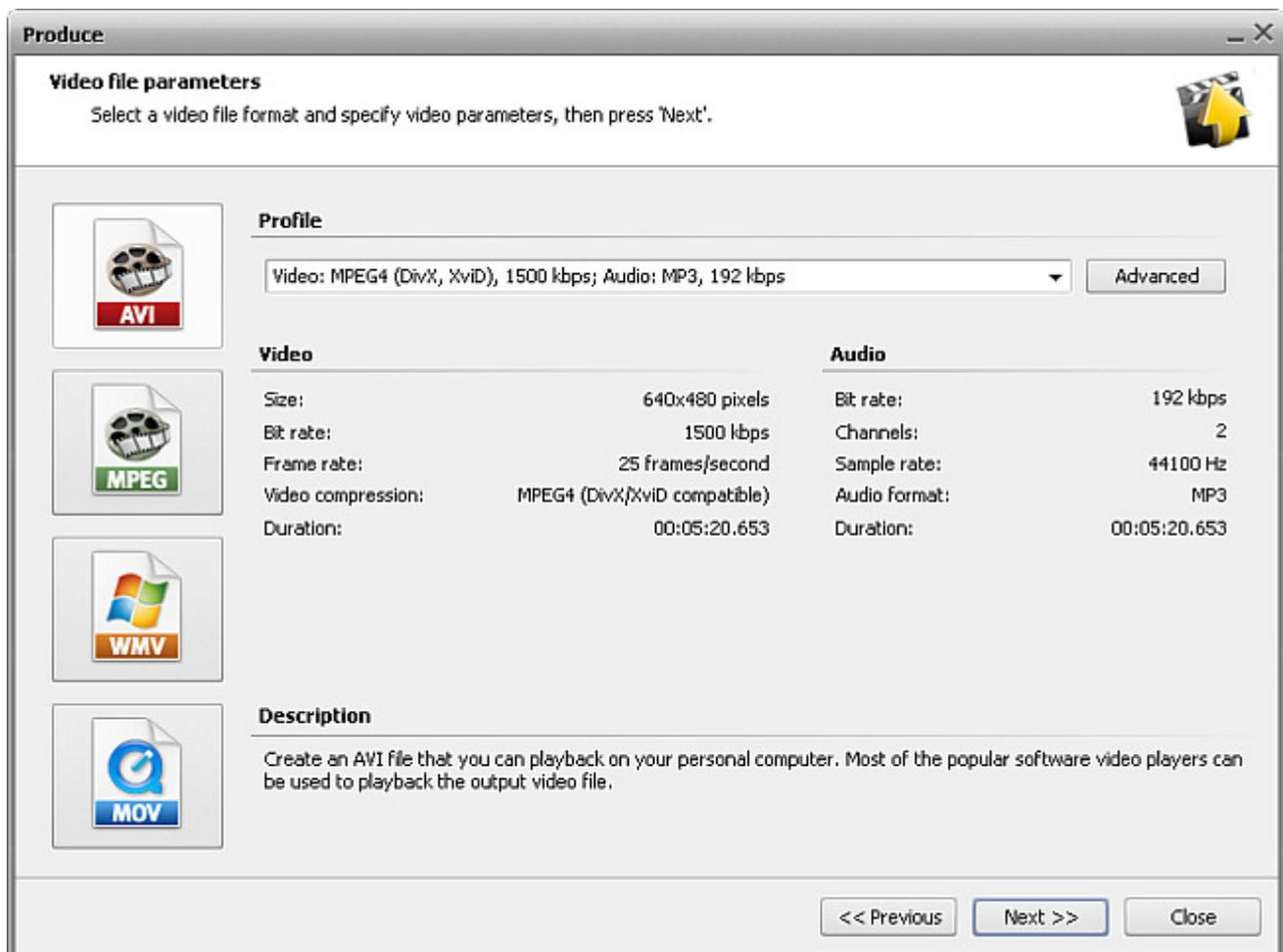
² - **CDG files** are karaoke files. To load video file together with audio track, make sure that video and audio files are located in one and the same folder and have the same name, e.g. "song.cdg" and "song.mp3" (CDG+MP3 format) or "song.cdg" and "song.ogg" (CDG+OGG format).

Saving to File



You can use the **Save to File** option to save your video into a file using different formats and codecs. The following options are available here:

- **Save to AVI** - use this option to save your movie into a video file with an **.avi** extension. The video will be encoded using **MPEG-4 (DivX/Xvid) codec, H.264 codec**, or using a preset for a certain video service - **Google video, YouTube video** or **Myspace video**. There is also a possibility to save your movie into an uncompressed **AVI** video.
- **Save to MPEG** - use this option to save your movie into a video file with a **.mpeg** extension. The video will be encoded using **MPEG-1** or **MPEG-2** codec.
- **Save to WMV** - use this option to save your movie into a video file with a **.wmv** extension. The video will be encoded using Microsoft **WMV** codec and compatible with many portable players - Microsoft Zune, Archos, Creative ZEN, Epson Multimedia Storage Viewer P3000/P5000, Palm Treo series devices, HP iPaq series devices and other different mobiles and portables that use Microsoft Windows Mobile as an operating system.
- **Save to MOV** - use this option to save your movie into a video file with a **.qt** extension. The video will be encoded using **Quick Time** codec and will be compatible with Apple Quick Time player.



Saving to AVI



The **Save to AVI** option is used to save your movie into a video file with an **.avi** extension. The video will be encoded using **MPEG-4 (DivX/Xvid) codec**, **H.264 codec**, or using a preset for a certain video service - **Google video**, **YouTube video** or **Myspace video**. There is also a possibility to save your movie into an uncompressed **AVI** video.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and

Audio properties:

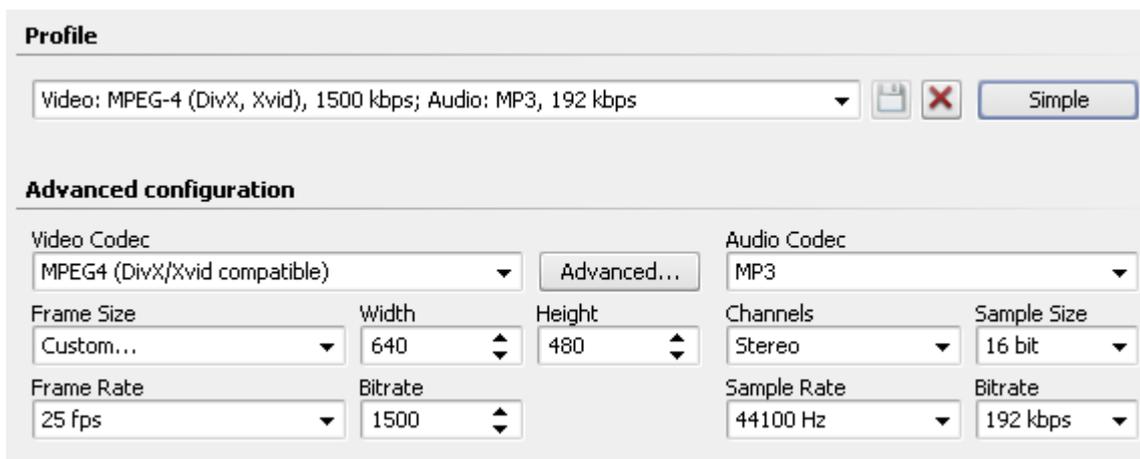
Profile			
Video: MPEG-4 (DivX, Xvid), 1500 kbps; Audio: MP3, 192 kbps			Advanced
Video		Audio	
Size:	640x480 pixels	Bit rate:	192 kbps
Bit rate:	1500 kbps	Channels:	2
Frame rate:	25 frames/second	Sample rate:	44100 Hz
Video compression:	MPEG4 (DivX/Xvid compatible)	Audio format:	MP3
Duration:	00:00:20.000	Duration:	00:00:20.000

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file. You can change the MPEG-4 and H.264 codecs advanced settings.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.



Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.



If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

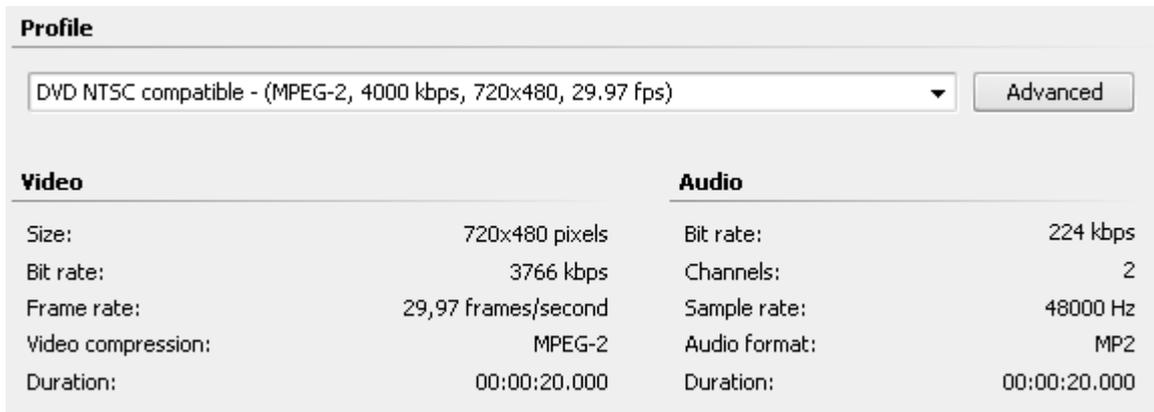
When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Saving to MPEG



The **Save to MPEG** option is used to save your movie into a video file with a **.mpeg** extension. The video will be encoded using **MPEG-1** or **MPEG-2** codec.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:



VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).

Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.



Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Profile

DVD NTSC compatible - (MPEG-2, 4000 kbps, 720x480, 29.97 fps)  

Advanced configuration

Video Codec		Audio Codec	
MPEG-2 		MP2	
Frame Size	Width	Height	Channels
720 x 480	720	480	Stereo
Sample Size	Frame Rate	Bitrate	Sample Rate
16 bit	29,97 fps	3766	48000 Hz
Bitrate			Bitrate
			224 kbps

If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Saving to WMV



The **Save to WMV** option is used save your movie into a video file with a **.wmv** extension. The video will be encoded using Microsoft **WMV** codec and compatible with many portable players - Microsoft Zune, Archos, Creative ZEN, Epson Multimedia Storage Viewer P3000/P5000, Palm Treo series devices, HP iPaq series devices and other different mobiles and portables that use Microsoft Windows Mobile as an operating system.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile

Windows Media Video 9 High Quality Advanced

Video	Audio
Size: 640x480 pixels	Bit rate: 96 kbps
Bit rate: 1200 kbps	Channels: 2
Frame rate: 25 frames/second	Sample rate: 44100 Hz
Video compression: Windows Media Video 9	Audio format: WMA
Duration: 00:00:20.000	Duration: 00:00:20.000

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file. You can change the WMV codec advanced settings.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.

Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Profile

Windows Media Video 9 High Quality  

Advanced configuration

Video Codec: Windows Media Video 9 Audio Codec: WMA

Frame Size: Custom... Width: 640 Height: 480 Channels: Stereo Sample Size: 16 bit

Frame Rate: 25 fps Bitrate: 1200 Quality: 100 Sample Rate: 44100 Hz Bitrate: 96 kbps

Audio Format: 96 kbps, 44 kHz, stereo CBR

If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Saving to MOV



The **Save to MOV** option is used to save your movie into a video file with a **.qt** extension. The video will be encoded using **Quick Time** codec and will be compatible with Apple Quick Time player.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile

Quick Time - HD Quality 480p - (H.264, 848x480; MP2/4 (AAC), 320 kbps)

Video		Audio	
Size:	848x480 pixels	Bit rate:	320 kbps
Bit rate:	1200 kbps	Channels:	2
Frame rate:	25 frames/second	Sample rate:	48000 Hz
Video compression:	H.264/AVC (Advanced Video Coding)	Audio format:	MPEG-2/4 Audio
Duration:	00:00:20.000	Duration:	00:00:20.000

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description

Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.



Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Profile

Quick Time - HD Quality 480p - (H.264, 848x480; MP2/4 (AAC), 320 kbps)

Advanced configuration

Video Codec		Audio Codec	
H.264/AVC (Advanced Video Coding) <input type="button" value="Advanced..."/>		MPEG-2/4 Audio	
Frame Size	Width	Height	Channels
Custom...	848	480	Stereo
Sample Size			
16 bit			
Frame Rate	Bitrate	File Type	Sample Rate
25 fps	1200	mov	48000 Hz
			Bitrate
			320 kbps

If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

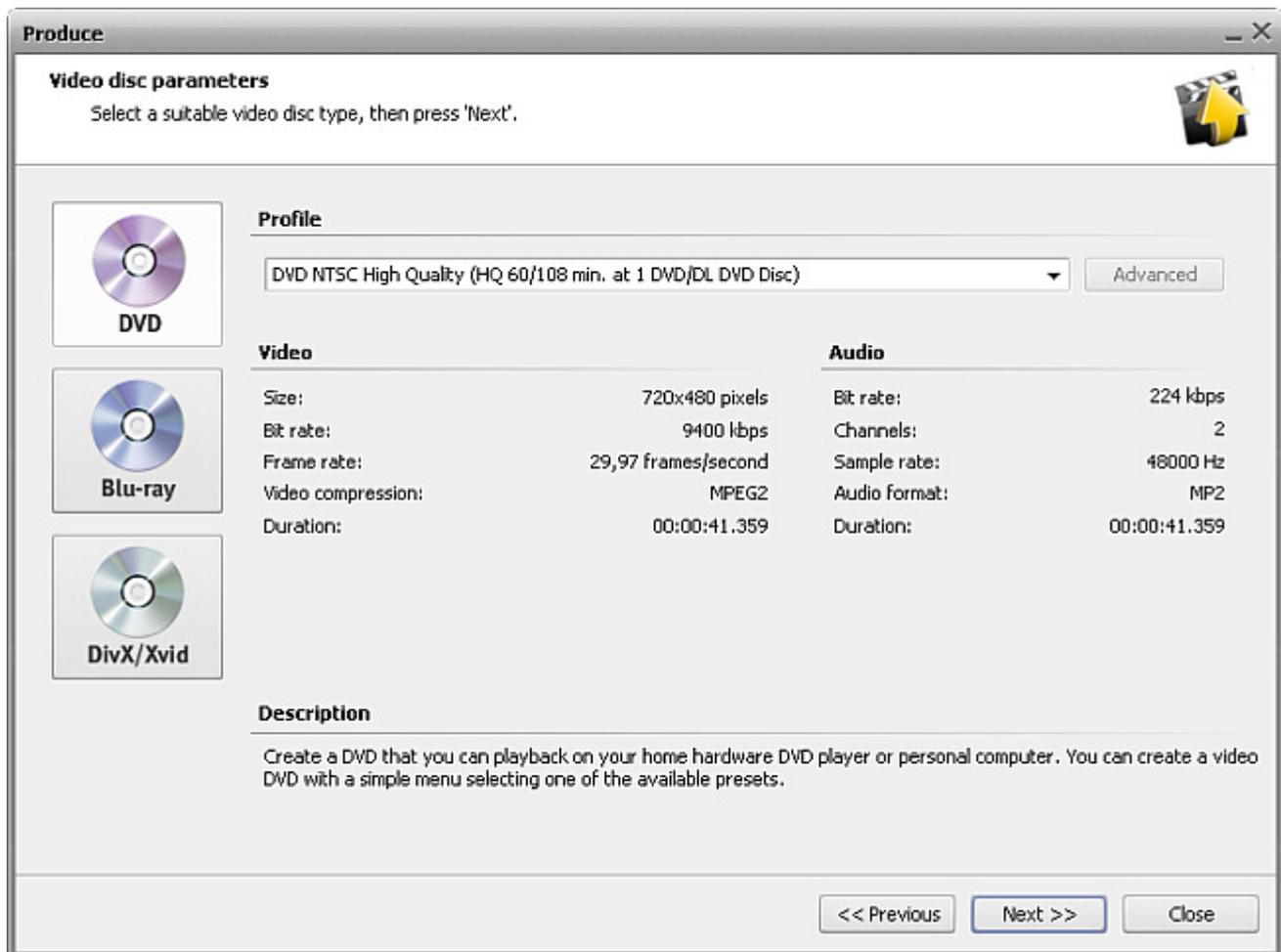
When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Saving to Disc



You can use the **Save to Disc** option to save your video onto different types of discs. The following options are available here:

- **Save to DVDs** - use this option to create DVD-video and burn your output movie onto a DVD disc. You will be also able to **create and edit DVD menu** for decoration and quick and easy navigation through your video. The resulting disc will be compatible with most types of modern hardware players supporting DVD±R/RW discs.
- **Save to Blu-ray** - use this option to create Blu-ray video and burn your output movie onto a Blu-ray disc. You will be also able to **create and edit Blu-ray menu** for decoration and quick and easy navigation through your video. The resulting disc will be compatible with most of well known hardware and software Blu-ray players.
- **Save to DivX/Xvid** - use this option to create DivX/Xvid video and burn your output movie onto a CD or a DVD disc. The resulting disc will be compatible with most types of modern hardware players supporting playback of DivX/Xvid video discs.



When the movie creation is over, you will be offered to **burn** it onto a the disc using the internal **AVS Video Editor** burning engine. You do not need any other additional programs to burn your created discs.

Saving to DVDs



The **Save to DVD** option is used to create DVD-video and burn your output movie onto a DVD disc. You will be also able to **create and edit DVD menu** for decoration and quick and easy navigation through your video. The resulting disc will be compatible with most types of modern hardware players supporting DVD±R/RW discs.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile

DVD NTSC High Quality (HQ 60/108 min. at 1 DVD/DL DVD Disc) Advanced

Video		Audio	
Size:	720x480 pixels	Bit rate:	224 kbps
Bit rate:	9400 kbps	Channels:	2
Frame rate:	29,97 frames/second	Sample rate:	48000 Hz
Video compression:	MPEG-2	Audio format:	MP2
Duration:	00:00:20.000	Duration:	00:00:20.000

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

Note: you cannot change any settings in the profile as all the settings are restricted by the standards compatibility and only an exact profile can be chosen.

After you select a profile from the drop-down list and click the **Next >>** button, you will go to the **DVD menu creation** step.

Saving to Blu-ray



The **Save to Blu-ray** option is used to create Blu-ray video and burn your output movie onto a BD disc. You will be also able to **create and edit Blu-ray menu** for decoration and quick and easy navigation through your video. The resulting disc will be compatible with most types of modern hardware and software Blu-ray players.



Note: for a Blu-ray disc only the 16:9 aspect can be selected.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile

Blu-ray Full HD 1080p - (H.264, 24000kbps, 23.976fps) Advanced

Video	Audio
Size: 1920x1080 pixels	Bit rate: 1536 kbps
Bit rate: 24000 kbps	Channels: 2
Frame rate: 23,98 frames/second	Sample rate: 48000 Hz
Video compression: H.264/AVC (Advanced Video Coding)	Audio format: LPCM
Duration: 00:00:19.960	Duration: 00:00:19.960

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).



Note: you cannot change any settings in the profile as all the settings are restricted by the standards compatibility and only an exact profile can be chosen.

After you select a profile from the drop-down list and click the **Next >>** button, you will go to the **BD menu creation** step.

Saving to DivX/Xvid



The **Save to DivX/Xvid** option is used to create DivX/Xvid video and burn your output movie onto a CD or a DVD disc. The resulting disc will be compatible with most types of modern hardware players supporting playback of DivX/Xvid video discs.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile

Video: MPEG-4 (DivX, Xvid), 1500 kbps; Audio: MP3, 192 kbps Advanced

Video		Audio	
Size:	640x480 pixels	Bit rate:	192 kbps
Bit rate:	1500 kbps	Channels:	2
Frame rate:	25 frames/second	Sample rate:	44100 Hz
Video compression:	MPEG4 (DivX/Xvid compatible)	Audio format:	MP3
Duration:	00:00:20.000	Duration:	00:00:20.000

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

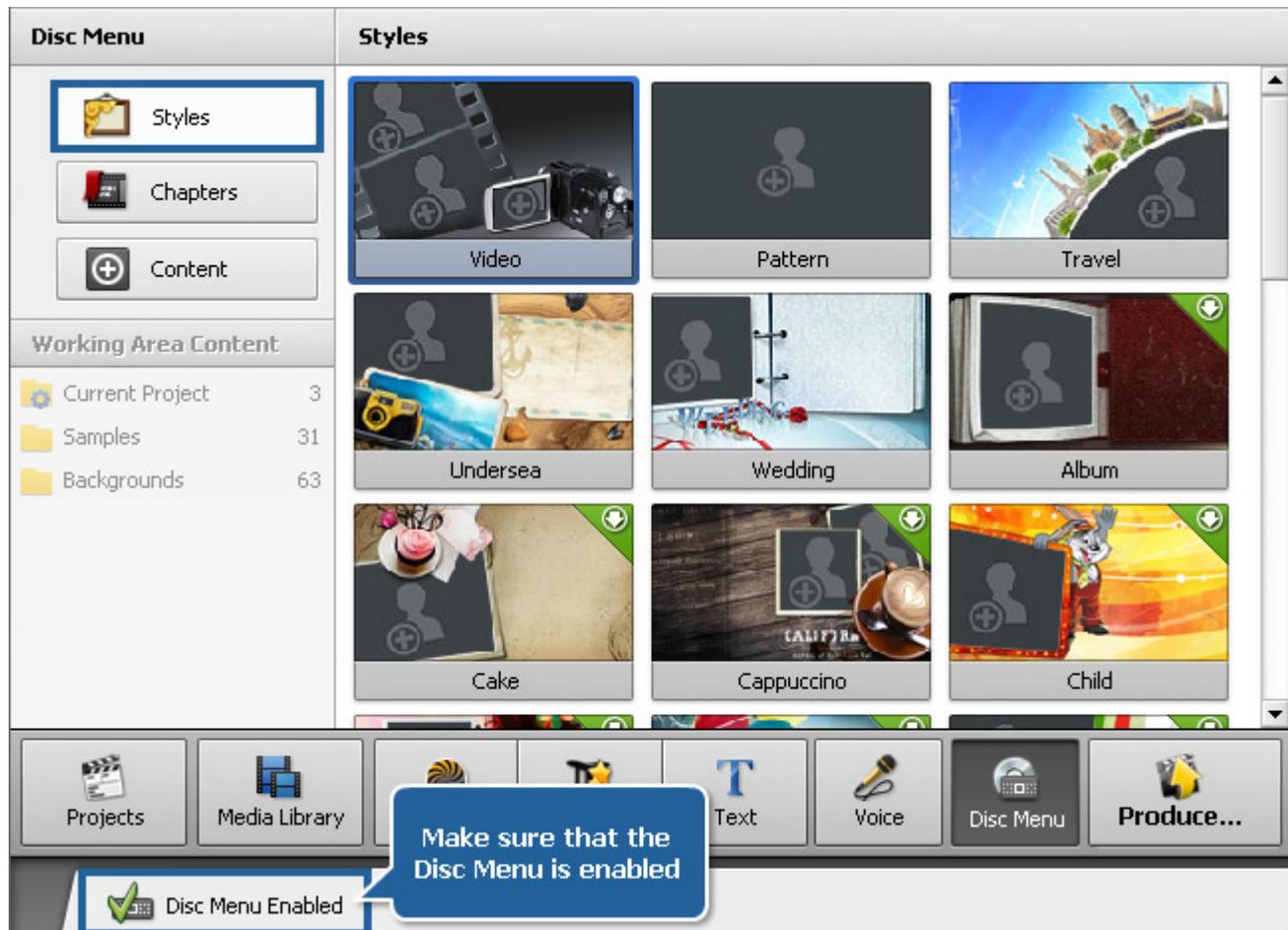
Note: you cannot change any settings in the profile as all the settings are restricted by the standards compatibility and only an exact profile can be chosen.

Creating Disc Menu



If you plan to make a DVD or Blu-ray disc out of your project, **AVS Video Editor** offers you to create a disc menu that will add individuality to your movie and simplify the navigation through your created disc.

Press the **Disc Menu central button**. Make sure that the **Disc Menu Enabled** option is checked. With the **Styles** view mode selected you can see a number of menu presets:



Choose a **Menu Style** that suits your movie best from the list double clicking its image with the name, it will be applied to the menu at once. You can also **edit** your menu customizing a background picture, changing a disc menu title and adding background music.

Some presets are presented in the preview mode only. To use them for your disc menu, double click any **Menu Style** and download a full preset pack from our site.

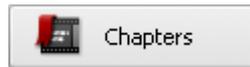


If necessary, **create chapters** in your video. In case your movie contains no chapters, the menu will be created with only one chapter starting from the beginning of the video.

After you have chosen a style and divided your movie into chapters, you can test the menu using the preview window tabs:

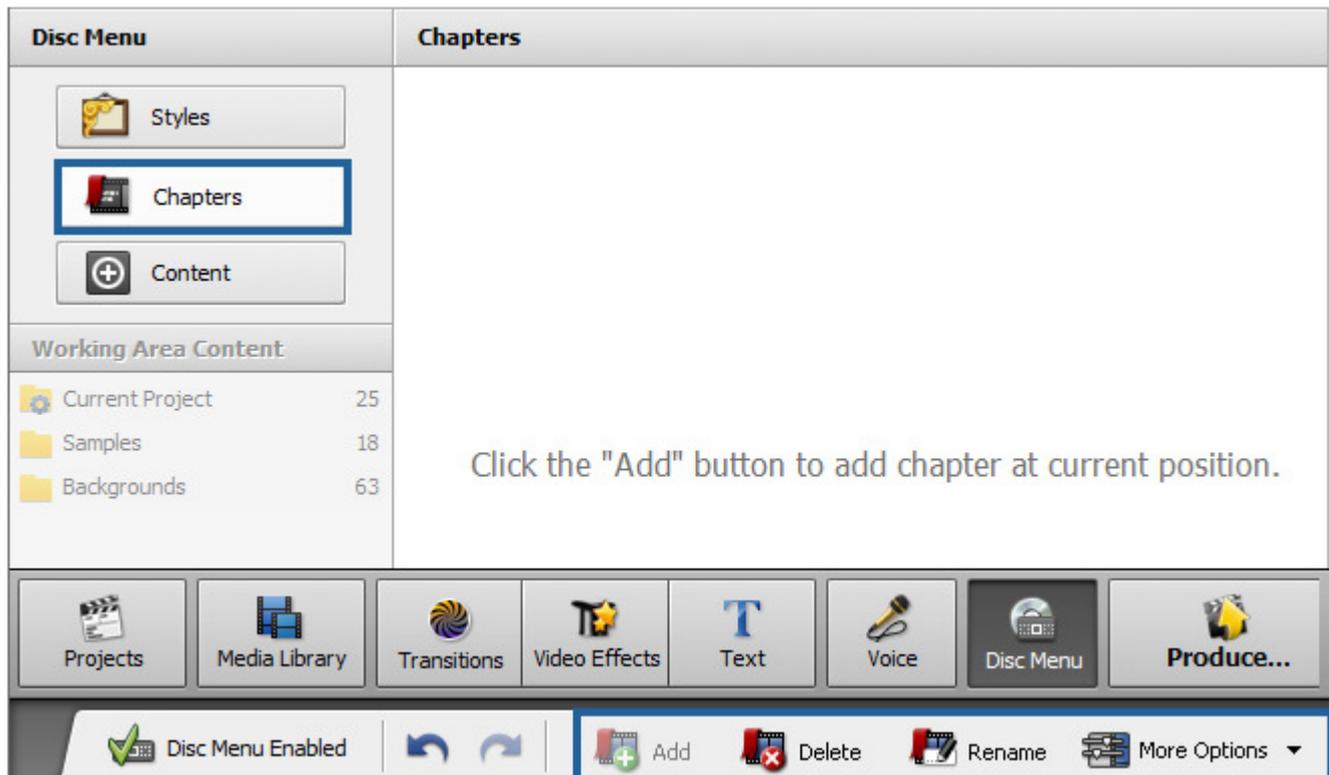
- **Main** tab - displays the main disc menu page.
- **Chapters...** tab - displays the disc menu page with a chapters list (there can be several such tabs in case the video contains a lot of chapters).

Splitting Videos into Chapters



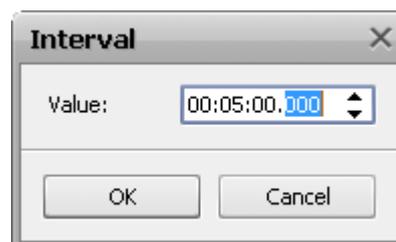
Chapters

Using the **Chapters** view mode of the **Disc Menu** and the **Timeline** buttons you can split your movie into chapters.



You can choose either to set chapters automatically using the **Auto Set Chapters** button, or create them manually using the **Add** and **Delete** buttons.

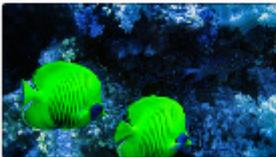
If you select the first option (**Auto Set Chapters** from the **More Options** drop-down list) you will need to opt for one of the variants - **At the Beginning of Each Clip** (in this case a new chapter will be created at the beginning of each new clip added to the **Timeline/Storyboard Area**) or **At a Time Interval** (in this case you will need to select a time interval which will determine a new chapter creation). The interval window will let you select the desired interval:



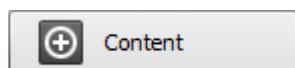
Note: the **At the Beginning of Each Clip** option will only add chapters to your video if more than one clip is added to the **Timeline/Storyboard Area**. In case only one clip is added to the **Timeline/Storyboard Area** only one chapter will be created at the beginning of the movie.

The second option is used the following way: click the position at the timeline scale where you want your chapter to begin and use the **Add** button to mark the beginning of a new chapter. Or select an already added chapter and use the **Delete** button to remove it from the video.

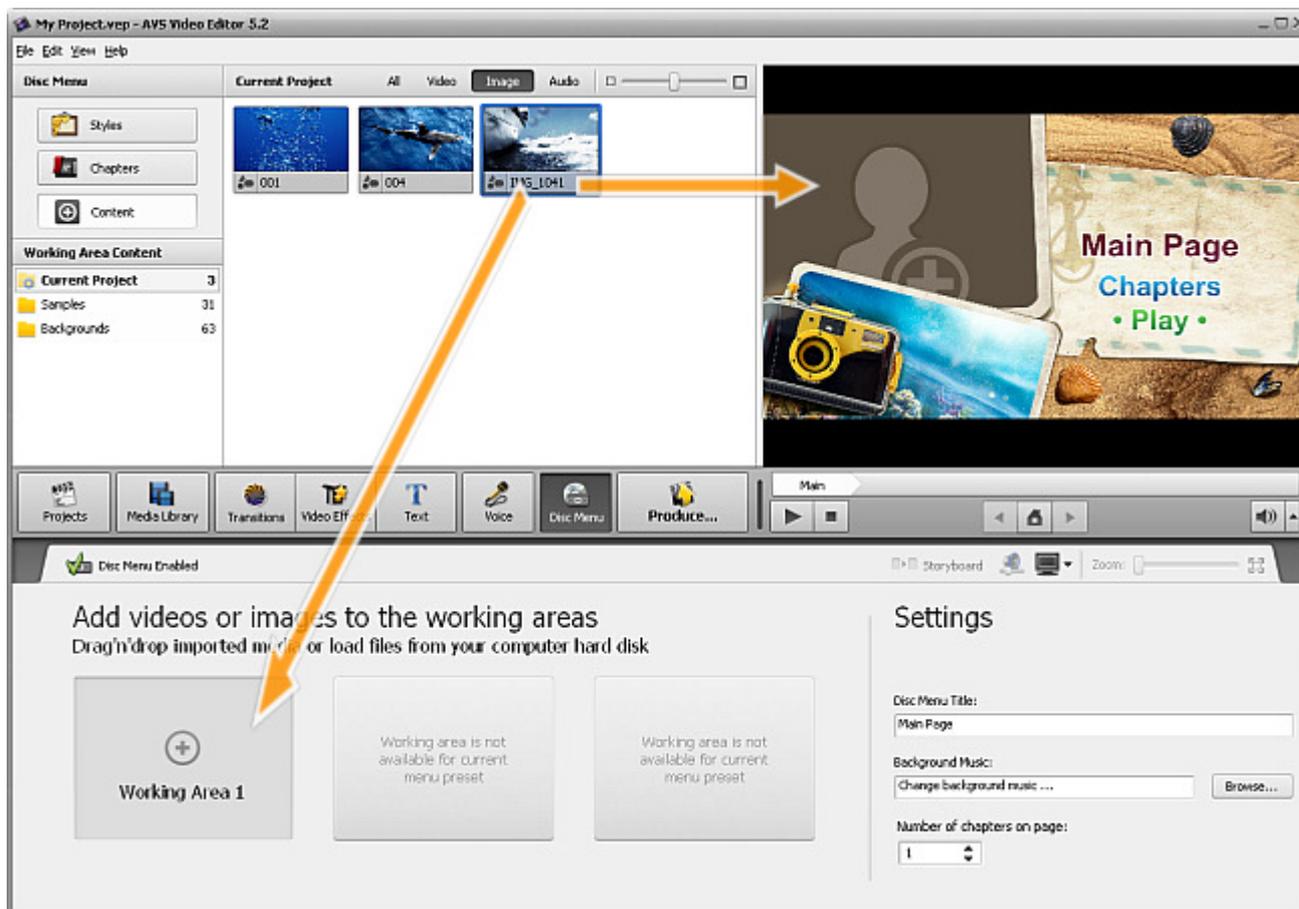
When you add all the chapters they will be displayed in the **Files and Effects Area**. Here you can rename chapters double-clicking the needed chapter or using the **Rename** button.

Disc Menu	Chapters
<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">  Styles </div> <div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">  Chapters </div> <div style="border: 1px solid gray; padding: 5px;">  Content </div>	<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">  <div style="float: right; border: 1px solid gray; padding: 2px;">Chapter 1</div> <div style="clear: both;"></div> <p>Start time: 00:00:08.003 Duration: 00:01:24.738</p> </div> <div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">  <p>Chapter 2 Start time: 00:01:32.741 Duration: 00:00:51.087</p> </div> <div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;">  <p>Chapter 3 Start time: 00:02:23.828 Duration: 00:00:11.958</p> </div> <div style="border: 1px solid gray; padding: 5px;">  <p>Chapter 4 Start time: 00:02:35.786 Duration: 00:00:34.604</p> </div>
<div style="border: 1px solid gray; padding: 5px;"> <p>Working Area Content</p> <ul style="list-style-type: none">  Current Project 25  Samples 18  Backgrounds 63 </div>	

Editing Disc Menu



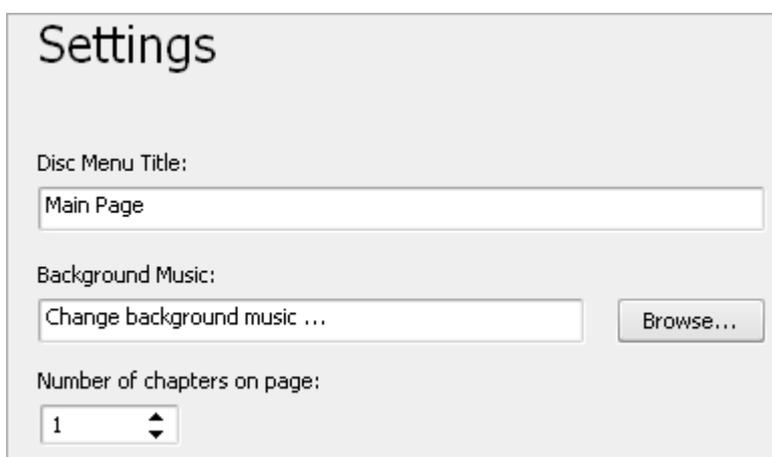
Using the **Content** view mode of the **Disc Menu** you can customize your menu style adding background images or video. To do it drag a media file from your library and drop it in the corresponding **Working Area** or in a special image position of the **Preview Area**. If you'd like to use media from the hard disc double click the required **Working Area** or the image position of the **Preview Area** to open the **Load Media** dialogue window and download a necessary file.



You can change or delete your background content using the corresponding options of the right-click menu:



The **Settings** section of the **Disc Menu** allows you to give a title to your disc by entering it in the corresponding box and add music as a background for your menu using the **Browse** button to open the **Load Music** window and select a necessary audio file. You can also set the desired **Number of chapters** displayed on the page.

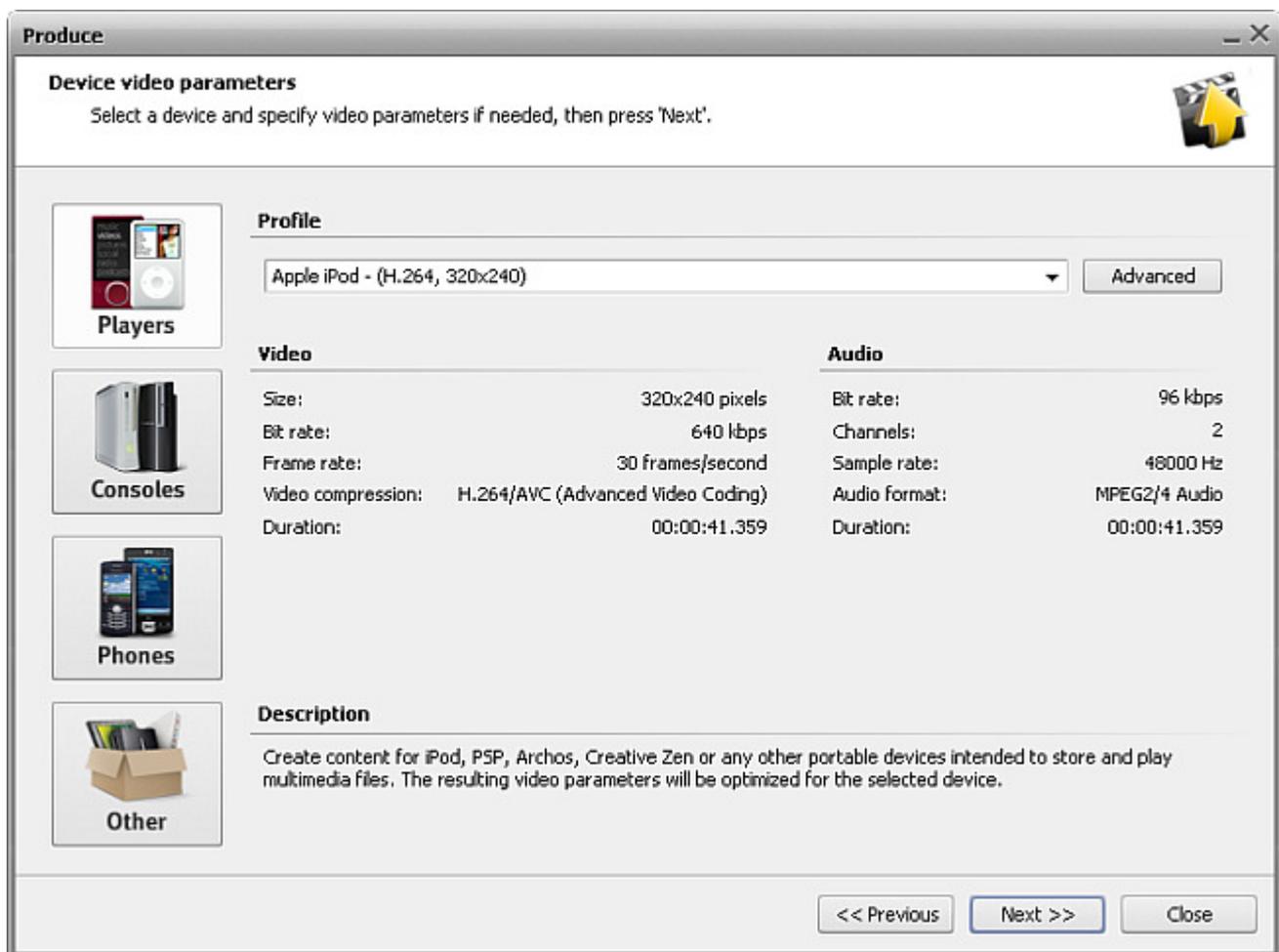


Saving to Devices



You can use the **Save to Devices** option to create a video for a mobile player, mobile phone or a gaming console of yours and upload it right to the device. Other most popular devices are also supported. The following options are available here:

- **Save to Mobile Players** - use this option to save your movie into video files compatible with various mobile players - Apple iPhone, Apple iPod of different models including iPod Touch, Sony PSP, Microsoft Zune, Archos, Creative Zen Vision, iAudio, iRiver and Epson players.
- **Save to Gaming Consoles** - use this option to save your movie into video files compatible with most popular gaming consoles - Microsoft Xbox 360, Sony PlayStation 3 and Sony PSP.
- **Save to Mobile Phones** - use this option to save your movie into video files compatible with many mobile phones supporting video playback - BlackBerry 8 and 81 series phones, Apple iPhone, HP iPaq series devices, Palm Treo series and other pocket PCs and PDAs. If your device is not on the list, you can try and use a generic 3GPP/MPEG-4 mobile phone profile.
- **Save to Other Devices** - use this option to save your movie into video files compatible with Apple TV and Epson multimedia players.



When the movie creation is over, you will be offered to upload it to the portable using **AVS Mobile Uploader** that comes together with **AVS Video Editor**. You do not need any other additional programs to transfer your created movie to a portable of yours.



Note: some devices do not allow third party programs to upload files to them as it can damage their files database and make all the previously uploaded files inaccessible. **AVS Mobile Uploader** will not be launched for these devices. Please use the proprietary programs that come bundled with such devices to transfer the output video files to them.

Saving to Mobile Players



The **Save to Mobile Players** option is used to save your movie into video files compatible with various mobile players - Apple iPhone, Apple iPod of different models including iPod Touch, Sony PSP, Microsoft Zune, Archos, Creative Zen Vision, iAudio, iRiver and Epson players.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile

Apple iPod - (H.264, 320x240) Advanced

Video	Audio
Size: 320x240 pixels	Bit rate: 96 kbps
Bit rate: 640 kbps	Channels: 2
Frame rate: 30 frames/second	Sample rate: 48000 Hz
Video compression: H.264/AVC (Advanced Video Coding)	Audio format: MPEG2/4 Audio
Duration: 00:00:19.565	Duration: 00:00:19.565

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.

Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Profile

Apple iPod - (H.264, 320x240)  

Advanced configuration

Video Codec: H.264/AVC (Advanced Video Coding) Audio Codec: MPEG-2/4 Audio

Frame Size: 320 x 240 Width: 320 Height: 240 Channels: Stereo Sample Size: 16 bit

Frame Rate: 30 fps Bitrate: 640 File Type: m4v iPod Sample Rate: 48000 Hz Bitrate: 96 kbps

If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Saving to Gaming Consoles



The **Save to Gaming Consoles** option is used to save your movie into video files compatible with most popular gaming consoles - Microsoft Xbox 360, Sony PlayStation 3 and Sony PSP.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile

Microsoft Xbox360 - Normal HD Quality 480p - (H.264, 29.97 fps, 848x480)

Video		Audio	
Size:	848x480 pixels	Bit rate:	256 kbps
Bit rate:	2600 kbps	Channels:	2
Frame rate:	29,97 frames/second	Sample rate:	48000 Hz
Video compression:	H.264/AVC (Advanced Video Coding)	Audio format:	MPEG2/4 Audio
Duration:	00:00:19.565	Duration:	00:00:19.565

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).

Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.



Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Profile

Microsoft Xbox360 - Normal HD Quality 480p - (H.264, 29.97 fps, 848x480)

Advanced configuration

Video Codec		Audio Codec	
H.264/AVC (Advanced Video Coding) <input type="button" value="Advanced..."/>		MPEG-2/4 Audio	
Frame Size	Width	Height	Channels
Custom...	848	480	Stereo
			Sample Size
			16 bit
Frame Rate	Bitrate	File Type	Sample Rate
29,97 fps	2600	mp4 PSP	48000 Hz
			Bitrate
			256 kbps

If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Saving to Mobile Phones



The **Save to Mobile Phones** option is used to save your movie into video files compatible with many mobile phones supporting video playback - BlackBerry 8 and 81 series phones, Apple iPhone, HP iPaq series devices, Palm Treo series and other pocket PCs and PDAs. If your device is not on the list, you can try and use a generic 3GPP/MPEG-4 mobile phone profile.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and

Audio properties:

Profile			
BlackBerry 81xx - (MPEG4, 560 kbps, 320x240)			Advanced
Video		Audio	
Size:	320x240 pixels	Bit rate:	96 kbps
Bit rate:	460 kbps	Channels:	2
Frame rate:	25 frames/second	Sample rate:	44100 Hz
Video compression:	Microsoft MPEG-4	Audio format:	MP3
Duration:	00:00:19.565	Duration:	00:00:19.565

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.



Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Profile

BlackBerry 81xx - (MPEG-4, 560 kbps, 320x240)  

Advanced configuration

Video Codec: Microsoft MPEG-4 Audio Codec: MP3

Frame Size: 320 x 240 Width: 320 Height: 240 Channels: Stereo Sample Size: 16 bit

Frame Rate: 25 fps Bitrate: 460 Sample Rate: 44100 Hz Bitrate: 96 kbps

If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Saving to Other Devices



The **Save to Other Devices** option is used to save your movie into video files compatible with Apple TV and Epson multimedia players.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile

Apple iPad - (H.264,640x480)

Video		Audio	
Size:	640x480 pixels	Bit rate:	112 kbps
Bit rate:	712 kbps	Channels:	2
Frame rate:	30 frames/second	Sample rate:	48000 Hz
Video compression:	H.264/AVC (Advanced Video Coding)	Audio format:	MPEG-2/4 Audio
Duration:	00:00:20.000	Duration:	00:00:20.000

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).

Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.



Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Profile

Apple iPad - (H.264,640x480)

Advanced configuration

Video Codec		Audio Codec	
H.264/AVC (Advanced Video Coding)	<input type="button" value="Advanced..."/>	MPEG-2/4 Audio	
Frame Size	Width	Height	Channels
Custom...	640	480	Stereo
Frame Rate	Bitrate	File Type	Sample Rate
30 fps	712	m4v iPod	48000 Hz
			Bitrate
			112 kbps

If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

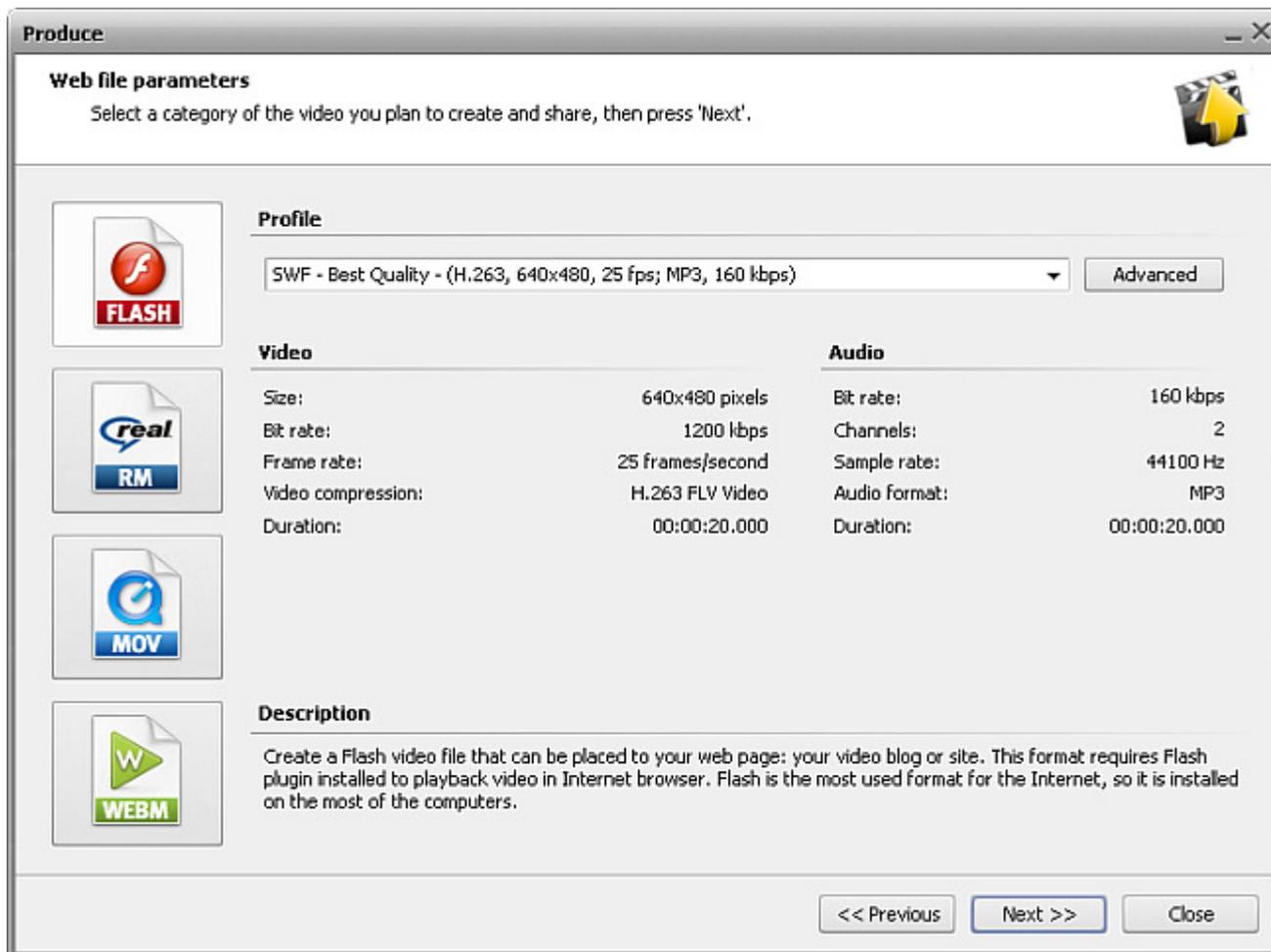
When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Saving for Web



You can use the **Save for Web** option to save your video into a file using different formats and codecs. The following options are available here:

- **Save to Flash** - use this option to save your movie into a video file with an **.swf** or **.flv** extension. You will be able to deliver your video over the Internet and it will be played using Flash plugin for an Internet browser.
- **Save to RM** - use this option to save your movie into a video file with an **.rm** extension. The video will be encoded using **RealMedia codec**. You will be able to embed it into your web page later and it will be played using RealMedia plugin for an Internet browser.
- **Save to MOV** - use this option to save your movie into a video file with a **.qt** extension. The video will be encoded using **Quick Time** codec and will be compatible with Apple Quick Time player and can be added to your web site and played using a Quick Time plugin for an Internet browser.
- **Save to WebM** - use this option to save your movie into a video file with a **.webm** extension. The video will be encoded using **VPX** codec. The resulting output file provides a royalty-free, high-quality open video compression format for use with HTML5 video supported by the majority of Internet browsers.



When the movie creation is over, you will be offered to transfer it to the popular video-sharing websites using **AVS Video Uploader** that comes together with **AVS Video Editor**. You do not need any other additional programs, just follow some easy steps of this wizard-styled utility.

Saving to Flash



The **Save to Flash** option is used to save your movie into a video file with an **.swf** or **.flv** extension. You will be able to deliver your video over the Internet and it will be played using Flash plugin for an Internet browser.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile			
SWF - Best Quality - (H.263, 640x480, 25 fps; MP3, 160 kbps)			Advanced
Video		Audio	
Size:	640x480 pixels	Bit rate:	160 kbps
Bit rate:	1200 kbps	Channels:	2
Frame rate:	25 frames/second	Sample rate:	44100 Hz
Video compression:	H.263 FLV Video	Audio format:	MP3
Duration:	00:00:19.565	Duration:	00:00:19.565

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.



Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Profile

SWF - Best Quality - (H.263, 640x480, 25 fps; MP3, 160 kbps)  

Advanced configuration

Video Codec: H.263 FLV Video Audio Codec: MP3

Frame Size: Custom... Width: 640 Height: 480 Channels: Stereo Sample Size: 16 bit

Frame Rate: 25 fps Bitrate: 1200 File Type: SWF Sample Rate: 44100 Hz Bitrate: 160 kbps

If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Saving to RM



The **Save to RM** option is used to save your movie into a video file with an **.rm** extension. The video will be encoded using **RealMedia codec**. You will be able to embed it into your web page later and it will be played using RealMedia plugin for an Internet browser

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile

RealVideo 10: 2500 kbps, 720x480, 29.97 fps; RealAudio: COOK, 96 kbps

Video		Audio	
Size:	720x480 pixels	Bit rate:	96 kbps
Bit rate:	2500 kbps	Channels:	2
Frame rate:	29,97 frames/second	Sample rate:	44100 Hz
Video compression:	Real Video 10	Audio format:	RealAudio COOK
Duration:	00:00:19.565	Duration:	00:00:19.565

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description

Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.



Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Profile

RealVideo 10: 2500 kbps, 720x480, 30 fps; RealAudio: COOK, 96 kbps

Advanced configuration

Video Codec Real Video 10 <input type="button" value="Advanced..."/>			Audio Codec RealAudio COOK 96 Kbps Stereo Music	
Frame Size 720 x 480	Width 720	Height 480	Channels Stereo	Sample Size 16 bit
Frame Rate 30 fps	Bitrate 2500		Sample Rate 44100 Hz	Bitrate 96 kbps

If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Saving to MOV



The **Save to MOV** option is used to save your movie into a video file with a **.qt** extension. The video will be encoded using **Quick Time** codec and will be compatible with Apple Quick Time player and can be added to your web site and played using a Quick Time plugin for an Internet browser.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile			
Quick Time - HD Quality 480p - (H.264, 848x480; MP2/4 (AAC), 320 kbps)			Advanced
Video		Audio	
Size:	848x480 pixels	Bit rate:	320 kbps
Bit rate:	1200 kbps	Channels:	2
Frame rate:	25 frames/second	Sample rate:	48000 Hz
Video compression:	H.264/AVC (Advanced Video Coding)	Audio format:	MPEG-2/4 Audio
Duration:	00:00:20.000	Duration:	00:00:20.000

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description
Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.



Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Profile

Quick Time - HD Quality 480p - (H.264, 848x480; MP2/4 (AAC), 320 kbps)  

Advanced configuration

Video Codec: H.264/AVC (Advanced Video Coding) Audio Codec: MPEG-2/4 Audio

Frame Size: Custom... Width: 848 Height: 480 Channels: Stereo Sample Size: 16 bit

Frame Rate: 25 fps Bitrate: 1200 File Type: mov Sample Rate: 48000 Hz Bitrate: 320 kbps

If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Saving to WebM



The **Save to WebM** option is used to save your movie into a video file with a **.webm** extension. The video will be encoded using **VPX** codec. The resulting output file provides a royalty-free, high-quality open video compression format for use with HTML5 video supported by the majority of Internet browsers.

You select one of the available **Profiles** from the drop-down list and review its settings in the list of **Video** and **Audio** properties:

Profile

Video: VP8, 512 kbps, 320x240; Audio: Ogg Vorbis, 64 kbps

Video		Audio	
Size:	320x240 pixels	Bit rate:	64 kbps
Bit rate:	512 kbps	Channels:	2
Frame rate:	25 frames/second	Sample rate:	22050 Hz
Video compression:	VP8	Audio format:	Ogg Vorbis
Duration:	00:01:20.000	Duration:	00:01:20.000

VIDEO PROPERTIES	Description
Size	Displays the size of the video frame used in the output video. The size is shown as a width to height ratio and is measured in pixels.
Bitrate	Displays the number of bits transferred per second, measured in kilobits per second.
Framerate	Shows the number of video frames displayed every second, measured in frames in second.
Video compression	Displays the name of the codec used to encode the video information into the video file.
Duration	Shows the length of the video clip (measured in hours:minutes:seconds.hundredths of seconds).
AUDIO PROPERTIES	Description

Bitrate	Displays the number of data points used to approximate the true wave form (measured in kilobits per second).
Channels	Shows the number of channels in the movie audio track (mono - one channel, stereo - two channels)
Sample Rate	Defines the number of samples per second taken from a continuous signal and is measured in Hz.
Audio Format	Shows the codec used to encode the video clip soundtrack.
Duration	Displays the length of the video clip soundtrack (hours:minutes:seconds.hundredths of seconds).

If you would like to change some of the settings, you will need to click the **Advanced** button next to the **Profile** drop-down list.



Note: please, make sure you know what you are doing, as in some cases the settings change can make the output video incompatible with the device that will be used to watch it.

Profile

Video: VP8, 512 kbps, 320x240; Audio: Ogg Vorbis, 64 kbps

Advanced configuration

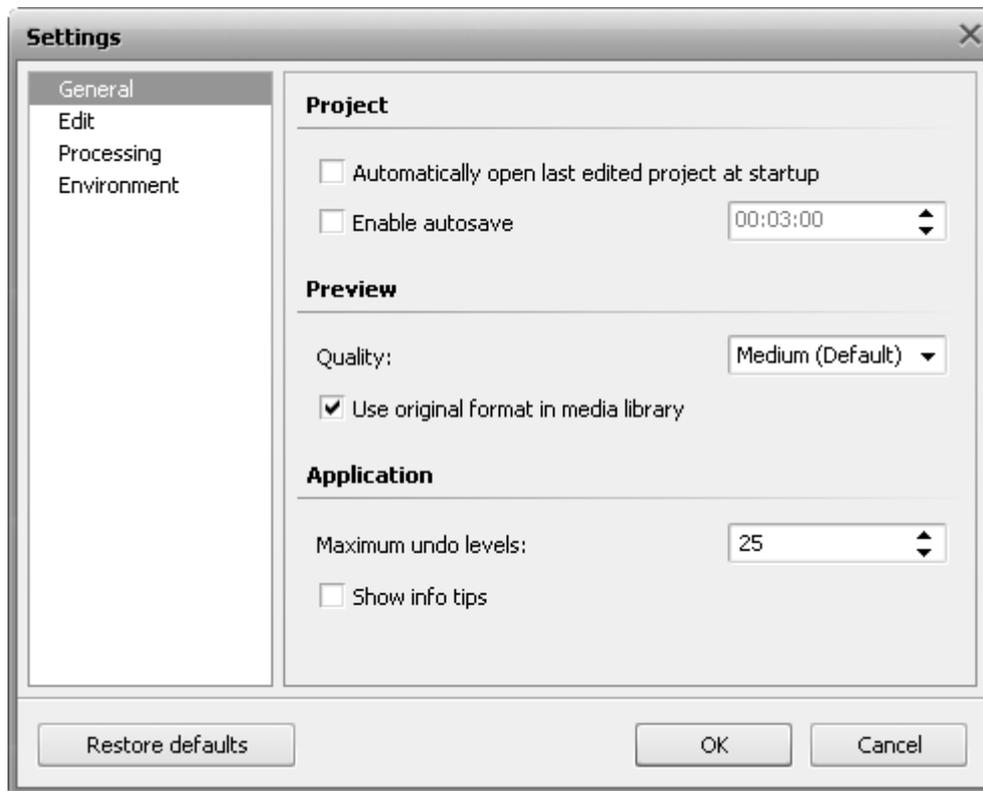
Video Codec			Audio Codec		
VP8 <input type="button" value="Advanced..."/>			Ogg Vorbis		
Frame Size	Width	Height	Channels	Sample Size	
320 x 240	320	240	Stereo	16 bit	
Frame Rate	Bitrate		Sample Rate	Bitrate	
25 fps	512		22050 Hz	64 kbps	

If you change any of the settings, you will be able to save your changes into a preset using the **Save Preset**  button. You can also delete any of the existing presets using the **Delete Preset**  button.

When you set all the parameters you will need to click the **Next >>** button to go to the **next step** and select the output file destination folder and choose actions to be performed once the file is saved.

Changing AVS Video Editor Settings

The settings window can be opened using the **Edit** section of the **Top Menu**. It will be opened to the **General** tab first:



Here you can set the following parameters:

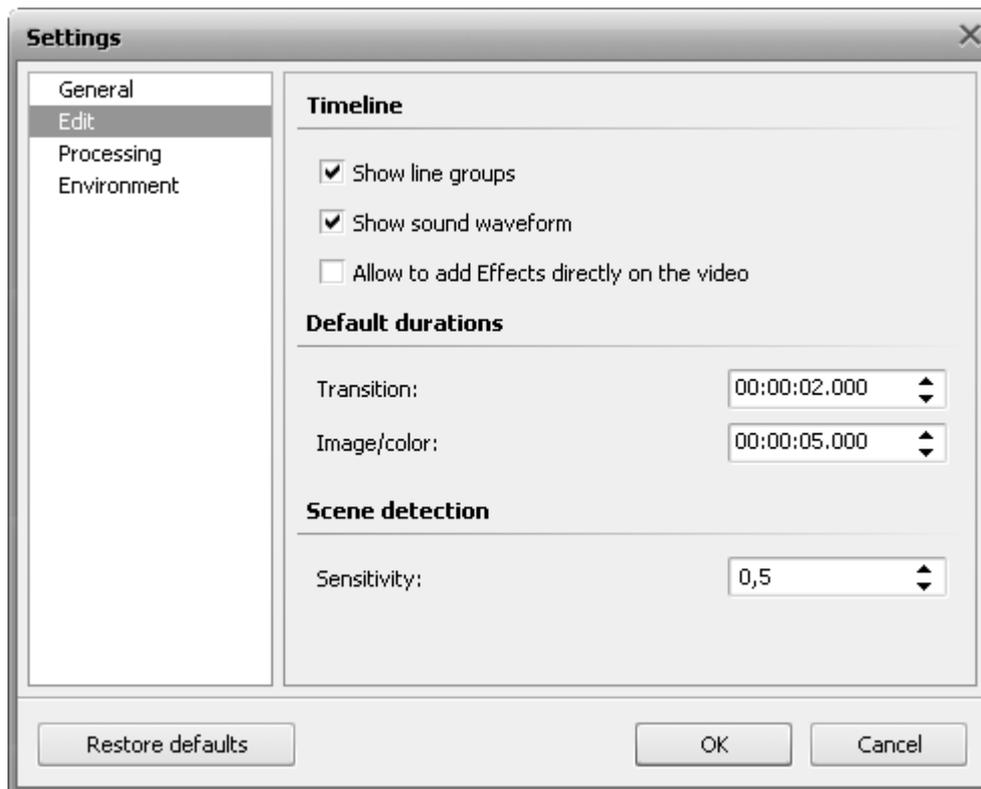
- **Project** - settings pertaining to the project:
 - **Automatically open last edited project at startup** - mark this option to let the program open the last project you edited as soon as the program is launched. If unmarked, you'll see a new empty project at startup.
 - **Enable autosave** - mark this option to let the program automatically save the project every set interval of time (hours:minutes:seconds). This can be convenient if you experience power shutdowns and your work results can be lost if you do not save your project frequently.
- **Preview** - settings of the **Preview Area**:
 - **Quality** - the quality used to preview your video (can be **Low (Fastest)**, **Medium (Default)** and **High (Slowest)**) - you can change it to the lower value if your computer fails to playback the video correctly.



Note: this option affects the video preview only and does **NOT** in any way affect the quality of the output video.

- **Application** - settings that concern all the program.
 - **Maximum undo levels** - indicate the maximum number of actions that can be cancelled by means of the **Undo** option.
 - **Show info tips** - tick this box to confirm that you want to read the **tips** while working with **AVS Video Editor**. The tips window appear when you switch between **Central Buttons**.

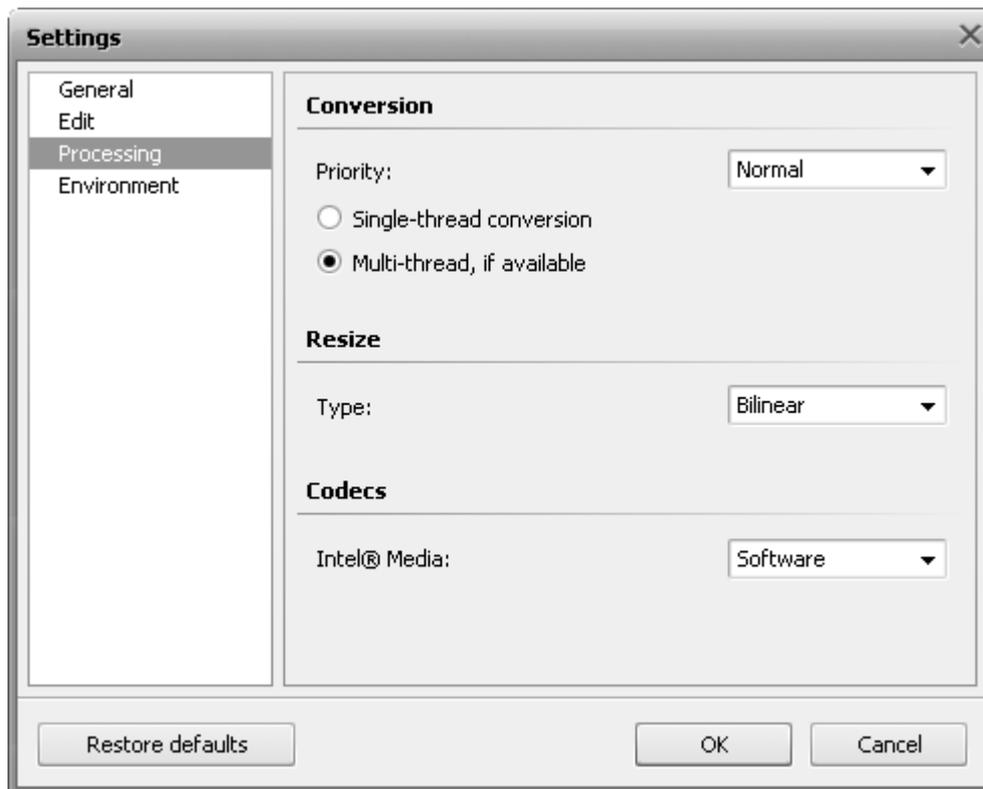
The next tab is the **Edit** settings:



Here you can set the following parameters:

- **Timeline** - representation of the **Timeline** elements:
 - **Show line groups** - mark this option to group the **Timeline** elements according to their type. If unchecked the **Timeline** elements will be displayed without grouping.
 - **Show sound waveform** - mark this option to show the waveform of the audio tracks added to the **Timeline**. If unchecked audio tracks will be shown without the waveform.
 - **Allow to add Effects directly on the video** - mark this option to be able to drag and drop video effects **directly** to the **Main Video** line on the **Timeline**. If unchecked you will be able to drop the selected effect on the **Video Effects** line only.
- **Default duration** - the default duration value set for all the elements of a type:
 - **Transition** - the initial duration set for all transitions added to the video (measured in hours:minutes:seconds.hundredths of seconds).
 - **Image/color** - the initial duration set for all images and colors added to the video (measured in hours:minutes:seconds.hundredths of seconds).
- **Scene detection** - scene detection sensitivity applied when searching for scenes (in **Multiple Trim window**, for instance):
 - **Sensitivity** - the threshold of the video in scene detection. If the program finds too many or too little scenes, you might try and change this value. The higher value you set the more episodes you get as a result.

The next tab is the **Processing** settings:



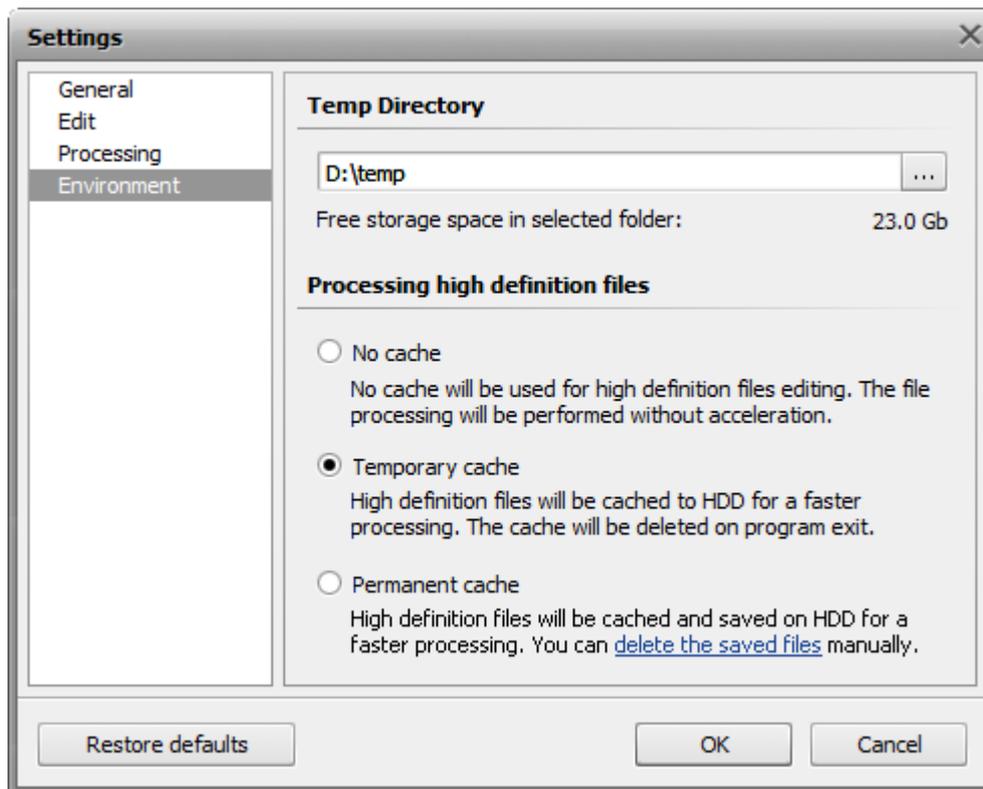
Here you can set the following parameters:

- **Conversion** - conversion mode and priority settings:
 - **Priority** - select between **Highest**, **Above Normal**, **Normal** or **Below Normal**. Select the **Normal** or **Below Normal** priority, if you plan to do some other work on your computer - watch a movie, play a game, - while the conversion process takes place. In case you need to convert files as soon as possible, use the **Highest** or **Above Normal** conversion priority.
 - **Single-thread conversion** - check this option, if your computer doesn't support multi-threading or you wish the conversion process to be stable, as multiple threads can interfere with each other when sharing hardware resources.
 - **Multi-thread, if available** - this option is selected by default, i.e. if your computer supports multi-threading, the conversion process will be performed faster, especially if you have a multi-core system. Besides even on a single-core computer the program will remain responsive to user input while executing tasks in the background.
- **Resize** - size modification type. Select between:
 - **"Nearest Neighbor"** - the simplest method of image resizing, i.e. the processing power used is the smallest, but the result also has the poorest quality.
 - **Bilinear** - a slightly better method of image resizing, being a reasonable compromise between the speed and the output image quality.
 - **Bicubic** - images resampled with this filter are smoother and have fewer artifacts. At the same time this filter will require quite a lot of computing time and power.
 - **Super** - this method provides results of higher quality than the Bicubic filter but consequently it demands even more computing power and is applicable only for size reduction.
- **Codecs** - Intel (R) Media embedded codec settings:
 - **Auto** - this option checked by default envisages decoding of your video using first hardware and then software acceleration.
 - **Software** - check this option if you need to activate only software acceleration during the decoding process.
 - **Hardware** - check this option if you need to activate only hardware acceleration during the decoding process.
 - **Disable** - check this option to deactivate the Intel (R) Media codec.



Note: If you have changed the codec settings they will take effect only after you restart your computer.

The next tab is the **Environment** settings:



Here you can set the following parameters:

- **Temp Directory**

Select the **Temporary Directory** used to store all the program work files using the **Browse**  button. The program will show you the **Free storage space in selected folder**.



Note: you might need quite a lot space for video editing, so we strongly recommend that you select the drive with the largest available free space value for the temporary folder.

- **Processing high definition files** - settings for processing video of higher resolution than standard-definition (SD) video files.
 - **No cache** - check this option if you don't want to accelerate processing of your high definition (HD) files.
 - **Temporary cache** - this option, checked by default, allows you to accelerate processing of HD files that as a rule take quite a lot of computing time and power to process. Temporary files created for fast processing will be automatically deleted as you close the program.
 - **Permanent cache** - check this option to accelerate processing of HD files and save created temporary files created on your HDD. You can delete them later manually.