

## Chapter Four: Video and Audio Capture

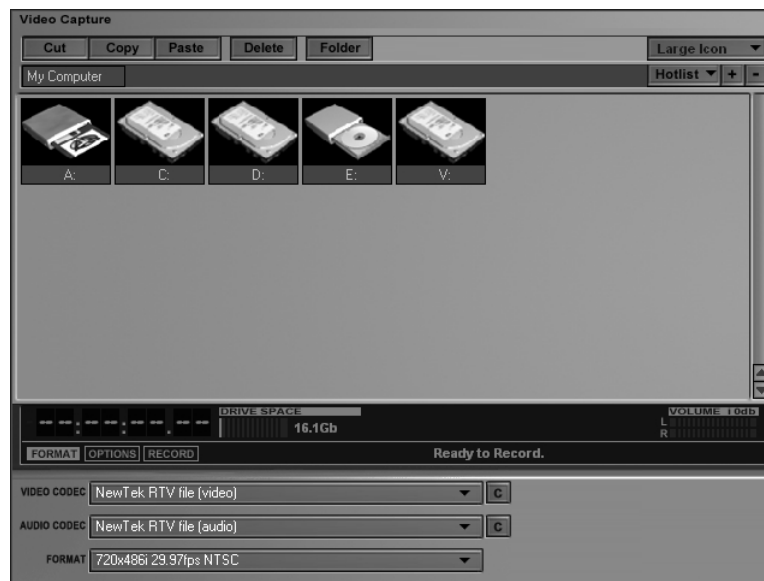




# Chapter Four: Video and Audio Capture

Capture is the process in which you digitize your input from cameras, tapes, and so on, to create clips to arrange and edit in your projects. In Video Toaster [2], capture is a fairly painless act: you set up your cameras or decks, you choose some settings and formats, and then you press a button to record it all.

You use Capture cooperatively with other Video Toaster panels. Sound is patched to the audio mixer and you can adjust the audio mixer as you capture. The switcher holds your video sources and DVEs, Background Generators and a link to the Character Generator; you can capture as you perform live switching. This chapter walks you through the options for setting up the Capture panel.



**Figure 4.1.** The Video Capture panel showing the integrated File Bin.

## CAPTURE PANEL

The Capture panel looks a lot like the File Bin, and with good reason. When you capture video, you need to save your files somewhere; this way, you can see and access your drives quickly from the Capture panel.

The top portion of the panel works just like the File Bin. You click on drives and their directories to open them. You can cut, copy, paste, and delete files using the buttons at the top of the screen, and you can create a new folder for your files from the Folder button. The drop menu on the far right of the screen contains options for changing the appearance of the interface. Below that drop menu is the Hotlist, where you can quickly access files and directories that you use often. For more information on these options, read Chapter Six: The File Bin.

The File Bin is so easily accessible to help you organize while you capture. As you record, you can rename your file, move it to another folder, move other files and folders, and even delete files. You can delete files while you capture so that you can clear hard drive space as you see the need arise.

## CAPTURE OPTIONS

The available options for the Capture panel sit at the bottom of the panel. You can also see useful information such as your drive capacity. You need to know how much space is available on the drive where you will capture video.



**Figure 4.2.** The Format tab on the Capture panel.

## Drive Space

The **Drive Space** display monitors your hard drive; the progress meter shows the hard drive filling while you capture. If you keep your eye on the hard drive meter, you'll know when you have no more space available to capture video. You should leave yourself some headroom, though, and avoid cramming up your entire video drive. Of course, if you see the hard drive filling, you can go into the File Bin and delete files to make more room.

Remember that one second of uncompressed video needs 22MB of hard drive space. You've got 3,600 seconds in an hour, so you'll need 79,200MB (79.2GB) of hard drive space to store one hour of uncompressed video. So if your drive has 16GB of space left, you need to calculate how much time you have to actually capture (that would be about 12 minutes, but you probably don't want to cut it that close). DV captures need only 12.6GB for one hour—and you can record at even higher compression rates than that, because Video Toaster [2] can record with any codec you install.

**NOTE**

The higher the compression, the lower the image quality and that image quality is not recoverable. If you plan to process images or video, record at the highest level that space will allow.

**NOTE**

When you run out of space on your drives, Capture stops with a warning message.

**Timecode Display**

The timecode display is your resource for tracking the length of your captured clip; it sits directly to the left of the drive space display. The timecode is displayed in hours:minutes:seconds:frames. If you calculate how much time your drive capacity allows, you can use the timecode to judge precisely when you're creeping up on the edge of your drive space.



**Figure 4.3.** The Timecode display on the Capture panel.

**VOLUME UNITS METER**

A volume units (VU) meter for your audio appears beside your timecode and drive capacity. This meter serves two purposes: it lets you know how loud your incoming audio is, and it can warn you that you have no incoming audio. If the VU meter doesn't move, and you intend to capture audio, it's a good indicator that your Audio Mixer is not set up right or your audio input is not working. You can get more information about VU meters in Chapter Nine: The Audio Mixer.

### CHOOSING COMPRESSION FORMATS

To capture your video and audio inputs, you need to choose compression formats for each. Click on the **FORMAT** option.

#### VIDEO CODECS

The video codec drop menu lists different video encoders available on your system. The first group of formats refer to uncompressed video and different color space schemes. Color space schemes refer to how pixels are ordered when you digitize your video input. By default, Video Toaster [2] saves files in RTV format.

#### RTV and WMV

- **RTV:** 4:2:2 color (NTSC) 4:2:2 (PAL); Supports 480, 486, and 576 line capture. Captures only at full resolutions: 720x480, 720x486 and 720x576 (PAL) at full frame rate (29.97 fps for NTSC, 25 fps for PAL); Video Toaster proprietary format for editing; saves file in RTV format.
- **Windows Media (wmv):** 4:2:0 color; progressive or streaming; scalable; must use Windows Media Player for playback; used for Web distribution. (Older versions of Windows Media files used the .asf extension.) Half resolution at half frame rate is recommended.

#### VIDEO 101:

##### VIDEO CODECS:

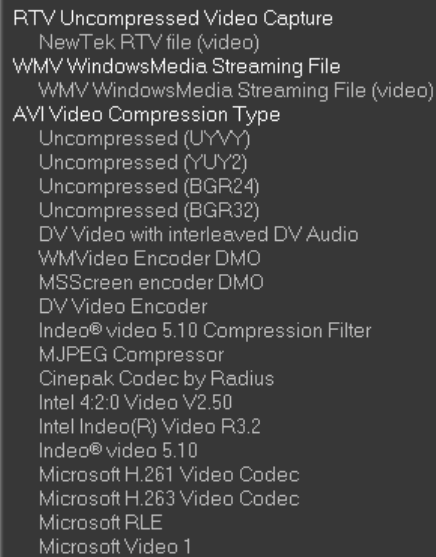
Codec is an abbreviation for compression/decompression. A codec is a software utility that lets you compress large files, such as video or audio, into smaller files. The file is decompressed when the end-user watches the video. Normally, you choose a codec based on how you will use the video; if you plan to edit the file in Video Toaster, you choose the best quality you can. But if you plan to

distribute the file, you choose a common codec that your audience can open.

You must make some compromises when you compress video. If you want high frame rate video, with a large viewing area, few people will have connections fast enough to see it; so you limit your audience. If you encode a video for people with slower connections, and therefore use a low frame rate and a small window, the video will not look quite as grand.

## AVI Options

When you select the AVI format, you save your video file as an AVI, and the compression scheme is determined by the encoder you select. You can also capture files in other formats, such as streaming media or MJPEGs, if you install the appropriate codecs.



```

RTV Uncompressed Video Capture
  NewTek RTV file (video)
WMV WindowsMedia Streaming File
  WMV WindowsMedia Streaming File (video)
AVI Video Compression Type
  Uncompressed (UYVY)
  Uncompressed (YUY2)
  Uncompressed (BGR24)
  Uncompressed (BGR32)
  DV Video with interleaved DV Audio
  WMVideo Encoder DMO
  MSScreen encoder DMO
  DV Video Encoder
  Indeo® video 5.10 Compression Filter
  MJPEG Compressor
  Cinepak Codec by Radius
  Intel 4:2:0 Video V2.50
  Intel Indeo(R) Video R3.2
  Indeo® video 5.10
  Microsoft H.261 Video Codec
  Microsoft H.263 Video Codec
  Microsoft RLE
  Microsoft Video 1
  
```

**Figure 4.4.** Standard video codecs in the Capture panel.

The first group of options under **AVI Video Compression Type** give you uncompressed video:

- **Uncompressed (UYVY)** is the recommended format for uncompressed AVI files.
- **Uncompressed (YUY2)** is used when UYVY gives unsatisfactory results.
- **Uncompressed (BGR24)** uses 24-bit color; used only when unable to use UYVY or YUY2; (this option uses significantly more CPU resources to capture than the UYVY and YUY2 options).
- **Uncompressed (BGR32)** uses 32-bit color; see above.

The remaining codecs are determined by what you have installed on your system. The codecs outlined below are defaults for Windows Media Player, which is installed when you install Video Toaster [2]. For more information on these formats, visit the Web sites for Microsoft, QuickTime, Intel, and Cinepak.

- **DV Video with interleaved DV Audio:** 4:1:1 color for NTSC (4:2:0 PAL); audio; typically used for editing, not for distribution; Type 1 DV format that uses DV audio and DV video streams to create AVI format (some software will not read this kind of AVI). Strongly recommend using 720x480(NTSC) or 720x576(PAL).
- **WMVideo Encoder DMO (Windows Media Video Encoder):** enhanced version of Windows Media encoder for extremely high bit rates and connections (250-750 kbps); used for downloadable movies. Rarely used.
- **MSScreen Encoder DMO:** Rarely used.
- **DV Video Encoder:** 4:1:1 color for NTSC (4:2:0 PAL); audio; typically used for editing, not for distribution; Type 2 DV format that uses DV video only so that you can choose uncompressed audio to create an AVI. Strongly recommend using 720x480 (NTSC) or 720x576 (PAL).
- **Indeo® Video 5.10 Compression Filter:** YUV-9 color; progressive or streaming; scalable; supports transparency; must use 480 or 240 lines—does not work with 486 or 243; used for Web distribution; (this is a slow codec and is unlikely to work with full resolution; to use this codec you must drop the frame rate and the resolution).
- **MJPEG Compressor:** 4:2:0 color; used for editing and archiving, not for final delivery; (this codec is a CPU intensive codec; you can find free MJPEG codecs at [www.mjpeg.com](http://www.mjpeg.com) that work in real-time).
- **Cinepak Codec by Radius:** 16-bit color; plays on older computers; for hard drive or CD-ROM playback; most commonly used format.
- **Intel Indeo® Video R3.2:** 16-bit color; plays on slower computers with Windows Media Player; inappropriate for Web, used for playback on hard drive or CD-ROM; commonly used format.
- **Indeo® Video 5.10:** similar to Indeo® Video 5.10 Compression Filter; try substituting this codec if the Compression Filter gives inadequate results.
- **Microsoft H.261 Video Codec:** 4:2:0 color; videoconferencing codec; used for slower connections (128-384 Kbits).
- **Microsoft H.263 Video Codec:** same as above, but better quality video conferencing codec with motion compensation.



- **Microsoft RLE** (Run-length encoded): 32-bit color; plays on slower computers; for hard drive or CD-ROM playback. (Not a great option for video, really, but supported on Windows 3.1.)
- **Microsoft Video 1**: 32-bit color; plays on slower computers; for hard drive or CD-ROM playback. (Not a great option for video, really, but supported on Windows 3.1.)

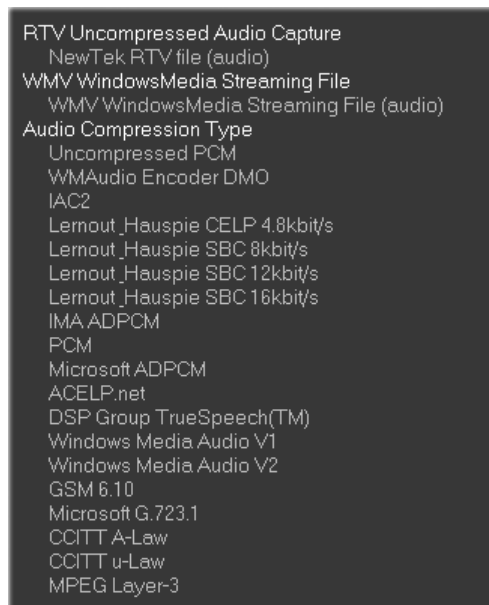
The **C** button automatically configures the codecs with their optimized settings.



**Figure 4.5.** The **C** button is beside the Codec menus.

## AUDIO CODECS

The **Audio Codec** drop menu lists different audio encoders on your system. The available encoders are determined by what you have installed on your system. Those outlined below are defaults that ship with Video Toaster [2].



**Figure 4.6.** Standard audio codecs in the Capture panel.

## 4.8 VIDEO TOASTER [2]

When you capture audio and video together you can save it as RTV or AVI. In the RTV format, audio is interleaved with your file. In the AVI format audio is stored within your file. When you capture only audio, it is saved as a WAV file by default.

These audio codecs will offer you different rates for sampling frequency, different bit sizes, and a choice of mono or stereo. These options determine the final size and quality of your file. Uncompressed audio is usually sampled at 44.1 KHz, 16-bits, stereo.

- **RTV:** Video Toaster proprietary format used with RTV video format.
- **Windows Media Audio** (wmv, wma): used with Windows Media, best for low bit rate music; must use when you choose Windows Media encoder for video.
- **Uncompressed PCM:** uncompressed Pulse Code Modulated audio; use with uncompressed video at high bit rates.
- **WM Audio Encoder DMO:** enhanced version of Windows Media audio encoder for extremely high bit rates and connections (250-750 kbps); used for downloadable movies.
- **IAC2:** 8:1 compression; intended for use with Indeo 5.10 video codec.
- **Lernout\_Hauspie CELP 4.8kbit/s:** (Code-Excited Linear Prediction) music and voice recording at low data rates; videoconferencing.
- **Lernout\_Hauspie SBC 8/12/16kbit/s:** music and voice recording at low data rates; videoconferencing.
- **IMA ADPCM:** (International Multimedia Association) 4:1 compression for multimedia, not suited for Web; lossy compression; used with QuickTime and Video for Windows.
- **PCM:** Pulse Code Modulated audio for voice encoding; will quantize audio.
- **Microsoft ADPCM:** (Microsoft Adaptive Differential Pulse Code Modulation) 4:1 compression rate; best used with high bit rate video; often used for multimedia CDs.
- **ACELP.net:** (Algebraic Code-Excited Linear-Prediction) best for low bit rate voice recordings; used for multimedia.
- **DSP Group TrueSpeech™:** you probably guessed that this codec is optimized for voices; suited especially over a modem or network. Compresses all sound to 1-bit.
- **Windows Media Audio V1:** older version of Windows Media Audio.

- **Windows Media Audio V2:** older version of Windows Media Audio.
- **GSM 6.10:** low level audio for speech compression.
- **Microsoft G.723.1:** low bit rate for video conferencing; not good for music or special effects; creates streaming audio.
- **CCITT A-Law:** 2:1 compression; used for telephony in Europe.
- **CCITT  $\mu$ -Law:** 2:1 compression; used for telephony in United States and Japan; general audio for Unix platform.
- **MPEG Layer-3:** (MP3) used primarily for music; near CD-quality; common for Web distribution for progressive downloads, not suitable for streaming.

The **C** button automatically configures the codecs with optimized settings.

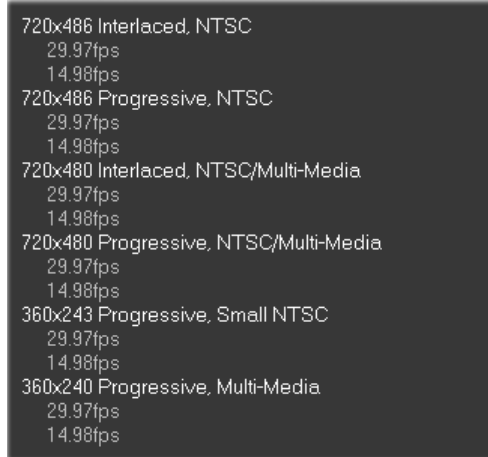
Table 4.1. Video and Audio Codec combinations

Video Codes														
	RTV	Un-com pressed	Windows Media	DV Video w/ Interleaved Audio	WM Video Encoder DMO	DV Video	MS Screen DMO	Indeo Video 5.10	MJPEG	Cinepak	Intel Indeo Video R3.2	Microsoft H.261/H.263	Microsoft RLE	Microsoft Video 1
RTV	X													
Windows Media			X											
Uncompressed PCM		X		*		X								
WM Audio DMO					X									
IAC2								X			X			
Lenout_Hauspie										*	*	*		*
IMA ADPCM										*	*	*	*	*
PCM										*	*		X	X
Microsoft ADPCM										*	*		*	*
ACELPnet										*	*		*	*
DSP GroupSpeech												*	*	*
Windows Media Audio V1			*		*									
Windows Media Audio V2			*		*									
GSM 6.10												*	*	*
Microsoft G.723.1			*									*		
CCITT a-Law												*		
CCITT μ-Law												*		
MPEG Layer 3									X					

X Recommended  
\* May also work

## SELECTING RESOLUTIONS

The different resolutions that you can choose under the **FORMAT** option are the dimensions for your video output, measured in pixels. 720 x 486 will give you output that's twice as big as 360 x 243. Some codecs do not work with certain resolutions. The Capture panel will warn you if your settings are suspect by displaying an "Invalid Settings" message. For example, the Indeo® Video 5.10 Compression Filter will not work with a 720x486 resolution; you must use 720x480.



**Figure 4.7.** Resolutions available in the Capture panel.

### Interlaced Formats

Interlaced formats use fields for video output. One field contains the odd lines of the video frame and the other contains the even lines of a video frame. Two fields make one frame of video. Interlaced formats are used for television and video distribution.

### Progressive Formats

Progressive formats refer to formats that do not use separate fields for video output. Progressive formats are used for computer, DVD, and Web distribution, and are an excellent format for time-stretching. The Capture panel does a quality de-interlace from your interlaced cameras and creates video that you can assign as footage for digital programs like LightWave. You can use a progressive format for effects like slow motion video.

### Frames per Second

For all of these formats, you can choose between 29.97 fps or 14.98 fps (NTSC). FPS stands for Frames Per Second, and it indicates the speed of your video.

## INPUT AND OUTPUT

Under the **OPTIONS** tab, you choose your input and output. The Input drop menu lets you select the source for your video capture. Your choices are **Main In**, **Preview**, and **Program Out**. You can also choose any individual video input, such as a component camera.



**Figure 4.7.** The Options tab on the Capture panel.

When you choose **Main In**, you can capture video directly from a source. For example, you can capture directly from a camera input, from the **Main** bus of the switcher, or from a specific panel like the Background Generator or DDR.

The other two choices refer to the switcher. When you choose **Preview** for your input, you can capture the source that sits on the **Preview** bus in the switcher. Finally, when you choose **Program Out**, you capture the events that occur when you use switcher actions and special effects. When you capture from the switcher, you need to use **Program Out** if you plan to use any fades or DVEs, and if you want to incorporate keying. For more information on switcher actions, see Chapter Seven: The Switcher.

## VIDEO AND AUDIO

The **Video** and **Audio** check boxes let you choose whether to capture both video and audio simultaneously. If you uncheck one of these boxes, you capture only video or only audio.

## TIME LIMITS

The **Timed** option lets you set a specific limit for capturing your video. Check the **Timed** box to activate this option. You can set the capture time limit in seconds in the first field, or you can set it by frames in the second field. These two fields act upon each other, so changing one updates the other. Choosing one or the other is a matter of your own preference.

You use **Timed** when you want to capture an event and you know how long that event will run. For example, if you captured a song from a CD and you knew that song played for four minutes and 40 seconds; you set the **Timed** option to capture that amount of time. Or if you wanted to capture from a camera for 45 minutes, you can set the **Timed** option to 45 minutes. You can then record and walk away. You can also set **Timed** to one frame (00:00:00:01) and each time you press record you capture one still image.

The **T.Lapse** (time lapse) field lets you set capture intervals. So if you enter 00:00:005:00, you tell Video Toaster to capture one frame of video every five seconds.

Use **T.lapse** with the **Timed** option to create time-lapse photography, such as a flower opening or for claymation. You set **T.lapse** to capture a frame of video at specific intervals and you set **Timed** to the length of video that you want, not the length of time for the event to actually occur. For example, if you created a claymation video, you might set **T.lapse** to 00:00:30:00 to give you thirty seconds to set up the figure between each frame, and if you wanted five minutes of footage you'd set **Timed** for five minutes (00:05:00:00).

When you use **T.Lapse**, **Timed** is based on the rate of capture of **T.Lapse**, not on real time. If you capture a frame every five seconds, **Timed** applies only those captured frames in its count, until it reaches five minutes worth of captured frames. If you wanted to capture a natural event and you know how long the event takes, you can calculate the **T.lapse** setting. The equation you use is:

$$(\text{seconds in event}) / (\text{seconds in video}) = \text{T.Lapse}$$

For example, if you knew an event took an hour and you wanted a five minute video of it, you would plug in these numbers:

$$3600 \text{ seconds in one hour} / 300 \text{ seconds in five minute video} = 12$$

You can set **T.lapse** to 00:00:00:12, to capture every twelve frames and set **Timed** to capture for 9000 frames (9000 frames is about the number of frames in five minutes of NTSC video). You get an hour condensed into five minutes.

**Stop When Frames Drop** will stop capturing video if Video Toaster ever drops frames during capture. Activate this option when you capture video from a tape, so that you know if you've lost frames. If Video Toaster drops frames, it may indicate that your hard drive can't maintain a fast enough data transfer rate to record video. Deactivate this option when you capture a live event, so that you don't stop recording at a critical point.

**Pause When Recording Ends** pauses the capture event and when you begin recording again, you record to the same clip (whereas when you Stop, you record to an entirely new clip when you record again).

## RECORD

The **RECORD** option has a few more settings that you must select before you begin capturing video.



Figure 4.7. The Record tab on the Capture panel.

## File Naming and File Location

You can name your file and specify its location before you record, or while you record. As your camera rolls, you enter a name in the **Name** field, and in the **Path** field you enter where to save your clip.

The naming system for Video Toaster [2] uses numeric identification. So if you record a bunch of clips and you want to categorize them by name, you can type that name in the **Name** field and Video Toaster automatically increments the name with a number for each clip. For example, you capture video of a wedding: you can name the first clip Wedding and when you type in Wedding for the next clip, Video Toaster appends the name with a number, Wedding002. For information on changing the number for the naming scheme, see the section on Preferences in Chapter Three: Toaster Interface.

## AUDIO LEVEL

Below the **Name** and **Path** fields you can control your audio level. The **Level** knob lets you adjust the volume of your audio before and during capture. You adjust volume with the Level control just as you would with any audio hardware: turning the control left increases volume and turning the control right decreases volume.



The volume knob affects the volume that is recorded to disk, after you adjust the volume in other areas of the software. That is, changes you make to volume on the Capture panel are applied as the last step before writing to disk.

## DECK CONTROLS

At last, you've reached the promised land: the deck controls. After you have chosen your settings, named your file and chosen a directory, you can begin to capture.

### Record

The red **Rec** button on the far right is the key to the kingdom: hit the red **Rec** button to capture your video. If you have not set any specifics about timing, discussed previously, you stop capturing video by clicking the blue **Stop** button. (See Chapter Ten for a task on how to record still images.)

**Pause** halts your capture. When you click **Pause** again, you begin recording again to the same clip.

### Reset

**Reset** lets you clear a recording and start recording right away. This option is great if you have false starts: you can clear the beginning of the clip.

### Chop

**Chop** lets you stop recording to one clip and begin recording immediately to a new clip. You can use this option if you want to break down one large video into a group of smaller clips, or if you record a live event that you want to break into separate clips that you will tweak in a project later. Basically, you hit **Chop** each time you want to end a clip and then Video Toaster immediately starts capturing a new one.

**Chop** works best with uncompressed formats, because you miss fewer frames between chops. When you use a compressed format for capture, you lose some frames when you chop because the computer must process the compression algorithm each time it begins recording again.

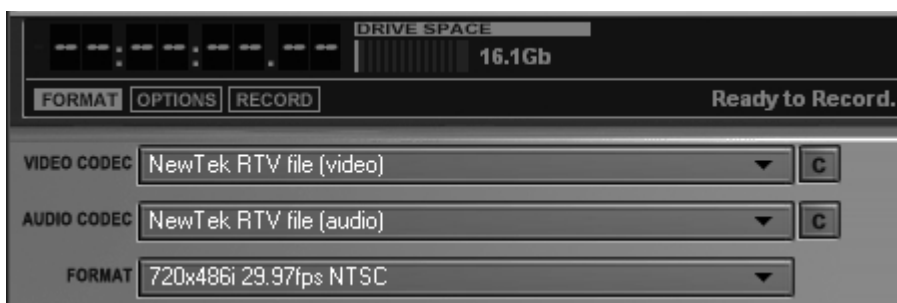
When you capture video, Video Toaster saves the file properties that you choose; that is resolution, frame rate, codec, progressive or not, timed settings, no frames recorded, length recorded, and so on. You can access this information by right-clicking on a recorded file and selecting **File Properties**.

## TASK: CAPTURE PANEL

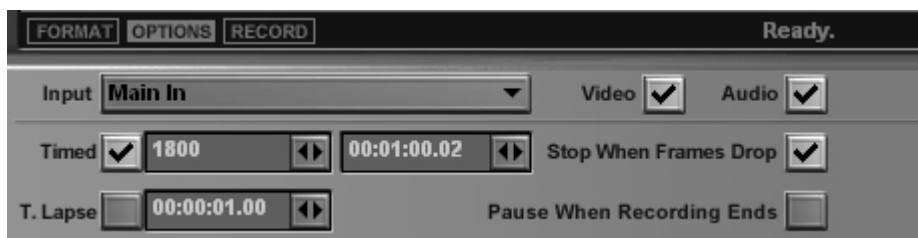
### CAPTURE UNCOMPRESSED VIDEO DIRECTLY FROM SOURCE

Set up a composite camera and audio (see Chapter Two for more information). You can use the camera and audio to record a person speaking for a minute. For example the person may be pitching a product.

- 1 Launch Video Toaster [2] by double-clicking on its desktop icon, then click on **Capture** to open the Capture Panel. (You can also open the File Bin and browse to the PRACTICE desktop configuration that you saved in the Task from Chapter Three.)
- 2 Click on **Format** and choose the following options for your codecs (they may already be chosen by default):
  - **NewTek RTV** for Video Codec.
  - **NewTek RTV** for the Audio Codec.
  - **720 x 486i 29.97fps** for Format.



- 3 Now click on the **Options** tab and choose **Main In** from the **Input** menu. Verify that **Video** and **Audio** are both checked.

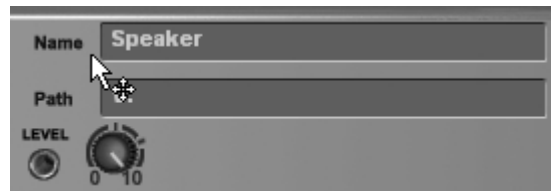


You could incorporate the switcher here if you use more than one camera set up from different angles. In the **OPTIONS** tab, you would choose Program Out from the Input menu and then you would capture transitions when you switch between cameras.

- 4 Activate the **Timed** option, and enter 1800 in the first field, to set the panel to capture for 1800 frames, which is about one minute. Verify that all other options are unchecked.
- 5 Click on the **Record** tab. Then, in the File Bin, browse to your video drive by clicking on the Drive icon. Also click to choose the folder where you want to store your video file. The drive letter and folder name appear in the **Path** field.



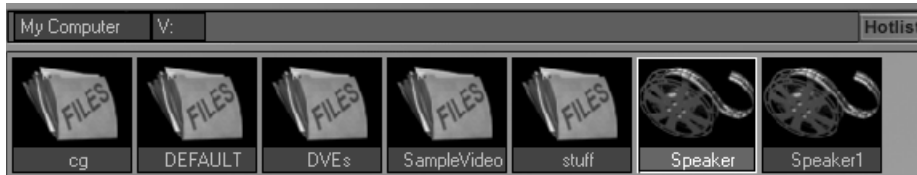
- 6 At the bottom right of the screen, use the **Level** knob to adjust your audio volume. When your speaker is ready, click on the **Record** button.
- 7 As your file is captured, enter the name "Speaker" in the **Filename** field.



## CAPTURE AND CHOP

The **Chop** function lets you create groups of clips in one sitting as you capture input.

- 1 Follow steps 1-5 from the first task.
- 2 Click on the **Record** tab and click on the **Record** button.
- 3 Enter the name “Speaker” in the **Filename** field. Video Toaster automatically adds a number to the **SPEAKER** icon it creates in the File Bin to make a unique file. (You may not see the new icon until you hit **Stop** to stop recording.)



- 4 Click on **Chop** after about fifteen seconds. (You can see when fifteen seconds pass by watching the timecode that sits above the Format, Options, and Record tabs.)

Video Toaster appends the filename with a number again, which indicates that you’re capturing a new file.

- 5 Click on **Chop** again after another fifteen seconds. Video Toaster again increments the number of the filename.

You have now created three new files. Notice that because you kept the **Timed** option from the first task, Video Toaster automatically stops capture after one minute.

## CAPTURE AND RESET

The **Reset** function lets you clear the start of a clip without having to rewind and begin recording again.

- 1 Follow steps 1-6 from the first task.
- 2 Click on the **Record** tab and click on the **Record** button.
- 3 Enter the name “Speaker” in the **Filename** field. Remember, Video Toaster will number this file so that you don’t overwrite the others with the same name.
- 4 Click on **Reset** after about five seconds.

The filename remains, but you have deleted the first five seconds of your file; Video Toaster cleared those frames and automatically began your file at the frame where you hit **Reset**.

## CAPTURE AND T.LAPSE

For this task, you need movement to see the effect created with time lapse. For example, if a dancer performed in front of the camera, the T.Lapse gives the effect of speeding up the action.

Time-lapse photography is used to capture natural events like plants growing and clouds moving across the sky, and could be used for claymation projects.

- 1 Launch Video Toaster [2] by double-clicking on its desktop icon, then click on **Capture** to open the Capture Panel.
- 2 Click on **Format** and choose **Uncompressed UYVY** for the video codec, and choose **720 x 480 Progressive 29.97 fps** for the format.
- 3 Now click on the **Options** tab and choose **Main In** from the **Input** menu. Also uncheck the **Audio** option.

For this exercise, you want to condense one minute of action into ten seconds, so use the following equation:

$$\begin{aligned} (\text{seconds in event}) / (\text{seconds in video}) &= \text{T.Lapse} \\ (60 \text{ seconds}) / (10 \text{ seconds}) &= 6 \end{aligned}$$

- 5 Activate the **T.Lapse** option and enter 00:00:00:06. This tells the panel to capture only every sixth frame.
- 4 Activate the **Timed** option, enter 00:00:10:00 in the time code field. Video Toaster will capture every sixth frame until it reaches ten seconds worth of footage.



- 6 Click on the **Record** tab. Then, in the File Bin, browse to your video drive by clicking on the Drive icon. Also click to choose the folder where you want to store your video file. The drive letter and folder name appear in the **Path** field.

## 4.20 VIDEO TOASTER [2]

**7** Click on the **Record** button.

**8** Enter a name in the **Filename** field and choose a location for your file.

When you look at your captured footage you will see that you have footage that is dramatically sped up.