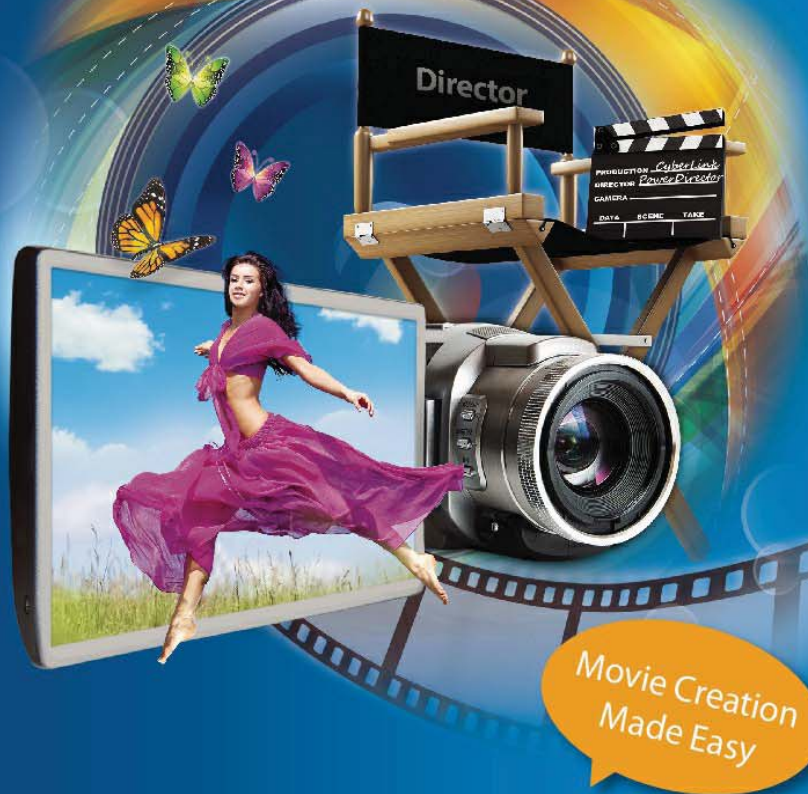


CyberLink



Movie Creation  
Made Easy

An Introduction to Video Editing with

CyberLink  
**PowerDirector 10** *Ultra*

**Fully Illustrated eBook with over 300 pages**

This step-by-step tutorial book helps users, ranging from new users to advanced editors, put together impressive home movies in a matter of minutes.



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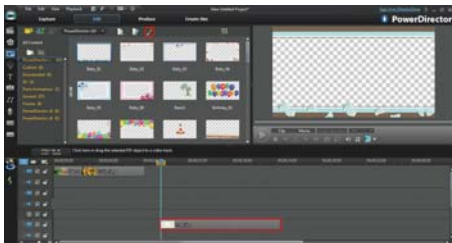
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## 2-8-6 Using the Paint Designer


CyberLink PowerDirector 10 now includes the Paint Designer, which lets you create hand drawn animation objects, such as map paths, your written signature, or hand drawn images that you can use in your video production.

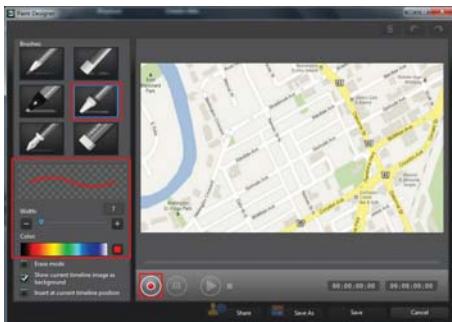
The following demonstrates how to draw a map path.

1. Drag an image of a map to an editing track, open the PiP Objects Room, and then click  to open the Paint Designer



**Note:** Since we are going to draw a map path, it is recommended that you drag the map image clip to an editing track and move the timeline slider to its timeline position before you open the Paint Designer. This ensures the image is used as the background in your paint animation object.

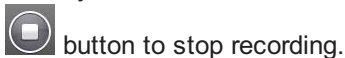
2. Select the type of brush, and then set the width and color of the drawn line. Click the  button and then start drawing on the map.



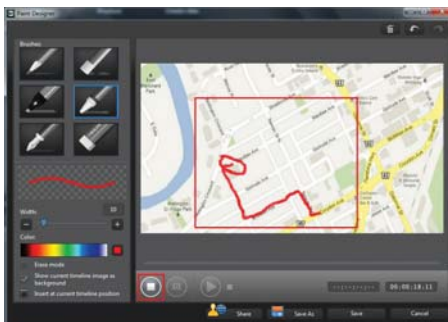




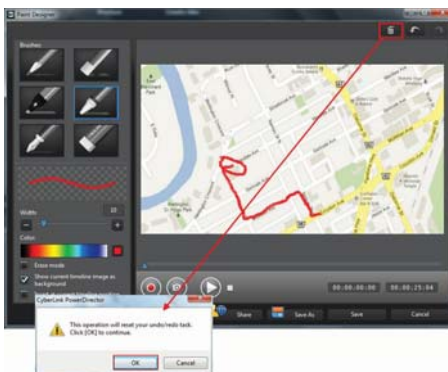
3. When you are done, click the




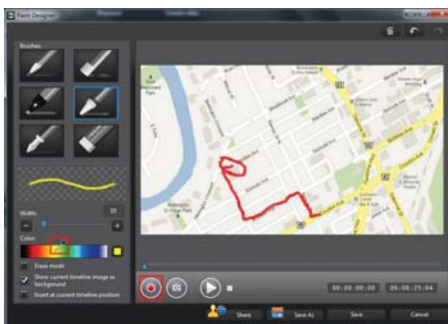
button to stop recording.



**Knowledge Base:** If you want to draw the map path all over again, simply click on the  button to erase the content you've drawn.




4. Use the eye dropper to change the color of the drawn line, and then click the  button to continue.

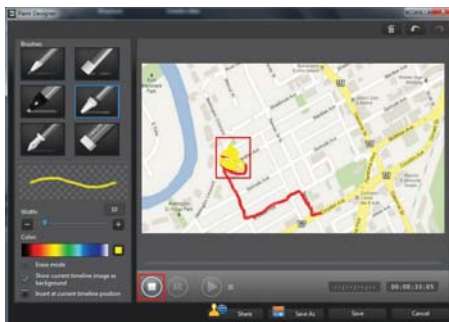




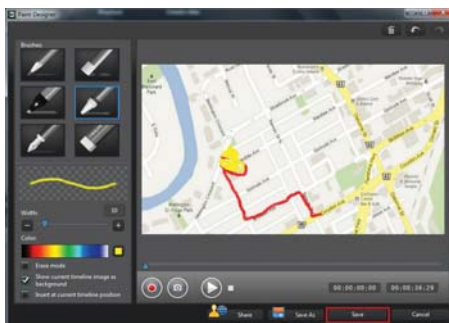
## Chapter 2 - Basic Features

5. The Paint Designer continues recording your animation.

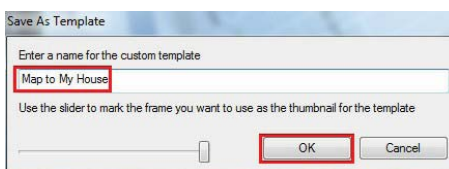
Click the  button to stop recording.



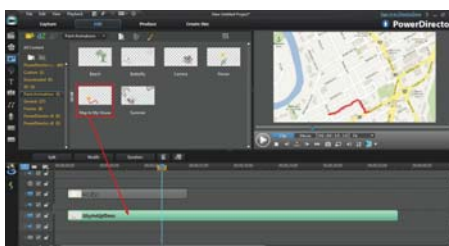
6. Click **Save** to continue.



7. Enter a custom name for your template, and then click **OK**.

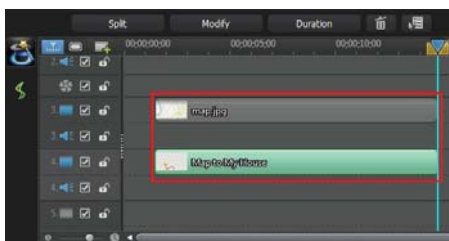


8. Drag the created paint animation object to an editing track below the map image clip.





9. Make the map image clip and the paint animation object the same length.



**Note:** Shortening the object's duration increases the speed of the animation. It does not cut off any of the animation.

### 2-8-7 The Paint Designer - Erase Mode

Besides drawing all kinds of shapes and lines, you can use the erase mode to create unique animation effects. With erase mode, you can switch the paint canvas background to a solid color, and then erase the color to reveal the image behind it as you draw.




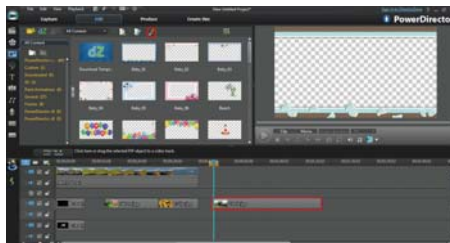
The Original Image



Using the Erase Mode




1. Drag a media clip to the editing track, and then click  in the PiP Objects Room.



2. Select the color black and then select the **Erase mode** checkbox. Note that the editing area becomes a solid black color.





**Extra Information:** You can choose a different color for the editing area.

3. Use the slider to set the width of the drawn line to 100, and then click the  button to start recording.

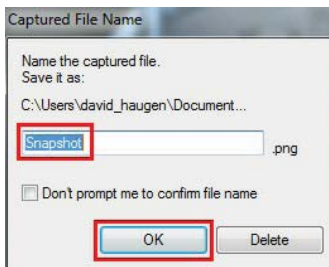




- Use the mouse to erase content in the preview window. When you are done, click the  button to stop recording.

**Knowledge Base:** You can click the  button to take a snapshot of a frame in the paint animation you created.

Enter a custom file, and then click **OK**.

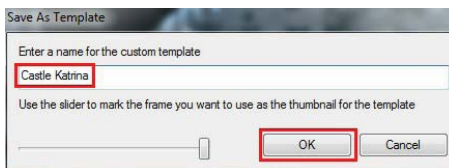




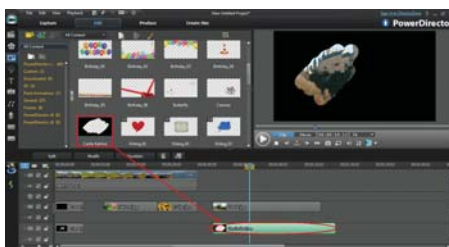
- When you are done, click **Save** to continue.



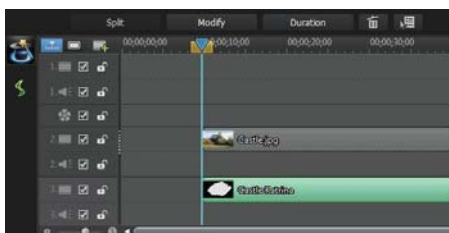
- Enter a custom name for your template, and then click **OK**.



- Drag the created paint animation object to an editing track.

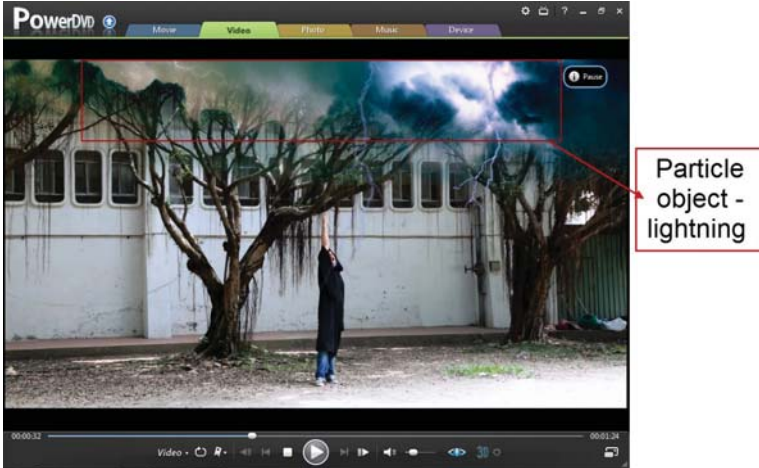


- Match the length of the image and the paint animation object.



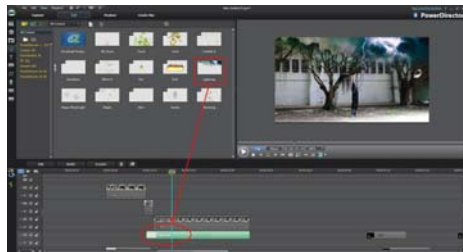
Paint animation objects are very useful, because they can be used with any video or image to provide an appealing animation effect for the media clips in your production.

## 3-1-5 Particle Object - Making Lightning Strikes in the Sky



In this video clip, the character waves his magic wand toward the sky and creates lightning strikes above him. The lightning effect in the Particle Room is used to make this lightning effect.

Open the Particle Room and then drag the lightning effect to the editing track.



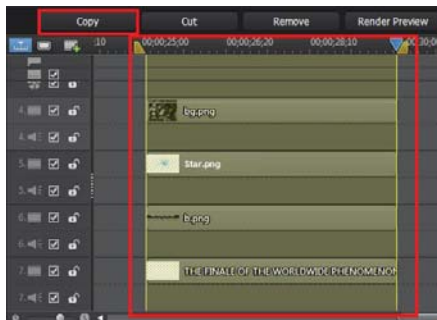


## 3-1-6 Using the Timeline - Copying the Cutaway Clips



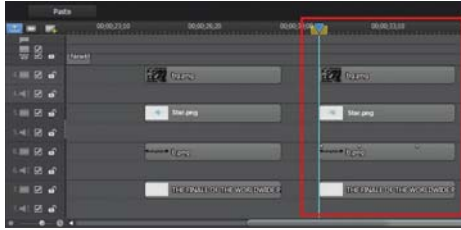
Another cutaway needs to be added before the next scene. The new cutaway has the same properties as the previous cutaway created in 3-2-3, and what needs to be replaced is only the text image. This section demonstrates how to copy the content of the previous cutaway and use them at the current position.

1. Click and drag the arrows on either side of the timeline slider to select the content of the previous cutaway. Then, click the **Copy** button.



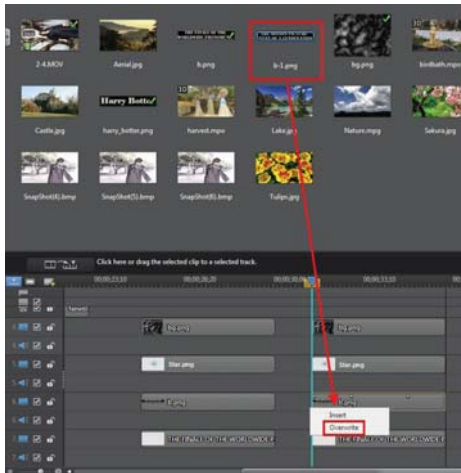


2. Move the timeline slider to the position where you want to copy the content, and then click the **Paste** button.

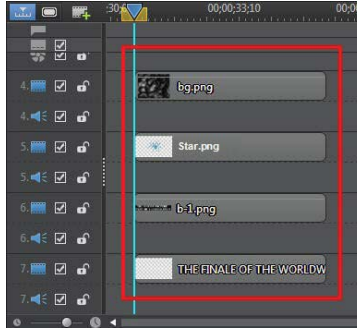


**Note:** You can only paste the copied content to another position on the same editing track. To copy and paste media among different editing tracks, you must first copy and paste it to another position on the same track, and then drag the copied media to another editing track.

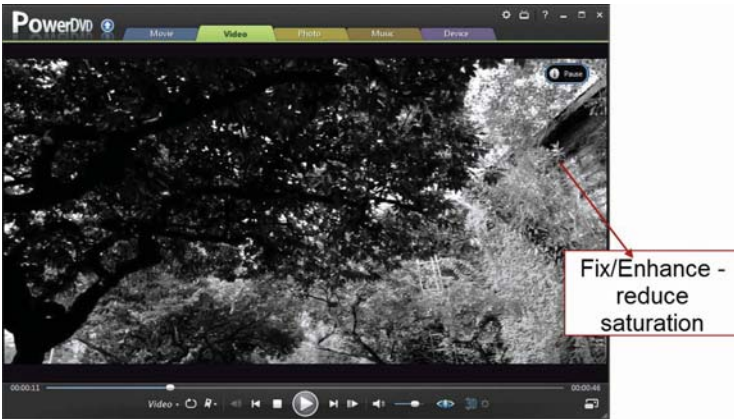
3. Replace the text image with another one.



4. You are finished creating the new cutaway.



## 3-1-7 Making a Video Black and White



Besides changing the color of images in the Effect Room, you can also use the Fix/Enhance function to adjust the hue or saturation of videos. Reducing the saturation of a video clip can turn it to black and white.

1. Select the video clip you want to modify, and then click the **Fix/Enhance** button. Select the **Color Adjustment** checkbox and then use the slider to reduce the saturation of the video clip.



2. Modify other video clips the same way you did in the previous step.



### 3-1-8 Particle Object - Creating an Explosion



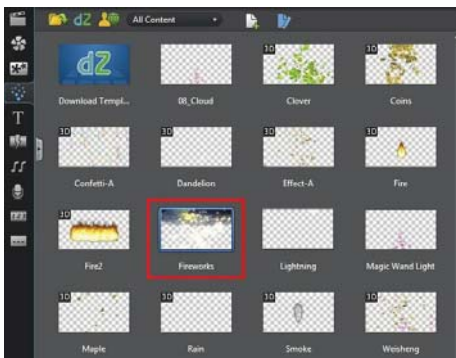
Particle object - modifying the Fireworks


You can create a new particle object from scratch or customize an existing particle object to your preference. This section demonstrates how to customize the Fireworks effect to create an explosion effect.

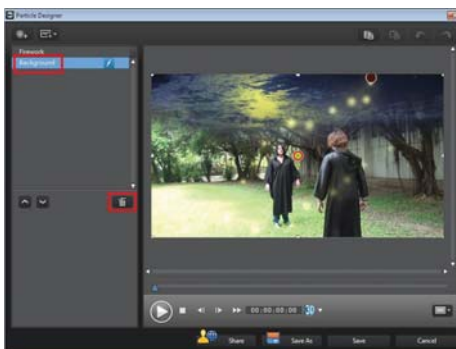
This particle effect template is available for free download on DirectorZone. You can locate it using the keyword "Whirling Explosion".




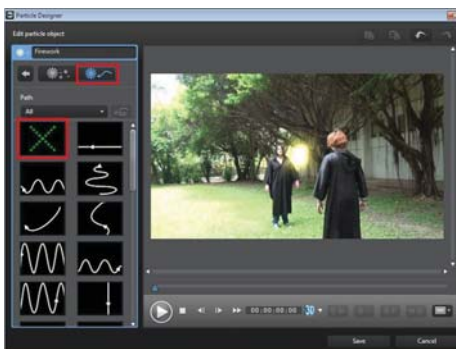
1. In the Particle Room, drag the Fireworks effect object to the editing track, and then click the **Modify** button to open the Particle Designer.



2. Select the **Background** object and then click  to delete it.



3. Select the Fireworks particle object, click on the motion tab, and then click  to delete the default motion path.



4. Change the emit method and the particle style.



5. Use the available sliders to adjust the parameters, and then click **Save**.

