

Chapter Twelve: Digital Video Effects



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DIGITAL VIDEO EFFECTS

Video Toaster [2] comes packed with a bunch of Digital Video Effects (DVEs). Familiar transitions, like wipes and curls, let you make standard changes between your clips. Other DVEs bundled with Video Toaster give you transitions that can energize your projects. As you read through this chapter, you learn where to locate your DVEs and how to manipulate them for Switcher and ToasterEdit projects. You can find descriptions of DVEs in Appendix C: DVE Descriptions.

Generally, you'll use cuts and dissolves to switch between video clips. Using a DVE to switch can add impact if you plan well. Watch a national sports program and you'll notice that flashy DVEs shift you between segments, especially between game highlights and team or player statistics. Many television programs, from news magazines to awards ceremonies, use DVEs to enhance mood and to add visual excitement.



TIDBIT:

NEC's 1980 invention of Digital Video Effects forever changed how we perceive video. The technique quickly became popular for its ability to keep viewers more attentive during productions, but was confined to TV stations and pricey production houses. That changed in 1990, when Tim Jenison and his band of radical engineers at NewTek launched the original Video Toaster.

TRANSITIONS AND DVEs

In the past, some systems have traditionally differentiated between transitions and DVEs. Transitions were simple dissolves or wipes that did not move the actual video picture, while DVEs were digital effects that manipulated the video picture. In Video Toaster [2], all transitions are digital transitions, and so we use the terms transitions and DVEs interchangeably.

The DVEs in Video Toaster [2] are real-time effects; you won't need to render DVEs when you place them in ToasterEdit or on the Switcher. When you choose a DVE and use it to shift between sources or clips, the DVE happens in real-time.



NOTE

DVEs may use a lot of system resources. If your system has trouble creating transitions, you can choose **Do not use preview generation** on the Preferences panel. You then must render the DVEs in your projects.

LOCATING THE DVEs

When you install the DVEs, you can choose the directory where you want them placed, or they are installed by default in C:\CONTENT\DVEs. Within that folder are several categorical drawers for different types of DVEs, which range from simple curls to falling sheep. Note that our sheep were also made through advanced cloning technology, in the spirit of Dolly.

Previewing DVEs

You can preview any DVE without loading it into the Switcher or ToasterEdit. Open the File Bin and browse to the DVE drawer. The DVEs live in different DVE folders, but all use animated icons. In its frozen state, the icon shows an illustration of the DVE action. The icons are AVI files: hover the mouse cursor over a DVE icon, and a preview of the DVE runs over a default background. (You can turn off animated icons in Preferences.)



Figure 12.1 Left: DVE icon illustration. Middle and Right: Preview of DVE with default background

DVEs ON THE SWITCHER

You can work with DVEs on the Switcher in real-time; you don't need to render a DVE to incorporate it into live switching. You can load a DVE via a few different routes.

Add a DVE

One way to add a DVE to the Effects Presets bus is to double-click on the an empty bus. This action launches the File Bin. You browse to the appropriate DVE directory and click to select the desired DVE. You can hit the **Open** button, or you can drag and drop the DVE to an empty Effects bus station.

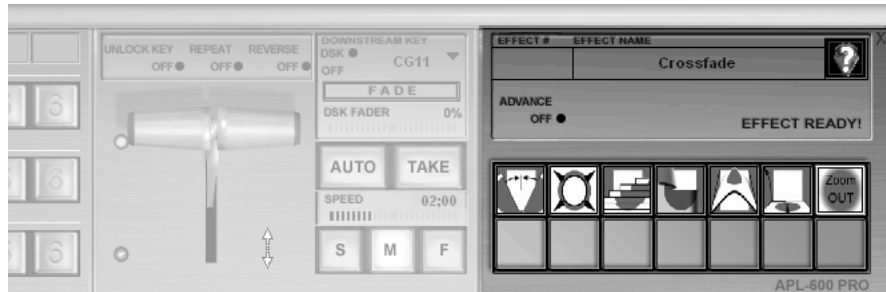


Figure 12.2 The Effects Preset bus on the Switcher

You can right-click on the Effects bus and choose **Load**. This takes you to the File Bin, where you must browse to the DVE folder. You then click on a DVE to select it.



HINT

Place the DVE directory in your Hotlist so you can jump right to it when you open the File Bin. For information on adding a directory to the Hotlist, see Chapter Three: Toaster Interface.

Replace a DVE

If you want to replace a DVE that is already on the bus, just drop the new DVE over the old one.

Select a DVE

When you load a DVE into the Effects bus, it is not automatically selected. You must click on the DVE to select it, and then it is surrounded with a thin yellow border. The message, “Effect Ready!” indicates that the DVE is ready and loaded for use in the Switcher. If the Switcher cannot load the DVE, either because the DVE can’t be found or is corrupt, the Switcher displays the message, “Effect Not Found” and uses a default fade for the transition.

DVE and Auto

With a DVE selected on the Effects bus you can hit the **Auto** button to transition between sources. If you have a few DVEs loaded, just click on the one that you want to use as your transition and then click the **Auto** button. You can, of course, use the T-bar to apply the transition manually.

DVE Speed

The **S**, **M**, and **F** buttons give you default speeds for your DVEs. **S** will give you slower DVEs. **M** gives you the default, medium speed for a DVE, and **F** creates faster DVEs. Though you tend to choose one of these buttons before you hit the **Auto** button, you can use them to change speed in the middle of a transition. Remember that these keys have no effect when you manually apply a DVE with the T-bar.



Figure 12.3. Auto, Take, and Speed controls on the Switcher

For finer control over DVE speed, use the speed gauge. When you first load a DVE and select it, the speed gauge displays the default speed for that DVE. You can adjust the speed from 1 to 100.

To finely adjust DVE speed

- 1 Select the DVE.
- 2 Place the mouse cursor in the **Speed** gauge. The cursor changes to a bidirectional arrow.

3a Drag the mouse to the right to increase speed. If you move slowly, you'll see the speed increase by increments of one.

or

3b Drag the mouse to the left to decrease speed.

4 Click the **Auto** button, or double-click on the DVE to apply the DVE as a transition between your Main and Preview sources.

Playing DVEs in Reverse

The **Reverse** option lets you play a DVE backwards. Try to be tactful with this one, because the effect of a transition in reverse can look completely wrong in some cases. You can use **Reverse** with **Auto** and adjust a reversed DVE's speed, or you can use the T-bar to apply the reversed effect. Some DVEs will not allow you to subject them to **Reverse**.

DVE QuickCall

The Effects bus also has an area at the top where you can enter DVE numbers; this area is for DVE QuickCall. With DVE QuickCall, you enter a DVE code and the Switcher retrieves your DVE; you don't need to scan through a directory looking for the DVE that you want.

DVEs are assigned a four-digit code—you type the code from the numeric keypad, and the Switcher retrieves the associated DVE. You then hit the SPACEBAR and the Switcher uses that DVE for a transition. For example, if you enter the code 2011, you load a Curl DVE. If you then hit the SPACEBAR, your video would use the Curl as the transition between Main and Preview. The Switcher will continue to use the same DVE in DVE QuickCall area until you change the number, or select a DVE from the Effects bus. If you want to return to the default dissolve, just delete the number in QuickCall.



NOTE

To use DVE QuickCall, all DVEs must be unselected in the Effects bus and **Advance** must be **Off**.

The DVE codes were implemented to make way for Edit Decision Lists (EDL). The EDLs will use a four-digit code to reference effects in a video project. You can get more information about the DVE codes in Appendix C: DVE descriptions.

**NOTE**

Avoid clicking in the numeric field. If you need to enter a space, you must hit the Spacebar on the keyboard. Hitting the Spacebar does not activate Auto as it usually does on the Switcher, so you will not play the effect.

DVEs IN TOASTEREDIT

ToasterEdit is where you build and adjust complex projects; you can incorporate DVEs into your projects easily: just drag and drop your DVEs from the File Bin to the Storyboard or Timeline. As mentioned earlier, DVEs help enhance the mood of a project and can convey a change of time or location.

On the Storyboard, the DVE is represented by its own crouton, which is slightly smaller than the croutons for video clips. You can move the DVE crouton around the Storyboard as you see fit, and ToasterEdit updates your change in real-time, even if you are in the midst of playing the clip.



Figure 12.4. The second crouton is a DVE on the Storyboard

On the Timeline, a DVE appears as a green bar, which is usually attached to the video clips that it shifts between. The bar length visually shows the duration of the DVE in relation to the video clips in the project. The **From** and **To** icons at the ends of the bar show how the DVE interacts with the videos it transitions between.

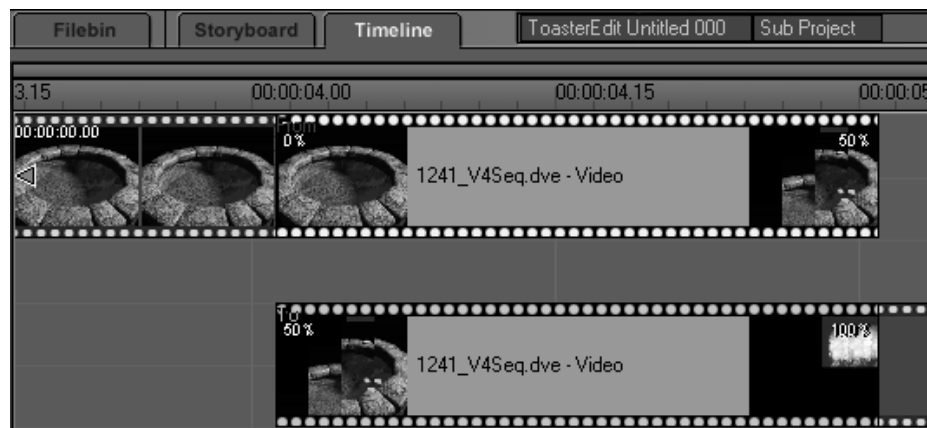


Figure 12.5. A DVE on the Timeline

You can select the DVE and move it to another area of the Timeline. You can adjust the length of your DVE, and ToasterEdit will interpolate your changes. Again, changes that you make on the timeline and to your DVEs happen in real-time, so you can see the effects of your changes immediately. For more information about DVEs in ToasterEdit, see Chapter Eight.

DVE DESCRIPTIONS

Appendix C contains descriptions of the DVEs that are included with Video Toaster. The appendix shows the icon associated with the DVE and gives a brief description of each effect.

