

CyberLink

PowerDirector

User's Guide



Copyright and Disclaimer

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

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

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

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

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 Confidential unpublished works.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

Manufactured under license under U.S. Patent #'s: 5,451,942; 5,956,674; 5,974,380; 5,978,762; 6,226,616; 6,487,535; 7,003,467; 7,212,872 & other U.S. and worldwide patents issued & pending. DTS, DTS Digital Surround, ES, and Neo:6 are registered trademarks and the DTS logos, Symbol and DTS 96/24 are trademarks of DTS, Inc. © 1996-2007 DTS, Inc. All Rights Reserved.

Manufactured under license under U.S. Patent #'s: 5,451,942; 5,956,674; 5,974,380; 5,978,762; 6,226,616; 6,487,535 & other U.S. and worldwide patents issued & pending. DTS is a registered trademark and the DTS logos, Symbol, DTS-HD and DTS-HD Master Audio are trademarks of DTS, Inc. © 1996-2007 DTS, Inc. All Rights Reserved.

International Headquarters

Mailing Address	CyberLink Corporation 15F., No. 100, Minquan Rd., Xindian Dist. New Taipei City 231, Taiwan (R.O.C.)
Web Site	http://www.cyberlink.com
Telephone	886-2-8667-1298
Fax	886-2-8667-1300

Copyright © 2012 CyberLink Corporation. All rights reserved.

Contents

Introduction.....1

Welcome.....	1
Latest Features	1
PowerDirector Versions	3
DirectorZone.....	8
System Requirements.....	8

PowerDirector Editing Modes.....11

Full Feature Editor.....	11
Easy Editor.....	12
Slideshow Creator.....	14
Setting Music Preferences	16
Customizing Slideshows in the Slideshow Designer	18

PowerDirector Workspace.....23

Rooms.....	24
Media Room	24
Effect Room	24
PiP Objects Room	25
Particle Room	25
Title Room	25
Transition Room	26
Audio Mixing Room	26
Voice-Over Recording Room	26
Chapter Room	26
Subtitle Room	27

- Library Window.....27
 - Explorer View27
 - Filtering Media in the Library27
 - Library Menu28
- Expanding the Workspace.....28
- Preview Window.....29
 - Preview Player Controls29
 - Taking a Screen Snapshot30
 - Media Viewer30
 - Zoom In/Out31
 - Display/Preview Options31
 - Previewing in 3D Mode33
- Editing Workspace.....34
 - Timeline View34
 - Storyboard View42
- PowerDirector Projects.....43**
- Setting Project Aspect Ratio.....43
- Exporting Projects.....44
- Importing Media into PowerDirector.....45**
- Importing Media Files.....45
 - Importing PowerDirector Projects46
- Capturing Media.....47
 - Capturing from a DV Camcorder48
 - Capturing from an HDV Camcorder49
 - Capturing from a TV Signal50
 - Capturing from a Digital TV Signal50
 - Capturing from a Webcam50
 - Capturing from a Microphone50
 - Capturing from a CD51

Capturing from an AVCHD Camcorder	51
Capturing from an Optical Device	51
Captured Content	51
Quality Profile Setup	52
Capture Settings	52
Capture Preferences	52
Downloading Media.....	53
Downloading Photos From Flickr	53
Downloading from DirectorZone	54
Detecting Scenes and Extracting Audio.....	55
Detecting Scenes in a Video Clip	55
Extracting Audio from a Video Clip	55
3D Media.....	57
Setting 3D Source Format.....	57
The Difference Between 3D and 3D-Like Effects.....	58
Arranging Media in Your Production.....	61
Adding Video Clips and Images to the Timeline.....	61
Adding Video Clips and Images	62
Adding Color Boards and Backgrounds	63
Adding Audio Clips.....	63
Magic Music	64
Music Beat Detection	65
Using the Magic Movie Wizard.....	68
Using the Slideshow Creator.....	69
Editing Your Media.....	71
Splitting a Clip.....	71
Unlinking Video/Audio Clips.....	71
Trimming Video and Audio Clips.....	72

- Trimming a Video Clip72
- Performing a Multi Trim74
- Trimming an Audio Clip76
- Setting a Media Clip's Duration.....77
- Setting TV (Video Clip Interlacing) Format.....77
- Adjusting Video Clip Aspect Ratio.....78
- Stretching Images.....79
- Cropping Images.....80
- Changing the Shape of Media.....80
- Fixing and Enhancing Images/Videos.....82
- Utilizing Keyframes on Media.....82
 - Adding Keyframes84
- Power Tools.....86
- Muting Audio.....87
- Editing Audio in WaveEditor.....87
- Time Info.....87
- Magic Fix.....88
- Magic Cut.....88
- Adding Effects.....89**
- Adding Video Effects.....89
 - Modifying a Video Effect90
- Using Magic Motion.....91
 - Magic Motion Designer92
- Using Magic Style.....93
- Using the Freeze Frame Effect.....94
- Creating PiP Effects.....95**
- Adding PiP Objects.....95
 - Creating Custom PiP Objects96

Using the Paint Designer.....	97
Creating a Paint Animation	97
Modifying Media in the PiP Designer.....	100
Modifying PiP Effect Size and Position	101
Modifying PiP Effect Properties	101
Adding Motion to PiP Effects	102
Enabling 3D Depth	104
Setting PiP Effect Opacity	104
Customizing PiP Effect Rotation	105
Saving a Custom PiP Motion Path	105
Adding PiP Effect Masks	105
Saving and Sharing PiP Objects	105
Adding Particle Effects.....	107
Modifying Particle Effects in the Particle Designer.....	108
Adding New Particle Objects	109
Adding Background Images	109
Editing Particle Effects	109
Editing Particle Objects Properties	110
Saving and Sharing Particle Effect Templates	113
Adding Title Effects.....	115
Modifying Titles in the Title Designer.....	116
Modifying Title Effect Position	117
Modifying 2D Text Properties	117
Modifying 3D-Like Text Properties	118
Applying Animation to a Title Effect	120
Enabling 3D Depth	121
Modifying Image Animation Properties	121
Adding Background Images to Title Effects	121
Saving and Sharing Title Templates	122
Using Transitions.....	123
Adding Transitions to a Single Clip.....	123

Adding Transitions Between Two Clips.....124

Setting Transition Behavior.....124

Mixing Audio and Recording

Voice-Overs.....127

Adjusting Audio Clip Volume Levels.....127

 Mixing Audio In-Track127

 Mixing Audio in the Audio Mixing Room128

 Adding Fade Effects to Audio Clips129

 Restoring Audio Clip Volume Levels129

Recording Voice-Overs.....130

Adding Chapters.....133

Adding Chapters Markers.....133

Setting Chapter Thumbnails.....134

Adding Subtitles.....135

Adding Subtitles.....135

Editing Subtitles.....135

Importing Subtitles from Text Files.....136

Syncing Subtitles with Dialogue.....136

Producing Your Project.....139

Utilizing Intelligent SVRT.....139

Produce Window.....140

 Outputting to a Standard 2D File142

 Outputting in a 3D Format144

 Outputting to a Device146

 Uploading Video to Social Web Sites148

 Batch Produce152

Creating Discs.....155

Importing Additional Disc Content.....157

Selecting a Disc Menu.....	158
Editing Disc Menu Properties.....	159
Editing Disc Menu Text	160
Setting Disc Menu Music	160
Adding a First Play Video	161
Setting Disc Playback Mode	162
Specify Buttons Per Page	163
Customizing Disc Menus in the Menu Designer.....	164
Setting Menu Opening and Background	165
Adding Images to Menus	166
Adding and Editing Disc Menu Text	166
Adding and Editing Menu Buttons	168
Setting Object Properties	169
Enabling 3D Depth in Disc Menus	170
Saving and Sharing Disc Menu Templates	170
Burning Your Production to Disc.....	170
Burning a Disc in 2D	171
Burning a Disc in 3D	173
Configuring Burn Settings	175
Erasing Discs	176
PowerDirector Preferences.....	177
General Preferences.....	177
Capture Preferences.....	178
Confirmation Preferences.....	179
DirectorZone Preferences.....	180
Editing Preferences.....	180
File Preferences.....	181
Hardware Acceleration Preferences.....	182
Project Preferences.....	183
Produce Preferences.....	183

Appendix.....	185
Hotkeys.....	185
System Hotkeys	185
Project Hotkeys	185
Workspace Hotkeys	186
Smart Guide Hotkeys	187
Main Panel Hotkeys	187
Library Hotkeys	187
Capture Hotkeys	188
Voice-Over Hotkeys	188
Preview Window Hotkeys	188
Title Designer Hotkeys	189
Intelligent SVRT: When Is Used?.....	190
Licensing and Copyright Information.....	191
Licenses and Copyrights	193
Technical Support.....	205
Before Contacting Technical Support.....	205
Web Support.....	206

Chapter 1:

Introduction

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

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

Welcome

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

Latest Features

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

Workspace

- Choose from three different editing modes: Full Feature Editor, Easy Editor, and the Slideshow Creator.
- Add timeline markers* for more precise media placement in your video projects.
- Import existing CyberLink PowerDirector project files directly into the timeline.
- Use Music Beat Detection* to add beat markers you can use for detailed editing with added music.
- Auto audio normalization* for all clips on the same timeline track.

- View and edit media in 3D mode*.
- Enable continuous thumbnails on video clips on the timeline for easy scene recognition.

Capture/Import

- Capture video content from BDMV discs*.
- Import media in the following newly supported formats: JPS, MPO, MVC*.

Edit

- Use 3D media to create 3D video projects*.
- Convert 2D photos and videos to 3D using TrueTheater 3D*.
- Enable 3D depth for PiP, particle, and title effects*.
- Apply transitions and video effects with 3D* properties.
- Add audio transitions between two audio clips on a track.
- Unleash your PC's speed with TrueVelocity™ 2.
- Use the Paint Designer* to make hand drawn paint animation objects in your videos.
- Change the shape of media clips and crop images directly on the timeline.
- Record, trim, cut, enhance, mix, and add effects to audio on the timeline of your project using CyberLink WaveEditor 1.0*.
- Add creativity and excitement to your videos with NewBlueFX plug-in special effects.

Produce

- Enhanced Intelligent SVRT* technology that helps you to quickly produce your projects with the highest quality possible.
- Output videos in a variety of 3D video formats*, including Side-by-Side, anaglyph and MVC.
- Upload 3D videos to YouTube 3D*.
- Share videos on the DailyMotion and Vimeo video web sites.

Create Disc

- Burn discs in either 2D or in a 3D* format.
- Create 3D-BD* discs, complete with 3D disc menus.
- Supports DTS as the audio encoding format.

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

PowerDirector Versions

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

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

Features	Ultra	Deluxe	HE3D	HE	DE	LE
Import Media						
3D Video (MVC, Side-by-Side)	Yes	Yes	Yes	Yes	--	--
3D Photo (MPO, JPS)	Yes	Yes	Yes	Yes	--	--
MPEG-2	Yes	Yes	Yes	Yes	Yes	--
AVCHD file (M2T)	Yes	Yes	Yes	Yes	--	--
VOB, VRO with Dolby Digital 5.1 ch	Yes	Yes	--	--	--	--
MOD, TOD	Yes	Yes	Yes	Yes	--	--
WTV	Yes	Yes	Yes	Yes	Yes	--
DVR-MS	Yes	Yes	Yes	Yes	Yes	--
Capture Functions						
HDV Camcorder	Yes	Yes	Yes	Yes	Yes	--

Features	Ultra	Deluxe	HE3D	HE	DE	LE
Capture						
DVB-T Tuner Capture	Yes	Yes	Yes	Yes	Yes	--
Analog TV Tuner Capture	Yes	Yes	Yes	Yes	Yes	--
External or Optical Device Capture	Yes	Yes	Yes	Yes	Yes	--
AVCHD Camcorder Capture	Yes	--	Yes	--	--	--
QuickScan	Yes	Yes	--	--	--	--
SmartCaption	Yes	Yes	--	--	--	--
DV Backup	Yes	Yes	Yes	Yes	Yes	--
Workspace Features						
3D Display Support	Yes	--	Yes	--	--	--
Full HD Preview	Yes	--	--	--	--	--
Dual Preview	Yes	Yes	--	--	--	--
Preview Window Zoom	Yes	Yes	--	--	--	--
Timeline & Music Beat Markers	Yes	Yes	--	--	--	--
Number of Tracks Available	100	100	4	4	4	4
Snap to Reference	Yes	Yes	--	--	--	--
Range Selection	Yes	Yes	--	--	--	--
Edit Functions						
Convert 2D Video/Photo to 3D	Yes	--	Yes	--	--	--
3D PiP Effects	Yes	Yes	Yes	Yes	--	--
3D Title Effects	Yes	--	Yes	--	--	--

Features	Ultra	Deluxe	HE3D	HE	DE	LE
3D Particle Effects	Yes	--	--	--	--	--
3D Transition Effect	Yes	Yes	Yes	Yes	--	--
3D Video Effect	Yes	--	Yes	--	--	--
3D Orientation Adjustment	Yes	--	--	--	--	--
Keyframe Settings Panel	Yes	Yes	--	--	--	--
TrueTheater Video Enhancement	Yes	Yes	--	--	--	--
Video in Reverse	Yes	Yes	--	--	--	--
Video Speed-Frame Interpolated Technology	Yes	Yes	--	--	--	--
Multi Trim-Precise Cut (Zoom)	Yes	Yes	--	--	--	--
WaveEditor	Yes	Yes	--	--	--	--
Magic Motion Designer	Yes	Yes	--	--	--	--
Magic Style Templates 2D	17	17	17	17	17	6
Magic Style Templates 3D	6	6	1	1	1	1
Magic Style Template Download	Yes	Yes	--	--	--	--
Magic Cut	Yes	Yes	--	--	--	--
Magic Music SmartSound	Yes	Yes	--	--	--	--
Slideshow Templates	9	9	3	3	3	3
Video Effect	Yes	Yes	--	--	--	--

Features	Ultra	Deluxe	HE3D	HE	DE	LE
Layers on Clip						
Third Party Effects (NewBlue)	Yes	Yes	--	--	--	--
PiP Designer - Customizing PiP Motion	Yes	Yes	--	--	--	--
Paint Designer	Yes	Yes	--	--	--	--
Particle Designer	Yes	Yes	--	--	--	--
Audio Normalization	Yes	Yes	--	--	--	--
Adding Chapters	Yes	Yes	Yes	Yes	Yes	--
Creating Subtitles - Importing From Text File	Yes	Yes	--	--	--	--
Creating Subtitles for DVD	Yes	Yes	Yes	Yes	--	--
Produce Functions						
Output in 3D	Yes	--	Yes	--	--	--
Upload 3D Video to YouTube	Yes	--	Yes	--	--	--
Output to MPEG-1	Yes	Yes	--	--	--	--
Output to MPEG-2	Yes	Yes	Yes	Yes	Yes	--
Output to MPEG-2 with Dolby Digital 5.1	Yes	Yes	--	--	--	--
Output to QuickTime Format	Yes	Yes	--	--	--	--
Output to MPEG-4 AVCHD Format	Yes	Yes	Yes	Yes	--	--
Write Back HDV Tape	Yes	Yes	--	--	--	--
Output to HDD Camcorder	Yes	Yes	--	--	--	--


Features	Ultra	Deluxe	HE3D	HE	DE	LE
Output to Mobile Phone	Yes	Yes	Yes	Yes	--	--
Output to PS3	Yes	Yes	Yes	Yes	--	--
Intelligent SVRT	Yes	Yes	Yes	Yes	Yes	--
Create Disc Functions						
3D Discs	Yes	Yes	Yes	Yes	--	N/A
3D Disc Menus	Yes	--	--	--	--	N/A
Dolby Digital Stereo Creator to Encode 2 ch Audio	Yes	Yes	Yes	Yes	--	N/A
Dolby Digital 5.1 Surround	Yes	Yes	Yes	--	--	N/A
Blu-ray Disc(TM) with DTS Audio	Yes	--	--	--	--	N/A
Blu-ray Disc(TM) Burning (BDMV, BDXL)	Yes	--	Yes	Yes	--	N/A
AVCHD Burning (AVCHD)	Yes	--	Yes	Yes	--	N/A
VCD Burning	Yes	Yes	--	--	--	N/A

Updating PowerDirector

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

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


To update your software, do this:

1. Click the  button to open the Upgrade window.
2. Click the available tabs to see the **Updates**, **Upgrades**, and enhancements (**Installed Packs**) available.

3. Select an item on a tab to open your web browser, where you can purchase product upgrades or download the latest patch update.

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

DirectorZone

DirectorZone is a free web service that lets you search for and download Magic Style templates, PiP objects, paint animations, title templates, particle objects, and disc menus created by other users of CyberLink PowerDirector. Whenever you see the  icon, you can click it to download free effects and templates into your CyberLink PowerDirector libraries.

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

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

System Requirements

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

System Requirements	
Operating System	<ul style="list-style-type: none">• Microsoft Windows 7, Vista or XP (Windows XP Service Pack 2 is required for HDV capture).
Screen Resolution	<ul style="list-style-type: none">• 1024 x 768, 16-bit color or above.
CPU Processor	<p>CyberLink PowerDirector 10 is optimized for CPUs with MMX/SSE/SSE2/3DNow!/3DNow! Extension/HyperThreading technology.</p> <ul style="list-style-type: none">• AVI Capture/Producer: Profiles: Pentium II 450 MHz or AMD Athlon 500 MHz.• DVD Quality (MPEG-2) Profiles: Pentium 4 2.2 GHz or AMD Athlon XP 2200+.• High Quality MPEG-4 and Streaming WMV, QuickTime) Profiles: Pentium 4 3.0 Ghz or

	<p>AMD Athlon 64 X2.</p> <ul style="list-style-type: none"> • Full-HD quality H.264 and MPEG2 Profiles: Intel Corei5/7 or AMD Phenom II X4. • AVCHD* and BD* burning Profiles: Pentium Core 2 Duo E6400, or AMD Phenom II X2. • 3D* video editing profile: Intel Corei7 or AMD Phenom II X4 with 64 bit OS 6 GB RAM.
Memory	<ul style="list-style-type: none"> • 512 MB required. • 3 GB DDR2 or above recommended for 32 bit OS. • 6 GB DDR2 or above recommended for 64 bit OS.
Hard Disk Space	<ul style="list-style-type: none"> • 5 GB minimum required (note: 400 MB is for Magic Music Library). • 10 GB (20 GB recommended) for DVD production. • 60 GB (100 GB recommended) for Blu-ray Disc/AVCHD production*.
Burning Drive	<ul style="list-style-type: none"> • A CD or DVD burner (CD-R/RW, DVD+R/RW or DVD-R/RW) is required to burn VCD/ DVD/SVCD/AVCHD* titles. • A Blu-ray Disc recordable drive is required to burn Blu-ray Discs*.
Internet Connection	<ul style="list-style-type: none"> • The import/export of some media formats may require activation via an Internet connection. Activation is fast, easy, and free.

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

Chapter 2:

PowerDirector Editing Modes

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

Note: before selecting your preferred editing mode, be sure to set the aspect ratio for your project (16:9 or 4:3) in the top right corner of the dialog that displays.

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

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

Full Feature Editor

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

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

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

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

Easy Editor



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

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

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





Note: if you are in the Full Feature Editor, you quickly can launch the Magic Movie Wizard by clicking on the  button next to the timeline in the Edit window.

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

Note: click  to remove any unwanted media files from your production, or  to clear all imported media.

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

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

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

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

*Note: if you are not satisfied with the current video production, you can click the **Previous** button to return to previous windows to add/remove music, select a different style, or import more media.*

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

Slideshow Creator



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

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

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


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

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

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

3. Click **Next** to continue.
 4. In the Style & Music window, select a slideshow style. Each style you select will result in a different slideshow.
-

Note: you can fully customize your slideshow in the Slideshow Designer by clicking the **Customize** button in the Preview window. See *Customizing Slideshows in the Slideshow Designer* for a detailed description of all the available options for your selected slideshow style. The slideshow styles with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions.

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

8. In the Preview window, the Slideshow Creator generates a version of your slideshow. Use the available player controls to preview it.

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


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


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

11. Click **Finish**.

Setting Music Preferences

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

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

then click .

- drag the markers on the music timeline to set the desired start and end times manually.

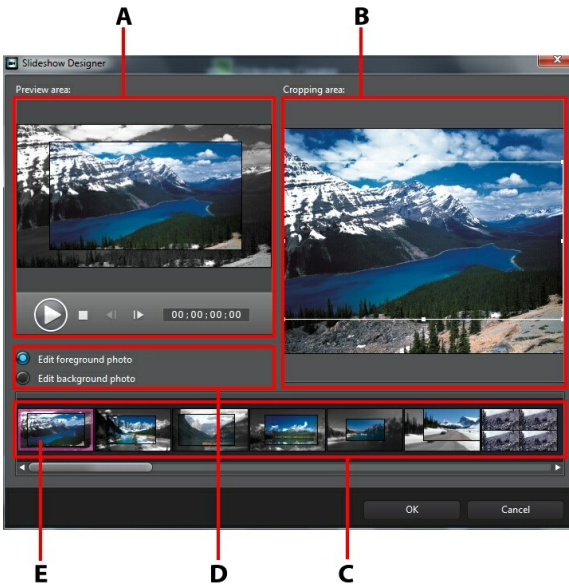


2. Select the **Fade-in** option to have the background music gradually fade-in at the beginning of the slideshow.
3. Select the **Fade out** option to have the background music gradually fade-out at the end of the slideshow.
4. Click **OK** to save your changes.

Customizing Slideshows in the Slideshow Designer

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

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






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

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

Cell Slideshow

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

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

3D Slideshow

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

- in slide area, click on a specific slideshow slide to view and edit it.
- in the editing area (**Cropping area**), resize and drag the box to the area of the photo you want highlighted in the 3D photo on the slide.
- in the preview area, use the player controls to preview the slideshow.

Highlight Slideshow

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

- in slide area, click on a specific slideshow slide to view and edit it.

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




Motion Slideshow

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

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

Camera Slideshow

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

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

- in the extra tools area, click the **Remix** button to generate a new version of the slideshow.

Time-Lapse Slideshow

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

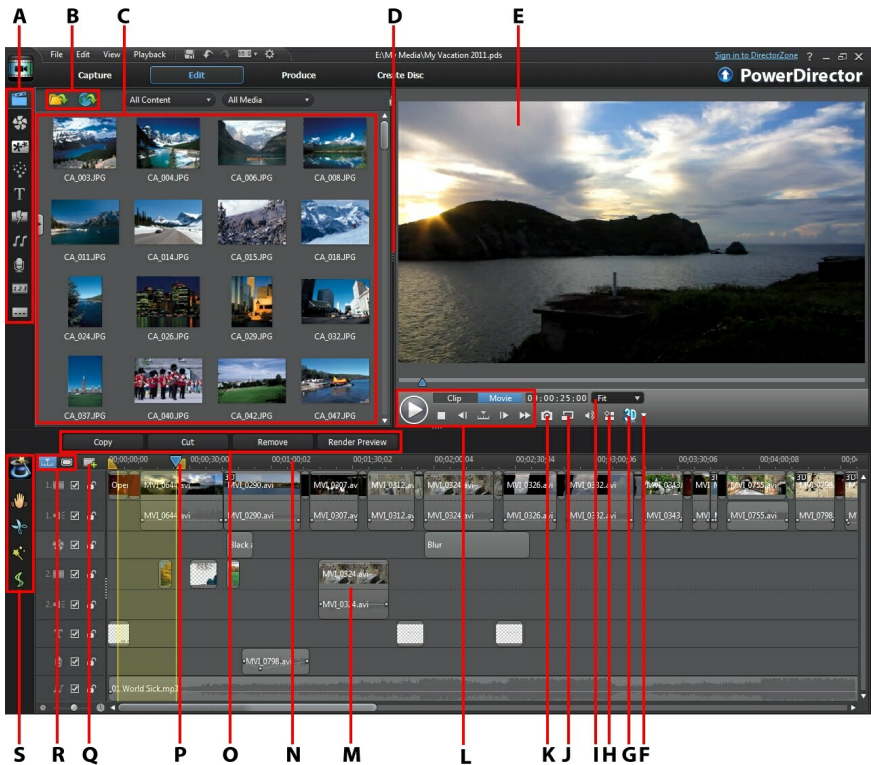
***Note:** to create a time-lapse slideshow, you need to prepare the photos for it ahead of time. This feature works best with a series of photos taken with a camera that supports time-lapse photography.*

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

Chapter 3:

PowerDirector Workspace

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



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

Rooms

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

Media Room



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

Managing the Media Library

Use the  button to manage the media in your library.

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

The options include:

- exporting your entire media library as a file for backup, in the PDL (PowerDirector Library) format.
- importing a media library PDL file, exported from another project or version of CyberLink PowerDirector.
- emptying the entire contents of the media library.

Effect Room



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

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

PiP Objects Room



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

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

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

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

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

Particle Room



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

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

You can modify particles in the Particle Designer. For more information, see [Adding Particle Effects](#).

Title Room



The Title Room contains the library of titles that when applied to your project, add credits or comments to your production. For more information, see [Adding Title Effects](#).

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

Transition Room



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

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

Audio Mixing Room



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

Voice-Over Recording Room



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


Chapter Room



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

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

Subtitle Room

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

Library Window

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



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

Explorer View

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

In the explorer view you can organize the media in your library folders into subfolders. It also lets you quickly browse through and filter the media in each room.


In the explorer view you can:

- click on  to add a new subfolder in a library window.
- select an existing folder and click  to delete a previously created subfolder.
- browse a folder's contents in the library window by selecting it.

Filtering Media in the Library

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

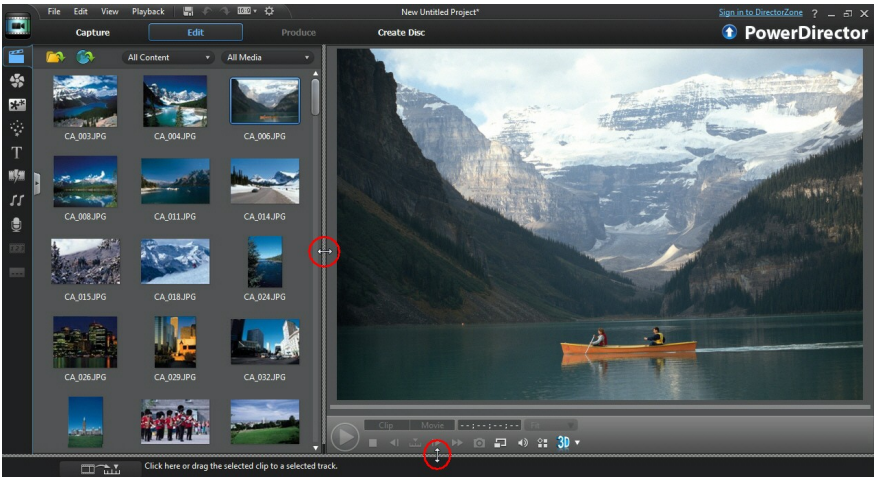
Library Menu

Click on  to access the library menu. In the library menu you can sort or change the display of the content in the library window, depending on your preference. Other options are available in the library menu and depend on the specific room you are in.

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

Expanding the Workspace

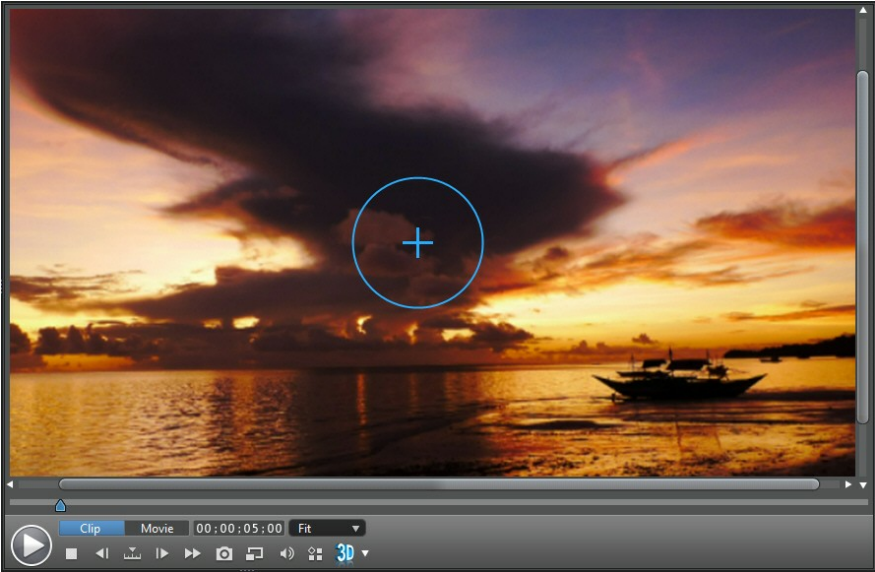
The look of the CyberLink PowerDirector workspace is fully expandable and customizable based on your personal preference.



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

Preview Window


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




Preview Player Controls

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

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


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

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

Select  to view your production in the Media Viewer. See Media Viewer for more information on using this feature.

Taking a Screen Snapshot

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





To do this click the  button on the player controls.

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


Media Viewer

The Media Viewer is similar to the preview window, but provides a larger display of your production, including an option to view it at full screen.

To use the Media Viewer:

- click  in the preview window and then select **Launch Media Viewer** to open the Media Viewer.
- click  in the Media Viewer to view your production at full screen.
- click  in full screen mode to return the window to the normal size.
- click  in full screen mode to close the Media Viewer.

Preview Resolution

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

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

Preview Mode

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

- **Real-time Preview:** synchronizes and renders clips and effects in real-time, displaying a preview of your video at the standard 25 (PAL)/30 (NTSC) frames per second.
- **Non Real-time Preview:** mutes the audio and displays a preview at a reduced speed to help make editing much more fluid. Useful when editing high-definition video, using multiple PiP tracks on a less powerful computer, or when you receive dropped frames when previewing. By muting the audio and slowing down the video, CyberLink PowerDirector lets you view more frames per second when your computer has trouble providing a smooth preview during editing.


Note: you can also preview a portion of your video using the Render Preview option. See Range Selection for more information on this function.

Zoom In/Out

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

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



Display/Preview Options

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

TV Safe Zone/Grid Lines


When you place media on the timeline, use the TV safe zone and grid lines to help with the precise placement on your video project's image. These display options are

only available when in the **Clip** preview mode.

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

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

Dual Preview

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

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

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

3D Dual Preview

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

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

Previewing in 3D Mode


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

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


3D Configuration

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


To set your 3D display device, do this:

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



Enabling 3D Mode

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

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

To disable 3D mode, just select the  button.

Editing Workspace

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

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




Timeline View







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

To switch to timeline view, click .

Timeline Tracks

The timeline contains the following tracks:

Track	Description
	Video tracks contain your project's media clips (video clips and images) and effects (PiP objects, particle effects, title effects, etc.) on the timeline. By default, there are two video tracks in the timeline, but you can have up to 100 video tracks by adding more in the Track Manager. Each video track in the timeline may have an associated audio track for the video clip's audio.
	Audio tracks contain the audio in your project. The audio may be the audio portion of a video clip on the video track, or a separate audio track for music clips or other audio. By default there are two audio tracks linked with a video track, and a separate audio track for music, which is always at the bottom track in the timeline. You can have up to 100 audio tracks by adding more in the Track Manager.
	The effect track contains any special effects that you want to apply to your final video. Video effects in the effect track are

	applied to all the video tracks that are positioned above it in the timeline.
	The title track contains the text title effects that appear in your project. The titles you add to this track display over all the content in every video track that display during their duration.
	The voice track contains a narrative voice-over or other audio clip.
	The chapter track contains all of the chapter markers in your current video production. This track displays when you are in the Chapter Room. Right-click on the timeline and then select Show Chapter Track if you always want this track to display in the timeline.
	The subtitle track contains all of the subtitle markers in your current video production. This track displays when you are in the Subtitle Room. Right-click on the timeline and then select Show Subtitle Track if you always want this track to display in the timeline.
	The SVRT track displays the Intelligent SVRT information for your current project. See Utilizing Intelligent SVRT for more information. Right-click on the timeline and then select Show SVRT Track if you always want this track to display in the timeline.
	When using the Music Beat Detection feature, the music beat track is enabled. This track displays all of the music beat markers for the music in your production. See Music Beat Detection for more information. Right-click on the timeline and then select Show Music Beat Track if you always want this track to display in the timeline.

Timeline Behavior

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

On the timeline you can:

- place media clips at any position on a video track. If no media is placed before a media clip on the timeline, your video production displays a black

screen until the timeline position of your media clip is reached.

- hold down the Ctrl key on the keyboard and select multiple media clips on the timeline.
- click and drag the mouse to select multiple media clips on the timeline.
- right click on select media in the timeline and select **Group Objects**. Doing this allows you to move all the selected media clips as a group. Select **Ungroup Objects** to once again allow for individual media clip movement.

Note: you cannot include transitions in grouped objects.


Timeline Ruler

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



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

You can also right click on the timeline ruler and select **View Entire Movie** to auto fit your current project in the timeline area. Or select **Zoom In** or **Zoom Out** to change the view to your required size.

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

Timeline Markers

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

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

Adding Timeline Markers

To add a timeline marker, do this:

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



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

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



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







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

Right-click on the timeline ruler and then select **View All Timeline Markers** to view a list of all the timeline markers you added.

Function Buttons

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

The function buttons that are available depend on the type of media content you select. However, whenever you select media, the  and  buttons are

always displayed. Click  to remove the selected media content from the timeline, or  to gain access to more timeline functions, which vary depending on the selected media.

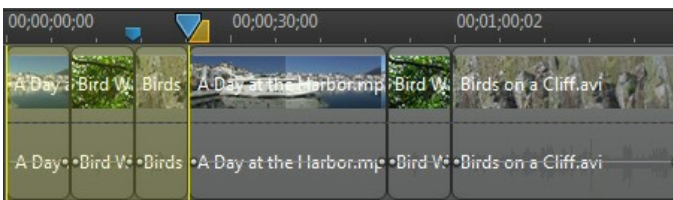
Range Selection

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

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



Once selected, you can cut or copy, and then paste the selected media to another position on the timeline.



You can also use this feature to manually highlight a portion of a clip that you want to then remove or trim out. Or select **Render Preview** to have CyberLink PowerDirector render a video preview of only the highlighted range.

Track Manager

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


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

Adding Tracks to Timeline

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

To add tracks to the timeline, do this:

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

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

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

3. In the **Video** section, select the **Position** in the timeline where you want to add the tracks.
4. In the **Audio** section, enter in the number of audio tracks you want to add to the timeline. By default, one track is added, but you can add up to 98 audio tracks (100 in total) to the timeline, as required.

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

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

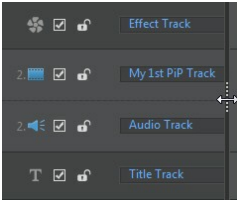
To quickly remove any unwanted tracks from the timeline, just right-click on the timeline and select **Remove Empty Tracks**.

Customizing Timeline Tracks

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

Customizing Track Names

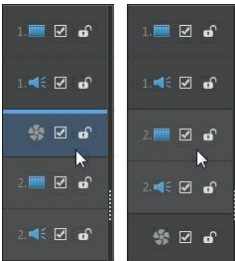
To make it easy to identify all of your tracks if you have lots of media on multiple tracks, drag the left sidebar to reveal the track names.



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

Reordering Tracks

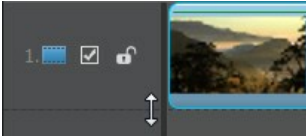
You can reorder the video tracks in the timeline if required. To reorder, click on the left sidebar and drag the track to the new position in the timeline.



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



Adjusting Track Height

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



You can also right-click on the timeline and select **Adjust Track Height** to resize it to one of the default sizes.

Locking/Unlocking Tracks

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

Enable/Disable Tracks

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

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

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

Magic Tools

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

- **Magic Movie Wizard:** automatically creates an edited video blended with stylish effects and transitions.
- **Magic Fix:** fixes and enhances your photos and videos, including fixing shaky video, enhancing video quality, removing red-eye, and enhancing the focus on photos.

- **Magic Motion:** applies zooms and pans to your images. You can also use the Magic Motion Designer to manually customize motion on an image.
- **Magic Cut:** condenses long video segments into shorter clips that contain only the best moments.
- **Magic Style:** creates professional videos with pre-designed style templates automatically.
- **Magic Music*:** adds background music that automatically adjusts to suit different durations.

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

Storyboard View


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

To switch to storyboard view, click .

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

Chapter 4:

PowerDirector Projects

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

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

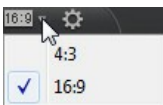
Use the options in the **File** menu to save, create new, or open existing projects in CyberLink PowerDirector.

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

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

Setting Project Aspect Ratio

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



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

Exporting Projects

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

To export your project, select **File > Export** from the menu and select the export process that suits your requirements.

Chapter 5:

Importing Media into PowerDirector

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

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

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

Importing Media Files

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

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

CyberLink PowerDirector supports the following file formats:

Image: BMP, GIF, JPEG, PNG, TIFF

3D Image Format: JPS*, MPO*


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

Video: 3GPP2, AVI, DAT, DivX (on Windows 7), DV-AVI, DVR-MS*, FLV (H.264), HD MPEG-2, M2T*, MKV (H.264), MOD*, MOV, MOV (H.264), MP4, MPEG-1, MPEG-2*, MPEG-4 AVC (H.264), TOD*, VOB*, VRO*, WMV, WMV-HD, WTV*

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

Audio: M4A, MP3, WAV, WMA

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

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

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

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

Importing PowerDirector Projects

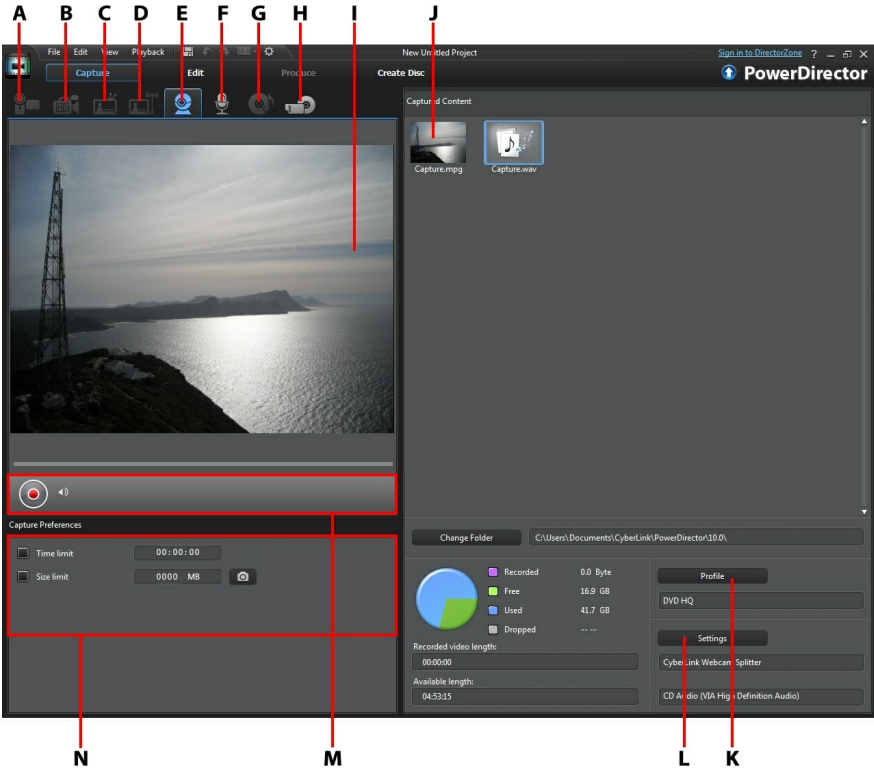
CyberLink PowerDirector projects (PDS files) you worked on and saved previously can now be imported and then directly inserted into your video production's timeline.

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

Capturing Media

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

In the Capture window, the program appears as follows:




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

Capturing from a DV Camcorder



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

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


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

Capturing a Single Scene

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

DV Backup

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

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


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

Batch Capture from a DV Camcorder

With Batch Capture, CyberLink PowerDirector scans your DV camcorder for intervals or scenes (or allows you to set them manually) on the tape, and then captures these

scenes as separate video files and imports each of them into the program.


Automatic Batch Capture

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

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

Manual Batch Capture

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

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

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

Capturing from an HDV Camcorder



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

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

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

Capturing from a TV Signal



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

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

Capturing from a Digital TV Signal



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

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

Capturing from a Webcam



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

Capturing from a Microphone



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

Capturing from a CD



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

Capturing from an AVCHD Camcorder



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

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

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

Capturing from an Optical Device



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

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

Captured Content

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

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

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

Quality Profile Setup

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

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

Capture Settings


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

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

Capture Preferences


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

Set the capture preferences, as follows:

- to set a maximum capture length, select **Time limit** and then enter a time in the time code box.
- to set a maximum captured file size, select **Size limit** and then enter a size limit (in MB).
- to add a text remark, date stamp, or time stamp to the video being captured, click on the  button. In the Add Text Overlay window, select which type and display format of text overlay you want to include on your recorded video on the Text tab. Select the Format tab to set the font and text position



for the text.

Note: if capturing content from a compliant DV (tape) camcorder, date and time information is automatically captured for you using CyberLink RichVideo (if enabled in preferences). To display in your video, place the captured media on the timeline and then click the **Time Info*** button. See *Time Info* for more information. CyberLink PowerDirector does not support the enabling of running time codes on video files. * Optional feature in CyberLink PowerDirector. Check the version table for detailed versioning information.

- to take a still photo of a frame of video for use in your project, just click on  at the point where you want to take the snapshot. The image is saved to the Captured content area. You can specify your preferred snapshot image file format in preferences. See File Preferences for detailed information.
- select **Non real-time** when capturing from a camcorder to continue processing captured video after the original video stops playing in order to ensure that no frames are dropped.
- select **Begin with fade-in** to add fade-in to audio captured with a microphone.
- select **End with fade-out** to add fade-out to audio captured with a microphone.
- select **Record at maximum speed** to record CD audio at a higher speed. Capturing at a higher speed reduces processing time, but yields audio of a lower quality.

Downloading Media

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


- click  to download media from the Internet (Flickr) directly into the media library.
- click  to download PiP effects, particle effects, title templates, or disc menus from DirectorZone.

Downloading Photos From Flickr

You can download your own photos directly from your account on Flickr into CyberLink PowerDirector. You can also search for and browse other user's photos

from within CyberLink PowerDirector, and then import them into your media library for use in a project.

To download photos from Flickr, do this:

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

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


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

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

4. Select all of the photos that you want to import into your Media Library and then click on the **Download** button.

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

Downloading from DirectorZone


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

Detecting Scenes and Extracting Audio

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

Detecting Scenes in a Video Clip

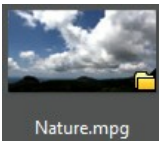
The scene detection function automatically creates individual clips based on the individual scenes (or pre-edited shots) contained within a video clip. Detected scenes are not split from the original clip, but can be added to the workspace like any other media clip.

To detect the scenes in a video clip, right click on it in either the Captured Content area or in the media library, and select **Detect Scenes** and then **Detect**. In the media library, you can also select the  button when a video clip is selected.

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

The detected clips are displayed in a sub folder under the original video clip. You can add the individual scenes to the timeline or manage them in the media library like any other video clip.

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



Extracting Audio from a Video Clip

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


any other audio file.

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

Chapter 6:

3D Media

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

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

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

Setting 3D Source Format

When 3D media is imported into the media library, you may need to set the format of the 3D source video. This is because 3D media comes in a variety of different video source formats. CyberLink PowerDirector needs to know the source format of each 3D media file so that it can display it properly in 3D.

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

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

1. Right-click on the 3D media file in either the media library or when it is on a timeline track.
2. Select **Set 3D Source Format**. The Set 3D Source Format window displays.
3. Select the 3D source format by selecting one of the following:
 - **Auto Detect 3D Source Format:** if you are not sure what the source format is of your 3D video, click this button to have CyberLink PowerDirector automatically detect and set it for you.
 - **2D:** select this option if the selected media file is actually 2D content.

- **Side by side format:** select this option if the 3D content has two different images side by side. CyberLink PowerDirector merges the two images to produce the 3D effect.
 - **Over/Under format:** select this option if the 3D content has two different video images, one on top of the other. CyberLink PowerDirector merges the two images to produce the 3D effect.
 - **Multiview video coding:** select this option if the 3D content is in the MVC video format (.mts or .m2ts file format).
 - **Dual view format:** select this option if the 3D content is in the dual view source format (.avi file format).
4. From the drop-down available, **Specify whether to display the left or right eye frame first.** Use this feature if while the editing or playing back 3D content you begin to feel uncomfortable or uneasy. This may be because the layout of the 3D image is displayed differently than most standard content. If this occurs, try selecting the opposite eye view. This switches the way the 3D content is displayed on your display device, and may reduce the discomfort.
 5. Click **OK** to set your changes to the selected media file.

The Difference Between 3D and 3D-Like Effects

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

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

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

depth effect when viewed in 3D mode.

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

Chapter 7:

Arranging Media in Your Production

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

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

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

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

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

Adding Video Clips and Images to the Timeline

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

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

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

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

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

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


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

Adding Video Clips and Images

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

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

To add video clips or images to the workspace, do one of the following:

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


Note: if the timeline slider is over an existing clip on the timeline when you perform either of the above actions, CyberLink PowerDirector splits the clip and inserts the new clip between the two portions.

- drag and drop media to a desired position on the video track.


Note: if you drop the media onto an existing clip on the timeline, you are asked if you want to split the clip and **Insert** the new clip between the two portions, or **Overwrite** the existing clip.

Adding Color Boards and Backgrounds

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

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

To add color boards or backgrounds to the workspace, do one of the following:

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

Note: if the timeline slider is over an existing clip on the timeline when you perform either of the above actions, CyberLink PowerDirector splits the clip and inserts the new clip between the two portions.

- drag and drop color boards and backgrounds to a desired position on the video track.

Note: if you drop the media onto an existing clip on the timeline, you are asked if you want to split the clip and **Insert** the new clip between the two portions, or **Overwrite** the existing clip.

Adding Audio Clips




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

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

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

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

To add audio to the workspace, do one of the following:

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

Note: if the timeline slider is over an existing clip on the timeline when you perform any of the above actions, CyberLink PowerDirector splits the clip and inserts the new clip between the two portions.

- drag and drop an audio file to a desired audio track and position on the timeline.
-


Note: if you drop the audio clip onto an existing clip on the timeline, you are asked if you want to split the clip and **Insert** the new clip between the two portions, or **Overwrite** the existing clip.

Magic Music

Magic Music* is designed to help you add music into your video production. In just a few simple steps, Magic Music can help you turn your video production into a

professional looking movie through the addition of background music.

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

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

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

Music Beat Detection

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

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

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

To add music beat markers, do this:

1. Add a music clip to an audio track on the timeline (audio, voice, or music track).
2. Right-click on the music clip and then select **Use Automatic Music Beat Detection**. The Automatic Music Beat Detection window opens.
3. Use the slider to set the **Minimum time between beat markers**. For example, if you know the beats in the music are once a second, you can set the slider to apply markers ever 2.0 seconds if you want to place media on every other beat.
4. Click **Detect**. CyberLink PowerDirector will analyze the music clip, and then detect and apply the music beat markers to the music beat track.
5. Click on **Apply** to close the Music Beat Detection window.

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



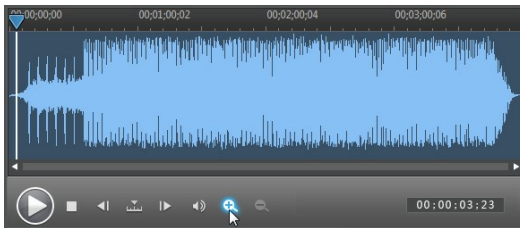
To remove the music beat markers, do one of the following:

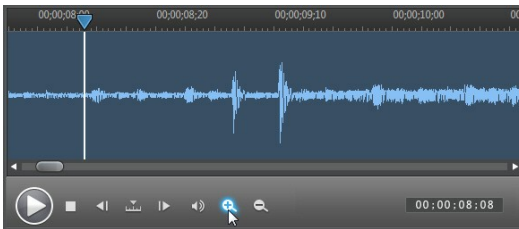
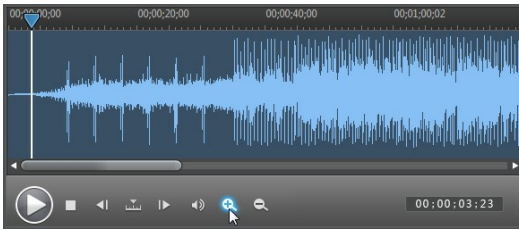
- remove the music clip from the timeline.
- right-click on a music beat marker on the music beat track, and then select **Remove Selected Music Beat Marker**.
- right-click on the music beat track, and then select **Remove All Music Beat Markers**.

Manually Adding Music Beat Markers

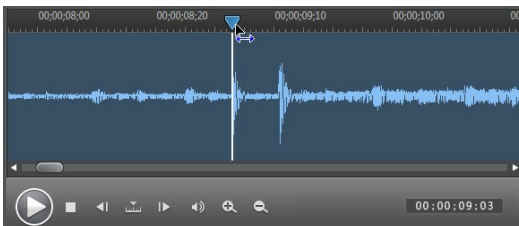
To manually add music beat markers to the timeline, do this:

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

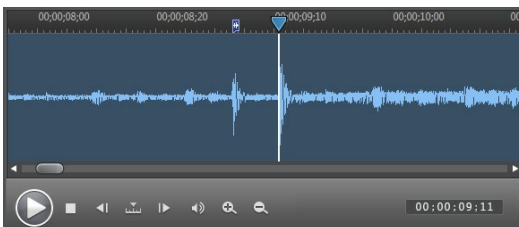




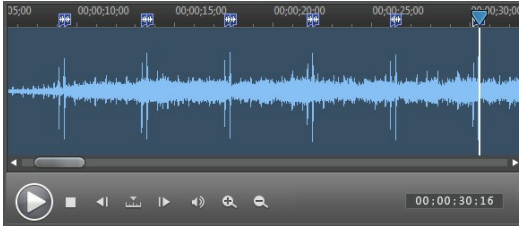
4. Manually drag the timeline slider to the position on the audio waveform where you want to add the music beat marker.



5. Click **Add** (or the A key on your keyboard) to add a music beat marker at the current position.



6. Repeat the above steps to add as many music beat markers as you want.




7. Click on **Apply** to close the Music Beat Detection window.

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

Using the Magic Movie Wizard

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

To use the Magic Movie Wizard, do this:

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

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

- **Select items:** the Magic Movie Wizard only uses the media that is currently selected in the library.
3. Click **Next** to continue.
 4. See the step by step description in Easy Editor for more information on the remaining steps in the Magic Movie Wizard.

Using the Slideshow Creator

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

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

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

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

Chapter 8:

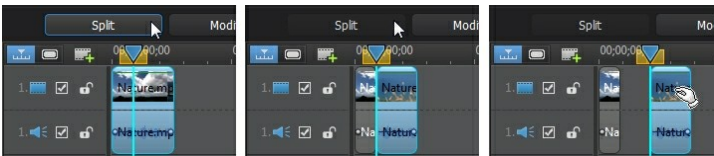
Editing Your Media

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

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

Splitting a Clip

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



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

Unlinking Video/Audio Clips

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

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

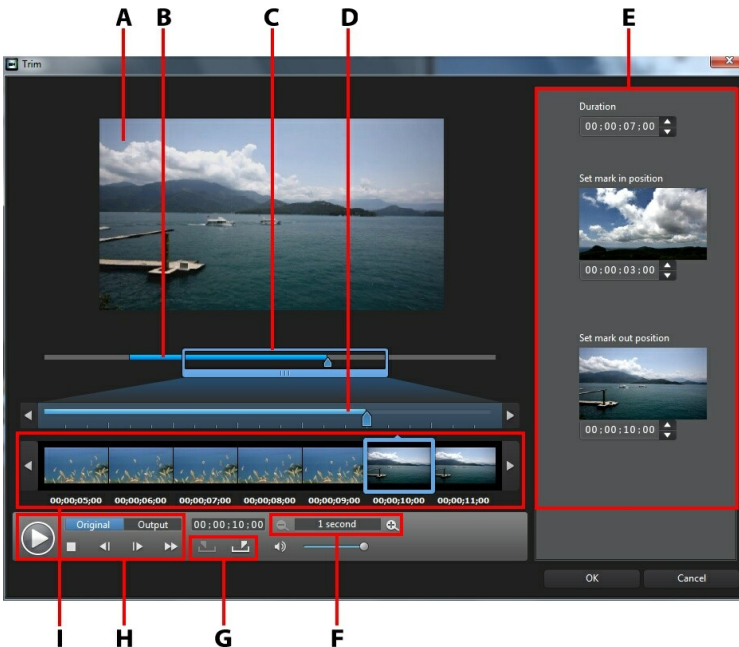
Trimming Video and Audio Clips

Use the trim functions to remove unwanted portions from your video and audio clips. You can use the Trim function to remove part of a video or audio clip, or the Multi Trim function to remove multiple portions at once.

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





Trimming a Video Clip

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



A - Preview Area, B - Timeline, C - Timeline Magnifier, D - Magnified Timeline, E - Marked Positions in Clip, F - Magnifier Controls*, G - Mark In/Out Buttons, H - Player Controls, I - Frame Display

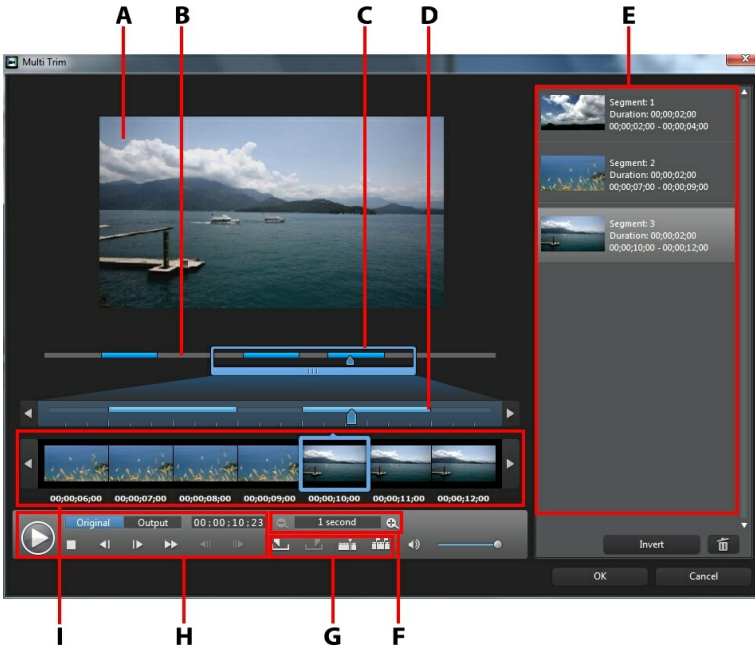
To trim a video clip, do this.

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

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

Performing a Multi Trim



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





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

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

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



1. Select the video clip on the timeline you want to trim, and then click on the **Multi Trim** button above the timeline.
2. If required, use  and  to change the magnification level on the video clip. You can magnify the timeline down to each individual frame for a more precise edit. The size of the timeline magnifier changes based on the magnification level set.

3. Use the player controls to find the beginning of the first trimmed segments, or the mark in position.
4. Click  to set the mark in position.
5. Use the player controls or drag the timeline slider to position where you want the first segment to end, and then click  to set the mark out position. The trimmed segment is added to trimmed segments section.
6. Repeat the above steps to trim out all the required segments.
7. Click **OK** to set your changes and trim the clip.

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

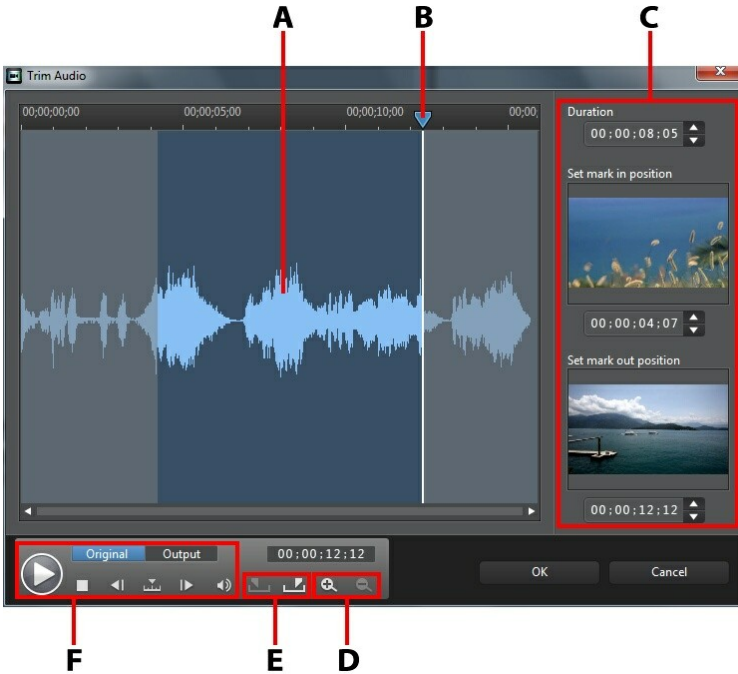
Extra Trimming Tools

In the Multi Trim window, you can also use the following extra trimming tools to:

- split a trimmed segment into two separate segments by clicking the  button.
- detect all the scenes in the selected video clip by clicking on . Once selected, choose whether you want the program to add all the scenes to the trimmed segments area, or just mark the scene breaks for you on the timeline.




Trimming an Audio Clip


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



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

To trim an audio clip, do this.

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

5. Use the player controls or drag the timeline slider to position where you want to audio clip to end, and then click  to set the mark out position.
6. Click **OK** to set your changes and trim the clip.

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

Setting a Media Clip's Duration

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

Note: to set the duration of a video or audio clip, see [Trimming Video and Audio Clips](#).

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

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

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

You can also change the duration of a media clip by selecting it and then dragging the end of the clip to the desired length.

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

Setting TV (Video Clip Interlacing) Format

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

Before you produce your video, it is recommended that you set all of the video

clips to the same format. While CyberLink PowerDirector can normally detect and suggest the correct format, some interlaced video (such as a video with very little motion) may be misjudged as a progressive video.

CyberLink PowerDirector automatically produces interlaced video for DVD, SVCD and DV-AVI. Only change this setting if you are sure that CyberLink PowerDirector has wrongly set the format.

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

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

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

Adjusting Video Clip Aspect Ratio

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

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

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

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

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

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

Stretching Images

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

To stretch an image, do this:

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

the center of the image.

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

Cropping Images

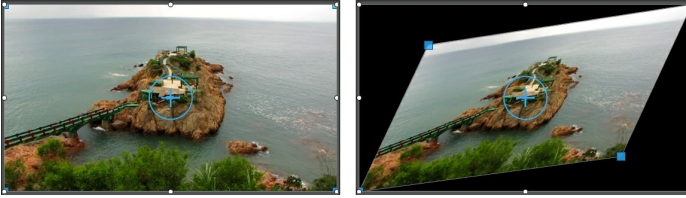
You can completely customize the aspect ratio of the images in your video production or crop out unwanted portions of a photo, using the crop image function.

To crop an image, do this:

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

Changing the Shape of Media

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

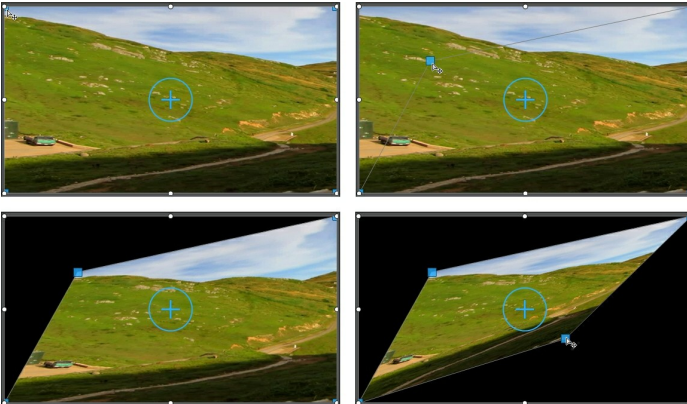


CyberLink PowerDirector lets you change the X and Y positions for the four corners and the center of a media clip, giving it a custom freeform shape.

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

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

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




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

Fixing and Enhancing Images/Videos

You can apply instant fixes to the images and videos in your video production, or enhance the media by adjusting color, white balance, or applying TrueTheater HD technology from CyberLink on videos. The Fix/Enhance feature also lets you adjust the 3D orientation of media to fix the 3D effect on the media.

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

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

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

Utilizing Keyframes on Media


Use keyframes in your video production to define the start and end points of an applied fix, enhancement, or effect on images, videos, and audio, or to change the audio level in videos and audio clips.


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

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

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

Fix/Enhance

Use the available sliders to fix and enhance images, videos, and audio clips at the current keyframe in your video production. Click  to compare the changes you make in a split preview.

- **Lighting Adjustment:** adjust the lighting in video clips using the **Degree** slider. Select **Extreme backlight** if you need to adjust the back lighting in the clip.
- **Video Denoise:** use the **Degree** slider to increase or decrease the amount of video noise in video clips.
- **Audio Denoise:** for video and audio clips, use the Audio Denoise feature to remove unwanted noise from clips. Select the type of noise from the drop-down you are removing, and then use the **Degree** slider to set the intensity of denoise on the clip.
- **Video Enhancement:** use the **Degree** slider to set the amount of TrueTheater HD video enhancement applied to video clips.
- **Color Adjustment:** use the available sliders to adjust the brightness, contract, hue, saturation, and sharpness of images and videos.
- **White Balance:** use the **Color temperature** slider to manually adjust the white balance in images and videos, or select **White calibration** and then click  to have CyberLink PowerDirector auto calibrate for you.

Effect

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

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

Clip Attributes

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

- **Opacity:** use the slider to adjust the opacity of images and video clips at different moments (keyframes) in your video production.
- **H scale:** set the height of media clips in at different moments (keyframes) in your video production.
- **W scale:** set the width of media clips in at different moments (keyframes) in your video production.
- **Rotation:** enter in the preferred orientation in degrees for media clips at different moments (keyframes) in your video production.

- **Center position:** in the fields provided, enter the **X** and **Y** position of the center of the selected media clip at different moments (keyframes) in your video production.

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

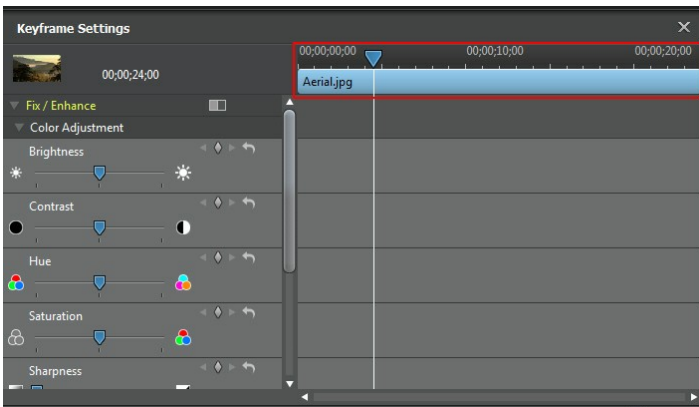
- **Freeform position:** in the eight freeform position fields provided, define the shape of the selected media clip by setting the **X** and **Y** positions for its four corners in the video frame. By entering different values at different moments (keyframes) in your video production, the clip's freeform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

Volume

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

Adding Keyframes

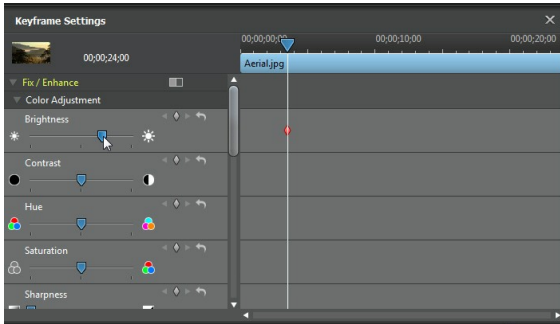
In the Keyframe Settings window, there is a mini timeline for the selected media clip. The timeline matches the duration the selected media clip displays in your video production.



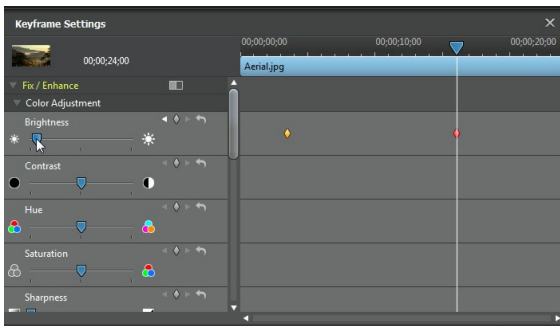
You can resize the timeline ruler and move the timeline slider, just like on the main timeline.

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

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




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



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

Modifying and Removing Keyframes

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

Power Tools

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

- **2D to 3D***: select this option to convert any 2D images or videos into 3D, using TrueTheater 3D. Use the **Scene Depth** slider to adjust the amount of depth in the resulting 3D image.
- **Video/Audio in Reverse***: when enabled on a selected video or audio clip, it plays backwards.
- **Video Crop**: select this option to crop or zoom in on a specific portion of a video clip. Select the **Crop Video** button to define the area you want to zoom in on (crop). You can then customize the motion on the cropped portion of video. See Magic Motion Designer for information on customizing the motion on the cropped section of video.
- **Video/Audio Speed**: select this option to change the speed of a video or audio clip. For an advanced slow motion effect, use the **Slow motion video with frame interpolated technology*** option. Select **Stretch audio** (between 2X and 0.5X only) to stretch the audio to match the new video's length. Deselect this option to mute the audio. You can also enter a new duration in **New video length** video to manually increase/reduce a video clip's speed.
- **Video/Photo Rotation**: select this option and then use the buttons to rotate a video or image up to 360 degrees in either direction. You can also enter in a custom rotation amount in the field provided, and press the Enter key on your keyboard to apply it.

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

Muting Audio

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

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

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

Editing Audio in WaveEditor

You can edit the audio in your video production in CyberLink WaveEditor*. CyberLink WaveEditor is a useful companion program that lets you record, trim, cut, enhance, and mix digital audio with rich effects.

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

1. Select an audio or a video clip (with audio) on timeline and then click the **Edit Audio*** button above the timeline. The CyberLink WaveEditor program opens.
2. Perform the edits on the audio clip as necessary. Please consult the help file in CyberLink WaveEditor for detailed information on editing audio in that program.
3. Once you finish editing the audio file in CyberLink WaveEditor, close the program, and then click **Yes** to save your changes and import your edited audio file into the timeline.

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



Time Info

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

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

Magic Fix



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

To use Magic Fix to fix and edit a media clip, select it on the timeline and then click on the  button beside the timeline. Click on the  button to consult the iHelp for more information on using these features.

Magic Cut

You can use Magic Cut* to have CyberLink PowerDirector auto-edit your video clips using video technology that locates and keeps the most interesting moments, while discarding sections of lesser importance. The Magic Cut tool is ideal for condensing long video segments into shorter clips. For example Magic Cut can edit a one hour video down to ten minutes.

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


To use Magic Cut on a video clip, select it on the timeline and then click on the  button beside the timeline. Click on the  button to consult the iHelp for more information on using this feature.

Chapter 9:

Adding Effects

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


Adding Video Effects

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


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

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

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

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

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

- drag an effect from the Effects Room into the effect track directly beneath the clips on the tracks that you want to apply it to.
- right-click on an effect and select **Add to Timeline** to add it to the current position of the timeline slider.
- click  and then select **Apply Random Video Effect** to add a random video effect at the current position of the timeline slider.

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

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

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

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

Modifying a Video Effect

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

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

You can modify video effects in one of two modes:

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


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

Note: to remove an effect applied to an entire clip, deselect the effect name in the Effect Settings panel when in Clip Mode.

Using Magic Motion

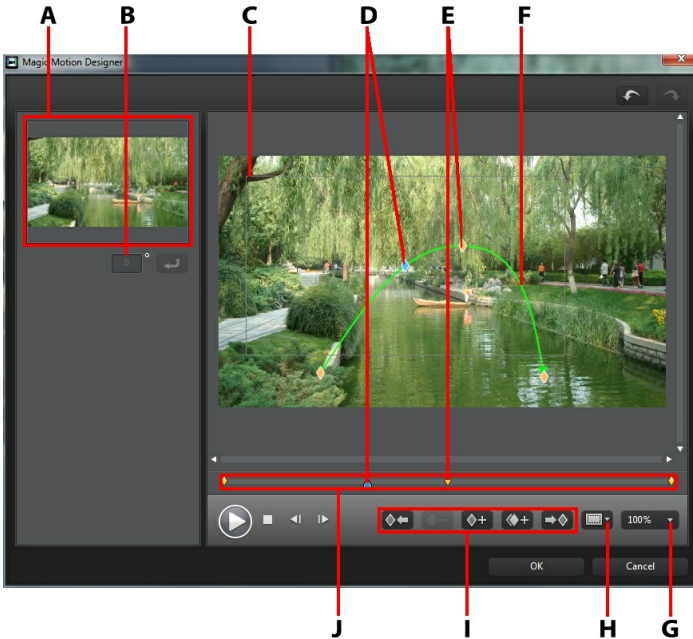
CyberLink PowerDirector's Magic Motion tool adds zooms or pans to images, creating a motion effect in your final video. You can select from a number of motion templates for each photo in your project, or use the Magic Motion Designer to customize the motion to your liking.

To use Magic Motion, do this:

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

Magic Motion Designer

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







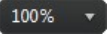

A - Preview Area, B - Rotation Amount, C - Focus Area, D - Timeline Indicator, E - Keyframe Indicator, F - Motion Path, G - Zoom In/Out, H - TV Safe Zone/Grid Lines, I - Keyframe Buttons, J - Keyframe Timeline

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

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

In the Magic Motion Designer you can:



- use the player controls or drag the slider to preview the current motion in the preview window.

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

Using Magic Style

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

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

To use Magic Style to add effects and some style to media clips in your video production, select them on the timeline and then click on the  button beside the timeline. Click on the  button to consult the iHelp for more information on using this feature.

Using the Freeze Frame Effect

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


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

Chapter 10:

Creating PiP Effects

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


Adding PiP Objects

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

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

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

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

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

Note: if the timeline slider is over an existing clip on the timeline when you perform either of the above actions, CyberLink PowerDirector splits the clip and inserts the new clip between the two portions.

- drag and drop object to a desired position and track on the timeline.



Note: if you drop an object onto an existing clip on the timeline, you are asked if you want to split the clip and **Insert** the new clip between the two portions, or **Overwrite** the existing clip.

Once added to the timeline, select the PiP object and then click the **Modify** button to edit its placement, motion, and more in the PiP Designer. See *Modifying Media*

in the PiP Designer for more information. For information on setting the amount of time the PiP effect appears in your video production, see *Setting a Media Clip's Duration*.

Creating Custom PiP Objects

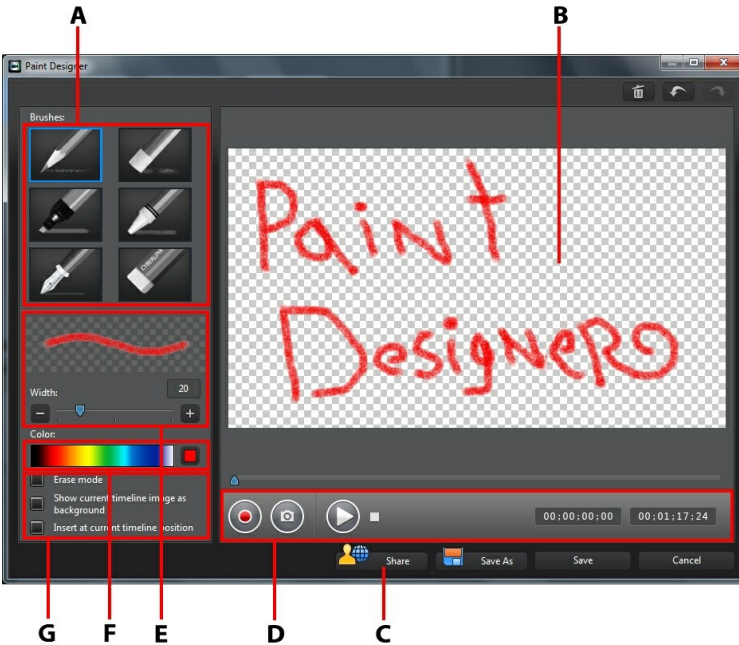
You can create a custom PiP object using your own graphics and images. To create a custom PiP object, do this:

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

Using the Paint Designer

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

Click on  and then  to open the Paint Designer.



A - Brushes, B - Paint Canvas, C - Share on DirectorZone, D - Capture Controls, E - Set Brush Width, F - Set Brush Color, G - Paint Designer Options

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

Creating a Paint Animation

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



1. Click on  and then  to open the Paint Designer.

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




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





5. Before you start drawing, be sure to set the Paint Designer options as follows:
 - **Erase mode:** select to switch the paint canvas background to a solid color, which you erase as you draw.
 - **Show current timeline image as background:** insert a media clip on the timeline, use the timeline slider to find a frame you want to use as a background, and then select this option to use it as a guideline when drawing. The background image is not included in the paint animation object.
 - **Insert at current timeline position:** select this option if you want to insert the saved paint animation object at the current position on the timeline when you are done.
6. Click the  button and then start drawing on the paint canvas. CyberLink PowerDirector captures your mouse strokes to create a paint animation object.
7. When you are done, click on  and then on **Save** to save the changes to the PiP Objects library. When prompted to save, enter a custom name for the new paint animation, use the slider to select the frame in the paint animation you want to use as its thumbnail in the library, and then click **OK**.

Editing Paint Animation Objects

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

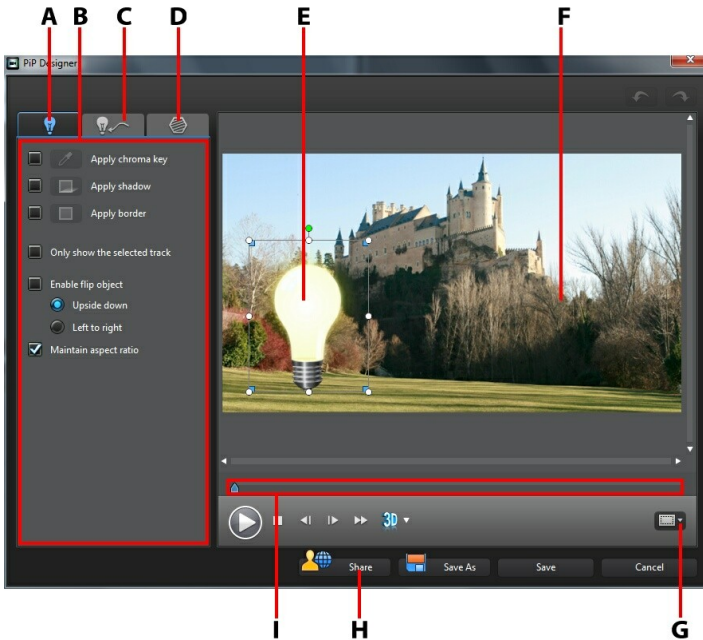
When editing a paint animation object, you can:

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

Modifying Media in the PiP Designer

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



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



A - PiP Effect Properties Tab, B - PiP Effect Properties, C - Motion Tab, D - PiP Masks Tab, E - PiP Object, F - Master Video, G - TV Safe Zone/Grid Lines, H - Upload to DirectorZone, I - PiP/Keyframe Timeline


To open the PiP Designer:

- select media on a video track and then click the **Modify** function button.

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

Modifying PiP Effect Size and Position


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

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

To modify its size, position, or orientation:

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


Note: deselect **Maintain aspect ratio** to resize the media clip or PiP object more freely.



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

Modifying PiP Effect Properties

On the PiP effect properties tab, you can:

Note: select the **Only show the selected track** option to hide any media that may appear in the background while modifying the PiP effect properties.

- select the check box and then click on  to add a chroma key (green screen) effect to your PiP media. In the chroma key window, select a color in the picture or video clip, and then use both sliders to reveal the image or video behind it. In effect, the selected color becomes transparent.

- select the check box and then click on  to add a shadow to the media in a PiP effect. Available options allow you to change the shadow's color, direction, and distance from the PiP effect. You can also set the transparency and blur levels of the shadow using the available sliders.
- select the check box and then click on  to add a border around the media in a PiP effect. Available options allow you to change the color, direction, and size of the border. You can also set the transparency and blur levels of the border using the available sliders.
- select **Enable flip object** to flip the PiP media upside down or from left to right, depending on your requirement.

Adding Motion to PiP Effects

On the PiP motion tab you can add motion* to PiP media, allowing it to move across the screen. You can choose from a number of predefined motion paths or create your own custom PiP motion. You can also set the opacity level of the PiP effect, add 3D depth, rotate the effect, and add a fading effect.

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

Adding PiP Effects With Predefined Motion

To add a predefined motion to a PiP object or media clip, click on the motion tab to display the PiP motion options and then select a predefined motion path from the list.

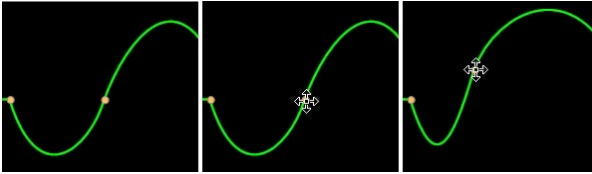
Customizing PiP Effect Motion

The PiP Designer uses keyframes to customize the motion of a PiP object or media clip (and transparency if required). Keyframes are frames of your video that define the start and end points of an effect, which in this example is motion or transparency.

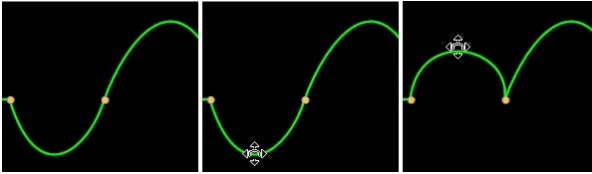
Note: *some PiP objects have predefined motion already applied.*



To customize the motion of a PiP effect:

- drag an existing keyframe to a new location in the preview window. The PiP effect will move along the new path to get to the changed keyframe position.



- drag the path line to alter the path the PiP effect takes to get to the next keyframe.



- click the add keyframe button  to add a new keyframe at a new position on the motion path/keyframe timeline, where required.
- click on  to duplicate the previous or next keyframe on the keyframe timeline. Doing this copies the properties of the indicated keyframe to the new position.

Customizing the Speed of PiP Effect Motion

You have full control over the speed to the PiP effect's motion. The following three factors determine the speed of the PiP effect's motion.

Duration of the PiP Clip in the Timeline

The longer the PiP clip, the slower the PiP object's motion is. For example, if the PiP clip is 10 seconds, it takes the PiP effect 10 seconds to complete the applied motion.

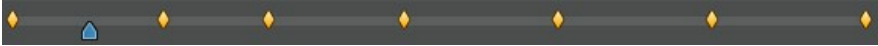
Distance Between Keyframes

The distance between each keyframe also contributes to the speed of the PiP effect motion. The further the distance between each keyframe, the quicker the PiP effect

needs to move to get to the next keyframe.

Keyframe Timeline

The keyframe timeline is located below the preview window. Each keyframe in the motion path has a corresponding marker on the keyframe timeline.



If the PiP clip on the timeline has a duration of 10 seconds, the keyframe timeline is 10 seconds long. To increase the speed of a PiP effect's motion, drag a keyframe marker closer to previous keyframe marker.



Enabling 3D Depth

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

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

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

Click the  button to apply the 3D effect to all keyframes, or the entire PiP clip.



Setting PiP Effect Opacity


You can change the opacity of the PiP effect in the PiP Designer using the **Opacity (keyframe)** slider to set the desired level. Use with keyframes by setting different opacity levels between two keyframes.

Note: click the  button to set the opacity to the same level for all keyframes.


Customizing PiP Effect Rotation

To customize the rotation of a PiP effect, enter in the degree of rotation in the **Rotation settings** section, and then click:

-  to have the PiP effect rotate left or counter clockwise.
-  to have the PiP effect right or rotate clockwise.

Note: click the  button to reset the rotation amount to 0. Any added rotation is removed.

Saving a Custom PiP Motion Path

Once you finish modifying your PiP motion path you can save it for future use. To save a motion path, click on  to save it as a custom path. It is then available in motion path list the next time you want to use it.

Adding PiP Effect Masks

On the PiP masks tab you can use masks to overlay portions of the PiP effect or media. Masks are useful if you want to show/hide portions of your media on the timeline in the final production. Use the **Mask Transparency** slider to set the transparency level for the mask if required.


Saving and Sharing PiP Objects

Once you are finished modifying/customizing a PiP object you can save it to your PiP Objects library for future use or upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone.
- click on **Save As** to save a modified template as a new template to the PiP Objects Room.
- click on **Save** to save a new template to the PiP Objects Room.


Chapter 11:

Adding Particle Effects

Click the  button to open the Particle Effects Room to access a library of effects you can place on a video track to add a particle effect (snow, dust, smoke, etc.) on top of a video or image.

To add a particle effect to the timeline, do one of the following:

Note: you can download additional particle effects from the DirectorZone web site. See *Downloading from DirectorZone* for more information.

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

Note: if the timeline slider is over an existing clip on the timeline when you perform either of the above actions, CyberLink PowerDirector splits the clip and inserts the new clip between the two portions.

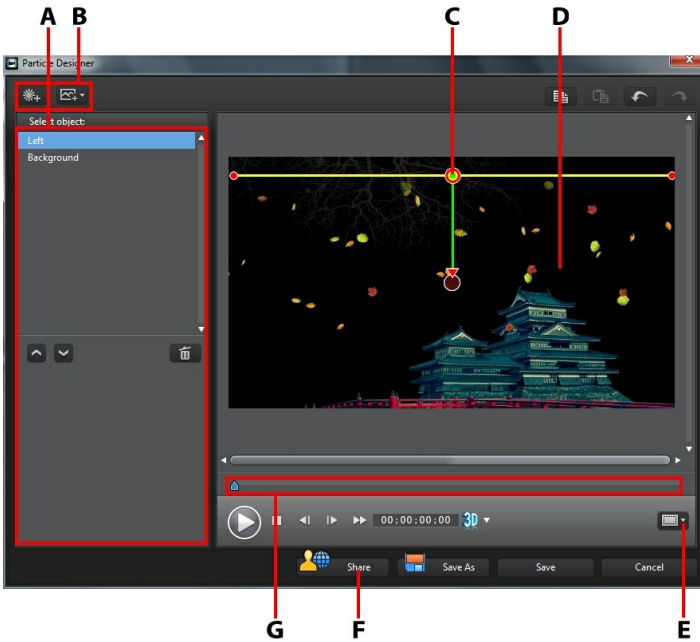
- drag and drop a particle effect to a desired position and track on the timeline.

Note: if you drop a particle effect onto an existing clip on the timeline, you are asked if you want to split the clip and **Insert** the new clip between the two portions, or **Overwrite** the existing clip.

Once you added to the timeline, select the particle effect and then click the **Modify** button to edit its properties in the Particle Designer. See *Modifying Particle Effects in the Particle Designer* for more information. For information on setting the amount of time the particle effect appears in your video production, see *Setting a Media Clip's Duration*.

Modifying Particle Effects in the Particle Designer


You can completely customize a particle effect's properties in the Particle Designer*. To open the Particle Designer, select a particle effect on the timeline and then click the **Modify** button.



A - Select/Edit Particle Objects Area, B - Add/Remove/Edit Buttons, C - Particle Object, D -Background, E - TV Safe Zone/Grid Lines, F - Upload to DirectorZone, G - Particle Timeline

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


You can also open the Particle Designer by:

- clicking on  in the Particle Room to create a new particle effect template from scratch by importing a custom image.

- select a particle effect in the Particle Room and then clicking on the  button.

Adding New Particle Objects

Each particle effect contains a number of particle objects, or attributes that create the desired effect. You can add additional particle objects to a particle effect template.


To add a new particle object to a particle effect, click on the  button and then enter a custom name for the object, if required. See Editing Particle Effects for more information on customizing the particle object's properties in the object properties area.

Adding Background Images

You can insert an image into your particle effect. The image can cover the entire background of your particle effect, or just appear over part of it.

***Note:** if you do not want to have any images in your particle effect, the effect is applied over media that is positioned above it in the timeline.*

To add a background image, do this:


1. Click on the  button.
2. Select:
 - **Add Default Background Image:** if you want to use one of the backgrounds provided with your copy of CyberLink PowerDirector.
 - **Add Custom Background Image:** if you want to import your own image.
3. Resize the background image in the preview window as required.

Editing Particle Effects







In the Particle Designer you can completely customize the particle effect objects you added or were included in the template you are using. You can also resize and reposition any images that appear in your particle effect properties.

Modifying Particle Object Range and Position


You can increase the range of the particle object to cover more of the background, or modify the position or direction particles fall/emit from their source point. You can also change the position of images used in the effect and reorder the layers of the effects.

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

To modify, do this:



- to change the position and source (emit) point of a particle object, select the object in the **Select object** list, and then click and drag  to a new position.
- to change the position of an image, select it in the **Select object** list, and then click and drag  to a new position. To resize the image, just click and drag its borders.
- to rotate a particle effect, select it in the **Select object** list, and then click and drag  to the desired orientation.
- to change the range and direction an effect emits from the particle effect's source point, select the particle effect in the **Select object** list, and then click and drag  to a new position.
- to set the order of the objects in the effect, select them in the **Select object** list and then use the  or  button to reorder them. The object at the top of the list displays over the other objects in the effect.

Editing Particle Objects Properties

To edit a particle object's properties, select it in the **Select object** list and then click on .

Note: if you select a background image to edit, the only option available is to replace it with a different image.

On the particle object properties tab, you can edit the effect objects as follows:


- **Select emit method:** select how the particles emit from the source point. You can have them emit from a single point, from a line, or spray out in a circle. You can also import an image to create a masked area where particles emit from. Depending on the mask you import and how you resize it, the particles will emit differently.
- **Select particle style:** select the style of the emitting particle object. Depending on the property you select, the particle shape and behavior changes. Select the style that best suits the effect you are trying to accomplish.
- **Add/Delete particle:** in this section you can click on  and then import an image to create a custom particle. You can add as many custom particles as you like to a particle object, i.e. more than one image used in a particle object. Or select an existing particle and then click  to delete it from the particle object.
- **Modify parameters:** in this section you can completely customize the properties of the particle object as follows:
 - **Use keyframe:** select this option if you want to use keyframes to customize and control the parameters. Keyframes are frames of your video that define the start and end points of an effect, which in this example is a particle object effect's parameters. Once selected, drag the slider to a position on the particle object effect timeline and then modify the parameter. The program adds a keyframe to the timeline at the point when the modified parameter reaches the specified value.
 - **Emit rate:** use the slider or enter in a value in the box provided to set the rate or speed particles emit from the source point.
 - **Max count:** use the slider or enter in a value in the box provided to set the number of particles that emit from the source point.
 - **Life:** use the slider or enter in a value in the box provided to set the life, or how long the particle displays in the effect. The lower the number, the shorter amount of time each particle displays before fading out. For example, if you enter 100, the life will equal the entire length of the clip.
 - **Life variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in particle life. For example, if you enter 50, then half of the particles will die out before they meet the specified life amount.

- **Size:** use the slider or enter in a value in the box provided to set the size of the particle.
- **Size variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in particle size. For example, if you enter 50, then half of the particles will equal the defined size.
- **Speed:** use the slider or enter in a value in the box provided to set the speed of the particle.
- **Speed variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in particle speed. For example, if you enter 50, then half of the particles will have the defined speed.
- **Wave:** use the slider or enter in a value in the box provided if you want your particle to travel in a wave pattern. The higher the number, the bigger the wave. If the value is 0, then the particle travels in a straight line.
- **Wave variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in wave size. For example, if you enter 50, then half of the particles will have the same wave form.
- **Rotation speed:** use the slider or enter in a value in the box provided to set the rotation speed of the particle. The higher the value, the faster it rotates. Depending on whether the parameter has a positive or negative value determines the direction of the rotation.
- **Gravity:** use the slider or enter in a value in the box provided to set the amount of gravity applied to the particle. Depending on whether the parameter has a positive or negative value determines the direction of the gravitational pull.
- **Enable 3D depth*:** if you are creating a 3D video production, select this option to give the particle object a 3D effect. Once enabled, use the slider to set the amount of depth you want the particle object to have in 3D. Dragging the slider left will make the 3D particle object seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

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

- **Enable color keyframe:** select this option if you want to use keyframes to customize and control the color of the particle.
- **Select starting color:** click the box to select the color of the particle when it is first displayed or emitted from the source point.
- **Select ending color:** click the box to select the color of the particle just before it fades out.
- **Enable particle overlay:** select this option to enable an overlay on your particle.

Adding Motion to Particle Objects

Click on the  tab if you want to add motion to a particle object, by enabling the particle's source to move across the screen. You can choose from a number of predefined motion paths or create your own custom motion path. The path properties of a particle object is similar to a PiP object. See Adding Motion to PiP Effects for detailed information on customizing a particle object's motion.


Saving and Sharing Particle Effect Templates

Once you are finished modifying your particle effect template you can save it to your particle effects library for future use or upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone.
- click on **Save As** to save a modified template as a new template to the Particle Room.
- click on **Save** to save a new template to the Particle Room.

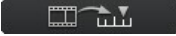

Chapter 12:

Adding Title Effects

Click the  button to open the Title Room to access a library of title templates, which when applied to your project, add credits or comments to your production. You can add title effects to a video track or to the title track.

To add a title effect to the timeline, do one of the following:

Note: once the CyberLink PowerDirector 10 content pack is installed, the Title Room includes title sets, or groups of four themed title templates. These title sets are useful if you want to add titles with themed animations that include video opening and closing credits.

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

Note: if the timeline slider is over an existing clip on the timeline when you perform any of the above actions, CyberLink PowerDirector splits the clip and inserts the new clip between the two portions.

- drag a title template to the desired position and track on the timeline.

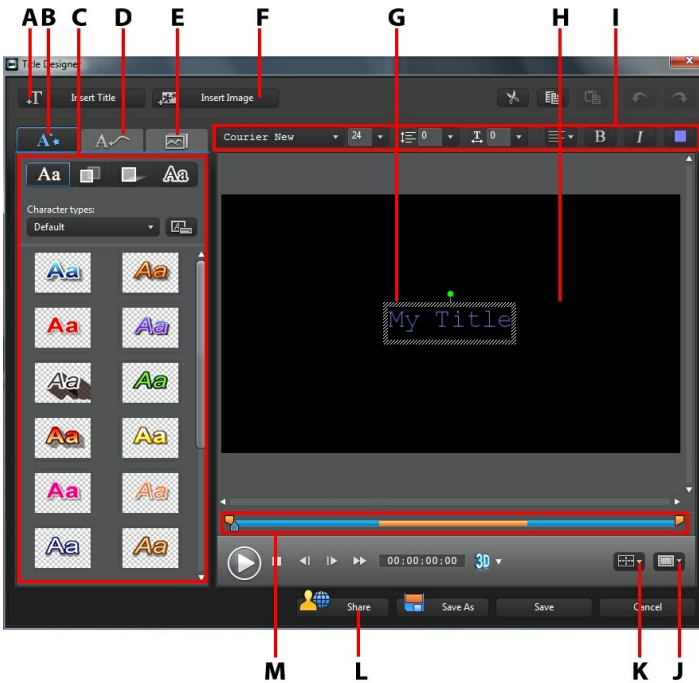
Note: if you drop a title template onto an existing clip on the timeline, you are asked if you want to split the clip and **Insert** the title between the two portions, or **Overwrite** the existing clip.

Once you added to the timeline, select the title template and then click the **Modify** button to edit it in the Title Designer. See Modifying Titles in the Title Designer for more information. For information on setting the amount of time the title appears in your video production, see Setting a Media Clip's Duration.

Modifying Titles in the Title Designer



In the Title Designer you can completely customize the title effects in your project. Title effects contain character presets, animation, and background options that you can modify to fit your video project.

To open the Title Designer, select a title effect on the timeline and then click the **Modify** button.



A - Insert Title, B - Text Properties Tab, C - Title Properties, D - Animation Properties Tab, E - Background Properties Tab, F - Insert Image, G - Title Text, H - Background Video, I - Font Properties, J - TV Safe Zone/Grid Lines, K - Title Alignment, L - Upload to DirectorZone, M - Title/Keyframe Timeline

You can also open the Title Designer by:


- clicking on  in the Title Room and then select:
 - **2D Title** to create a new 2D title template from scratch.
 - **3D-Like Title** to create a new title template with 3D-Like effect properties. See [Modifying 3D-Like Text Properties](#) for information on editing its title text properties.
- selecting an existing title effect in the Title Room and then clicking on  to edit the existing template.

To add additional content to your title in the Title Designer:


- click on **Insert Title** to add additional title text to a title effect.
- click on **Insert Image** to add images that accompany the text.

Modifying Title Effect Position

You can change the position and orientation of the titles in a title effect quickly and easily.


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

To modify its position or orientation:

- click on the title and drag it to a new position.
- click on  above the title and drag it right or left to change its orientation.


Modifying 2D Text Properties

If you are creating or editing a 2D title template, on the text properties tab you can modify everything from the text size, style, color, as well as adding shadows and borders. To modify the text font style, size, weight, or alignment, simply use the available options in the font properties section above the preview window.


Note: once you are done customizing all of the text properties, click on  to save it as a new template. It is saved to your character presets, so you can use it in future projects.

Applying Character Presets to Title Effects


You can apply a defined character preset to a title effect. After you have applied the defined character preset you can go to font face, shadow, or border settings to make changes to the title effect if required.

To apply a character preset to a title effect, click the text properties tab and then click . Click on the title text in the preview area that you want to change and then click on a character preset.


Customizing Text Font Face

You can customize the font face settings of the title text, including the color, blur and transparency effects. To customize a title effect's font face, click on the text properties tab and then on .

Adding Shadows to Title Text

You can add a shadow to the title text. Available options allow you to change the shadow's color, distance from the text, and add a transparency or blur effect. To add a shadow to a title effect, click the text properties tab and then click .

Adding Borders to Title Text

You can add a border around the title text. Available options allow you to change the border's color, size, and add a transparency or blur effect. To add a border to a title effect, click the text properties tab and then click .

Modifying 3D-Like Text Properties

If you are creating or editing a 3D-Like title template, on the text properties tab you can modify the text size, style, color, as well as its extrusion, transparency, texture, and rotation settings. To modify the text font style, size, weight, or alignment, simply use the available options in the font properties section above the preview

window.

Note: once you are done customizing all of the 3D-Like text properties, click on



to save it as a new template. It is saved to your character presets, so you can use it in future projects. See *The Difference Between 3D and 3D-Like Effects* to learn more about both types of effects.

Applying Character Presets to Title Effects

You can apply a defined character preset to a title effect. After you have applied the defined character preset you can go to font face, 3D rotation, or texture settings to make changes to the title effect if required.

To apply a character preset to a title effect, click the text properties tab and then



click on the title text in the preview area that you want to change and then click on a character preset.


Customizing 3D-Like Text Font Face

You can customize the font face settings of the 3D-Like title text, including its amount of extrusion, transparency, and the text color. To customize a title effect's


font face, click on the text properties tab and then on .

Note: when applying an extrusion to the 3D-Like title text, the angle of the extruded text changes as you move the text to different areas of the video frame.

Customizing 3D Rotation Settings

Click on the  tab to customize the 3D rotation settings of your title text. If you applied extrusion in the font face settings, use the available sliders to rotate the 3D text to generate your preferred 3D-Like effect and orientation.

Applying 3D Texture Settings

Click on the  tab to apply texture to the 3D-Like text. Click the **Add Texture** button to import your own image. Based on the color properties of the imported

image, CyberLink PowerDirector applies a custom texture to the title text.

Applying Animation to a Title Effect

You can apply animations to a title effect, such as text fades, movements, or wipes.

To apply animation to text, do this:

1. Click on the animation properties tab.
2. Select the title text object you wish to animate in the list or in the preview window.
3. Click the **More** button and then select a **Starting Effect** animation from the available list.
4. Click the **More** button and then select an **Ending Effect** animation from the available list.

Customizing the Speed of Title Effect Animation

You can modify the speed of a title effect's animation. The following two factors determine the speed for the animation to complete.

Duration of the Title Effect Clip in the Timeline

The longer the duration of the title effect clip in your project's timeline, the longer it takes for the title effect animation to complete. For example, if the title effect clip is 20 seconds, it takes the title effect 20 seconds to complete the beginning and ending animation.

Keyframe Timeline

The keyframe timeline is located below the preview window. The title effect animation has four keyframes.



The first two keyframes indicate the start and end points for the beginning effect,

while the last two indicate the start and end points for the ending effect.

The blue section indicates the time it takes for the starting/ending effect to complete. If you would like to change the start or end time of the effect or how long it takes for the beginning or ending effect to complete, just drag a keyframe to the desired position in the timeline.



Note: the orange section indicates how long the title effect displays on screen once the beginning effect animation is complete.

Enabling 3D Depth

If you are creating a 3D video production, select the **Enable 3D depth*** option to give the title a 3D effect.

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

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


Modifying Image Animation Properties

You can edit the behavior of any imported images on the animation properties tab. To edit an imported image, select the image object in the list or click on the object in the preview window. You can then add a chroma key (green screen) effect (Pick color key) on the image, or flip the image upside down, or left to right.

Adding Background Images to Title Effects

You can add your own background images to a title effect. The background image is added to the entire title effect and overlays the content on the video tracks above it in the timeline.

To apply a background image to a title effect, click the background properties tab and select the background you wish to use from the list.

Note: if you don't see a background image you like you can import your own image. Click  to import a custom image.


Saving and Sharing Title Templates

Once you finish modifying your title template you can save it to your title effects library for future use or upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone.
- click on **Save As** to save a modified template as a new template to the Title Room.
- click on **Save** to save a new template to the Title Room.

Chapter 13:

Using Transitions

Click the  button to open the Transition Room to access a library of transitions that you can use on or between image and video clips in your video production. You can also use the available audio transitions between two audio clips on the voice or music tracks, or on an audio track.


Transitions let you control how media appears and disappears in your project, and changes, or transitions, from one clip to the next. You can add a transition to a single clip, or between two clips on a track.

Adding Transitions to a Single Clip

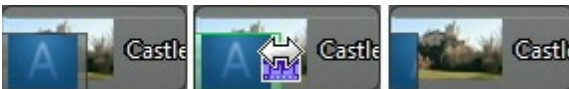
By adding a transition to a single clip, you can control how the clip appears and/or disappears in your production. For example, you can add transitions to PiP video (including images, video clips, color boards, PiP objects, paint animation objects, title effects, and particle effects) and fully control its appearance in your final video.

Note: you can set the default behaviour and duration of transitions added to the timeline on the **Editing** preferences tab. See *Editing Preferences* for more information.

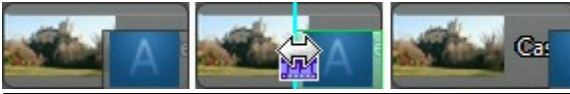
To add a transition to a single clip, do this:


1. Click on  to open the Transition Room or press the F8 key on your keyboard.
2. Select a transition effect and then drag it to the beginning (prefix transition) or ending (postfix transition) of a clip on a video track.
3. To change the duration of the transition, click and drag its start/end within the clip.

Prefix Transition




Postfix Transition

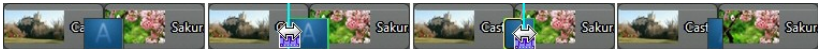



Note: you can add transitions to all the video, image, and effect clips on the timeline at once by clicking , choosing **Apply Random Transition to All Videos** or **Apply Fading Transition to All Videos**, and then the desired transition behavior. You can also do this for all the audio clips by selecting **Apply Random Audio Transition to All Audio**.

Adding Transitions Between Two Clips

You can also add a transition between two image and video clips on a video track or between two audio clips on any of the audio related (audio, voice or music) tracks. To add a transition between two clips, do this:

1. Click on  to open the Transition Room or press the F8 key on your keyboard.
2. Select a transition effect and then drag it between the two clips on a track.
3. To change the duration of the transition, click and drag its start/end within the clip.



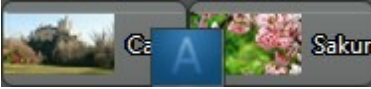
Note: you can add transitions to all the video, image, and effect clips on the timeline at once by clicking , choosing **Apply Random Transition to All Videos** or **Apply Fading Transition to All Videos**, and then the desired transition behavior. You can also do this for all the audio clips by selecting **Apply Random Audio Transition to All Audio**.

Setting Transition Behavior

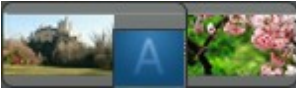
Once you have added a transition between two clips, you can set its behavior. Transitions between two clips in CyberLink PowerDirector have one of the following behaviors:

Note: you can set the default behaviour of transitions added to the timeline on the **Editing preferences tab**. See *Editing Preferences* for more information.

- **Cross Transition:** when using a cross transition, the two clips are side by side on the timeline and the transition acts like a bridge between them. For example, if you add a two second transition between two five second clips, the total duration is 10 seconds. The transition begins at the four second mark of the first clip, and ends at the one second mark of the second clip.



- **Overlap Transition:** when using an overlap transition, the two clips overlap when the transition is taking place. This allows for parts of the two clips to play over each other during the transition. Using the same example as above, the total duration is eight seconds, with the transition playing for two seconds over both clips.



To set a transition's behavior, do this:

Note: all audio transitions have the overlap transition behavior. The cross transition behavior is not supported for audio transitions.

1. Click on the transition between two clips.
2. Click the **Modify** button to change to the other transition type, or right click on the transition and then select **Modify Transition Behavior**.
3. In the Transition Behavior dialog, set the behavior of the transition.


Chapter 14:

Mixing Audio and Recording Voice-Overs

Your production's audio can make or break your video production. Use the Audio Mixing Room to mix the audio levels of your production, or record a voice-over in the Voice-Over Room to add narration to your video.

Adjusting Audio Clip Volume Levels

Your video production may contain audio in one of the audio tracks, the music track, or the voice track. Since the audio may have been recorded at different levels, the result could produce an overwhelming and confusing soundtrack.

Click  to open the Audio Mixing Room to mix all of the audio levels into a more harmonious soundtrack for your video, or mix the levels in track on each individual clip using volume keys.

Mixing Audio In-Track


You can manually change the volume level at any point in an audio clip in the timeline.

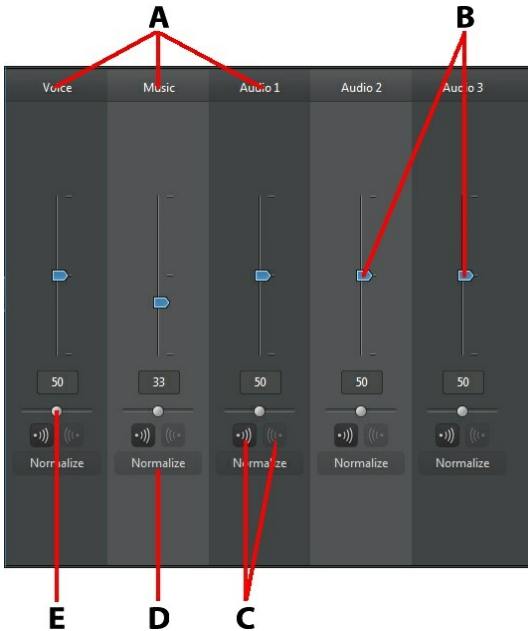
To change the volume level of an audio track in the timeline, click on the audio level line at the point where you want to change the audio level to set a volume key. Drag the volume key up to increase the volume or down to decrease the volume.



Note: to remove a volume key, drag it outside the clip's borders.

Mixing Audio in the Audio Mixing Room

Click  to gain access to the audio mixer in the Audio Mixing Room, to set the audio level for each track using the available controls.



A - Audio Tracks in Timeline, B - Master Volume Controls, C - Fade In/Out Controls, D - Normalize Volume, E - Master Gain Control

When you enter the Audio Mixing Room, the audio at the current position of the timeline slider is available for mixing. Use the player controls to locate the position in your video where you want to mix the audio.

To mix the audio in the timeline, do this:



- select a clip in the timeline, and then use the volume control slider to increase or decrease the volume at the current position.

Note: if you would like to set the volume for an entire clip, select it in the timeline and then ensure the timeline slider is at the beginning of the clip.

- if there is more than one audio clip on the voice or music track, or on any of the audio tracks, click the **Normalize*** button to have CyberLink PowerDirector set the volume for all the clips to the same level.
- use the music gain control sliders to increase or decrease the volume of the entire track.

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


Adding Fade Effects to Audio Clips

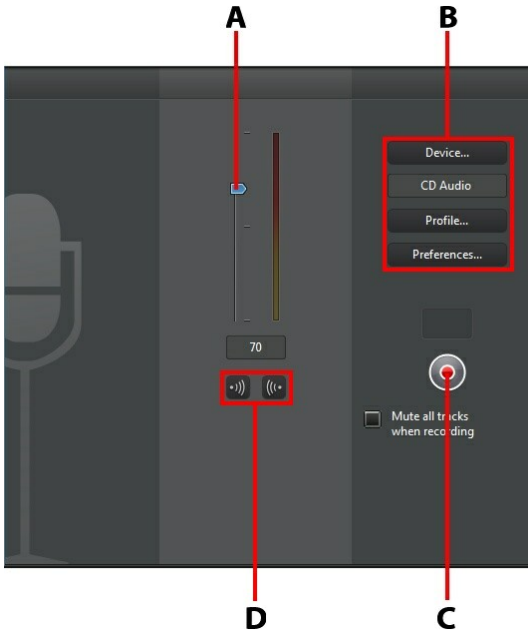
To add a fade-in/fade-out effect to an audio clip, click on the point in the audio clip where you want the fade effect to begin, and then click  to add a fade-in effect, or click  to add a fade-out effect.

Restoring Audio Clip Volume Levels

If you are dissatisfied with the volume level of any audio clip, you can easily restore the clip's original volume level. To do this, right-click on the audio clip and then select **Restore to Original Volume Level**.

Recording Voice-Overs

Click  to open the Voice-Over Recording Room and record a narration with a microphone while watching a preview of your video production.





A - Recording Volume Level, B - Recording Preferences, C - Record/Stop Button, D - Fade-In/Out



When you capture your voice-over, the audio is placed on the voice track and is automatically synchronized with the video. Set your recording preferences as follows:

- click **Device** to select your audio device and input.
- click **Profile** to set the quality of the recorded audio.
- click **Preferences** to set a recording time limit or three second delay before recording begins to ensure you are ready to record. You can also set auto fades.
- select **Mute all tracks when recording** if you want CyberLink PowerDirector to

mute all the other audio while you are recording the voice over.


- select  fade-in the voice over, or  to add a fade-out effect.

To record a voice over, do this:

1. Set the recording volume level using the available slider.
2. Click  to begin recording. Record your voice over as you watch the video in the preview window.
3. Click  to stop recording. The captured voice clip is placed on the voice track.

Chapter 15:

Adding Chapters

Click the  button to open the Chapter Room*. Chapters are used to ease navigation of your finalized production if you decide to burn it to a disc. Chapters allow viewers to watch only the content they want or easily find their place if the disc was stopped before completion.

Note: for best results, adding chapters should be the last editing step before burning your video production to disc. * Optional feature in CyberLink PowerDirector. Check the version table for detailed versioning information.

Adding Chapters Markers

To add chapter makers in the Chapter Room do one of the following:

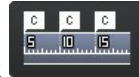
- to set a chapter at the beginning of each media clip on the first video track in

the timeline, click



- to set chapters at fixed intervals, for example a chapter marker every five


minutes, enter an interval (in minutes) and then click





- to set a specified number of chapters evenly in your project, enter the number

of chapters in the field provided and then click



- to set chapter points manually, navigate to a point in your video production and then click .

- to remove a chapter point, select it and then click .

- click  to remove all of the chapter points you have set.

Setting Chapter Thumbnails

You can set the thumbnail image for each of your chapters, which display in the disc menu on a finalized disc. Just drag the timeline slider to the frame in your video production you want to use as the chapter thumbnail, and then click the





button.

Chapter 16:

Adding Subtitles

CyberLink PowerDirector lets you add subtitles to your video production, either for a disc or imprinted on a video file. You can also import subtitles from a text file or add them manually in the Subtitle Room.

To add a subtitle to your video production, click on  in the Subtitle Room and then  to select one of the following types of subtitles:



- **Create subtitles for discs***: select this option to create subtitles that are compatible with most DVD/BDMV/AVCHD playback software and can be switched on/off like those found on commercial discs.

***Note:** when you select **Create subtitles for discs**, there is a Subtitles option by default in your created disc menu in the Create Disc window. Text formatting for disc subtitles is more limited. * Optional feature in CyberLink PowerDirector. Check the version table for detailed versioning information.*

- **Create subtitles imprinted on a video file**: select this option to blend subtitles into the video.

Adding Subtitles


To add a subtitle to your video production, you can:


- use the player controls to locate the beginning point of each piece of dialogue that corresponds with the subtitle, and then continually click the  button to add a subtitle entry for each. When you click the stop button, the subtitle entries are loaded into the subtitle window.
- click the  button to add a single subtitle entry.


Editing Subtitles


To edit a subtitle in your video production, you can:

- double-click on the subtitle marker in the timeline or in the **Subtitle** list view, and then enter the text as required.


- click the  button to format the subtitle text as required. If you are creating a 3D video production, use the **3D Depth*** slider to set the amount of depth you want the subtitles to have in 3D. Dragging the slider left will make the 3D subtitles seem nearer to the audience (in the foreground), while dragging it right will make them appear farther away (in the background).

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

- to remove a subtitle, select the subtitle marker and then click the  button.

Note: to export your subtitles and save them as an SRT file, click .

Importing Subtitles from Text Files

You can import subtitles from a text file* in the SRT or TXT formats by clicking on . This allows you to compose your subtitles outside the program or retrieve them from another source and import them into CyberLink PowerDirector.

*Note: when an SRT file is imported, the subtitles are created automatically in CyberLink PowerDirector. However, for TXT files you must first input all of the subtitle markers. * Optional feature in CyberLink PowerDirector. Check the version table for detailed versioning information.*

Syncing Subtitles with Dialogue

To ensure that the subtitles in your video production sync with the video dialogue, CyberLink PowerDirector provides a number of options for specifying the location.

To set a starting time for a subtitle, do either of the following:

- double click on the **Start Time** column for the subtitle, and then enter a time code.
- position your cursor at the beginning of the subtitle marker on the subtitle track and then drag the front of the clip to the new position.

To set an ending time for a subtitle, do either of the following:

- double click on the **End Time** column for the subtitle, and then enter a time code.
- position your cursor at the end of the subtitle marker on the Subtitle Track and drag the end of the clip to the new position.

Chapter 17:

Producing Your Project

When you are done editing your project, it's time to produce it. Producing simply means compiling (or rendering) the separate elements your project contains into a playable file. As your production may be destined for many different uses, CyberLink PowerDirector has several options suited for all your requirements. You can even produce just your project's audio into a music file, creating your own production soundtrack in one easy step.

Utilizing Intelligent SVRT

Intelligent SVRT* (Smart Video Rendering Technology) is a proprietary rendering technology from CyberLink that assists in the output of your video productions by suggesting which video profile you should use.

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

Based on the format of original video clips in your project, what portions of the clips were modified (and therefore require rendering during production), and which portions of them were not changed (and thus can be skipped over during the rendering process), Intelligent SVRT suggests the video profile that will result in the best output quality possible, and save you the most time during production.

To utilize Intelligent SVRT, do one of the following:

- when editing your video production in the Edit window, right click on the timeline and select **Show SVRT Track**.
- in the Produce window, click the **Intelligent SVRT** button on the **Standard 2D** or **3D** tab.

In the Intelligent SVRT dialog that displays, CyberLink PowerDirector auto selects the video profile it suggests you use to output your video production, and some other video profiles you can utilize.

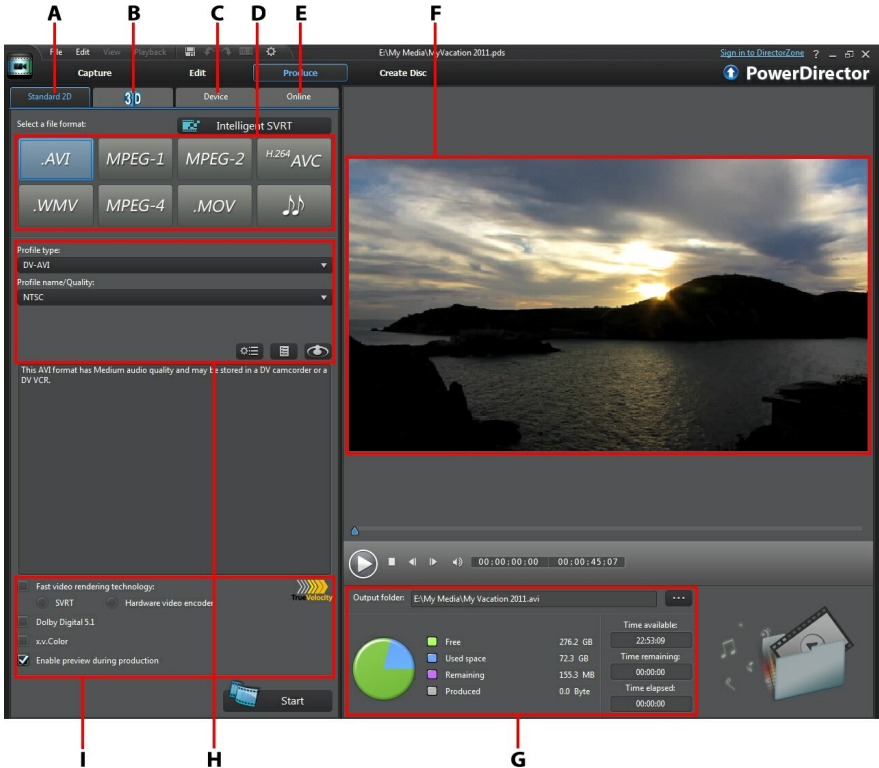
*Note: view the SVRT information in the Edit window for more detailed information, including which video clips need rendering. If you viewing the SVRT information in the Produce window, click the **Details (Edit)** button to quickly switch to the Edit window.*

To select a video profile, just select it in the Intelligent SVRT dialog and then click

Apply when you are in the Produce window. The selected video profile is auto highlighted and selected as you proceed to produce. The video profile you used is also saved in the dialog, and will always be available when utilizing Intelligent SVRT.

Produce Window

Click the **Produce** button to compile your video production into a file that is ready for a variety of uses, including sharing with others, uploading to the Internet, or for burning to disc at a later date.



A - Output in a Standard 2D Format, B - Output in a 3D Format, C - Output to a Device, D - Production Profiles (Video/Audio File Formats), E - Upload to Online Web Site, F - Production Preview, G - Production Details, H - Profile Settings, I - Production Preferences

The production window is an easy to use interface that makes production effortless.

Note: before producing a movie production, make sure that all of your video clips have the same interlacing format. This is an extremely important step to take before production, as it can drastically affect final video quality. If you produce your movie and find the video quality unsatisfactory, verify if the interlacing format of all of your video clips is the same. If your clips have different interlacing formats, set them all to the same format, then produce your movie again. For more information, see *Setting TV (Video Clip Interlacing) Format*.

In the produce window, select the production option that matches the task you want to perform. You can select one of the following production options:

Tab	Description
Standard 2D	Click on the Standard 2D tab if you want to output your production to a 2D video file that you can watch on a computer or burn to a disc at a later date. You can also output just the audio into a audio file for playback on a variety of devices. See <i>Outputting to a Standard 2D File</i> for more information.
3D	Click on the 3D tab if you want to output your production in a 3D video file format. See <i>Outputting in a 3D Format</i> for more information.
Device	Click on the Device tab if you want to produce your video and then output it to a camcorder or portable device. See <i>Outputting to a Device</i> for more information.
Online	Click on the Online tab if you want to upload your video to YouTube, Facebook, Dailymotion, or Vimeo. See <i>Uploading Video to Social Web Sites</i> for more information.

Note: you can also produce multiple created video production projects at one time in the Edit window using the **Batch Produce** feature. See *Batch Produce* for more information.

Outputting to a Standard 2D File

You can output your video production as a standard 2D video file, which you can watch on a computer, burn to disc, or output to a portable device. You can also output just the audio into an audio file format for playback.

Note: *if you're not sure which video file format you should output your production in, click the **Intelligent SVRT** button for assistance. See *Utilizing Intelligent SVRT* for more information on using this feature.*

You can output your project to one of the following formats:


- AVI
- MPEG-1*
- MPEG-2*
- H.264 AVC*
- Windows Media Video (WMV)
- MPEG-4*
- QuickTime (MOV)*
- Audio file (WMA, WAV, M4A)

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

To output your video production in standard 2D, do this:

Note: *if there is any 3D media in your video production, you must ensure the files' 3D source format is set prior to production to ensure the media displays properly in 2D. CyberLink PowerDirector will incorporate the specified eye frames into your 2D video. See *Setting 3D Source Format* for more information.*

1. Select a video file format by clicking it (or the audio file option if you just want to output your production's audio).
2. Select the **Profile name/Quality** you want to use to create the file. This selection determines the video resolution, file size, and overall quality of the outputted file. See *Customizing Profiles* for more information.
3. Configure the production preferences as required. See *Configuring Production Preferences* for more information.
4. Check the production details and that the file will be outputted to the folder

- on your computer where you want it. Click  to set another output folder.
5. Click the **Start** button to begin producing your file.

Customizing Profiles

After you select a file format for your outputted file, depending on the format you selected, there may be quality settings you can customize in the profiles section.

These quality settings are called profiles, and can consist of a video file's resolution, bitrate compression, audio compression type, and more.

Before you output your production, you may want to create a new quality profile, edit an existing one, or select a different existing profile, and other options from one of the available drop-downs in the production options section.

Configuring Production Preferences

Before you begin producing your file, you can select from the following production preferences:

***Note:** the preferences that are available depend on the file format you selected and the version of CyberLink PowerDirector that is installed on your computer.*

- **Fast video rendering technology: SVRT and Hardware video encoder** are options that can reduce production time. The **Hardware video encoder** option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it (H.264 and MPEG-4).
- **Dolby Digital 5.1:** select this preference if you want to include Dolby Digital 5.1 audio in your produced video file.
- **x.v.Color:** x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to

produce your file.

Outputting in a 3D Format

You can output your production in a 3D* video file format. To output your project to a file, select the **3D** tab and then select the desired file format.

Note: *if you're not sure which video file format you should output your production in, click the **Intelligent SVRT** button for assistance. See Utilizing Intelligent SVRT for more information on using this feature. * Optional feature in CyberLink PowerDirector. Check the version table for detailed versioning information.*


You can output your production to one of the following file formats:

- Windows Media Video (WMV)
- MPEG-4*
- MPEG-2*
- H.264 AVC*
- QuickTime (MOV)*

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

To output your video production in 3D, do this:

Note: *if there is any 2D media in your video production, you must convert it to 3D before production. See Power Tools: 2D to 3D for more information.*

1. Select a 3D video file format by clicking it.
2. Select the **3D output format** from the drop-down. See 3D Output Formats for more information.
3. Select the **Profile name/Quality** you want to use to create the file. This selection determines the video resolution, file size, and overall quality of the outputted file. See Customizing Profiles for more information.
4. Configure the production preferences as required. See Configuring Production Preferences for more information.
5. Check the production details and that the file will be outputted to the folder on your computer where you want it. Click  to set another output folder.
6. Click the **Start** button to begin producing your file.

3D Output Formats

Once you select a video file format (or container), you need to select the 3D output source format. This selection specifies how the 3D content is displayed. You can select one of the following 3D output source formats:

- **Side-by-Side Half Width (L/R):** a side-by-side 3D source format optimized for 4:3 or non-HD video productions.
- **Side-by-Side Full Width (L/R):** a side-by-side 3D source format optimized for HD video productions.*

*Note: * 3D MPEG-2 videos cannot be outputted with this source format. The side-by-side full width format is only available when the Ultra version of CyberLink PowerDirector is installed on a 64-bit operating system.*

- **H.264 Multi-View Coding:** a Multi-View Coding (MVC) source format.
- **Anaglyph:** a red/cyan source format. Select this format if you do not have a 3D display device, to watch a 3D video production with anaglyphic 3D glasses.

Customizing Profiles

After you select a file format for your outputted file, depending on the format you selected, there may be quality settings you can customize in the profiles section.

These quality settings are called profiles, and can consist of a video file's resolution, bitrate compression, audio compression type, and more.

Before you output your production, you may want to create a new quality profile, edit an existing one, or select a different existing profile, and other options from one of the available drop-downs in the production options section.

Configuring Production Preferences

Before you begin producing your file, you can select from the following production preferences:

Note: the preferences that are available depend on the file format you selected and the version of CyberLink PowerDirector that is installed on your computer.

- **Fast video rendering technology: SVRT** and **Hardware video encoder** are options that can reduce production time. The **Hardware video encoder**

option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it (H.264 and MPEG-4).

- **Dolby Digital 5.1:** select this preference if you want to include Dolby Digital 5.1 audio in your produced video file.
- **x.v.Color:** x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.

Outputting to a Device


Select the **Device** tab if you want to output your video production back to a DV or an HDV* tape.

Note: you must manually locate the position on your HDV camcorder tape where you want to write back your content to before proceeding.

You can also output your production to a file that you can then copy back to an HDD (hard disk drive) camcorder*. Or output it in a file format that is compatible with a number of portable devices, including for an iPod/iPhone/iPad, PS3*/PSP/Walkman, Xbox/Zune, and a wide variety of mobile phones*.

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

To output your video production to a device, do this:

1. Select a device type by clicking it. If you are writing back to a DV or HDV camcorder, ensure it is connected and turned on.
2. Select the **Profile Type** or **Profile name/Quality** you want to use to create the file. This selection determines the video resolution, file size, and overall quality of the outputted file.
3. Configure the production preferences as required. See Configuring Production Preferences for more information.
4. Check the production details and that the file will be outputted to the folder on your computer where you want it. Click  to set another output folder.

5. Click the **Start** button to begin producing your file.

Configuring Production Preferences

Before you begin producing, you can select from the following production preferences:

Note: the preferences that are available depend on the file format you selected and the version of CyberLink PowerDirector that is installed on your computer.

- **Fast video rendering technology: SVRT and Hardware video encoder** are options that can reduce production time (available for creating an HDD camcorder file only). The **Hardware video encoder** option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA technology, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it (H.264 and MPEG-4).
- **Dolby Digital 5.1:** select this preference if you want to include Dolby Digital 5.1 audio in your produced video file (available for creating an HDD camcorder file only).
- **x.v.Color:** x.v.Color is a new color system that can display a wider color range than usual (available for creating an HDD camcorder file only). CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.
- **Delete the file after the write back is complete:** select this option to have CyberLink PowerDirector delete the produced video file after it has written it back to your DV or HDV camcorder.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

Uploading Video to Social Web Sites

Click on the **Online** tab to upload your video production to one of the following online social networking web sites:

- Facebook
- YouTube
- Dailymotion
- Vimeo

Uploading Video to Facebook

To upload your video to Facebook®, select the **Facebook** button, specify the information and settings below, and then click on the **Start** button. Follow the steps on the user interface to authorize and upload your video.

Selecting Video Quality

Before uploading your video to Facebook, ensure that you select the desired quality of your video from the **Profile type** drop-down list.

Title and Description

Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Facebook once uploaded.

Configuring Production Preferences

Before you begin producing, you can select from the following production preferences:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.

- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

Uploading Video to YouTube

To upload your video to YouTube, select the **YouTube** button, enter your **Username** and **Password**, specify the information and settings below, and then click on the **Start** button. If the size/length of the your video exceeds the maximum allowed, CyberLink PowerDirector will separate the video into smaller/shorter videos, upload these videos, and then create a playlist for you on YouTube.

Note: *log in to DirectorZone and then select **Share timeline info on DirectorZone** if you want to show others how you created your video production. When selected, an animated version of your project's timeline displays, along with your uploaded video, on DirectorZone.*

Uploading to YouTube 3D

If the video production you are uploading is a 3D production, select the **Share as a 3D video*** option to upload it to YouTube in a 3D video source format. Once uploaded, you will be able to watch it on YouTube in 3D.

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

Selecting Video Quality

Before uploading your video to YouTube, ensure that you select the desired quality of your video from the **Profile type** drop-down. The quality you select will result in the corresponding quality option being available after the video is fully processed on YouTube.

Note: *the quality option available on YouTube is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.*

Title, Tags, Description, and Video Category

Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on YouTube once uploaded. Select one of the **Video categories** and also enter in some keyword tags that users can search for to find your video.

Configuring Production Preferences

Before you begin producing, you can select the following production preference:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

Uploading Video to Dailymotion

To upload your video to Dailymotion, select the **Dailymotion** button, specify the information and settings below, and then click on the **Start** button. If the size/length of the your video exceeds the maximum allowed, CyberLink PowerDirector will separate the video into smaller/shorter videos, upload these videos, and then create a playlist for you on Dailymotion.

*Note: log in to DirectorZone and then select **Share timeline info on DirectorZone** if you want to show others how you created your video production. When selected, an animated version of your project's timeline displays, along with your uploaded video, on DirectorZone.*

Selecting Video Quality

Before uploading your video to Dailymotion, ensure that you select the desired quality of your video from the **Profile type** drop-down. The quality you select will result in the corresponding quality option being available after the video is fully processed on Dailymotion.

Note: the quality option available on Dailymotion is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.

Title, Tags, Description, and Video Category

Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Dailymotion once uploaded. Select one of the **Video categories** and also enter in some keyword tags that users can search for to find

your video.

Configuring Production Preferences

Before you begin producing, you can select the following production preference:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

Uploading Video to Vimeo

To upload your video to Vimeo, select the **Vimeo** button, specify the information and settings below, and then click on the **Start** button. If the size/length of the your video exceeds the maximum allowed, CyberLink PowerDirector will separate the video into smaller/shorter videos, upload these videos, and then create a playlist for you on Vimeo.

***Note:** log in to DirectorZone and then select **Share timeline info on DirectorZone** if you want to show others how you created your video production. When selected, an animated version of your project's timeline displays, along with your uploaded video, on DirectorZone.*

Selecting Video Quality

Before uploading your video to Vimeo, ensure that you select the desired quality of your video from the **Profile type** drop-down. The quality you select will result in the corresponding quality option being available after the video is fully processed on Vimeo.

***Note:** the quality option available on Vimeo is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.*

Title, Tags, and Description

Enter a **Title** and **Description** for your video in the fields provided. The text you

enter is included on Vimeo once uploaded.

Configuring Production Preferences

Before you begin producing, you can select the following production preference:



- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.
- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

Batch Produce


CyberLink PowerDirector lets you produce multiple projects at once using the Batch Produce feature. In the Batch Produce window, you can import multiple CyberLink PowerDirector projects in the .pds format and output them as video files in a variety of formats all in one sitting.

To perform a batch production, do this:

Note: if you are currently working on a video production, you must save and close it before you can perform a batch production.

1. Select **File > Batch Produce** from the menu.
2. Click , and then browse to and select the CyberLink PowerDirector project you want to add to the production queue.
3. If required, click on the file name in the **Outputted File Name** column to change the name of the outputted video file.
4. If required, click on  to edit the task's production profile settings as follows:

Note: if required, click on the Intelligent SVRT button for assistance on selecting an output profile. See Utilizing Intelligent SVRT for more information.

- **Output folder:** if required, select another location on your computer where the file will be outputted to by clicking  to set another output folder.

- **Production type:** select whether you want to output the selected task as a video file, video file for a device, or a 3D* video file.
- **Media file format:** select the format of the outputted video file from this drop-down.

Note: based on your first two selections, the available drop-downs that follow will differ. Use them to select 3D output format, profile, etc.*

Click **OK** to close the Profile Settings window and set your changes.

5. If your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology) and you are outputting in a file format that supports it (H.264 and MPEG-4), select the **Enable GPU hardware video encoder automatically** option if you want CyberLink PowerDirector to use it, when available, during the batch production.
6. Click **Start** to begin the production of all the tasks in the list.

*Note: select the **Shut down computer after production** option to have CyberLink PowerDirector shut down the program and your computer once all the tasks are produced.*

Chapter 18:

Creating Discs



After you finish creating your video production, click on **Create Disc** to burn your movie onto a disc, complete with a disc menu. You can also import additional videos and CyberLink PowerDirector projects, creating multi-layered professional looking disc in just a few simple steps.



A - Disc Content Tab, B - Menu Preferences Tab, C - 2D Disc Preferences Tab, D - 3D Disc Preferences Tab, E - Disc Menu Font Properties, F - Disc Menu Preview Window, G - Burn to Disc, H - Preview Disc Menu, I - Disc Menu Properties, J - Menu Navigation Controls, K - Disc Content

Discs created in CyberLink PowerDirector can have one or more titles (video files or CyberLink PowerDirector projects), which are called **Scenes** on the final disc. Each title (or **Scene**) can have multiple chapters and include subtitles.

To create a disc menu and then burn your video production to disc, do this:



1. Click on the **Create Disc** button to open the Create Disc window. The video production you were working on is automatically imported into the window.
2. On the **Content** tab, click the  and  buttons to import additional titles (video files and/or PowerDirector projects) onto your disc. See [Importing Additional Disc Content](#) for more detailed information.
3. Click on the **Menu Preferences** tab and then select the menu in the library that you want to use on your disc. See [Selecting a Disc Menu](#) for more detailed information on selecting disc menus, or for information on customizing your own.
4. Edit the selected disc menu's properties, including customizing menu text, the number of buttons, background music, and more. See [Editing Disc Menu Properties](#) for more information.
5. If required, right click on your selected disc menu's thumbnail in the library and select **Modify** to perform advanced editing on it in the Menu Designer. You can also create new disc menus and 3D* menus in the Menu Designer. See [Customizing Disc Menus in the Menu Designer](#) for more detailed information.
6. The last step is to burn your production to disc. Do one of the following:
 - if your project is a standard 2D video production, click the **2D Disc** tab. See [Burning a Disc in 2D](#) for more information.
 - if your project is a 3D* video production, click the **3D Disc** tab. See [Burning a Disc in 3D](#) for more information.

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

Importing Additional Disc Content




The **Content** tab contains your current video production that will be burned to disc. On this tab you can import additional titles (video files and CyberLink PowerDirector projects), which, with your current video production, are called **Scenes** on the disc menu.

On the **Content** tab you can add additional titles to your disc by doing the following:


- click on  to import additional video files that you want on your created disc.
- click on  to import any existing CyberLink PowerDirector projects that you want on your created disc.



***Note:** as you add content, click on the **Menu Structure** button to view the structure of your disc menu. In the structure tree you can see all the titles (videos and projects) on your disc and any chapters within each title.*

While importing videos and CyberLink PowerDirector projects on to the **Content** tab, use the following buttons to:

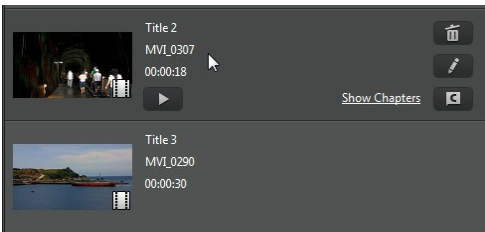
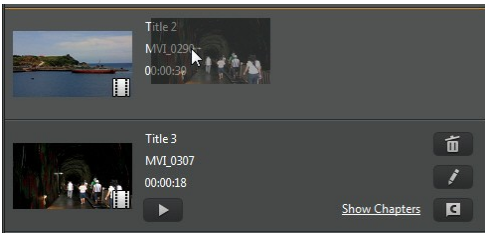
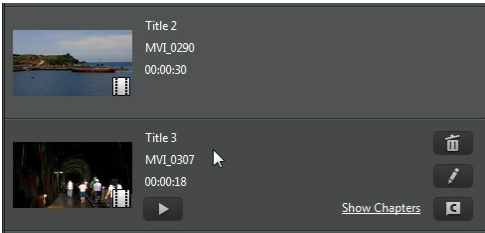
-  - play back the selected title.
-  - remove the selected title from the disc menu.
-  - edit the selected title in the Edit window of CyberLink PowerDirector.

Click on **Show Chapters** to view the chapters in the selected title (video or project).

You can click the  button to set/edit the selected title's chapters in the Chapters Room. For more information on editing chapters see Adding Chapters.

***Note:** as you add content to your disc, note the capacity information at the bottom of the window. Click  to toggle the disc capacity display or  to view the Disc Production Summary at any time.*

When you are done adding all the content you want on your disc, you can reorder all the titles simply by dragging them to the position you want.



The order of the titles on the **Content** tab is the order they are burned to disc.

Selecting a Disc Menu

Click on the **Menu Preferences** tab to select the disc menu template in your menu library that you want to include on your disc. To preview the pages in a disc menu, just click on its thumbnail in the library.

Note: if you do not want to include a menu on your final disc, select the **No Menu** template in the menu library.

Most of the disc menu templates in CyberLink PowerDirector are multi-layered, and can consist of the following pages:

- a main menu home (**Root**) page.

- if you have more than one title (video or project), your disc will have a **Scenes** page in the Disc Preview Window. Note that when in the Menu Designer, it is called the **Titles** page.
- a **Chapters** page where you can navigate through your titles, if chapters were added.
- a **Subtitles** page that lets you enable/disable the subtitles on your disc.

Note: the Subtitles page in a disc menu is only available if you selected **Create subtitles for disc** when creating subtitles in the Subtitle Room. See *Adding Subtitles for more information*.

To set the disc menu template for your disc, do either of the following:

Note: you can set menu templates to all the pages in your disc menu, or either to just the home/root page or to the sub pages (titles/chapters and subtitles pages). If you don't want to set the menu template to all the pages, ensure the page that you want to set it to is displayed in the disc menu preview window first before selecting your template.


- Right-click on the menu template's thumbnail in the menu library that you want to use and then select:
 - **Apply** to set the menu page to the current menu page you are viewing in the disc menu preview window.
 - **Apply to All Pages** to apply the menu template to all the pages in your menu, i.e. home, titles, chapters.
- Click on a menu template thumbnail in the menu library that you want to use and then select:
 - **Apply** to set the menu page to the current menu page you are viewing in the disc menu preview window.
 - **Apply to All Pages** to apply the menu template to all the pages in your menu, i.e. home, titles, chapters.

Note: if required, you can download and import additional disc menu templates from DirectorZone. See *Downloading from DirectorZone for more information*.

Editing Disc Menu Properties

CyberLink PowerDirector gives you full creative control over the look of your disc menu. Use the menu navigation controls to preview the design and behavior of the selected disc menu.

If you want to view the titles, chapters, or subtitles page, click on the disc menu


preview window and then use the  button and the other menu navigation controls to navigate through the disc menu. Or click the **Preview** button at the bottom of the window to view what your burned disc will look like when played on a disc player.

Note: to perform more advanced editing on a selected disc template using the Menu Designer, right-click on the menu template in the menu library and then select **Modify**. See *Customizing Disc Menus in the Menu Designer* for more information.

Editing Disc Menu Text




To edit the text that appears on the menu page, including clickable button text, double-click on it in the disc menu preview window, and then enter the new text. You can modify menu text style, size, and alignment using the disc menu font properties options located at the top of the disc menu window.

To change the position of any text on your menu, just click and drag it to the new position.


Note: when changing menu text position in the disc menu preview window, click  to enable the TV safe zone to help with the placement of the selected clip in the video display area.

Setting Disc Menu Music


Some of the pre-designed disc menu templates contain menu music. In the disc menu properties area, you can:

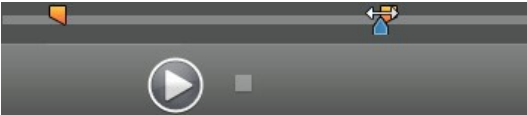
- click on  to edit or replace the menu's background music. See *Setting Background Music* for more information.
- click  to remove the current background music from the disc menu.
- click  to add background music with Magic Music. See *Magic Music* for more information.

Setting Background Music

If you are using background music in your disc menu, click the  button to perform the following functions:

Note: the final duration of your disc menu's background music is dependent on the time entered in the **Duration** field in the Playback Mode Settings window, not the length of music file used. See *Setting Disc Playback Mode* for more information on setting your menu's duration.

- click the  button to add or replace the current disc menu background music.
- if required, trim the background music using the player controls and the mark-in/mark-out indicators.



- if required, set the menu music to gradually **Fade-in** or **Fade-out**.
- if the length of your menu music file is not as long as the specified duration, select the **Auto repeat** option to loop it.




When you are done setting the background music options, click **Apply to All Pages** to set the music for all the pages in the disc menu, or **Apply** to set it just for the current menu page you are viewing in the disc menu preview window.


Adding a First Play Video

Use this option to add a video (or an existing CyberLink PowerDirector project) as a first play video to your created disc. The first play video plays automatically when the disc is inserted into a disc player, before the disc menu loads. No navigation buttons are available during the first play, and viewers cannot fast forward past this segment.


In a professional production, this is usually a copyright notice or warning. However, you may prefer to use a personal introduction or other video clip instead.

To set a video clip as the first play video, do this:

- click  and select the video that you want.
- click  to remove the video set as the first play video.
- click  to preview the first play video.

Note: if you are creating a 3D video production and burning it to disc in 3D, you can use a 3D video clip as the first play video. Once added, click  to set the 3D source format of the clip. See *Setting 3D Source Format* for more detailed information.

Setting Disc Playback Mode

Click the  button open the Playback Mode Settings window and set how the disc plays back any scenes that are on your disc.

Note: disc playback mode determines how the title (videos and projects added on the **Content** tab) play back on your disc, not the chapters contained within each title. If your disc only has one title on it, the settings for disc playback mode have no affect on the burned disc.

In the Playback Mode Settings window you can set the following:

- choose from one of the three available playback modes based on the available descriptions. Your disc will follow the selected behavior when inserted or play is pressed on your disc player.
- **Auto menu time out:** select this option if you want the disc content to play automatically when you insert the disc into a disc player. When selected, your content plays automatically after displaying the disc menu for the specified duration. If you do not select this option, your menu loops endlessly until you press the play button on your disc player.
- **Duration:** enter in the duration the content (background video, background music, etc.) in your disc menu is displayed. The minimum duration allowed is 10 seconds, while your disc can be up to 99 seconds long before it loops back to the beginning.

Note: the duration you enter is also the length of your menu's background music, even if the selected music file's length is longer than the duration specified.

Specify Buttons Per Page

When creating a disc with multiple titles or chapters, you can select the number of thumbnail buttons that display on the **Titles** and **Chapters** menu page.

To change the number of buttons that display on the titles and chapter pages, you must first navigate to the page in the **Titles** and **Chapters** page via the menu preview window and then use the **Buttons per page** drop-down on the bottom left to select the number you want on these pages.

***Note:** the number of thumbnail buttons that can display on each menu page is dependent on the design of the menu template. Some menu templates do not allow you to change the number of buttons displayed on a page.*

Select **Add thumbnail index** to add numbering to each scene and chapter thumbnail on your menu pages.

Customizing Disc Menus in the Menu Designer

You can perform more advanced editing on your disc menu in the Menu Designer*. You can also create a brand new disc menu template from scratch.


To edit an existing disc menu, right click on the disc menu template in the library on the **Menu Preferences** tab and then select on **Modify**. To create a new disc menu template, click on the **Create Menu** button.



A - Set Background, B - Change Text Properties, C - Add Image, D - Add Text, E - Set Object Properties, F - Add Button, G - Set Button Properties, H - Disc Menu Font Properties, I - TV Safe Zone/Grid Lines, J - Align Objects, K - Add Video Effect, L - Enable 3D Depth, M - Menu Page View (Edit), N - Save Custom Template, O - Upload to DirectorZone, P - Menu Properties

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

In the Menu Designer you can edit all three possible disc menu pages. Note that the titles (videos and projects on your disc) and chapters pages always have the same layout.

Note: click on  to use the TV safe zone and grid lines to help with the precise placement of buttons, images, and text on your menu pages.

To modify a specific page, select **Root Menu**, **Titles/Chapters Menu**, or **Subtitles Menu** from the **Edit** drop-down menu.


Note: the subtitles menu page is only available if you selected **Create subtitles for disc** when you added subtitles in the Subtitle Room. See *Adding Subtitles for more information*.

Setting Menu Opening and Background


You can import a video that plays in the background while the menu is loading. Usually called a menu opening, it is seen on most commercial discs before the menu options display.

You can also add or replace the background of your disc menu with an image or a video file, or set a video effect that is applied to the background of your disc menu.

Including a Menu Opening

To include a video as the menu opening, click the  button, select the **Import User Video For Menu Opening** option, and then the video you want to use.

Setting Menu Background

To set or replace the background image of your menu, with either an image or a video file. To do this, click the  button and then select the **Set Background Image or Video** option. Once selected, set how the background media is displayed in the Background Media Adjustment Settings window.

Adjusting Menu Background's Media Settings


When you import video clips and images to use as a background for your disc

menu, the Background Media Adjustment Settings window displays. In the window you can set the following:


- **Stretch Setting:** on this tab, select what you want CyberLink PowerDirector to do if the video clip or image you selected as the background has a different aspect ratio than your disc menu template. Select **Apply to all menu pages** to use this setting on all menu pages.
- **3D-BD Setting:** if you are outputting a 3D video production as a 3D-BD* disc, click on this tab to set the 3D source format of the background video you imported. See Setting 3D Source Format for more detailed information.

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

Selecting a Video Effect Background

To apply a video effect to your disc menu's background, click on the  button and then select the video effect from the list. Use any available settings to customize the effect to your liking.

Adding Images to Menus

Click the  button to import an image onto your disc menu. Once imported, you can reposition and resize the image to fit your disc menu as required. If you want to add an image as the menu's background, see Setting Menu Background.

Adding and Editing Disc Menu Text

You can add additional text to a disc menu, or completely customize the format and alignment on the existing text in the Menu Designer.

Note: you cannot edit the text content in Menu Designer window. You must edit this text in the disc menu preview window. See Editing Disc Menu Text for more information.


Adding Text to Disc Menus

To add additional text to your disc menu, do this:


1. Click the  button.

2. Use your mouse to select the location on the menu page where you want the text.
3. Type in the text you want to use.


Changing Menu Text Properties

Click on the  tab to change the properties of the menu text in your disc menu.


Applying Preset Character Types

You can apply predefined character preset for the selected menu text object. To do this, click the  tab and then select a character preset. Once you have selected a preset, you can customize the text using the options on the other text properties tabs.

Customizing Text Font Face


You can customize the font face settings of the menu text, including the color, blur, and transparency effects. To customize the menu text's font face, click on the text properties tab and then on .

Adding Shadows to Text

You can add a shadow to menu text. Available options allow you to change the shadow's color, distance from the text, and add a transparency or blur effects. To add a shadow to menu text, click the text properties tab and then click .

Adding Borders to Text

You can add a border around menu text. Available options allow you to change the border's color, size, and add a transparency or blur effects. To add a border to menu

text, click the text properties tab and then click .

Setting Menu Text Font and Alignment


In the disc menu font properties area above the preview window, you can customize the font for the text used in the menu. Use the available options to customize the menu text size, color, font type used, weight, spacing, and alignment.

Adding and Editing Menu Buttons

You can add additional menu text buttons to your disc menu. You can also set the properties for all of the menu and navigation buttons used in the menu.

Adding Menu Buttons


Menu buttons are the buttons that provide access to your disc's content. They may consist of just text or text and an accompanying thumbnail, depending on which disc window you are in and the design of the disc menu template.

To add a menu button, click the  button. Depending on the page in your disc menu you add the button to, the new button might just be text or button text and a scene/chapter thumbnail.



Note: you can add up to 14 menu buttons on each menu page.

Setting Menu Button Properties



For all the menu buttons on each page, you can customize the button frame, layout, and highlight style.

To do this, click on the  tab and then set the button properties as follows:


- click on the  tab to set the frame used on a button thumbnail for scenes and chapter buttons. Click on **Import Custom** if you want to use your own custom button frame.

- click on the  tab and select the desired layout of the thumbnail buttons on the selected page. The number of layouts available is dependent on the template you are editing.
- click on the  tab to set the icon that displays when a menu button is selected or is active. Select an icon from the list or click **Import Custom** to import your own custom icon.

Changing Navigation Buttons

To change the navigation buttons that are used in your disc menu, click on the  tab and then click on . Select a navigation button style template from the list, or click on **Import Custom** if you want to use your own buttons you custom created.


Setting Object Properties

Click on the  tab to set and customize all of your menu object properties. The tab lists all of the current objects in your disc menu, including menu buttons, images, and text.


When you select an item in the objects list, the object is highlighted in the preview window. Once highlighted, the objects are easily edited, resized, reshaped, or moved around the disc menu to a desired location.


Select **Display the selected object only** to only display the selected object while setting the properties. The properties that are available depend on the type of object you select.

Aligning Objects

To align the objects in the disc menu, select them on the Set objects properties tab, and then select the desired alignment from the  drop-down.

Enabling 3D Depth in Disc Menus

If you are creating a 3D video production and want your disc menu to be in 3D, click the  button and then select the **Enable 3D depth*** option.

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

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

Saving and Sharing Disc Menu Templates

Once you are finished modifying/customizing a disc menu template you can save it in your disc menu library for future use or upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone.
- click on **Save As** to save a modified template as a new template to the disc menu library.
- click on **Save** to save a new template to the disc menu library.

Burning Your Production to Disc

Burning your video production to disc is the final stage of the create disc process. Once your disc is burned, you are able to play it on a disc player. You can also create a disc folder to organize your media files on your hard drive. When finalizing your disc, you have the choice of:

- Burning a Disc in 2D
- Burning a Disc in 3D

In CyberLink PowerDirector you can burn your video production to one of the following optical disc formats:

- **DVD:** DVD-R, DVD-RW, DVD+R, DVD+RW
- **VCD*/SVCD (2D discs only):** CD-R, CD-RW
- **Blu-ray Disc(TM)*:** BDXL, BD-RE, BD-R

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

Burning a Disc in 2D

If you created a standard 2D video production, click on the **2D Disc** tab to configure your disc's preferences and burn it to disc.

Configuring Disc Preferences

The following preferences are available on the **2D Disc** tab:

Disc Format

- select the disc format you want to use to burn your video to a disc. Depending on the disc format that you select, there may be a drop down option to select the capacity of the disc.

Note: you can also burn your video project to a removable disk in the AVCHD format. To do this, select the **AVCHD** button and then **Removable Disk** from the drop down. * Optional feature in CyberLink PowerDirector. Check the version table for detailed versioning information.*

Video and Audio Settings




- **Select the video recording format:** if available for your selected disc format, select the recording format of the video on your disc and its aspect ratio.
- **Select the video encoding format and quality:** if available for your selected disc format, select an encoding format and video quality for your disc. The **Smart Fit** option automatically adjusts the bitrate to the best quality video file that fits exactly to the capacity of the disc you are using.
- **Select the audio encoding format and channels:** select an audio format for your disc, and the number of channels it is capable of outputting to. If burning a DVD, Blu-ray Disc, or AVCHD disc, you can select **Dolby Digital** to create a disc with Dolby Digital 2 or 5.1 surround sound. If burning a Blu-ray Disc, you can also select **DTS** to have CyberLink PowerDirector use the DTS 5.1 Producer to create a disc with DTS 5.1 surround sound.

Note: the video quality and audio type options that are available depend on the disc format that you have selected.

- **Enable CyberLink TrueTheater Surround:** select this option to enable CyberLink TrueTheater Surround to enhance the menu background music. Choose from **Living Room**, **Theater**, or **Stadium**.

Burning the Disc

To burn your video production and created menu to a disc in 2D, do this:

1. Click on the **2D Disc** tab.
2. Click the **Burn in 2D** button. The Final Output window displays.
3. Configure the production preferences as follows:
 - **Current drive:** the burning drive (or removable disc for the AVCHD format) CyberLink PowerDirector will use to burn the production to disc. If necessary, click the  button to select another drive and configure the burn settings. See [Configuring Burn Settings](#) for more information. If you are burning your production to a rewritable disc, you can click  to erase it. See [Erasing Discs](#) for more information.
 - **Disc volume label:** in the field provided, enter a label for your disc. The disc label can be up to 16 characters long.
 - **Burn to disc:** ensure this option is selected if you want your production burned to a disc.
 - **Number of copies:** in the field provided, enter the number of discs you want CyberLink PowerDirector to burn for you in succession.
 - **Create a folder:** select this option to create a disc folder on your computer that contains all the files necessary for burning. Click on  to specify the folder where it is created. Creating a folder overwrites all of the existing data in a directory.
 - **Enable x.v.Color:** x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.

- **Enable hardware video encoder:** enable this option to speed up rendering and burning time. This option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology).

4. When ready, click the **Start Burning** button to burn your production to disc.

*Note: the burning process may take a few minutes, depending on the length and quality of your video and your computer's processing power. Be prepared for a short wait while CyberLink PowerDirector renders your movie and burns it to the disc. **Time remaining** does not include the time it takes to finalize/close discs.*

Burning a Disc in 3D

If you created a 3D* video production, click on the **3D Disc** tab to configure your disc's preferences and burn it to disc.

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

Configuring Disc Preferences

The following preferences are available on the **3D Disc** tab:

Disc Format

- select the disc format you want to use to burn your video to a disc. Depending on the disc format that you select, there may be a drop down option to select the capacity of the disc.

Note: you can also burn your video project to a removable disk in the AVCHD format. To do this, select the **AVCHD** button and then **Removable Disk** from the drop down. * Optional feature in CyberLink PowerDirector. Check the version table for detailed versioning information.*

Video and Audio Settings

- **Select the video recording format:** if available for your selected disc format, select the recording format of the video on your disc and its aspect ratio.
- **Select the video encoding format and quality:** if available for your selected disc format, select an encoding format and video quality for your disc. The **Smart Fit** option automatically adjusts the bitrate to the best quality video file that fits exactly to the capacity of the disc you are using.

- **Select the audio encoding format and channels:** select an audio format for your disc, and the number of channels it is capable of outputting to. If burning a DVD, Blu-ray Disc, or AVCHD disc, you can select **Dolby Digital** to create a disc with Dolby Digital 2 or 5.1 surround sound. If burning a Blu-ray Disc, you can also select **DTS** to have CyberLink PowerDirector use the DTS 5.1 Producer to create a disc with DTS 5.1 surround sound.

Note: the video quality and audio type options that are available depend on the disc format that you have selected.



- **3D output profile:** select the 3D source format of the video that is rendered and then burned to the disc.


Note: subtitles and disc menus are not supported on 3D discs using the side-by-side 3D source format.

- **Enable CyberLink TrueTheater Surround:** select this option to enable CyberLink TrueTheater Surround to enhance the menu background music. Choose from **Living Room**, **Theater**, or **Stadium**.

Burning the Disc


To burn your video production and created menu to a disc in 3D, do this:

1. Click on the **3D Disc** tab.
2. Click the **Burn in 3D** button. The Final Output window displays.
3. Configure the production preferences as follows:
 - **Current drive:** the burning drive (or removable disc for the AVCHD format) CyberLink PowerDirector will use to burn the production to disc. If necessary, click the  button to select another drive and configure the burn settings. See Configuring Burn Settings for more information. If you are burning your production to a rewritable disc, you can click  to erase it. See Erasing Discs for more information.
 - **Disc volume label:** in the field provided, enter a label for your disc. The disc label can be up to 16 characters long.
 - **Burn to disc:** ensure this option is selected if you want your production burned to a disc.
 - **Number of copies:** in the field provided, enter the number of discs you want CyberLink PowerDirector to burn for you in succession.

- **Create a folder:** select this option to create a disc folder on your computer that contains all the files necessary for burning. Click on  to specify the folder where it is created. Creating a folder overwrites all of the existing data in a directory.
 - **Enable x.v.Color:** x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.
 - **Enable hardware video encoder:** enable this option to speed up rendering and burning time. This option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology).
4. When ready, click the **Start Burning** button to burn your production to disc.

*Note: the burning process may take a few minutes, depending on the length and quality of your video and your computer's processing power. Be prepared for a short wait while CyberLink PowerDirector renders your movie and burns it to the disc. **Time remaining** does not include the time it takes to finalize/close discs.*


Configuring Burn Settings

Before you burn to a disc for the first time, it is advised that you click on  to set your burning configuration as follows:

- **Recording drive:** select the burning drive (or removable disc for the AVCHD format) CyberLink PowerDirector will use to burn the production to disc.
- **Recording speed:** set the recording speed used when burning the disc. If you encounter errors during the burning process, try lowering the burning speed.
- **Include buffer under-run protection:** select this option to ensure that video is written to disc without interruption. An interruption in video burning can result in an unusable disc.

After you set this configuration, CyberLink PowerDirector uses the same configuration each time you burn until you change the settings.

Erasing Discs

If you are using a rewritable disc, you can erase content that has data previously recorded on it. This allows you to reuse the same discs over and over without the need to continually buy new discs. Click on the  button to begin erasing a disc.


To erase a disc, select:

- the **Quick** option to erase the disc index contained on the disc.
- the **Full** option to erase all of the content the disc contains.

Click **OK** to erase the disc.

Chapter 19:

PowerDirector Preferences

To set your preferences in CyberLink PowerDirector, just click the  button or press the Alt+C keys on your keyboard.

General Preferences

In the Preferences window, select the **General** tab. The available options are as follows:

Application:

- **Maximum undo levels:** enter the number (between 0 and 100) of undos (Ctrl+Z) you would like to make available while you work on your video production. Setting a higher number consumes more CPU resources.
- **TV format:** select the TV format (NTSC or PAL) for your video. This format should correspond to the region in which you plan to play your video (if you burn it to disc).
- **Use drop frame timecode:** if your selected TV format is NTSC, select "Yes" to synchronize the timecode of your video to its video length in the timeline.
- **Show sound waveform in timeline:** select to display the sound waveform in the timeline that represents the sound levels in audio clips.
- **Enable HD video processing (shadow file):** select this to speed up the editing of high definition video by enabling CyberLink PowerDirector to process the file faster. Enabling this consumes more CPU resources.
- **Auto delete temporary files every:** select to have CyberLink PowerDirector automatically delete temporary files created while editing, every specified number of days. Click on the **Manually Delete** button if you want to select and delete specific temporary files to free up disc space.

Internet:

- **Automatically check for software updates:** select to periodically check for updates or new versions of PowerDirector automatically.

Language:

- **Use system default language:** select this option for the language display to be the same as the language of your operating system.
- **User defined:** select this option and then select the language from the drop down list that you want to use.

Capture Preferences

In the Preferences window, select the **Capture** tab. The available options are as follows:

Capture:

- **Add captured files to media library:** select this option to import captured files into the media library directly after capture.
- **Add captured files to empty workspace:** select this option to automatically import captured files into an empty area in the workspace (timeline).
- **Enable automatic file replacement when recording voice-over:** select this option to overwrite existing audio if the voice-over overlaps during recording.

Auto scene detection:

- **Do not detect scenes after capture:** select this option if you do not want to activate the auto scene detection function after video is captured.
- **After capture, detect scenes by change of video frames:** select this option to perform scene detection during video capture. In scene detection, CyberLink PowerDirector compares captured frames to decide when there is a scene change. Each scene is saved as a file as recording continues.
- **During capture, detect scenes by time code, and then save each scene as a separate file (DV-VCR mode only):** select this option to detect scene break signals and to save each scene as a separate file. (DV camcorders generate a scene break signal on the tape whenever users release the REC button.) This feature is only available in DV camcorder capture.

DV parameters setup:

- click the **DV Parameters** button to set the buffer time (in the **Batch capture/ Writing to tape** sections) for your DV camcorder. Setting a buffer time ensures that your DV camcorder and the batch capture/ writing to tape function begin

at the same time. Without a buffer, batch capturing or writing to tape may begin before the camcorder is engaged. In the **DV auto stop** section of the DV Parameters Setup window, select whether you want CyberLink PowerDirector to automatically stop scanning/capturing after a specified interval of blank tape. You can specify the interval, in seconds, in the field provided.

Confirmation Preferences

In the Preferences window, select the **Confirmation** tab. The available options are as follows:

Confirmation

- **Always prompt me when TV format conflicts:** select this option to enable a warning message when you add a video clip to the workspace whose TV format (NTSC/PAL) conflicts with that of the video clips already located in the editing workspace.
- **Always prompt me when aspect ratio conflicts:** select this option to enable a warning message when you add a video clip to the workspace whose aspect conflicts with that of the project.
- **Enable file deletion from hard drive:** select this option if you would like to enable the deletion of files from your hard drive when in the media library.
- **Enable warning when chapters are removed during editing:** select this option to enable a warning message if chapter points are deleted during video editing.
- **Always prompt me when widescreen is not supported:** select this option if you want PowerDirector to notify you when a widescreen format is not supported.
- **Always prompt me when I import high definition video into the library:** select this option if you want PowerDirector to notify you when you are importing high definition video into the media library.
- **Always prompt me to confirm captured video prefix name:** select this option if you want PowerDirector to ask you for a file name when capturing videos in the capture window. If you deselect this option, PowerDirector will auto name the files for you.
- **Always prompt me to confirm captured snapshot file name:** select this option if you want PowerDirector to ask you for a file name when capturing screen

snapshots of video. If you deselect this option, PowerDirector will auto name the files for you.

- **Always enter the full feature editor at startup:** select this option if you don't want PowerDirector to ask you which editing mode it should open every time you launch the program. Once selected, the full feature editor is auto opened every time you open the program.
- **Always prompt me when entering 3D full screen mode:** select this option if you want PowerDirector to prompt you when it enters 3D full screen mode on some computers that can only view 3D content at full screen.

DirectorZone Preferences

In the Preferences window, select the **DirectorZone** tab. The available options are as follows:

Auto sign in:

- **Auto sign in to DirectorZone when PowerDirector is launched:** select this option and then enter in your e-mail address and password to automatically sign in to DirectorZone when the program is opened. If you do not have a DirectorZone account, click on the **Get an Account** button.

Privacy rules:

- **Allow DirectorZone to gather editing information:** select this option to allow DirectorZone to collect all of the names of the templates used in a finished project you upload to YouTube.

Editing Preferences

In the Preferences window, select the **Editing** tab. The available options are as follows:

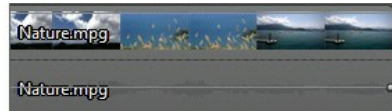
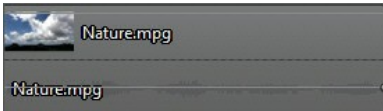
Timeline:

- **Default workspace:** select whether to display the timeline or storyboard editing workspace by default in the Edit window.
- **Link all tracks when inserting/removing content in timeline:** when enabled, if you insert a media clip between two clips that are side by side on a track (or split a single clip), all the content on the timeline that is to the right of the

inserted clip, moves to the right. If a media clip is removed from between two clips, all content on the timeline moves left to fill the gap. Disabling this option means that only the content on the same track moves when you insert or remove clips.

Note: if you want to remove a media clip on a track and not have any of the content on the same track move left, right-click on it and select **Remove and Leave Gap**.

- **Set default transition behavior:** select the default behavior of transitions added between two clips on a timeline track. See Setting Transition Behavior for more information on the differences between the overlap and cross transition.
- **Add transition between photos when applying Magic Motion:** select this option to add the transition selected in **Transition type** between photos when using the Magic Motion tool and apply to all photos.
- **Add an effect and a title when using Freeze Frame:** select this option to automatically add an effect and title to the timeline when you click the Freeze Frame button.
- **Enable continuous thumbnails on video clips for easy scene recognition:** select this option to enable frame thumbnails throughout the video clips inserted on the timeline. Enabling this option makes it easier to find the different scenes in your clips.



Durations:

- set the default durations (in seconds) for image files and the different effects, transitions, titles, subtitles, etc. when placed in the timeline.

File Preferences

In the Preferences window, select the **File** tab. The available options are as follows:

Default locations:

- **Import folder:** indicates the last folder that media was imported from. To change this folder, click **Browse** and then select a new folder.

- **Export folder:** set the folder where captured media is saved. To change this folder, click **Browse** and then select a new folder.

File name:

- **Captured video prefix:** enter a default name for captured video files. When capturing from a DV/HDV tape, select the **Append time information after the file prefix** option
- **Production file prefix:** enter a default name for your produced files.
- **Snapshot file name:** enter a default name for captured snapshots in both 2D and 3D. Select a file format from the drop-down list for your snapshots. You have the choice of BMP, JPG, GIF and PNG 2D formats, or MPO and JPS when taking snapshots of 3D content. The captured 3D snapshots are also in 3D.
- **Snapshot destination:** select the location where PowerDirector saves captured snapshots from the drop-down. You can save them as a file, copy them to your clipboard, or set them as your wallpaper background on your computer's desktop.
- **Use original video size as snapshot image quality whenever possible:** select this option if you want the image to be the same size and quality as the original video, instead of the smaller preview window it is taken in.

Hardware Acceleration Preferences

In the Preferences window, select the **Hardware Acceleration** tab. The available options are as follows:

Hardware acceleration:

Note: ensure you download and install the latest drivers, and any related hardware acceleration software, for your computer's graphics card to enable this feature in CyberLink PowerDirector.

- **Enable OpenCL technology to speed up video effect preview/render:** if your computer supports GPU hardware acceleration, select this option to speed up the rendering of some video effects by tapping into the multi-core parallel processing power of your computer.

Note: to activate hardware acceleration technology during production, select **Hardware video encoder** in the production preferences section of the produce window before production. If your computer does not support Open CL, the wording on the UI will be replaced with the supported hardware acceleration technology (Intel Effect Acceleration, NVIDIA CUDA, or AMD Accelerated Parallel Processing).

- **Enable hardware decoding:** if your computer supports NVIDIA CUDA/AMD Accelerated Parallel Processing/Intel Core Processor Family technology, select this option to use hardware acceleration to decode the video during the editing process and when producing video.
-

Note: this feature is not available under Windows XP.

Project Preferences

In the Preferences window, select the **Project** tab. The available options are as follows:

Project:

- **Number of recently used projects:** enter the number (between 0 and 20) of recently used projects that you would like to make available in the File menu when you open CyberLink PowerDirector.
- **Automatically load the last project when PowerDirector opens:** select this option to automatically load the last project you were working on.
- **Automatically load sample clips when PowerDirector opens:** select this option to automatically load the sample image and video clips into your media library when the program opens.
- **Auto save project:** select this to automatically save your project, every specified number of minutes, so you don't lose your changes by accident. If you want to set a specific location for the auto save files, click the **Browse** button and select a folder location on your computer.

Produce Preferences

In the Preferences window, select the **Produce** tab. The available options are as follows:

Produce:

- **Reduce video blocky artifacts (Intel SSE4 optimized):** select this option to

improve the production overall quality of produced video, if your computer supports Intel SSE4 optimization.

Quality of 3D slideshow:

- use the slider to set the quality of a produced 3D slideshow video. The slower the images move, the better the quality of the slideshow. When selected, CyberLink PowerDirector uses your computer's 3D graphics card (if you have one) to accelerate the production time.

H.264 AVC:

- **Allow SVRT on single IDR H.264 video:** select this option if you want CyberLink PowerDirector to use SVRT to render a movie project when you only have one H.264 AVC clip on the timeline. See Utilizing Intelligent SVRT for more information on SVRT.

Chapter 20:

Appendix

This chapter contains reference information to help answer questions you may have about the digital movie production process or about using CyberLink PowerDirector.

Hotkeys

CyberLink PowerDirector allows you to employ a number of hotkeys to make working with video quicker and easier. These hotkeys are organized by function and described below.

System Hotkeys

Hotkey	Function
F1	Help
Delete	Delete selected item(s)
Ctrl + Z	Undo
Ctrl + Y	Redo
Shift + F12	Show Hotkey list help
Alt + F4	Exit CyberLink PowerDirector

Project Hotkeys

Hotkey	Function
Ctrl + N	Create new project
Ctrl + O	Open existing project
Alt + Enter	Display project properties
Ctrl + S	Save project
Ctrl + Shift + S	Save project as

Ctrl + Shift + W	New workspace
-------------------------	---------------

Workspace Hotkeys

Hotkey	Function
Tab	Switch between timeline/storyboard view
Home	Go to the beginning of clip/project
End	Go to the end of clip/project
, (comma)	Previous frame
.(period)	Next frame
Down arrow	Next second
Up arrow	Previous second
A	Music Beat Detection: manually add music beat marker during playback
Alt + 1	Opens the Magic Fix function
Alt + 2	Opens the Magic Motion function
Alt + 3	Opens the Magic Cut function
Alt + 4	Opens the Magic Style function
Alt + 5	Opens the Magic Music function
Alt + 6	Opens the Magic Movie Wizard
Ctrl + right arrow	Go to next clip in the track (Clip mode)
Ctrl + left arrow	Go to previous clip in the track (Clip mode)
Ctrl + C	Copy
Ctrl + X	Cut
Ctrl + V	Paste
+	Zoom ruler In
-	Zoom ruler out
Alt + C	Open Preferences
Shift+Del	Remove and Leave Gap

Smart Guide Hotkeys

Hotkey	Function
Ctrl + Alt + T	Display Trim Audio options
Ctrl + Alt + M	Display Multi Trim options
F2	Open PiP Designer, Particle Designer, Title Designer, Effect Settings

Main Panel Hotkeys

Hotkey	Function
Alt + F9	Switch to Capture window
Alt + F10	Switch to Edit window
Alt + F11	Switch to Produce window
Alt + F12	Switch to Create Disc window

Library Hotkeys

Hotkey	Function
F2	Rename media file
F3	Open Media Room
F4	Open Effect Room
F5	Open PiP Objects Room
F6	Open Particle Room
F7	Open Title Room
F8	Open Transition Room
F9	Open Audio Mixing Room
F10	Open Voice-Over Recording Room
F11	Open Chapter-Setting Room
F12	Open Subtitle Room

Ctrl + Enter	Display media in Media Viewer
Ctrl + A	Select all
Ctrl + Tab	Switch between filters
Ctrl + D	Detect scenes
Ctrl + Q	Import media files
Ctrl + W	Import a media folder

Capture Hotkeys

Hotkey	Function
Ctrl + R	Record
Space bar	DV play/pause preview
Ctrl + /	DV stop preview
Ctrl + , (comma)	DV rewind
Ctrl + . (period)	DV fast forward
Alt + Y	Add text captions on captured video

Voice-Over Hotkeys

Hotkey	Function
Ctrl + H	Fade-in
Ctrl + J	Fade-out
Ctrl + R	Start recording
Ctrl + /	Stop recording

Preview Window Hotkeys

Hotkey	Function
Space bar	Play/pause
Ctrl + /	Stop

, (comma)	Previous unit
. (period)	Next unit
Page Up	Switch to Clip mode
Page Down	Switch to Movie mode
Ctrl + F	Fast forward
[Mark in
]	Mark out
Ctrl + Enter	Display media in Media Viewer
Ctrl + P	Takes a snapshot of content in the preview window
Ctrl + + (plus)	Increase volume
Ctrl + - (minus)	Decrease volume
Ctrl + Backspace	Mute/Mute off
Ctrl + U	Adjust system volume

Title Designer Hotkeys

Hotkey	Function
Ctrl + B	Set text in bold
Ctrl + I	Set text in italics
Ctrl + L	Left-align text
Ctrl + R	Right-align text

Intelligent SVRT: When Is Used?

Intelligent SVRT can be applied to video clips in the MPEG-1, MPEG-2, H.264 and DV-AVI (Type I) formats. In the following conditions, clips (or portions of clips) do not require rendering during production, and SVRT can therefore be applied:

- The frame rate, frame size, and file format are the same as those of the destination production profile.
- The bitrate is similar to that of the destination production profile.
- The TV format is the same as that of the destination production profile. For more information, see Setting TV (Video Clip Interlacing) Format.

If all of the above conditions are met, SVRT can be used. Any clips that do not meet the above criteria are fully rendered without SVRT.

In the following conditions, clips (or portions of clips) must be rendered during production, and SVRT can therefore **not** be applied:

- Adding a title or transition effect
- Modifying the color of a video clip
- Merging two video clips (clips within 2 seconds before or after the merged clips will be rendered)
- Splitting a video clip (clips within 2 seconds before or after the split will be rendered)
- Trimming a video clip (clips within 2 seconds before or after the trimmed clip will be rendered)
- If the total duration of the production is less than one minute and any portion of the video requires rendering, the entire production will be rendered for efficiency reasons.

Licensing and Copyright Information

This section contains the PowerDirector licensing and copyright information, including a copy of the Intel License Agreement for Open Source Computer Library and the GNU Lesser General Public License. There is also a list of the third-party components used in PowerDirector.

License Disclaimer

This product includes certain copyrighted third-party software components license under the terms of the GNU Lesser General Public License and other similar license agreements offering free distribution of these software components offered by other organizations, if applicable. Copies of these agreements can be found by clicking the link associated with each of the component provided in the table below. You may also visit <http://www.gnu.org/copyleft/lesser.html> for a copy of GNU Lesser General Public License Agreement.

LGPL components and other components listed below are licensed without warranties of any kind, either express or implied warranties, including without limitation the implied warranties of merchantability and fitness for a particular purpose. The entire risk as the quality and performance of these components is with you. Please check the respective license agreement for more details.

Copyright Holders under LGPL and/or other license agreements mentioned herein shall not be responsible for any damages, general, special, incidental or consequential, arising out of the use or inability to use these components/software. Please check the respective license agreement for more details.

For a list of components of such nature, and to acquire the full source code of these licensed components, including any scripts to control compilation and installation of the object code, please see "List of Components" below.

Downloading Source Code

You can download the machine-readable source code of the corresponding licensed component from <http://www.cyberlink.com/>. Please read the copyright notice, the warranty disclaimer, and the license agreement accompanying these source codes.

List of Components

Component	License Information
cv.dll	Intel License Agreement for Open Source Computer Library
cvaux.dll	Intel License Agreement for Open Source Computer Library
highgui.dll	Intel License Agreement for Open Source Computer Library
OptCVa6.dll	Intel License Agreement for Open Source Computer Library
OptCVm6.dll	Intel License Agreement for Open Source Computer Library
OptCVw7.dll	Intel License Agreement for Open Source Computer Library
PThreadVC2.dll	GNU Lesser General Public License

Licenses and Copyrights

Below are the applicable licenses and copyright information that pertain to the components listed in the List of Components.

Dolby Laboratories

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



DTS

Manufactured under license from DTS Licensing Limited. DTS, the Symbol, & DTS and the Symbol together are registered trademarks & DTS 5.1 Producer is a trademark of DTS, Inc. Product includes software. © DTS, Inc. All Rights Reserved.



Intel License Agreement For Open Source Computer Vision Library

Copyright © 2000, Intel Corporation, all rights reserved. Third party copyrights are property of their respective owners.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistribution's of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

Redistribution's in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

The name of Intel Corporation may not be used to endorse or promote products derived from this software without specific prior written permission.

This software is provided by the copyright holders and contributors "as is" and any express or implied warranties, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose are disclaimed. In no event shall Intel or contributors be liable for any direct, indirect, incidental, special, exemplary, or consequential damages (including, but not limited to, procurement of substitute goods or services; loss of use, data, or profits; or business interruption) however caused and on any theory of liability, whether in contract, strict liability, or tort (including negligence or otherwise) arising in any way out of the use of this software, even if advised of the possibility of such damage.

GNU Lesser General Public License

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.

51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or

distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and

accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License.

Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more

than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or

its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution

limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING

RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

CLAPACK Copyright Notice

Anderson, E. and Bai, Z. and Bischof, C. and Blackford, S. and Demmel, J. and Dongarra, J. and Du Croz, J. and Greenbaum, A. and Hammarling, S. and McKenney, A. and Sorensen, D. LAPACK User's Guide. Third Edition. Philadelphia, PA: Society for Industrial and Applied Mathematics, 1999. ISBN: 0-89871-447-8 (paperback)

Chapter 21:

Technical Support

This chapter contains technical support information. It includes all the information to find the answers you need to assist you. You may also find answers quickly by contacting your local distributor/dealer.

Note: for more helpful tips on using the program, please visit our user forum or see the video tutorials at <http://directorzone.cyberlink.com/tutorial/pdr>.

Before Contacting Technical Support

Please take advantage of one of CyberLink's free technical support options:

- consult the user's guide or the online help installed with your program.
- refer to the Knowledge Base in the Support section of the CyberLink web site.

<http://www.cyberlink.com/prog/support/cs/index.do>

The FAQs may have information and helpful hints that are more current than the User Guide and online help.

When contacting technical support by email or phone, please have the following information ready:

- registered **serial number** (Your serial number can be found on the CD cover, the box cover, or in the email received after you purchased CyberLink products on the CyberLink store).
- the product name, version and build number, which generally can be found by clicking on the product name image on the user interface.
- the version of Windows installed on your system.
- hardware devices on your system (capture card, sound card, VGA card) and their specifications.
- the wording of any warning messages that were displayed (You may want to write this down or take a screen capture).

- a detailed description of the problem and under what circumstances it occurred.

Web Support

Solutions to your problems are available 24 hours a day at no cost on the CyberLink web sites:

Note: you must first register as a member before using CyberLink web support.

CyberLink provides a wide range of web support options, including FAQs, in the following languages:

Language	Web Support URL
English	http://www.cyberlink.com/prog/support/cs/index.do
Traditional Chinese	http://tw.cyberlink.com/prog/support/cs/index.do
Japanese	http://support.jp.cyberlink.com
Italian	http://it.cyberlink.com/prog/support/cs/index.do
German	http://de.cyberlink.com/prog/support/cs/index.do
French	http://fr.cyberlink.com/prog/support/cs/index.do
Spanish	http://es.cyberlink.com/prog/support/cs/index.do

Note: CyberLink's user community forum is only available in English and German.

Index

1

120Hz Time-sequential 33

2

2D

- burn disc in 171
- converting to 3D 86

3

3D 57

- burn disc in 173
- disc menus 170
- extrusion 118
- output formats 145
- overview 58
- producing in 144
- setting source format 57
- subtitles 135
- texture 118

3D depth

- Particle effects 112
- PiP effects 104
- subtitles 135
- Title effects 121

3D mode

- enabling 33

3D-BD 165

3D-Like 118

- overview 58

3D-Ready HDTV 33

A

Anaglyph 33

Animation

- paint 97

Aspect ratio

- setting 43, 78
- video clip 78

Audio

- adding 63
- capturing 47
- editing 71, 87
- importing 45
- keyframes 82
- mixing 128
- mixing in track 127
- muting 87
- normalizing 128
- reverse 86
- speed 86
- transitions 123
- trimming 76
- unlinking 55, 71

AVCHD 51

B

Backgrounds

- adding 63

Batch produce 140, 152

Beats 65

Burn

2D disc 171

3D disc 173

settings 175

Buttons

adding menu 168

per page 163

thumbnail index 163

C

Capture

content 51

media 47

preferences 52, 178

quality 52

settings 52

CD 51

Chapters

adding 133

thumbnails 134

Checkerboard 33

Chroma key 101

CLPV 78, 79

Color boards

adding 63

Confirmation preferences 179

Convert 2D to 3D 86

Create disc 155

Crop

images 80

videos 86

Cross transition 124

D

Dailymotion 148

Date 87

Detect

music beat 65

scenes 74

Detect faces 14

Devices 146

Digital TV 50

DirectorZone 8

downloading from 54

preferences 180

Discs

3D menus 170

burning 170

creating 155

customizing menus 164

editing menu 159

erasing 176

importing content 157

Menu Designer 164

selecting menu 158

Display

3D 33

dual preview 31

Dolby

copyright 193

Dolby Digital 171, 173

Download

from DirectorZone 8

media 53

Drawing 97
DTS 5.1 Producer 171, 173
Dual preview 31
Duration 77
DV camcorder 48
DVD 51

E

Easy editor 12
Edit
 audio 87
 media 71
Editing preferences 180
Effects
 adding 89
 downloading 54
 freeze frame 94
 keyframes 84
 modifying 90
 NewBlue 89
 particles 107
 PiP 95
 PiP objects 95
 shape 80
 titles 115
 video 89
Enable
 3D depth 104, 112, 121
Enhance 82
Erase discs 176
Erase mode 97
Explorer view 27
Export

 projects 44
Extract audio 55
Extrusion 118

F

Facebook 148
Fades 129
Features
 overview 1
File preferences 181
Fix 82
Flickr 53
Formats
 media 45
Freeform 80
Freeze frame 94
Full feature editor 11

G

General preferences 177
Green screen 101
Grid lines 31
Group objects 35

H

Hardware acceleration
 preferences 182
HDMI 1.4 Enabled 33
HDV camcorder 49
Hotkeys 185

I

Images

- adding 62
- aspect ratio 79
- cropping 80
- effects 89, 91
- enhancing 82
- fixing 82
- importing 45
- keyframes 82
- Magic Motion 92
- shape 80
- transitions 123

Import

- media 45
- projects 46

Insert 62

- projects 46

Intelligent SVRT 139, 190

Interlaced video 77

Interpolated technology 86

iPod 146

K

Keyframes

- adding 84
- effects 90
- settings 82

L

Latest features 1

Library window 27

Link 71

M

Magic Cut 88

Magic Fix 88

Magic Motion 91

- designer 92

Magic Movie Wizard 68

Magic Music 64

Magic Style 93

Markers

- music beat 65
- timeline 36

Media

- 3D 57
- arranging 61
- capturing 47
- downloading 53
- editing 71
- importing 45
- shape 80
- viewer 30

Menus

- 3D 170
- background 165
- customizing 164
- editing 159
- Menu Designer 164

- Microphone 50
- Micro-polarizer LCD 3D 33
- Mix audio 128
- Mobile phone 146
- Multi trim 74
- Music
 - adding 63
 - beat detection 65
 - editing 87
 - importing 45
 - Magic Music 64
 - mixing 128
 - trimming 76
- Mute audio 87

N

- NewBlue 89
- Non real-time 52
- Normalize 128
- NTSC 77

O

- OpenCL 182
- Overlap transition 124
- Overwrite 62

P

- Paint animation 97
- Paint Designer 25
 - using 97

- PAL 77
- Particle Designer 108
- Particle effects
 - 3D depth 112
 - adding 107
 - modifying 108
- Photos
 - adding 62
 - aspect ratio 79
 - cropping 80
 - editing 71
 - effects 89, 91
 - enhancing 82
 - fixing 82
 - importing 45
 - keyframes 82
 - Magic Motion 92
 - shape 80
 - transitions 123
- PiP Designer 100
- PiP effects
 - 3D depth 104
- PiP objects 95
 - adding 95
 - customizing 96
 - room 25
- Power Tools 86
- PowerDirector
 - system requirements 8
 - versions 3
- Preferences 177
 - capture 52
- Preview
 - 3D 33
 - render 38

- Preview
 - window 29
- Produce 139
 - batch 152
 - overview 140
 - preferences 183
- Profiles
 - capture 52
- Progressive video 77
- Project
 - preferences 183
- Projects 43
 - exporting 44
 - inserting 46
 - producing 139
- PS3 146

R

- Range selection 38
- Render preview 38
- Reverse 86
- Rooms 24
- Rotate 86
- Row-Interleaved 33

S

- Save
 - projects 43
- Scenes
 - detecting 74
- Screen snapshots 30
- Set 3D format 57

- Settings
 - burn 175
 - capture 52
 - media 165
- Shape 80
- Size limit 52
- Slideshows
 - creator 14, 69
 - designer 18
 - music preference 16
 - time-lapse 21
- SmartSound 64
- Snap to reference 31
- Source format 57
- Speed 86
- Split 71
- SRT 136
- Standard 2D 142
- Storyboard 42
- Subtitles 135
 - 3D depth 135
 - formatting 135
 - importing 136
- Support 205
- Supported formats 45
- Surround sound 171, 173
- SVRT 139, 190
- System requirements 8

T

- Technical support 205
- Text skin 118
- Texture 118

Thumbnail index 163
Time info 87
Time limit 52
Time stamp 87
Time-lapse 21
Timeline

- adding markers 36
- behavior 35
- overview 34
- track overview 34

Title Designer 116
Titles 115

- 3D depth 121
- animation 120

Track manager 38
Tracks 34

- adding 38

Transitions 123

- behavior 124

Trim

- audio 76
- multi 74
- video 72

TrueTheater 82
TV

- capture 50
- Format 77
- safe zone 31

U

Unlink 55, 71

V

Version table 3
Videos 86

- adding 62
- aspect ratio 78
- capturing 47
- converting to 3D 86
- cropping 86
- detecting scenes 55
- editing 71
- effects 89
- enhancing 82
- fixing 82
- importing 45
- interlacing format 77
- keyframes 82
- muting 87
- producing 139
- reversing 86
- shape 80
- speed 86
- transitions 123
- trimming 72, 74
- unlinking 55, 71

Vimeo 148
Voice clips

- adding 63
- mixing 128
- recording 130
- trimming 76

Voice over 130

W

WaveEditor 87

Web support 206

Webcam 50

Workspace

 creating new 43

 expanding 28

 overview 23

X

Xbox 146

Y

YouTube 148

Z

Zoom 31