

CyberLink

PowerDirector 18.3

User's Guide



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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 members forum or see the video tutorials at <https://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

Below is a list of some of the latest features within the CyberLink PowerDirector program.

- Use the Title Reveal Mask feature for more creative title text animation*.
- Encode AAC 5.1ch audio with MKV and MP4 files.
- Attach shapes created in the Shape Designer in Motion Tracker*.
- Export SRT subtitle files with or without SubRip style formatting*.
- Adds priority customer support feature within program*.
- Create custom callouts and annotations for your videos in the Shape Designer.
- Utilize more professional looking title sequences with motion graphics titles.
- More controls over effect speed and behavior in the PiP, Title, Particle, and Paint Designer.

- Edit projects with 1:1 aspect ratio.
- Adds import support for HDR video and MXF (8-bit 420 AVC), Apple ProRes (10-bit 422), Sony XAVC (8-bit) video files.
- Use the library preview window to preview, mark, and trim clips in the media library.
- Customize your editing workspace by undocking and moving the library window, timeline, and the preview windows.
- Preview 4K video productions with an Ultra HD preview resolution.
- Use audio scrubbing to preview the audio waveform of video and audio clips on the timeline.
- More snap/auxiliary lines that help to precisely position titles or other objects.
- View your project's audio levels right in the timeline with the timeline preview volume meter.
- Reverse the timeline track order so the main video track is at the bottom of the timeline.
- Customize your mouse wheel behavior for timeline scrolling.

*Note: * this feature is currently only available in the subscription version of CyberLink PowerDirector.*

DirectorZone and CyberLink Cloud


You can upload/download effects and templates, and back up media, preferences, projects, and more with the DirectorZone and CyberLink Cloud* features.


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

DirectorZone

DirectorZone is a free web service that lets you search for and download theme templates, PiP objects, paint animations, title templates, particle objects, sound clips, and disc menus created by other users of CyberLink PowerDirector.

To access the benefits of DirectorZone, you can sign in by:

- clicking the **Sign in to DirectorZone** link in the top right corner of the CyberLink PowerDirector window.
- clicking the  button at the top of the window to open the PowerDirector preferences, and then on the **DirectorZone** tab. See [DirectorZone Preferences](#) for more information.

Also, be sure to periodically click the  button to check out the latest **DirectorZone Bulletin** and view the **Popular templates on DirectorZone**. Just click in either of these sections in the Notifications window to view the bulletin or download these templates. Or go to <https://directorzone.cyberlink.com> to find out more information on the features and benefits of the DirectorZone web service.

CyberLink Cloud

CyberLink Cloud is a cloud storage service from CyberLink where users can upload and download their effects and templates, PowerDirector projects, produced video clips, and more. CyberLink Cloud allows users to back up media, preferences, projects, etc., and ensure their working environment is the same on multiple computers.

Note: CyberLink Cloud is a subscription cloud storage service that is included with some CyberLink products, and is available for purchase through our web site. For more detailed information, see <https://www.cyberlink.com/products/cyberlink-cloud/>.

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 view the PowerDirector version table, please go to our web site: https://www.cyberlink.com/products/powerdirector-video-editing-software-365/comparison_en_US.html

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

PowerDirector 365

PowerDirector 365 is a subscription based version of CyberLink PowerDirector that provides all the editing features you expect, and so much more.

Exclusive Features Just For Subscribers

All the powerful editing features that PowerDirector is famous for, plus exclusive access to the latest new product features and improvements whenever they're released. That means you'll be the first to get new video editing features when they're released every quarter.

Creative Design Packs – Unlimited to Subscribers, New Packs Every Month

As a PowerDirector 365 subscriber, you can get unlimited use of all creative design packs created by CyberLink. What's more, we're releasing new packs every month which you can access for free for the life of your subscription!

New Background Music & Sound Effect Packs Every Month

Never worry about finding the proper background music and sound effects for your video project! As a PowerDirector 365 subscriber, you get 100+ background music and 300+ sound effect clips with more added every month!

See the PowerDirector 365 home page for more information on all that is available:

https://www.cyberlink.com/products/powerdirector-video-editing-software-365/overview_en_US.html

PowerDirector for Android and iOS

The mobile app version of PowerDirector gives you the power to create amazing, awesome, engaging videos on-the-go. Import and edit videos, add effects and titles, and export HD video directly to YouTube. With PowerDirector's easy-to-use timeline interface, you can quickly create professional, effect rich videos with just a few swipes of your finger.

To download PowerDirector for Android or iOS for free, click on the URL below and download it from the Mobile Apps section:

<https://www.cyberlink.com/products/app-zone>

Or scan the QR codes below with your mobile device to quickly download it.




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 Notifications window.
2. Check the **New Updates** and **Upgrade Info** sections.
3. Select an item in these sections 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.

Minimum 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 10, 8/8.1, 7 (64 bit OS only)
Processor (CPU)	<ul style="list-style-type: none">• Intel Core™ i-series or AMD Phenom® II
Graphics Processor (VGA)	<ul style="list-style-type: none">• NVIDIA GTX220/470 (2010 Fermi)• AMD 5450 (2010 Evergreen)• Intel Ivy Bridge (2012)
Memory	<ul style="list-style-type: none">• 2 GB required (6 GB or above recommended)
Screen Resolution	<ul style="list-style-type: none">• 1024 x 768, 16-bit color
Hard Disk Space	<ul style="list-style-type: none">• 7 GB required
Burning Drive	<ul style="list-style-type: none">• Burning drive is required for disc burning purpose
Sound Card	<ul style="list-style-type: none">• Windows compatible sound card is required
Internet Connection	<ul style="list-style-type: none">• Internet connection required for initial software & file formats activation

*Note: please consult the CyberLink web site (https://www.cyberlink.com/products/powerdirector-ultimate/spec_en_US.html) for the most recent system requirements information. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Chapter 2:

PowerDirector Editing Modes

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 video aspect ratio for your project: **16:9**, **4:3**, **9:16**, **1:1**, or **360**.

- **Full Mode:** select this option to enter a multi video track editing mode, where all of the program's features are available to you. For more details about this mode, see [Full \(Timeline\) Mode](#).
- **Storyboard Mode:** select this option if you want to view a large graphical display of all your video clips and images on the first track in the timeline. See [Storyboard Mode](#) for more information about what's available in this mode.
- **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.
- **Auto Mode:** if you are new to the editing process and not sure how or where to get started, then auto mode's [Magic Movie Wizard](#) 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.

Note: select the **Always enter full mode** 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](#).


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 timeline 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.*

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.*

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.
5. In the Style & Music window, click the  button to [add background music](#) to your slideshow.
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. Also, if available, click the **Replace Background** button in the Preview window to replace the background image used in the slideshow, or **Customize** 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. To finish and close the Easy Editor, choose one of the following:
 - **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.

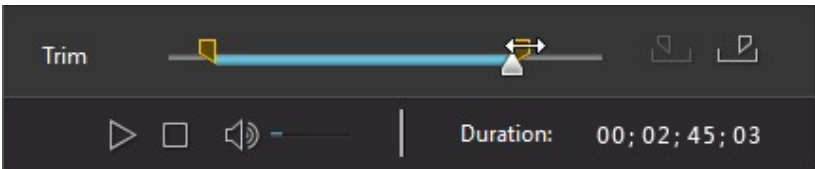
Note: if you select the **Advanced Editing** option, the Slideshow Creator adds your created slideshow to the timeline in the Edit window as a combined video file. If you'd like to do further editing on this slideshow (combined video file), just select it and click the **Customize** button above the timeline to edit in the Slideshow Designer. If you would like to remove the slideshow effects added by the template and display each individual photo in the slideshow on the timeline, just right-click on the file and then select **Remove Slideshow Effects**.

Adding Slideshow Background Music

If you want to use background music in your slideshow, click the  button in the Style & Music window of the Slideshow Creator to add music as follows:

1. In the Add Background Music window, click the  button to import a music file from your computer's hard drive, or  to download background music from the Background Music Library. Select the music file you want to continue.

2. If necessary, you can repeat step 1 to add more audio files, and then use the   buttons to set the playback order.
3. In the **Trim audio** section you can trim the length of the audio files 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.

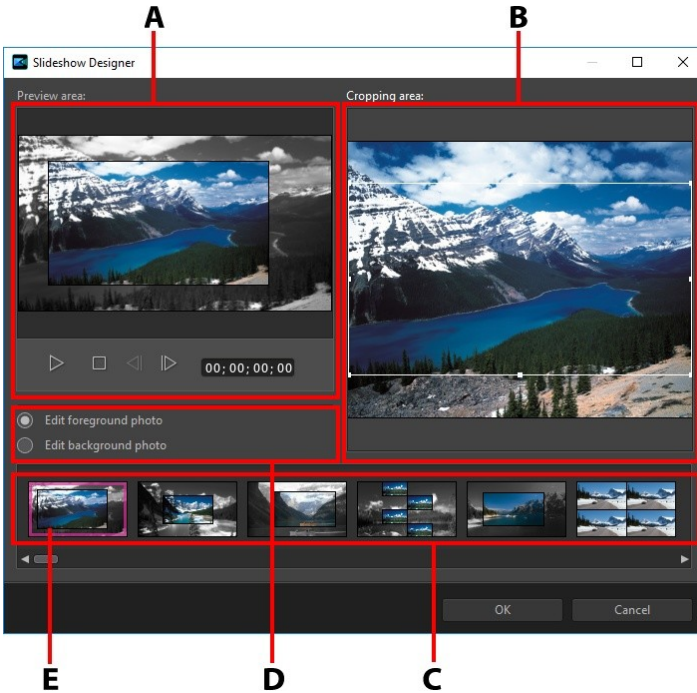


4. Select the **Fade-in** option to have the background music gradually fade-in at the beginning of the slideshow.
5. Select the **Fade out** option to have the background music gradually fade-out at the end of the slideshow.
6. Click **OK** to save your changes.

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 available for the style templates that utilize the Slideshow Designer.

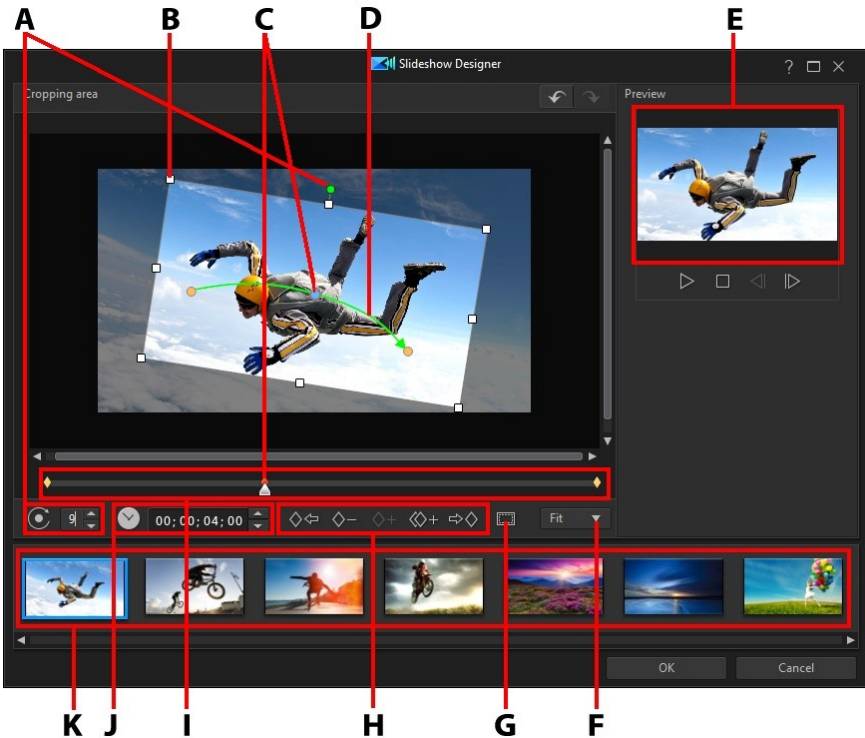
Camera/Cell Slideshow

When customizing a Camera or Cell slideshow in the Slideshow Designer, you can perform the following functions:


- in the 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.






Motion Slideshow

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



A - Rotate Focus Area, B - Focus Area, C - Timeline Indicator/Keyframes, D - Motion Path, E - Focus Area Preview, F - Preview Window Zoom In/Out, G - TV Safe Zone/Grid Lines, H - Keyframe Buttons, I - Keyframe Timeline, J - Set Slide/Photo Duration, K - Slide Area

- in the slide area, click on a specific slideshow slide/photo to view and edit it.
- in the field, set the duration the selected slide/photo will display in the slideshow.
- use the player controls or drag the slider to preview the current motion in the preview window.
- click on  to add keyframes to the keyframe timeline. By adding keyframes you can alter the motion, rotation, 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 at keyframe positions on the keyframe timeline to define the areas on the image 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 at keyframe positions on the keyframe timeline by entering the rotation amount in the  field and then pressing the Enter key on your keyboard. You can also click and drag  on top of the focus area to rotate the focus area manually.
- click on to  to zoom in or out on the preview window. 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 Lines** to have the focus area snap to the grid lines, TV safe zone, and boundary of the video area.

Highlight Slideshow

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

- in the 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.

3D/Balloon/Frozen Space/Outer Space Slideshow

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

- in the 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 photo on the slide.
- click the **Replace Background** button if you want to import a custom image to use as the slideshow's background.

Note: the slideshow background cannot be replaced for slideshows using the Balloon template.

- in the preview area, use the player controls to preview 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.

Auto Mode


If you are new to the editing process and not sure how or where to get started, then auto mode's 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.

To create your video production using the Magic Movie Wizard in auto mode, do this:



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

*Note: if you are in the timeline mode, you can quickly launch the Magic Movie Wizard by clicking on the  button above the Media Room library in the Edit module and then selecting **Magic Movie Wizard**.*

2. 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: if you entered the Magic Movie Wizard in the Edit module, follow the instructions in the Source window to select the media you want to use. Click  to remove any unwanted media files from your production.

3. When in Auto Mode, before proceeding to the next window, you can perform simple trims on video clips and crop any imported images as follows:

- hover your mouse over a video clip you want to trim, and then click  on its thumbnail to open the Trim window. See [Performing a Single Trim](#) for information on how to trim video clips.
- hover your mouse over an image you want to crop, and then click  on its thumbnail to open the Crop window. See [Cropping Images](#) for information on how to crop images.

4. Once you are done importing, trimming, and cropping, click **Next** to continue.





*Note: once you proceed, you can always click the **Previous** button to return to the Source window to import more media or trim/crop the imported video clips/images.*

5. In the Style window, select from the available movie styles and themes. Each style/theme you select will result in a different outputted video. Select **Free Download*** to get more style and theme 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 on our web site for detailed versioning information.*

- Click the **Settings*** button to add background music, set the movie's duration, and more by doing the following:

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

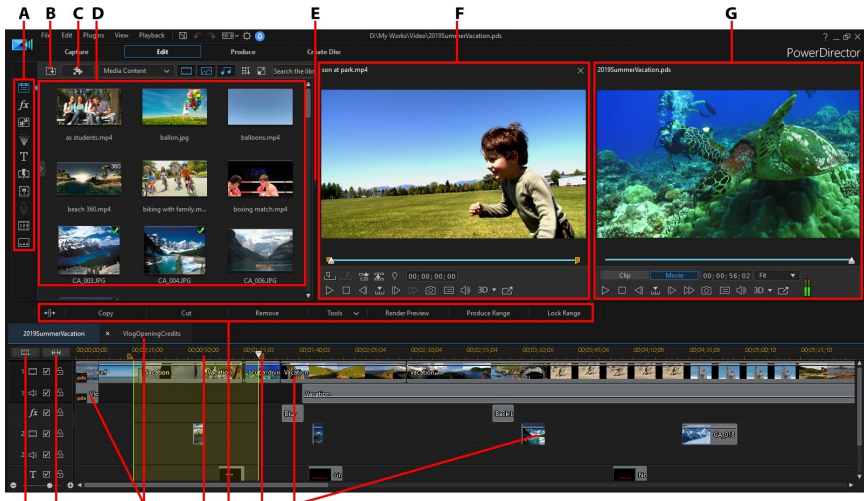
- click the  button to import a music file from your computer's hard drive, or  to download background music from the Background Music Library. Select the music file you want to continue. Use the  and  buttons to set the order of the music in the playlist. The total duration of all the music added is noted above 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 Movie 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.
- Click the **Advanced Settings** button to use the sliders to customize the criteria the Magic Movie Wizard's AI engine uses when cutting your movie. Click the **OK** buttons to set all your changes, and return to the Style window.
 - Click **Next** to continue.
 - In the Preview window the Magic Movie Wizard generates a version of your production. If available, 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, change the criteria settings, duration, or import more media. You can also click the **Edit in the Theme Designer** button (if available) if you want to customize the theme template used. See [Using the Theme Designer](#) for more information.*
- Click **Next** to continue.
 - You are done. To finish and close the Easy Editor, choose one of the following:

- **Produce Video:** click to enter the Produce module 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 module. See [Creating Discs](#).
- **Advanced Editing:** click this option if you'd like to perform some more advanced editing on your production in the Edit module.

Chapter 3:

PowerDirector Workspace

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



A - Rooms, B - Import Media, C - PowerDirector Plugins, D - Library Window, E - Expandable Workspace, F - Library Preview Window, G - Project Preview Window, H - Editing Workspace, I - Range Selection, J - Function Buttons, K - Timeline Ruler, L - Nested Projects/Sequences, M - View Entire Movie, N - Track Manager

PowerDirector Modules

When you are within the main program window of CyberLink PowerDirector, there are four main modules available to you.

Module	Description
Capture	Capture media in a number of formats, from a variety of different sources. See Capturing Media .
Edit	In the Edit module 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 module you can output your created production to a video file in a variety of formats (including 3D formats), a device (camcorder, mobile phone, or other portable device), or upload it to YouTube, DailyMotion, Vimeo, and more. See Producing Your Project .
Create Disc	Use the features in the Create Disc module 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 timeline or storyboard mode, it automatically opens in the Edit module. Just click on the module button at the top of the window to quickly switch to the available modules to perform your required task.

Rooms


The various rooms in the Edit module 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 and the PowerDirector plugins. 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, or view your library of saved and express projects.

Click  to access the PowerDirector plugins. See [PowerDirector Plugins](#) for a detailed description of the plugins and their available features.

Managing the Media Library

Use the  button to manage the media in your media library. You can sort the media, change the media thumbnail icon size, or select **Details** to view file information instead of a thumbnail.

***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.*

Other media library management options include:

***Note:** see [Library Window](#) for more information about the library menu options available in all rooms.*


- **Export Library:** select to export your entire media library as a file for backup, in the PDL (PowerDirector Library) format.
- **Import Library:** select to import a media library PDL file, exported from another project or version of CyberLink PowerDirector.
- **Empty the Library:** select to empty the entire contents of the media library.
- **Remove All Unused Content from Library:** select if you just want to remove the media that is not being used in the current project.

Content Aware Details

When in the Media Room, you can select the **Content Aware Details*** option from the library menu to view the analysis results for all the video clips analyzed and edited in Content Aware Editing. Clips that were previously analyzed are indicated by the green (good parts) and light brown (bad parts) dots in the specific columns.

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

To analyze video clips in this view, select them in the **Analyze** column and then click the **Analyze** button.

To edit a video clip using Content Aware Editing, click . If the video clip has not yet been analyzed, CyberLink PowerDirector will do this first before opening the Content Aware Editing window. See [Content Aware Editing](#) for more detailed information on this feature.

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.

Video Overlay (PiP Objects) Room

The Video Overlay (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 Video Overlay (PiP Objects) Room also includes shapes, paint animation objects, and access to the Shape Designer and Paint Designer.

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

For information on adding PiP objects, see [Adding PiP Objects](#). If you want to create shapes and captions in the Shape Designer, see [Using the Shape Designer](#). 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, clouds, 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 a library of title effects that allow you to add movie titles, screen captions, credits, etc. on your videos.

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

For more information, see [Adding Title Effects](#).

Note: if you want to add subtitles to your video, see the [Subtitle Room](#).

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: you can create your own custom transitions, or edit existing alpha transitions, using the Transition Designer. See [Modifying Alpha Transitions in the Transition Designer](#) for more information.

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 production, 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 on our web site for detailed versioning information.*


Subtitle Room

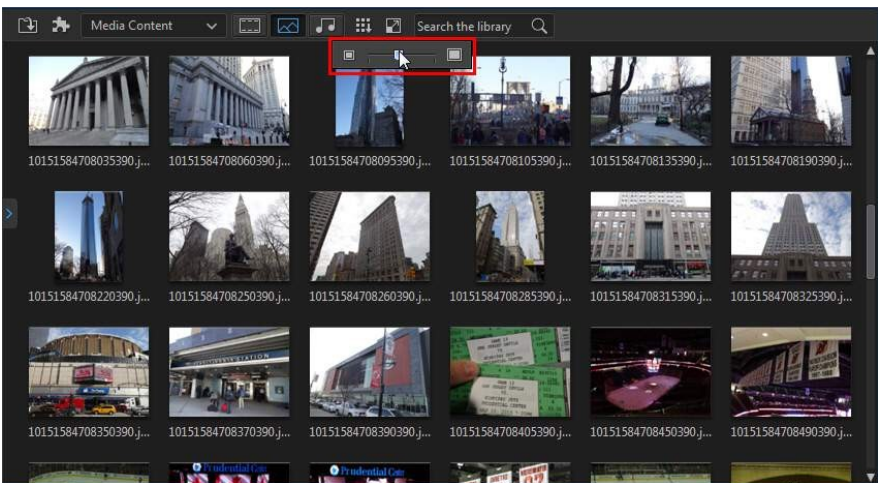
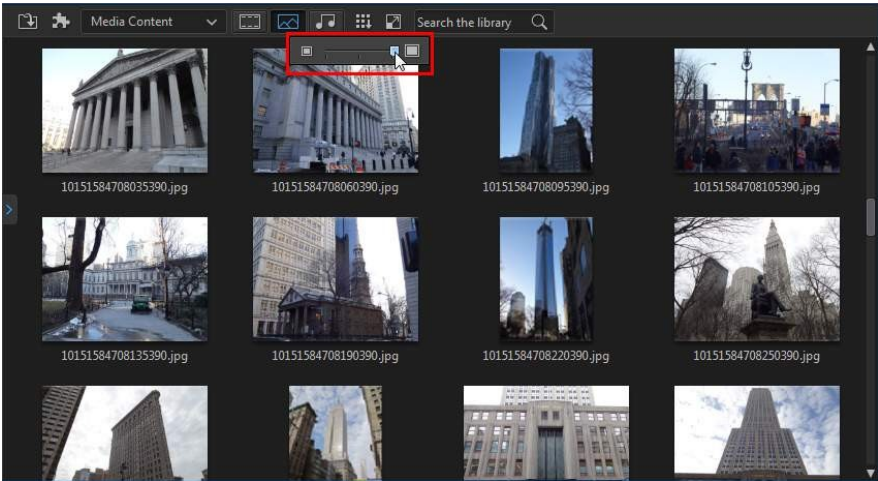
In the Subtitle Room you can add subtitles to your video production manually or through the import of a TXT, SRT, or MKV file. For more information, see [Adding Subtitles](#).

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 (Effect Room, PiP Objects Room, 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.

Click the  button above the library window and then use the slider to adjust the size of the media thumbnails in the library.



You can also resize the media thumbnails by selecting a default size from the library menu.



Explorer View

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

In the explorer view you can use tags to categorize the media, templates, and effects in your library. This lets you quickly browse through and filter what is in each room.

Note: you can also use tags to filter the express projects in your library. See [Using an Express Project for more information on express projects](#).

In the explorer view you can:

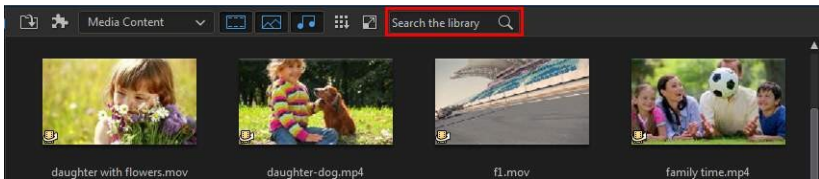
- click on  to add a new tag in a library window.
- select an existing tag and then click  to delete a previously created tag.
- filter the media in the library window by selecting an existing tag.

Searching the PowerDirector Library

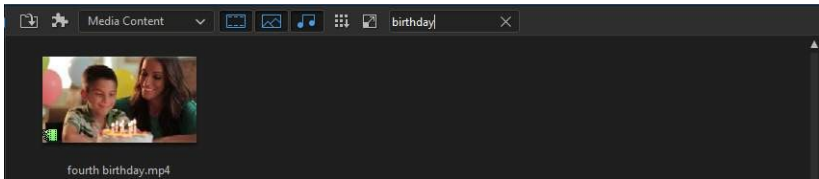
If you are looking for specific media, effects, or templates in a library window, use the search function to find it.

To search in the library, do this:

1. Enter in a keyword in the search field located on top of the library window.



2. CyberLink PowerDirector filters the content in the library window based on the keywords entered.

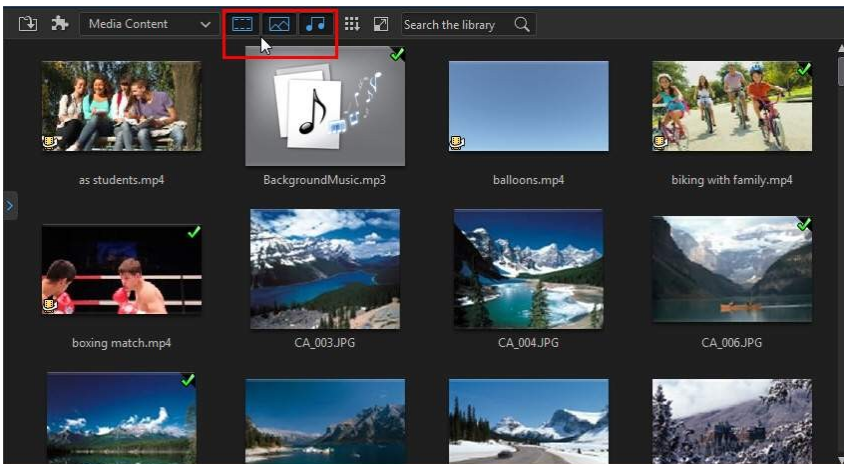


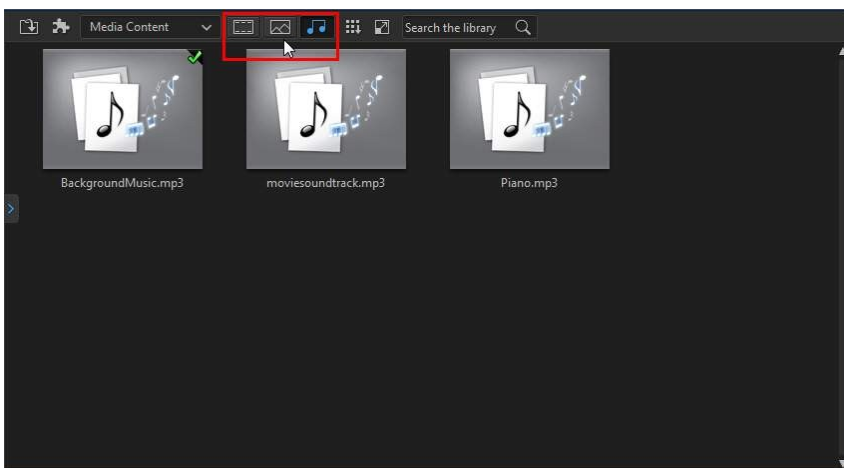
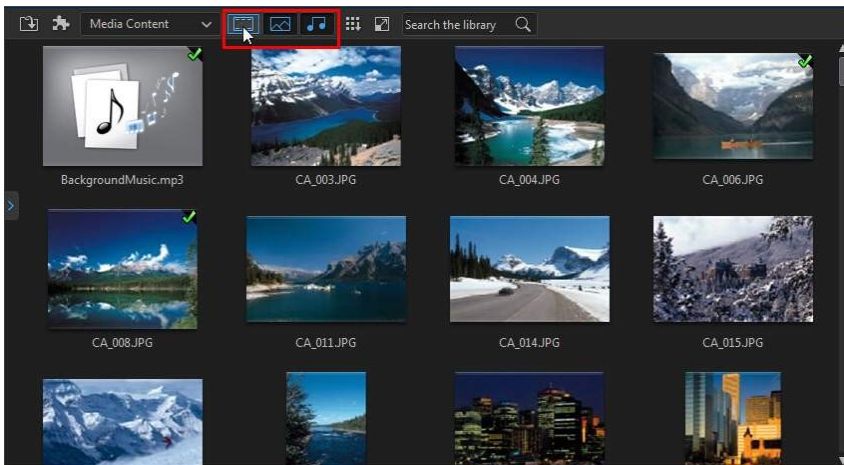
Note: click on  to clear the search results.

Filtering Media in the Library


Use the available drop-down menus at the top of the library window to filter the media that is displayed. For example, when viewing the media in the Media Room, use the **Media Content** drop-down to display just your imported media files, available color boards, background music and images, sounds clips, and your saved projects. Select **Express Projects** to view a library of project templates you can use. See [Using an Express Project](#) for more information.

If you'd like to filter the media files that are in the library by file type, use the three buttons above the library window. Click these buttons to hide media so you can more easily find what you are looking for.





Library Menu

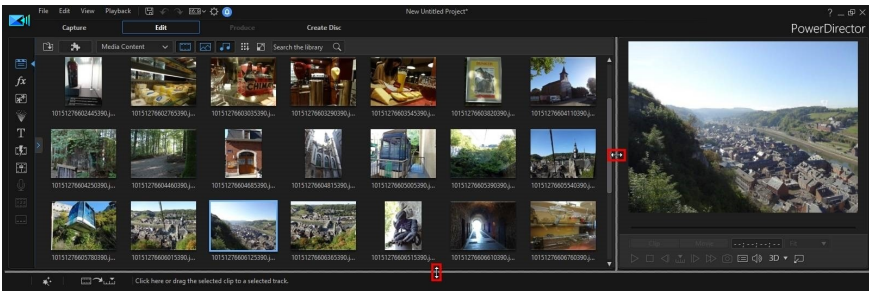
Click on  to access the library menu. In the library menu you can sort the content in a room by name, date created, file size, and more. You can also select all the content in the room or change the media/effect thumbnail display size. Other

options that are available in the library menu, but are dependent 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 and layout 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 and timeline as you work.






Note: you can customize your editing workspace by undocking and moving the library window, timeline, and the preview windows. See [Undocking Windows](#) for more information.

Undocking Windows

In CyberLink PowerDirector you can undock the entire workspace, allowing you to completely customize it. To undock the library preview window or the project preview window, click the  button. To undock the window that contains your media, effects, etc., right-click on the window and then select **Dock/Undock Library Window**. To undock the editing timeline, right-click on it and then select **Dock/Undock Timeline Window**.

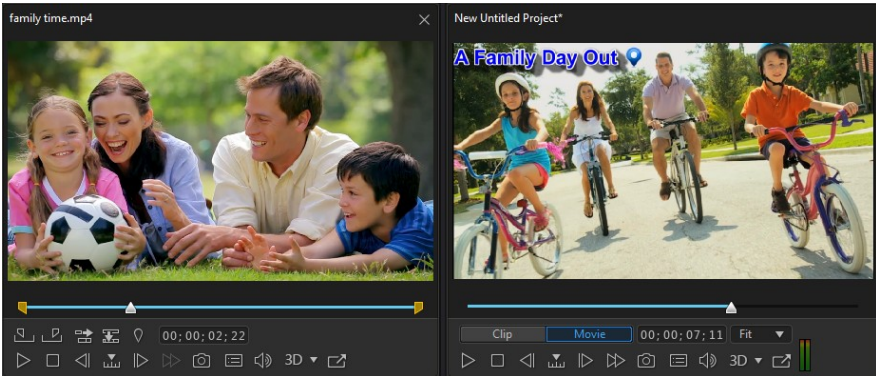
Once undocked, you can:

- click on the undocked window and drag it to another position, or move it to an extended desktop.

- click  to view your library or project preview at full screen. Press the Esc key on your keyboard to exit full screen mode.
- click  to maximize any of the undocked windows. Click  to restore the maximized window.
- click  to minimize any of the undocked windows. To show the minimized window:
 - click the **Library Preview** button to show the minimized library preview window.
 - click the **Timeline Preview** button to show the minimized project preview window.
 - click the **Media Library** button to show the minimized library window.
 - click the **Timeline** button to show the minimized timeline window.
- click on  to re-dock the library preview or project preview window. To re-dock the window that contains your media, effects, etc., right-click on the window and then select **Dock/Undock Library Window**. To re-dock the editing timeline, right-click on it and then select **Dock/Undock Timeline Window**.

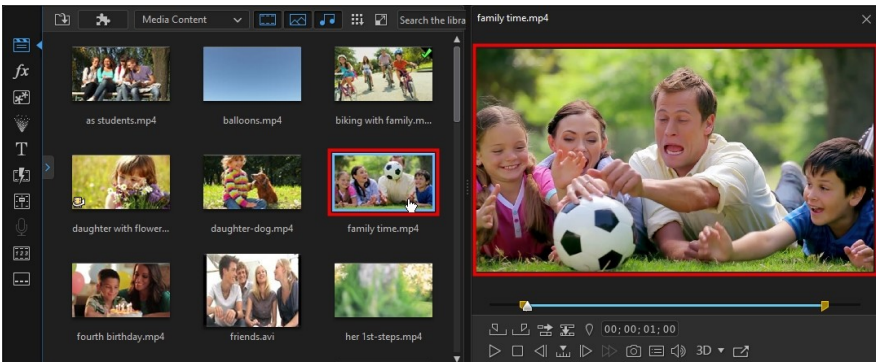
Preview Window

While editing your video production you can preview the media in your media library in the library preview window, and your entire video project in the project preview window.



Library Preview Window

The library preview window* lets you preview media files and effects in the media library in a separate window from your current project preview. You can also use it to add clip markers and perform single trims on media clips before adding them to the timeline.



Note: * optional feature in CyberLink PowerDirector. Check the version table on our [web site](#) for detailed versioning information.

To enable the library preview window, do either of the following:

- from the **View** menu, select the **Library Preview Window** option.


- right-click on a media file in the media library, and then select **Show in Library Preview Window**.

To close the library preview window, just click on the **X** in the top right corner of the window.


Performing a Single Trim in the Library Preview Window

In the library preview window you can perform a single trim on video and audio files in the media library.



To trim a video or audio clip in the library preview window, do this.

1. In the media library, select the video/audio clip that you want to trim.
2. Use the player controls in the library preview window to find where you want the trimmed clip to begin, and then click  to set the mark in position or drag the mark in position slider to this position.



3. Use the player controls in the library preview window to find where you want the trimmed clip to end, and then click  to set the mark out position or drag the mark out position slider to this position.




4. Click the  button to add the trimmed clip to the selected track on the timeline at the current timeline slider position. You can also click the  button to add the clip to the selected track on the timeline, overwriting any clips at the current timeline slider position.

Note: if you drag the clip to the timeline, CyberLink PowerDirector will input the original video/audio clip to the timeline, not the trimmed clip. You must use the buttons in the library preview window to insert the clip into the timeline.

Adding Clip Markers to Video Clips in the Library Preview Window

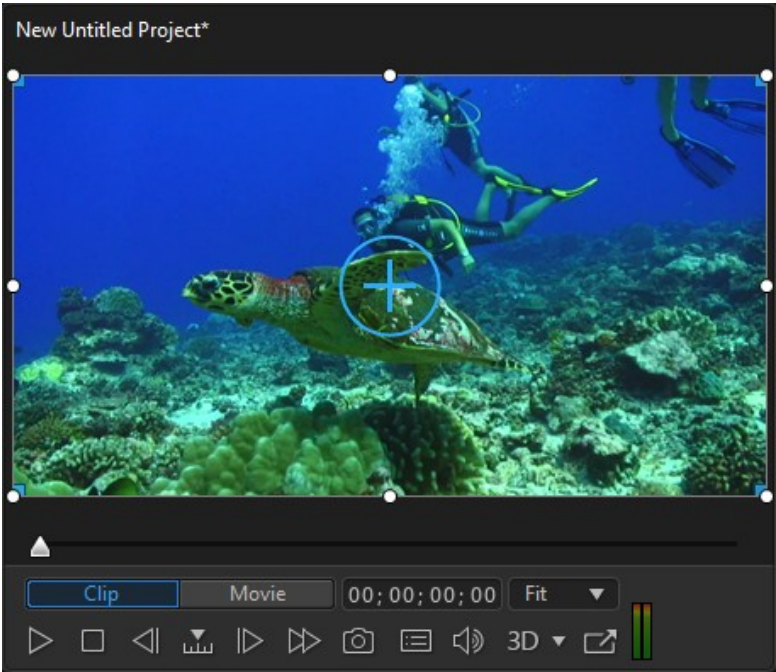
You can add clip markers to a selected video/audio clip in the library preview window.

To add a clip marker, do this:

1. In the media library, select the video/audio clip that you want to add the clip marker to.
2. Use the player controls in the library preview window to find the moment/time position in the clip where you want to add the marker.
3. Click the  button to add the clip marker.
4. Input a **Note** for the new clip marker, if required.
5. Click on **OK** to add the new timeline marker.

Project Preview Window

The project preview window lets you preview clips in the media library (when the library preview window is not enabled), and your video editing project as you edit it in the timeline.



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 items are hidden.

***Note:** you can set PowerDirector to auto switch the playback mode to **Movie** mode in [Editing Preferences](#).*

Zoom in/Out Controls

When you place media on the timeline, use the **Fit*** drop-down underneath the project 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 or expands off screen.

***Note:** * optional feature in CyberLink PowerDirector. Check the version table on our [web site](#) for detailed versioning information.*


Timeline Preview Volume Meter

From the **View** menu, select **Timeline Preview Volume Meter*** to view the audio levels in your video project in the project preview window.


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

Preview Player Controls


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

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.


Click the  button to undock the preview windows for a larger view of your production. See [Undocking Windows](#) for more information.

Preview/Display Options

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

Note: you can also set these options in [Display Preferences](#).

Preview Quality

Click , select **Preview Quality**, and then a preview quality from the list (Ultra HD*, Full HD, HD, High, Normal, or Low Preview Resolution) to set the resolution/quality of the video used when previewing your movie in the project preview window. The higher the quality you select, the more resources that are required to preview your video project.

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

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 specified frames per second. See the timeline frame rate option in [General Preferences](#) for information on setting the correct frame rate for your production.
- **Non Real-time Preview:** mutes the audio and displays a preview at a reduced speed to help make editing go more smoothly. 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 and Produce Range options. See [Range Selection](#) for more information on these functions.

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 > On** 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 and title text on the video image.

Once enabled, select **Snap to Reference Lines*** to have the selected objects snap to the grid lines, TV safe zone, and the boundary of the preview window. Clips will also snap to other clips and the editing canvas' horizontal/vertical middle.

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

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 then select **Dual Preview*** to extend your workspace and preview media/video production on secondary displays.

*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 on our web site for detailed versioning information.*


Once enabled, when you click play in the preview window, you can preview your media/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.

Preview Screen Snapshots

While previewing media in the library or your video project, click  to take a screen snapshot and save it as an image file that's added to your media library. The resolution of preview screen snapshots is 1920x1080, no matter the project preview resolution or the resolution of the original clip, except for projects with an Ultra HD* preview resolution, which are captured at 3840x2160.

Note: if you want the screen snapshot to be the same resolution as the original video clip, take it while the clip is in the media library. See [Capturing Screen Snapshot from a Video Clip](#) for more details.

You can also take a 3D* screen snapshot (just enable 3D mode) and then save it as an MPO or JPS image file.


Note: * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Before taking the snapshot, you can set its file format (and default file name) on the [File Preferences](#) tab.

Playing 360° Media Files

After 360°* video and image files are imported into the media library, they can be played back in 360° viewer mode. To play back a 360° media file in 360° viewer mode, do this:

Note: see [360° Media Files](#) for more information about imported 360° videos and images. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

1. First, ensure your project's aspect ratio is set to **360**. See [Setting Project Aspect Ratio](#) for more information.
2. Select the 360° media file in the media library or on the project timeline.
3. Click  to enable the 360° viewer mode.
4. If it is a video file, click the play button to start playing it back.
5. Use the 360 controls to view and explore the 360° environment.



Note: you can also click and drag your mouse in the preview window to explore the 360° environment.

360 Controls

When you select or play 360° media files, there are extra 360° controls available in the preview window.



When viewing or playing a 360° media file, you can click and drag on the preview

window to pan around the 360° environment or use the  controls to pan left, right, up, or down. Note that you can click the  in the middle of the controls at any time to reset to the default viewing position.

Note: you can also use your mouse's scroll wheel to zoom in and out within the 360° view.

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 on our web site 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 media/video production in 3D. To enable, just click 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 click the  button.

Editing Workspace

The editing workspace is where you create your project by adding your media, various effects, transitions, title effects, etc. The editing workspace has two different modes, the full and storyboard modes. They are accessed at first launch in the [PowerDirector launcher window](#).

Note: once you have entered one of the editing workspace modes, if you'd like to switch to the other mode, you can do so by pressing the Tab key on your keyboard.

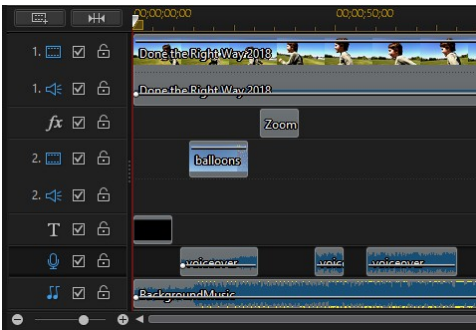
Full (Timeline) Mode

When you select Full Mode at startup, you enter the timeline editing mode where all of CyberLink PowerDirector's features are available and you can view your entire project based on running time. This view is useful if you want to insert media, effects, subtitles, etc. at a specific moment or frame in the production. The timeline also provides a view of all the tracks, media, and other content (chapter markers, subtitle markers) that are displayed in the timeline.

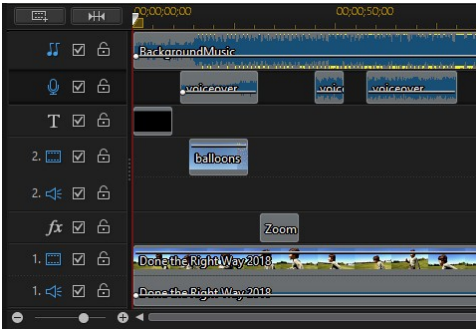
Note: you can click and drag the timeline slider to preview the audio waveform of a video or audio clip on the timeline with audio scrubbing. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Timeline Order

By default, the main video track in the timeline where you place your media is track 1 and is the top track in the timeline. All the overlay effects and PIP videos/images are then placed below this main track in the timeline.













However, you can reverse the timeline order in [Editing preferences](#), so that the main video track (track 1) is at the bottom of the timeline, and you then add all overlay effects and PIP images/videos on the higher tracks in the timeline.



Timeline Tracks

The timeline contains the following tracks:

Track	Description
	<p>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.</p>
	<p>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 the bottom track in the timeline. You can have up to 100 audio tracks by adding more in the Track Manager.</p>
	<p>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.</p>
	<p>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.</p>

	The voice track contains a narrative voice-over or other audio clips.
	The music track contains your video's soundtrack.
	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.
	The clip marker track displays all of the clip markers on your media clips. Clip markers are automatically added when using Music Beat Detection or the Screen Recorder . Or they can be added manually on each individual media clip on the timeline. Right-click on the timeline and then select Show Clip Marker 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.
- media clips will snap to other clips on the timeline for easy placement in your production. If want to move the clips more freely on the timeline, you can disable snap to clips in [Editing Preferences](#).
- 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.

Click  to auto fit your current project in the timeline area if you want to view the entire movie in the editing workspace. You can also right-click on the timeline ruler and select **View Entire Movie** to do this. 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 on our web site for detailed versioning information.*

Adding Timeline Markers

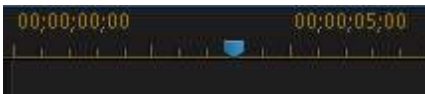
To add a timeline marker, do this:

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

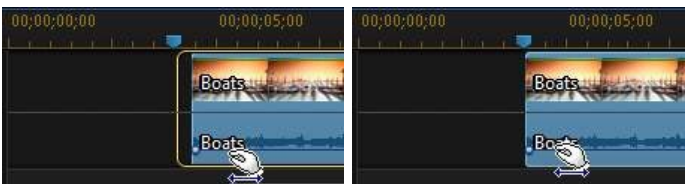


Note: use the timeline ruler to expand the timeline for a more precise placement of timeline markers.

2. Once you have found the time where you want to place the timeline, right-click on the ruler and then select **Add Timeline Marker**.
3. Input a **Note** 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 **Edit Timeline Markers** to view a list of all the timeline markers you have added. In this list you can remove any of the existing markers, or double-click in the Note column to edit the associated text.

Clip Markers

You can manually add markers to a selected clip in the timeline. Once added, media clips and effects snap to the clip markers, allowing for more precise editing.

Adding Clip Markers

To add a clip marker, do this:

1. First, ensure that the clip marker track is displayed. To display it, right-click on the timeline and then select **Show Clip Marker Track**.
2. Select the clip on the timeline.



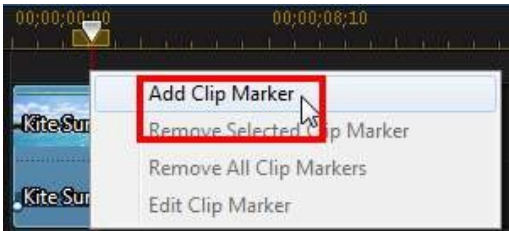
3. Drag the timeline slider to the moment/time position in the clip where you want to add the marker.



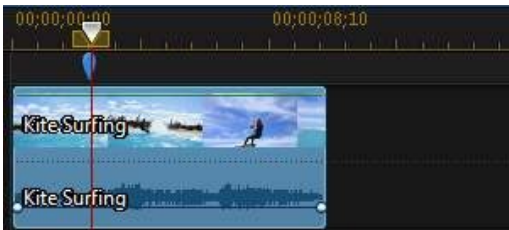
4. Right-click at the timeline slider position on the clip marker track,



and then select **Add Clip Marker**.



5. Input a **Note** for the new clip marker, if required.
6. Click on **OK** to add the new timeline marker.







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



Note: you can manually drag a clip marker to different position if the original is not in the exact location you wanted it. Also, if you move the media clip to another position on the timeline, its clip markers move with it.

Function Buttons

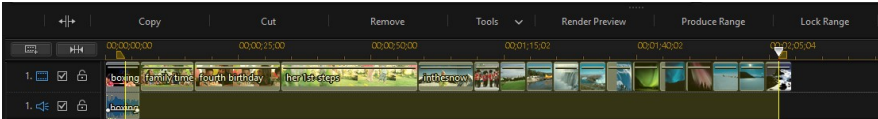
When you select media that is on the timeline, whether it's a video clip, image, audio clip, effect, title effect, etc., several function buttons display above the timeline. These buttons let you perform a variety of tasks or gain access to some important features of CyberLink PowerDirector.

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 on our web site for detailed versioning information.*



Once selected, right-click on the selection, select **Loop Playback**, and then click the play button if you want to continuously play back of the selected range. You can also cut or copy the range, and then paste it 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.

Click **Render Preview** to have CyberLink PowerDirector render a video preview of only the highlighted range for playback in the preview window. Click **Produce Range** to produce just the selected range in the Produce window, outputting it as a video file that will be added to the media library.

Click **Lock Range** if you want to lock the selected range. Once locked, you can more easily preview and even add additional media into the range for previewing, rendering, or producing. Click **Lock Range** again to unlock the selected 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 on our web site for detailed versioning information.*

Adding Tracks to Timeline

Each video track you add, adds another layer of PiP video over the main video track (track 1).

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 mode, 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.

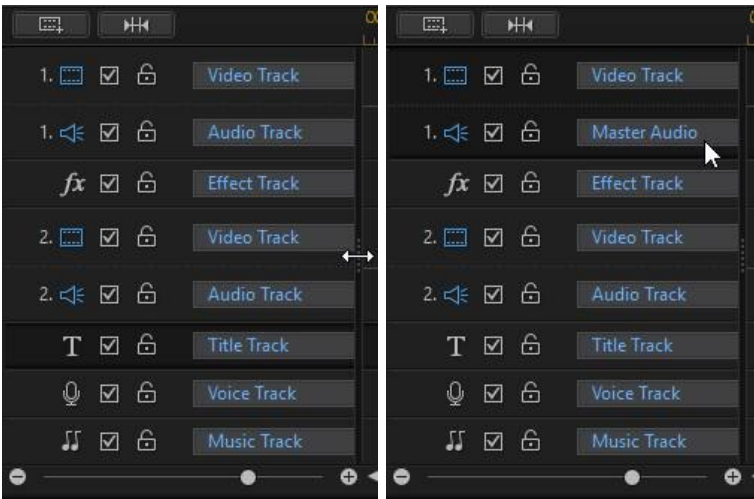
To quickly remove any unwanted tracks from the timeline, just right-click on the timeline and then select **Remove Empty Tracks**.

Customizing Timeline Tracks

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

Customizing Track Names

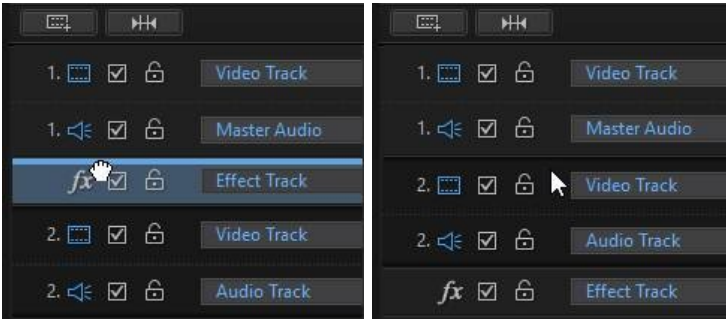
To make it easy to identify all of your tracks if you have lots of media on multiple tracks, drag the left sidebar to reveal the track names.



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 Video Track Height** to adjust the height of all the video tracks in the timeline to one of the default sizes. Select **Adjust Audio Track Height** to resize all of the audio tracks, including the music track, voice track, and each video track's corresponding audio track.

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 on our web site for detailed versioning information.*

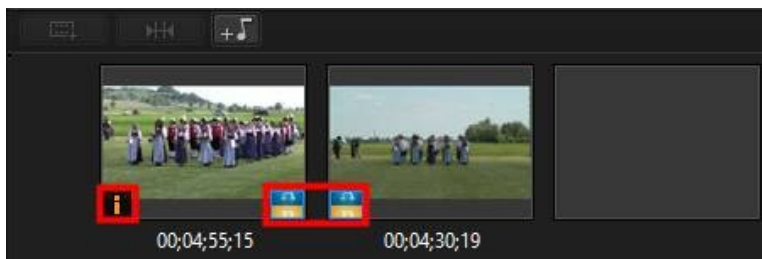
To enable a track in the timeline, select  to the left of the track.


Storyboard Mode


Storyboard mode is 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.

Note: some features are unavailable in the storyboard mode. If you try to perform a function that is unavailable, the program switches to the timeline mode automatically. You can switch back to storyboard mode after using the function by pressing the Tab key on your keyboard.

Added transitions and effects are viewable and editable in storyboard mode. Just select the "i" icon and then the **Effect** function button to edit added effects, or select the transition icon and then **Modify** to customize the transition settings.




To add background music in storyboard mode, just click the  button and then do this in the Add Background Music dialog:

1. Click the  button.
2. Select the audio file you want to use as the background music.
3. Use the slider to mix the audio level, by deciding whether to have more background music (**More music**) or the original video's audio (**More video**) in the production.
4. Click the **OK** button.

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 > Pack Project Materials** from the menu.*

Use the options in the **File** menu to save, create new, or open existing projects in CyberLink PowerDirector. 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 that's currently in your library, select **File > New Workspace**.

***Note:** saved PowerDirector projects are now easily accessible in the media library, and they are also reusable. See [Reusing PowerDirector Projects](#) for more information.*

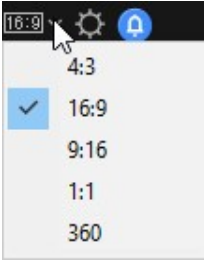
If you have a CyberLink Cloud subscription you can upload saved projects and more to CyberLink Cloud*. See [CyberLink Cloud Projects](#) for more information.

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

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, and your outputted video, select **4:3**, **16:9**, **9:16***, **1:1***, or **360*** from the aspect ratio drop-down at the top of the window.



When you select 360, your project will actually have an aspect ratio of 2:1 and is for users wanting to create and produce 360° virtual reality videos. See [360° Video Projects](#) for more detail about these types of projects, and [Playing 360° Media Files](#) for more information on the extra preview window controls available in these types of projects.

If you want to create/output a vertical video or video for playback on a portrait monitor, you should select the 9:16 aspect ratio.

If some of the video clips you want to use in video production have a different aspect, you can adjust their aspect ratio once in the timeline. See [Adjusting Video Clip Aspect Ratio](#) for more information.

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

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 or CyberLink Cloud*. Exported projects can then be imported into another computer running CyberLink PowerDirector.

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


To export your project to a DV tape select **File > Export > Write to DV Tape**. To export it to a folder select **File > Pack Project Materials**. If you have a CyberLink Cloud subscription you can select **File > Pack Project Materials and Upload to**

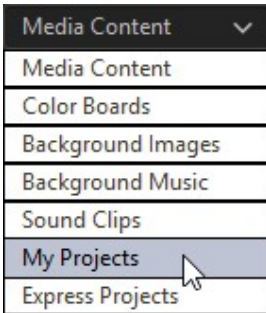
CyberLink Cloud to back up all the media files, and the project file, in a folder on CyberLink Cloud.

Reusing PowerDirector Projects

All projects created in CyberLink PowerDirector are reusable, allowing you to use them as templates or as a part of your future productions. To access all your saved projects, make sure you are in the Media Room, and then do either of the following:

Note: reusing your projects is similar to express projects, except you replace your media instead of the media placeholders. See [Using an Express Project](#) for more information.

- click  to open the explorer view and then click **My Projects**.
- select **My Projects** from the Media Content drop-down.



Note: to play back a saved project, just double-click on it in the media library.

To reuse a saved project, just select it in the media library and then drag and drop it to a desired position on the timeline. See [Importing PowerDirector Projects](#) for more information. Depending on the insert project behavior specified in [Editing preferences](#), you can either insert it as [a nested project](#) or as [an expanded project](#).

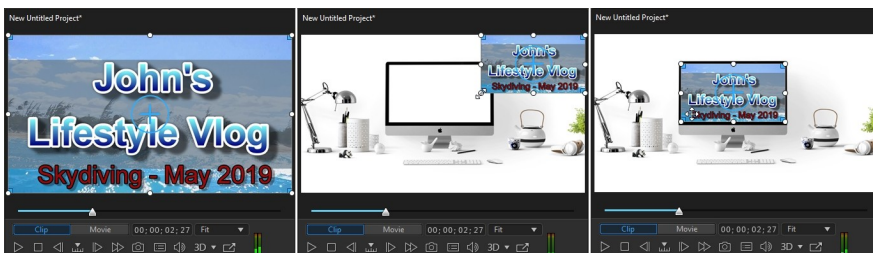
Note: when you add a saved project to the timeline, all of its media is automatically added back into the media library.

Once the saved project is in the timeline, you can simply replace all of the existing media clips, templates, and effects with the content you want to use in your new production. To do this, just drag the media clips/effects/templates to the desired positions on the timeline, hovering over the clip/effect/template you want to replace, drop it, and then select **Replace**. This replaces the current content with the new content you want to add, without changing the structure of the project.

Note: if a media clip you are replacing is shorter than a newly added video/audio clip, CyberLink PowerDirector automatically trims the video/audio clip to fit the space. For all other media clips, CyberLink PowerDirector automatically resizes them to fit the original clip's duration.

Nested Projects

Nested projects are previously saved PowerDirector projects that can be [added to the timeline like any other media clip](#). Once added, you can [move, resize, rotate](#) and [reshape](#) the nested project to fit your requirements.



360° Video Projects

360° video projects let you create virtual reality videos you can output as a video file, or upload to YouTube or Vimeo.

Note: if an imported 360° media file is not displaying correctly (no 360° logo), it usually means the file is in the RAW format and was not converted (stitched) for playback. The 360° media file must be stitched before it can be used in a 360° video project in CyberLink PowerDirector. See the documentation for your 360 camera manufacturer for information on stitching the files for viewing and editing. * this feature is not available in some versions of CyberLink PowerDirector.

To play a 360° media file, just select it in the media library and then use the playback and 360 controls. See [Playing 360° Media Files](#) for more information. For information about editing these types of projects, see [Editing 360° Video Projects](#).

CyberLink Cloud Projects

If you have a CyberLink Cloud subscription you can select **File > Upload Project to CyberLink Cloud** to store project files on the CyberLink Cloud* service from CyberLink.

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

To download a project that was saved on CyberLink Cloud, including projects that were packed in a folder with their media (materials), select **Download Project from CyberLink Cloud** from the **File** menu. In the window that displays, select a project and then click **Download**.

Note: when you open a packed project stored on CyberLink Cloud, the project file and all the project media is downloaded to your local computer and stored in the download folder specified in [CyberLink Cloud Preferences](#).

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, in the **Edit** module 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.

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

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

- **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: for users with a PowerDirector 365 subscription, you must manually import stock videos downloaded in the CyberLink Application Manager. By default, the stock video files are downloaded to the following folder: C:\Users\Public\CyberLink\Downloaded Video

Supported File Formats

CyberLink PowerDirector supports the following file formats for importing.

Supported Video File Formats

File Format	File/Support Details
3GP, 3G2	3rd Generation Partnership Project 2 files are a mobile phone format.
AVI	Microsoft AVI, Dual-stream AVI, and DV-AVI formats supported.
DAT	Format of video stored on VCD discs.
DVR-MS*	Format of recorded video from Windows XP Media Center Edition, Windows Vista, and Windows 7.
FLV	Flash video file. H.264 codec supported.
M2T*	HDV format from Sony.
MKV	Matroska Multimedia Container. H.264 and H.265* codecs supported.
MOD*	Panasonic and JVC digital camcorder file format.
MOV	QuickTime file format. H.264, H.265*, alpha PNG, and Apple ProRes* 10-bit 422 codecs supported.
MP4	MPEG-4, AVC H.264*, HEVC H.265*, and XAVC S* (8-bit) codecs supported.
MPEG, MPE, MPG	MPEG-1*, MPEG-2*, and HD MPEG-2 formats supported.
MTS*, M2TS*, TS, TRP	MPEG-2 Transport Stream used in broadcast systems, TV boxes, and AVCHD camcorders.
MVC*	Multiview Video Coding is encoded stereoscopic 3D video.
MXF*	Sony, Panasonic, and Canon professional camcorder format. 8-bit 420 AVC and XAVC supported.
TOD*	JVC Everio camcorder video file format.
VOB*	Video data file from a DVD disc.

File Format	File/Support Details
VRO*	DVD-VR video file format.
WEBM*	Format for high quality online videos, using VP9 codec (including 10-bit HDR) and Opus audio.
WMV, ASF	Video files that utilize Windows Media compression technology.
WTV*	Video files recorded in Windows Media Center.

HDR Video

PowerDirector now supports 10-bit HDR* video import. HDR 10-bit BT.2020 (HDR10 and HLG) is converted to SDR 8-bit BT.709 during import.

Supported Audio File Formats

File Format	Support/File Details
AAC	A lossy digital audio compression audio file.
FLAC	Free Lossless Audio Codec is an audio coding format for lossless compression of digital audio.
M4A	MPEG-4 audio file format and ALAC from Apple for lossless data compression.
MP3	A compressed audio file format with close to CD quality sound.
OGG	A compressed audio file that utilizes Ogg Vorbis audio compression.
WAV	Waveform Audio File Format is an audio file format from Microsoft and IBM.
WMA	Audio files that utilize Windows Media compression technology.

Supported Image File Formats

File Format	Support/File Details
BMP	A bitmap image file.
GIF	The Graphical Interchange Format File. Support for both GIF image files and Animated-GIFs.
HEIC*	A file format from MPEG for images and image sequences.
JPEG, JPG, JPE	A lossy compression format for digital images.
JPS*	A stereoscopic JPEG image used for creating 3D effects from 2D images.
MPO*	A 3D photo format based on JPEG that stores multiple images in a single file.
PNG	Portable Network Graphic format.
RAW	Camera raw image formats. Supported raw formats: ARW (SONY), CINE (Vision Research), 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). Raw images are converted to JPEG once imported.
TIFF, TIF	Tagged Image File Format.

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

360° Media Files

You can import and edit video and image files that were recorded with a 360° camera. Once imported, the 360° video files are automatically detected and indicated by a 360° logo in the top right of the thumbnail.

Note: if an imported 360° video file is not displaying correctly (no 360° logo), it usually means the file is not using the 360 equirectangular projection video format required for editing. See the documentation for your 360 camera manufacturer for information on producing the video file in this format. * this feature is not available in some versions of CyberLink PowerDirector.

See [Playing 360° Media Files](#) for information on the additional preview controls available in the preview window for these types of videos. See [360° Video Projects](#)

for more information on the what type of editing you can perform with these types of media files, and what features are not available.

Setting 360 Projection Format

If CyberLink PowerDirector did not detect your 360° video file and you are sure it has been produced for playback and editing, you can manually set the 360 projection format. You can also disable 360° mode for a file that was mistakenly detected as a 360° video file.

Note: if you want to use 360° video clips and images in a 2D video production, you still need to set the correct 360 projection format to ensure the media displays properly in 2D.


To set the 360 projection format, do this:

1. Right-click on a 360° media file in the media library and then select **Set 360 Projection Format**.
2. Select the 360 projection format by selecting one of the following:
 - **Equirectangular (360°)**: equirectangular video is the standard projection used in 360° video. Equirectangular projection displays the 360° video environment, which is a sphere, onto a rectangular video screen.
 - **2D Format (Not 360°)**: select this option if the selected media file is actually 2D content.

Note: if you want to use 360° video clips in a conventional video production, setting the projection format as 2D is not going to help. You will need to create the conventional video using the 360° footage in the [View Designer](#).

3D Media

CyberLink PowerDirector supports both 3D* video (Dual-stream AVI, MVC*, Side-by-Side Video*, Over/Under Video) and 3D images (JPS*, MPO*). 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 on our web site 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 [Power Tools: 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 a 3D media file in the media library and then select **Set 3D Source Format**. If the media file is on the timeline, right-click on it, select **Set Clip Attributes**, and then **Set 3D Source Format**. The Set 3D Source Format window displays.
2. 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).

3. From the drop-down available, **Specify whether to display the left or right eye frame first**. Use this feature if while 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.
4. 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 title effects, 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 on our [web site for detailed versioning information](#).*

Importing PowerDirector Projects

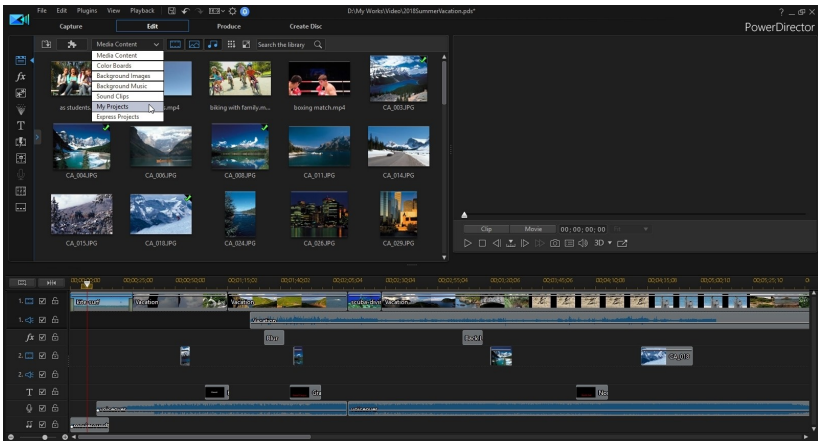
CyberLink PowerDirector projects (.pds files) you worked on and saved previously can be imported and then directly inserted into your video production's timeline as either a nested or expanded project. Depending on the set insert project behavior, you can either insert projects as [a nested project](#) or an [expanded project](#).

Inserting Nested Projects

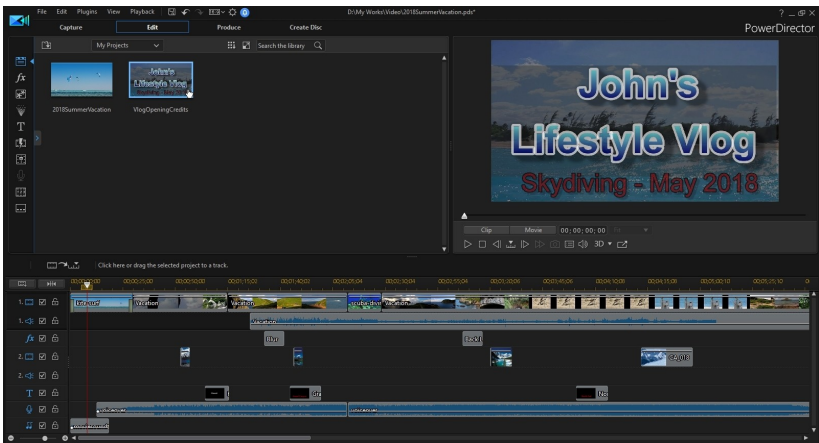
Your previously saved projects can be imported as nested projects, allowing you more flexibility and to make edits without affecting the rest of your existing project.

To insert a nested project, do this:

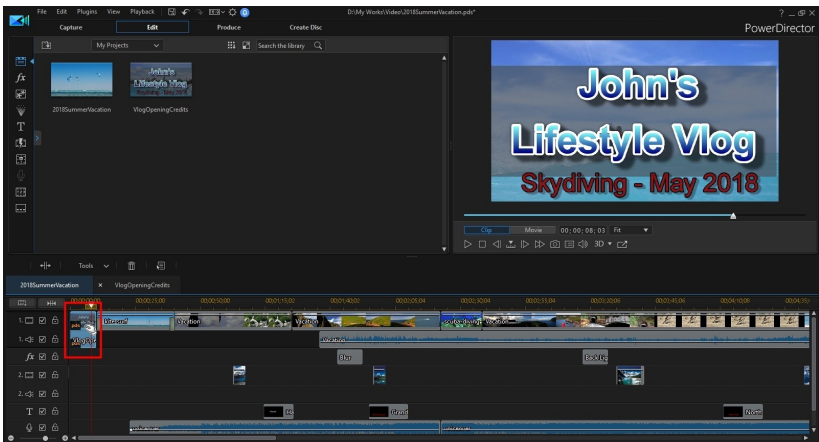
1. Ensure your insert project behavior is set to **As Nested Project** in [Editing preferences](#).
2. While working on an existing PowerDirector project, go to **My Projects** section of the media library.



3. Select the saved project in your library that you want to import as a nested project.

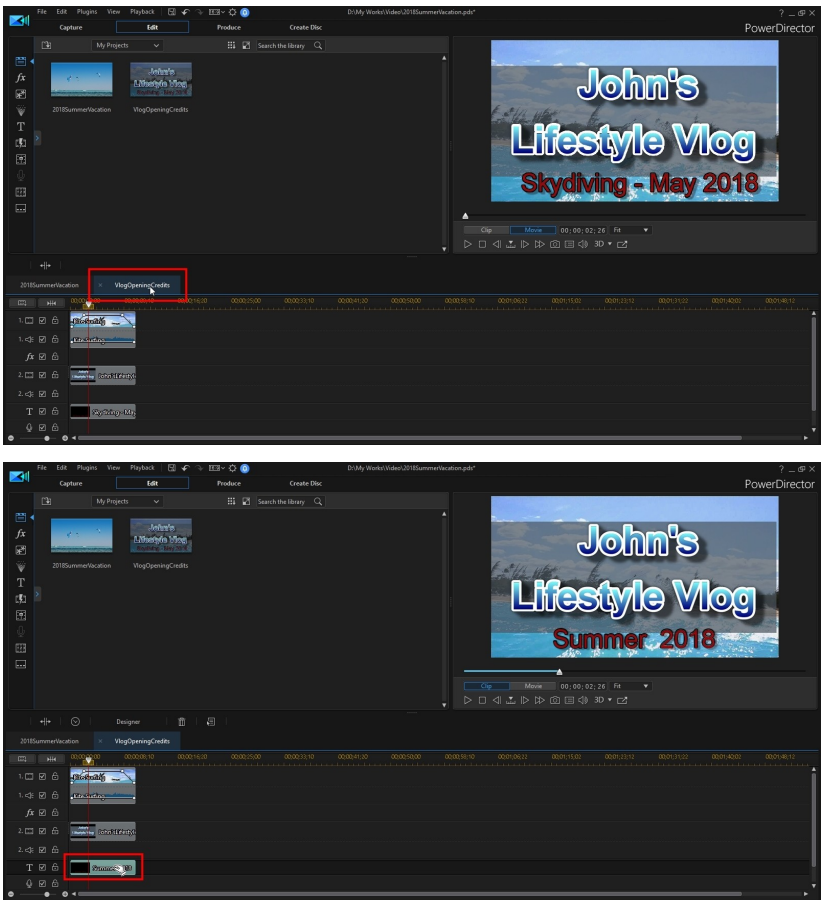


4. Drag it to the position in your project's timeline where you want it to be located.

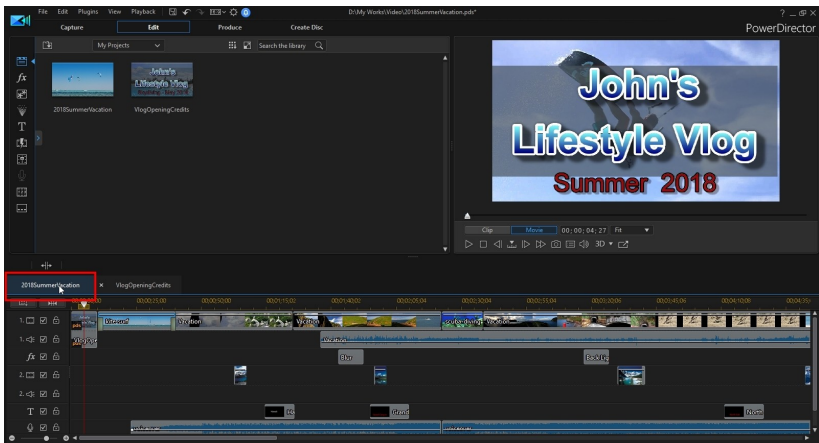


Note: you can also select **File > Insert Project** to import a project at the current timeline slider position.

5. Now you can click on the nested project's tab to perform edits on it so it fits your current project.



6. Click back on your current project's tab to continue editing.

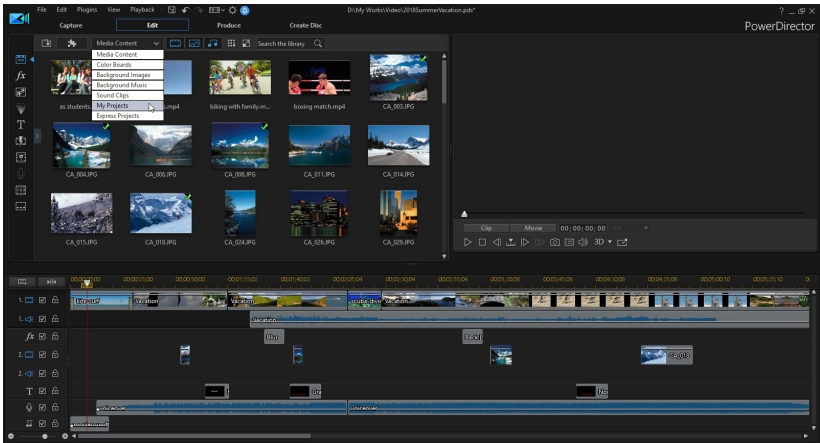


Inserting Expanded Projects

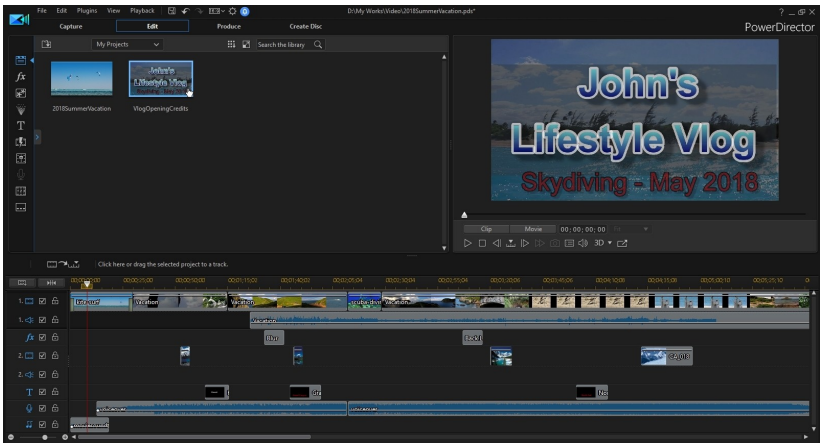
Your previously saved projects can be imported as expanded projects, which imports a project's media files, effects, transitions, etc. directly in the timeline.

To insert an expanded project, do this:

1. Ensure your insert project behavior is set to **As Expanded Project** in [Editing preferences](#).
2. While working on an existing PowerDirector project, go to **My Projects** section of the media library.

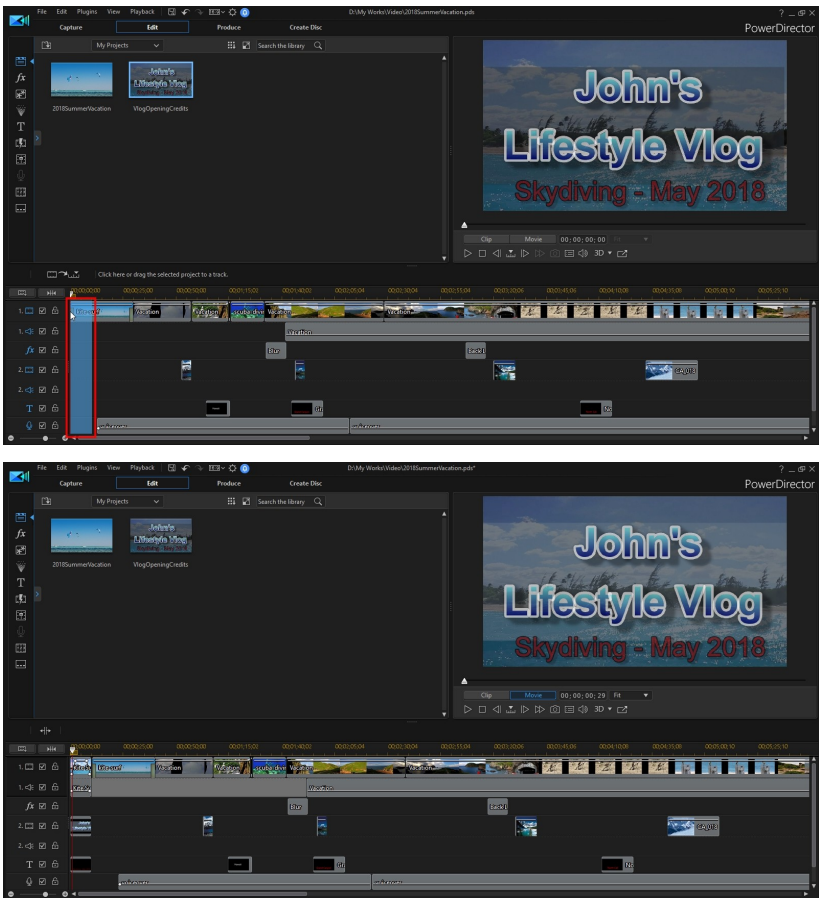


3. Select the saved project in your library that you want to import as an expanded project.



4. Drag it to the position in your project's timeline where you want it to be located.

Importing Media into PowerDirector

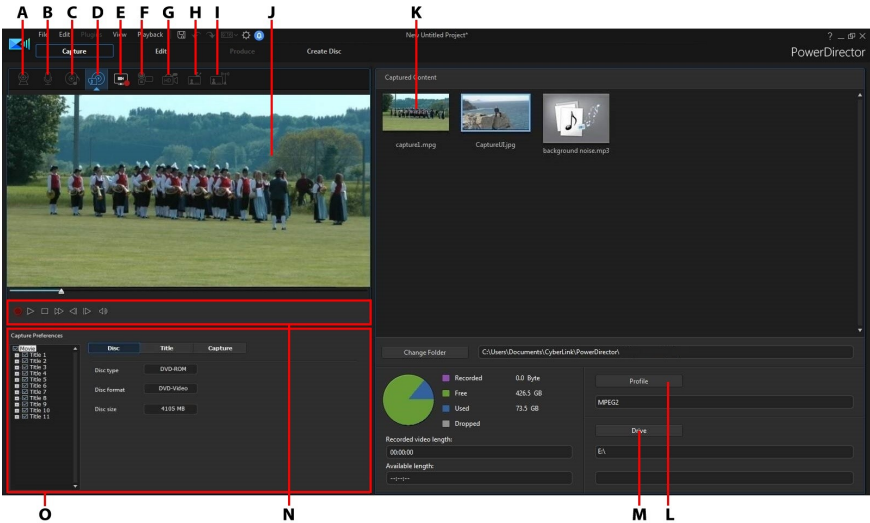


Note: you can also select **File > Insert Project** to import a project at the current timeline slider position.

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 module.


In the Capture module, the program appears as follows:



A - Capture from a Webcam, B - Capture from a Microphone, C - Capture from a CD, D - Capture from an External or Optical Device, E - Capture Desktop with Screen Recorder, F - Capture from a DV Camcorder, G - Capture from an HDV Camcorder, H - Capture from a TV Signal, I - Capture from a Digital TV Signal, J - Capture Preview Window, K - Captured Content, L - Quality Profile Setup, M - Capture Settings (Drive), N - Capture Player Controls, O - 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 timecode 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 onto 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 on our web site 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 on our web site 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 a capture 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 onto your computer.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site 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 on our web site 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 on our web site 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 onto your computer.

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

Capturing from an Optical Device

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

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

Capture Desktop with Screen Recorder

CyberLink PowerDirector's Screen Recorder* lets you capture a video of your mouse movements on your computer's desktop. See [Recording Your Desktop with the Screen Recorder](#) for a detailed description of this feature.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site 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 module, 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 module.

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 timecode 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.
- 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 module you can download media from DirectorZone and CyberLink Cloud* into the media room library.

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

To display all the current downloaded media in the media library, click the  button to display the explorer view and then click **Downloaded**.


Downloading Content from DirectorZone/CyberLink Cloud

You can download templates and effects created by CyberLink and other PowerDirector users from DirectorZone. Users that have a CyberLink Cloud subscription can also download any effects and templates you backed up on CyberLink Cloud*.

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

Downloading Effects and Templates 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 **Download Templates** to download them directly from the DirectorZone web site in to the PiP Objects Room, Particle Room, Title Room, or Create Disc module.



When in the Edit module's Media Room, you can download sound clips into the media library. To do this, click on  and then select **Download Sound Clips from DirectorZone**.

Visit the DirectorZone web site for more information: www.directorzone.com.

My DirectorZone Templates

In the My DirectorZone window you can conveniently download your custom PiP object, paint animation object, title effect, particle effect, transition templates, and disc menu templates that you previously uploaded to DirectorZone. You can also access and download templates from your DirectorZone download history and also your favorite templates.



To download My DirectorZone templates, do this:

1. In the **Edit** module, click  and then select **Download More PiP Objects/Particle Effects/Title Effects/ Transition Templates**. For disc menus, click .
2. Click the **My DirectorZone** tab.
3. Filter the templates by **My Uploads**, **Download History**, or **My Favorites**, or enter a search keyword in the field provided.
4. Select all of the templates you want to download.
5. Click **Download** to download them to your computer and import them into the library.

Downloading Effects and Templates from CyberLink Cloud

If you have a CyberLink Cloud subscription you can download the PiP object, paint animation, title effect, particle effect, transition templates, and disc menu templates you previously backed up to CyberLink Cloud. Once downloaded, these templates are stored in the download folder specified in [CyberLink Cloud Preferences](#), and imported into your media library.

To download template from CyberLink Cloud, do this:

1. In the **Edit** module, click  and then select **Download More PiP Objects/Particle Effects/Title Effects/ Transition Templates**. For disc menus, click .
2. Click the **My CyberLink Cloud** tab.

3. Filter the templates by selecting a collection from the drop-down, or enter a search keyword in the field provided.
4. Select all of the templates you want to download.
5. Click **Download** to download them to your computer and import them into the library.

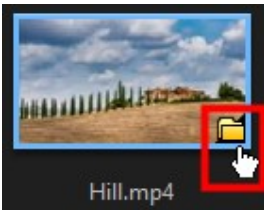
Precutting Video, Detecting Scenes, Extracting Audio, and Capturing Snapshots

CyberLink PowerDirector lets you precut video clips, detect the scenes in the clips, or extract any audio within them. You can also capture screen snapshots from video clips for use in your video projects. These new clips are displayed, separately from the original clips, in the media library.

Precutting Video Clips

You can now precut your videos clips while they are still in the media library. To precut a video clip, right-click on it in the media library and then select **Precut**. The Trim window will open. See [Trimming a Video Clip](#) for details on how to trim the video clip as required.

When you are done trimming the video clip, its thumbnail will have an icon on the bottom right.



Click on the icon to view the precut clips, which can be added to the timeline like any other media clip.

***Note:** the precuts made on the a video clip will remain on the clip, even if imported into other projects.*

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.

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 window.

To detect the scenes in a video clip, do this:

1. Right-click on it in either the Captured Content area (**Capture** module), or in the media library (**Edit** module), and then select **Detect Scenes**.
2. The scenes in the video clip are automatically detected and then displayed in the Scenes panel.
3. Once you are done detecting the scenes in the video clip, click **OK**. The detected clips are displayed in a sub folder under the original video clip.

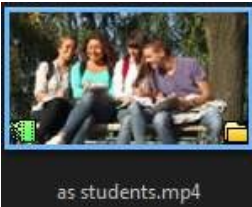
When using scene detection, please note:

- if required, use the **Sensitivity** slider to increase or decrease scene detection sensitivity. Doing this may yield an increased or decreased number of scenes that are detected. Click **Detect** to redetect the scenes in the video clip. You are asked to confirm the clearing of the previously detected clips and then the updated scenes are detected and displayed in the Scenes panel.
- click on the  button to configure the Advanced Scene Detection Settings. If the selected video clip is a DV-AVI file, you have the option to **Detect by change of video frame** (used on all other file formats) or **Detect by change of timecodes** (i.e.: timecodes are automatically set when you start and stop recording). Select the **Disable preview during detection** option to speed up the detection process if you find your computer runs slow during the process.
- to stop the scene detection process before completion, click the stop button on the playback controls.
- to detect scenes manually, drag the slider (in **Clip** mode) to the beginning of each new scene and then click .

- to preview a detected scene, just select it in the Scenes panel (ensure **Segment** is selected) and then click the play button.
- to view all the detected scene markers on the clip timeline, ensure that **Clip** is selected.
- to merge two or more detected scenes into one longer scene, select them in the Scenes panel and then click **Merge**. Click **Remove All** if you want to restore the clip to the original.

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 just want to use the audio from a video clip in your production, you can extract it in the media library by right-clicking on 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**.*

Capturing Screen Snapshots from a Video Clip

You can capture screen snapshots while playing a video clip in the media library, or when previewing your video project on the timeline. The screen snapshots are added to the media library, and can be used in your video projects.

Screen Snapshot Formats

You can set the screen snapshot image file format in the **Snapshot file name** section of [File Preferences](#). The following file formats are available:

2D screen snapshots: BMP, JPG, GIF, or PNG



3D* screen snapshots: MPO or JPS

Screen Snapshot Resolution

The resolution of a captured screen snapshot is 1920x1080, or 3840x2160 when previewing your video project in Ultra HD on the timeline. If you want a screen snapshot to be the same resolution as the original video clip, you can capture it while the clip is in the media library.

Capturing Screen Snapshots

To capture a screen snapshot, do this:

1. While previewing your video project in the timeline, or a video clip in media library, click the  button on the preview controls to pause playback. You can also drag the timeline slider, or use the other preview controls, to find the exact moment in the video where you want to capture the snapshot.
2. Click  to take the screen snapshot.

Note: *if you want a 3D* screen snapshot, click  to enable 3D mode first.*


3. If required, browse to and then select the location where you want to save the new image file.
4. If required, enter a filename for the snapshot file.
5. Click **Save** to add it to your media library.



Note: ** Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Chapter 6:

PowerDirector Plugins

CyberLink PowerDirector includes a number of plugins that can help you create video content for your production. In the **Edit** module, click the  button above the Media Room library in the Edit module to view the available PowerDirector plugins. See the following sections for more information:

- [Using the MultiCam Designer*](#)
- [Using the Theme Designer*](#)
- [Editing Video in the Action Camera Center](#)
- [Using an Express Project](#)
- [Recording Your Desktop with the Screen Recorder](#)
- [Creating Blends in the Blending Effect Designer](#)
- [Designing Custom Slideshows in the Slideshow Creator](#)
- [Design Hand-Drawn Animation in the Paint Designer](#)
- [Creating Video Collages](#)
- [Creating Movies Quickly with the Magic Movie Wizard](#)
- [Transforming Video with the AI Style Plugin*](#)

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

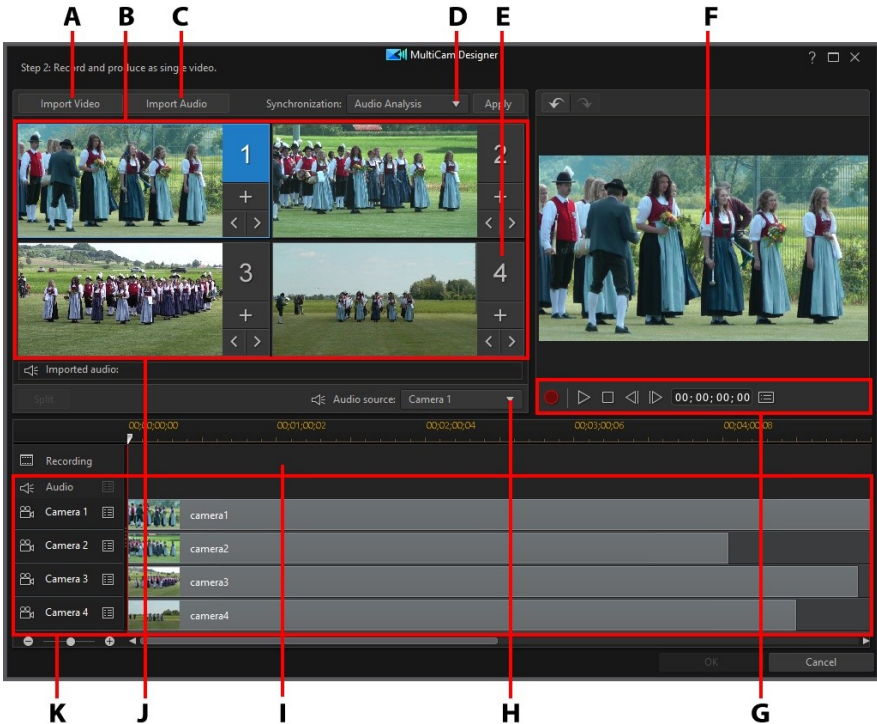
Using the MultiCam Designer

The MultiCam Designer lets you seamlessly edit footage from multiple cameras, simulating the use of a live camera switcher. The MultiCam Designer* creates professional-looking edited content for use in your CyberLink PowerDirector projects. It also lets you synchronize the audio in multiple video clips, and then send the synced clips directly to the Video Collage Designer.

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

To open the MultiCam Designer, in the **Edit** module, click the  button and then select **MultiCam Designer**.

Note: when entering the MultiCam Designer, any selected video files are automatically imported into the available camera (video source) areas.



A - Import Video, B - Available Cameras (Video Sources), C - Import Audio, D - Synchronization Type, E - Selected Camera (Video Source), F - Recording Track, G - Recording/Playback Controls, H - Audio Source, I - Recorded Content, J - Available Audio Source, K - Source Tracks

Importing Media

In the MultiCam Designer you can have up to four different video sources from four different cameras. Each available camera (video source) can have more than one imported video clip on its source video track.

Note: if you require more than four video sources for your production, you can use Sync by Audio to align them on the timeline and then edit the footage manually. See [Syncing Clips by Audio](#) for more information.

You can also import one or more audio files to use as the source audio in the clip you are recording.

Importing Video Clips


When you enter the MultiCam Designer, any video clips that were selected in the media library are automatically imported into the empty camera (video source) areas and the corresponding source video tracks.

If no clips were selected, you are prompted to select clips from your hard drive for import. You can select multiple video clips for import. Each selected clip is placed in the next available camera area. Once all the camera areas are full, the next clip is imported into the first camera area, after (on the corresponding source video track) the previously imported clip.

To import additional video clips, do either of the following:




- click the **Import Video** button and then **Import From Hard Drive** to import video clips from your computer's hard drive, or **Import From Media Room** to import clips from the existing media in the Media Room library. Select one or more clips and then click **Open**. The clips are placed in the next available camera areas and the corresponding source video tracks.




Note: once all the available camera areas are full, the next clip is imported into the first camera area, after (on the corresponding source video track) the previously imported clip.

- to import video clips into a specific camera (video source) area, click the corresponding  button. Next, select **Import From Hard Drive** to import video clips from your computer's hard drive, or **Import From Media Room** to import clips from the existing media in the Media Room library. Select one or more clips and then click **Open**. The clips are placed in the camera area and the corresponding source video tracks.

Source Video Tracks

All of the imported video clips are imported into the corresponding source video tracks. You can move the video clips to different locations on the video tracks, or even drag them to different tracks. You can also reorder the video clips on a source

track by clicking the  button next to the track and then using the  and  buttons to reorder them as required.




To remove a video clip from a source video track, click  next to the track, select the check box next to the clip you want to remove, and then click . To add additional video clips to the source track, click the  button.




Importing Audio Clips

If you want to use an audio clip as the audio source in your recording instead of the audio of the imported video clips, you can import it separately into the MultiCam Designer.

To import audio clips, click the **Import Audio** button and then **Import From Hard Drive** to import audio clips from your computer's hard drive, or **Import From Media Room** to import clips from the existing media in the Media Room library. Select one or more clips and then click **Open**. The clips are placed on the source audio track in the timeline.

Source Audio Track

All of the imported audio clips are imported into the source audio track. You can move the audio clips to different locations on the audio track. You can also reorder the audio clips on the source track by clicking the  button next to the track and then using the  and  buttons to reorder them as required.

To remove an audio clip from the source track, click  next to the track, select the check box next to the clip you want to remove, and then click . To add additional audio clips to the source track, click the  button.

Synchronizing Clips

Once you have imported all of the media clips into the MultiCam Designer that you want to use in your recording, the next step is to synchronize them.

To synchronize the clips in the MultiCam Designer, do this:

1. Select the **Audio source** for your recording from the drop-down. You can use the audio of any of the imported video clips or select **Imported Audio** to use the audio that was imported on to the source audio track.
2. In the **Synchronization** drop-down, select one of the following:
 - **Manual:** select this option if you want to manually adjust the starting position of each clip on the source tracks. You can do this by clicking and dragging the clips on the source track to a new position.

Note: you can also click the  button in the camera area to manually move the clip on the source track back one frame. Click  to move it forward one frame.

- **Timecodes:** select this option and then click **Apply** if you want the MultiCam Designer to synchronize using the video clip's timecodes. The MultiCam Designer will auto adjust the clips on the source tracks.

Note: this option can only be used if the video clips were recorded with a DV or HDV camera that imprinted the timecode information in the clips and were captured by CyberLink PowerDirector.

- **File Created Time:** select this option and then click **Apply** to use the date and time the file was created as the synchronization points. The MultiCam Designer will auto adjust the clips on the source tracks.
- **Audio Analysis:** select this option and then click **Apply** if you want the MultiCam Designer to analyze the audio and then sync the files based on the audio in them. The MultiCam Designer will auto adjust the clips on the source tracks.
- **Markers on Clips:** select this option and then use the playback controls to find the synchronization points in each clip. Once you find a point, right click on the source track and then select **Set Marker**. Once you have manually added all the markers, click the **Apply** button. The MultiCam Designer will adjust the clips on the source tracks.

Creating Recorded Content


Once you have imported and then synchronized all the media clips in the MultiCam Designer, you are ready to create your video. You can produce your media clips as a single video, or [send it to the Video Collage Designer](#) to give it a professional looking edit.

Produce as Single Video



To record your content as a single video, do this:

1. In the MultiCam Designer window, click the **Single Video** button in the bottom right of the window.
2. Select the camera (video source) you want to start off the recording with. You can do this by simply clicking on the camera preview area.



3. If required, click on  in the recording controls to set the preview window resolution. Select the **Create Shadow File for HD Video** option to also create a shadow file for the recorded file. This can help speed up editing when using high definition files in your production.
4. When you are ready, click  to begin recording. The MultiCam Designer will start recording, adding the current selected camera footage as recorded content on the recording track.
5. As required during the recording process, click another camera (video source) or use keyboard hotkeys 1-4 to switch the recording to that source's content.



6. Continue switching the camera (video source) as required, creating your recorded content on the recording track.
7. When you are done click the  or  button to stop the recording process.
8. Click on **OK** to close the MultiCam Designer, and import the recorded content into the timeline.

*Note: if you'd like to modify the MultiCam Designer recorded content once it is in the timeline, just select it and then click the **MultiCam Designer** button. See [Changing the Recorded Content](#) for more information.*

Send Synchronized Video to Video Collage Designer

After synchronizing the audio in at least two video clips in the MultiCam Designer, you can click the **Video Collage** button to send the clips to the Video Collage Designer. See [Creating Video Collages](#) for more information.

Changing the Recorded Content

Once you have recorded your content in the MultiCam Designer and imported it into the timeline, you can edit it like any other video clip on the timeline. However, if you find that you want to replace some of the footage, or add more footage to the recorded content, you can do this by re-entering the MultiCam Designer.

To change recorded content in the MultiCam Designer, click on it in the timeline, and then click on **Designer > MultiCam Designer** above the timeline.

Adding More Content

If required, you can record more content. You can record from the beginning over the existing content, or continue from where you left off by using the playback controls to find a specific starting point to record from. See [Creating Recorded Content](#) for information on recording new content.

When you are done, click **OK** to save your changes and import the updated recorded content into the timeline.

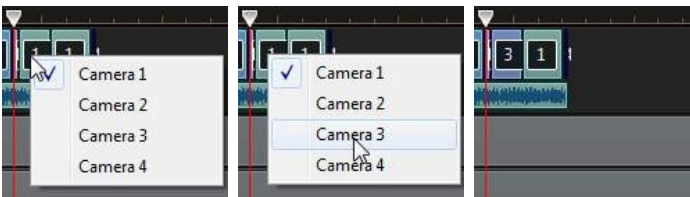
Replacing Existing Content

If you want to replace an existing segment on the recording track, do this:

1. Use the playback controls to find the segment you want to replace.
2. If you only want to replace part of a segment, you can split it into two separate segments. To do this, ensure the timeline slider is at the starting position of the part you want to replace, and then click **Split**.



3. Right-click on the camera segment you want to replace, and then select another camera (video source).



4. Repeat the above steps as required to edit and replace the segments.
5. When you are done, click **OK** to save your changes and import the updated recorded content into the timeline.

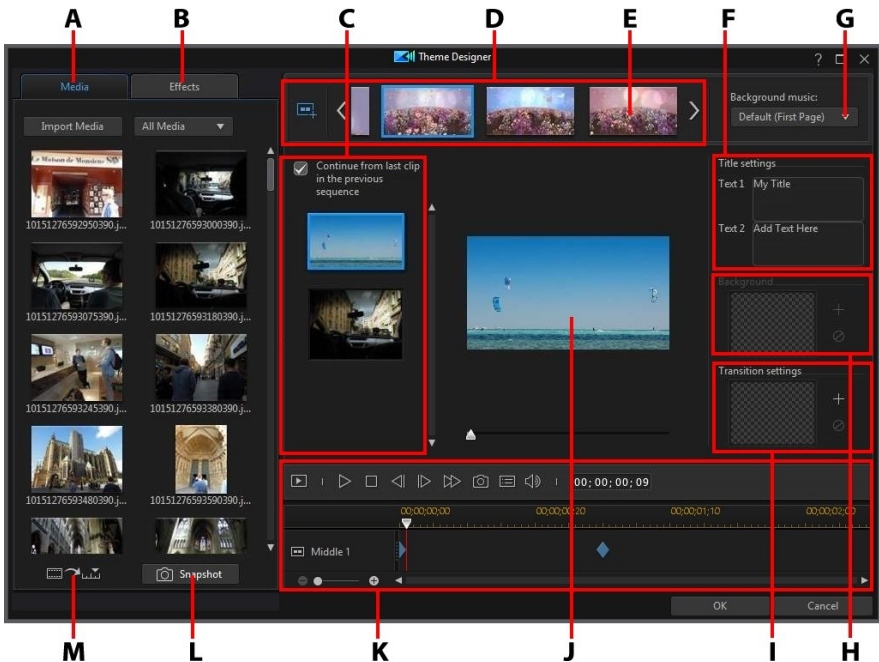
Using the Theme Designer

If you enjoy using the Magic Movie Wizard to create your video productions, you can now fully customize the theme templates used to create these dynamic looking videos in the Theme Designer*. A theme may consist of one or more theme templates, or individual sequences from different theme templates.

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

As you customize the theme template, you can also fully customize how your media is displayed, giving you more creative control over your outputted movie.

To open the Theme Designer, in the **Edit** module, click the  button and then select **Theme Designer**.



A - Media Tab, B - Effects Tab, C - Sequence Content Area, D - Added Sequences Area, E - Selected Sequence, F - Title Settings, G - Theme Background Music, H - Sequence Background Image, I -

Transition Settings, J - Preview Window, K - Preview Controls, L - Take a Snapshot, M - Auto Fill Media Slots

Overview

Themes that you edit in the Theme Designer consist of theme templates and your media (images and video clips). The resulting video is similar to the movie content created by the Magic Movie Wizard and Magic Style, but the Theme Designer provides much more creative control over the outputted movie.

Theme Templates

Theme templates are used to create a video production, with a specific type of theme or style, and can be downloaded from DirectorZone. Theme templates consist of a number of sequences. Each of these sequences contain elements, some of which are customizable and some of which are not.

The customizable elements include the text and media (images, videos, and background music) you add to each sequence. You can add effects on this media and set how and when it is displayed. You can also set the background image on some sequences, and select the transition between each sequence in templates named "with transitions". Non-customizable elements include any animation included in the sequences.

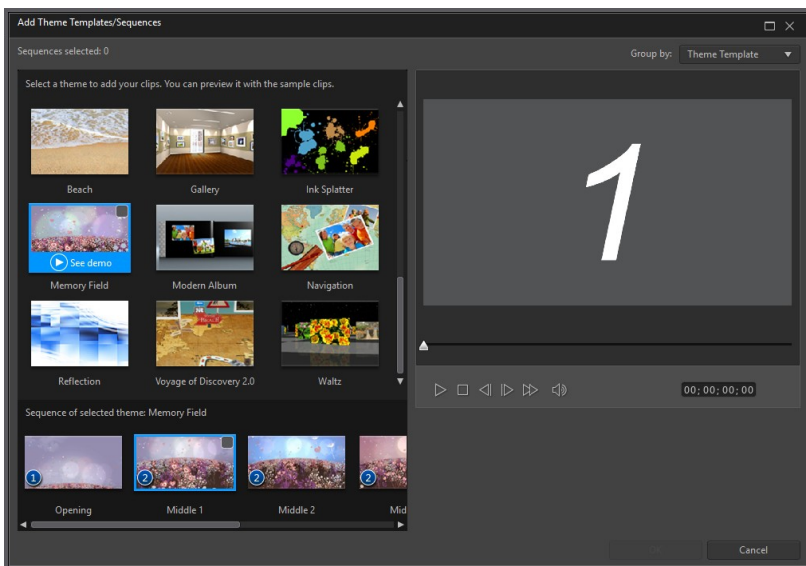
When selecting a theme template to use in the Theme Designer, you can choose to add one or more theme templates, creating a more original production. You can even just select some of the sequences in a theme template, or mix and match the sequences used.

There are three types of sequences: opening, middle, and closing sequences. Opening and closing sequences usually contain text, while the elements in middle sequences are much more random.

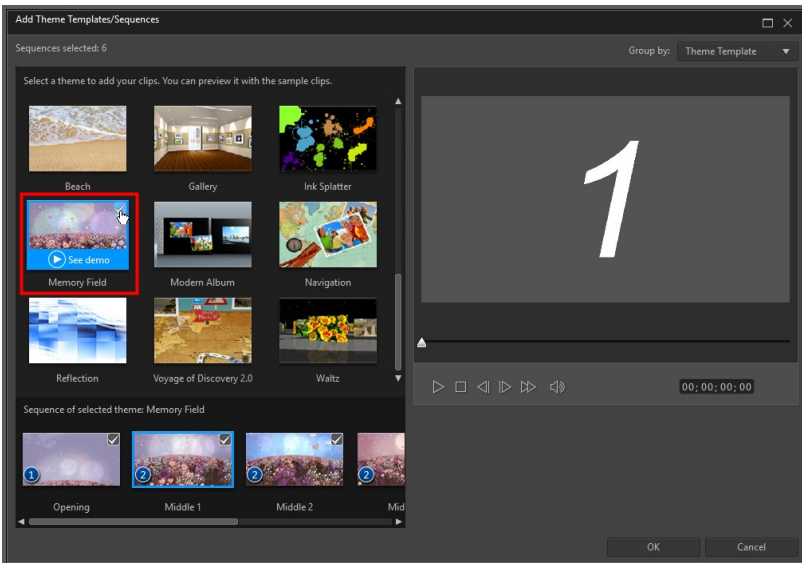
Adding Theme Templates/Sequences

In the Theme Designer you can use one or more theme templates, or just certain selected sequences, to create your video.

When you first enter the Theme Designer, you are prompted to select a theme template.

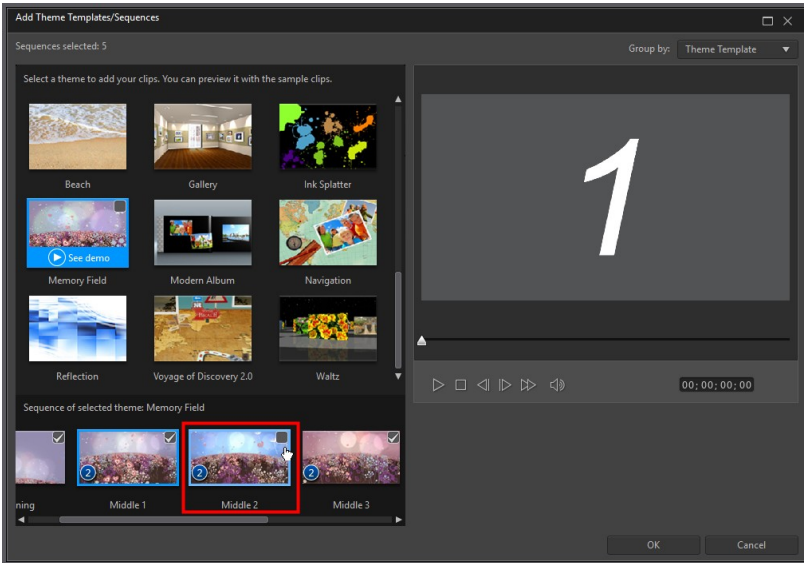


To add a theme template, just select it in the window and all of its sequences will be added.



Note: you can preview a theme template in the preview window by selecting it and then using the available playback controls.


If you don't want to use all the theme template's sequences, just deselect the ones you don't want to use.



You can also select sequences from other theme templates and include them in your video. The Theme Designer will remember the order of your selections.

Click **OK** once you have selected all the sequences. They will be loaded into the added sequences area of the Theme Designer.



If you'd like to add more sequences, just click the  button. You can drag and drop the sequences to reorder them, or right click to remove the selected one.

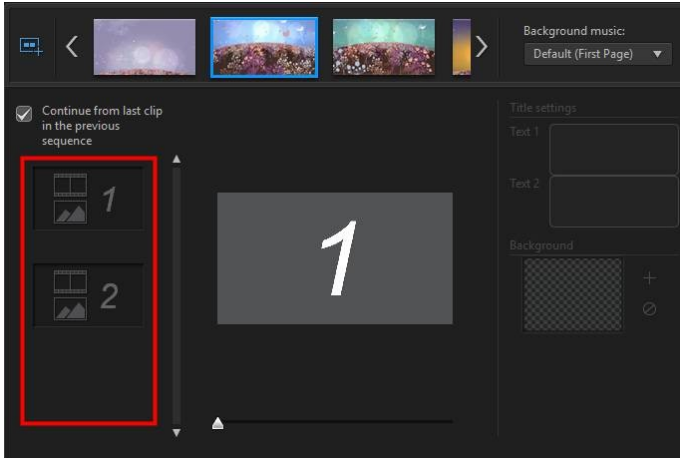
Adding Media Clips

Once you have selected the theme templates (and their sequences) that you want to use, you can start adding your images and video files to them.

Note: the number of media files you can add to a sequence is dependent on its design.

To add media into the selected sequences, do this:

1. In the added sequences area, select the individual sequence you want to add media to. Note the number of media slots that are available in the sequence content area. The number of available slots varies from sequence to sequence.

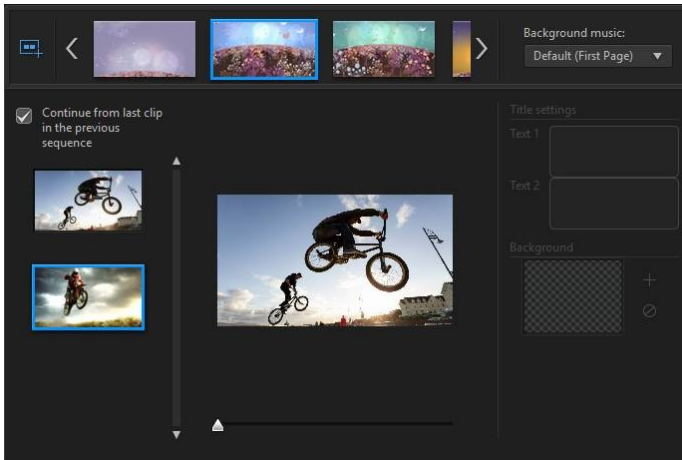


Note: some of the media slots in sequences allow you to add both images and videos into them, while others only allow one type of media.

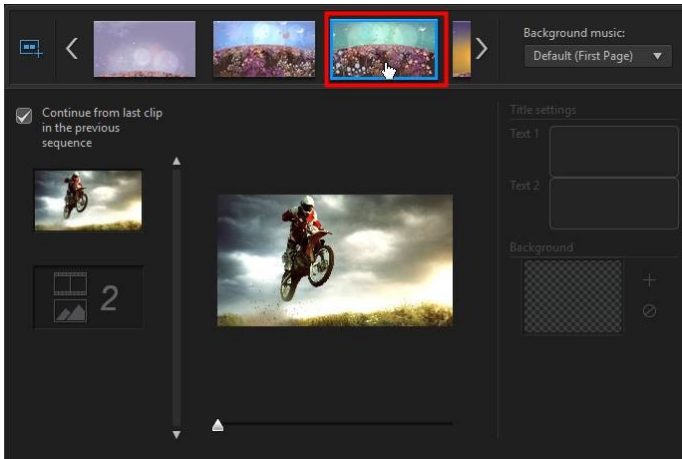
2. Click on the **Media** tab and then drag and drop the media that you want in the sequence to the desired slot.

Note: the media that is available on the Media tab are the videos and images you imported into the Media Room library. See [Importing More Media Files](#) if you want to import more media.

3. Continue this process until all the media slots have been used.




4. Select the next sequence, and then repeat steps 2 and 3 until all the media slots have been filled.



Note: if you want a media file to continue playing from one sequence to the next, ensure the **Continue from last clip in the previous sequence** is selected. The first media slot will be auto populated with the content from the last media slot on the previous sequence. Deselect this option if you want new media displayed in the next sequence.

- Continue selecting all the sequences in your video until all of the media slots and sequences contain media.

*Note: when adding media you can also click the  button to auto fill all the empty media slots in the sequences. Select **Auto Fill by Library Order** to fill by the created date, as displayed in the Media Room library. Select **Auto Fill Using Videos First** if you want to add the video clips first.*

Importing More Media Files




Once you are in the Theme Designer, there are two ways you can import more media files into the window.

- To import more video files and images located on your hard drive, click the **Import Media** button.
- To take still snapshots from videos in the Theme Designer, click the **Snapshot** button. See [Taking Snapshots from Videos](#) for more information.

Taking Snapshots from Videos

You can take a snapshot from a paused video and then import the image into the Theme Designer to use in your video production.

To take a snapshot, do this:

- In the main Theme Designer window, select the video file you want to use and then click the **Snapshot** button.
- In the Snapshot window, use the playback controls to find the video frame you want to take a snapshot of. Pause the video and use the  and  buttons to find the precise frame you want to capture.
- Click the . The snapshot image is captured.
- Repeat the steps to take as many snapshots from the video as you wish.
- Click **OK** to close the Snapshot window and import the captured images into the Theme Designer.

Editing Media Clips

There are several editing options available for the media clips you want to use in the Theme Designer.


***Note:** the editing options in the Theme Designer are limited to video trimming, image duration, and adding effects. If you need to perform more complex editing on your media clips, it is recommended that you do this before importing the clips into the Theme Designer. See for [Editing Your Media](#) for more advanced editing options.*

Trimming Video Clips

You can perform trims on the video clips used in the Theme Designer. To trim a video clip, right-click on it in the Theme Designer and then select **Trim**. Or hover your mouse over the video clip and click on  in its thumbnail. See [Performing a Single Trim](#) for detailed information on trimming video clips.


Muting Video Clips

Some theme templates and sequences contain background music that will be used in your video. Because of this, you may want to mute the audio in the imported video clips, so that it doesn't conflict with the background music.


To mute the audio in a video clip, hover your mouse over the video clip and then click on  in its thumbnail.



Modifying Image Duration

To modify the duration that an image clip is displayed in your outputted video, do this:

1. Right-click on it in the Theme Designer and then select **Set Duration**. Or hover your mouse over the image clip and then click on  in its thumbnail.
2. 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.
3. Click on **OK**.

Applying Zoom In on Media Clips

Some media slots in sequences allow you to zoom in on the media clip that was added to it. If a zoom is available, then the  icon is displayed in the top right corner.

To apply a zoom in on the media clip, click on the  icon. Click  to remove it if required.

Adding Video Effects to Clips

In the Theme Designer you can add special effects 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.

To add a video effect to a clip, do this:

1. Click on the **Effects** tab.
2. Select an effect and then drag and drop it on the clip.
3. If required, right-click on the clip and then select **Modify Effect Settings**. Use the available sliders and options to customize the video effect to your preference. Click on **OK** to save your changes.

See [Adding Video Effects](#) for more information on video effects.

Editing Background Music

You can customize the music that is used in your video. To edit the background music, select one of the following options in the **Background music** drop-down:

- **Default (First Page):** select this option to use the background music that is included by default in theme templates.

Note: if you select sequences from more than one theme template, the Theme Designer uses the background music that is applied to the first sequence in the video.

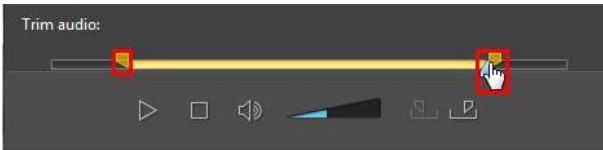
- **Imported:** select this option if you want to import your own custom background music from your computer's hard drive. Select the music you want to use and then click **OK** to set it as the music used.

- **Download:** select this option to download background music from the Background Music Library. Select the music file you want to download and then click **OK** to set it as the music used.
- **No Music:** select this option if you don't want to have any background music in your video.

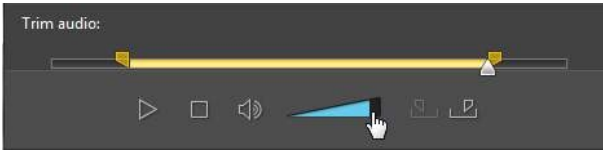
Background Music Preferences

You can trim the music used in your video or add fades. To do this, select **Preferences** in the **Background music** drop-down. Modify the music preferences as follows:

- if required, trim the background music using the player controls and the mark-in/mark-out indicators.



- if required, adjust the volume of the music using the available volume control.

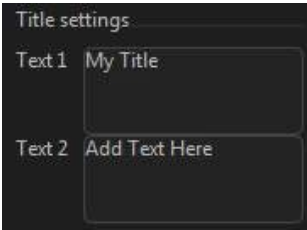


- if required, use the slider to mix the audio level, by deciding whether to have more background music or the original video's audio in the production.

Click **OK** to save your changes.

Editing Title Text

Some sequences contain title text that you can edit. If a sequence allows you to edit title text, the text fields in **Title settings** will become active when the sequence is selected.





To edit the title text, just enter the text you want to use in the fields provided. If you don't want any text displayed in the selected sequences, just make sure the text field blank.

Replacing Background Images

Some sequences let you replace their background image. A thumbnail of the background image is displayed in the **Background** area if the sequence has a replaceable background image.



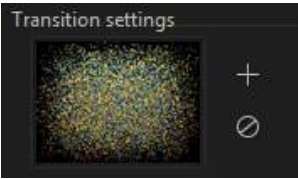
Click  to replace the background with an image from your computer's hard drive. Click  if you want to remove the background image from the sequence.



Adding Transitions Between Sequences

When viewing a video created with the Theme Designer, you will notice that there are transitions between the sequences in a theme template. These transitions are editable in theme templates named "with transitions". Transitions can also be added between sequences if you are using sequences from different theme templates.

***Note:** in theme templates not named "with transitions", the transitions between sequences are not editable. These theme templates use your media to make the transitions between the sequences.*

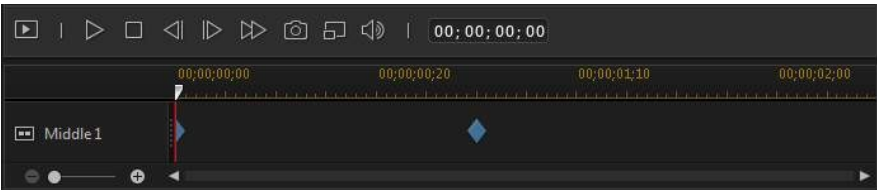
If adding a transition is available for a sequence, the **Transition settings** area displays when the sequence is selected.







Click  to add a transition before the selected sequence. Click  if you want to remove a selected transition from the sequence. See [Using Transitions](#) for more information on transitions.

Previewing and Saving Movies

As you are creating your video in the Theme Designer, you can preview your creation using the available preview controls.



Click  to preview the entire movie, or  to preview just the selected sequence. Click  to change the preview resolution, or  to take a photo snapshot of your movie.

The keyframe indicators on the preview timeline indicate where the media files in the sequence are in the movie. Hover your mouse over a keyframe to view the clip information.

Once you are done previewing your movie and you are satisfied with the results, click on **OK** to close the Theme Designer, and import the created movie into the timeline.

Editing Created Movies

Once you have created your content in the Theme Designer and imported it into the timeline, you can edit it like any other video clip on the timeline. If you want to

edit or replace the media used in the created movie you can do this in the Theme Designer.


To edit created content in the Theme Designer, do this:

1. Click on the created content in the timeline and then the **Theme Designer** function button.
2. As required, edit the video in the Theme Designer.
3. When you are satisfied, click **OK** to save your changes and import the updated created content into the timeline.

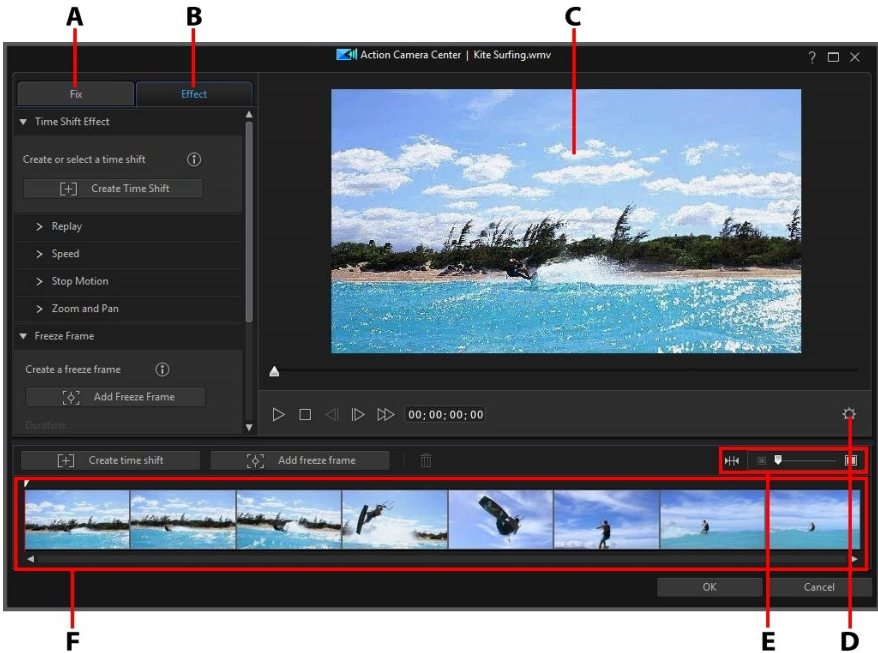
Editing Video in the Action Camera Center

In the Action Camera Center* you can fix video clips or add effects that highlight the action sequences in the video.

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

To open the Action Camera Center, in the **Edit** module, select a video clip in the media library, click the  button, and then select **Action Camera Center**.

*Note: if your video clip is already on the timeline, you must select it and then click **Tools > Action Camera Center** to open it in the Action Camera Center.*



A - Fix Video Clips, B - Add Action Effects, C - Preview Window, D - Action Camera Center Settings, E - Zoom on Timeline, F - Action Camera Center Timeline

Once in the Action Camera Center, you can:

- [Fix Video Clips](#)
- [Create Action Effects](#)

When you are done editing the video clip, click the **OK** button to save your changes. Your changes are applied to the video clip and updated on the video timeline.

***Note:** to edit content created with the Action Camera Center, click on it in the timeline and then click on the **Action Camera Center** function button above the timeline. If you would like to view the individual clips created by the Action Camera Center for editing directly in the timeline, just right-click on the file and then select **Show Individual Clips**.*

Fixing Video Clips

When in the Action Camera Center, click on the **Fix** tab to stabilize shaky video, adjust video white balance, or add color presets. You can also use lens correction to remove fisheye distortions and vignettes.

Lens Correction


Select the **Lens Correction** option to import lens profiles to auto correct distorted videos, or use the controls to manually correct them if they have a fisheye distortion or vignette effect.


***Note:** lens correction is not available in 360° video projects.*

When you enter the Action Camera Center, manually select the lens profile, using the **Maker** and **Model** drop-downs, that matches the camera your video was shot with. Once selected, CyberLink PowerDirector will auto correct the video.

***Note:** if none of the lens profiles match your camera, you can download more from DirectorZone or manually fix the distorted video using the controls in this window. See more details below.*

Downloading Lens Profiles from DirectorZone

If your video camera's lens and profile are not available in CyberLink PowerDirector you can click the  button to download more lens profiles from DirectorZone.

Once downloaded, click the  button to import it. CyberLink PowerDirector should auto detect the imported profile and then correct the selected video.

Fisheye Distortion

The fisheye distortion section helps correct videos that appear distorted. Dragging the slider to the right straightens lines that bend away from the center, correcting barrel distortions. Dragging it to the left straightens lines that bend towards the center, fixing pincushion distortions in videos.

Vignette Removal

Use the following sliders to remove an unwanted vignette effect on videos that was caused by a camera lens or the lighting environment:

- **Vignette amount:** use this slider to adjust the level of vignette removal on the video.
- **Vignette midpoint:** drag the midpoint slider to the left to increase the size of the area (towards the center of the video) where the vignette removal is applied. Drag it right to decrease the size, towards the corners.

Video Stabilizer

Select the **Video Stabilizer** option to employ motion compensation technology to correct shaky videos. This tool is ideal for use with videos taken without a tripod or recorded while moving.

Once enabled, drag the **Strength** slider to increase or decrease the level of correction.


*Note: when using the video stabilizer in 360° video projects, you can select the **Compare in split preview** option to compare the fixed video to the original source video in the preview window. Please note that all other fixes and effects are temporarily disabled when in split preview.*

Select the **Fix rotational camera shake** option if the clip has segments where the camera rotates from side to side. Select the **Enhanced stabilizer** option to improve the output quality of some video clips. Using this feature requires more computing power, so it is recommended that you switch to non-real time preview or render a preview for the applied range.

Note: the rotational camera shake and enhanced stabilizer options are not available in 360° video projects.

White Balance

Select the **White Balance** option and then **Color temperature** to adjust the video's color temperature or create a specific atmosphere. Once enabled, use the slider to adjust the color of the video image. A lower value applies a colder temperature, while a higher value creates an atmosphere that is warmer. Use the **Tint** slider to adjust the color level of the clip.

Select the **White calibration** option and then click  to color correct the video image. By indicating which portion of the video image should be white, CyberLink PowerDirector automatically adjusts the other colors accordingly to be more vivid and true.

Color Presets

Select the **Color Presets** option to apply CyberLink ColorDirector presets on your video clips, instantly transforming the color and look of the clips.

To apply a ColorDirector color preset, do this:

1. Select the **Color Presets** check box.
2. Select one of the available color presets to apply it.

If you have CyberLink ColorDirector installed, click the **Edit in ColorDirector*** button to access the advanced color enhancements available in this program. See [Advanced Fixes and Enhancements](#) for more information.

Creating Action Effects on Video Clips

Click on the **Effect** tab in the Action Camera Center to highlight action sequences in your videos clips with time shifts and freeze frames. Time shifts let you replay, reverse, or alter the speed of key moments in your videos, while freeze frames pause and zoom in on the action.

***Note:** before you finish creating your action effects, configure the [Action Camera Center Settings](#) to ensure the best output results.*

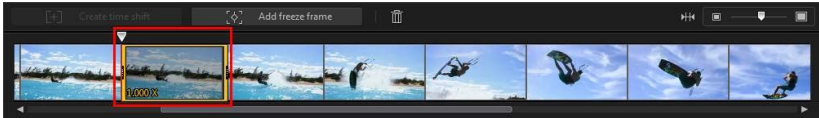
Creating Time Shifts

Time shifts let you highlight action in video clips by adding slow motion or replays on key moments. To create a time shift, do this:

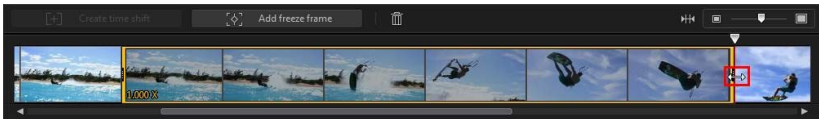
1. On the **Effect** tab, use the player controls or drag the Action Camera Center timeline slider to the position in your video clip where you want the time shift to start.

Note: use the zoom controls above the Action Camera Center timeline to zoom in on the video clip's timeline to more precisely add the time shift.

2. Click on the **Create time shift** button. CyberLink PowerDirector will create the time shift, which is indicated in orange on the timeline.



3. If required, drag each end of the time shift so that it covers the segment of the video you want to add the effect to.



Note: the length of the original time shift is dependent on how much you have zoomed in on the Action Camera Center timeline.

4. Apply the effect as required (see below) to the time shift segment.

Note: you can create more than one time shift on a video clip. Just repeat the above steps to add another.

Replay

In the **Replay** section, select the **Apply replay and reverse** option if you want to loop the selected segment of video in the time shift. Once selected, indicate how many times you want the segment to play by setting it in the **Play times** field. Select the

Add reverse effect option if you want the video to reverse forward and backward as it loops playback.

Speed

In the **Speed** section, select the **Apply speed effect** option to speed up or slow down just the selected segment of video in the time shift. Once selected, you can enter a new **Duration** for the segment in the field provided, or use the **Speed multiplier** slider. Drag it left to slow down the segment, or right to speed it up.

When you apply a speed effect to a segment of video, by default the change in the speed in the video is instantaneous once the timeline slider enters the time shift. If you want it to be more gradual and look smoother, you can use the Ease in/out options. Select **Ease in** if you want the change of speed at the beginning of the time shift to gradually speed up/slow down to the specified speed. Select **Ease out** if you want the video to gradually return to the original video speed at the end of the time shift.

*Note: if you also selected the **Apply replay and reverse** option, in the **Apply effect** to drop down select whether to apply the speed effect to the first or last play of the time shift segment.*


Stop Motion

Select the **Stop Motion** tab and then the **Apply stop motion** option to add a stop motion effect on the selected segment of video in the time shift. This effect pauses on a frame of video for a specified number of frames, before jumping to the current frame of video. Drag the slider right to increase the number of frames the video will pause for, or drag it left to reduce the number of frames.

Zoom and Pan

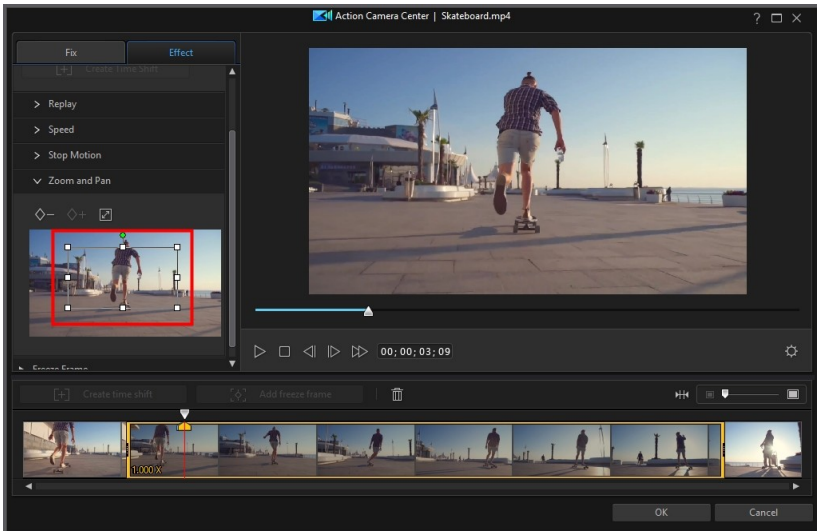
In the **Zoom and Pan** section you can add zooms and pans on the selected segment of video in the time shift.

To add a zoom and pan in a time shift segment:

1. Drag the timeline slider to the moment in the segment where you want to be zoomed in/out on a portion of the video frame, and then click  to add a keyframe marker.

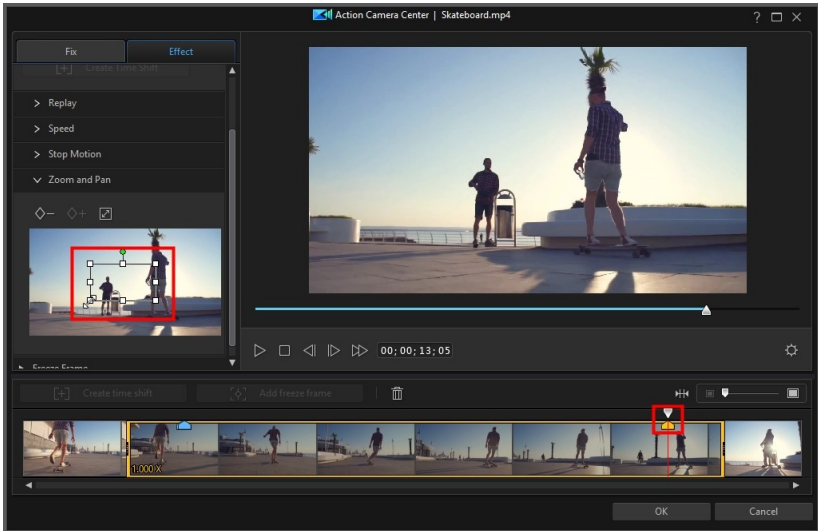


2. Resize and move the focus area box as required. Make it smaller to zoom in on a portion of the video, or make it larger to zoom out. Moving the focus area box will add a pan as the camera moves to the location of the box by the time the timeline slider reaches the keyframe.



Note: in the above example, the zoom in will begin at the beginning of the time shift. Once the keyframe is reached, the camera will start zooming back out.

3. If required, you can add more keyframes to customize the effect. For example, you can add another keyframe to hold the zoom, which is done by keeping the focus area box the same size and following the subject (moving the focus area box).



Adding Freeze Frames

Add a freeze frame to pause a frame of video for a specified duration. To add a freeze frame, do this:

1. On the **Effect** tab, use the player controls or drag the Action Camera Center timeline slider to the position in your video clip where you want the freeze frame.

Note: use the zoom controls above the Action Camera Center timeline to zoom in on the video clip's timeline to more precisely find the frame.



2. Click on the **Add freeze frame** button. CyberLink PowerDirector will add a freeze frame, which is indicated by the blue indicator.



3. In the **Duration** field, enter how long you want the video to pause on this frame of video.


Note: you can add more than one freeze frame to a video clip. Just repeat the above steps to add another.

Applying Zoom Effect

Select the **Apply zoom effect** option if you want to zoom in and out on the paused frame of video. Once selected, resize and align the focus box to the part of the video frame where you want the zoom to occur.

*Note: if you also selected the **Apply replay and reverse** option, in the **Apply effect** to drop down select whether to apply the freeze frame to the first or last play of the time shift segment.*

Action Camera Center Settings

Click the  button in the Action Camera Center window to open the settings window. The available options are as follows:

Audio setting:

- **Remove audio:** select this option if you want to mute the audio in the entire video clip.
- **Keep audio:** select this option if you want to keep the audio in the edited video clip. Select the **Keep audio pitch (0.5X to 2X only)** if you are changing the speed of the video. Selecting this will stretch the audio to match the new video's length, minimizing the warping of the sound as the video speed changes.

Interpolation setting:

- **Apply interpolated technology when available:** select this option when reducing the speed of the video. CyberLink PowerDirector uses frame interpolated technology* to create a more advanced and smooth slow motion effect.

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

Changing the Action Camera Center Content

Once you have created your action effects in the Action Camera Center and imported the resulting video clip into the timeline, you can edit it like any other video clip on the timeline. However, if you find that you want to edit or refine the effects more, you can do this by re-entering the Action Camera Center.

*Note: if you would like to view the individual clips created by the Action Camera Center so you can edit them directly in the timeline, just right-click on the file and then select **Show Individual Clips**.*

To edit content created with the Action Camera Center, click on it in the timeline and then click on the **Action Camera Center** function button above the timeline.

Editing Content

When you re-enter in the Action Camera Center, you can refine any of the fixes you made on the **Fix** tab. Click on the **Effect** tab to edit any action effects you created, or add new ones. To edit a created time shift, just select it on the video timeline,




and then adjust its parameters as required.

For freeze frames, select the freeze frame indicator,






and then adjust the freeze frame settings as required.

Note: if you want to remove a time shift or freeze frame from a video clip, just select it on the Action Camera Center timeline and then click the  button.

When you are done, click **OK** to save your changes and import the updated content into the timeline.

Using an Express Project

Express projects are pre-designed project templates that will help you speed up the editing process. Note the names of the express project templates, as some are designed with a specific theme in mind (sports, wedding, travel, etc.) and to be at the opening, middle, or end of projects.

To access the express projects, click the  button and then select **Express Projects**.

*Note: you can also access the library of express projects at any time when you are in the Media Room by selecting **Express Projects** from the **Media Content** drop-down.*

To use an express project, just select it in the media library and then drag and drop it on the timeline. You can also insert the express project anywhere within a current project, by dragging and dropping it to the desired position on the timeline. Express projects can be added to the timeline in the exact same way as media clips. See [Adding Media to the Workspace](#) for detailed information on adding content to the timeline.

Note: you can also reuse old PowerDirector projects you created. See [Reusing PowerDirector Projects](#) for more information.

Once the express project is in the timeline, simply replace the media placeholders in the template with the media content you want to use in your new production. To do this, just drag the media clips to the desired media placeholders on the timeline (which are indicated by the numbers on their thumbnails). Hover over the media placeholder until the clip fits within the placeholder length as shown below. This is done by hovering the hand icon over the media placeholder where you want the clip to be.




Doing this replaces the media placeholders with the content you want to add, without changing the structure of the express project. Continue this process until all the media placeholders have been filled. Once you are done, you can continue to edit the project like any other project, including the effects and transitions that have been included in the express project.

Recording Your Desktop with the Screen Recorder


The Screen Recorder* lets you record a video of your mouse movements and computer usage, allowing you to create instruction videos, record webcasts, and more.

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

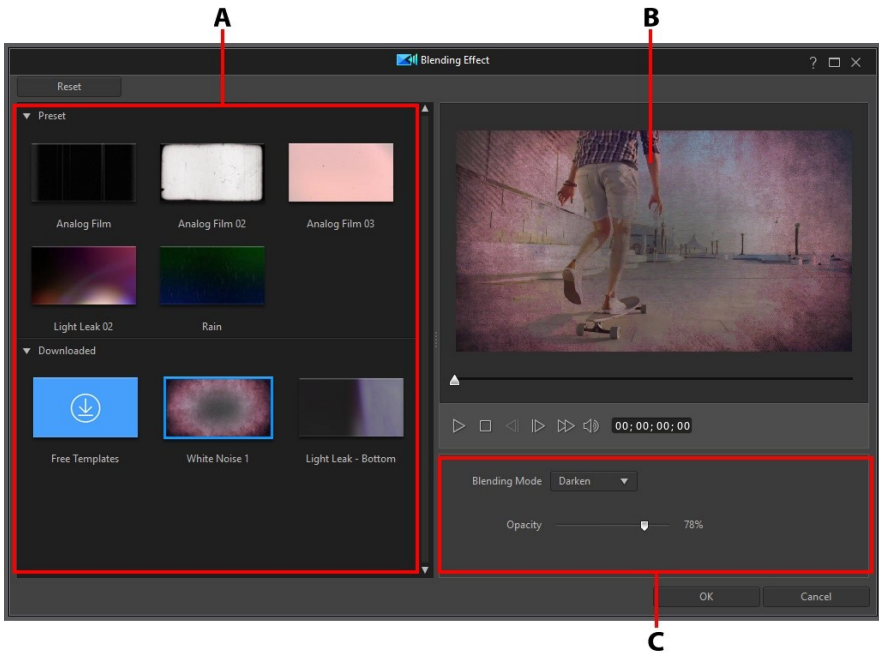
To access the Screen Recorder dialog, click the  button and then select **Screen Recorder**.

Note: for a detailed description of all the features available in Screen Recorder, click the ? icon or press the F1 key on your keyboard when within the program window to open the help file.

Creating Overlays with the Blending Effect

In the Blending Effect window you can blend a selected clip with an image preset or template to create a unique looking overlay effect in your video. To access the Blending Effect window, in **Edit** module, select a media clip in the media library, click the  button, and then select **Blending Effect**.

*Note: you can also use the Blending Effect on clips already on the timeline. To do this, select a clip and then **Tools > Blending Effect**.*



A - Blending Presets and Templates, B - Preview Window, C - Blend Properties

When you are done creating the blend effect, click the **OK** button to save your changes. CyberLink PowerDirector will add the selected media file to the timeline at the current timeline slider position. It will also add the blending image preset/template to the track below it in the timeline.

Blending Image Presets/Templates

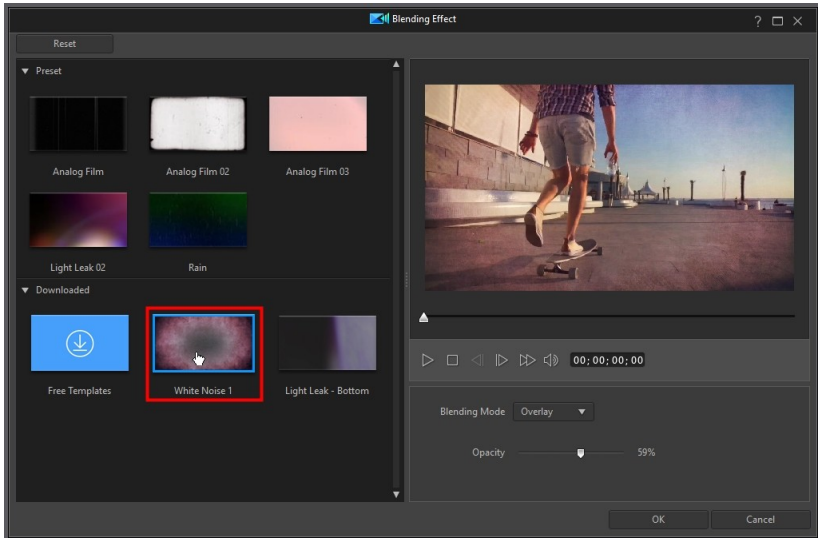
The Blending Effect helps you to create a blending effect on a selected clip, by blending it with an image preset or template you downloaded from DirectorZone.

Note: you can also blend two clips that are already on different tracks in the timeline. See [Blending Clips on the Timeline](#) for more information.

To blend image presets/templates with the Blending Effect, do this:

1. In the **Edit** module, select a media clip in the media library, click the  button, and then select **Blending Effect**.

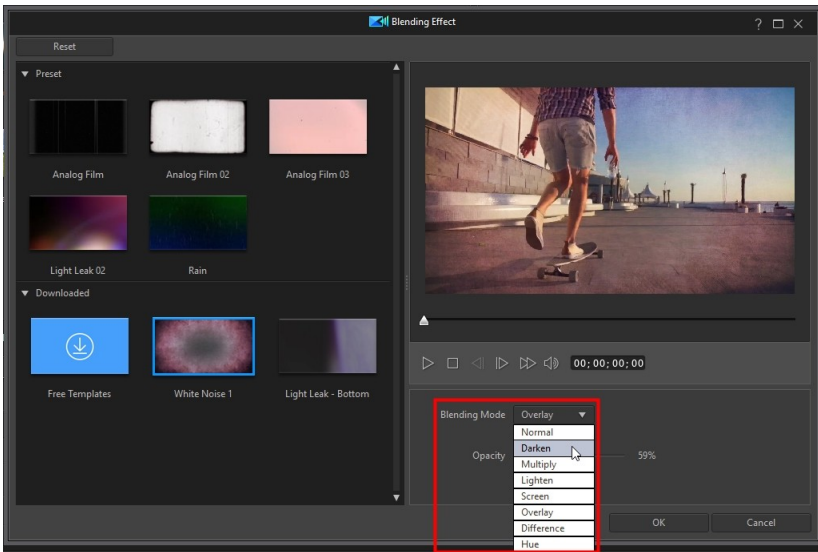
- In the Blending Effect window, select one of the available presets or downloaded templates.



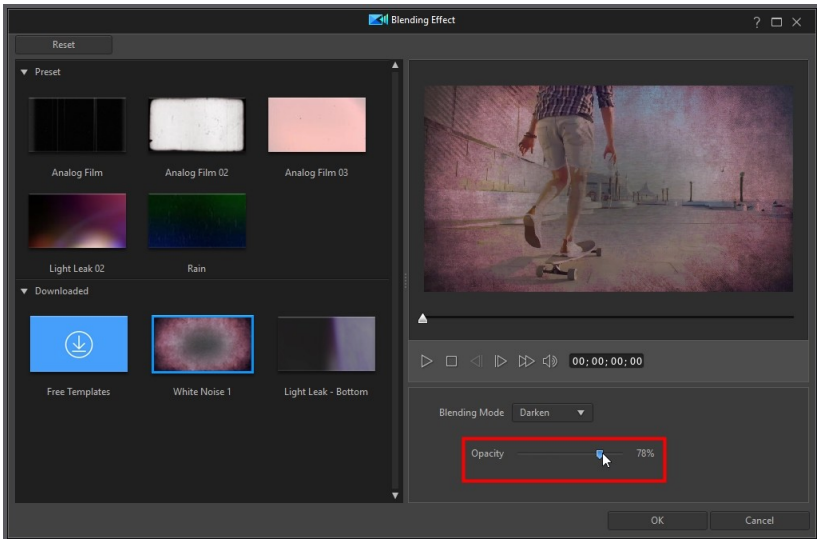
Note: you can click **Free Templates** to download more image preset templates from [DirectorZone](#).

- Select a **Blending Mode** to specify how the selected image preset is blended with the clip below it in the video (the selected media clip). There are 8 blending modes to choose from, with each having a different effect. Below is a general description of each blending mode, but it is recommended that you select each to experiment which best fits the needs of your video:
 - Normal:** Normal is the default blending mode and does not mix the pixel colors in the selected image preset with the pixels in the selected media clip. The pixels in the selected image preset are placed over the pixels in the media clips, and are not blended.
 - Darken:** the Darken blending mode retains the darkest pixels of all the media clips being blended.
 - Multiply:** Multiply blending mode retains the darkest pixel colors of the selected image preset, and removes the lightest pixels by making them transparent.

- **Lighten:** the Lighten blending mode retains the lightest pixel colors of all the media clips being blended.
- **Screen:** Screen blending mode is the opposite of Multiply, as the brightest pixels are retained, with the darkest pixels effectively becoming transparent.
- **Overlay:** Overlay combines the effects of the Multiply and Screen blending modes. When blending the media clips, for darker pixels it blends like Multiply. For lighter pixels, it blends like Screen.
- **Difference:** Difference subtracts the brightest pixel color value from the pixel colors in the selected media clips. The resulting effect is similar to the look of a film negative, but is more colorful.
- **Hue:** use the Hue blending mode to blend just the hue from the selected image preset's pixels with the lightness and saturation of the below media clip's pixels.



4. If required, use the **Opacity** slider to set the transparency of the effect.



- Click **OK** to close the Blending Effect window, and add the two clips to the timeline.




Once you close the Blending Effect window, you cannot reopen it to select another blending mode or to adjust the opacity of the blending effect. To edit the blending effect once added to the timeline:

- right click on the image preset, and then select **Set Clip Attributes > Set Blending Mode** to select a different blending mode. See [Blending Clips on the Timeline](#) for more detailed information.

- select the image preset in the timeline and then click the **Designer** button above the timeline to open the PiP Designer. See [Changing Object Settings](#) for information on adjusting the opacity of the selected clip.


Designing Custom Slideshows in the 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 use stylish slideshow templates.


To access the Slideshow Creator in the **Edit** module, click the  button, and then select **Slideshow Creator**. See [Slideshow Creator](#) for a full description of this plugin and all its available features.

Design Hand-Drawn Animation in the Paint Designer

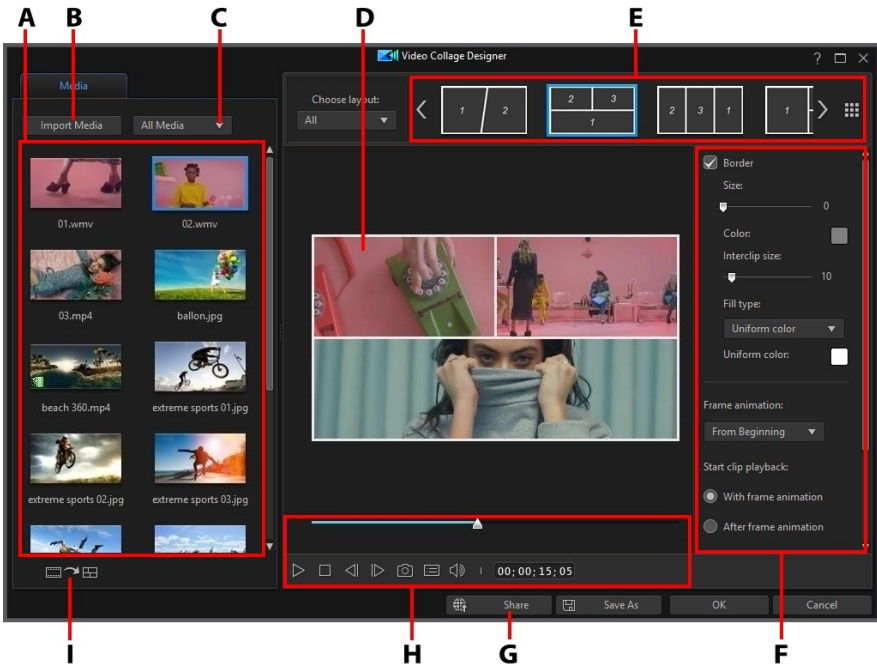
In the Paint Designer you can design your own hand-drawn artwork using an array of brushes, to create animations for your video projects.

To access the Paint Designer in the **Edit** module, click the  button, and then select **Paint Designer**. See [Using the Paint Designer](#) for a full description of the Paint Designer plugin and all its available features.

Creating Video Collages

In the Video Collage Designer* you can create professional looking edits of your video. To open the Video Collage Designer, in **Edit** module, click the  button and then select **Video Collage Designer**.

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



A - Media Tab, B - Import Media, C - Filter Media, D - Video Collage Preview, E - Collage Templates, F - Collage Preferences, G - Share on DirectorZone, H - Preview Controls, I - Auto Fill Media Slots

When you are done creating the video collage, click the **OK** button to save your changes. CyberLink PowerDirector will add the created video to the timeline at the current timeline slider position.

Creating a Video Collage




To create a video collage do this:

1. In the **Edit** module, click the  and then select **Video Collage**.

Note: if required, you can first synchronize the audio in the video clips you want to use in your collage in the [MultiCam Designer](#), and then import them directly into the Video Collage Designer.

2. All the videos and images that are in the media library are loaded into the Video Collage Designer. If required, click **Import Media** to import more.

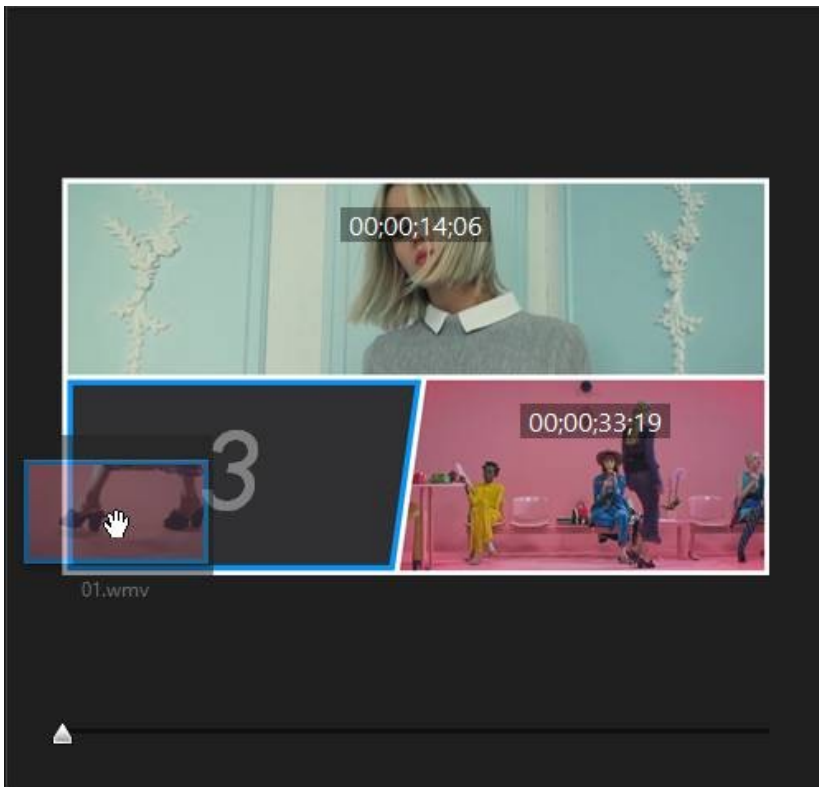
*Note: select the **All Media** drop-down to filter the available media. You can also choose to use a color board in your video collage by selecting it in this drop-down.*

3. Choose a layout by selecting a collage template. Use the  and  arrows to scroll through all the available collage templates, or click  to view them all in the collage template library window. Select a template and then click the play button to preview its frame animation.



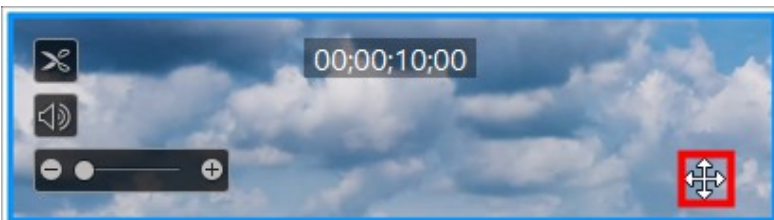
Note: if required, you can click  to download more collage templates from [DirectorZone](#).

4. Drag the media clips you want to use into the available frames as required.




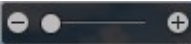


Note: the playback order of the clips is indicated by the ordinal numbers in the template.

5. After a media clip is added to a collage template's frame, you can reposition it by clicking and dragging it within the frame.





6. Click  if you want to perform a [single trim](#) on a video clip, or click  to mute the clip. For images, click  to set the duration they are displayed. Use  to zoom in or out on the clip as required.
7. Set the collage template preferences as follows:
 - **Border:** select this option if you want there to be a border on each of the clip's frames in your video collage. Once selected, set the **Size** and **Color** of the border. Use the **Interclip size** slider to increase the space between the clips in the template. From the **Fill type** drop-down, you can give this space a solid uniform color, or import an image to give it some texture.
 - **Frame animation:** select whether you want the frame animation to start at the beginning (**From Beginning**), or during the closing (**During Closing**) of the video. Select **Off** to disable frame animation.
 - **Start clip playback:** if your collage includes frame animation, indicate whether the clips start playing back with the frame animation, or once the animation is complete.
 - **Before/after clip playback:** if the video clips in your video collage don't all start at the same time, or end before the collage does, use this option to select what will display in the frame before playback starts or after it ends.
8. Click the **Advanced Settings** button to [configure the playback settings](#) for the video collage.
9. Use the player controls to preview your video collage. Once you are satisfied, click **OK** to close the Video Collage Designer and add the created video onto the first track in the timeline.

*Note: you can edit the saved video collage further by clicking on it in the timeline and then clicking on the **Video Collage** function button above the timeline.*

Configuring Video Collage Playback Settings

When in the Video Collage Designer, click the **Advanced Settings** button to configure the playback settings as follows:

- **Playback timing:** you can choose to have the imported clips play all at once, or one after the other. You can also delay the playback of the secondary clips by the inputted time. If you first synchronized the audio in your clips in the MultiCam Designer, the **From MultiCam Designer** is auto selected for you.
- **Match collage duration to:** from this drop-down, set the duration of your video collage by selecting one of the available options. If you first synchronized the audio in your clips in the MultiCam Designer, this feature is not available.

Saving and Sharing Collage Templates

Once you are finished your Video Collage project you can save the collage template in your library for future use, and upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone. See [Sharing Collage Templates](#) for more information.
- click on **Save As** to save a modified template as a new template to the collage template library.
- click on **OK** to save a new template to the collage template library.

Sharing and Backing Up Collage Templates

You can share your customized collage templates with other CyberLink PowerDirector users by uploading them to DirectorZone.

To share your collage templates, do this:

1. In the Video Collage Designer, click on **Share**, enter a name for the custom template, and then click **OK**.
2. In the upload window, enter the information as follows:
 - **Upload to:** select where you want to upload the template.
 - **Title:** name of the template as it will display once uploaded.


- **Style:** select a style or category for the template.
- **Type:** if required, select the type of template you are uploading.
- **Tags:** enter some keyword search tags that will help users find the template when searching.

Note: separate each tag you enter with a space. If you want to use two words as the tag, just put quotes around them, e.g. "dollar bill".

- **Collection:** enter the name of the collection you want the template added to.
 - **Description:** enter a short description of your template.
3. Click **Next** to proceed.
 4. Confirm the copyright disclaimer, and then click **Next** to proceed with the upload.
 5. Click on **Finish** to close the upload window.

Creating Movies Quickly with 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 you through a step-by-step process to import, style, adjust, and preview your finished movie, in just a few steps.

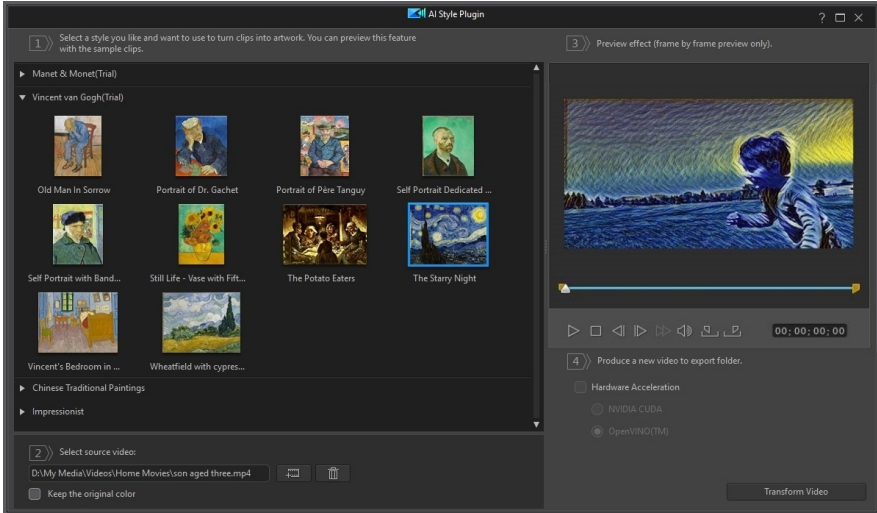
To access the Magic Movie Wizard in the **Edit** module, click the  button, and then select **Magic Movie Wizard**. See [Auto Mode](#) for a full description of the Magic Movie Wizard plugin and all its available features.

Transforming Video with the AI Style Plugin



With the AI Style Plugin* you can transform your videos into living works of art. The AI Style Plugin's engine analyzes your footage frame by frame and intelligently applies brushstrokes so your video looks like it was hand-painted by a master artist.



*Note: * optional feature in CyberLink PowerDirector. Check the version table on our [web site](#) for detailed versioning information.*

To open the AI Style Plugin, in the **Edit** module, click the  button and then select **AI Style Plugin**.





To transform your video into works of art with the AI Style Plugin, do this:

1. In the **Edit** module, click the  button and then select **AI Style Plugin**.
2. Select the style you want to use for your video from the available artwork examples.
3. Click the  button and then **Import From Hard Drive** to import video clips from your computer's hard drive, or **Import From Media Room** to import clips from the existing media in the Media Room library.
4. Select the clip you want to import, and then click **Open/OK** to import it into the AI Style Plugin window.
5. Select the **Keep the original color** option if you want the transformed video to use the video clip's original colors. If not selected, the transformed video will use the color scheme of the selected artwork example.
6. If required, you can trim the length of the video clip you imported by doing the following:

- use the player controls to find the desired start point for the video clip, and then click .
- use the player controls to find the desired end point for the video, and then click .
- drag the markers on the video clip's timeline to set the desired start and end times manually.



7. If required you can preview what the video will look like, but only one frame at a time use the   buttons to step through the video.

Note: regular video playback preview is not available, because the AI Style Plugin requires a lot of system resources to generate each frame of transformed video.

8. Click the **Transform Video** button to produce the new video file. Once the file is produced, it will be automatically imported into the media library.

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 in the **Edit** module. You add the media clips in the order that tells the story you want to tell.

***Note:** the timeline mode of the CyberLink PowerDirector workspace offers more editing freedom and ease of movement in your production. Be sure to consult the [Timeline Mode](#), [Timeline Order](#), and [Timeline Behavior](#) sections to get the most out of this mode. See [Storyboard Mode](#) for information on the features that are available in that editing mode.*

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 [Creating Movies Quickly with the Magic Movie Wizard](#) for more information.
- **Slideshow Creator:** auto creates a slideshow with your photos, in a few simple steps. See [Designing Custom Slideshows in the Slideshow Creator](#) for more information.
- **Express Projects:** choose from a number of project templates that will help you speed up the editing process. See [Using an Express Project](#) for more detailed 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 clip markers on the clip marker track, which you can use to arrange media clips to music. See [Music Beat Detection](#) for more information.
- **Sync by Audio:** you can sync two or more clips that are on different timeline tracks using the Sync by Audio feature. See [Syncing Clips by Audio](#) for more information.

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

Adding Video Clips and Images to the Timeline

To start creating your video production, in the **Edit** module, 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 mode](#), since this view is simpler than the [timeline mode](#). However, you can only add clips to the first track in this mode. Therefore, this section uses the timeline mode in all of the procedures.*

You can add video clips and images at any position on any video track in the timeline. Just start placing the media on a timeline track, in a sequence that tells your story.

***Note:** if you want to add media to a precise position on the timeline, consider using [timeline markers](#). See [Adding Timeline Markers](#) for more information.*

If you insert or drop media onto other existing media clips that are on the timeline, don't worry. CyberLink PowerDirector will prompt you to use its ripple editing feature to overwrite, insert, replace, split, trim, transition, or speed up media to help you easily place the media where you want it.

Once you add a video clip or image to any timeline track, click the **Designer** 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 insert video clips or images into the workspace, do one of the following:

Note: for users with a PowerDirector 365 subscription, you must manually import stock videos downloaded in the CyberLink Application Manager. By default, the stock video files are downloaded to the following folder: C:\Users\Public\CyberLink\Downloaded Video

- 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.

You can also manually drag and drop a media clip to a desired position on a video track to add it to the timeline.

When adding a clip to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the newly added clip.
- **Insert:** select to split the clip and insert the new clip between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert and Move All Clips:** select to split the clip and insert the new clip between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
- **Crossfade:** select to lay the clip over a portion of the existing clip and auto add a transition between the two clips. CyberLink PowerDirector uses the fade transition on the video track, and the constant gain audio transition if both clips have audio on the corresponding audio track.

Note: the **Crossfade** option does not overwrite the content on the track, instead adding an overlap transition between the two clips. See [Setting Transition Behavior](#) for more information. The **Crossfade** option is only available if the end of the new clip is not over any existing content on the track.

- **Replace:** select to replace the current clip on the timeline with the new clip. Use this option if you don't want to change the structure of the current content on the timeline.

Note: if the duration of the clip you are replacing is shorter than the newly added video clip, CyberLink PowerDirector automatically trims the video clip to fit the original clip's duration. For images, CyberLink PowerDirector automatically resizes them to fit the original clip's duration.

When inserting a video file, if the timeline slider is in a gap between two clips on a timeline track, you are prompted to use one of these ripple editing options to insert the clip:

- **Trim to Fit:** select to have CyberLink PowerDirector auto trim off the end of the video clip to fit the gap to the right of the timeline slider.

Note: this feature is also available when inserting image clips into a timeline gap that have durations longer than the gap.


- **Speed up to Fit:** select to have CyberLink PowerDirector auto speed up the video clip so that it fits the gap to the right of the timeline slider.

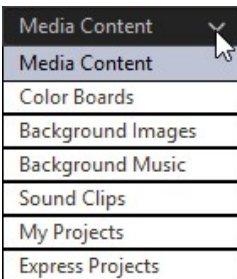
Adding Color Boards and Background Images

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 a background for titles and ending credits. Background images provide interesting and creative environments for PiP objects, titles, and more.


Note: you can create your own custom color boards in the Media Room. See [Creating New Color Boards](#) for more information.

You can find color boards and background images in your media library by clicking

 to open the explorer view, or selecting **Color Boards** or **Background Images** from the **Media Content** drop-down.



To insert color boards or background images into the workspace, do one of the following:

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

You can also manually drag and drop a color board or background images to a desired position on a video track to add it to the timeline.

When adding a color board or background images to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the color board/background images.
- **Insert:** select to split the clip and insert the color board/background images between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert and Move All Clips:** select to split the clip and insert the color board/background images between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
- **Crossfade:** select to lay the color board/background images over a portion of the existing clip and auto add a fade transition between the two clips.

*Note: the **Crossfade** option does not overwrite the content on the track, instead adding an overlap transition between the two clips. See [Setting Transition Behavior](#) for more information. The **Crossfade** option is only available if the end of the new clip is not over any existing content on the track.*

- **Replace:** select to replace the current clip on the timeline with the color board/background images. Use this option if you don't want to change the structure of the current content on the timeline.

Note: if the duration of the clip you are replacing is longer or shorter than the newly added clip, CyberLink PowerDirector automatically resizes it to fit the original clip's duration.

If the timeline slider is in a gap between two clips on a timeline track when inserting a color board or background images, you are prompted to use this ripple editing option to insert the clip:

- **Trim to Fit:** select to have CyberLink PowerDirector auto set the duration of the color board/background images to fit the gap to the right of the timeline slider.

Changing Color Board Color

After adding a color board to the timeline, you can select it and then click the **Change Color** button if you want to change its color.

Changing Color Board Color Using the Color Selector

To change a color board's color using the color selector, do this:

1. Select the color board on the timeline and then click the **Change Color** button.
2. Select **From Color Selector**.
3. In the color palette, do any of the following:
 - Select one of the basic colors.
 - Use the color picker to choose a color, and the leveler on the right to adjust the shade.
 - Type in the desired HSL or RGB values.
4. Click **OK** to close the color palette and change the color of the color board on the timeline.

Changing Color Board Color from a Media File

To change a color board's color by selecting a pixel in the preview window, do this:

1. Add the media clip to the timeline that you want to use to change the color board's color.
2. Select the color board on the timeline and then click the **Change Color** button.
3. Select **From Preview**.


4. If required, use the playback controls to find the frame of video that contains the color you want to use to create the color board.
5. In the Select Color from Preview window, use the eye dropper to select the pixel in the video preview image that you want to use to create a color board.
6. Click **OK** to close the window and change the color of the color board on the timeline.

Creating New Color Boards

CyberLink PowerDirector lets you create custom color boards using the color selector, or by selecting an area in the media file preview window.

Creating a Color Board Using the Color Selector


To create a color board using the color selector, do this:

1. Click on the  button.
2. Select **From Color Selector**.
3. In the color palette, do any of the following:
 - Select one of the basic colors.
 - Use the color picker to choose a color, and the leveler on the right to adjust the shade.
 - Type in the desired HSL or RGB values.
4. Click **OK** to close the color palette and add the new color board to the media library.

Creating a Color Board from a Media File

To create a color board by selecting a pixel in the preview window, do this:


1. Add the media clip to the timeline that you want to use to create the color board.
2. If required, use the playback controls to find the frame of video that contains the color you want to use to create the color board.

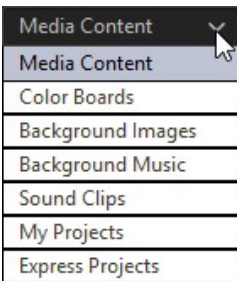
3. Make sure the media file is selected in the timeline, i.e. that a preview of the media file is displayed in the preview window.
4. Click on the  button.
5. Select **From Preview**.
6. In the Select Color from Preview window, use the eye dropper to select the pixel in the video preview image that you want to use to create a color board.
7. Click **OK** to close the window and add the new color board to the media library.

Adding Audio Clips


In CyberLink PowerDirector you can add audio clips to your project, including music, sound effects, or a narrative voice-over. You can [import your own audio files into the media library](#), or use the background music and sound clips provided.

Background Music and Sound Clips

You can find the background music and sound clips in your media library by clicking  to open the explorer view, or selecting **Background Music** or **Sound Clips** from the **Media Content** drop-down.



Select a specific background music track or sound clip, and then click the play button to preview it if required.

Note: before you can use a background music track or sound clip in your project, you must first click  to the right of it to download it to your computer.

Adding Audio Clips to the Timeline

In the **Edit** module, you can add audio clips to the audio portion of a video track, to the voice track, or to the music track.




Note: *once the audio is added to the timeline, you can edit it in the [Audio Editor](#) or [AudioDirector](#), or mix it in the [Audio Mixing Room](#).*

If you are not sure which tracks you can add audio to, just select a clip in the media library. The icons next to the tracks in the timeline you can add the audio to will be blue. 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 insert audio into the workspace, do one of the following:

Note: *if you want to add audio to a precise position on the timeline, consider using [timeline markers](#). See [Adding Timeline Markers](#) for more information.*

- 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.

You can also manually drag and drop an audio clip to a desired position on any of the audio tracks available in the timeline.

*Note: you can 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.*

When adding audio to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the newly added audio clip.
- **Insert:** select to split the clip and insert the new audio clip between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert and Move All Clips:** select to split the clip and insert the new audio clip between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
- **Crossfade:** select to lay the audio over a portion of the existing clip and auto add a constant gain transition between the two clips.

*Note: the **Crossfade** option does not overwrite the content on the track, instead adding a transition between the two clips. The **Crossfade** option is only available if the end of the new clip is not over any existing content on the track.*

- **Replace:** select to replace the current audio clip on the timeline with the new audio clip. Use this option if you don't want to change the structure of the current content on the timeline.

Note: if the duration of the audio clip you are replacing is shorter than the newly added audio clip, CyberLink PowerDirector automatically trims it to fit the original clip's duration.

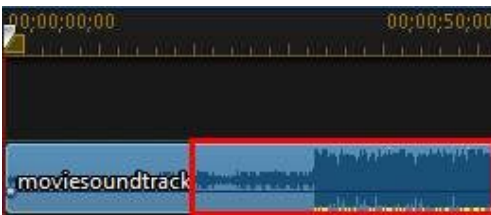
If the timeline slider is in a gap between two clips on an audio timeline track when inserting audio, you are prompted to use one of these ripple editing options to insert the clip:

- **Trim to Fit:** select to have CyberLink PowerDirector auto trim off the end of the audio clip to fit the gap to the right of the timeline slider.
- **Speed up to Fit:** select to have CyberLink PowerDirector auto speed up the audio clip so that it fits the gap to the right of the timeline slider.

Syncing Audio

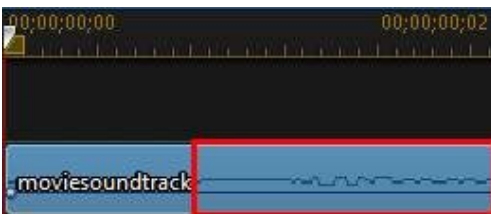
When you add independent audio to any of the audio tracks on the timeline, it is important to ensure that it syncs with the video in your production. CyberLink PowerDirector displays the audio waveform on each clip that is added to the timeline. The waveform is useful when trimming or splitting the audio clip, and also when trying to sync audio to the video in your production.

Note: if you are trying to sync audio in an audio clip with the audio in a video clip (because they have the same source audio), you can use [Sync by Audio](#) to sync the clips.



You can even zoom in on the timeline for more precise syncing, as the waveform is viewable down to the 1/10 frame level.

Note: if an audio clip's waveform is not displayed, it may be because this option was disabled in preferences. You can enable it again by selecting [Show sound waveform in timeline](#) in [General Preferences](#).



Once zoomed in, you can use the waveform in conjunction with [Timeline Markers](#) to sync media more precisely in your video production.

Music Beat Detection

Use the Music Beat Detection* feature in CyberLink PowerDirector to analyze audio clips or video clip's with music in your video production. Once analyzed, music

beat clip markers are added to the clip marker track to help you sync the audio to the video in your production. You can also manually add music beat clip markers.

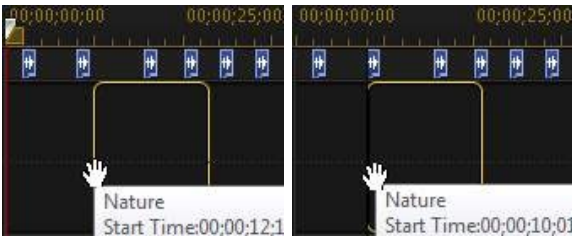
*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

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

To add music beat clip markers, do this:

1. Add an audio clip or video clip with music to the timeline.
2. Right-click on the 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 clip, and then detect and apply the music beat clip markers to the clip marker track.
5. Click on **Apply** to close the Music Beat Detection window.

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



Also note that the music beat clip markers are connected to the clip. So if you move the clip on the timeline, its music beat clip markers will move with in on the track.

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

- remove the music clip from the timeline.

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

Manually Adding Music Beat Clip Markers

To manually add music beat clip markers to the clip marker track, do this:

1. Add an audio clip or video clip with music to the timeline.
2. Right-click on the 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 clip.
4. Manually drag the timeline slider to the position on the audio waveform where you want to add the music beat clip marker.
5. Click **Add** (or the press the A key on your keyboard) to add a music beat clip marker at the current position.
6. Repeat the above steps to add as many music beat clip 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 clip, and then continually click the **Add** button (or press the A key on your keyboard) to add the music beat clip markers when you hear a beat.*

Syncing Clips by Audio

If you have two or more clips that have the same source audio, you can use Sync by Audio to align the starting positions of the clips on the timeline so that they are all in sync.

Note: you can sync both video and audio clips using this feature.

To sync two or more clips by audio*, do this:

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

1. Select all of the clips on the timeline that you want to sync.
2. Click the **Sync by Audio** function button that displays after selecting the clips.

3. CyberLink PowerDirector analyzes all the selected clips and then realigns them so that their audio is in sync.

Chapter 8:


Editing Your Media

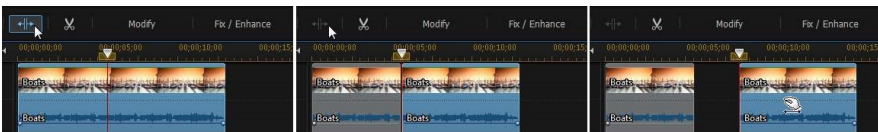
Once you have your video clips, audio files, and images in the editing workspace/timeline you can start editing them. Editing is a broad term that encompasses a number of different functions, including splitting, trimming, applying fixes, and much more.

Note: this section outlines the procedures for editing media in [timeline mode](#), as all the program's features are available in this mode. If you prefer to use the [storyboard mode](#), and you find one of the outlined features is not available, you can press the Tab key on your keyboard to switch to timeline mode during the editing process.

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

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  button above the timeline 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.

Trimming Video and Audio Clips

Use the trim functions to remove unwanted portions from your video and audio clips. You can use the [Single Trim](#) function to trim off the beginning and/or ends of a video clip, or the [Multi Trim](#) function to remove multiple portions at once. The [Trim Audio](#) function lets you trim audio visually, using its waveform. You can also [manually trim video and audio clips right in the timeline](#).

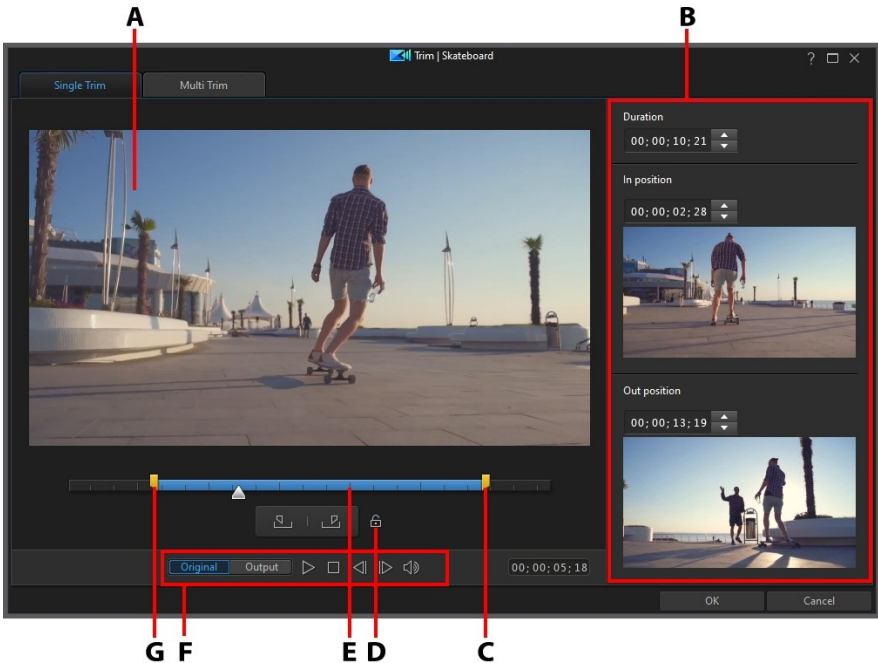
Note: when you trim media clips, the program does not delete any of the original source media's content. It just marks the requested edits on the clips and then applies the edits when it renders the final video during production.

Trimming a Video Clip

To trim a video clip, select it in the timeline and then click the  button above the timeline.


Performing a Single Trim

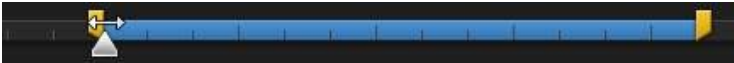
Use the video trim function to quickly trim off unwanted portions at the beginning and end of a video clip on the timeline.




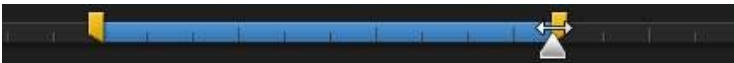
A - Preview Area, B - Marked Positions in Clip, C - Mark Out Position Slider, D - Lock Duration, E - Selected Content, F - Player Controls, G - Mark In Position Slider


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, click on the **Single Trim** tab.
3. Use the player controls to find where you want the trimmed clip to begin, and then click  to set the mark in position or drag the mark in position slider to this position.



4. Use the player controls to find where you want the trimmed clip to end, and then click  to set the mark out position or drag the mark out position slider to this position.



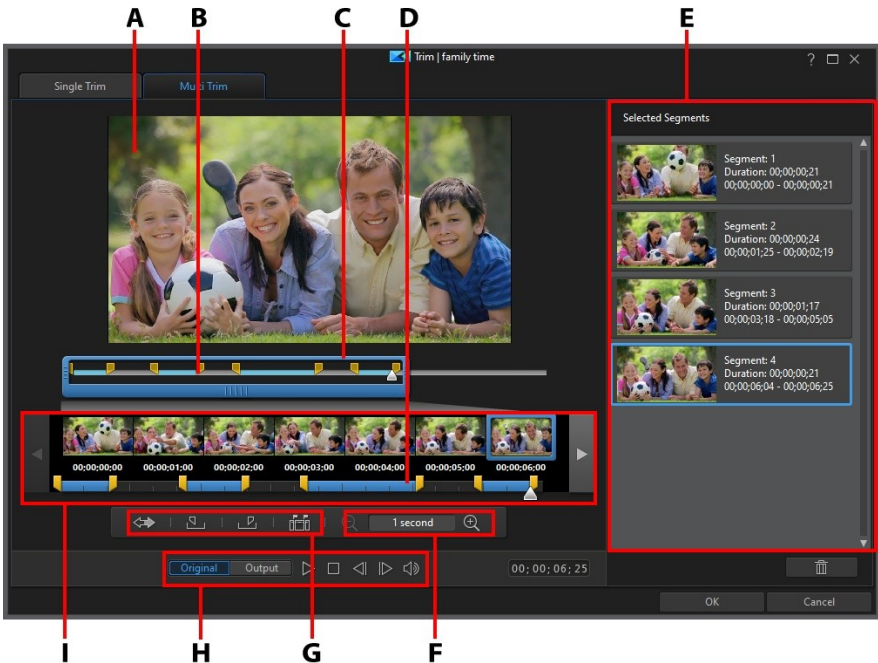
Note: you can click  to lock the duration of the video you want trimmed. Once locked, click and drag the selected content to the exact position you want trimmed.

5. If required, you can preview what the trimmed clip will look like by clicking **Output** and then clicking the play button on the player controls. Click **Original** if you want to play the original video.
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 - Selected Segments, F - Magnifier Controls*, G - Trimming Tools, H - Player Controls, I - Frame Display

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site 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 **Trim** button above the timeline.
2. Click on the **Multi Trim** tab.

3. 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.
4. Use the player controls to find the beginning of the first trimmed segments, or the mark in position.
5. Click  to set the mark in position.
6. 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 Selected Segments section.
7. Repeat the above steps to trim out all the required segments.
8. If required, you can preview what the trimmed clip will look like by clicking **Output** and then clicking the play button on the player controls. Click **Original** if you want to play the original video.
9. 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 the trimmed video clip, click the  button to invert the trimming results.

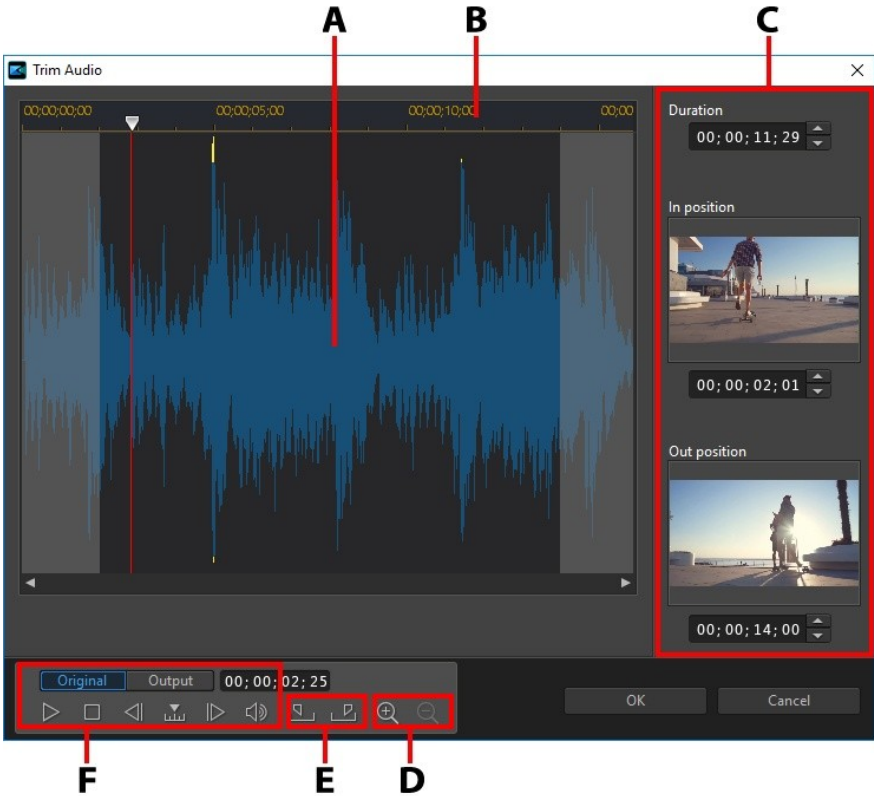
Extra Trimming Tools

On the Multi Trim tab, you can also use the following extra trimming tools to:

- you can manually drag the mark in and out sliders on the timeline or magnified timeline to edit the current positions if required.
- 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.

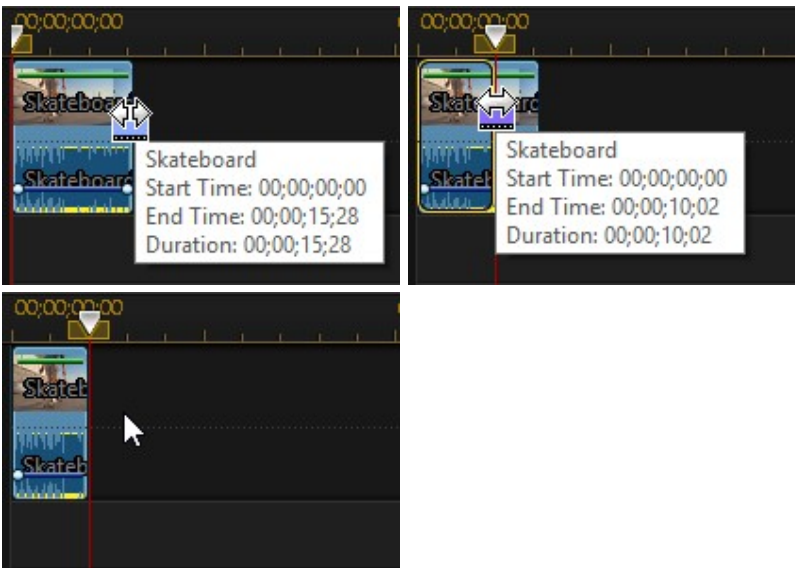
1. Select the audio clip on the timeline you want to trim, and then click on the  button above the timeline.

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.

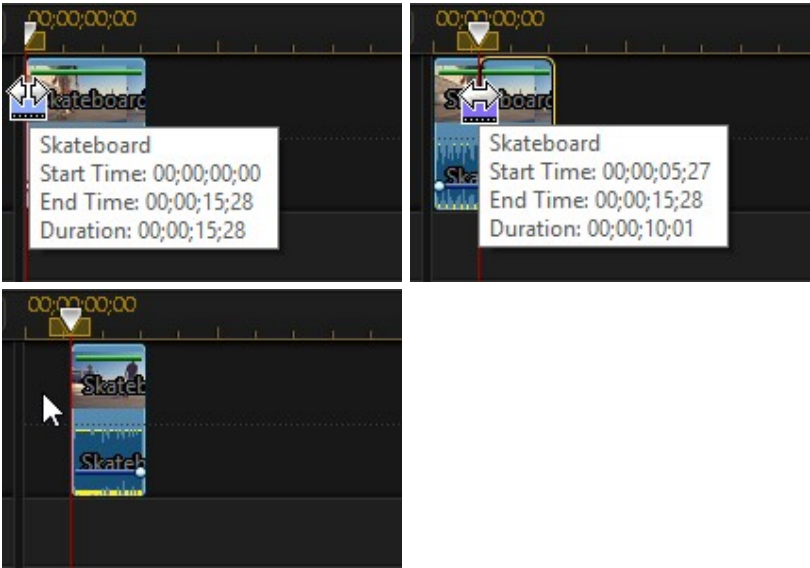
Note: you can reenter the trim window to refine the trimmed clip at any time. You can also drag the trimmed edges of the audio clip on the timeline as well.

Manually Trimming Video/Audio Clips in Timeline

Video and audio clips can be easily trimmed right in the timeline by dragging the right edge of the clip,



or the left edge of the clip.




Note: if you hold down the Ctrl key on your keyboard while dragging the right or left edge, the clip will be sped up to fit the new shortened duration.

Setting a Media Clip's Duration

When you add images, overlay effects (PiP objects, title templates, particle objects), 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:

1. Select the clip in the timeline.
2. Click the  button (or right-click on the clip, select **Set Clip Attributes**, 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 (including video and audio clips) by selecting it and then dragging the end of the clip to the desired length.

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

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. 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**.

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 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, select **Set Clip Attributes**, and then **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 the [aspect ratio you set for your project/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.

Note: you can also [crop or apply zooms](#) on video clips to make them fit the current video project aspect ratio.

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

1. Right-click on a video clip in the timeline, select **Set Clip Attributes**, and then **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 aspect ratio is not 4:3, select the stretch method to convert the 4:3 clip to the project's aspect ratio.
 - 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 aspect ratio is not 16:9, select the stretch method to convert the 16:9 clip to the project's aspect ratio.

- if the aspect ratio of the selected clip is 9:16, then select **The aspect ratio of the video is 9:16** option. If the project aspect ratio is not 9:16, select the stretch method to convert the 9:16 clip to the project's aspect ratio.
- if the aspect ratio of the selected clip is 1:1, then select **The aspect ratio of the video is 1:1** option. If the project aspect ratio is not 1:1, select the stretch method to convert the 1:1 clip to the project's aspect ratio.
- if the selected clip has an aspect ratio other than 4:3, 16:9, 9:16, or 1:1, then select the **Not 4:3, 16:9, 9:16, 1:1** 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.

Note: you can also [crop](#) or [resize](#) images to make them fit the current project aspect ratio.

To stretch an image, do this:


1. Right-click on an image in the timeline, select **Set Clip Attributes**, 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. Select the image in the timeline and then click the  button above the timeline. You can also right-click on the image 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.

Resizing, Moving, Rotating Media Clips

The images, videos, and overlay effects (PiP objects, title templates, particle objects) on the timeline can be [moved](#), [resized](#), and [rotated](#) in the preview window. This allows you to place them anywhere in your video frame to create overlays within your video projects.

Note: you can resize, move, and rotate images, video clips, and other PiP objects with more precision in the [PiP Designer](#).

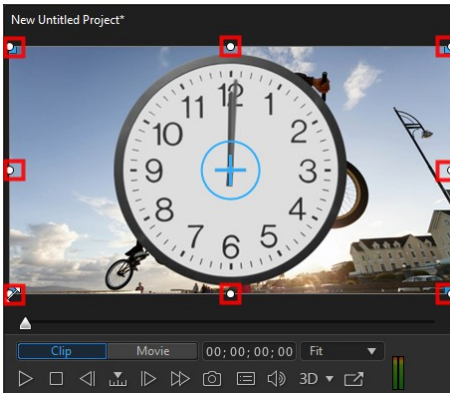
Resizing and Moving Images/Videos/Effects

To resize and move a media clip (image, video, overlay effect), do this:

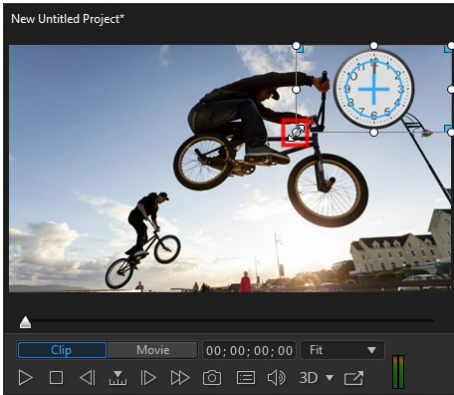
1. Select a media clip on the timeline, and then ensure that you are in the **Clip** preview mode so that the media crosshairs are displayed.


Note: media clips can be resized or moved outside the project preview window border, if required. Use the [zoom controls](#) for the best results.

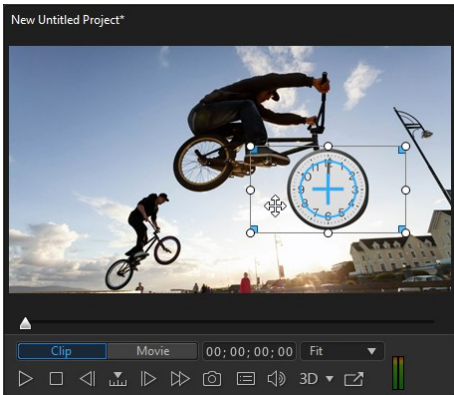
2. To resize, hover your mouse over one of the eight resizing nodes.



3. Click and drag the node to resize the media clip.



4. To move the media clip, hover your mouse over it so your mouse cursor is a , and then click and drag it to the position in the video frame where you want it.



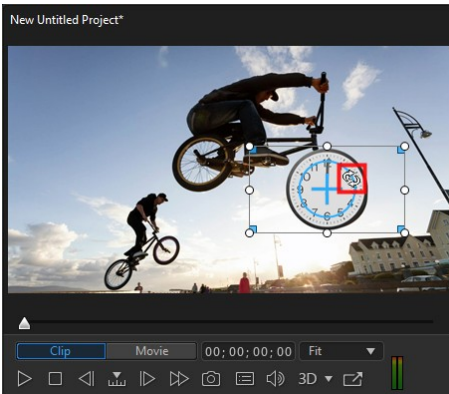
Note: you can also resize and move media clips by altering their freeform positions using keyframes. See [Utilizing Keyframes on Media](#) for more information.

Rotating Images/Videos/Effects

To rotate a media clip (image, video, overlay effect), 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. Hover your mouse over the blue circle so that the rotation arrows are displayed.



3. Click and drag the mouse right or left to adjust the rotation amount as required.



Note: you can also rotate media clips by altering their freeform positions using keyframes. See [Utilizing Keyframes on Media](#) for more information.

Changing the Shape of Media Clips

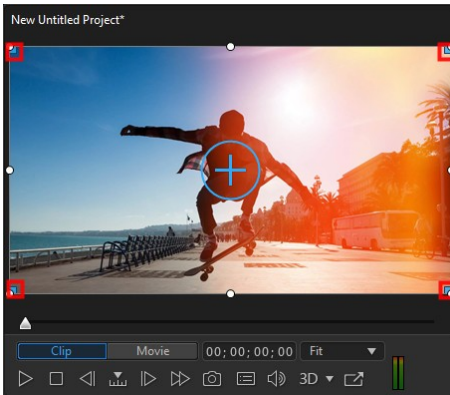
CyberLink PowerDirector lets you change the shape of the media clips in your video production. Videos, images, and PiP objects added to the timeline have freeform properties, so you can easily change their shape to create media that is different from the usual rectangle or square shape.

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.

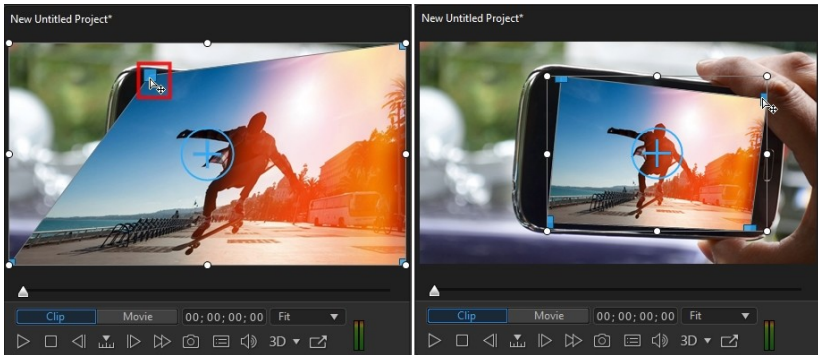
Note: the top-left corner of the video frame is the 0 axis, with the bottom-right corner having a value of 1.0, 1.0. The center position in the video frame is 0.500, 0.500.

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. Hover your mouse over any of the four blue reshaping nodes.



3. Click and drag them to reshape the media clip as required.



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

Select an image, video, or audio clip in the timeline and then click the **Fix/Enhance*** button to [apply fixes](#) and [make enhancements](#) to these clips.

Note: you can also apply advanced fixes and enhancements on images and videos in CyberLink PhotoDirector and ColorDirector. See [Advanced Fixes and Enhancements](#) for more information. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

You can apply fixes and enhancements to the entire duration of a media clip, or click the **Keyframe** button to 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.

Applying Fixes

Select a media file on the timeline and then click the **Fix/Enhance** button to apply instant fixes, such as lighting adjustments, lens correction, video/audio denoise, video stabilization, and more. In the **Fix** section, the following options are available:


Note: the options that are available is dependent on the type of media file you have selected.

Lighting Adjustment

Adjusts the brightness/contrast/saturation ratios. Best used to change the color settings if the video clip or photo contains portions that are overly dark or bright. Use the slider to adjust the intensity of the lighting adjustment. Enable the **Extreme Backlight** option to adjust the back lighting in a clip. Best used to provide separation between a subject and the background, or reduce the silhouette effect caused by too much backlight, for example from the sun. Once enabled, use the slider to adjust the intensity of the backlight.

White Balance

The **Color temperature** option adjusts the clip's color temperature or creates a specific atmosphere, such as winter or summer. Once enabled, use the slider to adjust the **Color temperature** in the media clip. A lower value applies a colder temperature, while a higher value applies an atmosphere that is warmer. Use the **Tint** slider to adjust the color level of the clip.

Select the **White calibration** option, and then click the  button to use the eye dropper to select an area in the video or image that should be white. By indicating which portion of an image should be white, CyberLink PowerDirector automatically adjusts the other colors accordingly to be more vivid and true. If you use white calibration, you cannot use other fixes or enhancements.

Video Stabilizer

Employs motion compensation technology to correct shaking videos. This tool is ideal for use with videos taken without a tripod or recorded while moving. Once enabled, drag the slider to increase or decrease the level of correction. Select the **Fix rotational camera shake*** option if the clip has segments where the camera rotates from side to side. The **Use enhanced stabilizer** option improves the output quality of video clips that have video stabilizer applied.



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

If editing a 360° project, you can apply CyberLink VR Stabilizer on 360° video clips. Use the **Sliding Window Duration** to set the intervals (in seconds) when CyberLink VR Stabilizer analyzes and corrects the shakiness of the video. Use the **Spatial Domain Range** to set the analyzed range (up and down) from the central horizon

line of the screen. Adjusting the sliders will auto apply CyberLink VR Stabilizer on your video clip. If required, click the **Advanced** button to manually apply VR Stabilizer in the [Enhanced VR Stabilizer](#) window.

Lens Correction

Select the **Lens Correction*** option to use lens profiles to auto correct distorted images/videos. Select the lens profile, using the **Maker** and **Model** drop-downs, that matches the camera your image/video was shot with. Once selected, CyberLink PowerDirector will auto correct the image/video.

*Note: if you can't find your camera's lens profile, click the  button to download more from DirectorZone. Once downloaded, click the  button to import it into CyberLink PowerDirector. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

You can also use the **Fisheye distortion** control to manually correct clips that have fisheye distortion. Use the Vignette Removal sliders to manually remove an unwanted vignette effect on photos that was caused by a camera lens or the lighting environment:

- **Vignette amount:** use this slider to adjust the level of vignette removal on the photo.
- **Vignette midpoint:** drag the slider to the left to increase the size of the area (towards the center of the photo) where the vignette removal is applied. Drag it right to decrease the size, towards the corners.

Video Denoise

This tool removes video noise from a video clip, including High-ISO and TV signal noise. Once enabled, drag the slider to increase or decrease the level of denoise on the video.

Audio Denoise

Use audio denoise on video clips that were recorded outdoors, in a room with poor acoustics, in a car, or other noisy locations. The audio denoise tool uses CLNR (CyberLink Noise Reduction) technology to improve your video's audio quality and

reduce background noise. Select the **Noise type** from the drop-down menu and then use the **Degree** slider to adjust the amount of denoise applied.

Remove Red-eye

When enabled, CyberLink PowerDirector will detect the faces in the selected image and remove red-eye automatically.

Apply Re-focus

Enhances images that are out of focus. Drag the slider to increase or decrease the degree of enhancement.

3D Orientation

If your 3D media was shot with a camera that uses a plug in lens to create the 3D effect, the resulting media may not display correctly if the lens angles are slightly off. Use the sliders to adjust the horizontal and vertical orientation of the two images to fix the 3D effect on the media.

Enhancing Media Clips

Select a media file on the timeline and then click the **Fix/Enhance** button to enhance the media by adjusting its color, applying edge enhancement or the HDR effect, and much more. In the **Enhance** section, the following options are available:

Note: the options that are available is dependent on the type of media file you have selected.

Edge Enhancement

Gives standard definition videos the look and feel of true high definition, through the use of CyberLink's TrueTheater HD intelligent resolution up scaling. Once enabled, drag the slider to increase or decrease the degree of enhancement on the video.

Color Adjustment

Lets you manually adjust the color attributes (exposure, brightness, contrast, hue, etc.) of the video image or a photo. Once enabled, you cannot use other fixes or enhancements. Use the sliders to adjust the attributes as follows:

- **Exposure:** use on media clips that are over or underexposed. A lower value darkens all the colors in the clip, while a higher value lightens them.
- **Brightness:** use to increase or decrease the brightness of the media clip's image.
- **Contrast:** use to adjust contrast, or the difference between light and dark areas of the media clip.
- **Hue:** use to fine tune the shade or purity of the colors in the media clip.
- **Saturation:** use to adjust the saturation of the colors in a media clip. A smaller value moves the colors towards black and white, while a higher value increases the overall intensity of color in the clip.
- **Vibrancy:** use to make the colors in a media clip brighter and more vivid, by enhancing the duller colors.
- **Highlight healing:** is applied to areas of media clips that are overexposed to recover detail in the highlights and brighter areas.
- **Shadow:** use to enhance detail in dark sections of the media clip by lightening shadows and underexposed areas.
- **Sharpness:** use the slider to adjust the amount of sharpness applied to the media clip.

Color Enhancement


Color Enhancement dynamically adjusts the color saturation ratio in video. Use the available slider to make the colors in the video more vivid, without affecting skin tones.

Color Match

The Color Match feature lets you change the color in a selected video or image, by matching it to another clip in your project. To use Color Match, do this:

Note: *you can only match the color in one clip at a time.*


1. Select two clips on the timeline and then click the **Color Match** button. Or select one clip, click **Fix/Enhance**, and then the **Color Match** option and button to enter the Color Match panel.
2. If you haven't yet done so, select the reference media clip on the timeline. The reference clip contains the colors you want matched in the target clip.

Note: *if the Reference and Target clips are reversed/not correct, click the  button to switch them. If you selected the wrong clip, you must exit the Color Match panel and then reselect the clips to reenter.*

3. In the Reference frame, use the playback controls to find the frame of video that has the exact color you want to match.
4. Click the **Color Match** button to match the colors.
5. Use the **Level** slider to adjust the strength of the matched colors.
6. When you are satisfied with the results, click **OK** to exit and apply the changes.

Color Presets & CLUTs


In the Fix/Enhance panel you can apply CyberLink ColorDirector presets and color LUTs (lookup tables) on your video clips, instantly transforming the color and look of the clips.

Note: *ColorDirector presets can be downloaded from DirectorZone and imported into the Fix/Enhance panel by clicking  and then selecting the downloaded preset file on your hard drive.*

To apply a ColorDirector color preset, do this:

1. Select the video clip in the timeline and then click the **Fix/Enhance** button.
2. Select the **Color Presets & CLUTs** check box.
3. Select one of the available color presets to apply it to the selected clip.

To apply a ColorDirector CLUT, do this:

1. Select the video clip in the timeline and then click the **Fix/Enhance** button.
2. Select the **Color Presets & CLUTs** check box.
3. Click on  and then select the color lookup table you want to use. Click on **Open** to finish the selection.
4. Select the color lookup table to apply it.

Split Toning

The Split Toning option lets you produce creative color effects on your videos, such as the Lomo effect. Select a video on the timeline, click **Fix/Enhance** and then **Split Toning** in the Enhance section to use the following controls:

Highlights

Click the colored box to choose the exact color you want used in the highlights, by selecting it or entering the color's HSL/RGB color code in the fields provided. Use the sliders to adjust the hue and saturation of the highlights, or the brightest areas of a selected video.

- **Hue:** use this slider to set the hue or color of the highlights in the video image.
- **Saturation:** use this slider to set the saturation of the color used, or its amount/strength. Dragging the slider right makes the color more saturated, while dragging it left makes it less saturated.

Balance

- use the **Balance** slider to set the balance between the split toning effect applied on the highlights and shadows in the video image. Drag the slider left to increase the influence of the **Shadows** sliders on the video image, drag it right to increase the influence of the **Highlights** sliders. Set the **Balance** slider's value to 0 if you want both the effects on the highlights and shadows equally applied.

Shadows

Click the colored box to choose the exact color you want used in the shadows, by selecting it or entering the color's HSL/RGB color code in the fields provided. Use the sliders to adjust the hue and saturation of the shadows, or the darkest areas of a selected video.

- **Hue:** use this slider to set the hue or color of the shadows in the video image.
- **Saturation:** use this slider to set the saturation of the color used, or its amount/strength. Dragging the slider right makes the color more saturated, while dragging it left makes it less saturated.

HDR Effect

Select a video on the timeline, click **Fix/Enhance** and then **HDR Effect** in the Enhance section to apply an HDR effect on your videos. The HDR (high dynamic range) effect adjusts the lighting range on the edges in the video image, allowing you to recover any loss of detail caused by contrasting brightness during video exposure. Users can also use this effect to give videos a more dramatic tone.

Glow

Use the Glow sliders as follows to apply an HDR glow effect, or a "halo" edge, on contrast edges in the video image:

- **Strength:** use this slider to adjust the amount of the HDR glow effect applied to the video image.
- **Radius:** use the slider to adjust the radius of the HDR glow effect, or the amount of contrast applied to the edges in the video image.
- **Balance:** use the slider to adjust the balance (where it is applied) of the HDR glow effect. Moving the slider right applies it on the brighter parts (highlights) of edges. Moving it left applies it to the darker parts (shadows) of edges.

Edge

Use the Edge sliders as follows to apply the HDR effect on contrast edges in the video image:

- **Strength:** use this slider to adjust the amount of the HDR edge effect applied to the video image. Dragging it right will reveal more detail on the contrast edges. Dragging it left will blur them.
- **Radius:** use the slider to adjust the radius of the HDR edge effect, or the amount of contrast applied to the edges in the video image.
- **Balance:** use the slider to adjust the balance (where it is applied) of the HDR edge effect. Moving the slider right applies it on the brighter parts (highlights) of edges. Moving it left applies it to the darker parts (shadows) of edges.

Look-up Table

Use color look-up tables (CLUT) to transform the range of colors in a video clip to another range. Doing this can completely change the color scheme of the video, and ensure all your video clips have the same look. You can search for and download color look-up tables in a variety of formats (3DL, CSP, CUBE, M3D, MGA, RV3DLUT, VF), and then import and then use them in your CyberLink PowerDirector projects.

To apply a color look-up table to a video clip, do this:

1. Select the video clip on the timeline you want to apply the color look-up table to.
2. Click on in the **Fix/Enhance** button.
3. In the Enhance section, select the **Look-up table** check box.
4. Click on the **Browse** button and then select the color look-up table you want to use. Click on **Open** to finish the selection.

Advanced Fixes and Enhancements

If you have CyberLink PhotoDirector* and/or ColorDirector* installed on your computer, you can access the advanced fixes and enhancements available in these programs from within CyberLink PowerDirector. The adjustments you make to your media clips are then imported back into your current video production.

*Note: * optional feature in CyberLink PowerDirector.*

CyberLink PhotoDirector is a photography program that lets you manage and adjust your digital photos. CyberLink ColorDirector is a video editing program that turns your video footage into eye-catching movies through the use of video color creating and correcting.

To adjust an image in CyberLink PhotoDirector, do this:

1. Select the image clip on the timeline, click the **Fix/Enhance** button above the timeline, and then the **PhotoDirector** button. The CyberLink PhotoDirector program opens.
2. Perform the adjustments on the image as necessary. Please consult the help file in CyberLink PhotoDirector for detailed information on adjusting and editing images in that program.

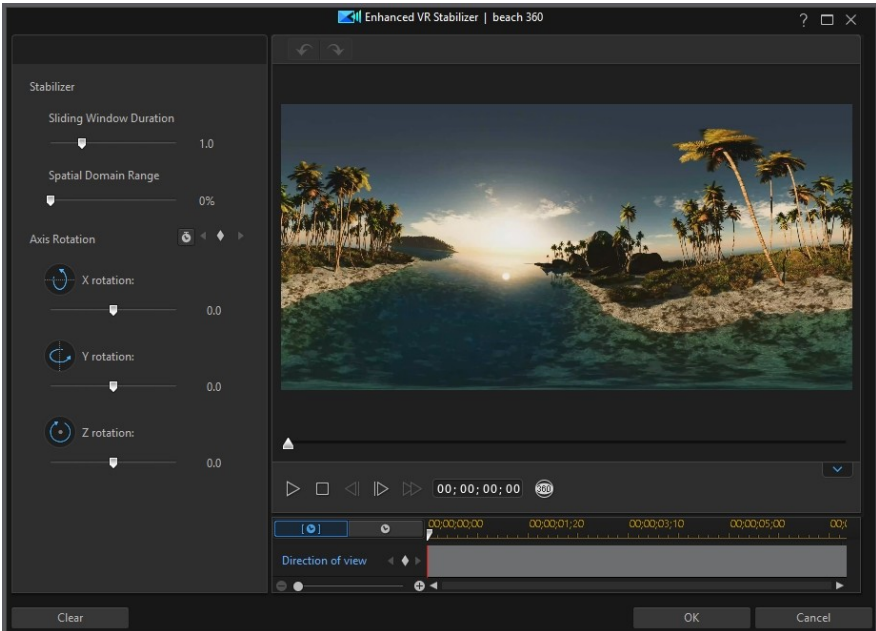
3. Once you finish adjusting the image file in CyberLink PhotoDirector, click the **Back** button within the program. Your changes are saved and the adjusted image is imported back into the timeline.

To adjust a video clip in CyberLink ColorDirector, do this:

1. Select the video clip on the timeline, click the **Fix/Enhance** button above the timeline, and then the **ColorDirector** button. The CyberLink ColorDirector program opens.
2. Perform the adjustments on the video clip as necessary. Please consult the help file in CyberLink ColorDirector for detailed information on adjusting video clips in that program.
3. Once you finish editing the video clip in CyberLink ColorDirector, click the **Back** button within the program. Your changes are saved and the adjusted video clip is imported back into the timeline.

Enhanced VR Stabilizer


You can use the Enhanced VR Stabilizer to fix shaky video in 360° video clips. To open the Enhanced VR Stabilizer, select a 360° video clip on the timeline, select **Fix/Enhance > Video Stabilizer**, and then click on the **Advanced** button.

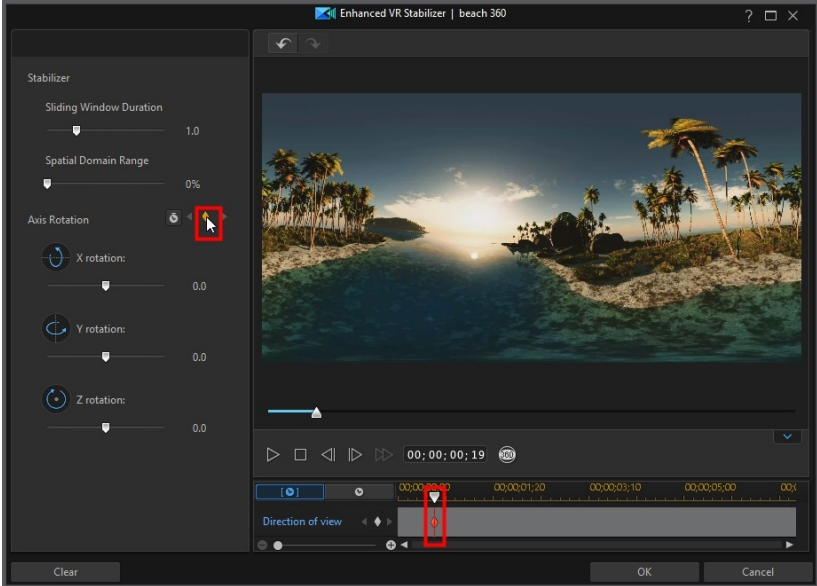



Use the **Sliding Window Duration** to set the intervals (in seconds) when CyberLink VR Stabilizer analyzes and corrects the shakiness of the video. Use the **Spatial Domain Range** to set the analyzed range (up and down) from the central horizon line of the screen. Adjusting the sliders will auto apply CyberLink VR Stabilizer on your video clip.

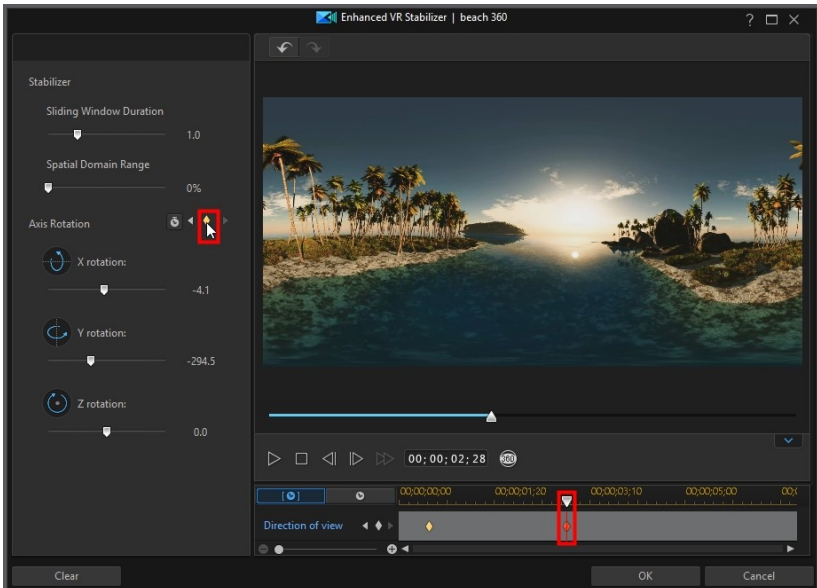
Manually Stabilizing 360° Video

If there are specific parts in your 360° video that still need stabilizing, you can use keyframes and the X, Y, Z rotation sliders to manually stabilize it. To manually stabilize the video, do this:

1. Use the playback controls to find the starting point in the clip where the video needs stabilizing.
2. Click  to add a keyframe at this position.



3. Use the X, Y, and Z **Axis Rotation** sliders to correct the horizontal position in the video at this position, as required.
4. Use the playback controls to find the end point in the clip where the video needs stabilizing, and then click  to add a keyframe at this position.



5. Use the X, Y, and Z **Axis Rotation** sliders to correct the horizontal position in the video at this position, as required.
6. Repeat steps 2 to 5 to manually stabilize other segments of the video as needed.
7. Click **OK** to save your changes and add the updated video to the timeline.

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. You can also use keyframes to change the volume level of your video and audio clips at specific moments.

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 on our web site for detailed versioning information.*

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

*Note: once you have customized the fixes, enhancements, and effects on a clip using keyframes, you can right click on the clip and select **Copy Keyframe Attributes**. This allows you to paste all of its keyframe attributes onto another clip in the timeline, applying the same changes to the clip. To apply just some of the keyframe attributes modified in this panel, just right click on **Fix/Enhance**, **Effect**, **Clip Attributes**, or **Volume** to copy and paste the changes to another clip.*

Fix/Enhance

Use the available sliders to fix and enhance images, videos, and audio clips at the current keyframe in your video production. See [Fixing and Enhancing Photos/Videos](#) for a detailed explanation of the available fixes and enhancements.

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 position, size, opacity, freeform shape, and more for media clips in your video production.


- **Position:** set the position of media clips at different moments (keyframes) in your video production. Adjusting the **X** and **Y** values between keyframes lets you manually create motion in your video. When you create motion for PiP media, you indicate where on the video image you want the PiP media to appear by adding keyframes. To create the motion, CyberLink PowerDirector will ensure it is in the desired location at the specified time. This can cause the PiP media to appear jerky, as it speeds up and slows down as it moves through the frame. To make the movement look smoother, you can use the Ease in/out options. Select **Ease in** to slow down the PiP media as it enters a keyframe. Select **Ease out** if you want it to gradually accelerate out of the keyframe.

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. You can more easily adjust clip position and motion in the PiP Designer. See [Adding Motion to PiP Media](#) for more details.

- **Height:** set the height of media clips at different moments (keyframes) in your video production.
- **Width:** set the width of media clips at different moments (keyframes) in your video production.

*Note: by default, when you adjust the height or width of a clip, the other value is also changed. Deselect the **Maintain Aspect Ratio** checkbox if you just want to change a clip's height or width.*

- **Opacity:** use the slider to adjust the opacity of images and video clips 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.
- **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.
- **Enable 3D depth on the PiP media:** if you are creating a 3D video production, select this option to give the PiP media a 3D* effect. 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).

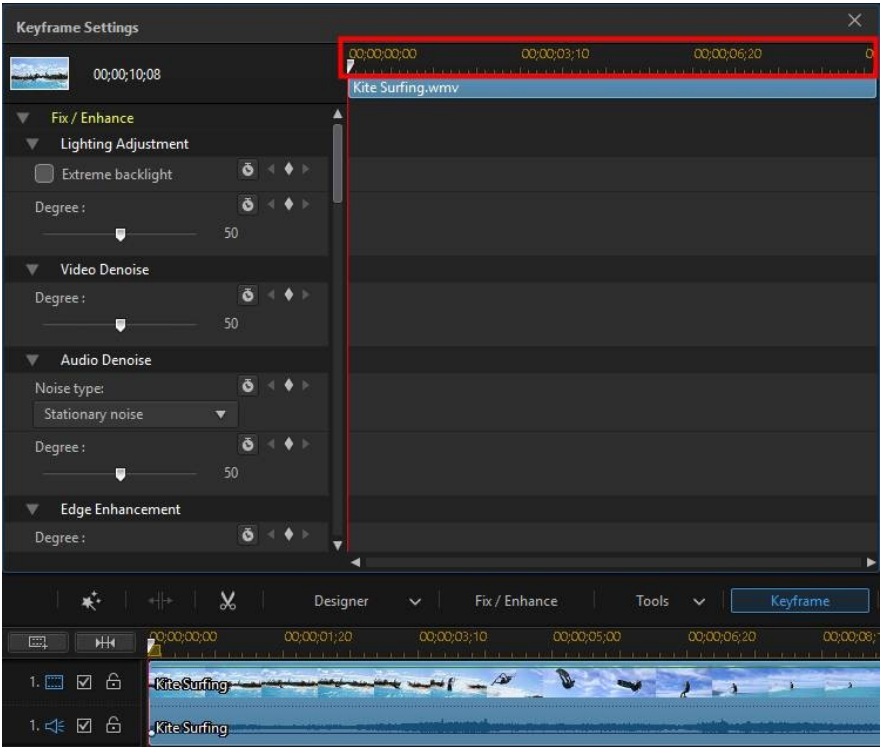
*Note: when using this feature, select the  button to enable 3D mode for best editing results. See [Previewing in 3D Mode](#) for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

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 of the selected media clip.

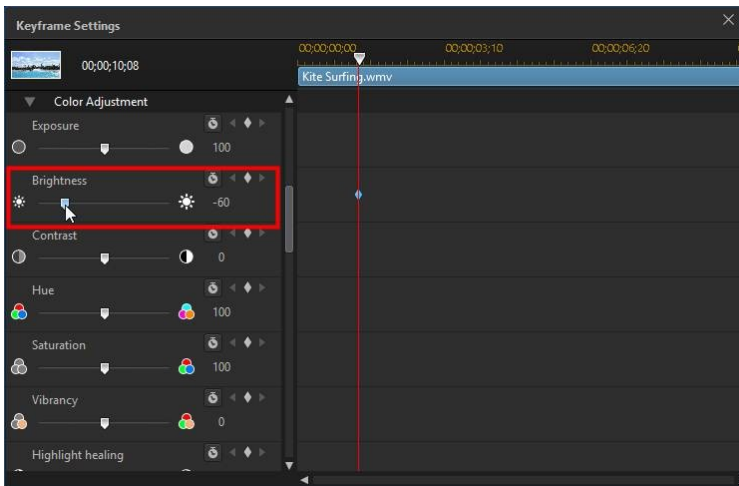


You can resize the timeline ruler and move the timeline slider, just like on the main timeline.

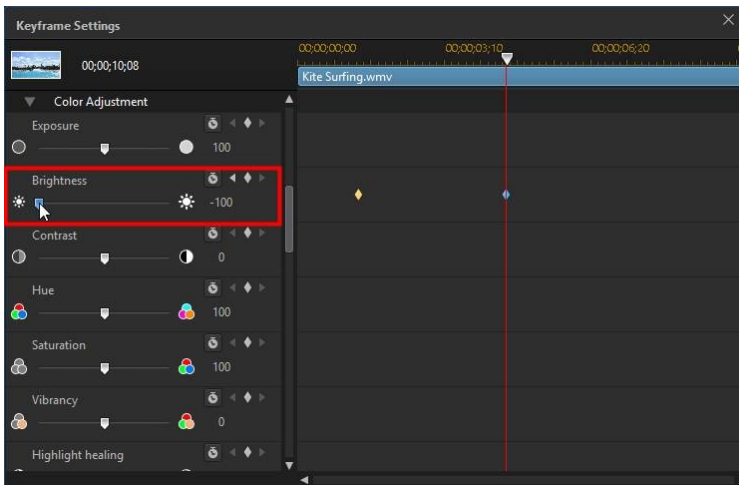
To add a keyframe to the keyframe timeline, do this:

Note: *once you have customized the fixes, enhancements, and effects on a clip using keyframes, you can right click on the clip and select **Copy Keyframe Attributes**. This allows you to paste these keyframe attributes on another clip in the timeline, applying the same changes to the clip.*

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 .

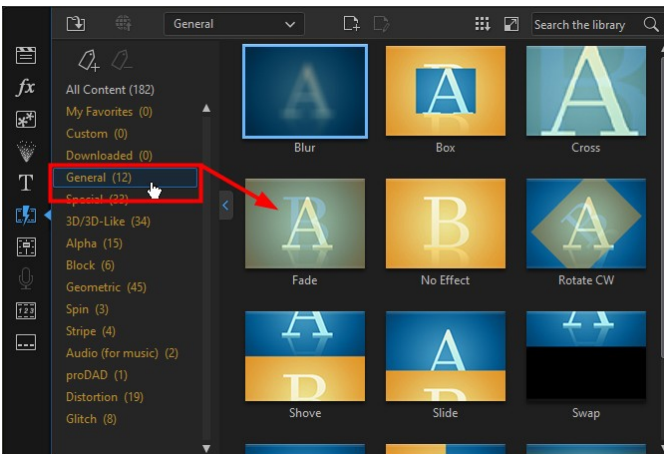
Note: if you want to reset the changes made at a keyframe, just ensure the keyframe is selected and then  click next to the option/parameter you want to reset back to the original.

Adding Fade In/Out to Media Clips

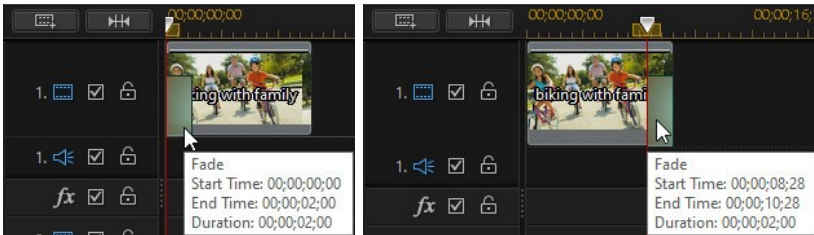
Fades can be added to the video clips and images in your projects in a couple of ways. If you want to add a fade in/out to audio in your project, see [Adding Fade Effects to Audio](#).

Adding Transition Fades

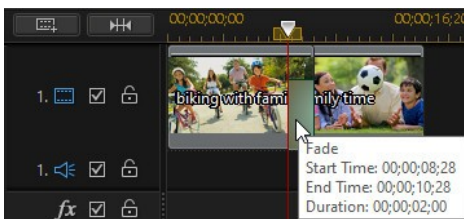
The first way to add a fade is to use the fade transition in the [transition room](#). Just select the **General** tag to find the fade transition in the transitions library.



The fade transition can be added to the beginning or end of a clip for a fading in/fading out effect.



You can also add a fade transition between two clips.

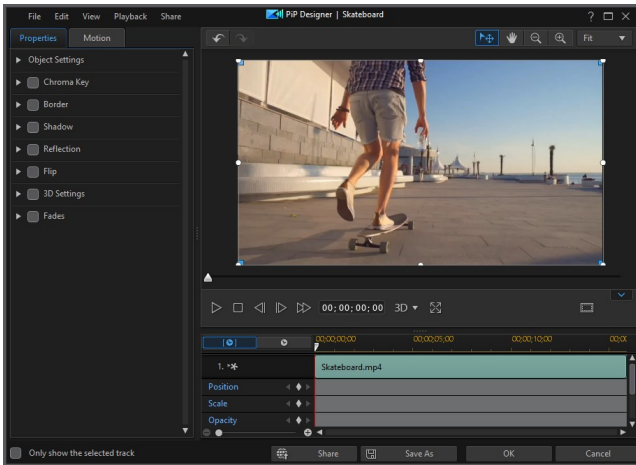


See [Using Transitions](#) for more detailed information on how to add and edit transitions.

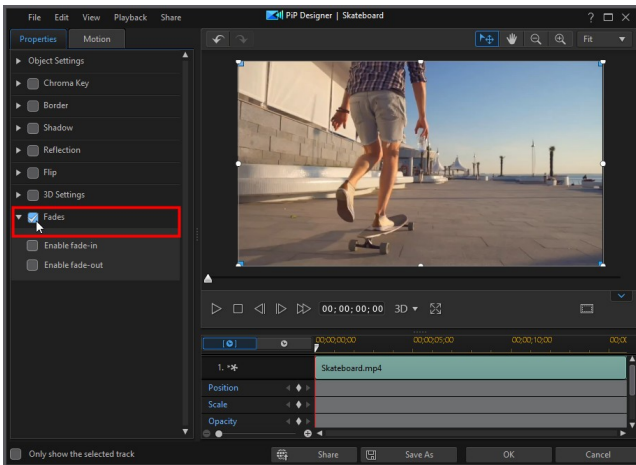
Creating Fades in the PiP Designer

You can create a fade in/out for a video or image in the [PiP Designer](#). To create a fade in the PiP Designer, do this:

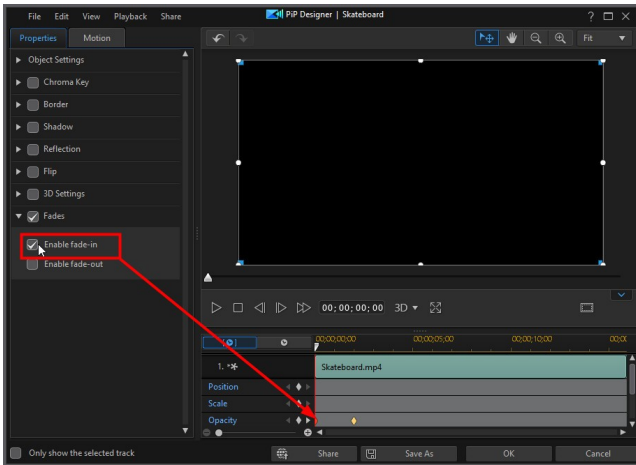
1. Select the clip in the timeline that you want to add the fade to.
2. Click the **Designer** button above the timeline, and then select **PiP Designer**. The PiP Designer will open.



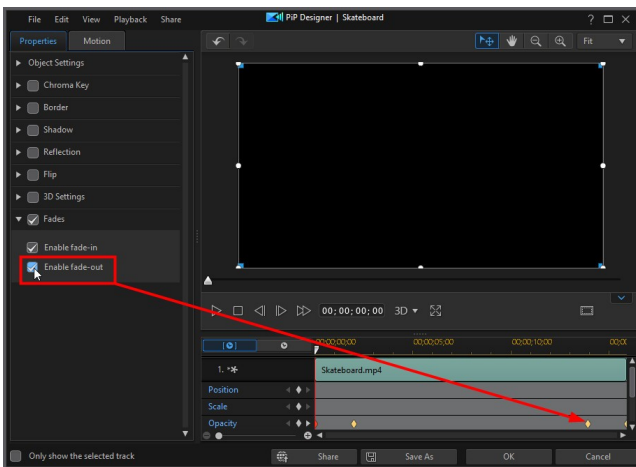
3. Select and expand the **Fades** option.



4. Select **Enable fade-in** to have your media clip fade in at the beginning of the clip.



5. Select **Enable fade-out** to have your media clip fade out at the end of the clip.



6. Click **OK** to close the PiP Designer and save your changes.

See [Modifying Media in the PiP Designer](#) for more detailed information on modifying a video clip or image's properties in the PiP Designer.

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



You can edit the audio in your video production in PowerDirector's [Audio Editor](#), or send it to [CyberLink AudioDirector](#) (if installed) for more advanced editing.

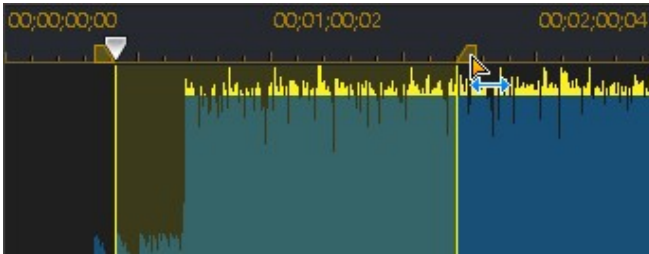
CyberLink AudioDirector is a companion program that let you perform more advanced editing on your audio clips.

Editing Audio in the Audio Editor

To edit an audio clip in the Audio Editor*, do this:

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

1. Select an audio or a video clip (with audio) on the timeline, click the **Tools** button above the timeline, and then select **Audio Editor**. The Audio Editor window opens.
2. Decide whether you want the audio edits applied to all the available channels , or click  to only edit one channel.
3. If required, use range selection to select the portion of audio you want to edit.



If you want to edit the entire clip, you can skip this step.

4. Make the edits to the audio as required using the available options. See below for a detailed description of each.
5. Once you are done, click **OK** to save your changes and update the audio clip in your project's timeline.

Volume

Dynamic Range Compression

Use this effect to adjust the audio file's dynamic range, i.e. the difference between high and low levels in the audio.

1. Use the **Output Gain** slider to adjust the output gain for the processed file to make up for a decrease in the audio's volume.
2. Use the control sliders as follows:
 - **Limitter**: adjust these sliders to aggressively limit high level signals. You can use the limiter to prevent clipping or distortion.
 - **Compressor**: use these sliders to apply more gentle dynamic control to medium level signals and peaks.
 - **Gate/Expander**: use these sliders to boost (expand) the level of soft signals. Note that the expander can have a ratio greater or less than 1.0. When the ratio is greater than 1, it is operating as a gate and any signals below the threshold will be decreased in volume.

3. If required, you can preview how the applied effect will sound by selecting **Adjusted result** and then clicking the **Preview** button. Select **Original audio** if you want to preview the original audio.
4. Click **Apply** to apply the dynamic range control.

Distortion

Pitch Shift

Use the Pitch Shift feature to change the pitch of the audio. The resulting effect is audio that sounds like it is sped up or slowed down, without changing the length of the audio.

1. Drag the slider right to adjust the pitch up, or left to adjust it down as required.

Note: increasing/decreasing by one semitone is equivalent to changing the overall the pitch up/down one musical note in a 12-tone scale. For example, C to C# (sharp) or C to Cb (flat).

2. If required, you can preview how the adjusted audio will sound by selecting **Adjusted result** and then clicking the **Preview** button. Select **Original audio** if you want to play the audio at its original pitch.
3. Click **Apply** to adjust the pitch of the audio.

Vocal Transformer

Use the Vocal Transformer effect to transform the voice in an audio clip.

1. Select one of the **Presets** from the drop down. Each preset provides a different effect to the voice.
2. If required, modify the advanced settings as follows:
 - **Pitch:** use this slider to adjust the pitch of the transformed voice. Dragging the slider right will make the voice higher, while dragging it left will make it deeper.
 - **Timbre:** use this slider to adjust the tone quality of the voice. Adjusting this slider can significantly change the characteristics of the voice.

*Note: if you selected the **Custom** preset, you can then select **Robot voice** and/or **Duck voice** as a starting point for the custom voice you create using the above settings.*

3. If required, you can preview how the applied effect will sound by selecting **Adjusted result** and then clicking the **Preview** button. Select **Original audio** if you want to play the original audio.
4. Click **Apply** to apply the effect to the audio.

Adjustments

Equalizer

Select Equalizer effect to apply preset equalizer filters on your audio. You can also fully customize the overall sound of your audio using the available sliders.

1. If required, select an equalizer preset from the **Presets** drop down. Equalizer presets can enhance audio, and the preset you should select depends on the type of audio or genre of music you are editing.
2. If required, modify the advanced settings by dragging the equalizer sliders to customize the audio effect applied.
3. If required, you can preview how the applied effect will sound by selecting **Adjusted result** and then clicking the **Preview** button. Select **Original audio** if you want to play the original audio.
4. Click **Apply** to apply the equalizer effect to the audio.

Echo

You can add an echo to your audio, by adding a series of delayed and decaying sources of the original audio to it.

1. In the window that displays, select the echo preset from the **Presets** drop-down. Select the preset that best suits the sound you want to achieve.
2. If required, modify the advanced settings as follows:
 - **Initial delay time:** use this slider to set how far behind, in milliseconds, the audio with the echo effect applied will start behind the original audio signal.

- **Feedback:** use this slider to set the ratio that determines how long the echoed sound will last. Dragging the slider left produces less of an echo, while dragging it right can produce an echo that never seems to fade out.
 - **Equalizer:** use these sliders to adjust the room characteristics where the audio is being reflected to create the echo. More reflective surfaces create a brighter sound, while a room with absorbent walls creates an echo that is a lot darker.
3. If required, you can preview how the applied effect will sound by selecting **Adjusted result** and then clicking the **Preview** button. Select **Original audio** if you want to play the original audio.
 4. Click **Apply** to add the echo effect to the audio.

Generate

Reverb

Use Reverb to apply an effect that reverberates the original audio, i.e. applies an echo-like effect to it.

1. Select a reverb preset from the **Presets** drop-down. Select the preset that best suits the sound you want to achieve.
2. If required, modify the advanced settings as follows:
 - use the **Sparkle** slider to add a grainy sound to the audio. The more sparkle applied, the grainier it will sound.
 - use the **Room width** slider to widen a stereo audio signal without disturbing the low frequencies. This allows you to control the perceived location of the sound, ranging from a more centered source to one that is wider left and right.
 - use the **Room size** slider to add reverberation to the audio signal, simulating it being played in a room. Larger values will simulate a larger room.
3. If required, you can preview how the applied effect will sound by selecting **Adjusted result** and then clicking the **Preview** button. Select **Original audio** if you want to play the original audio.
4. Click **Apply** to add the reverb effect to the audio.

Generate Noise

Use the Generate Noise feature to add a specified amount of generated noise, or static, into audio clips.

1. Select one of the following types of noise from the **Noise type** drop-down:
 - **Normal**: common white noise, or static, which can be quite loud to the listener.
 - **Pink**: static like noise that sounds softer and quieter than normal white noise.
 - **Brown**: a lower frequency static like noise, which is quite quiet compared to the others.
2. Click **Apply** to insert the noise.

Special

Noise Reduction

Use the Noise Reduction feature if your audio contains unwanted static, or other background noise.

1. Select the type of noise you want to remove from the **Noise type** drop-down.
2. Use the slider to adjust the amount of reduction applied to the audio.
3. If required, you can preview the repaired audio by selecting **Applied result** and then clicking the **Preview** button. Select **Original audio** if you want to play the original audio.
4. Click **Apply** to repair the audio.

Radio

Use the Radio effect to apply a filter to your audio that mimics the sound of a radio.

1. Select the **Radio type** from the drop down. Each type provides a slightly different effect to your audio.

2. If required, you can preview how the applied effect will sound by selecting **Adjusted result** and then clicking the **Preview** button on the playback controls. Select **Original audio** if you want to play the original audio.
3. Click **Apply** to apply the radio effect to the audio.

Phone

Use the Phone effect to apply a filter to your audio that mimics the sound over a phone.

1. Select the **Phone type** from the drop down. Each type provides a slightly different effect to your audio.
2. If required, you can preview how the applied effect will sound by selecting **Adjusted result** and then clicking the **Preview** button. Select **Original audio** if you want to play the original audio.
3. Click **Apply** to apply the phone effect to the audio.

Vocal Removal

Use the Vocal Removal to create a karaoke or instrumental version of your stereo music files.

1. Once selected, the vocals are automatically removed from the audio. If required, you can preview how the applied effect will sound by selecting **Adjusted result** and then clicking the **Preview** button. Select **Original audio** if you want to play the original audio.
2. Click **Apply** to remove the vocals from the audio.

Editing Audio in CyberLink AudioDirector

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

1. Select an audio or a video clip (with audio) on the timeline, click the **Tools** button above the timeline, and then select **AudioDirector***. The CyberLink AudioDirector program opens.
2. Perform the edits on the audio clip as necessary. Please consult the help file within the program directly for detailed information on editing audio.

3. Once you finish editing the audio file in CyberLink AudioDirector, exit the program, and then click **Yes** to save your changes and import your edited audio clip back into the timeline.

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

Editing 360° Video Projects

Once 360°* media files are added to the timeline you can produce them right away, or make some edits to the media files.

*Note: * this feature is not available in some versions of CyberLink PowerDirector.*

When editing 360° video projects, please note the following:

- you can add more than one 360° media file on the timeline. In the produced 360° video, the media files will play in the order they are arranged on the timeline. You can [use transitions](#) between the media files and [add video effects](#) on 360° video, if required.
- if you want to change the direction of view at the start of a 360° video clip, you can do this in [360° Start View Setting](#).
- your 360° videos can include 360° compatible title text by adding [360° title effects](#).
- when adding non-360° media files, PIP objects, and title effects to 360° videos, be sure to [convert them to 360°](#) for the best results.
- see the [Editing Your Media](#) section for information on some of the editing you can perform on your 360° media files. You can [split, trim](#), or [apply some fixes and enhancements](#) (including fixing shaky 360° video in the [Enhanced VR Stabilizer](#) or making color corrections) on 360° video clips that are on the timeline, and more.
- in the [Action Camera Center](#) you can speed up portions of the 360° video and more.

When you are done editing your 360° video, click the **Produce** button to produce it, which renders it as a 360° video file. See [Producing a 360° Video](#) for more information. You can also upload it directly to YouTube or Vimeo. See [Uploading a 360° Video](#) for more information.

Converting Title Effects and Media Clips to 360°

When adding non-360° title effects, videos, images, and PiP objects to your 360° video projects, for the best results you can convert them to 360° clips.

Note: 3D title effects cannot be converted to 360°.

To convert a non-360° title effect for use in a 360° video project, right-click on it in the timeline and then select **Convert to 360° Title**. To convert a non-360° media clip, right-click on it in the timeline and then select **Convert to 360° Object**.

*Note: to convert a clip back to the original format, just right-click on it and then select **Convert to 2D Title/Object**.*

Once converted to 360°, you can customize the 360° position of the title effect or PiP media clip in the 360° environment in the [Title Designer](#) and [PiP Designer](#) respectively.

Features Not Available in 360° Video Projects

The follow is a list of PowerDirector features that are not available when editing a 360° video project:


- Magic Movie
- Theme Designer
- Crop, Zoom, and Pan Video
- 2D to 3D in Power Tools
- Lens Correction
- 3D Orientation
- Express Projects
- Content Aware Editing
- MultiCam Designer
- Create Disc
- Chapter Room

Content Aware Editing

Use Content Aware Editing* on your video clips to automatically generate the best outputted video content for your production.



*Note: * optional feature in CyberLink PowerDirector.*

Content Aware Editing analyzes your video clips to find the portions that it believes are the best and most interesting moments, and also the portions that need fixing. You can then simply click on the "good parts" to include them in the video production, and choose to fix or trim away the "bad parts".

Note: during the analysis process, CyberLink PowerDirector also detects all the scenes in the video clips and marks them on the Content Aware Editing window timeline with .

To analyze the video clips and then open the Content Aware Editing window, right-click on a video clip in the media library or the timeline, and then select **Content Aware Editing**.

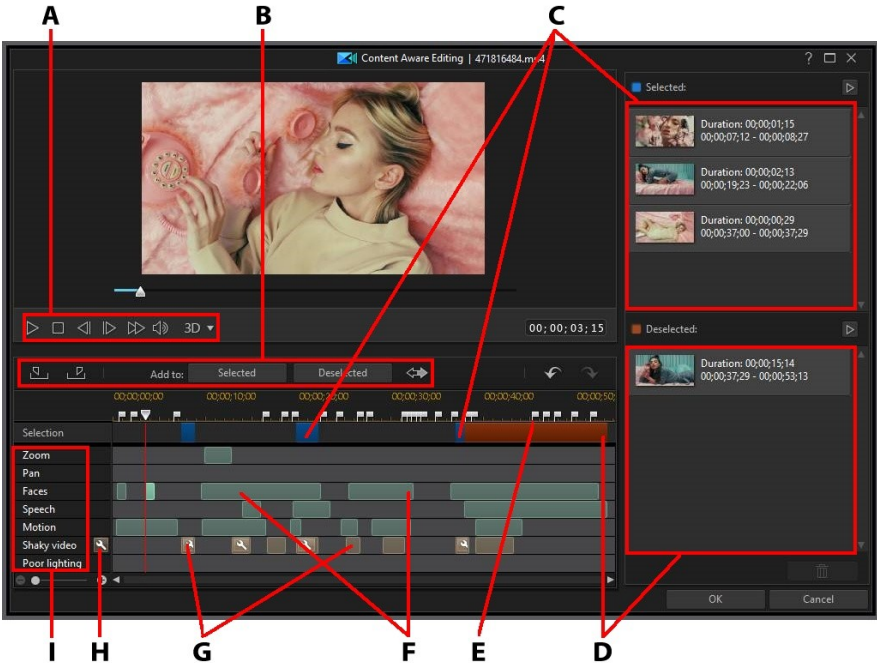
If you would like to perform a batch analysis on multiple video clips at once, do this:

1. In the Media Room, click on  to access the library menu and then select **Content Aware Details**.
2. Select all the video clips in the **Analyze** column and then click the **Analyze** button.
3. Once the analysis is complete, click the  button next to the video clip that you want to edit in the Content Aware Editing window.

Note: the Content Aware Details view displays the analysis results for all the video clips analyzed and edited in Content Aware Editing. See [Content Aware Details](#) for more information.

Using Content Aware Editing

When editing video clips in Content Aware Editing, its window displays as follows:



A - Player Controls, B - Segment Selection Tools, C - Selected Segments, D - Deselected Segments, E - Detected Scene Markers, F - Recommended Segments, G - Segments Need Fixing, H - Fix All Segments, I - Content Selection Categories

Note: the preview quality of the video in the Content Aware Editing window is dependent on preview quality setting specified in preview/display options. See [Preview Quality](#) for more information on selecting a preview quality.

In the Content Aware Editing window, the segments indicated in green are the recommended portions of the clip that CyberLink PowerDirector believes are the most interesting, or are the "good parts". They may include camera zooms or pans, and segments that contain a lot of motion or people talking (speech). CyberLink PowerDirector also performs face detection on the video clip to highlight sections that include people's faces.

The light brown segments are parts that need fixing, because either the video is shaky or poorly lit. You can choose to fix or remove these "bad parts".

Check the content selection categories for details of what each highlighted segment consists of.

Note: hover your mouse over the highlighted segments for more detailed information about what they include.

The segments that are not highlighted are parts of your video that CyberLink PowerDirector believes are not necessary to include. You can however include these segments by selecting them with the mark in and out buttons.

Previewing the Video Content

Use the player controls to preview the entire video clip. To preview a specific highlighted segment, right-click on it and then select **Preview this Segment**. Playback stops once the selected segment playback is complete.

Fixing Content

If the segments that CyberLink PowerDirector has highlighted for removal contain parts of your video that you don't want to exclude, you can instantly fix them in the Content Aware Editing window.


To fix segments, do either of the following:

- right-click on the highlighted segment and then select **Apply Fix to Entire Scene**. Select this option to apply the required fix to the entire scene in the video clip, which is indicated by the detected scene markers. This ensures there are no sudden changes in lighting or other video properties in the scene. In the Auto Fixer window use the player controls to preview how the fixed content will look. If satisfied with the results, ensure that **Apply auto fix** is selected and then click on **OK** to apply the fix to the scene.

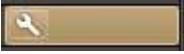
*Note: if no scenes were detected in your video clip, the fix is applied to the entire clip when **Apply Fix to Entire Scene** is selected.*

- right-click on the highlighted segment and then select **Apply Fix to this Segment**. Select this option to apply the required fix to just the selected segment of video. In the Auto Fixer window use the player controls to preview how the fixed content will look. If satisfied with the results, ensure that **Apply**

auto fix is selected and then click on **OK** to apply the fix to the selected segment of the video clip only.

- click the  button to have CyberLink PowerDirector auto fix each of the highlighted segments in the same content selection category.

CyberLink PowerDirector will fix the segments, which are then indicated with a wrench icon.



*Note: if you'd like to undo any of the fixes you made in the Content Aware Editing window, just right-click on a fixed segment and then select **Remove Applied Fix**.*




Content Selection

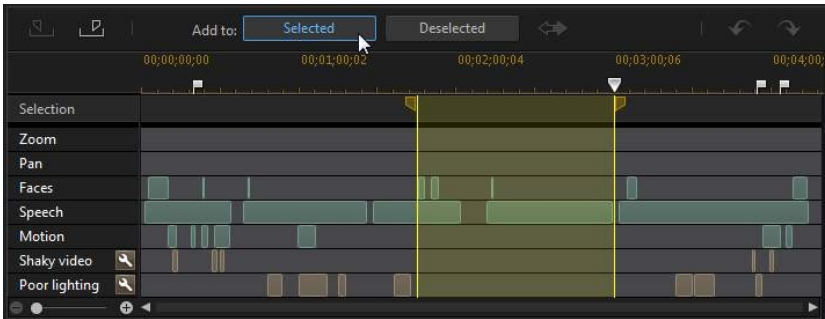
Use the segment selection tools to begin selecting the video content you want to include in the trimmed clip. Any content segments you add to the deselected list, or do not select, will be trimmed out of the video clip.



*Note: you must add at least one segment to the Selected list to enable the **OK** button and trim the video clip.*

Selecting Content

To select video content, do any of the following:

- click on a highlighted segment and then click the **Selected** button.
- right-click on a segment and then select **Add to Selected List**.
- click on  to add all of the video content, except the content in the Deselected list, to the Selected list. CyberLink PowerDirector will remove any content you previously added to the Selected list.
- use the player controls to find and then click on  to mark the beginning of a segment of video you want to include. Use the player controls or drag the timeline slider and then click  to mark the end. Once selected, click on **Selected** to add to the Selected list.





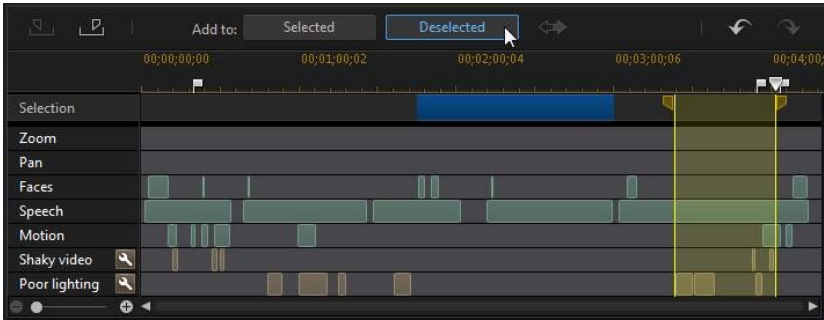
Once you are done selecting all the content, click the  button in the Selected list to preview what the trimmed video clip will look like. Select a segment and then click  if you want to remove it from the list.



Click on **OK** to trim the video clip as specified. The trimmed video is automatically inserted into the timeline at the current timeline slider position.

Deselecting Content

To deselect video content, do any of the following:

- click on a highlighted segment and then click the **Deselected** button.
- right-click on a segment and then select **Add to Deselected List**.
- use the player controls to find and then click on  to mark the beginning of a segment of video you **do not** want to include. Use the player controls or drag the timeline slider and then click  to mark the end. Once selected, click on **Deselected** to add to the Deselected list.




Once you are done deselecting all the content, click the  button in the Deselected list to preview the content that will be trimmed out. Select a segment and then click  if you want to remove it from the list.


Click on **OK** to trim the video clip as specified. The trimmed video is placed in the timeline for you automatically.

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 on our web site for detailed versioning information.*

To use Magic Cut on a video clip, select it on the timeline, click on the  button above the timeline, and then select **Edit Video > Magic Cut**.

Click on the  button to consult the iHelp for more information on using this feature.

Chapter 9:

Using the Tools

CyberLink PowerDirector includes a number of tools you can use to edit your media and add cool and creative effects. In the **Edit** module, select a media clip on the timeline, and then click the **Tools** button to use one of the following tools:

Note: this section outlines the procedures for using the tools in [timeline mode](#), as all the program's features are available in this mode. If you prefer to use the [storyboard mode](#), and you find one of the outlined tools is not available, you can press the Tab key on your keyboard to switch to timeline mode.

- [Power Tools](#)
- [Audio Ducking](#)
- [Motion Tracker](#)
- [Action Camera Center](#)
- [Blending Effect](#)
- [View Designer](#)
- [360° Start View Setting](#)

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

Using the Power Tools

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

- **Video/Audio Speed:** select this option to change the speed of a video or audio clip. For audio clips, just enter the desired audio length in the **Modified audio length** field to change the clip's speed. You can also use the **Speed multiplier** slider to speed audio up by 2X, or slow it down by 0.5X. Drag it left to slow down the clip, or right to speed it up. For video clips, click the **Speed Adjustment** button to adjust the video speed in the Video Speed Designer. See [Adjusting Video Speed in the Video Speed Designer](#) for more details on adjusting the speed.

Note: you can also hold down the Ctrl key on your keyboard and then click and drag the edge of a video or audio clip on the timeline to manually change its speed to fit your required duration.

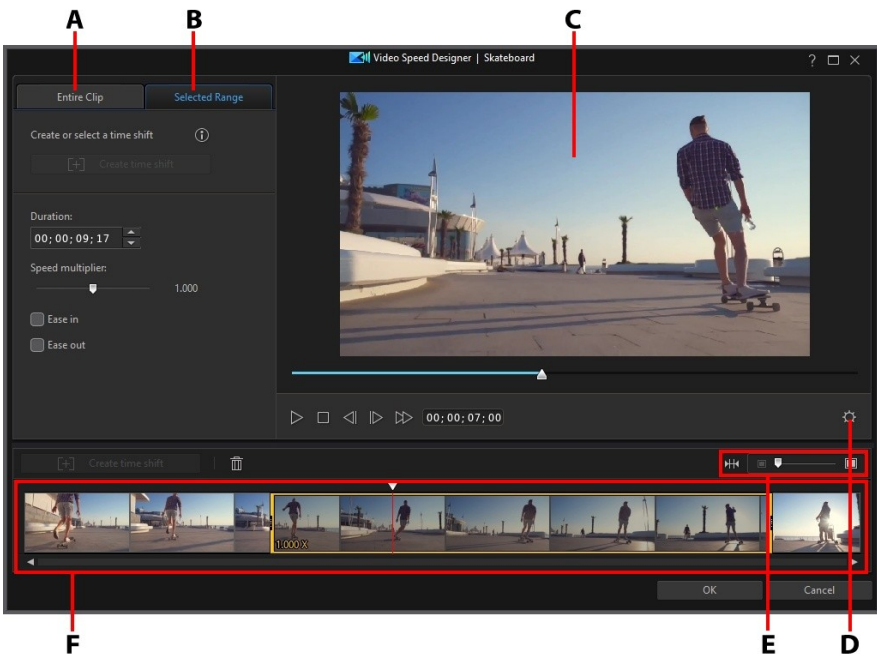
- **Crop/Zoom/Pan:** select this option to crop out the edges of the video frame, zoom in on a specific portion of the video, or pan the camera in a specific direction. Select the **Crop/Zoom/Pan** button to define the area you want to crop out/zoom/pan on. See [Crop, Zoom, and Pan Video](#) for detailed information on customizing the edit by adjusting the cropped area (focus area) of the video.
- **Video/Audio in Reverse*:** when enabled on a selected video or audio clip, it plays backwards.
- **Blending Mode*:** select this option to blend the selected video or image clip with a clip above it in the timeline. Once selected, choose from the available blending modes. See [Blending Clips on the Timeline](#) for more detailed information about this feature and a description of the blending modes.
- **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.

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

Adjusting Video Speed in the Video Speed Designer

The Video Speed Designer* let's you change the speed (slow motion or fast motion) of an entire video clip, or just a selected range using time shifts. To access this feature, in the **Edit** module select a video clip on the timeline, click the **Tools** button, and then select **Power Tools > Video Speed**.

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



A - Change Speed for Entire Clip, B - Change Speed for Selected Range, C - Preview Window, D - Video Speed Designer Settings, E - Zoom on Timeline, F - Video Speed Designer Timeline

When you are done changing the video clip's speed, click the **OK** button to save your changes. Your changes are applied to the video clip and updated on the video timeline.

Changing the Speed for an Entire Clip

Click on the **Entire Clip** tab if you want to change the speed of the entire video clip, i.e. slowing down or speeding up the video. To change the clip's speed, enter the desired video length in the **New video duration** field. You can also use the **Speed multiplier** slider to manually speed up or slow down the video clip. Drag it left to slow down the clip, or right to speed it up.

Use the player controls to preview the results of adjusting the clip's speed. Configure the [Video Speed Designer Settings](#) to ensure you get your desired results. You can click the **Reset** button at any time to undo your changes.

Changing the Speed for a Selected Range

Click on the **Selected Range** tab in the Video Speed Designer to change the speed of the clip for just a selected range of the video using a time shift.

Note: before you finish changing the speed for a selected range, configure the [Video Speed Designer Settings](#) to ensure the best output results.

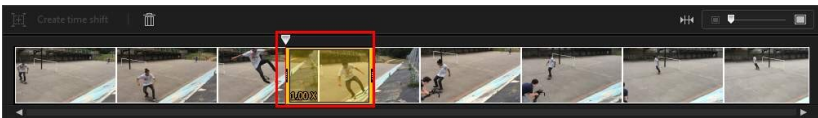
To change the video speed (slow motion or fast motion) using a time shift, do this:

1. On the **Selected Range** tab, use the player controls or drag the Video Speed Designer timeline slider to the position in your video clip where you want the time shift to start.

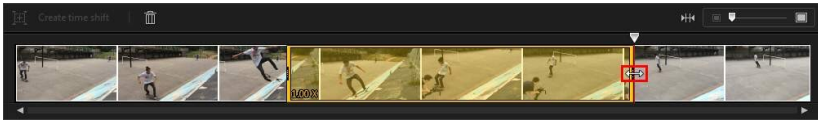
Note: use the zoom controls above the Video Speed Designer timeline to zoom in on the video clip's timeline to more precisely add the time shift.



2. Click on the **Create time shift** button. CyberLink PowerDirector will create the time shift, which is indicated in orange on the timeline.



3. If required, drag each end of the time shift so that it covers the segment of the video you want to add the effect to.



Note: the length of the original time shift is dependent on how much you have zoomed in on the Video Speed Designer timeline.

4. Change the video speed as required (see below) for the time shift segment (selected range).


Note: you can create more than one time shift on a video clip. Just repeat the above steps to add another.

Speed Effect

Make sure the created time shift is selected on the Video Speed Designer timeline and enter a new **Duration** for the selected range in the field provided, or use the **Speed multiplier** slider. Drag it left to slow down the segment, or right to speed it up.

When you apply a speed effect to a selected range, by default the change in the speed in the video is instantaneous once the timeline slider enters the time shift. If you want it to be more gradual and look smoother, you can use the Ease in/out options. Select **Ease in** if you want the change of speed at the beginning of the time shift to gradually speed up/slow down to the specified speed. Select **Ease out** if you want the video to gradually return to the original video speed at the end of the time shift.

Video Speed Designer Settings

Click the  button in the Video Speed Designer window to open the settings window. The available options are as follows:

Audio setting:

- **Remove audio:** select this option if you want to mute the audio in the entire video clip.
- **Keep audio:** select this option if you want to keep the audio in the edited video clip. Select the **Keep audio pitch (05X to 2X only)** if you are changing the

speed of the video. Selecting this will stretch the audio to match the new video's length, minimizing the warping of the sound as the video speed changes.

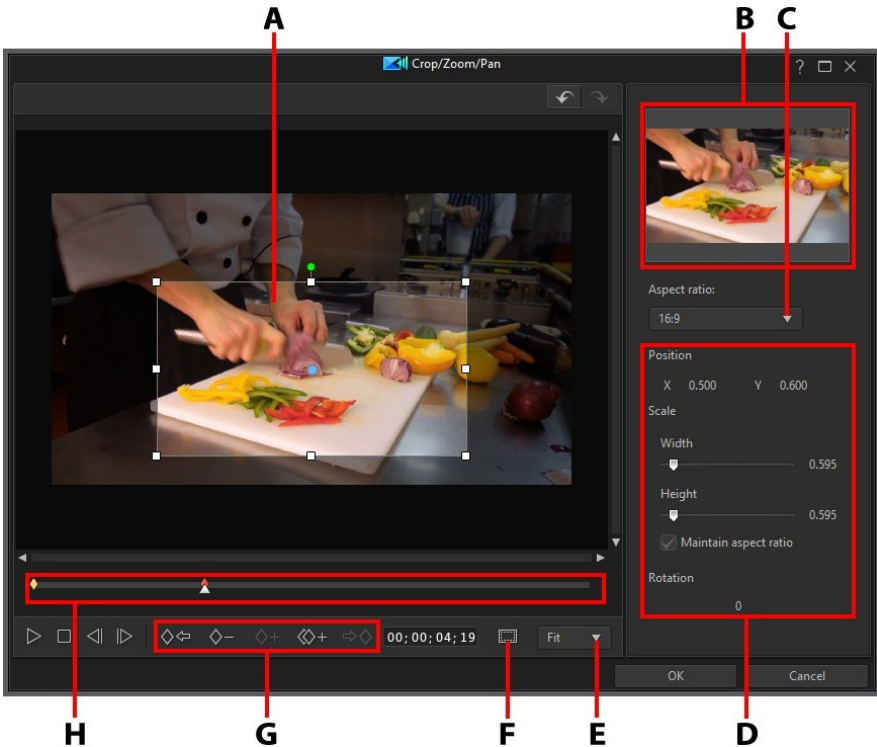
Interpolation setting:

- **Apply interpolated technology when available:** select this option when reducing the speed of the video. CyberLink PowerDirector uses frame interpolated technology* to create a more advanced and smooth slow motion effect.

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

Crop, Zoom, and Pan Video

Crop/Zoom/Pan allows you to crop out the edges of the video frame, zoom in on a specific portion of the video, or pan the camera in a specific direction. To access this feature, in the **Edit** module select a video clip on the timeline, click the **Tools** button, and then select **Power Tools > Crop/Zoom/Pan**.






A - Crop/Zoom/Pan Focus Area, B - Crop/Zoom/Pan Preview, C - Focus Area Aspect Ratio, D - Focus Area Properties, E - Preview Window Zoom In/Out, F - TV Safe Zone/Grid Lines, G - Keyframe Buttons, H - Keyframe Timeline



To crop the video, you just need to resize the focus area. Here are some tips when cropping videos:

- set the focus area aspect ratio by selecting one of the available options from the **Aspect ratio** drop-down. Choose **Freeform** to manually resize the focus area shape to create a custom aspect ratio for your cropped video.
- crop the video by moving and resizing the focus area box the required amount. You can also use the controls in the focus area properties to set the specific size of the focus area. The cropping results are displayed in the crop/zoom/pan preview.

To add a zoom or pan on the video, you need to use keyframes to customize the zoom/pan. Keyframes are frames of your video that define the start and end points of an effect, which in this example is the zoom in or out, or panning left or right. Here are some tips when adding zooms and pans on videos:

- click on  to add keyframes to the keyframe timeline. By adding keyframes you can alter the zoom by adjusting the size of the focus area between two points on the keyframe timeline. For pans, you can pan in the video by moving the focus area between two points.
- 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.
- set the focus area aspect ratio by selecting one of the available options from the **Aspect ratio** drop-down. Choose **Freeform** to manually resize the focus area shape to create a custom aspect ratio for your zoom.
- add a rotation to the zoom or pan by adding a keyframe to the keyframe timeline and then entering the **Rotation** amount in the focus area properties. You can also click and drag  on top of the focus area to rotate it manually.

When working in the Crop/Zoom/Pan window, you can also:

- click on to  to zoom in or out on the preview window.
- click on  to use the TV safe zone and grid lines to help with the precise placement of the focus area on the video. Select **Snap to Reference Lines** to have the focus area snap to the grid lines, TV safe zone, and boundary of the video area.

When you are done cropping, zooming, panning on a video, click the **OK** button to save your changes. Your changes are applied to the video clip and updated on the video timeline. If you want to edit the crop/zoom/pan results, just reselect the clip

on the timeline and then reenter the Crop/Zoom/Pan window by selecting **Tools > Power Tools > Crop/Zoom/Pan**.

Audio Ducking

Use audio ducking to automatically optimize the audio mix in videos that contain dialogue or narration. By selecting a clip in your video production that you want to be quieter, audio ducking will help ensure the voices in concurrent clips are heard by lowering the volume in the selected clip.

To use audio ducking, do this:

1. In the **Edit** module, select a video or audio clip on the timeline that you want to have a lower volume.
2. Click **Tools** above the timeline and then select **Audio Ducking**.
3. In the Audio Ducking window, you can customize the controls as follows:
 - **Sensitivity:** sets the level of detection of dialogue/narration in other clips.
 - **Ducking level:** set how much you want to reduce the volume in the selected clip.
 - **Fade-out duration:** set the duration for lowering the volume in the selected clip.
 - **Fade-in duration:** set the duration for fading the audio back in once the dialogue/narration in the other clip ends.

*Note: select the **Apply to all clips on the same track** option if you want to sync the audio ducking applied to all the clips in your video project.*

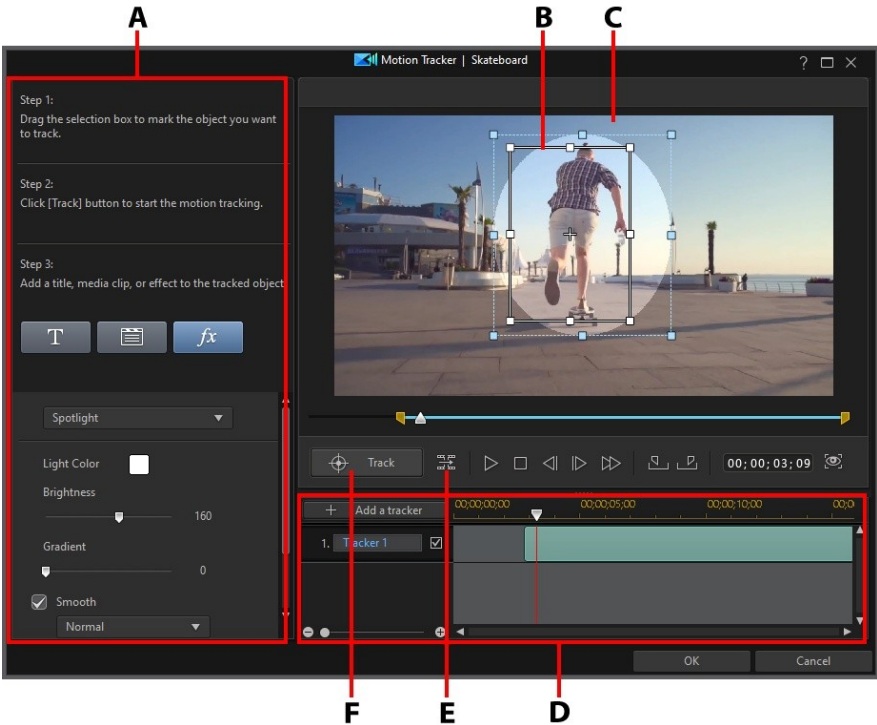
4. Click **OK** to apply. CyberLink PowerDirector will lower the audio in the selected clip using the audio level keyframe nodes.



Motion Tracker

The Motion Tracker* tool lets you track the motion of one or more objects in a video clip. You can then add title text, effects, or PiP images/videos that move with the tracked object in the video. To open the Motion Tracker, in the **Edit** module, select a video clip on the timeline and then select **Tools > Motion Tracker**.

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




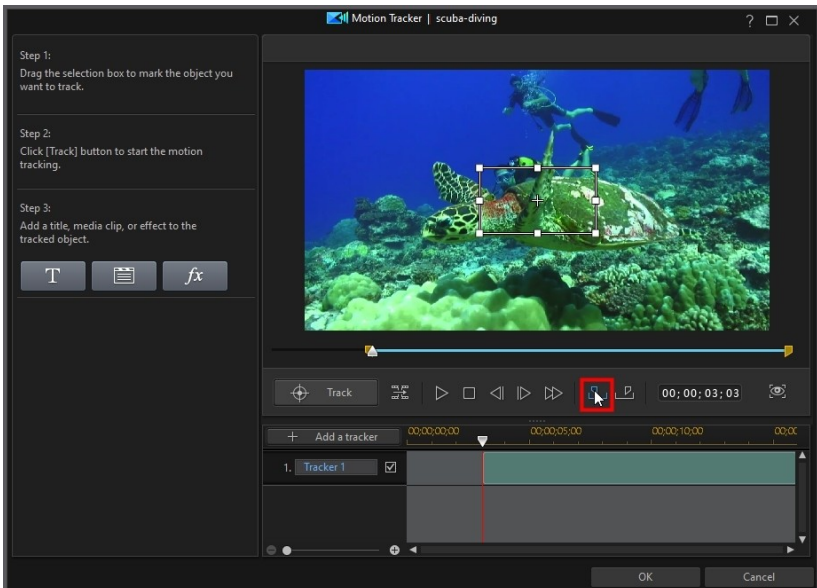
A - Tracker Steps and Properties, B - Tracker Selection Box, C - Preview Window, D - Tracker Timeline, E - Track One Frame Only, F - Track Object

When you are done using the Motion Tracker, click the **OK** button to save your changes. Your changes are applied to the video clip and updated on the video timeline.

Tracking the Motion of Objects in Videos

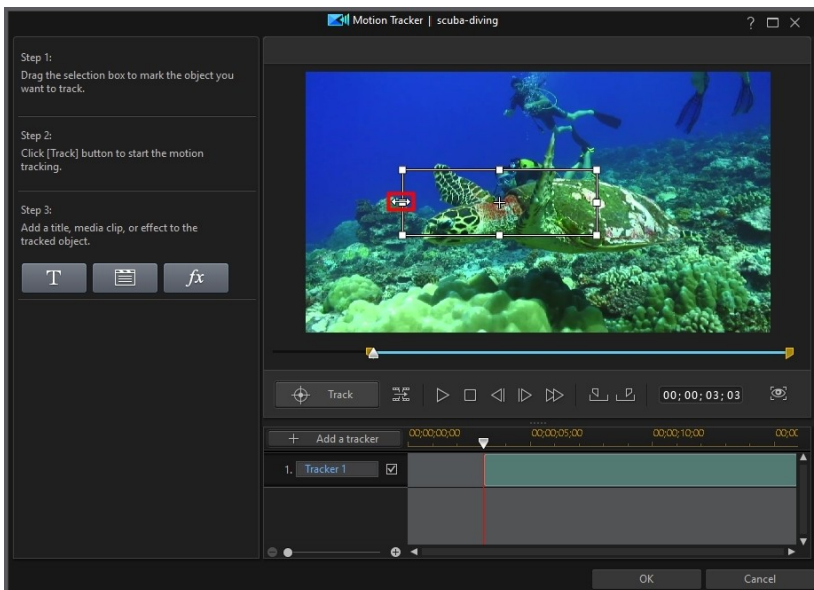
To track the motion of a specific object in a video clip, do this:

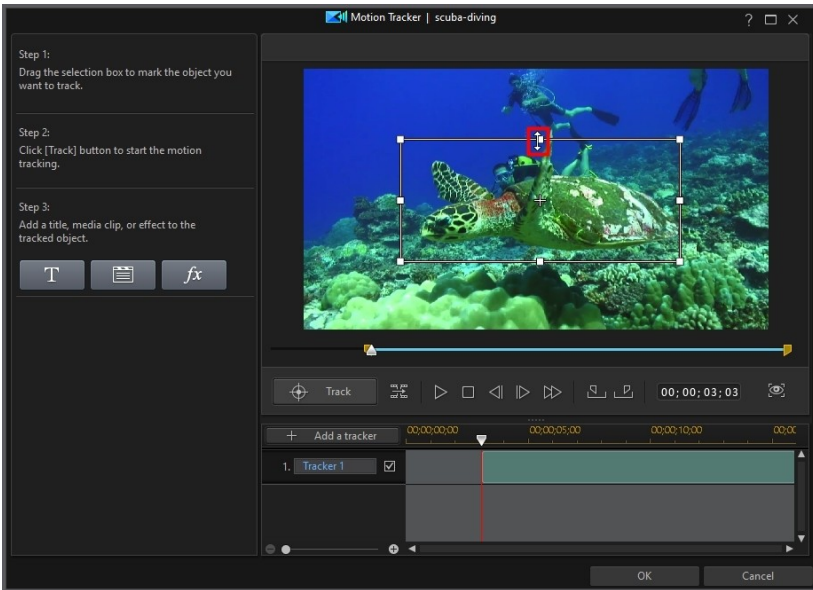
1. In the **Edit** module, select a video clip on the timeline and then select **Tools > Motion Tracker**.
2. In the Motion Tracker window, if required, use the player controls or drag the Motion Tracker timeline slider to the position in your video clip where you want to begin tracking the object and then click .




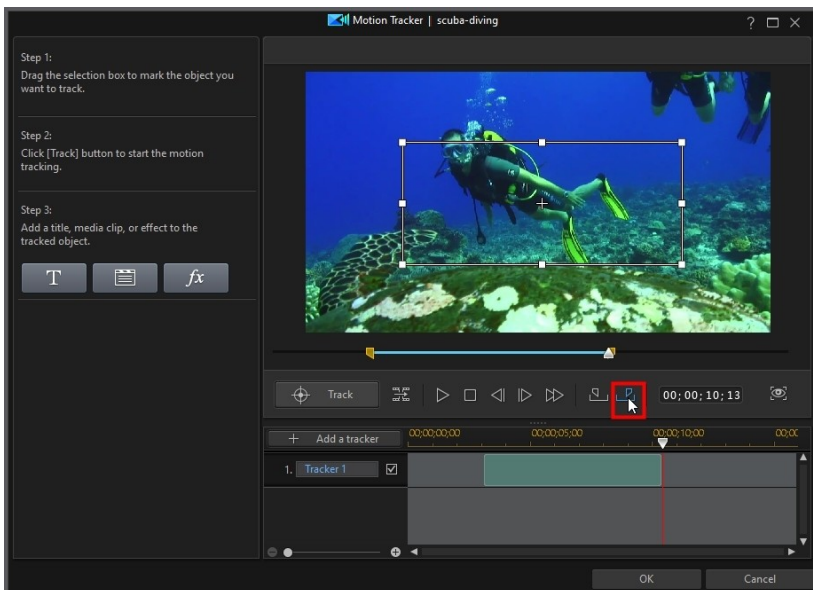
Note: if you want to track the object for the entire duration of the clip, you do not have to use the mark in and out buttons.

3. Ensure the video is paused and then place the tracker selection box over the object you want to track by dragging and resizing it.

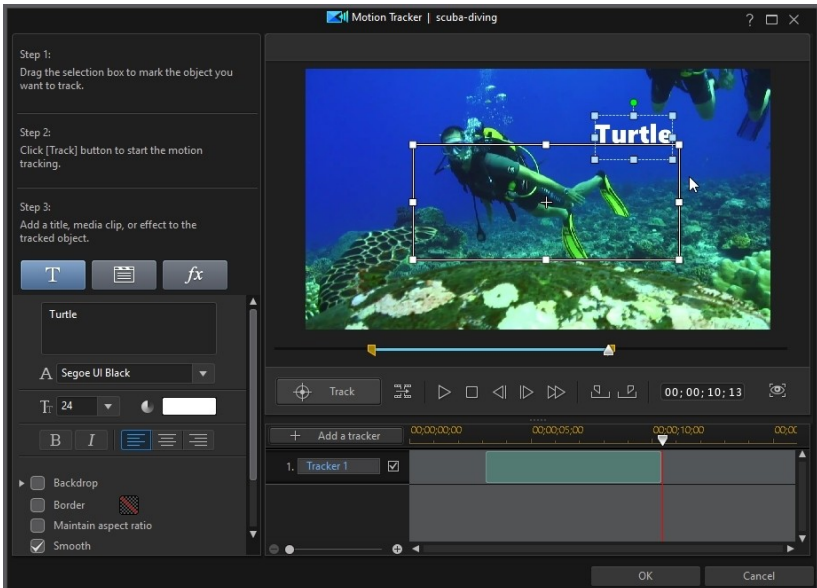





4. If required, find the position in the video where you want the tracking to stop and then click .



5. Add some title text, a media clip, or effect that will move with the tracked object. See [Adding Motion Tracking Effects](#) for more information.

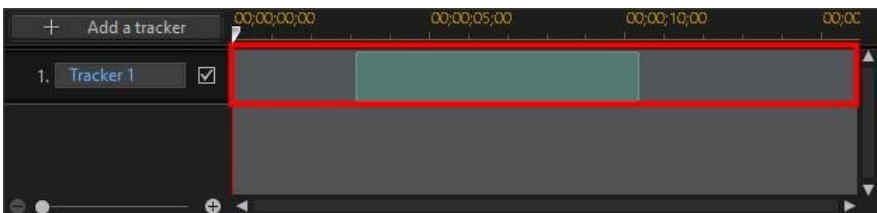


- Click the **Track** button to track the object and apply the effect. See [Adding and Editing Trackers](#) for more detailed information on this and how to edit them once added.

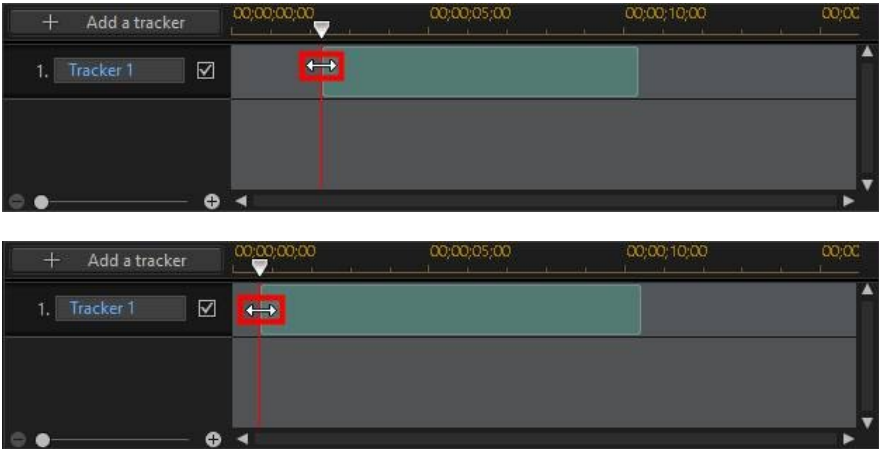
Note: you can track more than one object, or add multiple effects to one object by adding multiple trackers. Click the  button if you only want to track the object's movement for only one frame of video.

Adding and Editing Trackers

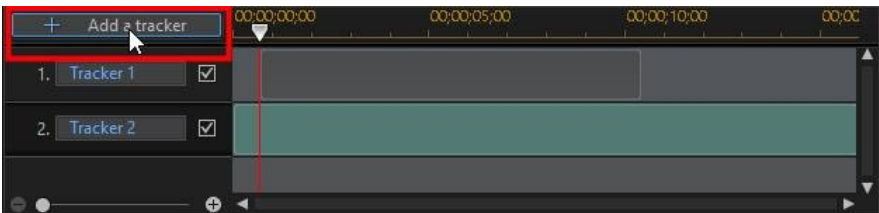
When you track an object in the Motion Tracker, a tracker is added to the Motion Tracker timeline.



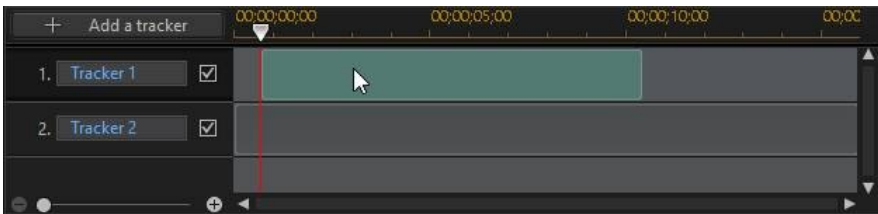
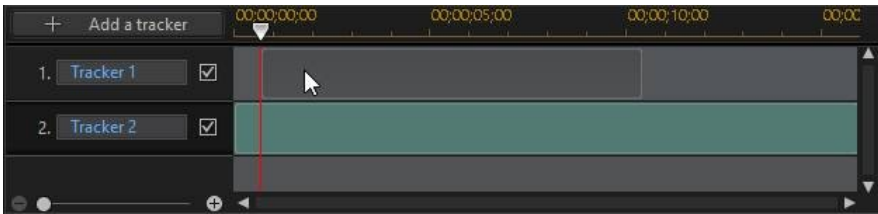
The timeline indicates the duration of the video clip, and green area is the amount of time the object is tracked during the playback of the clip. If required, you can adjust how long the object is tracked by clicking and dragging either end of the tracker.



If you want to track another object in the same video clip, just click the **Add a tracker** button. A new tracker is added to the Motion Tracker timeline.



Follow the same steps as when you added the first tracker. See [Tracking the Motion of Objects in Videos](#) for more information. To edit the properties of a tracker when there are more than one in the timeline, just select it.



You can also click to hide a tracker during the editing process, or to delete it from your project.

Adding Motion Tracking Effects


There are three types of motion tracking effects that can be added to objects in the Motion Tracker: [title text](#), [media clip](#), and a [mosaic, spotlight, or blur effect](#).

Note: you can only add one of these tracking effects to a single tracker. If you want to add more than one, just track the same object multiple times, i.e. more than one tracker.

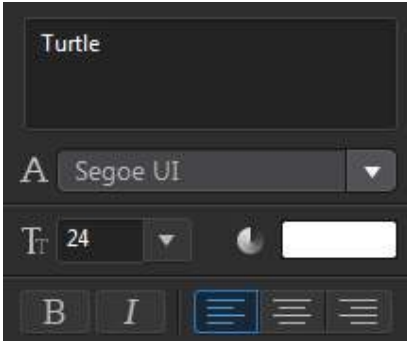
The motion tracking effects can be added before or after the object is tracked. You can also edit the tracking effect properties at any time by selecting the tracker in the Motion Tracker timeline.

Note: if you are adding a motion tracking effect to an object that is only tracked for a portion of the clip, the timeline slider must be over the tracker (green area) in the timeline before you can edit the motion tracking properties.

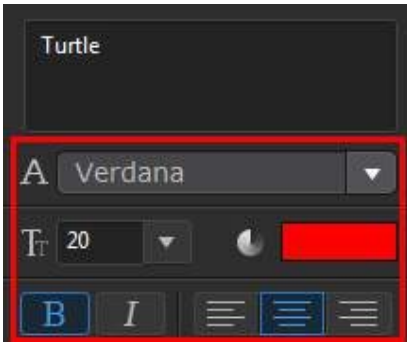
Adding Title Text

Click the  button to add title text that will move and dynamically change size (if enabled) as it follows the tracked object. Once clicked, update the title text properties as follows:

1. Enter the required text in the text box provided.



2. Be sure to set the font face style, size, color, and layout using the available font options.



3. Set the title text options as follows:
 - **Backdrop:** select this option to add a customized backdrop for your title text. Available options allow you to change the backdrop's size, position, opacity, and more.

You can customize the backdrop using the following options:

 - **Backdrop type:** select the preferred type of backdrop.
 - **Fill type:** set the color and texture of backdrop using the following options in the **Fill type** drop-down:

- **Uniform color:** select this option if you want the backdrop to be one solid color. Click the colored square to open the color palette and select the desired backdrop color.
- **2 Color gradient:** select this option if you want the backdrop color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **Texture:** select this option to give the backdrop texture by selecting one of the available images. You can also browse to another folder on your computer to use your own image for the texture. Based on the color properties of the imported image, CyberLink PowerDirector applies a custom texture to the backdrop.

- **Width:** use the slider to customize the width of the backdrop.


- **Height:** use the slider to customize the height of the backdrop.

*Note: deselect the **Maintain aspect ratio** option if you only want to change the backdrop's width or height.*

- **Opacity:** use the slider to set the opacity of the backdrop.

- **Offset X:** use the slider if you want to move the backdrop in the title along the X axis, i.e. left or right.

- **Offset Y:** use the slider if you want to move the backdrop in the title along the Y axis, i.e. up or down.

- **Border:** select this option if you want to include a border on the text. Click  to set the border color.


- **Maintain aspect ratio:** select this option to have the title text's aspect ratio remain constant as it is resized as it moves with the object.


- **Smooth:** select this option if there is a lot of movement by the object. This will minimize the amount of shake on the text as it follows the object. Select the **Smother** option if the shake is severe.

- **Adjust effect size with tracked object:** select this option if you want the title text to dynamically resize as the tracked object's size changes.

Note: once you exit the Motion Tracker and your changes are applied to the video clip, a title text template is added to the video timeline independently. If required, you can perform advanced editing on the title text's font, motion, size, etc. in the Title Designer. See [Modifying Titles in the Title Designer](#) for more information.


Adding Media Clips (Images, PiP Objects, and Videos)

Click the  button to add an image, PiP object, or video clip that will move and dynamically change size (if enabled) as it follows the tracked object. Once clicked, add the media clip as follows:

1. Click the **Import Media Clip** button, and then:
 - **Import From Hard Drive:** to import a file that is on your computer's hard drive.
 - **Import From Media Room:** to import a file you previously imported into the current PowerDirector project.
 - **Import From Video Overlay Room:** to import a video overlay that is currently in your [Video Overlay \(PiP Objects\) Room](#).
2. If required, resize the media clip in the preview window to your liking.
3. Set the media clip options as follows:
 - **Border:** select this option if you want to include a border around the media clip. Click  to set the border color.
 - **Smooth:** select this option if there is a lot of movement by the object. This will minimize the amount of shake on the media clip as it follows the object. Select the **Smoother** option if the shake is severe.
 - **Adjust effect size with tracked object:** select this option if you want the media clip to dynamically resize as the tracked object's size changes.

Note: once you exit the Motion Tracker and your changes are applied to the video clip, the added media clip is added to the video timeline independently. If required, you can perform advanced editing on the clip's motion, size, etc. in the PiP Designer. See [Modifying Media in the PiP Designer](#) for more information.

Adding Mosaic, Spotlight, or Blur Effects

Click the  button to add a mosaic, spotlight, or blur effect that will move and dynamically change size (if enabled) as it follows the tracked object. Once clicked, add the effects as follows:

Note: motion tracking mosaic, spotlight, and blur effects are not available in 360° video projects.

1. From the available drop-down, select the effect you want to apply:
 - **Mosaic:** this effects adds a pixelated blur on portions of the tracked object, for example a person's face.
 - **Spotlight:** this effect highlights the tracked object in the video.
 - **Blur:** this effect blurs out portions the tracked object in the video.
 - **Gaussian Blur:** this effect applies a softer blur on the tracked object in the video.
2. If required, resize the effect in the preview window to your liking.
3. Depending on the effect you selected, modify the effect properties as follows:
 - **Grid scale:** for the mosaic effect, drag this slider to adjust the size of the squares in the pixelated blur.
 - **Light color:** for the spotlight effect, click the colored box to set the color of the spotlight.
 - **Brightness:** for the spotlight effect, drag this slider to adjust the brightness of the spotlight.
 - **Gradient:** for the spotlight effect, drag this slider to adjust gradient and size of the spotlight.
 - **Mask Type:** for blur/gaussian blur, select the shape of the blur applied.
 - **Degree:** for blur/gaussian blur, use this slider to set the strength of the blur.
 - **Gradient Depth:** for blur/gaussian blur, use the slider to soften the blur's gradient edge.
 - **Invert effect area:** for blur/gaussian blur, select this option to invert the blurred area. When selected, the area outside the mask is blurred out.

- **Smooth:** for all the effects, select this option if there is a lot of movement by the object. This will minimize the amount of shake on the effect as it follows the object. Select the **Smother** option if the shake is severe.
- **Adjust effect size with tracked object:** for all the effects, select this option if you want the effect to dynamically resize as the tracked object's size changes.

Note: once you exit the Motion Tracker and your changes are applied to the video clip, you can perform advanced editing on the effect in the Effect Settings panel. See [Modifying a Video Effect](#) for more information.

Action Camera Center

In the Action Camera Center* you can fix video clips or add effects that highlight the action sequences in the video. To open the Action Camera Center, in the Edit module, select a video clip on the timeline and then select **Tools > Action Camera Center**.

Note: you can also use the Action Camera Center on clips that are still in the media

*library. To do this, select a clip in the media library, click the  button, and then select **Action Camera Center**.*

See [Editing Video in the Action Camera Center](#) for a detailed description of this feature.

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

Blending Effect

In the Blending Effect Designer you can blend a selected clip with an image preset or template to create a unique looking effect in your video. To access the Blending Effect Designer, in the **Edit** module, select a media clip on the timeline and then select **Tools > Blending Effect***.

Note: you can also use the Blending Effect Designer on clips that are still in the media

*library. To do this, select a clip in the media library, click the  button, and then select **Blending Effect**.*

See [Creating Blends in the Blending Effect Designer](#) for a detailed description of this feature.

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

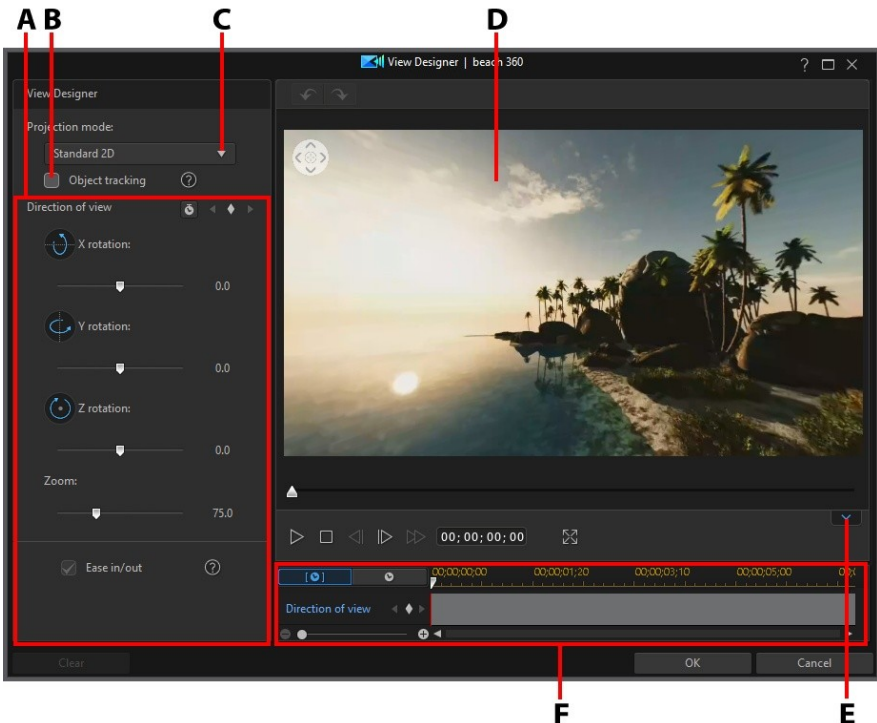
View Designer

In non 360° video projects, the View Designer* lets you customize the direction of view in 360° video clips for use in conventional/standard 2D video productions. You can also use it to create new unique videos with your 360° video clips that look like little planets.

Note: if you want to set/change the starting view of 360° video clips, see [360° Start View Setting](#).

To do this, in the **Edit** module, select a 360° video clip on the timeline and then select **Designer > View Designer** or **Tools > View Designer**.

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



A - Direction of View/Little Planet Properties, B - Object Tracking, C - Select Projection Mode, D - Preview Window, E - Display/Hide Keyframe Timeline, F - Keyframe Timeline

See [Customizing Direction of View in 360° Video Clips](#) and [Creating Little Planet Videos](#) for more information about these View Designer features.

When you are done customizing the video, click the **OK** button to save your changes and create the conventional video. Your changes are applied to the video clip and updated on the video timeline.

Customizing Direction of View in 360° Video Clips

360° videos allow the viewer to choose where they look during playback. When creating a standard 2D/conventional video (non 360 project) using 360° footage, you can customize this direction of view in 360° video clips using keyframes. You can customize the direction of view [using object tracking](#) or by doing it [manually](#).

***Note:** if you want to change the start view of a 360° video in a 360° video project, see [360° Start View Setting](#).*

Using Object Tracking to Customize Direction of View

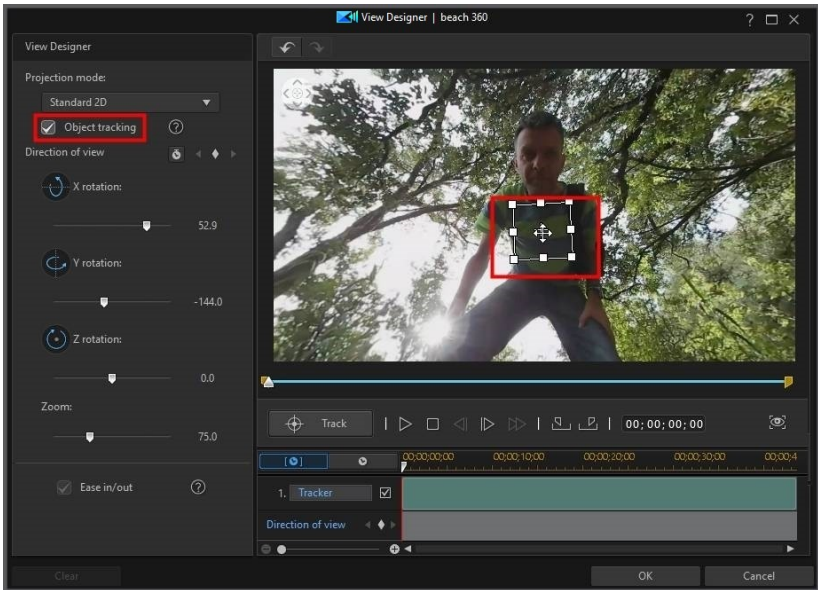
With object tracking enabled, CyberLink PowerDirector can track a selected object in a 360° video clip as it moves within the 360° environment. This will auto customize the direction of view in your video.


To use object tracking, do this:


1. In the **Edit** module, select a 360° video clip on the timeline and then select **Designer > View Designer** or **Tools > View Designer**.
2. In the **Projection mode** drop-down, ensure that **Standard 2D** is selected.
3. If required, use the player controls or drag the timeline slider to the position in your video clip where you want to begin tracking the object.
4. Use the navigation controls, or click and drag your mouse in the preview window, to find the object you want to track in the 360° environment.

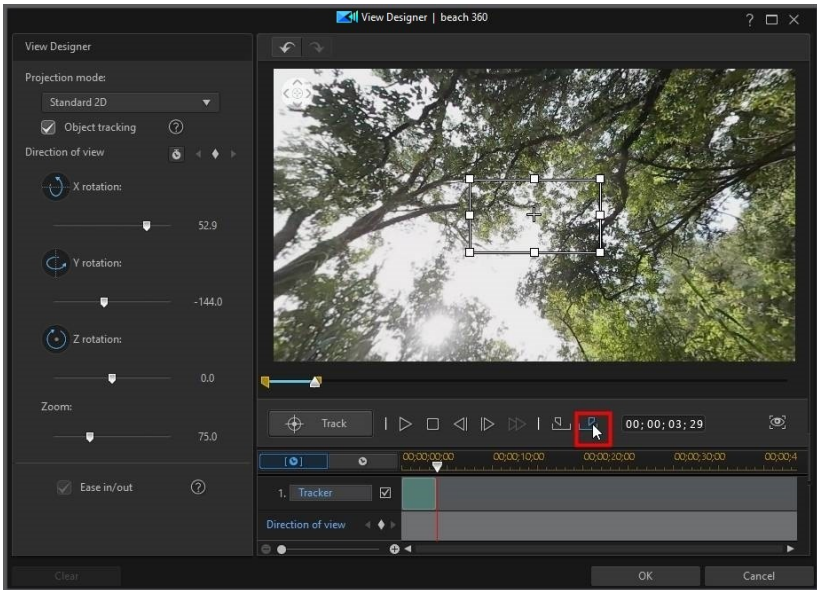


5. Select the **Object tracking** option and then place and resize the tracker selection box on the object you want to track.



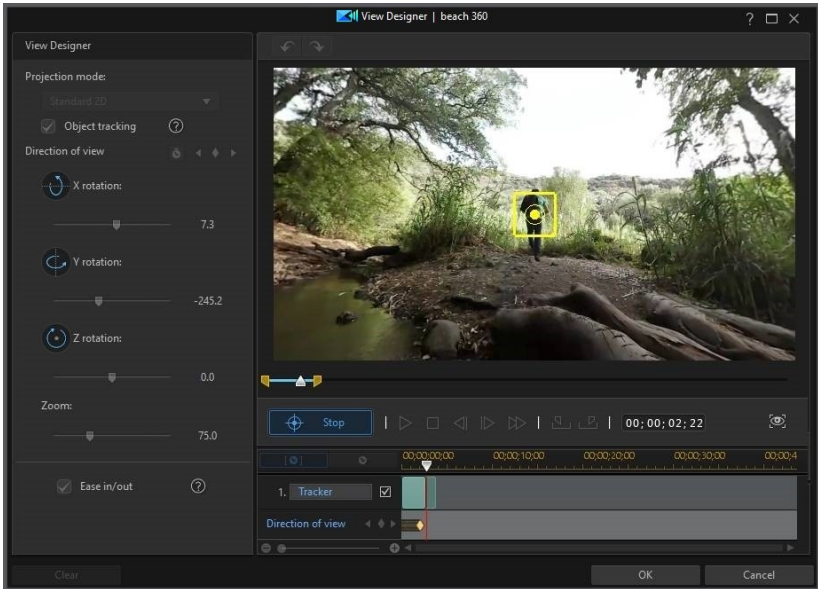
Note: if the point in your video where you want to track the object is not at the beginning of the clip, click  to set the start point of the object tracking.

6. If required, find the position in the video where you want the tracking to stop and then click .



Note: if you want to track an object for the entire duration of the clip, you do not have to use the mark in and out buttons.

7. Click the **Track** button. CyberLink PowerDirector will track the selected object as it moves in the 360° environment, customizing the direction of view.




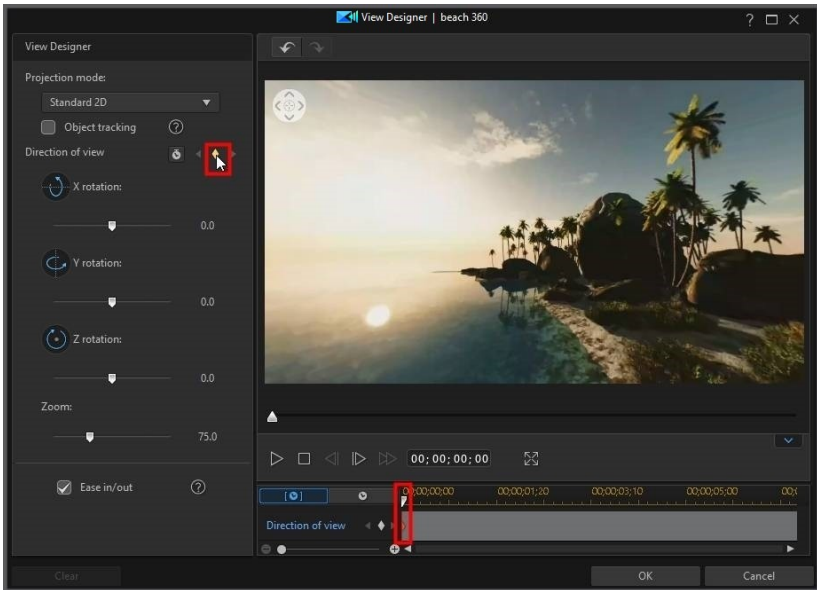
8. When the tracking is complete, use the player controls to view the results.

Note: if you did not track an object for the entire duration of a video clip, you can use the available controls to [manually customize the direction of view in the rest of the clip](#).

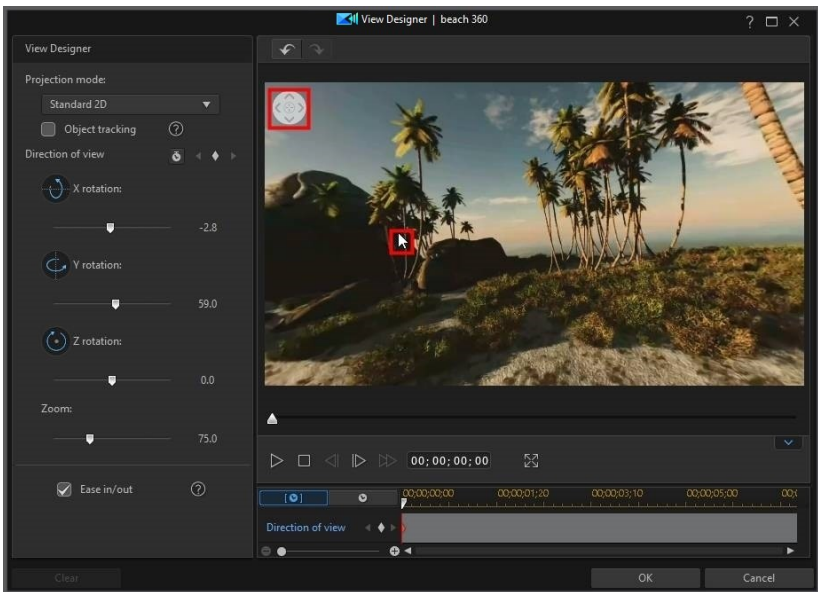
Manually Customizing Direction of View

To manually customize the direction of view in a 360° video clip, do this:

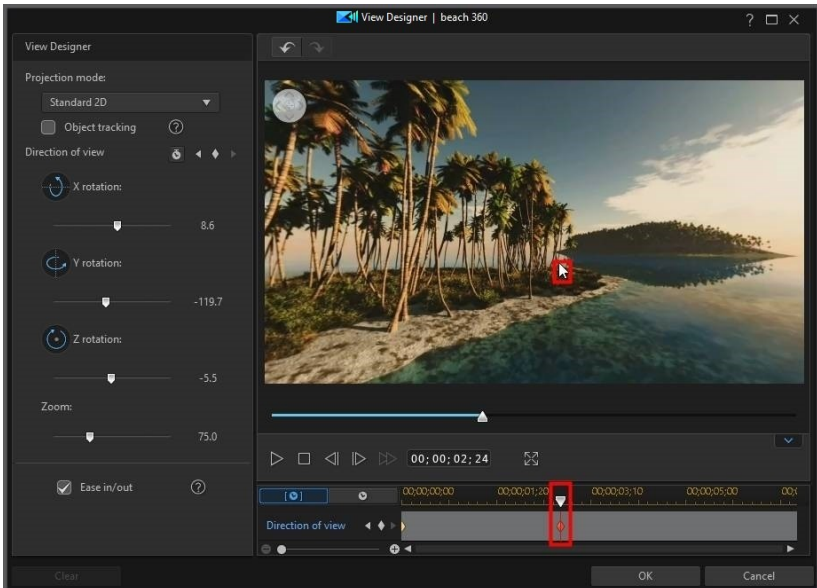
1. Select a 360° video clip on the timeline and then select **Designer > View Designer** or **Tools > View Designer**.
2. In the **Projection mode** drop-down, ensure that **Standard 2D** is selected.
3. In the View Designer, click  to add a keyframe at the beginning of the video.



4. If required, set the direction you want the camera (audience's view) to be pointing at the beginning of the video. You can do this by clicking and dragging your mouse in the preview window, or using the navigation controls in the top left corner of the preview window.

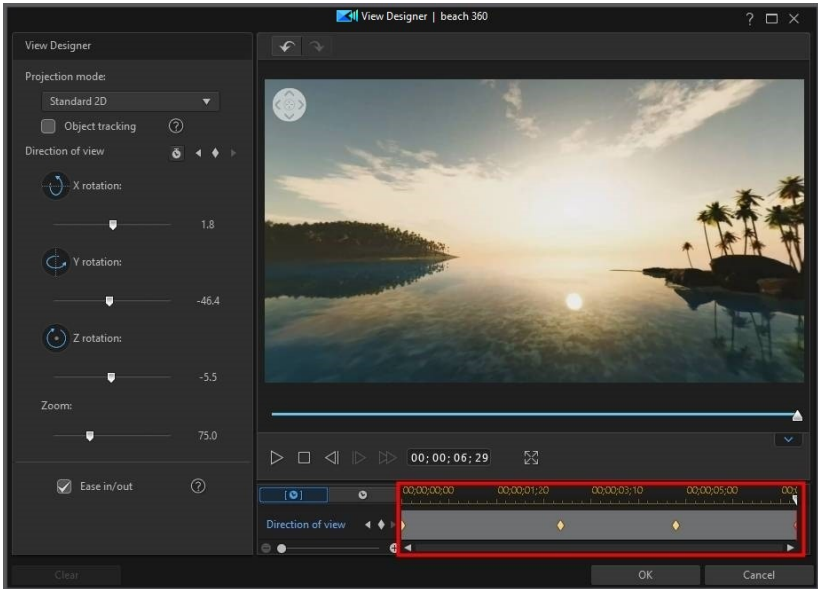


5. Use the playback controls, or drag the timeline slider to a point in the video where you want the camera to have a different direction of view, and then pause the video.
6. Once again, set the direction of view by clicking and dragging on the preview window, using the navigation controls, and/or the Zoom in/out slider. This will add another keyframe to the Direction of view keyframe timeline, and the audience will have this view at this point in the video's playback.



Note: if required, you can also use the **X, Y, Z rotation** and **Zoom** (or use your mouse's scroll wheel) sliders to customize the view at the first or any keyframe.

- Repeat steps 5 and 6, changing the direction of view as many times as required (or setting all the points (keyframes) where you want the camera to be facing at specific times in the video clip).



8. When you are done, use the playback controls to preview the video. Click **OK** to save your changes and add the updated video to the timeline.


*Note: if you want to edit the video after closing the View Designer, just select it again on the timeline and then **Tools > View Designer** to reenter the window.*


Ease In/Out

Adjusting the direction of view and X, Y, and Z rotation sliders lets you manually create camera movements in your video. To change the direction of view/camera movement, you indicate when in the video you want the camera to be facing a specific direction by adding keyframes. To create the camera movement, CyberLink PowerDirector will ensure the camera is facing in the selected direction at the specified time in the video. However, this may cause the camera movements to appear jerky. To make the sudden camera movements look smoother, be sure to enable the **Ease in/out** option.

Modifying Direction of View Keyframes

At any time you can modify the keyframes added, by selecting them and changing the direction of view/zoom, or by dragging the keyframe to another position on the keyframe timeline.

Note: if you cannot find the keyframe timeline in the View Designer, just click the  button under the preview window to display it.

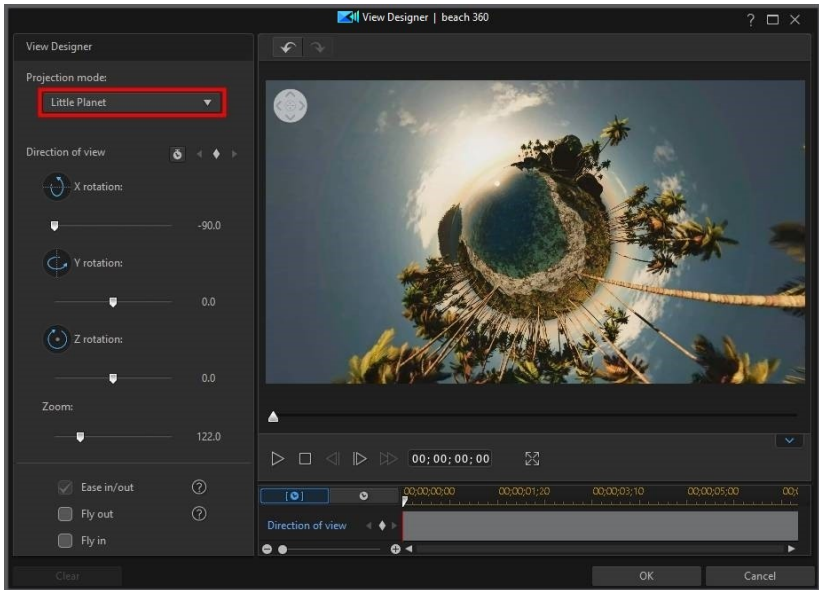
To remove a keyframe, select it on the keyframe timeline and then click .

Creating Little Planet Videos

In the View Designer you can use 360° video clips to create little planet videos. To create a little planet video, do this:

Note: creating little planet videos in the View Designer is only available in non-360° [project aspect ratios](#).

1. In the **Edit** module, select a 360° video clip on the timeline and then select **Designer > View Designer** or **Tools > View Designer**..
2. In the **Projection mode** drop-down, select the **Little Planet** option to transform the video.



Customizing the Look of Your Little Planet Video

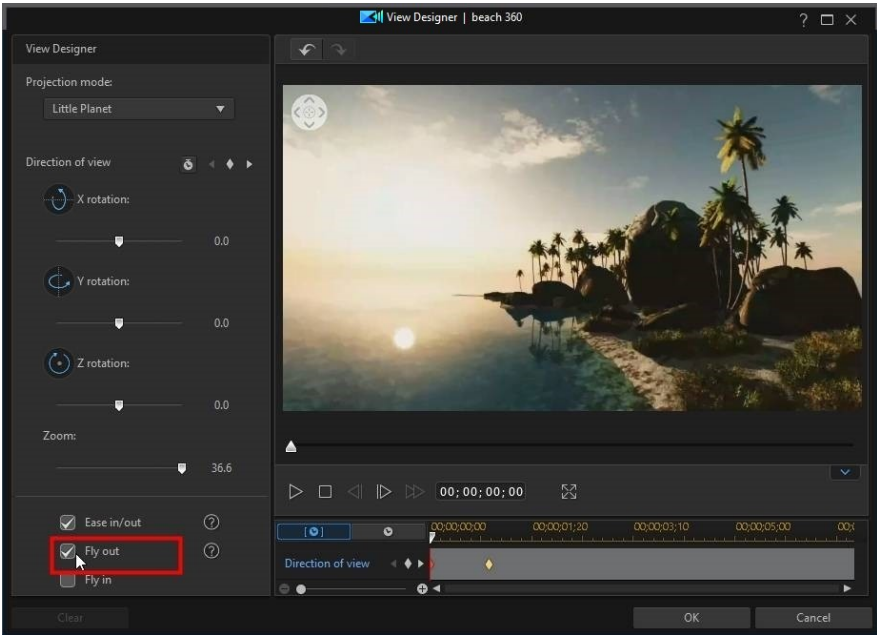
When creating a little planet video, use the direction of view sliders, fly in/out, and keyframes to customize the look of your final video.

Direction of View

Use the X, Y, Z rotation sliders and keyframes to customize the look of your little planet video. See [Customizing Direction of View in 360° Video Clips](#) for more details on how to use these to customize the direction of view to your liking.

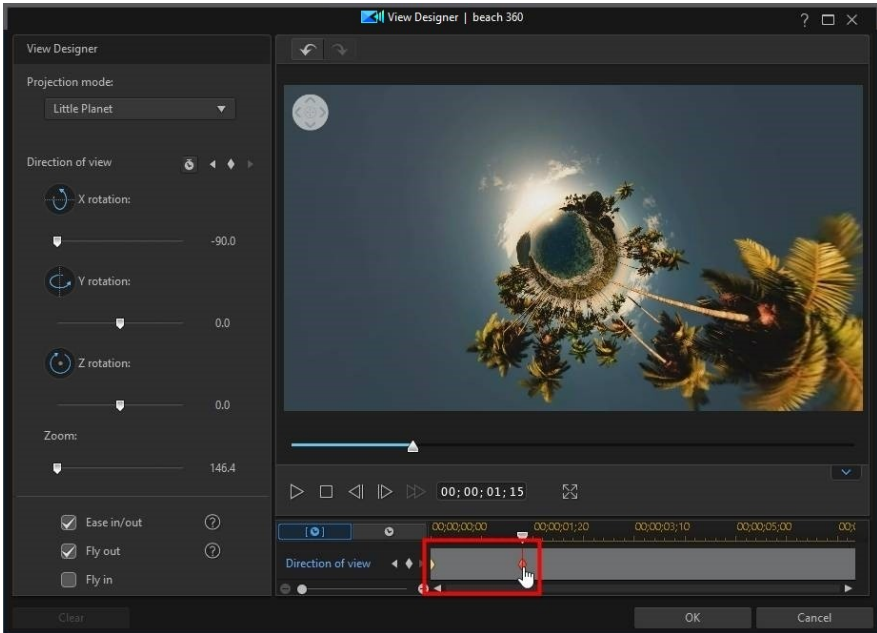
Fly Out

Select the **Fly out** option if you want the video to begin as a regular video, and then fly out to reveal the little planet.



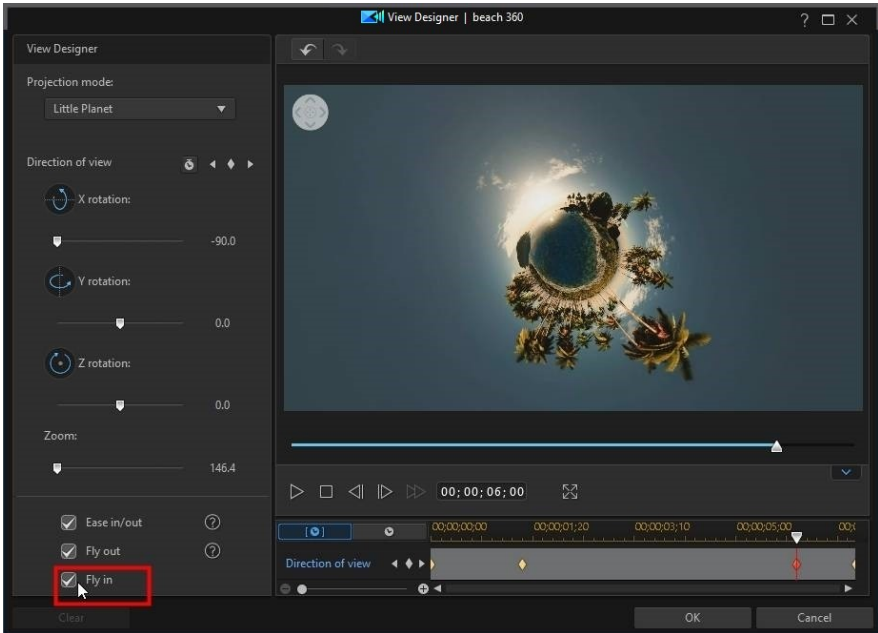


You can modify the look and timing of the fly out by adjusting the added keyframes.



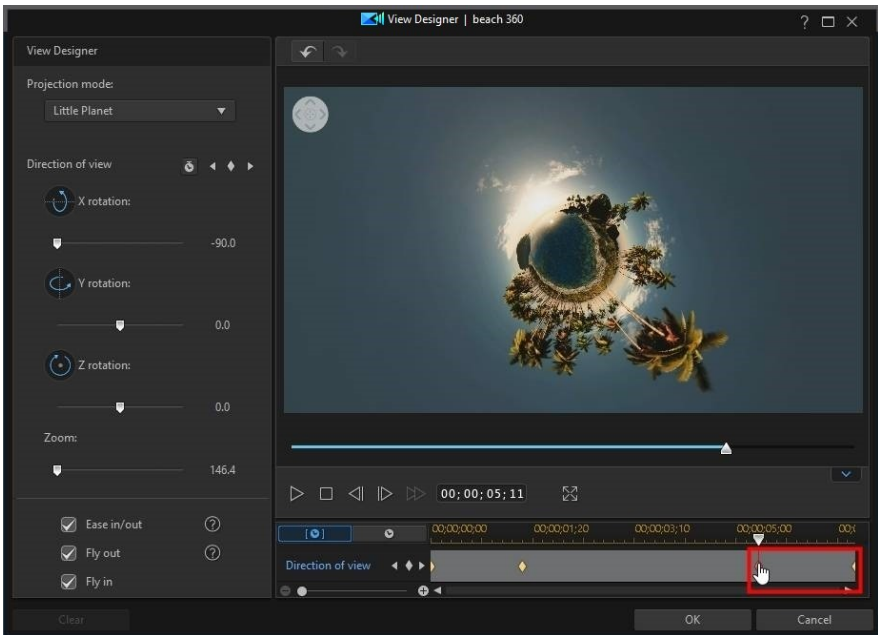
Fly In

Select the **Fly in** option if you want the video to end as a regular video, by flying in on the little planet.





You can modify the look and timing of the fly out by adjusting the added keyframes.



Ease In/Out

Adjusting the direction of view, and adding a fly out and in, may cause movements in your video to appear jerky. To make them look smoother, be sure to enable the **Ease in/out** option.

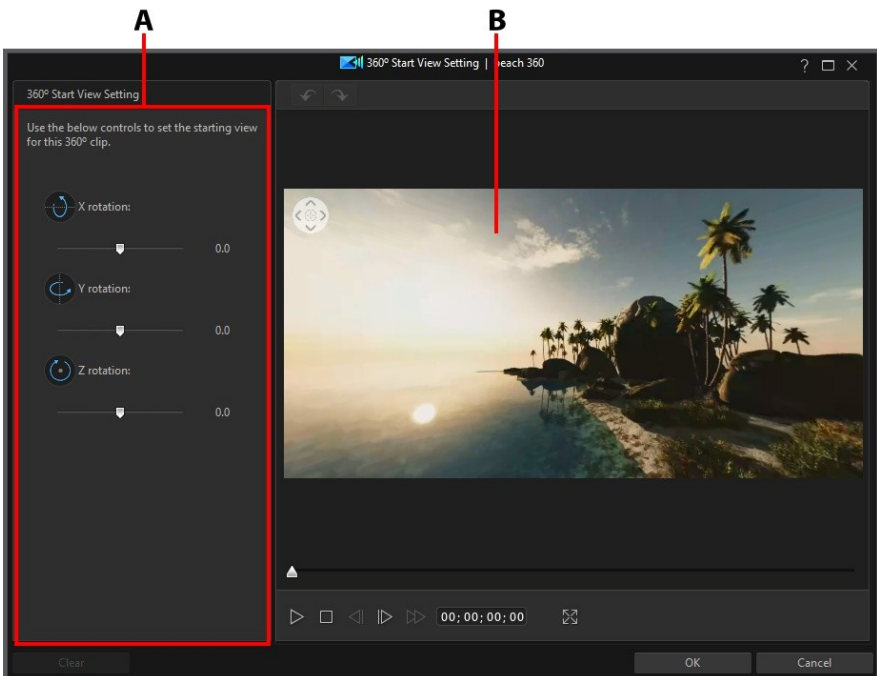
360° Start View Setting

In 360° video projects, if you find that the starting view in a 360° video clip is not facing the direction that you want, you can use the 360° Start View Setting* feature to change it.

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

To do this, in the **Edit** module, select a 360° video clip on the timeline and then select **Tools > 360° Start View Setting**.

Note: this feature is only available when editing 360° videos in [360° Video Projects](#).

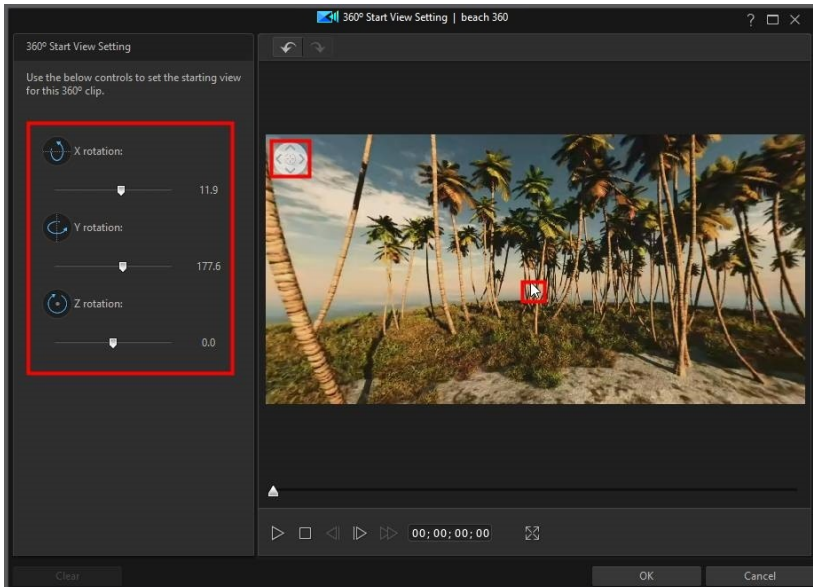


A - Direction of View Properties, B - Preview Window

To change the starting view in a 360° video clip, do this:

1. In the **Edit** module, select a 360° video clip on the timeline and then select **Tools > 360° Start View Setting**.

2. Set the direction you want the camera to be pointing at the beginning of the video. You can do this by clicking and dragging your mouse in the preview window, using the navigation controls in the top left corner of the preview window, or by using the available X, Y, Z rotation controls.



3. Click **OK** to save your changes and update the starting view in the 360° video. Your changes are applied to the video clip and updated on the video timeline.

Chapter 10:

Adding Effects

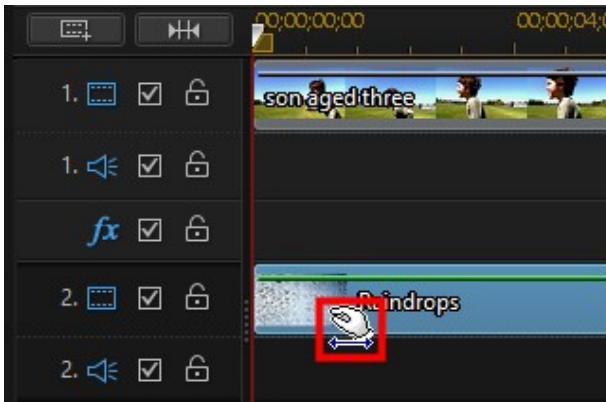
You can add many different kinds of effects to your video production, including blending media and video effects that you apply to a portion or the entire media clip. Use Magic Motion to apply a motion effect to images in your video production, or the Magic Style and Freeze Frame features to auto create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

Note: this section outlines the procedures for adding effects in [timeline mode](#), as all the program's features are available in this mode. If you prefer to use the [storyboard mode](#), and you find one of the outlined features is not available, you can press the Tab key on your keyboard to switch to timeline mode.

Blending Clips on the Timeline

You can blend any video or image clip on a timeline track, with the media that displays above it in the timeline. Doing this blends the pixels in the media clips together, creating a unique overlay effect in your video production. To blend clips on the timeline, do this:

1. Select a clip on a lower track in the timeline.




2. Right click on the clip on the lower track, and then select **Set Clip Attributes > Set Blending Mode**.

Note: you can also blend clips together using the [Power Tools](#).

3. Select one of the available blending modes to specify how the selected media clip is blended with the clip above it in the timeline (below it in the video production). There are 8 blending modes to choose from, with each having a different effect. Below is a general description of each blending mode, but it is recommended that you select each to experiment which best fits the needs of your video:
 - **Normal:** Normal is the default blending mode and does not mix the pixel colors in the selected image preset with the pixels in the selected media clip. The pixels in the selected image preset are placed over the pixels in the media clips, and are not blended.
 - **Darken:** the Darken blending mode retains the darkest pixels of all the media clips being blended.
 - **Multiply:** Multiply blending mode retains the darkest pixel colors of the selected image preset, and removes the lightest pixels by making them transparent.
 - **Lighten:** the Lighten blending mode retains the lightest pixel colors of all the media clips being blended.
 - **Screen:** Screen blending mode is the opposite of Multiply, as the brightest pixels are retained, with the darkest pixels effectively becoming transparent.
 - **Overlay:** Overlay combines the effects of the Multiply and Screen blending modes. When blending the media clips, for darker pixels it blends like Multiply. For lighter pixels, it blends like Screen.
 - **Difference:** Difference subtracts the brightest pixel color value from the pixel colors in the selected media clips. The resulting effect is similar to the look of a film negative, but is more colorful.
 - **Hue:** use the Hue blending mode to blend just the hue from the selected image preset's pixels with the lightness and saturation of the below media clip's pixels.
4. Once selected, the two clips are blended together to create the effect.

Adding Video Effects

In the **Edit** module, click the  button to open the Effect Room and access over 100 effects you can add to your images and video clips. Each effect has unique


attributes that you can customize to help achieve the impression you want in your video production.

***Note:** CyberLink PowerDirector includes the video effects lens flare, tilt shift, water reflection, and magnifier. You can find these effects by clicking on the **Special** tag in the explorer view.*


CyberLink PowerDirector includes many video effects from NewBlue*. To view these effects, select the **NewBlue Art Effects** filter 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 on our web site for detailed versioning information.*

To insert 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 Effect 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.

When adding an effect to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing effect, or you drop it on an existing effect, you are prompted to do one of the following:

- **Overwrite:** select to overwrite the existing effect with the newly added effect.
- **Insert:** select to split the effect and insert the new effect between the two portions. CyberLink PowerDirector also only moves the effects on the same track to the right.
- **Insert and Move All Clips:** select to split the effect and insert the new effect between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted effect, right.

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 media, PiP object, or title template clip in the timeline, do this:

Note: video effects cannot be added to an entire paint animation or particle effect clip.

- select an effect in the Effect Room, drag it to a video track, and then drop it on top of the media, PiP object, or title effect 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, position, and much more. 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 in the timeline 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. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Adding Pans & Zooms on Images

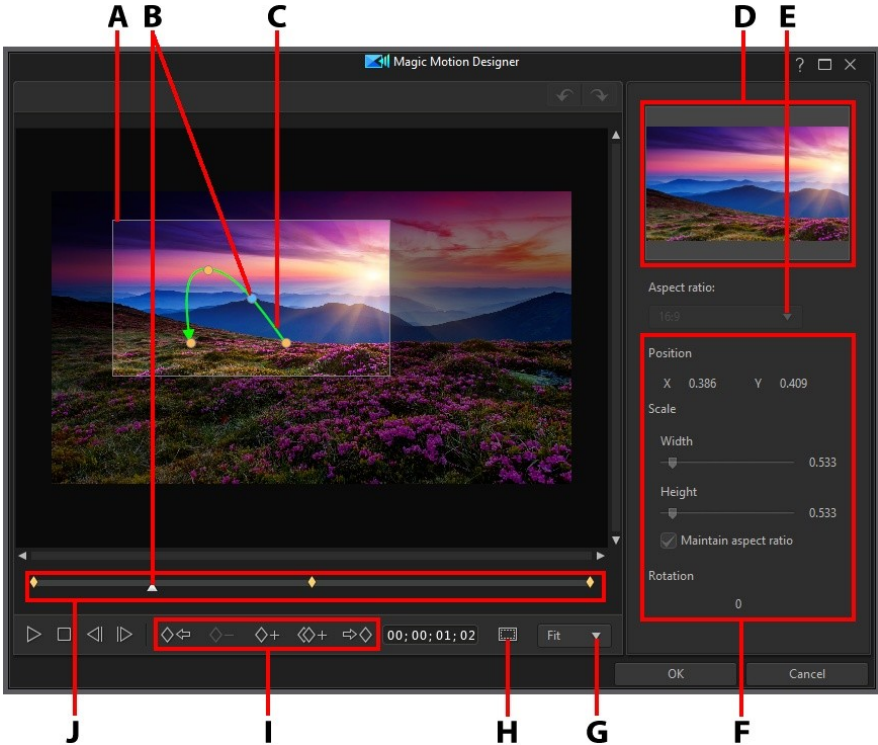
CyberLink PowerDirector lets you add pans and zooms to images, creating a motion effect in your final video. You can select from a number of templates for each image in your project, or use the Magic Motion Designer to customize the motion to your liking.

To use Pan & Zoom on an image, do this:

1. Select an image on the timeline, click the  button above the timeline, and then select **Edit Image > Pan & Zoom**. The Pan & Zoom panel opens.
2. Select one of the available 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 pan & zoom template](#) for the selected image, click the **Motion Designer*** button to customize the motion in the Magic Motion Designer.








A - Focus Area, B - Timeline Indicator, C - Motion Path, D - Focus Area Preview, E - Focus Area Aspect Ratio, F - Focus Area Properties, G - Preview Window 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 on our [web site](#) for detailed versioning information.

The Magic Motion Designer uses keyframes to customize the motion on an image. Keyframes are frames of your video that define the start and end points of an effect, which in this example is motion, rotation, or 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 keyframe timeline. By adding keyframes you can alter the motion, rotation, 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.
- set the focus area aspect ratio by selecting one of the available options on the right. Choose **Freeform** to manually resize the focus area shape to create a custom aspect ratio. You can also use the controls in the focus area properties to set the specific size of the focus area. The zoom results are displayed in the focus area preview.
- resize the focus area at keyframe positions on the keyframe timeline to define the areas on the image 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 at keyframe positions on the keyframe timeline by entering the rotation amount in the field provided and then pressing the Enter key on your keyboard. You can also click and drag  on top of the focus area to rotate the focus area manually.
- click on to  to zoom in or out on the preview window. 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 Lines** to have the focus area snap to the grid lines, TV safe zone, and boundary of the video area.

Using the Freeze Frame Effect

Right-click on a video clip on the timeline, select **Edit Video/Photo** and then **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 and title effect, creating a freeze frame effect. Edit the inserted image and effects to your specification to ensure the freeze frame effect fits your requirements.

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


Chapter 11:

Creating Video Overlays (PiP Effects)

In CyberLink PowerDirector there are many overlay or 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 shapes and captions in the Shape Designer, using the chroma key effect, and much more.

Note: this section outlines the procedures for creating PiP effects in [timeline mode](#), as all the program's features are available in this mode. If you prefer to use the [storyboard mode](#), and you find one of the outlined features is not available, you can press the Tab key on your keyboard to switch to timeline mode.


Adding PiP Objects

In the **Edit** module, click the  button to open the Video Overlays (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 Video Overlays (PiP Objects) Room also includes paint animation objects. See [Using the Paint Designer](#) for more information.

To insert 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 PiP or paint animation object, 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 PiP or paint animation object, right-click on it in the library, and then select **Add to Timeline** to add it to the selected video track.

You can also manually drag and drop a PiP or paint animation object to a desired position on a video track to add it to the timeline.

When adding a PiP or paint animation object to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of these ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the PiP/paint animation object.
- **Insert:** select to split the clip and insert the PiP object/paint animation object between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert and Move All Clips:** select to split the clip and insert the PiP/paint animation object between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
- **Crossfade:** select to lay the PiP/paint animation object over a portion of the existing clip and auto add a fade transition between the two clips.

*Note: the **Crossfade** option does not overwrite the content on the track, instead adding an overlap transition between the two clips. See [Setting Transition Behavior](#) for more information. The **Crossfade** option is only available if the end of the new clip is not over any existing content on the track.*

- **Replace:** select to replace a current clip on the timeline with the PiP or paint animation object. Use this option if you don't want to change the structure of the current content on the timeline.

Note: if the duration of the clip you are replacing is longer or shorter than the PiP or paint animation object, CyberLink PowerDirector automatically resizes it to fit the original clip's duration.

If the timeline slider is in a gap between two clips on a timeline track when inserting a PiP or paint animation object, you are prompted to use this ripple editing option to insert the clip:

- **Trim to Fit:** select to have CyberLink PowerDirector auto set the duration of the PiP/paint animation object to fit the gap to the right of the timeline slider.

Once added to the timeline, select the PiP object and then click the **Designer** 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](#).

Types of PiP Objects

There are six main types of objects in the video overlays (PiP Objects) room you can use to create PiP effects:

- static graphics.
- animated graphics that move through clips.
- decorative borders that are added to frame your video.
- tripod covers for 360° videos.
- shapes you can customize with keyframes in the [Shape Designer](#).
- hand drawn paint animation objects you create in 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.



When editing 360° video projects, you can [convert PiP objects and media to 360°](#) for you use in your project.

Tripod Cover PiP Objects

Click on the **Tripod Cover** tag in the video overlays (PiP objects) room to view the PiP objects in your media library that can be used to cover up the tripod in your 360° videos. You can customize the tripod cover PiP object in the [PiP Designer](#), if required.

Creating Custom PiP Objects

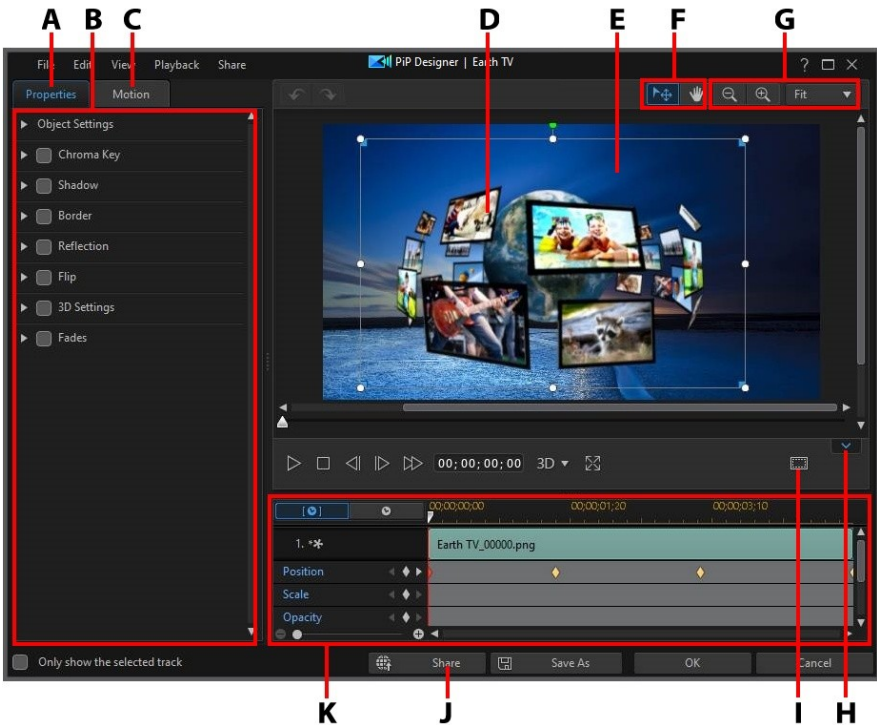
You can create a custom PiP object using your own graphics and images. To create a custom PiP object, do this:

1. Click on  to open the Video Overlays (PiP Objects) room.
2. In the Video Overlays (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 object's properties in the PiP Designer.

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, motion blur, and more.



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



A - PiP Effect Properties Tab, B - PiP Effect Properties, C - Motion Tab, D - PiP Object, E - Background Video, F - Mode Selection, G - Zoom Tools, H - Display/Hide Keyframe Timeline, I - TV Safe Zone/Grid Lines, J - Share on DirectorZone, K - PiP Media Keyframe Timeline



Note: if you have trouble clearly seeing some elements of the media you are modifying in the PiP Designer because they blend into the background, try selecting the **Only show the selected track** option to remove the background preview.

You can also open the PiP Designer by:


- clicking on  in the Video Overlays (PiP Objects) room and then selecting:
 - **2D PiP** to create a new PiP object template from scratch by importing a custom image.
 - **360° PiP** in a 360° video project to create a PiP object that supports 360°. See [Modifying 360° Position](#) for more information.
- selecting an existing PiP object in the Video Overlays (PiP Objects) room, clicking on , and then selecting **Modify PiP Attributes** to edit the template.

Mode Selection and Zoom Tools


When modifying PiP media in the PiP Designer use the mode selection and zoom tools for assistance.

Note: when modifying PiP media in the PiP Designer, use the player controls to preview, and click  to preview the effect at full screen. You can also click  to hide the keyframe timeline for a larger view of the preview window.



Mode Selection

In the PiP Designer there are two selection modes. Click the  button to enable the PiP media selection. When selected, you can freely click and move the PiP media to different areas of the video frame.

Note: when moving and resizing PiP media, it will snap to reference lines (if enabled) and the editing canvas' edges/middle.

Click the  button to enable a mode that lets you drag the view in the PiP Designer. This mode is especially helpful when applying PiP motion effects to media that start off screen.


Zoom Tools

Use the zoom tools  and  to zoom out and in on the preview window when modifying PiP media. You can also select the viewer zoom amount from the drop-down to set the size of the PiP media preview. Select **Fit** to resize the PiP media so that it fits in the PiP Designer's viewer window.

Note: you can also hold down the Ctrl key on your keyboard and then use the mouse scroll wheel to zoom in or out on the PiP media.

Modifying PiP Media 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 Lines** to have the PiP effect snap to the grid lines, TV safe zone, and boundary of the video area.*


To modify PiP media size, position, or orientation:

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

*Note: click the **Aspect Ratio** item on the Properties tab, and then 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. Use the **X** and **Y** position fields in [object settings](#) for more precise positioning.

*Note: if you are editing a 360° video project, be sure to first [convert the PiP media to 360°](#) so that you can use the **Longitude** and **Latitude** sliders to adjust its [360° position](#).*

- click on  above the PiP media and drag it left or right to change its orientation.
- click and drag the blue nodes in corners to change its shape. See [Changing the Shape of Media](#) for more information.

Note: you can use keyframes to customize the size and shape of PiP media. See [Utilizing PiP Keyframes](#) for more information.

Setting PiP Animation Speed and Playback Behavior

For pre-designed PiP media with image sequences, or animation, you have full control over its speed* and playback behavior*.

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


Setting PiP Animation Speed

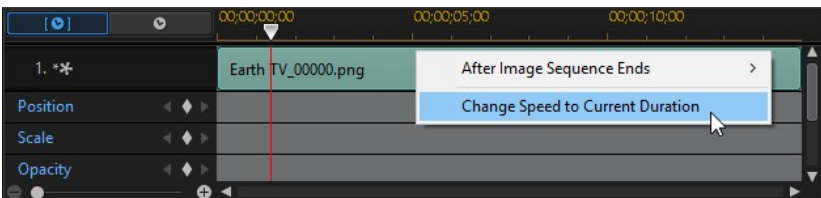
To set the speed of pre-designed PiP animation, you can do either of the following:

*Note: to change the speed of PiP motion you created yourself on the **Motion** tab, see [Customizing the Speed of PiP Effect Motion](#).*

- in the timeline, hold down the Ctrl key on your keyboard and then drag the edge of the PiP media clip to change the speed of the animation. Dragging it left will speed up the animation, dragging it right will slow it down.



- in the timeline, click  and then change the PiP media clip's duration to the length you want the PiP animation to be. Next, select the clip and then click **Designer > PiP Designer**. In the PiP Designer, right click on the image sequence in the keyframe timeline and then select **Change Speed to Fit Current Duration**.



Setting PiP Animation Playback Behavior

To set the playback behavior of pre-designed PiP animation, do this:

1. In the timeline, select the clip and then click **Designer > PiP Designer**.
2. In the PiP Designer, right click on the image sequence in the keyframe timeline, select **After Image Sequence Ends**, and then one of the following options:
 - **Loop Playback:** loops the animation for the duration of the clip.
 - **Freeze on First Frame:** once the animation is complete, freezes on the first frame or image in the sequence.
 - **Freeze on Last Frame:** once the animation is complete, freezes on the last frame or image in the sequence.
 - **Stop Playback:** stops playback once the animation is complete. If the animation is shorter than the clip duration, nothing is shown after the animation is complete.
3. Click **OK** to close the PiP Designer and save your changes.

Modifying PiP Media Properties

Click on the PiP effect **Properties** tab to change the properties of the PiP media. See the following sections for detailed information on the properties you can modify on this tab.

- [Changing Object Settings](#)
- [Using Chroma Key](#)
- [Applying a Shadow](#)
- [Adding a Reflection](#)
- [Applying a Border](#)
- [Flipping PiP Media](#)
- [Enabling 3D Depth](#)
- [Applying Fades](#)

*Note: while modifying the PiP effect properties, you can select the **Only show the selected track** option to hide any other media that is displayed in the preview window.*

Changing Object Settings

Use the **Object Settings** option to change some of the basic properties of the PiP media. Use the **X** and **Y** position fields to set the precise location of the middle of the PiP media on the video image. When used with keyframes, you can manually create motion of the PiP media.

*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. You can more easily adjust clip position and motion on the **Motion** tab. See [Adding Motion to PiP Media](#) for motion information.*

When you create motion for PiP media, you indicate where (**Position**) on the video image you want the PiP media to appear by adding keyframes. To create the motion, CyberLink PowerDirector will ensure the PiP media is in the desired position at the specified time (keyframe).

Use the **Scale** sliders to change PiP media size, or **Opacity** to make it more transparent.

*Note: select the **Maintain aspect ratio** option if you want to ensure the PiP media's aspect ratio does not change while you are moving or resizing it. Deselect this option if you want to change the PiP media's shape or alter its aspect ratio.*

To rotate the PiP media, input the rotation amount in **Rotation** field and then press the enter key on your keyboard.

Note: you can use keyframes to customize each of these object settings. See [Utilizing PiP Keyframes](#) for more information.

Ease In/Ease Out

Creating motion for PiP media, by changing the **Position**, **Scale**, or **Rotation** object settings at different keyframes, can cause the PiP media to appear jerky, as it speeds up and slows down when it moves through the frame, changes its size, or rotates in the video frame. To make the movement look smoother, use the Ease in/out options. Select **Ease in** to slow down the PiP media as it enters a keyframe. Select **Ease out** if you want it to gradually accelerate out of the keyframe.

Modifying 360° Position


When editing 360° video projects, the **Longitude** and **Latitude** position sliders are available for 360° PiP media so you can customize the 360° position of in the 360° environment. Use these sliders to move the PiP media clip to the desired position, or just click and drag it around the 360° environment. When used with keyframes, you can manually create motion of the PiP media clip in the 360° environment.

Note: if you are using non-360° PiP media in your 360° video project, you must first [convert it to 360°](#) if you want to customize its 360° position.

Using Chroma Key

Select the **Chroma Key** option to add a chroma key (green screen) effect to your PiP media. Using this feature, you can remove a color (usually a solid green color) in your video clip or image, revealing a different background for the subject of the video.

Once enabled, do this:

1. Click on  and then select the color in the video clip or image that you want to replace/make transparent.
2. If required, use the **Color range** slider to adjust range of color that is removed. Adjusting this slider can remove or add back color in the video that was removed.
3. Use the **Denoise** slider to fine tune the edges of the PiP media on the revealed background. Using this slider can make the PiP effect look more authentic by sharpening the edges and removing excess pixels.

If there are other colors in the PiP media that you want to remove, click the **Add New Key** button to add more chroma keys to your video. Repeat the steps above to remove the secondary colors as required.

Applying a Shadow

Select the **Shadow*** option to add a shadow on the PiP media. Once selected, choose whether to apply the shadow on the **Object Only**, or the **Object and Border**, if you applied a border. Select **Border Only** to just display the shadow of the applied

border. Use the other available options to change the shadow's color, direction, and distance from the PiP effect. You can also set the opacity and blur levels of the shadow using the available sliders.

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

Adding a Reflection

Select the **Reflection** option to reflect the PiP media onto the background media. Use the **Distance** slider to set space between the reflection and the PiP media. Use the **Opacity** slider to set the opacity of the reflection.

Applying a Border

Select the **Border** option to add a border around the PiP media. Use the **Size** slider to set the width of the border, and the **Blur** and **Opacity** sliders to customize its appearance.

Selecting Border Color

When selecting the color of the border, you have the following options in the **Fill type** drop-down:

- **Uniform color:** select this option if you want the border to be one solid color. Click the colored square to open the color palette and select the desired border color.
- **2 color gradient:** select this option if you want the border color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **4 color gradient*:** select this option if you want the border to consist of four colors. Click the colored squares to set the colors in each of the four corners of the border.


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

Flipping PiP Media

Select the **Flip** option to flip the PiP media upside down or from left to right, depending on your requirement.

Enabling 3D Depth

If you are creating a 3D video production, select the **3D Settings*** option to give the PiP media 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 on our web site 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).

Note: you can use keyframes to customize when the 3D depth is applied. See [Utilizing PiP Keyframes](#) for more information.

Applying Fades

Select the **Fades** option to apply a fade effect on the PiP media. Select whether to enable a fade-in and/or fade-out on the PiP media.

Note: when a fade is applied, note that keyframes are added to the [Opacity keyframe timeline](#) so you can customize the length of the fade, if required. See [Utilizing PiP Keyframes](#) for more information.

Adding Motion to PiP Media

Click on the **Motion** tab to 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 add a rotation effect to the PiP media.

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

Using a Motion Path Template

To add motion to PiP media you can select a motion path template on the Motion tab that fits your requirements. Note that keyframes are added to the Position track of the PiP Designer keyframe timeline. These motion path templates have predefined motion in them, but you can customize the motion. See [Customizing PiP Motion](#) and [Utilizing PiP Keyframes](#) for detailed information on using keyframes to customize PiP motion.

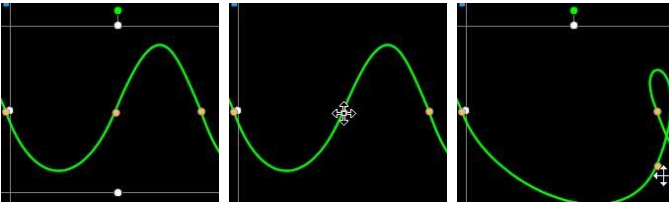
Customizing PiP Motion

The PiP Designer uses keyframes to customize the motion of PiP media. Keyframes are frames of your video that define the start and end points of an effect, which in this example is motion.

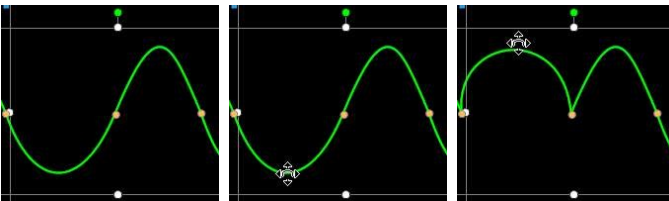
To customize the motion of PiP media:


Note: once you are done customizing the PiP media motion you can use the motion blur effect to make it look smother and more natural. See [Applying Motion Blur](#) for more information.

- drag an existing keyframe to a new location in the preview window. The PiP media will follow the modified path to get to the changed keyframe position.



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



- use the player controls to find a position on the motion path, and then click  on the Position track of the keyframe timeline to add a new keyframe at a new position, if required.

Customizing the Speed of PiP Effect Motion

You have full control over the speed to the PiP media's motion.

Note: to change the speed of pre-designed PiP animation, see [Setting PiP Animation Speed](#).

The following three factors determine the speed of the PiP media's motion.

*Note: on the **Properties** tab in **Object Settings** you can manually adjust the PiP media position at keyframes and use ease in/out to make the movement look smoother. See [Changing Object Settings](#) for more information.*

Duration of the PiP Clip in the Timeline

The longer the duration of PiP media clip, the slower the PiP object's motion is. For example, if the PiP media clip is 10 seconds, it takes the PiP media 10 seconds to travel from the first Position keyframe to the last Position keyframe.

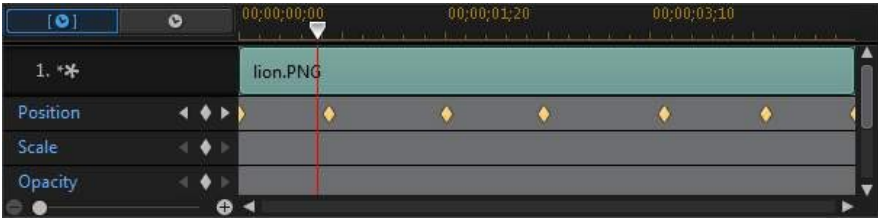
Distance Between Keyframes

The distance between each keyframe also contributes to the speed of the PiP media motion. The further the distance between each keyframe, the quicker the PiP media needs to move to get to the next keyframe.

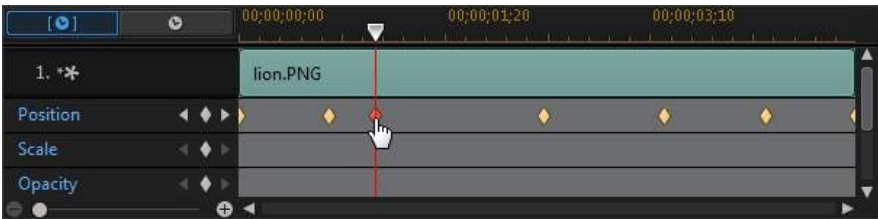
Keyframe Timeline

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


Note: if you cannot find the keyframe timeline in the PiP Designer, just click the  button under the preview window to display it.



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




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.

Customizing PiP Effect Rotation

Select the **Rotation Settings** option to customize the rotation of moving PiP media. Use the slider to set the amount the PiP media will rotate as it moves across the screen. Select whether PiP media rotates counter clockwise, or clockwise.

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

Applying Motion Blur

Select the **Motion blur*** option to make PiP media movement appear smoother, giving it a more natural and authentic look.

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

Once selected, use the available sliders as follows:

- **Blur length:** drag this slider to set the duration (number of frames) you want blended into a single frame (the blur). Dragging the slider right will apply more of a blur to the moving PiP media.
- **Blur density:** drag this slider to set the number of samples (of PiP media) used per frame. Dragging the slider right will make the PiP media less blurry as it adds samples to fill the missing content caused by the movement.

Utilizing PiP Keyframes

Use keyframes when modifying your PiP media to define the start and end points of the customized effects. In the PiP Designer you can use keyframes to change the PiP media clip's opacity, size (scale), rotation, motion, shape (freeform), and 3D depth.


*Note: once you have customized the effects on PiP media using keyframes, you can right click on the clip in the timeline and select **Copy Keyframe Attributes**. This allows you to paste all of its keyframe attributes (including motion) onto another clip in the timeline, applying the same effects to the clip.*

Keyframe Timeline

A custom keyframe timeline is generated for each PiP media clip when you open it in the PiP Designer. In the below example, because the media clip is 10 seconds long on the project timeline, the keyframe timeline is also 10 seconds.

Note: if you cannot find the keyframe timeline in the PiP Designer, just click the  button under the preview window to display it.



If you'd like to view the movie timeline, click the  button.




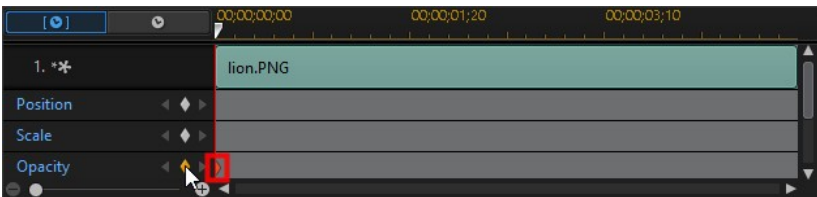
The keyframe timeline lets you precisely place each keyframe, so you can time the applied effect in your movie production.

Adding Keyframes

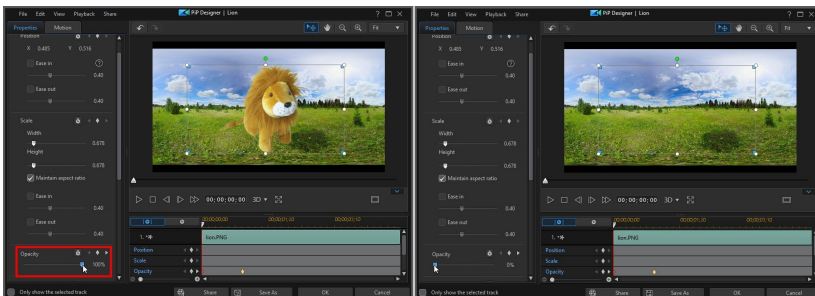
To add a keyframe to the keyframe timeline, do this:

Note: if you cannot find the keyframe timeline in the PiP Designer, just click the  button under the preview window to display it.

1. Use the player controls to find the moment in your PiP media clip where you want its properties to change.
2. Click  next to the property you want to change to add a keyframe to the corresponding keyframe track.

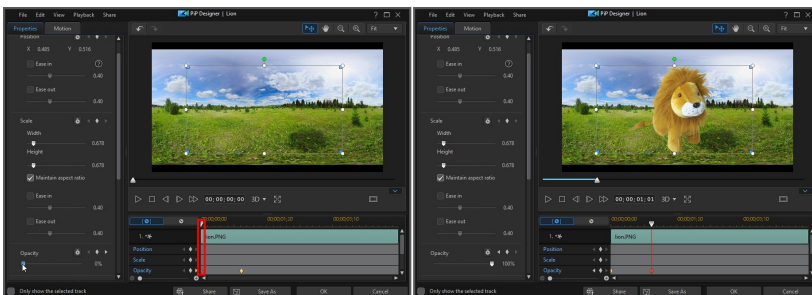


- Use the features in the PiP Designer to modify the properties of the effect as required for this keyframe. In this example we are modifying the opacity of the PiP media clip at the beginning of the clip.



Note: notice above that when opacity is changed, a keyframe is automatically added at the current timeline position.

When previewed, at the first keyframe the PiP media is the completely visible, and then slowly gets more transparent until it reaches the specified opacity level by the time the playback slider reaches the second keyframe.




It will maintain this opacity until the playback slider reaches the last keyframe, unless you add more keyframes or change the properties of the last keyframe.

Note: you can also modify the properties of a keyframe by right clicking on it and selecting **Duplicate Previous Keyframe** or **Duplicate Next Keyframe**. Doing this copies the properties of the specified keyframe to the keyframe you right clicked on.

- Repeat these steps to create the kind of effect you want in your video production using keyframes to modify the PiP media clip's properties and motion.

Modifying and Removing Keyframes

At any time you can modify the keyframes added, by selecting it and changing the PiP media clip's properties, or by dragging the keyframe to another position on the keyframe timeline.

To remove a keyframe, select it on the keyframe timeline and then click .

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, upload it to DirectorZone to share it with others, or back it up on CyberLink Cloud*.


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

- click on **Share** to upload your custom template to DirectorZone or back it up on CyberLink Cloud. See [Sharing and Backing Up PiP Objects](#) for more information.
- click on **Save As** to save a modified template as a new template to the Video Overlays (PiP Objects) Room.
- click on **OK** to save a new template to the Video Overlays (PiP Objects) Room.

Sharing and Backing Up PiP Objects

You can share your customized PiP objects with other CyberLink PowerDirector users by uploading them to DirectorZone. If you have a CyberLink Cloud subscription you can back up all your customized templates by storing them on CyberLink Cloud.

To share and back up your PiP objects, do this:

1. Do either of the following:
 - in the PiP Designer, click on **Share**, enter a name for the custom template, and then click **OK**.
 - select the PiP object in the library, and then click .
2. In the upload window, enter the information as follows:

- **Upload to:** select where you want to upload the template.
- **Title:** name of the template as it will display once uploaded.
- **Style:** select a style or category for the template.
- **Type:** if required, select the type of template you are uploading.
- **Tags:** enter some keyword search tags that will help users find the template when searching.

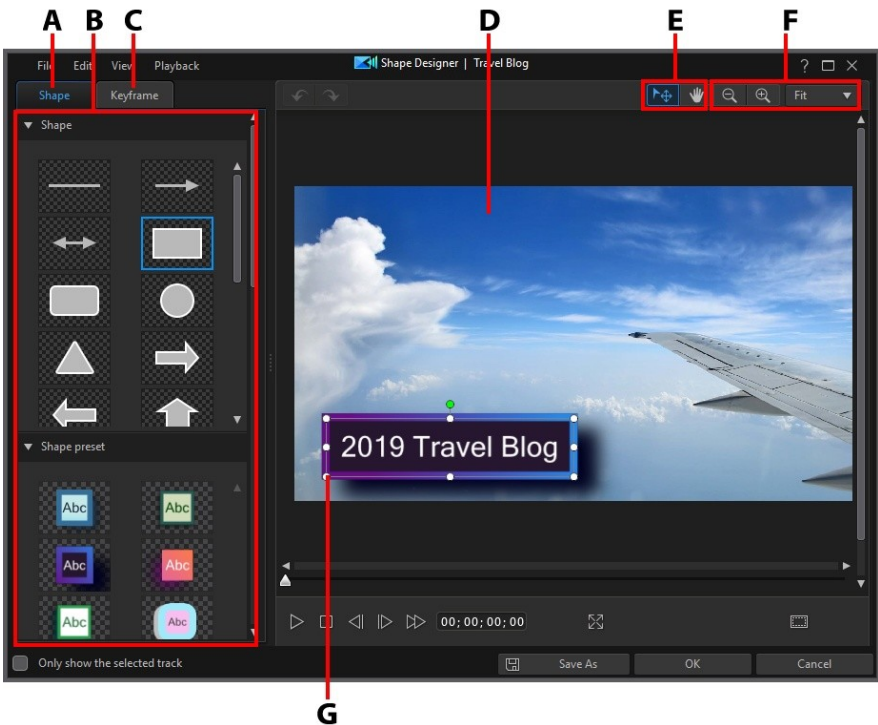
Note: separate each tag you enter with a space. If you want to use two words as the tag, just put quotes around them, e.g. "dollar bill".

- **Collection:** enter the name of the collection you want the template added to.
 - **Description:** enter a short description of your template.
3. Click **Next** to proceed.
 4. Confirm the copyright disclaimer, and then click **Next** to proceed with the upload.
 5. Click on **Finish** to close the upload window.

Creating Shapes, Callouts, and Annotations in the Shape Designer

You can create custom shapes, callouts, and annotations with keyframed motion for your videos in the Shape Designer.

To open the Shape Designer*, in the **Edit** module click on  and then  at the top of the library window.





A - Shape Properties Tab, B - Shape Properties, C - Keyframe Properties Tab, D - Background Video, E - Mode Selection, F - Zoom Tools, G - Shape


Note: if you have trouble clearly seeing some elements of the shape you are modifying in the Shape Designer because they blend into the background, try selecting the **Only show the selected track** option to remove the background preview. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Mode Selection and Zoom Tools


When modifying shapes in the Shape Designer use the mode selection and zoom tools for assistance.

Note: when modifying shapes in the Shape Designer, use the player controls to preview, and click  to preview the effect at full screen. When editing keyframe properties on the Keyframes tab, you can also click  to hide the keyframe timeline for a larger view of the preview window.



Mode Selection

In the Shape Designer there are two selection modes. Click the  button to enable selection. When selected, you can freely click and move the shape to different areas of the video frame.

Note: when moving and resizing a shape, it will snap to reference lines (if enabled) and the editing canvas' edges/middle.

Click the  button to enable a mode that lets you drag the view in the Shape Designer. This mode is especially helpful when applying motion to your shapes if they start off screen.



Zoom Tools

Use the zoom tools  and  to zoom out and in on the preview window when modifying shapes. You can also select the viewer zoom amount from the drop-down to set the size of the shape preview. Select **Fit** to resize the shape so that it fits in the Shape Designer's viewer window.

Note: you can also hold down the **Ctrl** key on your keyboard and then use the mouse scroll wheel to zoom in or out on the shape.

Creating a New Shape

To create a new shape in the Shape Designer, do this:

1. In the **Edit** module click on  and then  at the top of the library window to open the Shape Designer.
2. Click on the **Properties** tab.
3. Select the [type of shape](#) you want to create.
4. If required, select one of the available [shape presets](#).
5. Use [Shape Fill](#) to customize the color, opacity, and more for your shape.
6. In the [Shape Outline](#) and [Shadow](#) sections, you can customize the shape's border and give it a shadow.
7. If required, you can add [title text](#) to your shape.
8. When you are done, click **OK** to save your new shape in the video overlays library.

*Note: while modifying the shape properties, you can select the **Only show the selected track** option to hide any other media that is displayed in the preview window.*

Selecting a Shape Type


Click on the **Shape Type** option to select the type of shape you want to create. You can choose from one of the following shape types:

- lines and arrows.
- geometric shapes.
- callouts and speech balloons.

To select the shape you want to use, just click on it. Once selected, you can change its size, shape, position, and orientation.

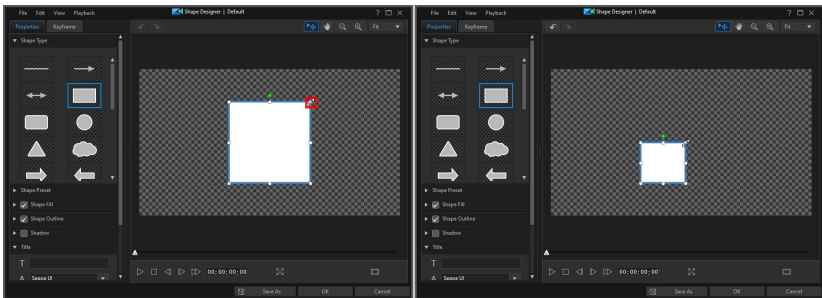
Modifying Shape Size, Shape, Position, and Orientation

You can change the size, shape, position, and orientation of most of the shapes. Some of the shapes allow you to change how they are displayed by adjusting their appearance.

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

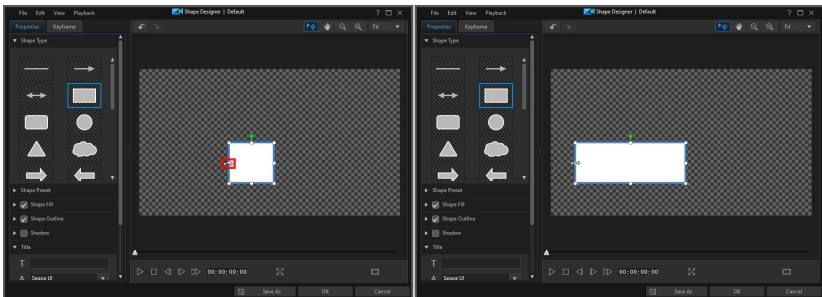
To modify shape size, shape, position, or orientation:

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

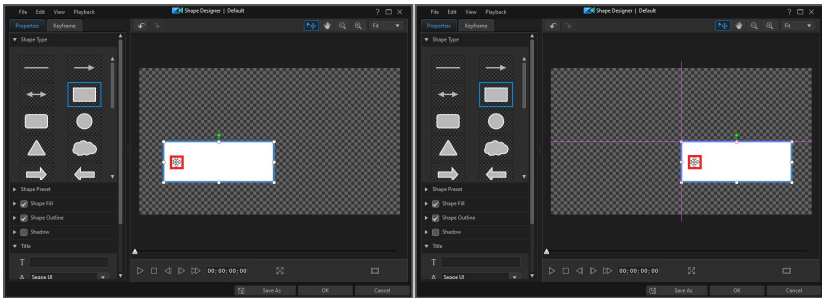



Note: the thin line and arrow shape types cannot be resized or made thicker. The length of these shapes can be changed, as well as adjusting their orientation by dragging the end points to other positions.

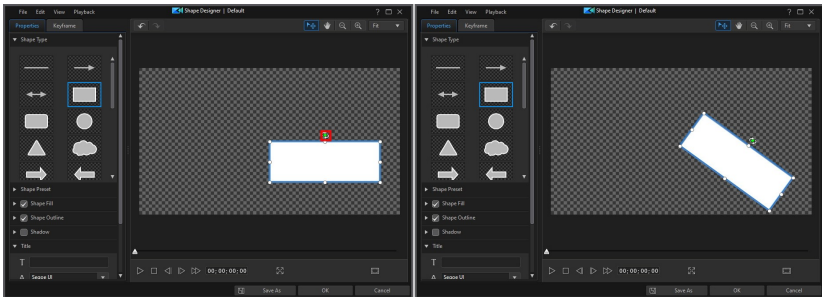
- click and drag any of the resizing nodes to customize its shape.



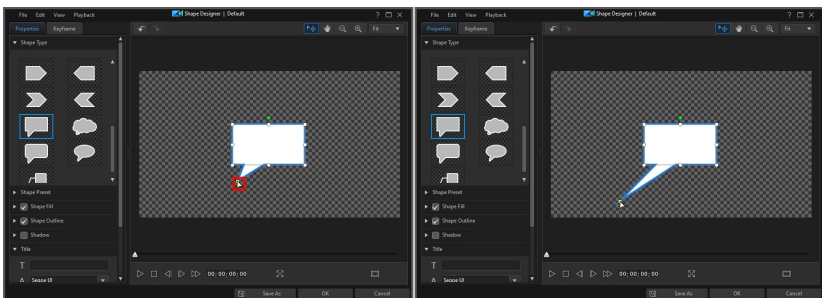
- click on the shape and drag it to a new position.



- click on  above the shape and drag it left or right to change its orientation.



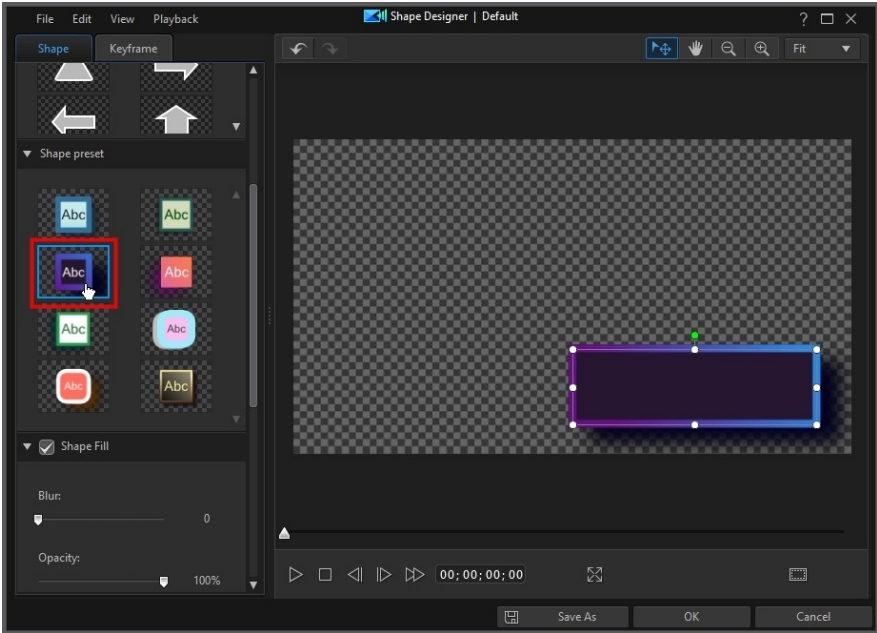
- some shapes include a yellow node  that you can click and drag to a new position to change the shape's appearance.



Note: you can use keyframes to customize the size, shape, position, and orientation of the shape. See [Utilizing Shape Keyframes](#) for more information.

Using a Shape Preset

Select the **Shape Preset** option to instantly apply colors and borders to your selected shape and its title text. You can use the preset for your shape or as a template for editing the other properties.



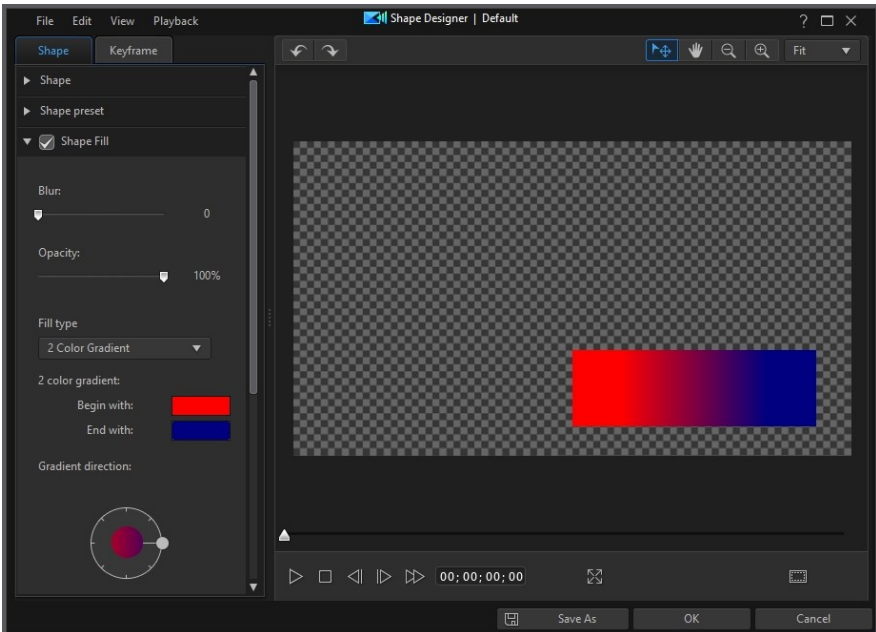
Note: if you want to remove an applied shape preset just click the undo button .

Applying a Shape Fill

Select the **Shape Fill** option to add color to your shape. When selecting the color of the shape, you have the following options in the **Fill type** drop-down:

- **Uniform color:** select this option if you want the shape to be one solid color. Click the colored rectangle to open the color palette and select the desired color.

- **2 color gradient:** select this option if you want the shape color to change from one color to another using a gradient. Click the colored rectangles to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.



Once you have set the shape color, you can use the **Blur** slider to apply a blur on the edges of the shape. Use **Opacity** to adjust the shape's transparency, if required.

Applying a Shape Outline

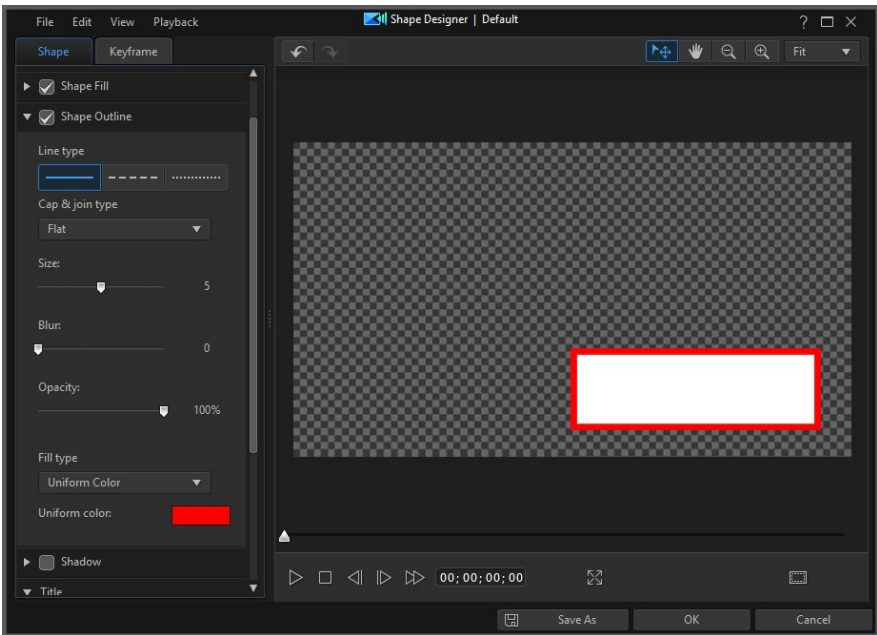
Select the **Shape Outline** option to add a border around the shape. First select the **Line type** you want as the border, and then which **Cap & join type** to use. Cap & join allows you to sharpen/soften the border corners/line dashes. Cap & join is not available for the dotted line type.

Use the **Size** slider to set the width of the border, and the **Blur** and **Opacity** sliders to customize its appearance.

Selecting Border Color

When selecting the color of the border, you have the following options in the **Fill type** drop-down:

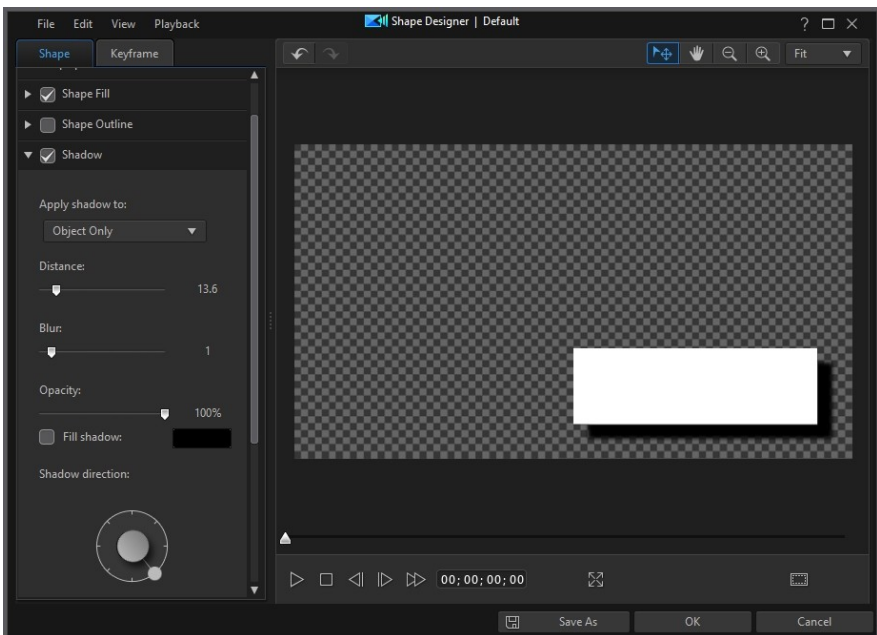
- **Uniform color:** select this option if you want the border to be one solid color. Click the colored rectangle to open the color palette and select the desired border color.
- **2 color gradient:** select this option if you want the border color to change from one color to another using a gradient. Click the colored rectangles to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.



Applying a Shadow

Select the **Shadow** option to apply a shadow on the shape. Once selected, choose whether to apply the shadow on the **Object Only**, or the **Object and Border**, if you applied a border. Select **Border Only** to just display the shadow of the applied border.

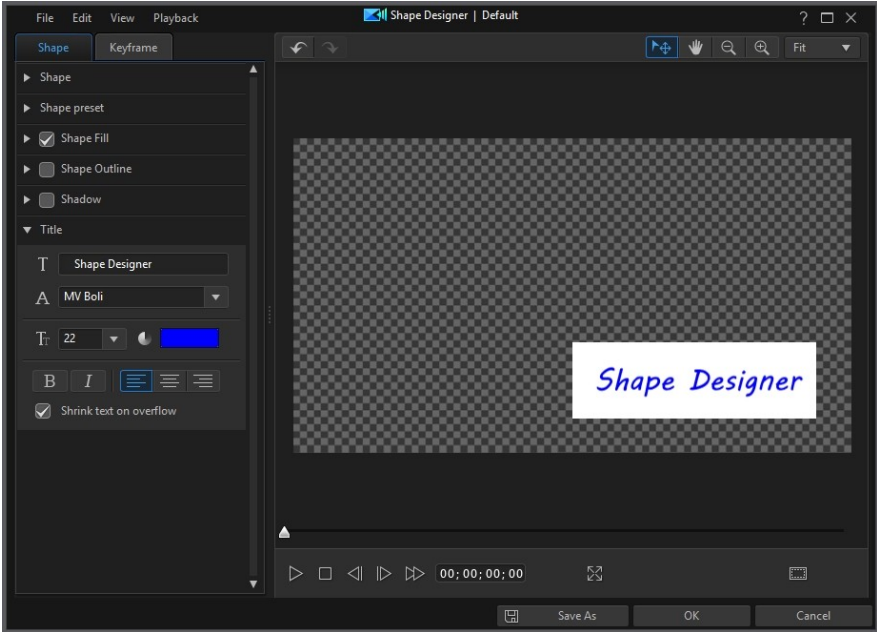
Select the **Fill shadow** option to choose a custom color for the shadow by clicking the colored rectangle. Use the other available options to change the **Shadow direction** and the shadow's **Distance** from the shape. You can also set the **Blur** and **Opacity** levels of the shadow using the available sliders.



Adding Title Text

In the **Title** section, type in text in the field provided to add title text on the shape. You can modify the text's font type, size, style, color, and alignment using the

available properties. Select the **Shrink text on overflow** option if you want the text size to shrink as you type, so that it fits within the shape.




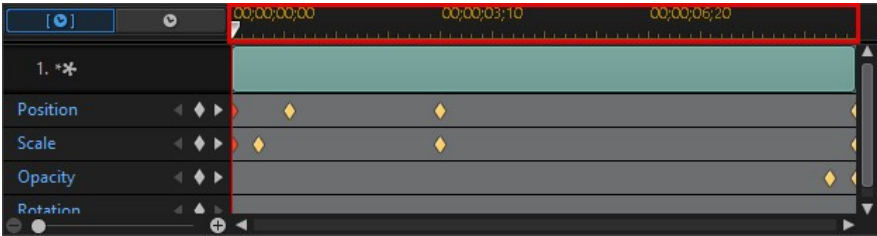
Utilizing Shape Keyframes

You can use keyframes to add motion to your shape or make it change its appearance.

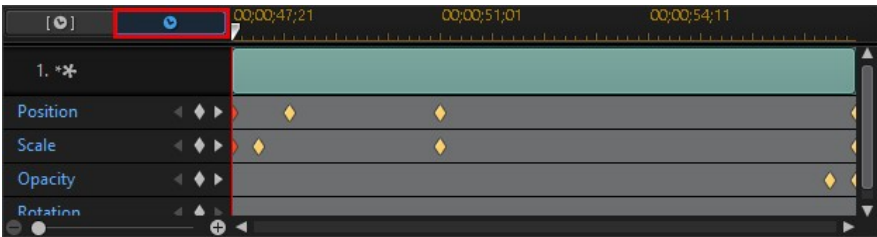
Keyframe Timeline

A custom keyframe timeline is generated for each shape clip when you open it in the Shape Designer. In the below example, because the media clip is 10 seconds long on the project timeline, the keyframe timeline is also 10 seconds.

Note: if you cannot find the keyframe timeline in the Shape Designer, just click the  button under the preview window to display it.




If you'd like to view the movie timeline, click the  button.




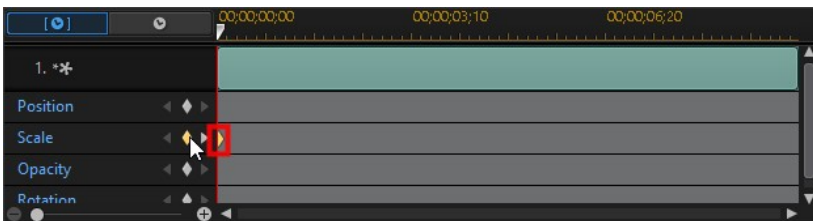
The keyframe timeline lets you precisely place each keyframe, so you can perfectly time the applied effect on the shape.

Adding Keyframes

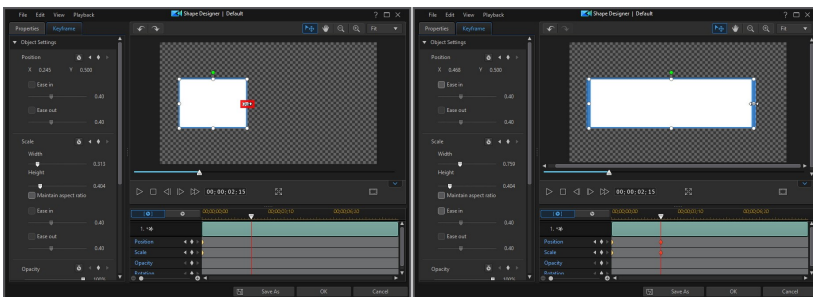
To add a keyframe to the keyframe timeline, do this:

Note: if you cannot find the keyframe timeline in the Shape Designer, just click the  button under the preview window to display it.

1. Use the player controls to find the moment in your shape clip where you want its properties to change.
2. Click  next to the property you want to change to add a keyframe to the corresponding keyframe track.

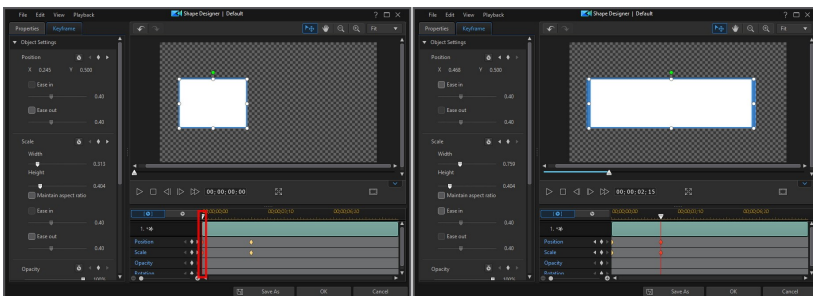


- 3. Use the features in the Shape Designer to modify the properties of the shape as required for this keyframe. In this example we are modifying the length using the scale keyframes.



Note: notice that when shape's length is changed, a keyframe is automatically added at the current timeline slider position.

When previewed, at the first keyframe the shape is at the original length and then lengthens to the new length by the time the playback slider reaches the second keyframe.




It will maintain this length until the playback slider reaches the last keyframe, unless you add more keyframes or change the properties of the last keyframe.

*Note: you can also modify the properties of a keyframe by right clicking on it and selecting **Duplicate Previous Keyframe** or **Duplicate Next Keyframe**. Doing this copies the properties of the specified keyframe to the keyframe you right clicked on.*

4. Repeat these steps to create the kind of effect you want in your video production using keyframes to modify the shape clip's properties.

Modifying and Removing Keyframes

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

To remove a keyframe, select it on the keyframe timeline and then click .

Using and Editing Shapes

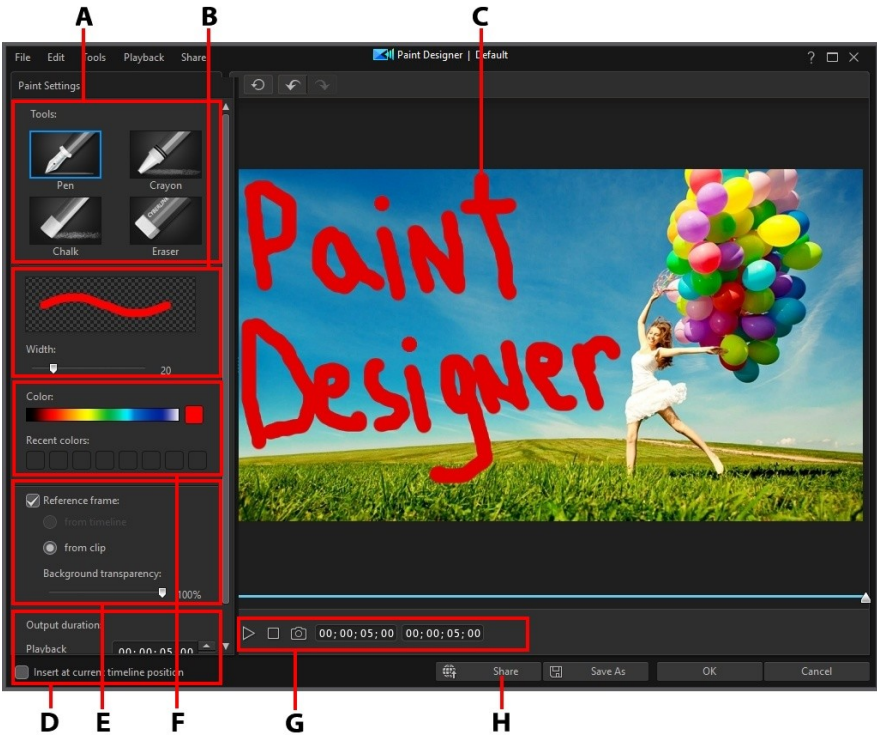
Once you have created a new shape, you can [add it to the timeline](#) like any other video overlay or PiP object. Once on the timeline, you can modify its [size, shape, position, and orientation](#) right in the preview window.

If you would like to perform more advanced edits, select the shape clip in the timeline and then click the **Designer** button to reenter the Shape Designer. When you have finished your edits, click the **Save As** button to save it as a new template or **OK** to apply the changes on the current template.

Using the Paint Designer

In the Paint Designer* you can design your own hand-drawn artwork using an array of brushes, to create animations for your video projects.

To access the Paint Designer in the **Edit** module click on  and then  at the top of the library window, or click the  button, and then select **Paint Designer**.






A - Select Brush Type, B - Set Brush Color, C - Paint Canvas, D - Output Settings, E - Reference Frame, F - Set Brush Width, G - Player Controls, H - Upload to DirectorZone

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

Creating a Paint Animation

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

1. In the the **Edit** module click on  and then , or click the  button, and then select **Paint Designer**.
2. Select the type of brush in the **Tools** area that you want to use. Each tool creates a different looking line.
3. Use the **Width** 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.



In the color palette, you can select one of the basic colors, or click **Define Custom Color** to use the color picker to choose a color, and the leveler on the right to adjust the shade. You can also type in the desired HSL or RGB values.

5. Select the **Reference frame** option if you would like to use a frame of video or image as a reference when drawing. Select the **from timeline** option to use the media clip at the current timeline position, or **from clip** to load a specific clip you want to use as a reference. Once loaded, use the player controls to find the specific reference frame you want to use. If required, use the Background transparency slider to adjust the opacity of the reference frame.
6. When you are ready, start drawing on the canvas. CyberLink PowerDirector captures your brush strokes to create an animation.

Note: *CyberLink PowerDirector only records the brush strokes. Any pauses while drawing are ignored.*

7. When you are done, configure the [output settings](#) and use the player controls to preview the paint animation.

- Once you are satisfied, click on the **OK** button to save it 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 you want to use as its thumbnail in the library, and then click **OK**.

Output Settings

Once you are done creating your paint animation, use the below output settings to customize its playback duration, timeline position, and more:


- Output duration:** in the **Playback** field you can set how long it takes for the item to be drawn. Decreasing or increasing the **Playback** duration will speed up or slow down the animation respectively. In the **Freeze** field enter in the duration you want the finished animation displayed.
- Insert at current timeline position:** select this option if you want to insert the saved paint animation at the current position on the timeline when you close the Paint Designer.

Adding Paint Animation Templates to the Timeline

Paint animation templates can be [added to the timeline like any other overlay or PiP effect template](#). Once added, you can [move, resize, and rotate](#) the paint animation template to fit your requirements.



Editing Paint Animation Templates

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

the timeline, select it and then click the **Designer** button.

Saving and Sharing Paint Animation Templates

Once you are finished modifying/customizing a paint animation template you can save it in your PiP objects library for future use, upload it to DirectorZone to share it with others, or back it up on CyberLink Cloud*.


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

- click on **Share** to upload your custom template to DirectorZone or back it up on CyberLink Cloud. See [Sharing and Backing Up Paint Animation Templates](#) for more information.
- click on **Save As** to save a modified template as a new template to the disc menu library.
- click on **OK** to save a new template to the disc menu library.

Sharing and Backing Up Paint Animation Templates

You can share your customized paint animation templates with other CyberLink PowerDirector users by uploading them to DirectorZone. If you have a CyberLink Cloud subscription you can back up all your customized templates by storing them on CyberLink Cloud.

To share and back up your paint animation templates, do this:

1. Do either of the following:
 - in the Paint Designer, click on **Share**, enter a name for the custom template, and then click **OK**.
 - select the paint animation template in the library, and then click .
2. In the upload window, enter the information as follows:
 - **Upload to:** select where you want to upload the template.
 - **Title:** name of the template as it will display once uploaded.
 - **Style:** select a style or category for the template.


- **Type:** if required, select the type of template you are uploading.
- **Tags:** enter some keyword search tags that will help users find the template when searching.

Note: separate each tag you enter with a space. If you want to use two words as the tag, just put quotes around them, e.g. "dollar bill".

- **Collection:** enter the name of the collection you want the template added to.
 - **Description:** enter a short description of your template.
3. Click **Next** to proceed.
 4. Confirm the copyright disclaimer, and then click **Next** to proceed with the upload.
 5. Click on **Finish** to close the upload window.

Chapter 12:


Adding Particle Effects

In the **Edit** module, click the  button to open the Particle Room to access a library of effects you can place on a video track to add a particle effect (snow, cloud cover, fire effects, and more) on top of a video or image.

***Note:** this section outlines the procedures for adding particle effects in [timeline mode](#), as all the program's features are available in this mode. If you prefer to use the [storyboard mode](#), and you find one of the outlined features is not available, you can press the **Tab** key on your keyboard to switch to timeline mode.*

To insert 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 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 particle effect, right-click on it in the library, and then select **Add to Timeline** to add it to the selected video track.

You can also manually drag and drop a particle effect to a desired position on a video track to add it to the timeline.

When adding a particle effect to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the particle effect.
- **Insert:** select to split the clip and insert the particle effect between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert and Move All Clips:** select to split the clip and insert the particle effect between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
- **Crossfade:** select to lay the particle effect over a portion of the existing clip and auto add a fade transition between the two clips.

Note: the **Crossfade** option does not overwrite the content on the track, instead adding an overlap transition between the two clips. See [Setting Transition Behavior](#) for more information. The **Crossfade** option is only available if the end of the new clip is not over any existing content on the track.

- **Replace:** select to replace a current clip on the timeline with the particle effect. Use this option if you don't want to change the structure of the current content on the timeline.

Note: if the duration of the clip you are replacing is longer or shorter than the particle effect, CyberLink PowerDirector automatically resizes it to fit the original clip's duration.

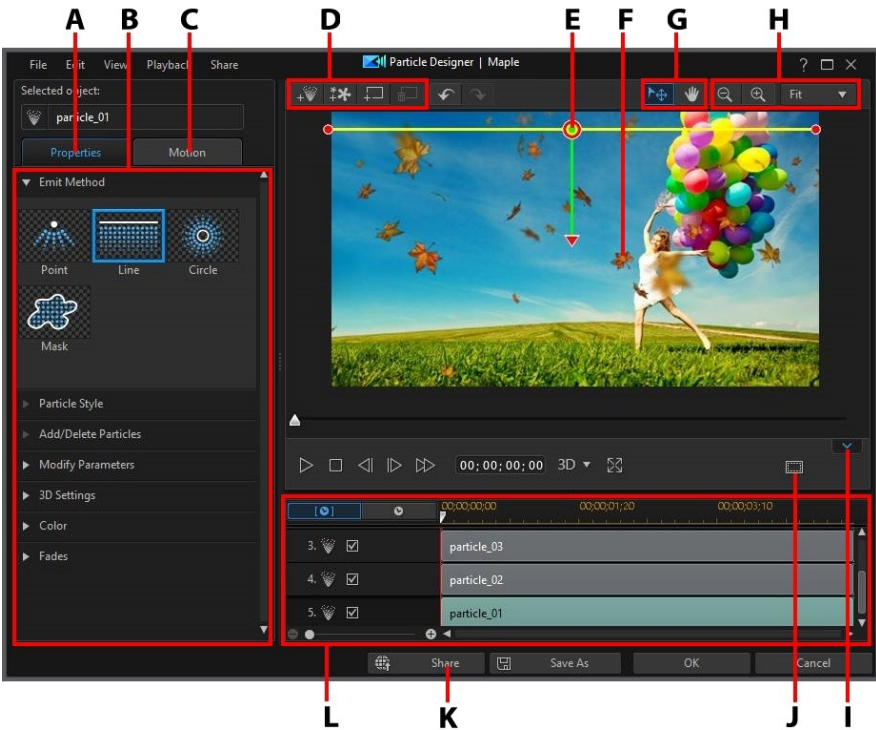
If the timeline slider is in a gap between two clips on a timeline track when inserting a particle effect, you are prompted to use this ripple editing option to insert the clip:

- **Trim to Fit:** select to have CyberLink PowerDirector auto set the duration of the particle effect to fit the gap to the right of the timeline slider.

Once added to the timeline, select the particle effect and then click the **Designer** 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 particle effects, and all of its particle object properties, in the Particle Designer*. To open the Particle Designer, in the **Edit** module, select a particle effect on the timeline and then click the **Designer** button.



A - Particle Object Properties Tab, B - Particle Object Properties, C - Particle Object Motion Tab, D - Add Objects, Images, Backgrounds, E - Particle Object, F - Background Video, G - Mode Selection, H - Zoom Tools, I - Display/Hide Keyframe Timeline, J - TV Safe Zone/Grid Lines, K - Share on DirectorZone, L - Particle Effect Keyframe Timeline



Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site 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.
- selecting a particle effect in the Particle Room and then clicking on the  button to edit it.


Mode Selection and Zoom Tools

When modifying particle effects in the Particle Designer use the mode selection and zoom tools for assistance.



Note: when modifying particle effects in the Particle Designer, use the player controls to preview, and click  to preview the effect at full screen. You can also click  to hide the keyframe timeline for a larger view of the preview window.

Mode Selection

In the Particle Designer there are two selection modes. Click the  button to enable the object selection. When selected, you can freely click and move the particle objects, images, etc. to different areas of the video frame.

Click the  button to enable a mode that lets you drag the view in the Particle Designer. This mode is especially helpful when applying particle motion effects if the object starts off screen.

Zoom Tools

Use the zoom tools  and  to zoom out and in on the preview window when modifying the particle effect. You can also select the viewer zoom amount from the drop-down to set the size of the particle effect preview. Select **Fit** to resize the particle effect so that it fits in the Particle Designer's viewer window.

Note: you can also hold down the Ctrl key on your keyboard and then use the mouse scroll wheel to zoom in or out on the particle effect.


Adding Objects, Images, and Backgrounds

Each particle effect template can contain one or more particle objects, or attributes that create the desired effect. It may also include a background and other images.

*Note: you can give all the added objects, images, and backgrounds custom names in the Particle Designer to make them easily identifiable in the keyframe timeline. Just enter the desired name in the **Selected object** field.*

Adding New Particle Objects


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. CyberLink PowerDirector adds a default particle object to the particle effect template. See [Modifying Particle Object Properties](#) for more information on customizing the default particle object to fit the particle effect you are trying to create.

Adding Images

You can insert your own images into your particle effect template.


To add a image, do this:

1. Click on the  button.
2. Browse to and then select the image on your computer you want to add, and then click **Open**.
3. Once added, resize and reposition the image in the Particle Designer as required.

Setting Backgrounds

Your particle effect can consist of a background that the particle objects emit over. You can choose from the default backgrounds, or import your own custom background.


To set a background, do this:

1. Click on the  button.
2. Select:
 - **Add Default Background Image:** if you want to select one of the backgrounds provided with your copy of CyberLink PowerDirector. Select the background, and then click **Open**.
 - **Add Custom Background Image:** if you want to import your own custom background. Select the background, and then click **Open**.
3. When prompted, set the adjustment settings for the background, as required.





Note: to remove the imported background image, just click the  button.

Modifying Particle Object Range and Position

You can increase the range of the particle object so that it covers more of the background, or modify the position or direction particles fall/emit from their source point. You can also change the position and size of images and backgrounds used in the effect.

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

To modify range and position of objects, image, and backgrounds in a particle effect, do this:

- to change the position and source (emit) point of a particle object, select the particle object in the keyframe timeline, and then click and drag  to a new position.
- if the particle effect has an image, select the Image track in the keyframe timeline. Next click and drag a corner or side to resize the image. Click on  to drag the image to a new position, if required.
- to rotate a particle object, select it in the keyframe timeline, and then click and drag  to the desired orientation.
- to change the range and direction an effect emits from the particle object's source point, select the particle object in the keyframe timeline, and then click and drag  to a new position.

Setting Particle Animation Speed

For pre-designed particle objects with image sequences, or animation, you have full control over its speed*.

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


Setting Particle Animation Speed

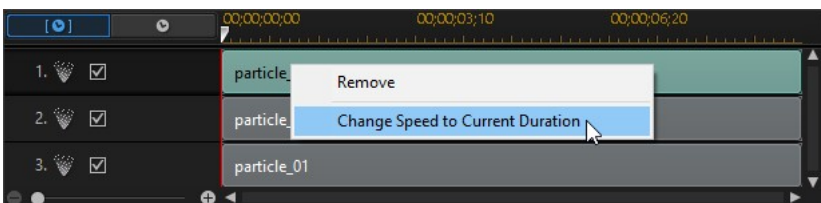
To set the speed of pre-designed PiP animation, you can do either of the following:

*Note: to change the speed of particle object motion you created yourself on the **Motion** tab, see [Customizing the Speed of PiP Effect Motion](#).*

- in the timeline, hold down the Ctrl key on your keyboard and then drag the edge of the particle object clip to change the speed of the animation. Dragging it left will speed up the animation, dragging it right will slow it down.



- in the timeline, click  and then change the particle object clip's duration to the length you want the particle animation to be. Next, select the clip and then click the **Designer** button. In the Particle Designer, right click on each particle image sequence in the keyframe timeline and then select **Change Speed to Fit Current Duration**.




Modifying Particle Object Properties

Click on the particle object **Properties** tab to change the properties of the selected particle object. See the following sections for detailed information on the properties you can modify on this tab.

- [Selecting Emit Method](#)
- [Selecting Particle Style](#)
- [Adding/Deleting Particles](#)
- [Modifying Parameters](#)
- [Enabling 3D Depth](#)
- [Adding Color](#)
- [Applying Fades](#)

Selecting Emit Method

Select a particle object in the keyframe timeline and then the **Emit Method** option to 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.


Select the **Mask** option, and then select a mask from the list (or click  to import a custom mask image) to create a masked area where particles emit from. Depending on the mask you select/import and how you resize it, the particles will emit differently.

Selecting Particle Style

Select a particle object in the keyframe timeline and then the **Particle Style** option to 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.

Adding/Deleting Particles

Particle objects can consist of one or more particles, or small customizable images. Select a particle object in the keyframe timeline and then the **Add/Delete Particles** option to add or remove individual particles from a particle object.

Click on  and then select **Insert a Default Image** if you want to select one of the particle images provided with your copy of CyberLink PowerDirector. Select **Insert a Custom Image** if you want to import your own custom particle image. You can add as many custom particles as you like to a particle object.

Select an existing particle and then click  to delete it from the particle object.

Modifying Parameters

Select a particle object in the keyframe timeline and then the **Modify Parameters** option to completely customize the properties of the particle object as follows:

Note: you can use keyframes to customize the parameters of particle objects. See [Utilizing Particle Keyframes for more information](#).

- **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.
- **After particle life ends*:** after setting the life of the particle object, select what happens once the particle expires:

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our [web site for detailed versioning information](#).*

- **Loop Playback:** loops the animation for the duration of the clip.
- **Freeze on First Frame:** once the animation is complete, freezes on the first frame or image in the sequence.


- **Freeze on Last Frame:** once the animation is complete, freezes on the last frame or image in the sequence.
- **Stop Playback:** stops playback once the animation is complete.
- **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 (amplitude):** 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 amplitude of the wave. If the value is 0, then the particle travels in a straight line.
- **Wave (amplitude) variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in wave's amplitude. For example, if you enter 50, then half of the particles will have the same amplitude.
- **Wave (frequency):** 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 larger the frequency of the wave. If the value is 0, then the particle travels in a straight line.
- **Wave (frequency) variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in wave's frequency. For example, if you enter 50, then half of the particles will have the same frequency.
- **Symmetry:** use the slider or enter in a value to set the symmetry of the wave. The higher the value, the more asymmetrical the wave will be.

- **Rotation:** use the slider to rotate all the particles to your preference. If you want the particles to spin, adjust the rotation speed parameter.
- **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.
- **Rotation speed variation:** use the slider or enter in a value in the box provided to set the amount of variation there is in the particle's rotation speed. For example, if you enter 50, then half of the particles will have the same rotation speed.
- **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.

Enabling 3D Depth

Select a particle object in the keyframe timeline and then the **3D Settings*** option if you are creating a 3D video production and want the particle object to have a 3D effect.

Select **Enable 3D depth** to enable, and then 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 on our web site for detailed versioning information.*

Adding Color

Select a particle object in the keyframe timeline and then the **Color** option if you want to add or change the color of the particles. To do this, select **Enable color** and then set the following options:


- **Select color:** click the colored box to select the color of the selected particle object.

- **Opacity:** use this slider to set the opacity or transparency level of the particle object.
- **Enable particle overlay:** select this option to enable an overlay on colored particles to change their appearance, if required.

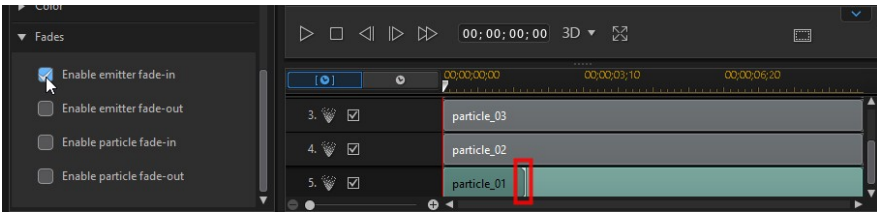
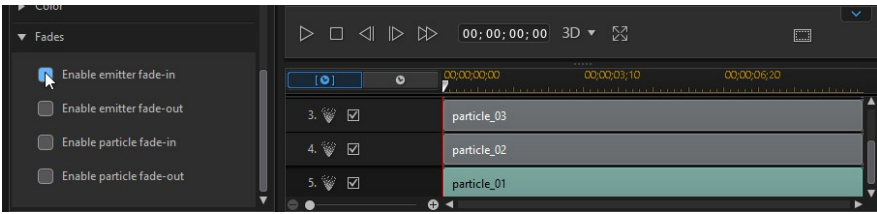
Applying Fades

Select a particle object in the keyframe timeline and then the **Fades** option to apply the following fade effects:

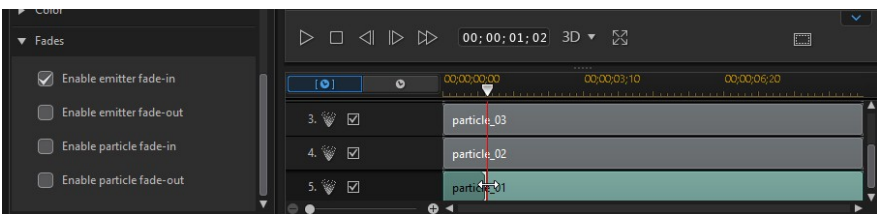
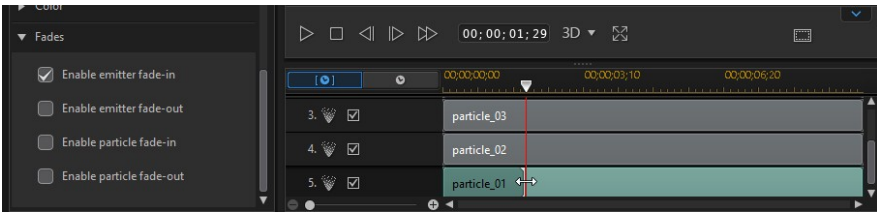
- **Enable emitter fade-in:** enabling this option applies a fade in at the beginning of the particle object.
- **Enable emitter fade-out:** enabling this option applies a fade out at the end of the particle object.
- **Enable particle fade-in:** enabling this option applies a fade in on each particle as it is emitted.
- **Enable particle fade-out:** enabling this option applies a fade out on each particle as it expires.

Note: if you cannot find the keyframe timeline in the Particle Designer, just click the  button under the preview window to display it.

When an emitter fade is applied, note that a keyframe indicator is added to the particle object's track on the keyframe timeline, indicating the duration of the fade.



You can click and drag the keyframe indicator to customize the duration of the fade, if required.



Note: you cannot change the duration of the individual particle fades.

Adding Motion to Particle Objects

Click on the **Motion** tab to add motion to particle objects, by enabling the particle's source to move across the screen. You can choose from a number of predefined


motion path templates or create your own custom motion path. The path properties of a particle object are similar to a PiP object. See [Adding Motion to PiP Effects](#) for detailed information on customizing a particle object's motion.

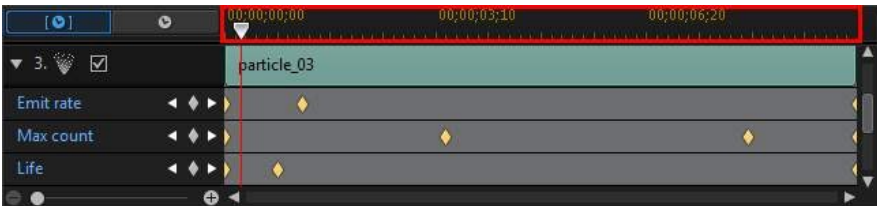
Utilizing Particle Keyframes

Use keyframes when modifying particle object parameters to define the start and end points of the customized effects.

Keyframe Timeline

A custom keyframe timeline is generated for each particle effect clip when you open it in the Particle Designer. In the below example, because the particle effect clip is 10 seconds long on the project timeline, the keyframe timeline is also 10 seconds.

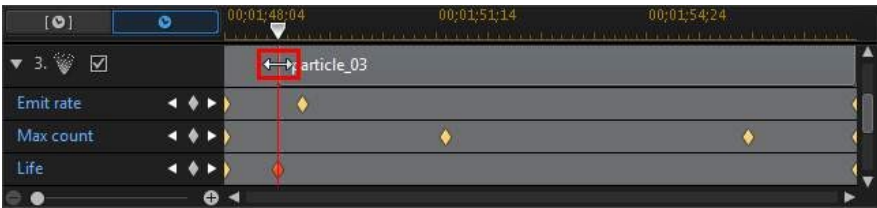
Note: if you cannot find the keyframe timeline in the Particle Designer, just click the  button under the preview window to display it.



If you'd like to view the movie timeline, click the  button.



The keyframe timeline lets you precisely place each keyframe, so you can time the applied effect in your movie production. You can also click and drag the beginning of a particle object or image track in the keyframe timeline, to set precisely when the effect first appears in the particle effect.




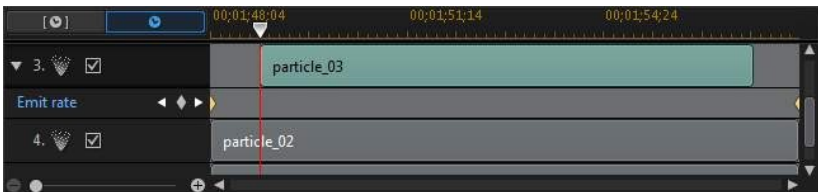
Click and drag the end of the track to set when you want the effect to end.




Adding Keyframes

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

1. Use the player controls to find the moment in your particle object where you want its parameters to change.
2. In the **Modify Parameters** section on the **Properties** tab, click the  button next to the parameter you want to change.
3. If required, click the arrow next to the corresponding particle track to display the parameter keyframe track.




4. Click  next to the parameter you want to change to add a keyframe to the parameter keyframe track.



5. Use the sliders in the **Modify Parameters** section to modify the parameters of the object as required for this keyframe. In this example we are modifying the emit rate of the particles from the source point at the second keyframe.
6. Repeat these steps to create the kind of effect you want in your video production using keyframes to modify the particle object parameters.

Modifying and Removing Keyframes

At any time you can modify the keyframes added, by selecting it and changing the particle object's parameters, or by dragging the keyframe to another position on the keyframe timeline.

To remove a keyframe, select it on the keyframe timeline and then click .

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, upload it to DirectorZone to share it with others, or back it up on CyberLink Cloud*.


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

- click on **Share** to upload your custom template to DirectorZone or back it up on CyberLink Cloud. See [Sharing and Backing Up Particle Effect Templates](#) for more information.
- click on **Save As** to save a modified template as a new template to the Particle Room.
- click on **OK** to save a new template to the Particle Room.

Sharing and Backing Up Particle Effect Templates

You can share your customized particle effect templates with other CyberLink PowerDirector users by uploading them to DirectorZone. If you have a CyberLink Cloud subscription you can back up all your customized templates by storing them on CyberLink Cloud.

To share and back up your particle effect templates, do this:


1. Do either of the following:
 - in the Particle Designer, click on **Share**, enter a name for the custom template, and then click **OK**.
 - select the particle effect template in the library, and then click .
2. In the upload window, enter the information as follows:
 - **Upload to:** select where you want to upload the template.
 - **Title:** name of the template as it will display once uploaded.
 - **Style:** select a style or category for the template.
 - **Type:** if required, select the type of template you are uploading.
 - **Tags:** enter some keyword search tags that will help users find the template when searching.

Note: separate each tag you enter with a space. If you want to use two words as the tag, just put quotes around them, e.g. "dollar bill".

 - **Collection:** enter the name of the collection you want the template added to.
 - **Description:** enter a short description of your template.
3. Click **Next** to proceed.
4. Confirm the copyright disclaimer, and then click **Next** to proceed with the upload.
5. Click on **Finish** to close the upload window.

Chapter 13:



Adding Title Effects

In the **Edit** module, click the  button to open the Title Room to access a library of title effect templates that allow you to add movie titles, screen captions, credits, etc. to your videos. You can add title effects to a video track or to the title track.

Note: this section outlines the procedures for adding title effects in [timeline mode](#), as all the program's features are available in this mode. If you prefer to use the [storyboard mode](#), and you find one of the outlined features is not available, you can press the Tab key on your keyboard to switch to timeline mode.

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

Note: once the latest 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 effect 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 effect 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 effect template in the library, and then select **Add to Timeline** to add it to the title track.

Note: 360° title effects can be added to the timeline in the same way as non-360° (2D or 3D) title effects. If you want to use a non-360° title effect in your 360° video project, you should first [convert it to 360°](#). Note that some features are not available for 360° title effects.

You can also manually drag and drop a title effect template to a desired position on the title track (or any video track) to add it to the timeline.

Note: you can now add video effects onto entire title effect clips in the timeline, like any other media clip. See [Adding Video Effects](#) for more information.

When adding a title effect to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the title effect.
- **Insert:** select to split the clip and insert the title effect between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.
- **Insert and Move All Clips:** select to split the clip and insert the title effect between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
- **Crossfade:** select to lay the title effect over a portion of the existing clip and auto add a fade transition between the two clips.

*Note: the **Crossfade** option does not overwrite the content on the track, instead adding an overlap transition between the two clips. See [Setting Transition Behavior](#) for more information. The **Crossfade** option is only available if the end of the new clip is not over any existing content on the track.*

- **Replace:** select to replace a current clip on the timeline with the title effect. Use this option if you don't want to change the structure of the current content on the timeline.

Note: if the duration of the clip you are replacing is longer or shorter than the title effect, CyberLink PowerDirector automatically resizes it to fit the original clip's duration.

If the timeline slider is in a gap between two clips on a timeline track when inserting a title effect, you are prompted to use this ripple editing option to insert the clip:

- **Trim to Fit:** select to have CyberLink PowerDirector auto set the duration of the title effect to fit the gap to the right of the timeline slider.


Once added to the timeline, you can click on it in the preview window to type in the title text you want (non 360 title effects only). For more advanced editing, select the title effect template on the timeline and then click the **Designer** 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 effect appears in your video production, see [Setting a Media Clip's Duration](#).

Title Effect Categories

Title effects allow you to add movie titles, screen captions, credits, and more to your videos. They are available in these title effect categories:

- [Standard 2D title effects](#)
- [Motion graphics titles](#)
- [3D title effects](#)
- [360° title effects](#)

Standard 2D Title Effects


Standard 2D title effects are the title text used in most standard, non-3D video projects, which have a 4:3, 16:9, or 9:16 aspect ratio. Click  in title room and then select **2D Title** to create a new 2D title effect in the Title Designer.



Standard 2D title effects may consist of title text, particle effects, images, and inserted backgrounds. See [Modifying Titles in the Title Designer - Advanced](#) for a

complete list and description of all the features available for these types of title effects.

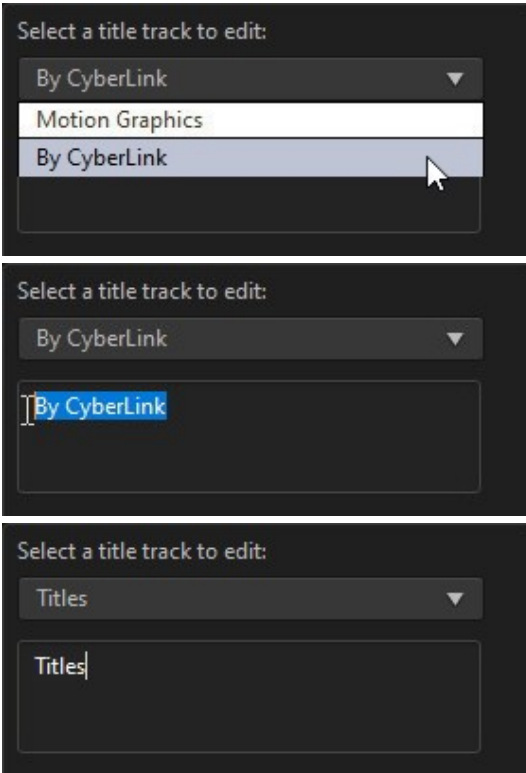
Motion Graphics Titles

In the **Edit** module, click the  button and then on the **Motion Graphics** category to view the available motion graphics titles. These titles contain animated graphics with your title text.



The available editing options for motion graphics titles are more limited than for other titles. You can edit the [title text size, position, and orientation](#), as well as its font face and font color.


To edit the title text, you must first **Select a title track to edit** from the drop-down in the top left of the window. Once selected, enter the title text you want on that title track in the field provided.

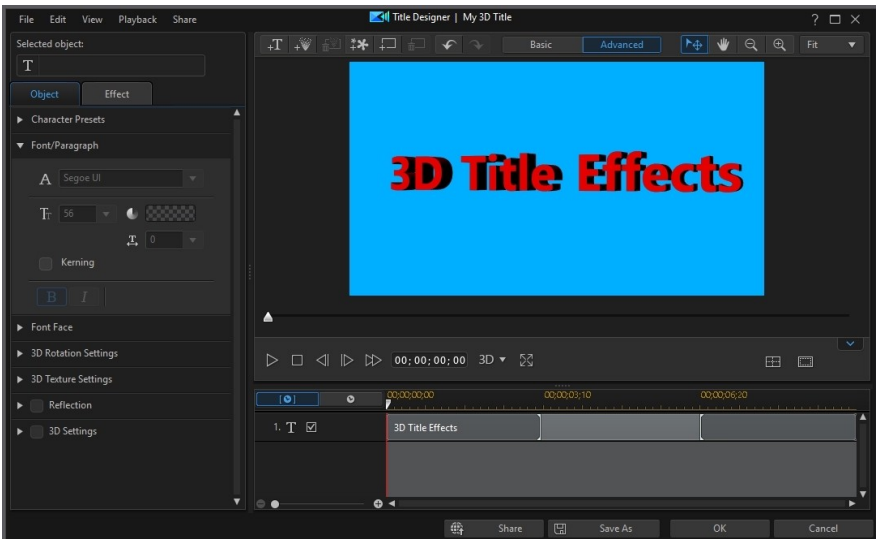


Note: you cannot add additional title tracks, and the animation and colors of the motion graphics title cannot be edited in the Title Designer.

3D Title Effects


3D title effects are available for 3D video projects and provide title text with a depth of field, when viewed with a 3D display device. 3D title effects are indicated on the timeline by the 3D logo in the top left corner of the title effect thumbnail. Select the

3D/3D-Like tag in the media room, or click on  in title room and then select **3D-Like Title**, to use a 3D title effect in your video project.

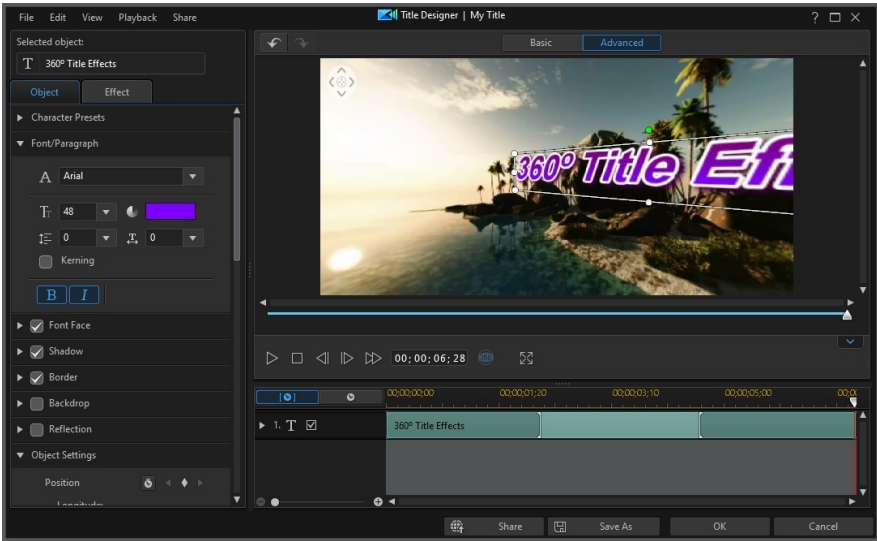


Title text, particle effects, images, and inserted backgrounds are supported in 3D title effects, but their motion properties cannot be modified. 3D title effects are added and edited the same way as standard 2D title effects, with a few extra controls to customize the 3D properties. See [Modifying 3D-Like Title Effect Properties](#) for a description of these extra controls.

360° Title Effects

360° title effects are title text that is for use in 360° video projects. Click the **360** tag in the title room to view the available 360° title effects in your media library. Click  in title room and then select **360 Title** to create a new 360° title effect in the Title Designer.

***Note:** all standard 2D title effects can be converted to 360° for use in your 360° video projects. See [Converting Title Effects and Media Clips to 360°](#) for more information.*



Additional title text objects, particle effects, images, and inserted backgrounds are not supported in 360° title effects, and their motion properties cannot be modified. 360° title effects are added and edited the same way as standard 2D title effects, with two extra controls to customize the text's 360° position. See [Modifying 360° Position](#) for a description of these extra controls.

Tripod Cover Title Effects

Click on the **Tripod Cover** tag in the title room to view the title effects in your media library that can be used to cover up the tripod in your 360° videos. You can edit and customize the title text on the tripod cover in the Title Designer.


Modifying Titles in the Title Designer - Basic


To open the Title Designer, in the **Edit** module, select a title effect on the timeline and then click the **Designer** button. Click on the **Basic** button to use a more simplified version of the Title Designer, which allows you to just apply some text on your video.





A - Text Properties Tab, B - Title Text Properties, C - Insert Text, D - Backdrop, E - Background Video, F - Enter Basic Editing, G - Title Text, H - Zoom Tools, I - Share on DirectorZone, J - 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. See [Modifying 2D Text Properties](#) for information on editing its title text properties.

- **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.

Zoom Tools

Use the zoom tools  and  to zoom out and in on the preview window when modifying the title effect. You can also select the viewer zoom amount from the drop-down to set the size of the title effect preview. Select **Fit** to resize the title effect so that it fits in the Title Designer's viewer window.



*Note: you can also hold down the **Ctrl** key on your keyboard and then use the mouse scroll wheel to zoom in or out on the title effect.*

Adding Additional Title Text

You can add additional title text boxes that contain the text you want to display in your video production.

To add new title text, click on the  button and then click in the preview window to add the title text box to the desired position. Type in the required text in the new title text box.



See [Modifying Title Text Properties](#) for more information on customizing the added title text's properties.

Modifying Title Effect Position, Size, and Orientation

You can change the position, size, and orientation of the title text and images in a title effect, quickly and easily.

To modify title text and image position or orientation:

- click on the title text or an image, and then drag it to a new position.

- click and drag one of the eight size nodes  to resize the title text. You can also change the font size in [title text properties](#).
- if editing a 2D title, click on  above the title text or image, and then drag it right or left to rotate it and change its orientation.
- if the title effect contains an image, select it and then click and drag a corner or side to resize the image.

Modifying Title Text Properties

On the **Object** tab you can change the properties of selected title text you inserted into the title effect. The properties that are available on the tab depend on the type of title effect (2D or 3D-like title) you are editing. See [Modifying 2D Title Effect Properties](#) if you are editing a 2D title effect template, or [Modifying 3D-Like Title Effect Properties](#) if editing 3D-Like title effect template.

Modifying 2D Title Effect Properties

If you are creating or editing a 2D title effect template, on the object properties tab you can modify everything from the text size, style, color, as well as add shadows, borders, reflections, and more to both title text and inserted images.

Applying Character Presets to Title Text

Select the **Character Presets** option to apply a defined character preset to title text. After you have applied a defined character preset you can refine it using the other properties on the tab, if required.

To apply a character preset to title text, ensure the text box is selected in the preview window and then click on a character preset in the list.

Note: *once you are done customizing all of the text properties on the tab, click on*



*to save the character preset to your favorites. To find and use saved character presets, select **My Favorites** in the **Character types** drop-down.*

Customizing Font/Paragraph

Select the **Font/Paragraph** option to set the font type, size, and spacing of the selected title text. You can also select the font face color, bold or italicize text, change the line and text spacing, and set the text alignment in the text box.

If the font type you are using supports it, you can select the **Kerning** check box to reduce the space between the letters in the title text.

Customizing Font Face

Select the **Font Face** option to customize the font color, blur, and opacity. Once selected, use the **Blur** and **Opacity** sliders to customize its appearance.

When customizing the font face color, you have the following options in the **Fill type** drop-down:

- **Uniform color:** select this option if you want the font to be one solid color. Click the colored square to open the color palette and select the desired font color.
- **2 color gradient:** select this option if you want the font color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **4 color gradient*:** select this option if you want the font to consist of four colors. Click the colored squares to set the colors in each of the four corners of the text.

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

Applying Shadow

Select the **Shadow** option to add a shadow to selected title text or an inserted image. Once selected, choose whether to **Apply shadow to the Text/Object Only**, or the **Text/Object and Border**, if you applied a border. Select **Border Only** to just display the shadow of the applied border. Use the other available options to change the shadow's direction, distance from the object, and add an opacity or blur effect.

Select the **Fill shadow** option if you want the shadow to have color, and then click the colored square to choose the color.

Applying Border

Select the **Border** option to add a border around selected title text or an inserted image. Available options allow you to change the border's size, and add a opacity or blur effect.

You can customize the border using the following options:

Note: make sure the text is selected when modifying these options.

- **Size:** use this slider to set the thickness of the text border.
- **Blur:** drag the slider to apply a blur on the border.
- **Opacity:** use the slider to set the opacity of the border.
- **Fill type:** when customizing the border color, you have the following options in the **Fill type** drop-down:
 - **Uniform color:** select this option if you want the border to be one solid color. Click the colored square to open the color palette and select the desired border color.
 - **2 Color gradient:** select this option if you want the border color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the Gradient direction control to set which way the color flows.
 - **4 color gradient*:** select this option if you want the border to consist of four colors. Click the colored squares to set the colors in each of the four corners of the border.

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

Adding Backdrops

Select the **Backdrop** option to add a customized backdrop for your title text. Available options allow you to change the backdrop's size, position, opacity, and more.

You can customize the backdrop using the following options:

- **Backdrop type:** select the preferred type of backdrop.
 - **Fill type:** set the color and texture of backdrop using the following options in the **Fill type** drop-down:
 - **Uniform color:** select this option if you want the backdrop to be one solid color. Click the colored square to open the color palette and select the desired backdrop color.
 - **2 Color gradient:** select this option if you want the backdrop color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
 - **Image:** select this option to use an image from your computer as the backdrop. Once imported, drag the display area box to the part of the photo you want shown as the backdrop. You can also resize the display area box, or deselect the **Keep aspect ratio** option if you want to change its shape. Use the two flip options if you want to change the orientation of the image.
 - **Width:** use the slider to customize the width of the backdrop.
 - **Height:** use the slider to customize the height of the backdrop.
- Note: deselect the **Maintain aspect ratio** option if you only want to change the backdrop's width or height.*
- **Opacity:** use the slider to set the opacity of the backdrop.
 - **Offset X:** use the slider if you want to move the backdrop in the title along the X axis, i.e. left or right.
 - **Offset Y:** use the slider if you want to move the backdrop in the title along the Y axis, i.e. up or down.

Modifying 3D-Like Title Effect Properties


If you are creating or editing a 3D-Like title effect template, on the object properties tab you can modify the text size, style, color, as well as its extrusion, opacity, texture, and rotation settings.

Note: see [The Difference Between 3D and 3D-Like Effects](#) to learn more about both types of effects.

Applying Character Presets to 3D-Like Title Text

Select the **Character Presets** option to apply a defined character preset to 3D-Like title text. After you have applied a defined character preset you can refine it using the other properties on the tab, if required.

To apply a character preset to 3D-Like title text, ensure the text box is selected in the preview window and then click on a character preset in the list.

*Note: once you are done customizing all of the 3D-Like text properties, click on  to save the character preset to your favorites. To find and use saved character presets, select **My Favorites** in the **Character types** drop-down.*

Customizing Font/Paragraph Settings

Select the **Font/Paragraph** option to set the font type, size, and spacing of the selected 3D-Like title text. You can also select the font face color, bold or italicize the text, and set the text spacing in the text box.

If the font type you are using supports it, you can select the **Kerning** check box to reduce the space between the letters in the title text.

Customizing Font Face Settings

In **Font Face Settings** you can customize the font extrusion and opacity amount. To set the font color, click the colored square to open the color palette and select the desired color of the 3D-Like title text.

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

Select the **3D Rotation Settings** option to customize the rotation of your 3D-Like 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

Select the **3D Texture Settings** option to apply texture to the 3D-Like text by selecting a text skin from the list. 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.

Setting Title Text Length

You can set the length of all the title text individually in your title effect. To do this:

1. Select a title text object in the Title Designer.



2. As required, drag the mark in/out sliders to set the title text length.



This allows you to set when the title text appears and disappears as the title effect plays on the timeline.

Saving and Sharing Title Templates

Once you finish modifying your title template you can save it to your title effects library for future use, upload it to DirectorZone to share it with others, or back it up on CyberLink Cloud*.


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

- click on **Share** to upload your custom template to DirectorZone or back it up on CyberLink Cloud. See [Sharing and Backing Up Title Templates](#) for more information.
- click on **Save As** to save a modified template as a new template to the Title Room.
- click on **OK** to save a new template to the Title Room.

Sharing and Backing Up Title Templates

You can share your customized title templates with other CyberLink PowerDirector users by uploading them to DirectorZone. If you have a CyberLink Cloud subscription you can back up all your customized templates by storing them on CyberLink Cloud.

To share and back up your title templates, do this:

1. Do either of the following:
 - in the Title Designer, click on **Share**, enter a name for the custom template, and then click **OK**.
 - select the title template in the library, and then click .
2. In the upload window, enter the information as follows:
 - **Upload to:** select where you want to upload the template.
 - **Title:** name of the template as it will display once uploaded.
 - **Style:** select a style or category for the template.
 - **Type:** if required, select the type of template you are uploading.
 - **Tags:** enter some keyword search tags that will help users find the template when searching.

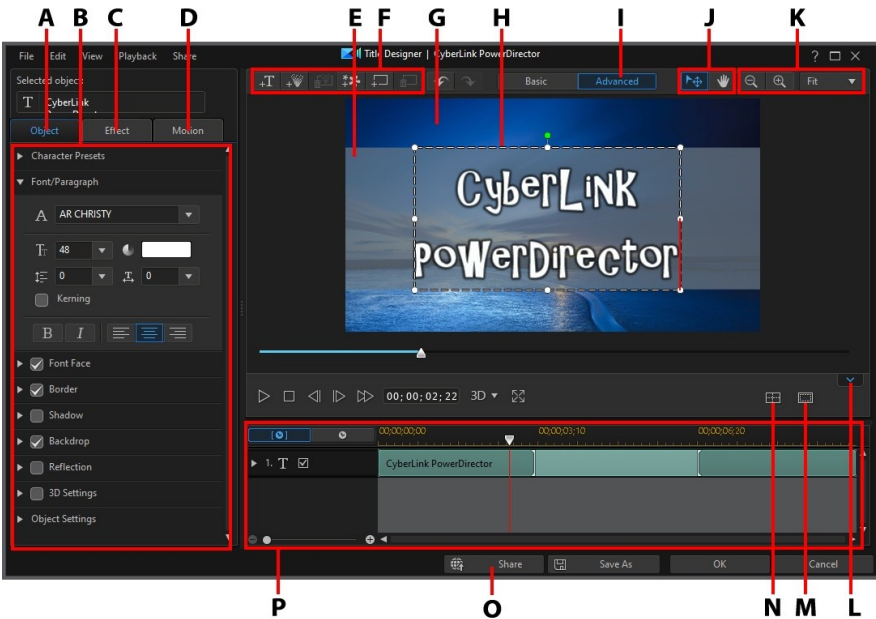
Note: separate each tag you enter with a space. If you want to use two words as the tag, just put quotes around them, e.g. "dollar bill".

- **Collection:** enter the name of the collection you want the template added to.
 - **Description:** enter a short description of your template.
3. Click **Next** to proceed.
 4. Confirm the copyright disclaimer, and then click **Next** to proceed with the upload.
 5. Click on **Finish** to close the upload window.

Modifying Titles in the Title Designer - Advanced

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


Click on the **Advanced** button at the top of the Title Designer to use all of the available features to 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.



A - Text Properties Tab, B - Title Text Properties, C - Title Animation Effect Tab, D - Title Motion Tab, E - Backdrop, F - Insert Text/Images/Particles/Backgrounds, G - Background Video, H - Title Text, I - Enter Advanced Editing, J - Mode Selection, K - Zoom Tools, L - Display/Hide Keyframe Timeline, M - TV Safe Zone/Grid Lines, N - Align Objects, O - Share on DirectorZone, P - Title Keyframe Timeline



You can also open the Title Designer by:

- clicking on  in the Title Room and then selecting:


- **2D Title** to create a new 2D title template from scratch. See [Modifying 2D Text Properties](#) for information on editing its title text properties.
- **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.
- **360 Title** in a 360° video project to create a title that supports 360° title text. See [Modifying 360° Position](#) for more information.
- selecting an existing title effect in the Title Room and then clicking on  to edit the existing template.

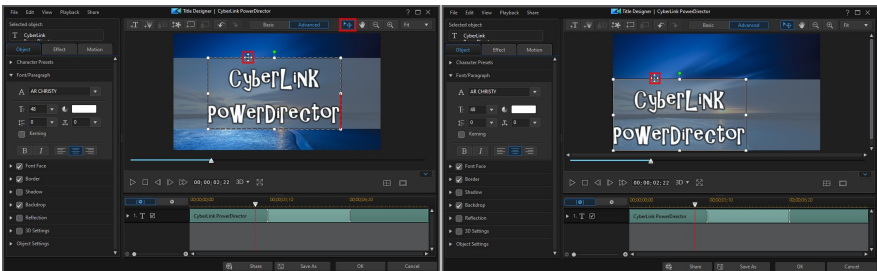
Mode Selection and Zoom Tools

When modifying title effects in the Title Designer use the mode selection and zoom tools for assistance.


Note: when modifying title effects in the Title Designer, use the player controls to preview, and click  to preview the effect at full screen. You can also click  to hide the keyframe timeline for a larger view of the preview window.

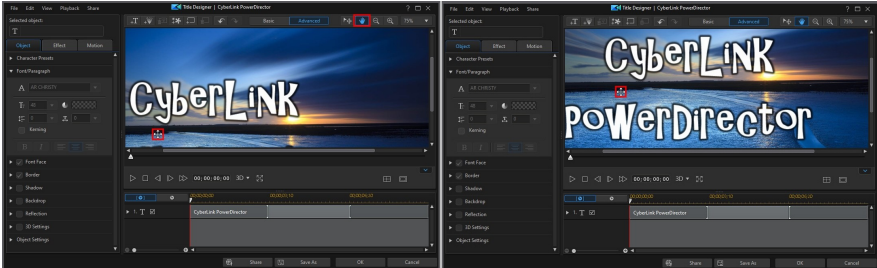
Mode Selection

In the Title Designer there are two selection modes. Click the  button to enable the object selection. When selected, you can freely click and move the title text, particles, images, etc. to different areas of the video frame.





Note: when moving and resizing title text, it will snap to reference lines (if enabled) and the editing canvas' edges/middle.

Click the  button to enable a mode that lets you drag the view in the Title Designer. This mode is especially helpful if zoomed in on the title effect.



Zoom Tools

Use the zoom tools  and  to zoom out and in on the preview window when modifying the title effect. You can also select the viewer zoom amount from the drop-down to set the size of the title effect preview. Select **Fit** to resize the title effect so that it fits in the Title Designer's viewer window.

*Note: you can also hold down the **Ctrl** key on your keyboard and then use the mouse scroll wheel to zoom in or out on the title effect.*

Adding Text, Particles, Images, and Backgrounds

Each title effect template can contain one or more title text boxes. It can also contain particle effects, images, and backgrounds that the text displays over.

Adding Title Text


You can add additional title text boxes that contain the text you want to display in your video production.

To add new title text, click on the  button and then click in the preview window to add the title text box to the desired position. Type in the required text in the new title text box.

See [Modifying Title Text and Image Properties](#) for more information on customizing the added title text's properties.

Adding Particle Effects

You can add particle effects to a title effect template. See [Adding Particle Effects](#) for more detailed information on particle effects.


To add a particle effect to a title effect, click on the  button and then select the particle effect you want to add to the template. Once added, you can change its position* in the title effect. Right-click on the particle effect in the keyframe timeline and then select [Edit in the Particle Designer](#) to customize its look and behavior.

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

Adding Images

You can insert your own images into your title effect template.

To add a image, do this:

1. Click on the  button.
2. Browse to and then select the image on your computer you want to add, and then click **Open**.
3. Once added, resize and reposition the image in the Title Designer as required.

See [Modifying Title Text and Image Properties](#) if you would like to use chroma key to make the image in the title effect transparent. You can also add shadows, reflections and more on the inserted image.

Inserting Backgrounds

Your title effect can consist of a background that the title text displays over.

To set a background, do this:


1. Click on the  button.

2. Browse to and then select the image on your computer you want to use as the background, and then click **Open**.
3. When prompted, set the adjustment settings for the background, as required.

Note: to remove the imported background image, just click the  button.

Modifying Title Effect Position, Size, and Orientation



You can change the position, size, and orientation of the title text and images 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 Lines** to have the title effect snap to the grid lines, TV safe zone, and boundary of the video area.*

To modify title text and image position or orientation:

- click on the title text or an image, and then drag it to a new position. Use the **X** and **Y** position fields in [object settings](#) for more precise positioning.

*Note: if you are editing a 360° video project, be sure to first [convert the title effect to 360°](#) so that you can use the **Longitude** and **Latitude** sliders to adjust its [360° position](#).*

- click and drag one of the eight size nodes  to resize the title text. You can also change the font size in [title text properties](#).
- if editing a 2D title, click on  above the title text or image, and then drag it right or left to rotate it and change its orientation.
- if the title effect contains an image, select it and then click and drag a corner or side to resize the image.

Modifying Title Text and Image Properties

Click on the **Object** tab to change the properties of selected title text or images you inserted into the title effect. The properties that are available on the tab depend on the type of title effect (2D or 3D-like title) you are editing. See [Modifying 2D Title Effect Properties](#) if you are editing a standard 2D title effect template, or [Modifying 3D-Like Title Effect Properties](#) if editing 3D title effect template.

Modifying 2D Title Effect Properties

If you are creating or editing a 2D title effect template, on the object properties tab you can modify everything from the text size, style, color, as well as add shadows, borders, reflections, and more to both title text and inserted images.

Applying Character Presets to Title Text

Select the **Character Presets** option to apply a defined character preset to title text. After you have applied a defined character preset you can refine it using the other properties on the tab, if required.

To apply a character preset to title text, ensure the text box is selected in the preview window and then click on a character preset in the list.

Note: once you are done customizing all of the text properties on the tab, click on



*to save the character preset to your favorites. To find and use saved character presets, select **My Favorites** in the **Character types** drop-down.*

Customizing Font/Paragraph

Select the **Font/Paragraph** option to set the font type, size, and spacing of the selected title text. You can also select the font face color, bold or italicize text, change the line and text spacing, and set the text alignment in the text box.

If the font type you are using supports it, you can select the **Kerning** check box to reduce the space between the letters in the title text.

Customizing Font Face

Select the **Font Face** option to customize the font color, blur, and opacity. Once selected, use the **Blur** and **Opacity** sliders to customize its appearance.

When customizing the font face color, you have the following options in the **Fill type** drop-down:


- **Uniform color:** select this option if you want the font to be one solid color. Click the colored square to open the color palette and select the desired font color.

- **2 color gradient:** select this option if you want the font color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **4 color gradient*:** select this option if you want the font to consist of four colors. Click the colored squares to set the colors in each of the four corners of the text.

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

Using Chroma Key

Select the **Chroma Key** option and then **Apply chroma key** to add a green screen effect to an image you inserted into the title effect. Once enabled, do this:

1. Click on  and then select the color in the inserted image that you want to replace/make transparent.
2. If required, use the **Color range** slider to adjust range of color that is removed. Adjusting this slider can remove or add back color in the inserted image that was removed.
3. Use the **Denoise** slider to fine tune the edges of the inserted image on the revealed background. Using this slider can make the PiP effect look more authentic by sharpening the edges and removing excess pixels.

If there are other colors in the inserted image that you want to remove, click the **Add New Key** button to add more chroma keys to your video. Repeat the steps above to remove the secondary colors as required.

Applying Shadow

Select the **Shadow** option to add a shadow to selected title text or an inserted image. Once selected, choose whether to apply the shadow on the **Text/Object Only**, or the **Text/Object and Border**, if you applied a border. Select **Border Only** to just display the shadow of the applied border. Use the other available options to change the shadow's direction, distance from the object, and add an opacity or blur effect.

Select the **Fill shadow** option if you want the shadow to have color, and then click the colored square to choose the color.

Applying Border

Select the **Border** option to add a border around selected title text or an inserted image. Available options allow you to change the border's size, and add a opacity or blur effect.

You can customize the border using the following options:

Note: make sure the text is selected when modifying these options.

- **Size:** use this slider to set the thickness of the text border.
- **Blur:** drag the slider to apply a blur on the border.
- **Opacity:** use the slider to set the opacity of the border.
- **Fill type:** when customizing the border color, you have the following options in the **Fill type** drop-down:
 - **Uniform color:** select this option if you want the border to be one solid color. Click the colored square to open the color palette and select the desired border color.
 - **2 Color gradient:** select this option if you want the border color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the Gradient direction control to set which way the color flows.
 - **4 color gradient*:** select this option if you want the border to consist of four colors. Click the colored squares to set the colors in each of the four corners of the border.

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

Adding Backdrops

Select the **Backdrop** option to add a customized backdrop for your title text. Available options allow you to change the backdrop's size, position, opacity, and more.

You can customize the backdrop using the following options:

- **Backdrop type:** select the preferred type of backdrop.

- **Fill type:** set the color and texture of backdrop using the following options in the **Fill type** drop-down:
 - **Uniform color:** select this option if you want the backdrop to be one solid color. Click the colored square to open the color palette and select the desired backdrop color.
 - **2 Color gradient:** select this option if you want the backdrop color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
 - **Image:** select this option to use an image from your computer as the backdrop. Once imported, drag the display area box to the part of the photo you want shown as the backdrop. You can also resize the display area box, or deselect the **Keep aspect ratio** option if you want to change its shape. Use the two flip options if you want to change the orientation of the image.
- **Width:** use the slider to customize the width of the backdrop.
- **Height:** use the slider to customize the height of the backdrop.

*Note: deselect the **Maintain aspect ratio** option if you only want to change the backdrop's width or height.*


- **Opacity:** use the slider to set the opacity of the backdrop.
- **Offset X:** use the slider if you want to move the backdrop in the title along the X axis, i.e. left or right.
- **Offset Y:** use the slider if you want to move the backdrop in the title along the Y axis, i.e. up or down.

Adding a Reflection

Select the **Reflection** option to add a reflection of title text or an inserted image onto the background media. Use the **Distance** slider to set space between the reflection and the object. Use the **Opacity** slider to set the opacity of the reflection.

Enabling 3D Depth

If you are creating a 3D video production, select the **3D Settings*** to give selected title text or an inserted image 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 on our web site for detailed versioning information.*

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

Flipping Images

Select **Flip** if you want to flip an inserted image upside down or from left to right, depending on your requirement.

Apply Fades to Images

You can select **Fade** to enable a fade effect on an inserted image. Select whether to enable a fade-in and/or fade-out on the image.

Note: when a fade is applied, note that keyframes are added to the [Opacity keyframe timeline](#) so you can customize the length of the fade, if required. See [Utilizing PiP Keyframes](#) for more information.

Changing Object Settings


Use the **Object Settings** option to change some of the basic properties of selected title text or an inserted image. Use the **X** and **Y** position fields to set the precise location of the middle of the object on the video image. When used with keyframes, you can manually create motion for the title object.

Note: CyberLink PowerDirector sets the value of the top-left corner of the object 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. You can more easily adjust title text position and motion on the [Motion](#) tab. See [Applying Motion to Title Text](#) for motion information.

When you create motion for an object, you indicate where (**Position**) on the video image you want the object to appear by adding keyframes. To create the motion, CyberLink PowerDirector will ensure the object is in the desired position at the specified time (keyframe).

Use the **Scale** sliders to change an object's size, or **Opacity** to make it more transparent.

*Note: select the **Maintain aspect ratio** option if you want to ensure the object's aspect ratio does not change while you are moving or resizing it. Deselect this option if you want to change the object's shape or alter its aspect ratio.*

To rotate an object, hover your mouse over , click and then drag your mouse left or right as required. You can also manually enter a rotation amount in the **Rotation** field and then press the enter key to rotate it.

Note: you can use keyframes to customize all of these object settings when editing title text. See [Utilizing Title Effect Keyframes](#) for more information.

Ease In/Ease Out

Creating motion for title text, by changing the **Position**, **Scale**, or **Rotation** object settings at different keyframes, can cause the title text to appear jerky, as it speeds up and slows down when it moves through the frame, changes its size, or rotates in the video frame. To make the movement look smoother, use the Ease in/out options. Select **Ease in** to slow down the title text as it enters a keyframe. Select **Ease out** if you want it to gradually accelerate out of the keyframe.

Modifying 360° Position

When editing 360° video projects, the **Longitude** and **Latitude** position sliders are available for 360° title effects, so you can customize the 360° position of title text in the 360° environment. Use these sliders to move the title text to the desired position, or just click and drag it around the 360° environment. When used with keyframes, you can manually create motion of the title text in the 360° environment.

Note: if you are using a non-360° title effect in your 360° video project, you must first [convert it to 360°](#) if you want to customize its 360° position.

Title Reveal Mask


Select the **Title Reveal Mask*** option to use a mask to hide or reveal title text. When combined with changing the title text position in [Object Settings](#), you can create

titles where the text appears anywhere over the background video image, instead of only from its edges.

*Note: * this feature is currently only available in the subscription version of CyberLink PowerDirector.*

Once selected, by default the mask spans across the entire background video image. Adjust the size of the mask by clicking and dragging its edges to fit your needs. Use the **X** and **Y** position fields to set the precise location of the middle of the mask on the video image.

Note: CyberLink PowerDirector sets the value of the top-left corner of the object 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.

You can also use the **Scale** sliders to change a mask's size. To rotate a mask, hover your mouse over , click and then drag your mouse left or right as required. You can also manually enter a rotation amount in the **Rotation** field and then press the enter key to rotate it.

*Note: select the **Maintain aspect ratio** option if you want to ensure the mask's aspect ratio does not change while you are moving or resizing it. Deselect this option if you want to change the mask's shape or alter its aspect ratio.*

Modifying 3D-Like Title Effect Properties


If you are creating or editing a 3D-Like title effect template, on the object properties tab you can modify the text size, style, color, as well as its extrusion, opacity, texture, and rotation settings.

Note: see [The Difference Between 3D and 3D-Like Effects](#) to learn more about both types of effects.

Applying Character Presets to 3D-Like Title Text

Select the **Character Presets** option to apply a defined character preset to 3D-Like title text. After you have applied a defined character preset you can refine it using the other properties on the tab, if required.

To apply a character preset to 3D-Like title text, ensure the text box is selected in the preview window and then click on a character preset in the list.

*Note: once you are done customizing all of the 3D-Like text properties, click on  to save the character preset to your favorites. To find and use saved character presets, select **My Favorites** in the **Character types** drop-down.*

Customizing Font/Paragraph Settings

Select the **Font/Paragraph** option to set the font type, size, and spacing of the selected 3D-Like title text. You can also select the font face color, bold or italicize the text, and set the text spacing in the text box.

If the font type you are using supports it, you can select the **Kerning** check box to reduce the space between the letters in the title text.


Customizing Font Face Settings

In **Font Face Settings** you can customize the font extrusion and opacity amount. To set the font color, click the colored square to open the color palette and select the desired color of the 3D-Like title text.

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.

Using Chroma Key

Select the **Chroma Key** option to add a chroma key (green screen) effect to an inserted image. Once enabled, do this:

1. Click on  and then select the color in the inserted image that you want to replace/make transparent.
2. If required, use the **Color range** slider to adjust range of color that is removed. Adjusting this slider can remove or add back color in the inserted image that was removed.
3. Use the **Denoise** slider to fine tune the edges of the inserted image on the revealed background. Using this slider can make the PiP effect look more authentic by sharpening the edges and removing excess pixels.

If there are other colors in the inserted image that you want to remove, click the **Add New Key** button to add more chroma keys to your video. Repeat the steps above to remove the secondary colors as required.

Adding a Reflection

Select the **Reflection** option to add a reflection of the 3D-Like title text or inserted image onto the background media. Use the **Distance** slider to set space between the reflection and the 3D-Like object.

Applying Shadow

Select the **Shadow** option to add a shadow to an inserted image. Available options allow you to change the shadow's color, direction, distance from the object, and add an opacity or blur effect.

Applying Border

Select the **Border** option to add a border around an inserted image. Available options allow you to change the border's size, and add a opacity or blur effect.

You can customize the border color using the following options in the **Fill type** drop-down:

- **Uniform color:** select this option if you want the border to be one solid color. Click the colored square to open the color palette and select the desired border color.
- **2 color gradient:** select this option if you want the border color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **4 color gradient*:** select this option if you want the border to consist of four colors. Click the colored squares to set the colors in each of the four corners of the border.

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

Customizing 3D Rotation Settings


Select the **3D Rotation Settings** option to customize the rotation of your 3D-Like 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

Select the **3D Texture Settings** option to apply texture to the 3D-Like text by selecting a text skin from the list. 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.

Enabling 3D Depth

If you are creating a 3D video production, select the **3D Settings*** option to give 3D-Like title text or an inserted image 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 on our web site for detailed versioning information.*

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

Flipping Images

Select **Flip** if you want to flip an inserted image upside down or from left to right, depending on your requirement.

Apply Fades to Images

You can select **Fade** to enable a fade effect on an inserted image. Select whether to enable a fade-in and/or fade-out on the image.

Note: when a fade is applied, note that keyframes are added to the [Opacity keyframe timeline](#) so you can customize the length of the fade, if required. See [Utilizing PiP Keyframes](#) for more information.


Changing Object Settings

Use the **Object Settings** option to change some of the basic properties of an inserted image. Use the **X** and **Y** position fields to set the precise location of the middle of the object on the video image.

Note: CyberLink PowerDirector sets the value of the top-left corner of the object 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.

Use the **Scale** sliders to change an object's size, or **Opacity** to make it more transparent.

*Note: select the **Maintain aspect ratio** option if you want to ensure the object's aspect ratio does not change while you are moving or resizing it. Deselect this option if you want to change the object's shape or alter its aspect ratio.*

To rotate an object, hover your mouse over , click and then drag your mouse left or right as required. You can also manually enter a rotation amount in the **Rotation** field and then press the enter key to rotate it.

Applying Animation Effects to Title Text

Click on the **Effects** tab to apply effect animations (such as text fades, text motion, or wipes), special effects, or motion blur to title text.

Note: once you are done customizing the title text animation you can use the motion blur effect to make it look smother. See [Applying Motion Blur](#) for more information.

To apply animation to text, do this:

1. Select the title text you wish to animate in the preview window.
2. Select the **Starting Effect** option and then select an animation from the available list.
3. Select the **Ending Effect** option and then select an animation from the available list.


Customizing the Speed of Title Text Effect

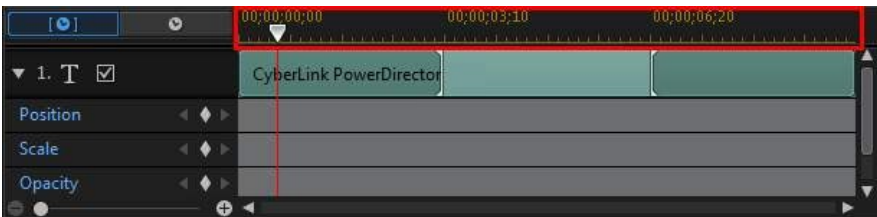
You can modify the speed of a title text's animation. The following two factors determine the speed for the animation to complete.

Note: on the **Text** tab you can manually adjust the title text position at keyframes and use ease in/out to make the movement look smoother. See [Changing Object Settings](#) for more information.

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 starting and ending animation.

Note: if you cannot find the keyframe timeline in the Title Designer, just click the  button under the preview window to display it.



Keyframe Timeline

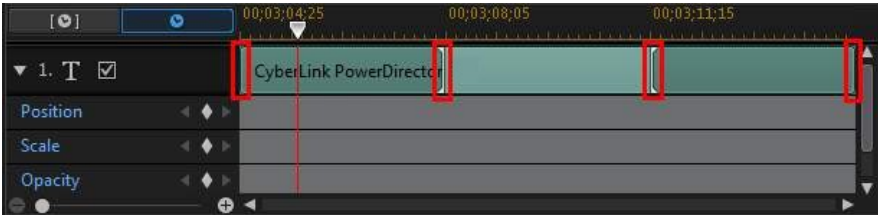
A custom keyframe timeline is generated for each title effect when you open it in the Title Designer. In the above example, because the title effect clip is 20 seconds long on the project timeline, the keyframe timeline is also 20 seconds.

Note: if you cannot find the keyframe timeline in the Title Designer, just click the  button under the preview window to display it.

If you'd like to view the movie timeline, click the  button.

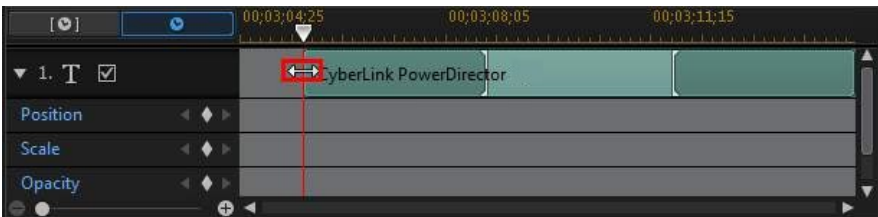


The keyframe timeline lets you precisely place each keyframe, so you can time the applied effect in your movie production. The title effect animation has four keyframes.



The first two keyframes indicate the start and end points for the starting effect, while the last two indicate the start and end points for the ending effect.

The darker green 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 starting or ending effect to complete, just drag a keyframe to the desired position in the timeline.



Note: the lighter green section indicates how long the title effect displays on screen once the starting effect animation is complete.

Using Special Effects

Select the **Special Effects** option to add one of the available special effects on your title text. Once selected, adjust the available effect options (which vary depending on the type of special effect selected) and use the player controls to preview the results. You can [use title effect keyframes](#) to customize the special effect to your liking.

Applying Motion Blur

Select the **Enable motion blur*** option if your title text has an animation effect applied. Motion blur makes the animation appear smoother.

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

Once selected, use the available sliders as follows:

- **Blur length:** drag this slider to set the duration (number of frames) you want blended into a single frame (the blur). Dragging the slider right will apply more of a blur to the title text.
- **Blur density:** drag this slider to set the number of samples (of title effect) used per frame. Dragging the slider right will make the title text less blurry as it adds samples to fill the missing content caused by the movement.

Adding Motion to Title Text

Click on the **Motion** tab to add motion* to title text, allowing it to move across the screen. You can choose from a number of predefined motion paths or create your own custom title text motion.

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

Using a Motion Path Template

To add motion to title text you can select a motion path template on the Motion tab that fits your requirements. Note that keyframes are added to the Position track of the Title Designer keyframe timeline. These motion path templates have predefined motion in them, but you can customize the motion. See [Customizing Title Text Motion](#) and [Utilizing Title Effect Keyframes](#) for detailed information on using keyframes to customize title text motion.

Customizing Title Text Motion

The Title Designer uses keyframes to customize the motion of title text. Keyframes are frames of your video that define the start and end points of an effect, which in this example is motion.

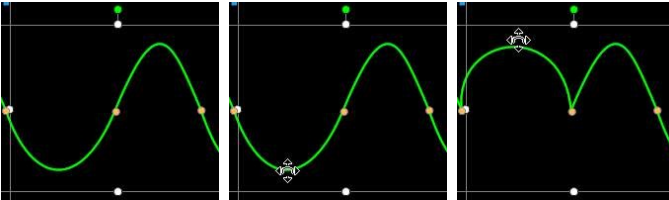
Note: if you added an animation effect to your title text, it may already have motion. However, you can combine these two types of effects to create impressive titles in your production.


To customize the motion of title text:

- drag an existing keyframe to a new location in the preview window. The title text will follow the modified path to get to the changed keyframe position.



- drag the path line to alter the path the title text takes to get to the next keyframe.



- use the player controls to find a position on the motion path, and then click  on the Position track of the keyframe timeline to add a new keyframe at a new position, if required.

Customizing the Speed of Title Text Motion

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

Note: on the **Properties** tab in **Object Settings** you can manually adjust the title text position at keyframes and use ease in/out to make the movement look smoother. See [Changing Object Settings](#) for more information.

Duration of the Title Effect in the Timeline


The longer the duration of title effect clip, the slower the title text's motion is. For example, if the title effect clip is 10 seconds, it takes the title text 10 seconds to travel from the first Position keyframe to the last Position keyframe.

Distance Between Keyframes

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


Note: if you cannot find the keyframe timeline in the Title Designer, just click the  button under the preview window to display it.



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




Saving a Custom Title Text Motion Path

Once you finish modifying your title text 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.


Utilizing Title Effect Keyframes

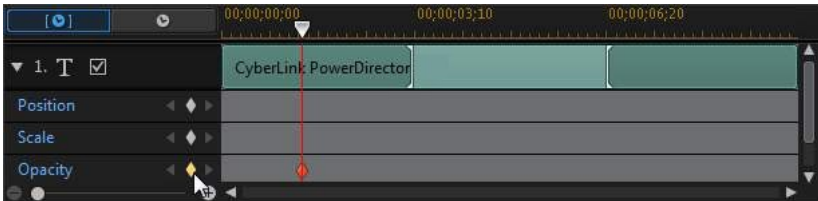
Use keyframes when modifying your title effects to define the start and end points of text effects. In the Title Designer you can use keyframes to change the title effect's opacity, size (scale), rotation, motion, and position.

Note: if you cannot find the keyframe timeline in the Title Designer, just click the  button under the preview window to display it.

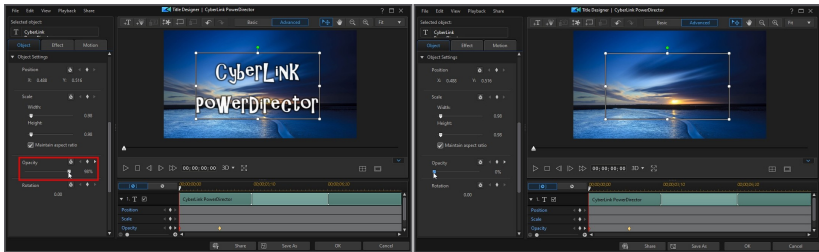
Adding Keyframes

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

1. Use the player controls to find the moment in your title effect where you want its properties to change.
2. Click  next to the text property you want to change to add a keyframe to the corresponding keyframe track.

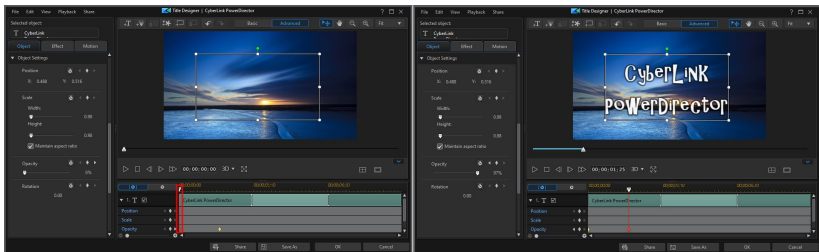


3. Use the features in the Title Designer to modify the properties of the title effect as required for this keyframe. In this example we are modifying the opacity of the title effect at the beginning of the clip.



Note: notice above that when opacity is changed, a keyframe is automatically added at the current timeline slider position.

When previewed, at the first keyframe the title effect is the completely transparent, and then slowly gets more opaque until it reaches the specified opacity level by the time the playback slider reaches the second keyframe.




It will maintain this opacity until the playback slider reaches the last keyframe, unless you add more keyframes or change the properties of the last keyframe.

Note: you can also modify the properties of a keyframe by right clicking on it and selecting **Duplicate Previous Keyframe** or **Duplicate Next Keyframe**. Doing this copies the properties of the specified keyframe to the keyframe you right clicked on.

- Repeat these steps to create the kind of effect you want in your video production using keyframes to modify the title effect's properties.

Modifying and Removing Keyframes

At any time you can modify the keyframes added, by selecting it and changing the title effect's object properties, or by dragging the keyframe to another position on the keyframe timeline.

To remove a keyframe, select it on the keyframe timeline and then click .

Saving and Sharing Title Templates

Once you finish modifying your title template you can save it to your title effects library for future use, upload it to DirectorZone to share it with others, or back it up on CyberLink Cloud*.


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

- click on **Share** to upload your custom template to DirectorZone or back it up on CyberLink Cloud. See [Sharing and Backing Up Title Templates](#) for more information.
- click on **Save As** to save a modified template as a new template to the Title Room.
- click on **OK** to save a new template to the Title Room.

Sharing and Backing Up Title Templates

You can share your customized title templates with other CyberLink PowerDirector users by uploading them to DirectorZone. If you have a CyberLink Cloud subscription you can back up all your customized templates by storing them on CyberLink Cloud.

To share and back up your title templates, do this:

1. Do either of the following:
 - in the Title Designer, click on **Share**, enter a name for the custom template, and then click **OK**.
 - select the title template in the library, and then click .
2. In the upload window, enter the information as follows:

- **Upload to:** select where you want to upload the template.
- **Title:** name of the template as it will display once uploaded.
- **Style:** select a style or category for the template.
- **Type:** if required, select the type of template you are uploading.
- **Tags:** enter some keyword search tags that will help users find the template when searching.

Note: separate each tag you enter with a space. If you want to use two words as the tag, just put quotes around them, e.g. "dollar bill".

- **Collection:** enter the name of the collection you want the template added to.
 - **Description:** enter a short description of your template.
3. Click **Next** to proceed.
 4. Confirm the copyright disclaimer, and then click **Next** to proceed with the upload.
 5. Click on **Finish** to close the upload window.

Chapter 14:

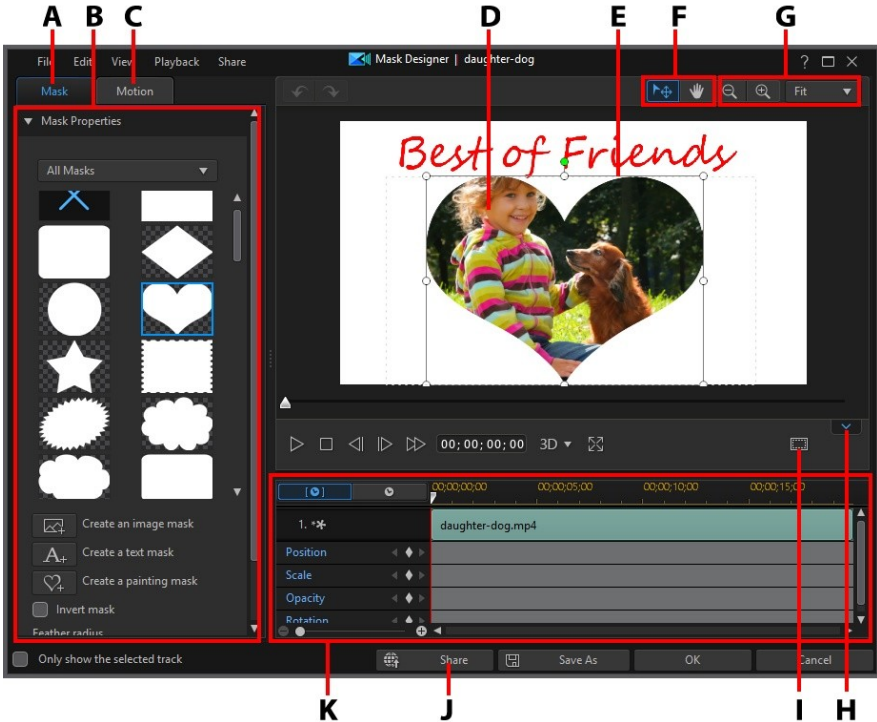
Creating Custom Masks in the Mask Designer

In the Mask Designer you can create custom masks that are added directly to media clips on the timeline. Masks let you hide portions of the video image, only displaying the portions of the media clip that you want.

***Note:** this section outlines the procedures for creating custom masks in [timeline mode](#), as all the program's features are available in this mode. If you prefer to use the [storyboard mode](#), and you find one of the outlined features is not available, you can press the Tab key on your keyboard to switch to timeline mode.*

To open the Mask Designer*, in the **Edit** module, select a media clip on the timeline and then select **Designer > Mask Designer**.

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





A - Mask Properties Tab, B - Mask Properties, C - Motion Tab, D - Media Clip/Video Being Masked, E - Mask, F - Mode Selection, G - Zoom Tools, H - Display/Hide Keyframe Timeline, I - TV Safe Zone/Grid Lines, J - Share on DirectorZone, K - Mask Keyframe Timeline


When you are done customizing your mask in the Mask Designer, click the **OK** button to save your changes. Your changes are applied to the selected media clip and updated on the video timeline. If you want to edit the mask further, just reselect the media clip on the timeline and then reenter the Mask Designer by selecting **Designer > Mask Designer**.

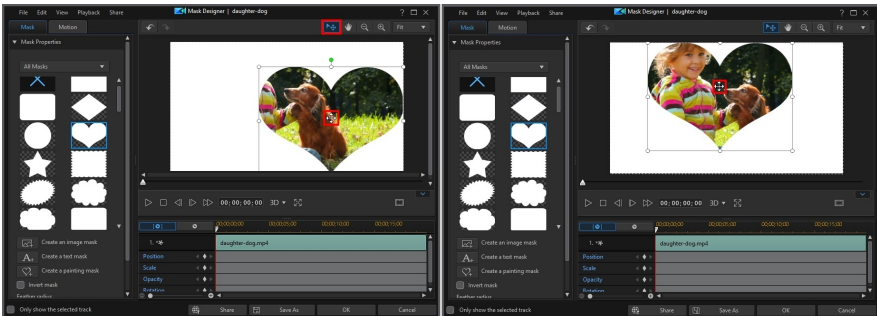
Mode Selection and Zoom Tools


When modifying masks in the Masks Designer use the mode selection and zoom tools for assistance.

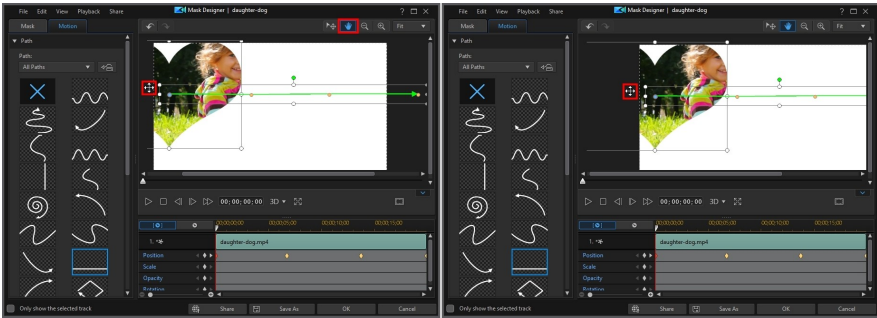
Note: when modifying masks in the Mask Designer, use the player controls to preview, and click  to preview the video at full screen. You can also click  to hide the keyframe timeline for a larger view of the preview window.

Mode Selection



In the Mask Designer there are two selection modes. Click the  button to enable the mask selection. When selected, you can freely click and move the mask to different areas of the video frame.



Click the  button to enable a mode that lets you drag the view in the Mask Designer. This mode is especially helpful when applying masks with motion that start off screen.



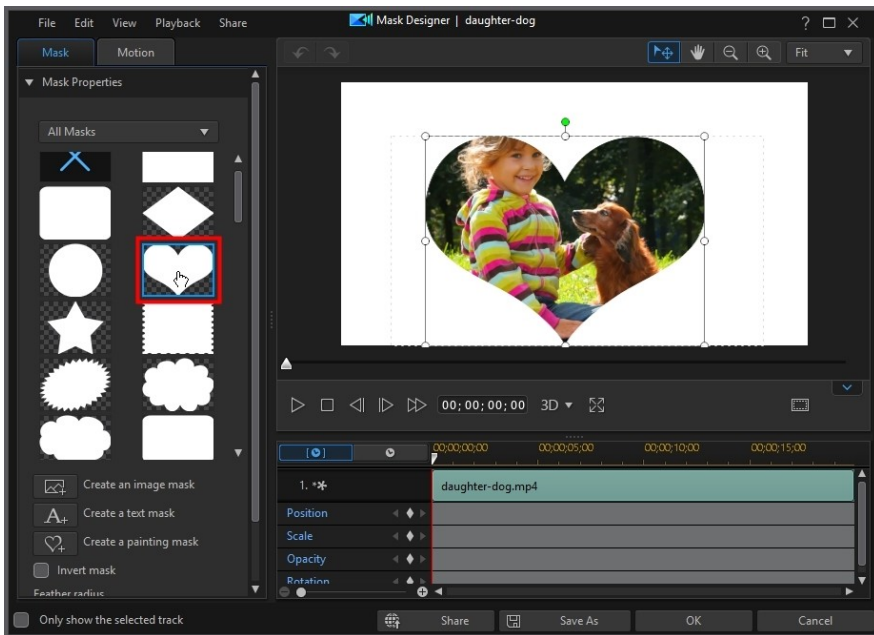
Zoom Tools

Use the zoom tools  and  to zoom out and in on the preview window when modifying masks. You can also select the viewer zoom amount from the drop-down to set the size of the mask preview. Select **Fit** to resize the mask so that it fits in the Mask Designer's viewer window.

*Note: you can also hold down the **Ctrl** key on your keyboard and then use the mouse scroll wheel to zoom in or out on the mask.*

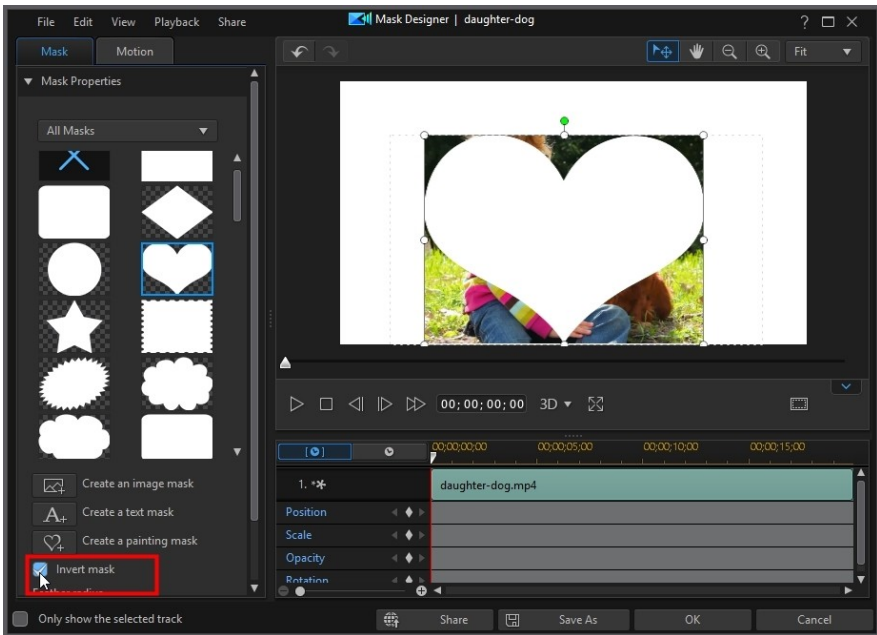
Selecting Masks

Click on the **Mask** tab and then select a mask in Mask Properties to overlay portions of the media clip you selected on the timeline.

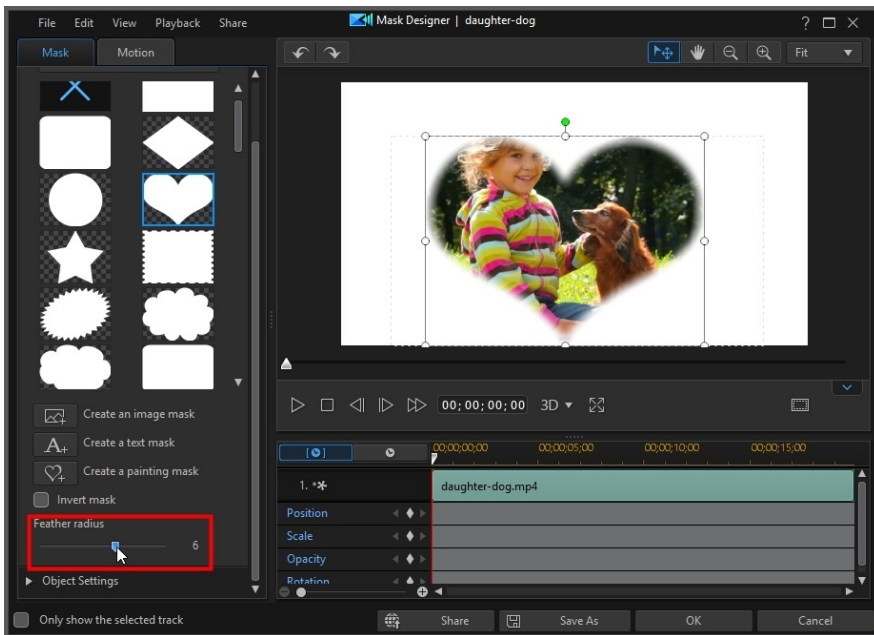


Click and drag the edges of the mask to move and resize it as required. See [Modifying Mask Size and Position](#) for more information.

The area that is white in the mask thumbnail, is the part of the mask that is transparent. However, you can select the **Invert mask** option to invert the portion of the media that is being masked.




Use the **Feather radius** slider if you want to adjust the softness on the mask's edges.

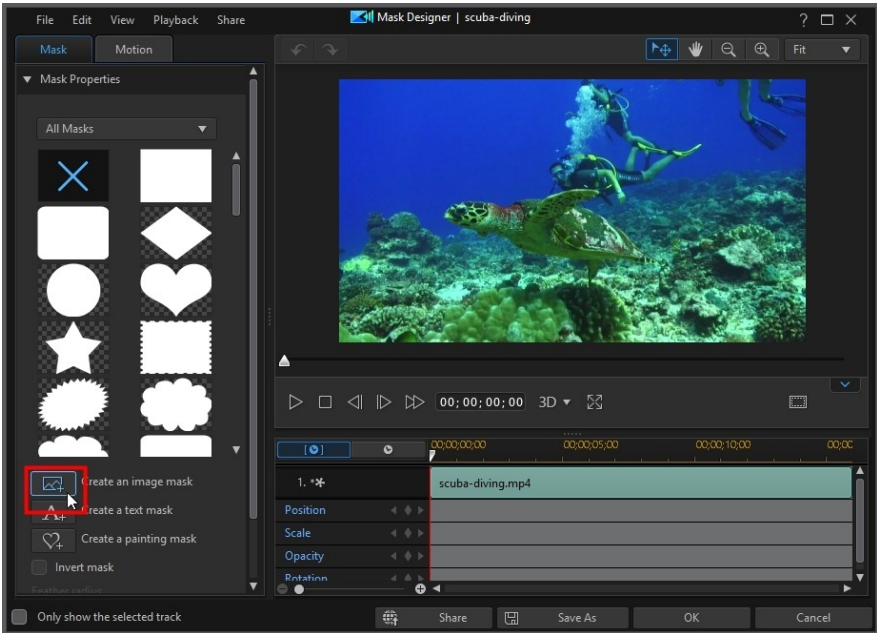


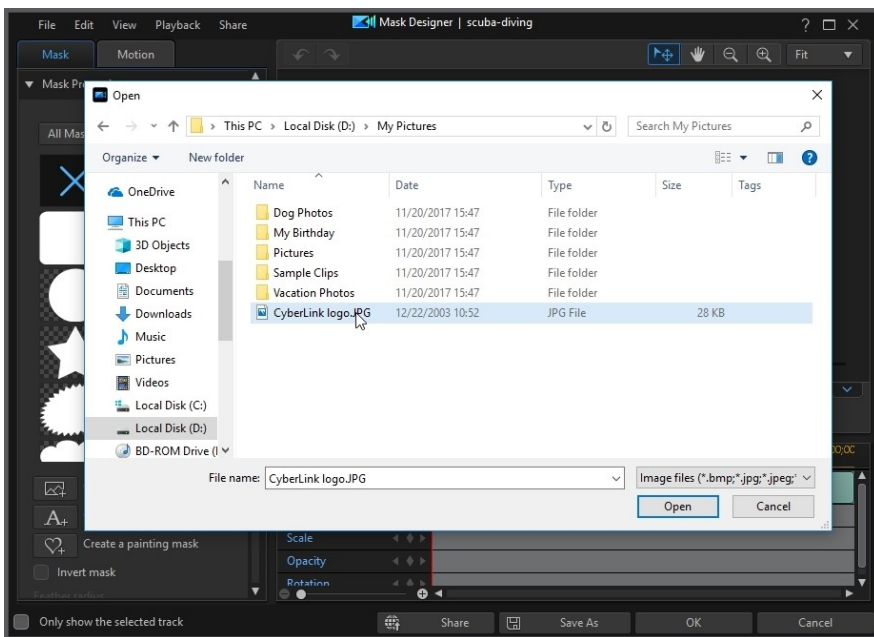
Creating Custom Masks

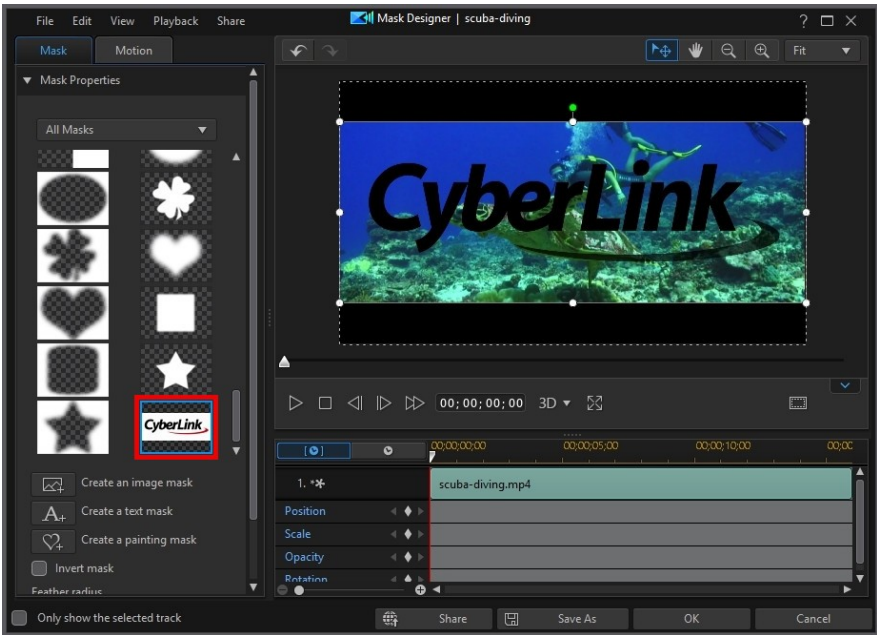
In the Mask Designer you can [import your own images to create custom masks](#). You can also [create text masks in the Mask Composer](#) using title text and images, and also [paint your mask in the Brush Mask Designer](#).

Creating Image Masks

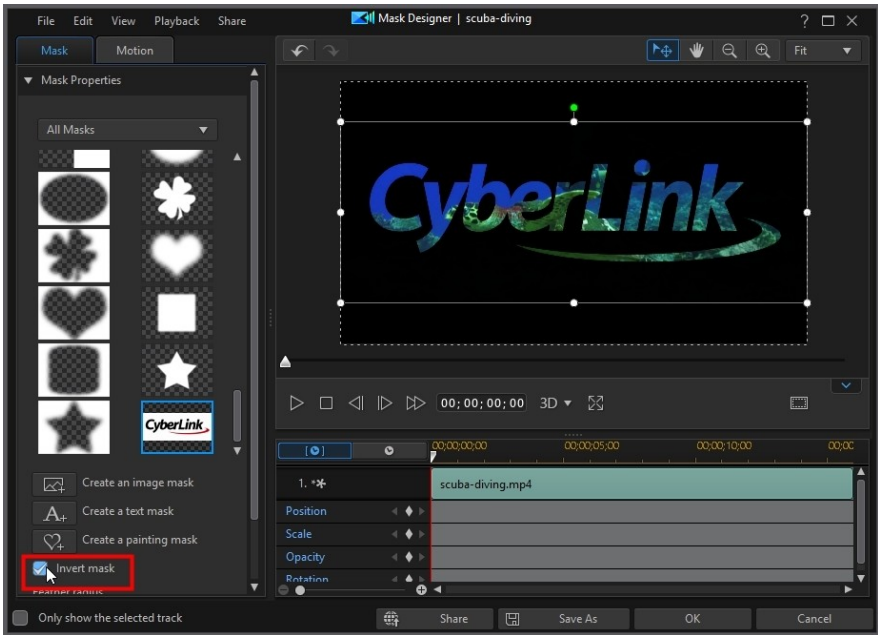
To create a mask using an imported image, click on the  button in the Mask Properties section of the **Mask** tab, and then import an image from your computer's hard drive.





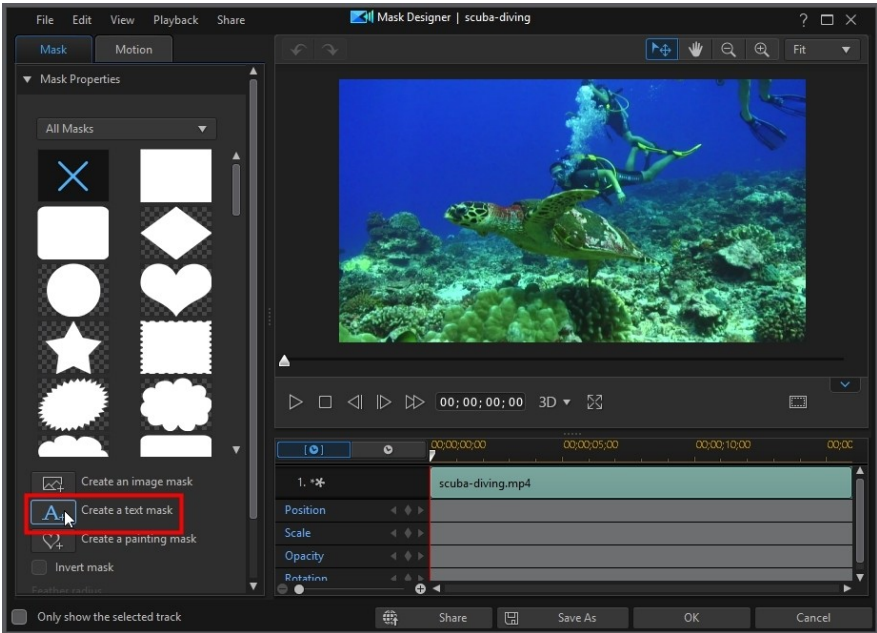


As with the mask templates, by default, the lighter areas of the imported image become transparent. Once imported, change the properties and [mask objects settings](#) to customize to your requirements.

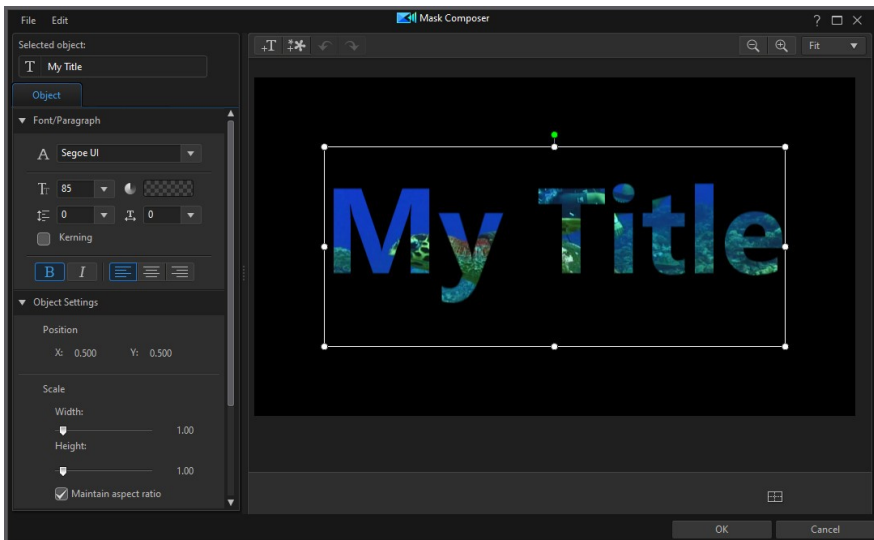


Creating a Text Mask in the Mask Composer

Clicking on the  button in the Mask Properties section of the **Mask** tab,




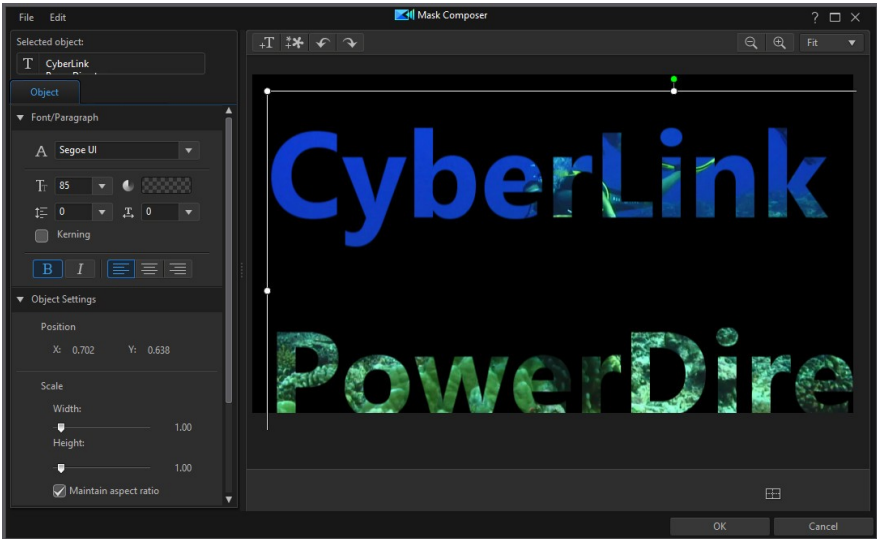
will open the Mask Composer, where you can create a custom mask using title text and images.



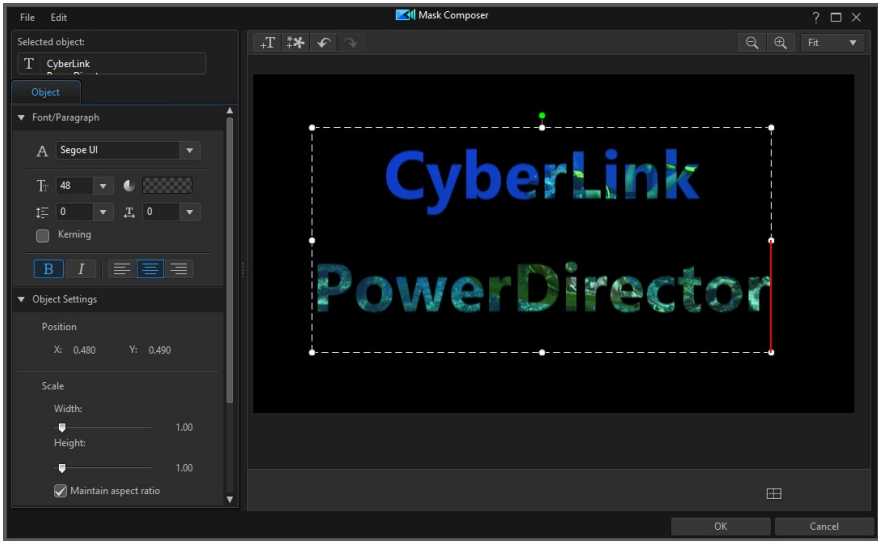
Editing Title Text

Click on the title text object and then enter the text you want to use in your custom mask.

Note: if required you can add more than one title text object in the mask by clicking on the  button and then clicking in the preview window to adding the title text box to the desired position.



Use the Font Type options to set the font type and size of the selected title text. You can also bold or italicize text, change the line and text spacing, and set the text alignment in the text box. If the font type you are using supports it, you can select the **Kerning** check box to reduce the space between the letters in the title text.



Mask Object Properties

In the **Object Settings** section you can change some of the basic properties of the mask. In the **Position** section, you can manually position the mask on the video frame, using the **X** and **Y** position fields to set the precise location of the middle of the mask.


Note: CyberLink PowerDirector sets the value of the top-left corner of the mask 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.

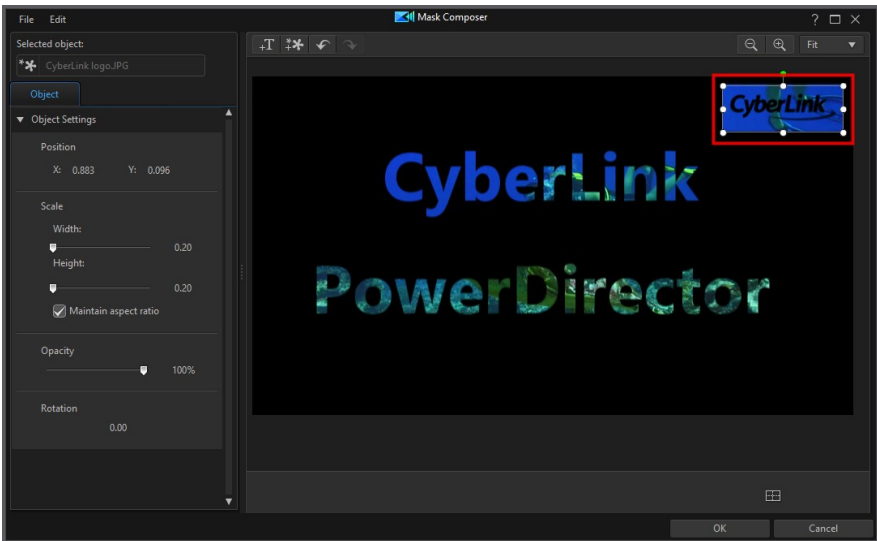
Use the **Scale** sliders to change the mask's size, or **Opacity** to make it less transparent.

*Note: select the **Maintain aspect ratio** option if you want to ensure the mask's aspect ratio does not change while you are moving or resizing it. Deselect this option if you want to change the mask's shape or alter its aspect ratio.*

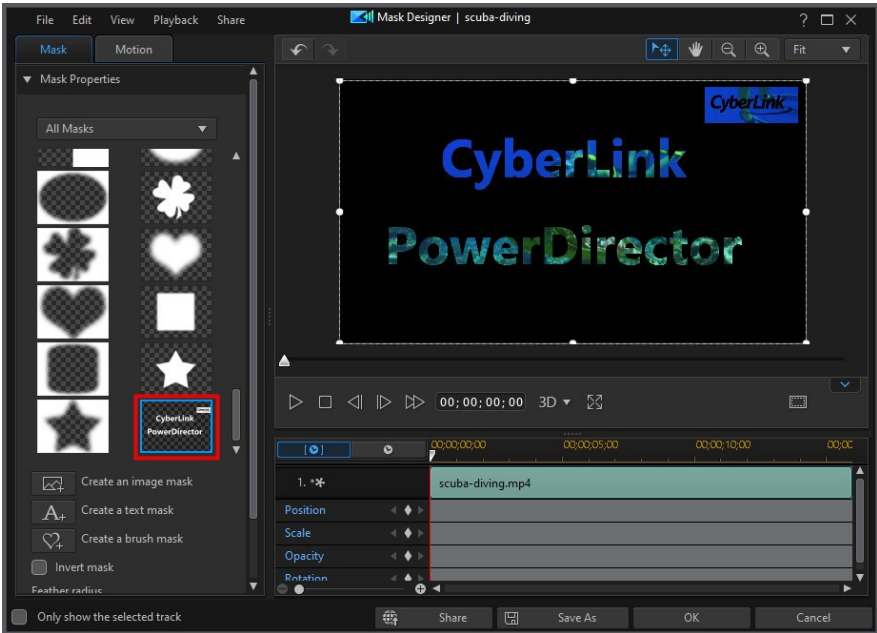
To rotate the mask, enter the **Rotation** amount in the field provided.

Importing Images

In the Mask Composer you can also click on the  button to import images for use in your custom mask. The lighter areas of the imported image become transparent once imported.




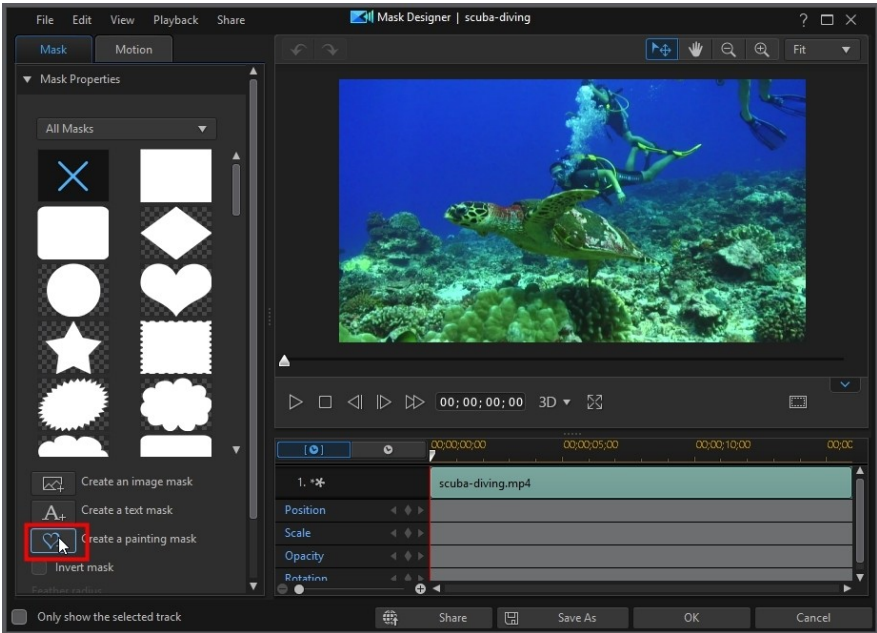
When you are done creating your mask, click **OK** to close the Mask Composer. Your changes will be saved and the new mask will be available in Mask Properties of the Mask Designer.



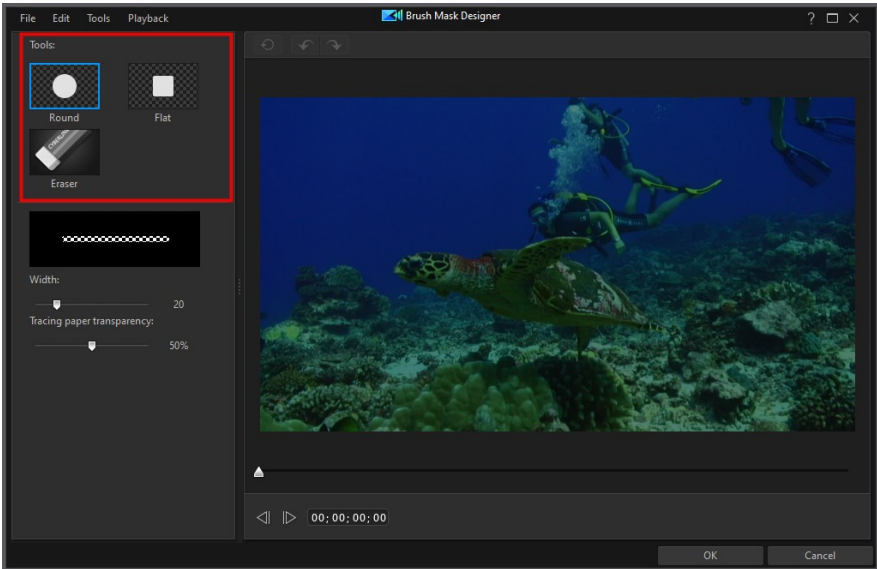
If you want to make further edits to your custom mask, just right click on its thumbnail and then select **Modify** to reenter the Mask Composer.

Creating Custom Brushed Masks

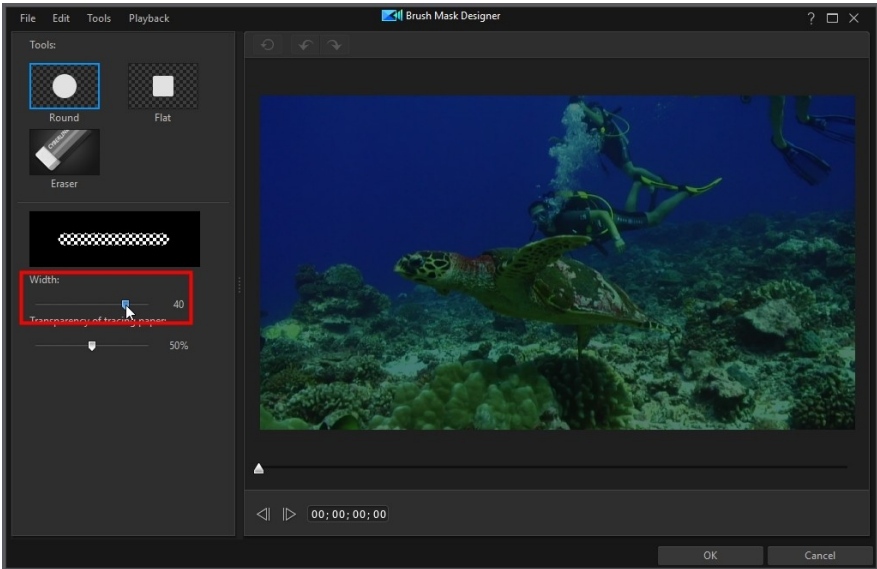
To create a custom brushed mask, click on the  button in the Mask Properties section of the **Mask** tab.



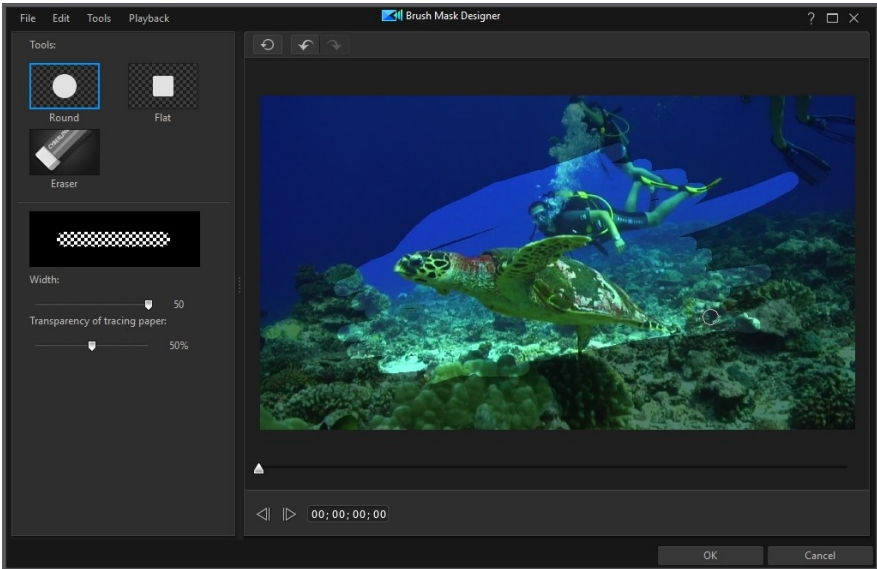
In the Brush Mask Designer, first select the tool you want to use to brush the custom mask,



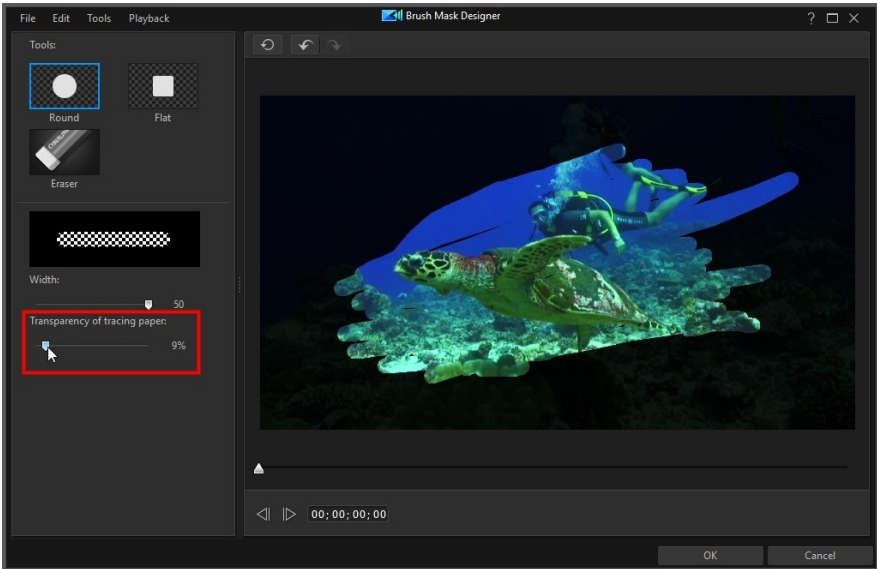
and then set the width of the brushed line.



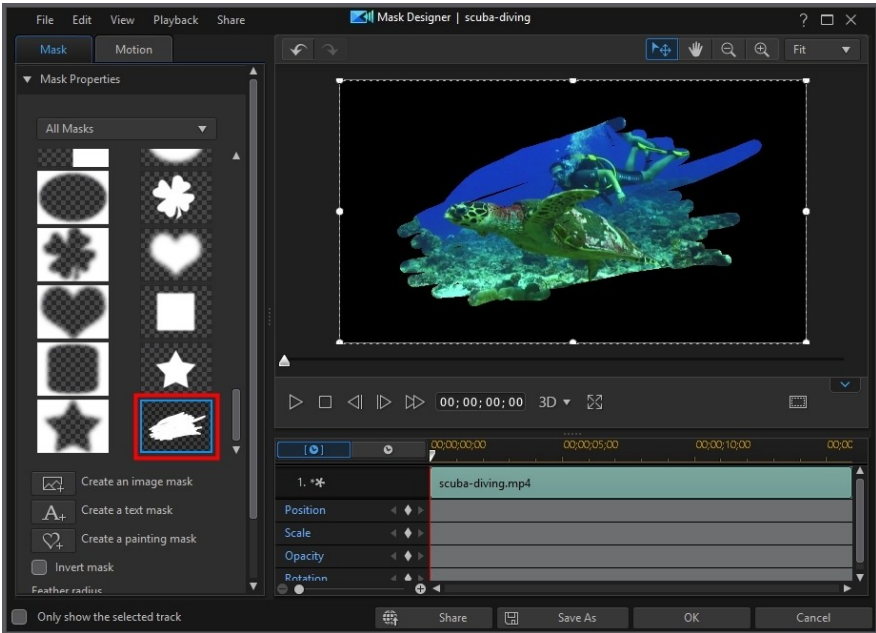
As required, brush on the preview window to remove the masked areas, i.e. make it transparent.



Note: if required, you can adjust the transparency of the tracing paper applied over the background video. The tracing paper is there to assist you while brushing if you need it.




When you are done creating your custom brushed mask, click **OK** to close the Brush Mask Designer. Your changes will be saved and the new mask will be available in Mask Properties of the Mask Designer.



Modifying Mask Size and Position

You can change the size, position, and orientation of the mask. The resizing options are unrestricted. You can reduce the mask to miniature size or enlarge as much as you want.


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

To modify mask size, position, or orientation:

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

Note: in the **Mask Scale** section on the **Mask Object Settings**, you can deselect the **Maintain aspect ratio** option to resize the mask more freely.

- click on the mask and drag it to a new position.

- click on  above the mask and drag it left or right to change its orientation.
- click and drag the blue nodes in corners to change its shape. See [Changing the Shape of Media](#) for more information.

Note: you can use keyframes to customize the size and shape of masks. See [Utilizing Mask Keyframes](#) for more information.

Modifying Mask Object Settings

On the **Mask** tab, click on the **Object Settings** section to change some of the basic properties of the mask.

*Note: while modifying the mask's object settings, you can select the **Only show the selected track** option to hide any other media that is displayed in the preview window while modifying.*

In the **Mask Position** section, you can manually position the mask on the video frame, using the **X** and **Y** position fields to set the precise location of the middle of the mask. When used with keyframes, you can manually create motion of the mask.

*Note: CyberLink PowerDirector sets the value of the top-left corner of the mask 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. You can more easily adjust mask position and motion on the **Motion** tab. See [Adding Motion to Masks](#) for motion information.*

When you create motion for masks, you indicate where (**Mask Position**) on the video image you want the mask to appear by adding keyframes. To create the motion, CyberLink PowerDirector will ensure the mask is in the desired position at the specified time (keyframe).

Use the **Mask Scale** sliders to change the mask's size, or **Mask Opacity** to make it more transparent.

*Note: select the **Maintain aspect ratio** option if you want to ensure the mask's aspect ratio does not change while you are moving or resizing it. Deselect this option if you want to change the mask's shape or alter its aspect ratio.*

To rotate the mask, enter the **Rotation** amount in the field provided.

Note: you can use keyframes to customize each of these object settings. See [Utilizing PiP Keyframes](#) for more information.

Ease In/Ease Out

Creating motion for masks, by changing the **Mask Position**, **Mask Scale**, or **Rotation** object settings at different keyframes, can cause the mask to appear jerky, as it speeds up and slows down when it moves through the frame, changes its size, or rotates in the video frame. To make the movement look smoother, use the Ease in/out options. Select **Ease in** to slow down the mask as it enters a keyframe. Select **Ease out** if you want it to gradually accelerate out of the keyframe.

Adding Motion to Masks

Click on the **Motion** tab to add motion* to masks, allowing them to move across the screen. You can choose from a number of predefined motion paths or create your own custom motion. You can also add a rotation effect to the mask.

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

Using a Motion Path Template

To add motion to mask you can select a motion path template on the Motion tab that fits your requirements. Note that keyframes are added to the Position track of the Mask Designer keyframe timeline. These motion path templates have predefined motion in them, but you can customize the motion. See [Customizing Mask Motion](#) and [Utilizing Mask Keyframes](#) for detailed information on using keyframes to customize mask motion.

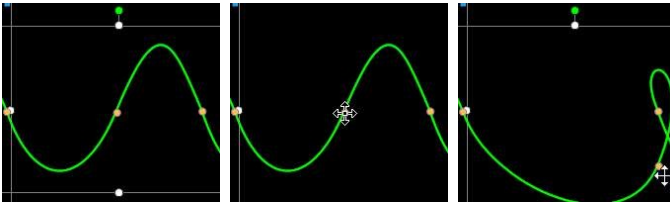
Customizing Mask Motion

The Mask Designer uses keyframes to customize the motion of masks. Keyframes are frames of your video that define the start and end points of an effect, which in this example is motion.

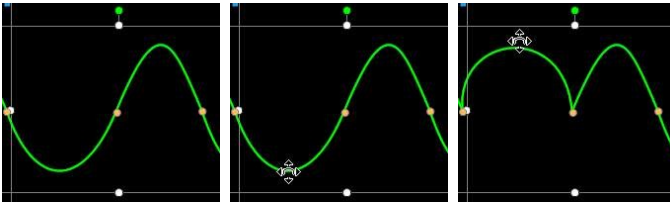
Note: some masks have predefined motion already applied.


To customize the motion of masks:

- drag an existing keyframe to a new location in the preview window. The mask will follow the modified path to get to the changed keyframe position.



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



- use the player controls to find a position on the motion path, and then click  on the Position track of the keyframe timeline to add a new keyframe at a new position, if required.

Customizing the Speed of Mask Motion

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


*Note: on the **Properties** tab in **Object Settings** you can manually adjust the mask position at keyframes and use ease in/out to make the movement look smoother. See [Changing Object Settings](#) for more information.*

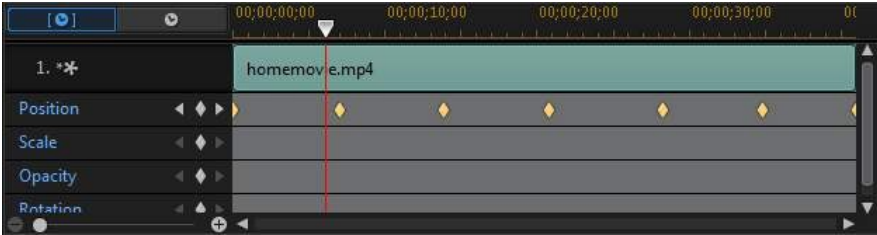
Distance Between Keyframes

The distance between each keyframe contributes to the speed of the mask motion. The further the distance between each keyframe, the quicker the mask needs to move to get to the next keyframe.

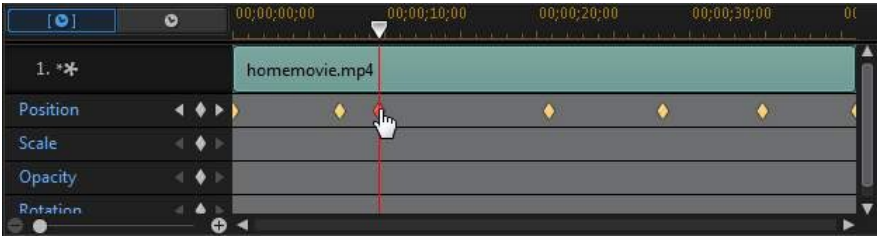
Keyframe Timeline

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

Note: if you cannot find the keyframe timeline in the Mask Designer, just click the  button under the preview window to display it.




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



Saving a Custom Mask Motion Path

Once you finish modifying your mask's 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.

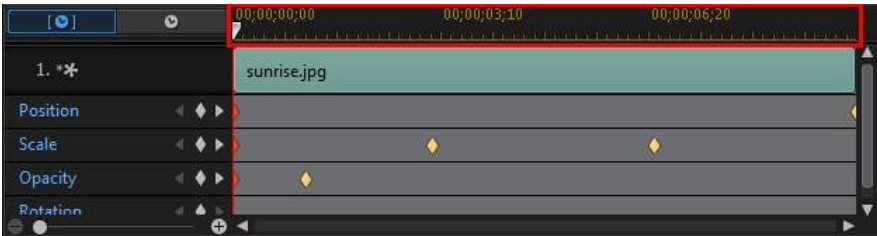
Utilizing Mask Keyframes

Use keyframes when modifying your masks to define the start and end points of the customized effects. In the Mask Designer you can use keyframes to change the mask's position, size (mask scale), opacity, rotation, and motion.

Keyframe Timeline

A custom keyframe timeline is generated for each mask when you open it in the Mask Designer. In the below example, because the selected media clip is 10 seconds long on the project timeline, the keyframe timeline is also 10 seconds.

Note: if you cannot find the keyframe timeline in the Mask Designer, just click the  button under the preview window to display it.




If you'd like to view the movie timeline, click the  button.




The keyframe timeline lets you precisely place each keyframe, so you can time the applied effect in your movie production.

Adding Keyframes

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

Note: if you cannot find the keyframe timeline in the Mask Designer, just click the  button under the preview window to display it.

1. Use the player controls to find the moment in your media clip where you want the mask's properties to change.

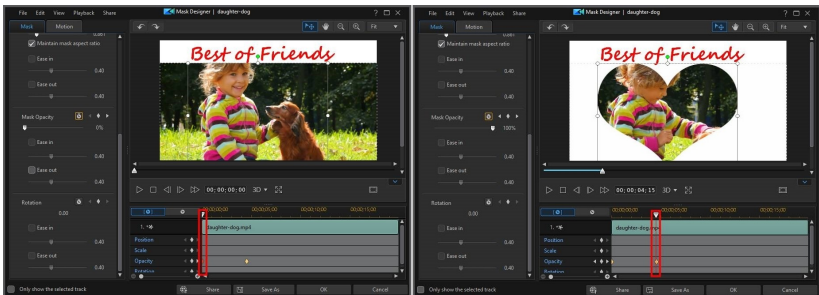
- Click  next to the property you want to change to add a keyframe to the corresponding keyframe track.



- Use the features in the Mask Designer to modify the properties of the effect as required for this keyframe. In this example we are modifying the opacity of the mask at the beginning of the media clip.

Note: notice above that when opacity is changed, a keyframe is automatically added at the current timeline slider position.

When previewed, at the first keyframe the mask is the completely transparent, and then slowly gets more opaque until it reaches the specified opacity level by the time the playback slider reaches the second keyframe.




It will maintain this opacity until the playback slider reaches the last keyframe, unless you add more keyframes or change the properties of the last keyframe.

Note: you can also modify the properties of a keyframe by right clicking on it and selecting **Duplicate Previous Keyframe** or **Duplicate Next Keyframe**. Doing this copies the properties of the specified keyframe to the keyframe you right clicked on.

- Repeat these steps to create the kind of effect you want in your video production using keyframes to modify the mask's properties and motion.

Modifying and Removing Keyframes

At any time you can modify the keyframes added, by selecting it and changing the mask's properties, or by dragging the keyframe to another position on the keyframe timeline.

To remove a keyframe, select it on the keyframe timeline and then click .

Saving and Sharing Masks

Once you are finished modifying/customizing a mask you can save it to your mask library for future use. You can also share the PiP part of the mask on DirectorZone, or back it up on CyberLink Cloud*.


*Note: * optional feature in CyberLink PowerDirector. Check the version table on our [web site](#) for detailed versioning information.*

- click on **Share** to upload the PiP part of the custom mask to DirectorZone or back it up on CyberLink Cloud. See [Saving and Sharing PiP Objects](#) for more information.
- click on **Save As** to save a modified mask as a new mask in the Mask Designer mask library.

Note: masks created after selecting a video clip on the timeline cannot be saved or shared. You can only save and share masks created with image backgrounds.

Chapter 15:

Using Transitions

In the **Edit** module, 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.

***Note:** this section outlines the procedures for using transitions in [timeline mode](#), as all the program's features are available in this mode. If you prefer to use the [storyboard mode](#), and you find one of the outlined features is not available, you can press the Tab key on your keyboard to switch to timeline mode.*


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 behavior and duration of transitions added to the timeline on the [Editing preferences](#) tab. See [Editing Preferences](#) for more information.*

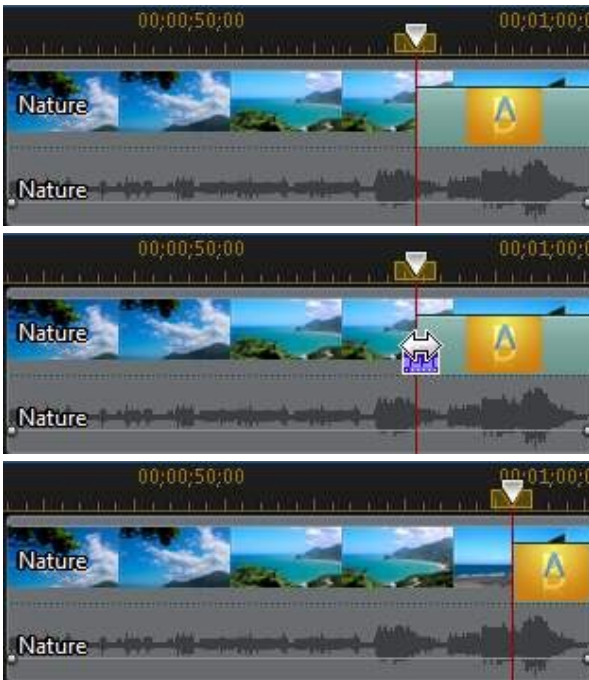
To add a transition to a single clip, do this:


1. In the **Edit** module, click on  to open the Transition Room.
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 on the **Duration** button or click and drag its start/end points 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. In the **Edit** module, click on  to open the Transition Room.
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 on the **Duration** button or click and drag its start/end points within the clips.




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**.

Using Audio Transitions

You can use audio transitions to transition between two audio files on an audio track, or between two video clips that contain audio. Audio transitions can also be added at the beginning or end of a single audio or video clip.

Note: when you add an audio transition between two video clips, the fade transition is automatically added on the corresponding video track. The video transition cannot be removed, but it can be replaced with another video transition in the transition library.

To add an audio transition to a clip, do this:

1. In the **Edit** module, click on  to open the Transition Room.
2. Select the **Audio** tag on the left to display the available audio transitions.
3. Select one of the transitions and then drag it to the desired position (beginning (prefix transition), ending (postfix transition), or between two clips).

4. To change the duration of the transition, click on the **Duration** button or click and drag its start/end points within the clips.

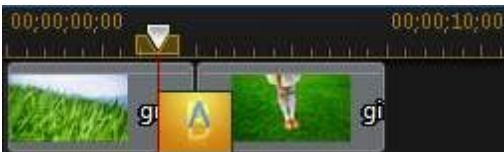


Setting Transition Behavior

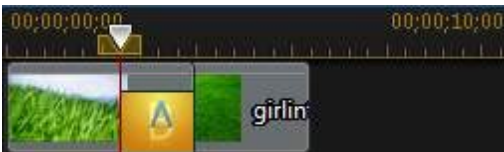
Once you have added a transition between two clips, you can set its behavior. Transitions between two clips in CyberLink PowerDirector have one of the following behaviors:

Note: you can set the default behavior 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 while 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:

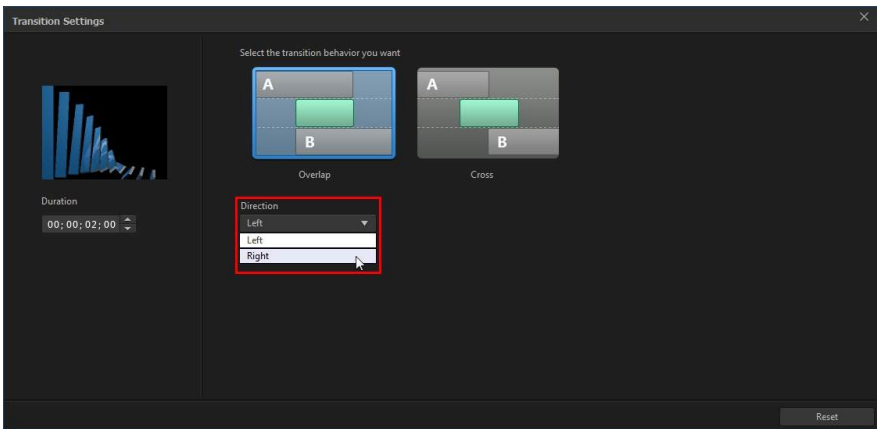
1. Click on the transition between two clips.
2. Click the **Modify** button to change to the other transition type, or right-click on the transition and then select **Modify Transition**.
3. In the Transition Settings panel, set the behavior of the transition.

Modifying Transition Settings

Some transitions have settings you can modify in the Transition Settings panel. These settings may include the ability to modify the background color used in the transition, the direction of the transition effect, the type of effect used, and more.

***Note:** if you are modifying the settings of an alpha transition, the **Transition Designer** button is available in the Transition Settings panel. Click it to perform more advanced modifications on the alpha transition. See [Modifying Alpha Transitions in the Transition Designer](#) for more information.*

To check if a transition you are using has adjustable settings, select it on the timeline and then click the **Modify** button to open the Transition Settings panel. If there is a setting available, adjust as required to achieve your desired results.





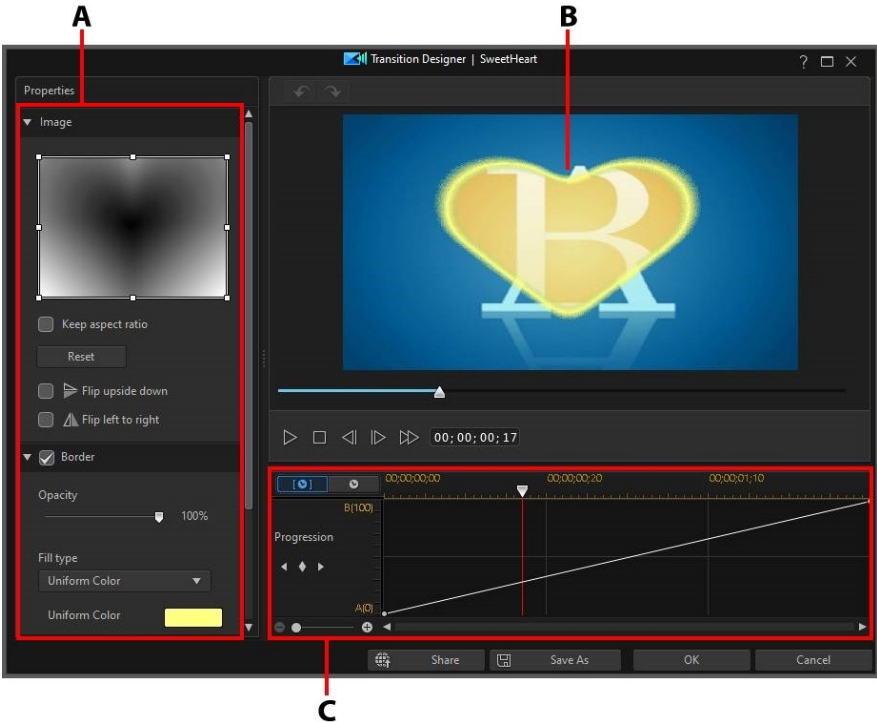
***Note:** you can also set the transition behavior in the Transition Settings panel. See [Setting Transition Behavior](#) for more information.*

Modifying Alpha Transitions in the Transition Designer


In the Transition Designer* you can modify the existing alpha transitions in the transition library, or create new ones from scratch. Alpha transitions are wipes that use custom images or masks to create the transition effect.

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

To open the Transition Designer, in the **Edit** module, click on  to enter the Transition Room, and then select the **Alpha** transition tag on the left. Next, select an alpha transition in the library and then click the  button.



A - Alpha Transition Properties, B - Transition Effect Preview, C - Transition Effect Keyframe Timeline

To create a new alpha transition, enter the Transition Room and then click the  button to open the Transition Designer. See [Creating New Alpha Transitions](#) for more detailed information.



Note: you can also open the Transition Designer when editing an alpha transition's settings by clicking the **Transition Designer** button in the Transition Settings panel.

Creating New Alpha Transitions

You can create new custom alpha transitions using your own imported images.

Note: when you create a new alpha transition, it is saved under the **Custom** tag in the transition library, not under the **Alpha** tag.

To create a new alpha transition, do this:

1. Click  to enter the Transition Room and then the  button above the transition library.
2. Browse to and then select the image you want to use in the alpha transition. Once selected, click the **Open** button to import it into the Transition Designer.

Note: for the best results, it is recommended that you use images that contain gradients.

3. Proceed to modify the properties of the alpha transition as required. See [Modifying Alpha Transition Properties](#) for more detailed information.

Note: once the image is imported, it is converted to gray scale for use in the Transition Designer.

Modifying Alpha Transition Properties

In the **Properties** tab of the Transition Designer you can customize the alpha transition's properties. See the following sections for detailed information on the properties you can modify on this tab.

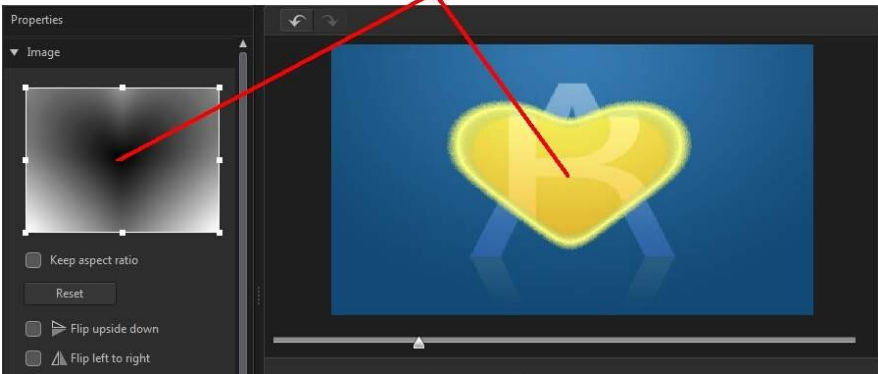
- [Alpha Transition Overview](#)
- [Changing Image Properties](#)
- [Applying a Border](#)
- [Customizing the Shift Progression](#)
- [Setting Edge Sharpness](#)

Alpha Transition Overview

Alpha transitions use an image's properties to perform the transition, i.e. shift from one clip to another when used in your video production.

The image in the Transition Designer is converted to gray scale for use in the alpha transition. By default, the areas that are blackest are the areas that are revealed (transitioned) first, followed by the grays, and then the whitest areas. In the example below, the center of the heart is black, so the B is revealed in that area first.

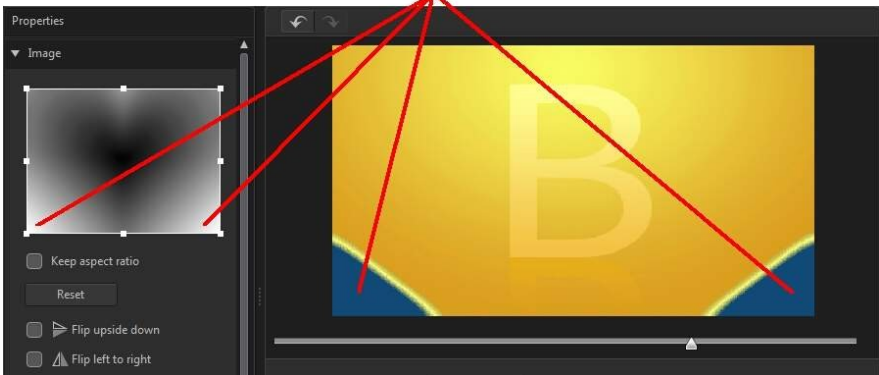
Blackest areas revealed first



Note: you can invert the transition area so that the whitest areas are revealed first. See [Inverting Transition Area](#) for more information.

While the whitest outside areas are the last parts to be revealed.

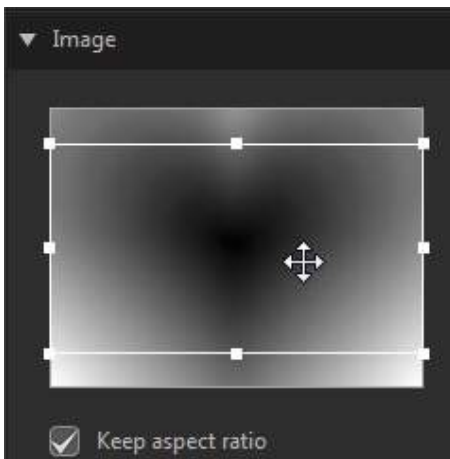
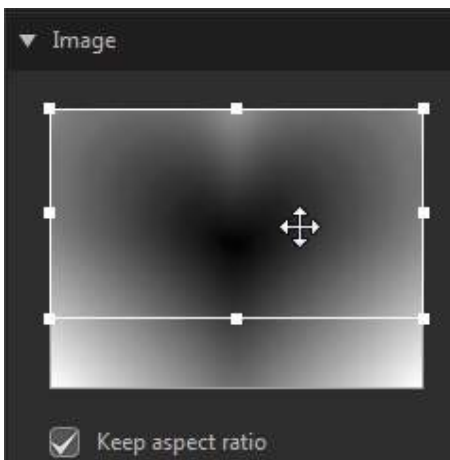
Whitest areas revealed last



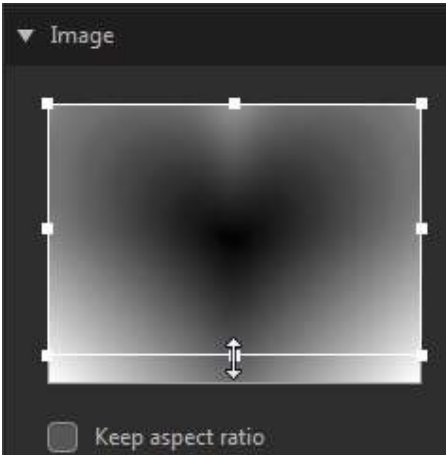
Note: you can fully customize the progression of the shift (from A to B) in the alpha transition. See [Customizing the Shift Progression](#) for more information.

Changing Image Properties

In the Image section of the Transition Designer you can change some of the properties for the image used in the alpha transition. If required, change the position of the focus area in the Image preview, or the area of the image that will be used in the alpha transition.



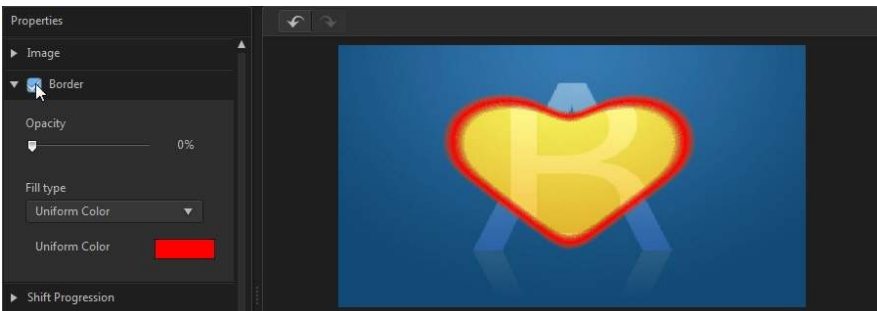
Deselect the **Keep aspect ratio** option if you want more control on the shape of the focus area. Note that the aspect ratio of the focus area matches your current project's aspect ratio.



Select the **Flip upside down** option if you want to flip the image vertically, or **Flip left to right** if you want to flip it horizontally.

Applying a Border

You can apply a color border on the edge of the transition line. To do this, select the **Border** option and then set the level of **Opacity** on the border to adjust its appearance.



Selecting Border Color

When selecting the color of the border, you have the following options in the **Fill type** drop-down:

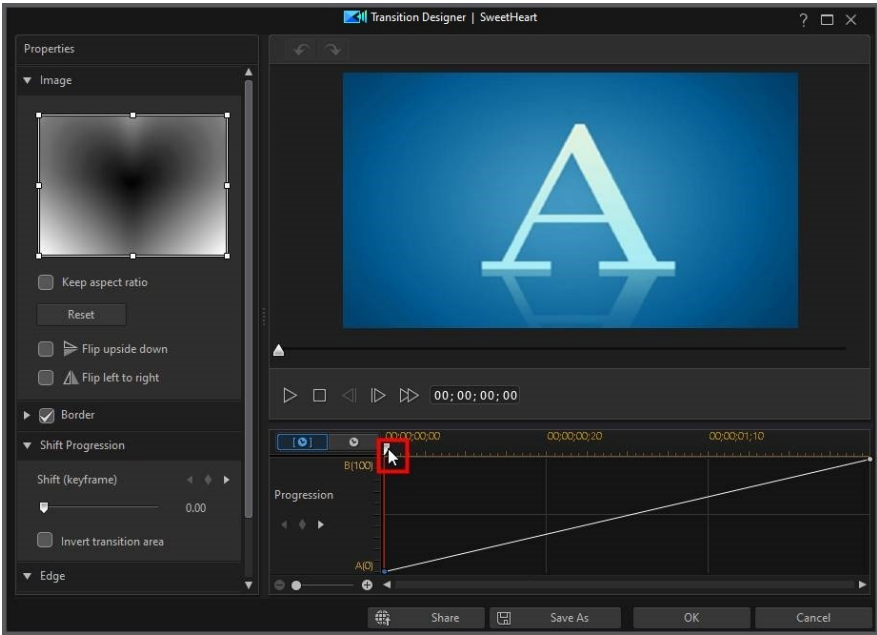
- **Uniform color:** select this option if you want the border to be one solid color. Click the colored square to open the color palette and select the desired border color.
- **2 color gradient:** select this option if you want the border color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors.

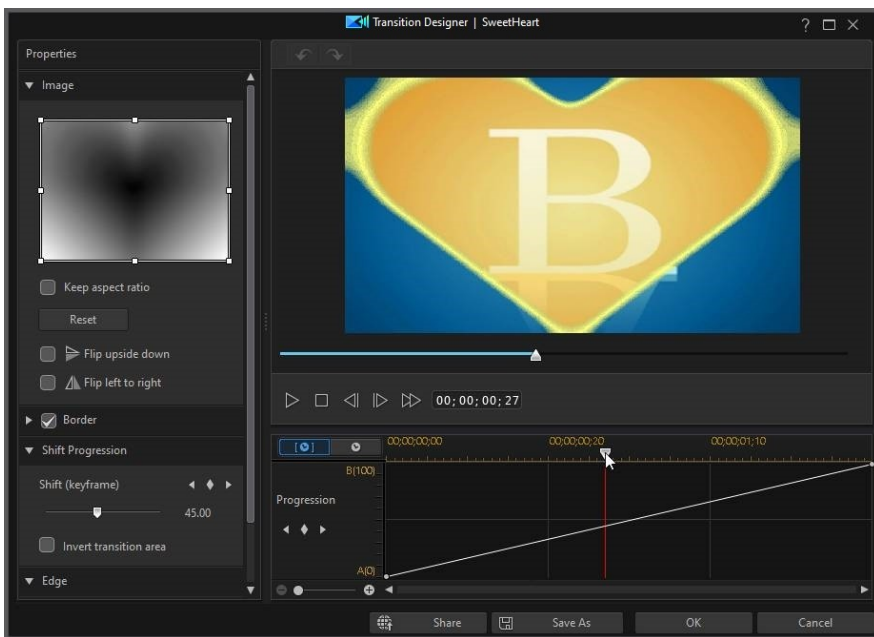
Customizing the Shift Progression

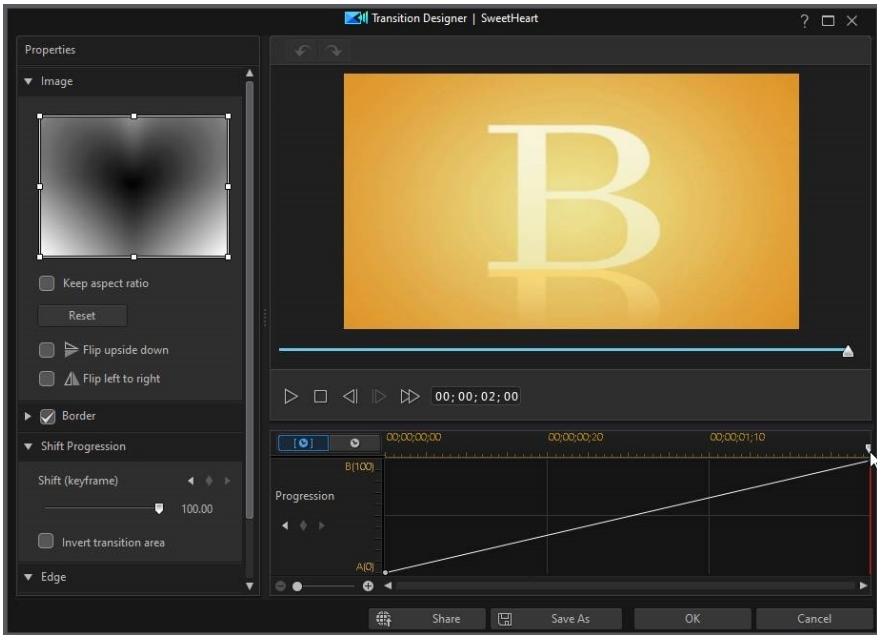
In this section you can customize the shift progression of the alpha transition, or how it transitions from one clip to another when used in your video production.

Shift Progression Timeline

The shift progression timeline is a graphical representation of how the transition progresses, i.e. how the alpha transition shifts from the A to the B as shown in the below example.




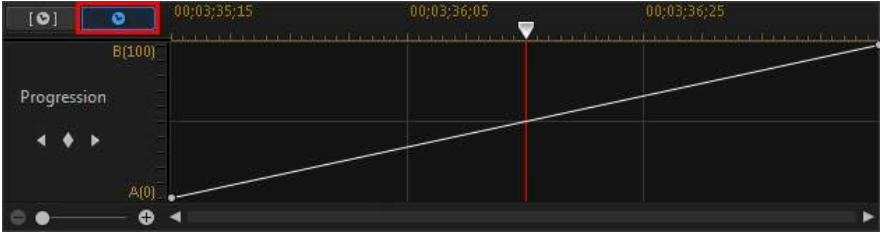




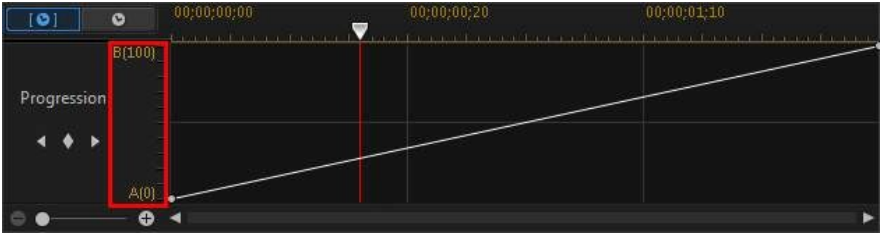
The timeline along the top is the keyframe timeline and is generated for the alpha transition when you open it in the Transition Designer. In the below example, because the transition duration is two seconds long (by default in the transition library), the keyframe timeline is also two seconds long. If you increased the duration of the transition in the timeline to five seconds, the keyframe timeline would then be five seconds long.



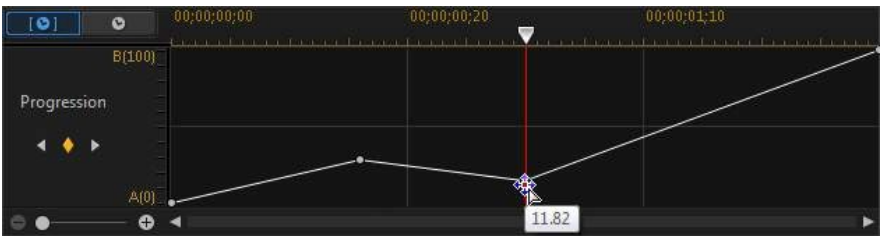
If alpha transition you are editing is on the timeline, click the  button to view the movie timeline.



The scale to the left represents the progression from the A to the B, and the line shows the progress.




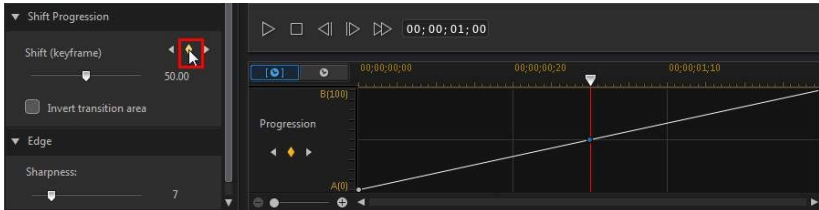
You can modify the shift progression as required, by changing the beginning and ending points, or adding keyframes to precisely customize the shift progression, or transition from one clip to another when used in your production.



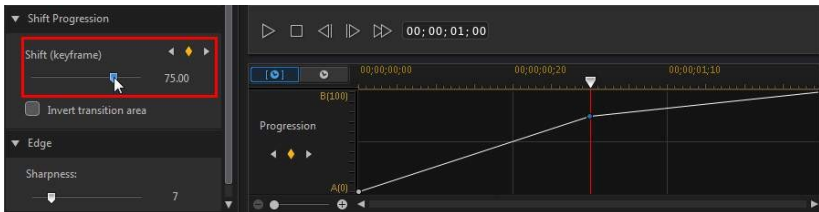
Adding Keyframes

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

1. Use the player controls to find the moment in the transition where you want the progression to shift.
2. Click  in the Shift Progression section to add a keyframe to the progression line.




3. If required, use the **Shift** slider to change the progression position of the line.



In this above example, the transition will now shift 75% from A to B in the first second of the transition, and then progress the final 25% in the last second.

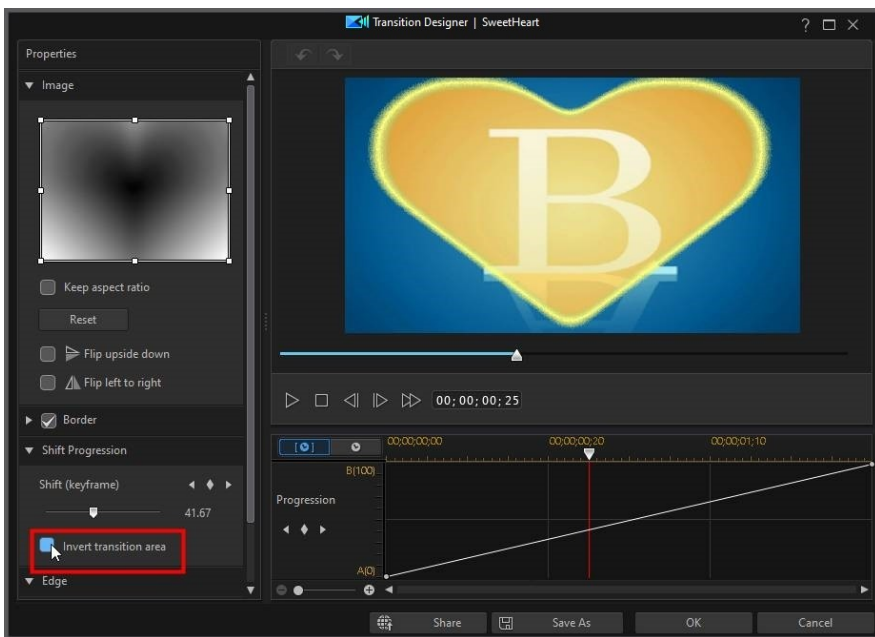
4. Repeat these steps to customize the shift progression as required using keyframes.

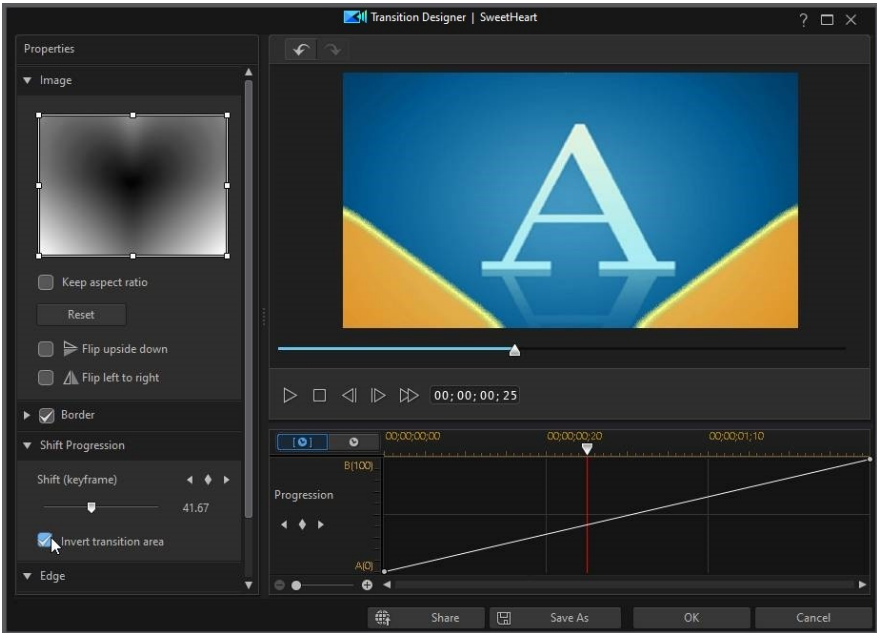
Removing Keyframes

To remove a keyframe, drag the timeline slider over it so that it is highlighted and then click .

Inverting Transition Area

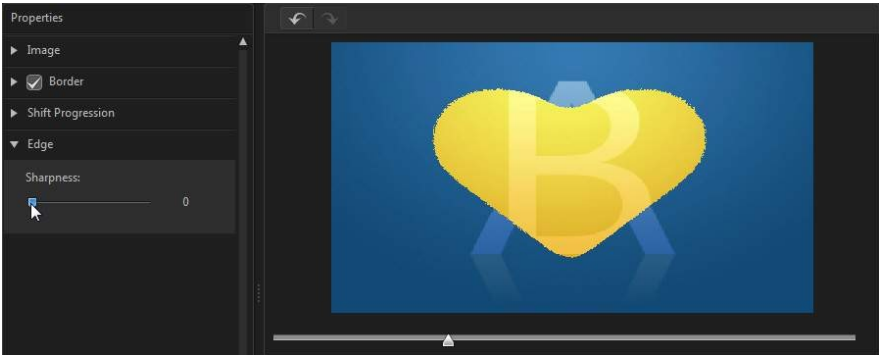
Select the **Invert transition area** option if you want the whitest areas of the alpha transition image to transition first, followed by the grays, and then the blackest areas.



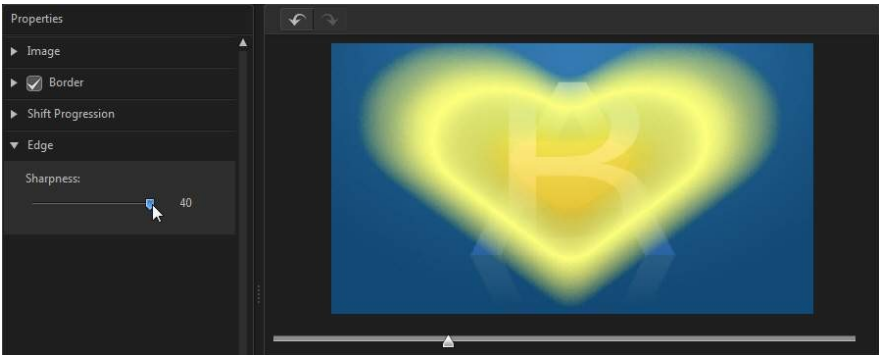


Setting Edge Sharpness

In the Edge section, use the slider to set the sharpness of the transition line by adjusting its gradient level. Dragging it left will make it sharper,



while dragging it right will make it softer or more blurry.



Saving Alpha Transitions

Once you are finished modifying/customizing an alpha transition you can save it to your transition library for future use, upload it to DirectorZone to share it with others, or back it up on CyberLink Cloud*.

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

- click on **Share** to upload your custom template to DirectorZone or back it up on CyberLink Cloud. See [Sharing and Backing Up PiP Objects](#) for more information.


- click on **Save As** to save a modified template as a new template to the Transition Room.
- click on **OK** to save a new template to the Transition Room.

*Note: when you create a new alpha transition, or edit an existing one, it is saved under the **Custom** tag in the transition library, not under the **Alpha** tag.*

Sharing and Backing Up Alpha Transitions

You can share your customized alpha transitions with other CyberLink PowerDirector users by uploading them to DirectorZone. If you have a CyberLink Cloud subscription you can back up all your customized alpha transitions by storing them on CyberLink Cloud.

To share and back up your alpha transitions, do this:

1. Do either of the following:
 - in the Transitions Designer, click on **Share**, enter a name for the custom template, and then click **OK**.
 - select the alpha transitions in the library, and then click .
2. In the upload window, enter the information as follows:
 - **Upload to:** select where you want to upload the template.
 - **Title:** name of the template as it will display once uploaded.
 - **Style:** select a style or category for the template.
 - **Type:** if required, select the type of template you are uploading.
 - **Tags:** enter some keyword search tags that will help users find the template when searching.



Note: separate each tag you enter with a space. If you want to use two words as the tag, just put quotes around them, e.g. "dollar bill".

 - **Collection:** enter the name of the collection you want the template added to.
 - **Description:** enter a short description of your template.
3. Click **Next** to proceed.
4. Confirm the copyright disclaimer, and then click **Next** to proceed with the upload.

5. Click on **Finish** to close the upload window.

Chapter 16:

Mixing Audio and Recording Voice-Overs

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


*Note: you can click and drag the timeline slider to preview the audio waveform of a video or audio clip on the timeline with audio scrubbing. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

You can also [mix the audio right in the timeline](#) using keyframe nodes.

Note: be sure to enable the [timeline preview volume meter](#) so you can view the audio levels in your video project in the project preview window.

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.

In the **Edit** module, 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.

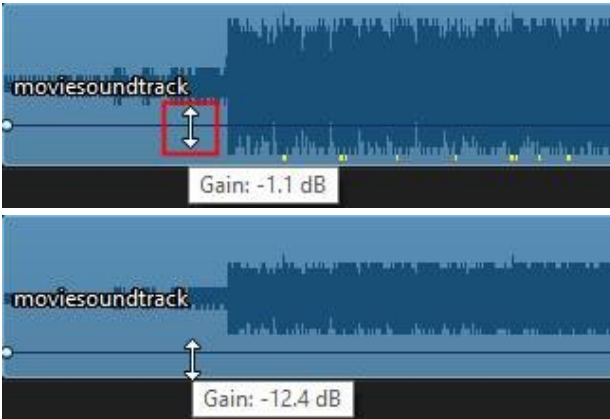
Mixing Audio In-Track

In the **Edit** window, you can manually adjust the volume level of individual audio and video clips in the timeline.

Note: for easier audio syncing, you can increase the timeline scale by selecting the [Enlarge timeline scale](#) for audio track in [Editing Preferences](#).

Adjusting Volume for Entire Clip Duration

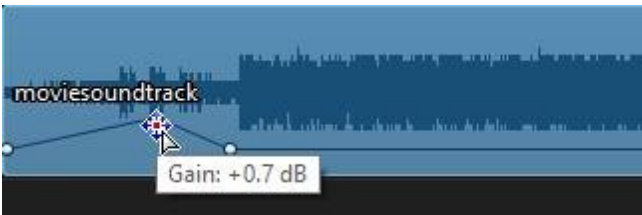
To adjust the volume level for the entire duration of a clip in the timeline, just click and drag the audio level line up or down as required.



Note: if you want to adjust the volume of all the clips on a specific track at the same time, use the master gain control in the [Audio Mixing Room](#).


Using Volume Keyframes to Mix Audio Level

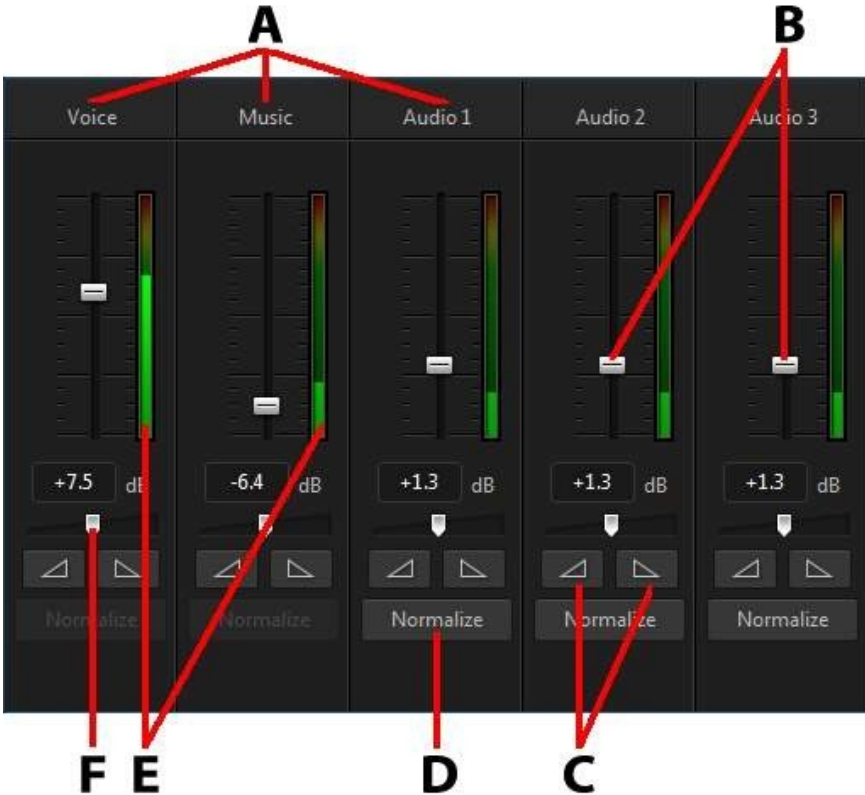
If you want to use volume keyframes to mix an individual clip's audio in the timeline, hold down the Ctrl key on your keyboard and then click on the audio level line at the point where you want to change the audio level. Drag the volume keyframe up to increase the volume, or down to decrease the volume.



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

Mixing Audio in the Audio Mixing Room

Click the **Edit** button, and then  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 - Audio Level Meter, F - 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 master volume controls to increase or decrease the volume at the timeline slider's current position.

Note: *adjusting the master volume control adds a volume keyframe at the timeline slider's current position. If you want to adjust the volume for the entire duration of a clip, you can do that [in-track](#). Use the master gain control to adjust the volume of an entire track.*

- 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.



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

- use the master gain control sliders to increase or decrease the volume of all the media on a track.
- use the audio level meter to view the audio level, or loudness in decibels, during playback. If the audio levels rise to the red levels, you can adjust the master volume to lower the audio level.

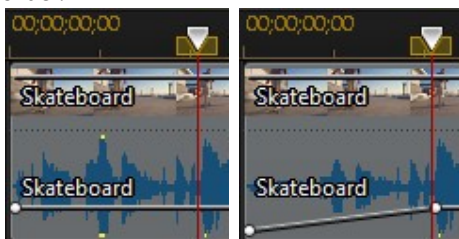
Note: *if audio in a clip enters the red level of the audio level meter, CyberLink PowerDirector marks the area on the timeline in red. Use the master volume controls and audio level meter to fix the problem area as required.*


Adding Fade Effects to Audio

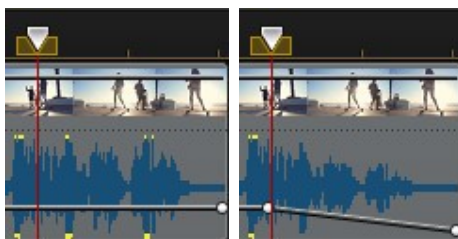
To add a fade-in/fade-out effect to an audio clip or video clip with audio, do this:

1. Click the **Edit** button, and then  open the Audio Mixing Room
2. Select the clip on the timeline.
3. Drag the timeline slider to the position in your audio clip where you want the audio to be at full volume, and then click  to add a fade-in effect. PowerDirector will add two volume keys to the audio waveform, gradually fading the audio up from the start of the clip to the position of the timeline

slider.



4. Drag the timeline slider to the position in your audio clip where you want the audio to start fading out, and then click  effect. PowerDirector will add two volume keys to the audio waveform, gradually fading the audio out from the position of the timeline slider to the end of the audio.




Note: when you add fade effects, volume keys are added to the audio clip in the timeline. You can adjust these volume keys to customize the fade effect. See [Mixing Audio In-Track](#) for more information on adjust volume keys.

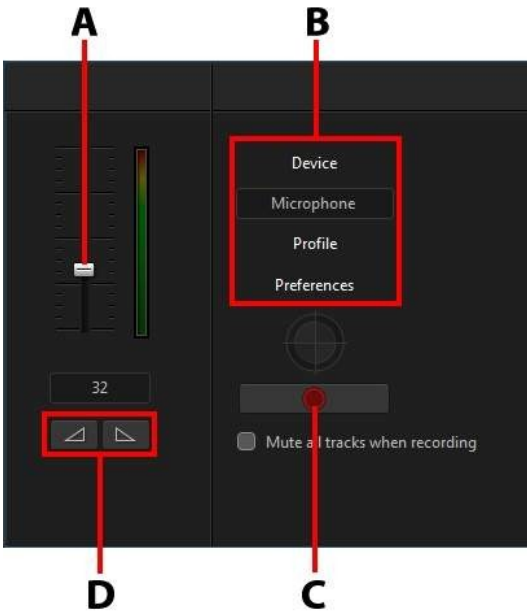
Restoring Audio Clip Volume Levels

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



In the **Edit** module, click  to open the Voice-Over Recording Room and record a narration with a microphone while watching a preview of your video production.

Note: access to the Voice-Over Recording Room is only available if CyberLink PowerDirector detects there is a microphone or other audio input device available.





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 17:

Adding Chapters

In the **Edit** module, 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 on our web site for detailed versioning information.*

Adding Chapter Markers


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

- select **Insert chapter at the start of each clip on the first video track** to add a chapter marker before each clip on the top track in the timeline.
- select **Insert chapters at fixed intervals**, and then enter the interval (in minutes) in the field provided.
- select **Insert chapters evenly** and then enter the number of chapters in the field provided, to set a specified number of chapters evenly in your project.

Click the **Start** button to auto add the chapter markers as specified.

To set chapter markers manually, navigate to a point in your video production and then click . To remove a chapter marker, select it and then click . Click  to remove all of the chapter markers in your production.



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 18:

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 file, extract them from an MKV file, or add them manually in the Subtitle Room.

To add subtitles to your video production, in the **Edit** module, click on  to open the Subtitle Room and then  to select one of the following types of subtitles:

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

*Note: when you select **Create subtitles for discs/files**, 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 on our web site for detailed versioning information.*


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


*Note: if you are creating subtitles for an MKV file, make sure you select the **Create subtitles for disc/files** option, not the option where the subtitles are imprinted on the video file.*

Adding Subtitle Markers

Subtitle markers are the placeholders for the subtitle text added to your production. They are added to display at the exact time the dialogue is spoken in the video production, and display until it has completed. Unless you are importing subtitles from an SRT file or extracting them from an MKV file, you must add all the subtitle markers manually to your video production.


To manually add subtitle markers to your video production, you can:

- click the play button on the player controls and then click the  button at the beginning of every piece of dialogue spoken to create all the subtitle markers required for your production. Continue this process until the video is complete, and then click the stop button to load the subtitle markers into the Subtitle Room.

- use the player controls to find the position in the video where you want to add the subtitle, and then click the  button to add a single subtitle marker.

Once you have added the subtitle markers, the next step is to edit the subtitle text and duration. See [Editing Subtitles](#) for more information.

Importing Subtitles from a File

Click the  button in the Subtitle Room to import subtitles from a file* in the SRT or TXT formats. This allows you to compose subtitles outside the program or retrieve them from another source, and then import them into CyberLink PowerDirector.

Note: when an SRT file is imported, the subtitle markers are created automatically in the Subtitle Room. However for TXT files you must first add all of the subtitle markers before you can import the file. See [Adding Subtitle Markers](#) for more information.

If importing from a TXT file, you should ensure the subtitle markers in the Subtitle Room match the number of lines of subtitle text in the file. When composing the subtitles in a TXT file, each subtitle should be placed on a new line in the file. CyberLink PowerDirector detects each line, and then imports the corresponding text into the subtitles markers in the Subtitle Room.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our [web site](#) for detailed versioning information.*

Extracting Subtitles from an MKV File

CyberLink PowerDirector lets you extract the subtitles from an MKV file, importing them directly into the Subtitles Room. This allows you to manually edit the subtitles, and then re-produce the file with the updated subtitle text.

To extract subtitles from an MKV file, do this:

1. Import the MKV file into the media library, and then place the video file on the timeline.
2. Right-click on the file, select **Extract Subtitles**, and then the language of the subtitles you want to extract.



3. CyberLink PowerDirector will extract the subtitles into the Subtitle Room.


Once you have extracted the subtitles from the file, you can then edit the subtitle text. See [Editing Subtitles](#) for more information.


Editing Subtitles

Once the subtitle markers are added in the Subtitle Room, you can perform a variety of edits on them, including editing subtitle text, changing the subtitle text font, positioning them on the screen, and more.

To edit the subtitles in your video production, do this:

- double-click on each subtitle marker in the timeline (or in the **Subtitle Text** column), and then enter the text as required.
- click the  button to set the position of the subtitles on the screen. Use the **X position** slider to set its position on the horizontal, use the **Y position** slider to set its vertical position.
- 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 on our web site for detailed versioning information.*

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

Note: once you are done editing the subtitles, you can click the  button to [export and save them as an SRT file](#).

Exporting Subtitles

You can export created subtitles in the SRT format.

To export created subtitles, do this:

1. In the Subtitle Room, click .

2. Select one of the following options:
 - **Export Without Style Formatting***: select this option to export the SRT files without the SubRip style formatting.
 - **Export With Additional SubRip Style Information**: select this option if you want to include the SubRip formatting in the exported file.
3. Enter a name for your SRT subtitle file in the field provided, and then click **Save**.

*Note: * this feature is currently only available in the subscription version of CyberLink PowerDirector.*

Syncing Subtitles

To ensure the subtitles in your video production sync with the video dialogue, you can manually adjust the start and end time for each subtitle marker, or the duration they display on screen.

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

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

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

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

You can also easily set the duration of each subtitle marker by selecting it on the subtitle track and then clicking the **Duration** button above the timeline. In the Duration Settings window, enter in the how long you want it to display, and then click on **OK**.

Chapter 19:

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.

Profile Analyzer

CyberLink PowerDirector provides the Profile Analyzer to help you choose the best video profile for your outputted video. To access it, click the **Profile Analyzer** button at the top of the **Produce** window.

Best Matched Format

Based on the source format for the majority of the original video clips in your project, CyberLink PowerDirector suggests what the best match is for your outputted video's file format. To utilize this feature, in the **Produce** window, click the **Profile Analyzer** button on the Standard 2D or 3D tab, and then click on the **Best Matched Format** tab.

CyberLink PowerDirector auto selects the video profile it suggests you use to output your video production, and some other video profiles you can utilize.

To select a video profile, just select it on the **Best Matched Format** tab and then click **OK**. 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 Best Matched Format.

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: SVRT is not available on video clips that have a variable frame rate. * optional feature in CyberLink PowerDirector. Check the version table on our web site 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 **Profile Analyzer** button on the **Standard 2D** or **3D** tab, and then click on the **Intelligent SVRT** tab.

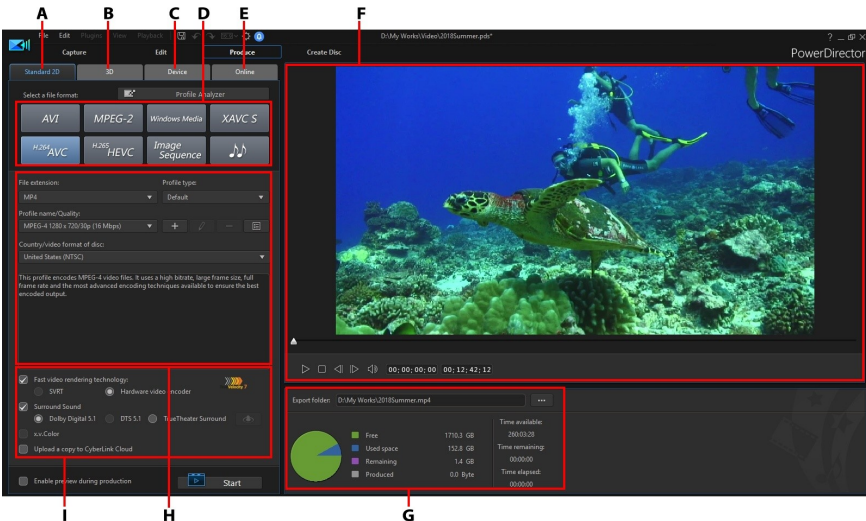
On the Intelligent SVRT tab, CyberLink PowerDirector auto selects the video profile it suggests you use to output your video production, and some other video profiles you can utilize.

*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 **OK**. 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

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
<p>Standard 2D</p>	<p>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, or export the frames in a video file as JPEG or PNG</p>

	image sequence files. See Outputting to a Standard 2D File for more information.
360 Video	When editing a 360 video project , select this tab to output it as a 360 virtual reality video file. See Producing a 360 Video for more information.
3D	Click on the 3D tab if you want to output your production in a 3D video file format. See Outputting in a 3D Format 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 Outputting to a Device for more information.
Online	Click on the Online tab if you want to upload your video to YouTube, Dailymotion, or Vimeo. See Uploading Video to Social Web Sites 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 Video 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 a audio file](#) format for playback, or [export the frames in a video file as JPEG or PNG image sequence files](#).

***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:

***Note:** if your video project has a 9:16* or 1:1* aspect ratio, only the H.264 AVC*, image sequence, and audio file output options are available.*

- AVI
- MPEG-2*
- Windows Media

- XAVC S™*
- H.264 AVC*
- H.265 HEVC*
- [Image Sequence](#)
- [Audio file](#)

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 file's 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. Click on the **Produce** button, and then the **Standard 2D** tab.
2. Select a video file format by clicking it.


***Note:** if you select the **H.265 HEVC** or **H.264 AVC** output format, you must also select the container from the **File extension** drop-down. You can choose from the **.M2TS**, **.MKV**, or **.MP4** container file format.*

3. Select the **Profile name/Quality** you want to use to create the file. This selection determines the video resolution, file size, audio format, and overall quality of the outputted file. See [Video Profiles](#) for more information.

***Note:** in some versions of CyberLink PowerDirector, the H.265 HEVC, H.264 AVC, and WMV video file formats support up to 4K* resolution (Ultra HD). Before production, be sure to select the desired video resolution in the **Profile name/Quality** drop-down. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*



4. Configure the production options as required. See [Configuring Production Options](#) for more information.
5. Check the production options and that the file will be exported to the folder on your computer where you want it. Click  if you want to select another export folder or change the name of the produced file.
6. Click the **Start** button to begin producing your file.


Video Profiles

Video profiles determine the quality of video you produce in CyberLink PowerDirector. To select the video profile you want to use, select it from the **Profile name/Quality** drop-down. Once selected, you can click the  button to view its full details, including the video and audio codecs that will be used, and the outputted video's bitrate.

Customizing Profiles

Some video formats allow you to customize your own video profile. To customize a video profile, do this:

1. After selecting a file format, click the  button.
Note: the AVI and WMV file formats do not allow you to create a new video profile. For the AVI format, you can click  to make some edits to the existing AVI profile settings.
2. Enter a custom **Profile name** and **Description**.
3. Click on the **Video** tab and set the **Resolution**, **Frame rate**, etc. as required. The options that are available depend on the file format you selected.
4. Click on the **Audio** tab and set the **Audio compression** type, **Audio channel**, and **Audio compression rate**. The options that are available depend on the file format you selected.
5. Click **OK** to save the new profile. This new profile will be available in the **Profile name/Quality** drop-down.

You can modify the custom profile at any time by selecting it in the **Profile name/Quality** drop-down and then clicking the  button.

Configuring Production Options

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

Note: the options 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. **SVRT** speeds up production by only rendering the clips (or portions of clips) that were edited. This option is only available when outputting to the MPEG-2, H.264, and H.265 formats and if the [conditions for using SVRT](#) are met. The **Hardware video encoder** option is only enabled if your computer supports hardware acceleration, and you are outputting in a file format that supports it (XAVC S and H.264 AVC).
- **Surround Sound:** select this preference if you want your produced video file to have surround sound. Once selected, you have a choice of AAC 5.1, DTS 5.1, and TrueTheater Surround audio processing technologies.

Note: the surround sound options that are available is dependent on the file format selected. The AAC 5.1 format is only available H.264 AVC and H.265 HEVC formats (MP4 and MKV container formats only). The DTS 5.1 format is only available when producing videos with the MKV container format.

- **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.
- **Upload a copy to CyberLink Cloud*:** if you have a CyberLink Cloud subscription, select this option if you also want the program to upload the produced file to your CyberLink Cloud storage space after production.

*Note: if you selected to upload a copy of the produced file to CyberLink Cloud, PowerDirector will ask you if you want to convert it before uploading. Click **Yes** to convert it to an .MP4 file that is playable on a portable device, or **No** if you want to upload the original produced file.*


- **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.

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

Exporting Video Frames with Image Sequence

Select the **Image Sequence** option in **Produce** to export the video frames in a video file or project as images, which you can use to create animated GIFs.


To export video frames as images, do this:


1. Click on **Produce** and then on the **Standard 2D** tab.
2. Click the **Image Sequence** button.
3. Specify the production options, as follows:
 - **File extension:** select the format of the images created. PNG images will have alpha channel.
 - **Profile name/Quality:** set the quality of the exported images.
 - **Frames per second:** select how many frames of video will be captured per second. The selected number, will be the number of images created.
 - **Enable preview during production:** select this option to preview your video during production. Selecting this option will increase the time required to export your files.
4. Click  if you want to select another export folder or change the sequence name of the exported image files.
5. Click the **Start** button to begin exporting your image files.

Exporting Audio Only

Select the audio file option in **Produce** to export the audio track only from your video project.

To export audio only, do this:

1. Click on **Produce** and then on the **Standard 2D** tab.
2. Click the  button.
3. Specify the production options, as follows:
 - **File extension:** select the format of the audio file created. You can output in the WMA, WAV, or M4A file format.
 - **Profile name/Quality:** set the quality of the exported audio.
4. Configure the production options as required. See [Configuring Production Options](#) for more information.

5. Click  if you want to select another export folder or change the file name of the exported audio file.
6. Click the **Start** button to begin exporting your audio file.

Producing a 360° Video

You can output your 360° video file in the H.264 AVC (.MP4) format.


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

To output your video production, do this:


Note: for your file to be produced as a 360° video file, your project aspect ratio must be set to 360°. See [Setting Project Aspect Ratio](#) for more information.

1. Click on the **Produce** button, and then the **360° Video** tab.
2. Select a video file format by clicking **H.264 AVC (.MP4)** or **H.265 HEVC (.MP4)**.
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 [Video Profiles](#) for more information.

*Note: H.264 AVC video file format supports up to 4K resolution (Ultra HD). Before production, be sure to select the desired video resolution in the **Profile name/Quality** drop-down.*



4. Configure the production options as required. See [Configuring Production Options](#) for more information.
5. Check the production details and that the file will be exported to the folder on your computer where you want it. Click  if you want to select another export folder or change the name of the produced file.
6. Click the **Start** button to begin producing your file.


Video Profiles

Video profiles determine the quality of video you produce in CyberLink PowerDirector. To select the video profile you want to use, select it from the **Profile name/Quality** drop-down. Once selected, you can click the  button to view its full details, including the video and audio codecs that will be used, and the outputted video's bitrate.

Customizing Profiles

Some video formats allow you to customize your our video profile. To customize a video profile, do this:

1. After selecting a file format, click the  button.
Note: the AVI and WMV file formats do not allow you to create a new video profile. For the AVI format, you can click  to make some edits to the existing AVI profile settings.
2. Enter a custom **Profile name** and **Description**.
3. Click on the **Video** tab and set the **Resolution**, **Frame rate**, etc. as required. The options that are available depend on the file format you selected.
4. Click on the **Audio** tab and set the **Audio compression** type, **Audio channel**, and **Audio compression rate**. The options that are available depend on the file format you selected.
5. Click **OK** to save the new profile. This new profile will be available in the **Profile name/Quality** drop-down.

You can modify the custom profile at any time by selecting it in the **Profile name/Quality** drop-down and then clicking the  button.

Configuring Production Options

Before you begin producing, you can select the following production options:

- **Fast video rendering technology: SVRT** and **Hardware video encoder** are options that can reduce production time. **SVRT** speeds up production by only rendering the clips (or portions of clips) that were edited. This option is only available when outputting to the MPEG-2, H.264, and H.265 formats and if the [conditions for using SVRT](#) are met. The **Hardware video encoder** option is only enabled if your computer supports hardware acceleration, and you are outputting in a file format that supports it (H.264 AVC).
- **Surround Sound:** select this preference if you want your produced video file to have surround sound. Once selected, you have a choice of AAC 5.1 and TrueTheater Surround audio processing technologies.

Note: the DTS 5.1 format is not available when producing 360 videos.

- **Upload a copy to CyberLink Cloud***: if you have a CyberLink Cloud subscription, select this option if you also want the program to upload the produced file to your CyberLink Cloud storage space after production.

*Note: if you selected to upload a copy of the produced file to CyberLink Cloud, PowerDirector will ask you if you want to convert it before uploading. Click **Yes** to convert it to an .MP4 file that is playable on a portable device, or **No** if you want to upload the original produced file.*

- **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.

Note: a 360° video preview is not available during production.

Playing Your 360° Video

Once the production is complete, the 360° video file is automatically imported into your media library. To play it back, just select it in the media library and then use the playback and 360 controls. See [Playing 360° Media Files](#) for more information.

360° video files can also be played on compatible VR (virtual reality) devices, or you can upload and then play it on YouTube or Vimeo. See [Uploading a 360° Video](#) for more information.

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 on our web site for detailed versioning information.*

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

- Windows Media
- MPEG-2*
- H.264 AVC*

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. Click on the **Produce** button, and then the **3D** tab.

2. Select a 3D video file format by clicking it.


*Note: if you select the **H.264 AVC** output format, you must also select the container from the drop-down. You can choose from the **.M2TS**, **.MKV**, or **.MP4** container file format.*

3. Select the **3D output format** from the drop-down. See [3D Output Formats](#) for more information.

4. 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 [Video Profiles](#) for more information.

Note: in some versions of CyberLink PowerDirector, the H.264 AVC/WMV video file formats support up to 4K resolution (Ultra HD). Before production, be sure to select the desired video resolution in the **Profile name/Quality** drop-down. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

5. Configure the production options as required. See [Configuring Production Options](#) for more information.

6. Check the production details and that the file will be exported to the folder on your computer where you want it. Click  if you want to select another export folder or change the name of the produced file.

7. 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.


Video Profiles

Video profiles determine the quality of video you produce in CyberLink PowerDirector. To select the video profile you want to use, select it from the **Profile name/Quality** drop-down. Once selected, you can click the  button to view its full details, including the video and audio codecs that will be used, and the outputted video's bitrate.

Customizing Profiles

Some video formats allow you to customize your our video profile. To customize a video profile, do this:

1. After selecting a file format, click the  button.
Note: the AVI and WMV file formats do not allow you to create a new video profile. For the AVI format, you can click  to make some edits to the existing AVI profile settings.
2. Enter a custom **Profile name** and **Description**.
3. Click on the **Video** tab and set the **Resolution**, **Frame rate**, etc. as required. The options that are available depend on the file format you selected.
4. Click on the **Audio** tab and set the **Audio compression** type, **Audio channel**, and **Audio compression rate**. The options that are available depend on the file format you selected.
5. Click **OK** to save the new profile. This new profile will be available in the **Profile name/Quality** drop-down.

You can modify the custom profile at any time by selecting it in the **Profile name/Quality** drop-down and then clicking the  button.

Configuring Production Options

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

Note: the options 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. **SVRT** speeds up production by only rendering the clips (or portions of clips) that were edited. This option is only available when outputting to the MPEG-2, H.264, and H.265 formats and if the [conditions for using SVRT](#) are met. The **Hardware video encoder** option is only enabled if your computer supports hardware acceleration, and you are outputting in a file format that supports it (H.264 AVC).
- **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.
- **Upload a copy to CyberLink Cloud*:** if you have a CyberLink Cloud subscription, select this option if you also want the program to upload the produced file to your CyberLink Cloud* storage space after production.

*Note: if you selected to upload a copy of the produced file to CyberLink Cloud, PowerDirector will ask you if you want to convert it before uploading. Click **Yes** to convert it to an .MP4 file that is playable on a portable device, or **No** if you want to upload the original produced file.*

- **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.

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

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*.

To output your video production to a device, 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. Click on the **Produce** button, and then the **Device** tab.
2. 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.
3. 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. See [Video Profiles](#) for more information.
4. Configure the production options as required. See [Configuring Production Options](#) for more information.
5. Check the production details and that the file will be exported to the folder on your computer where you want it. Click  if you want to select another export folder or change the name of the produced file.
6. Click the **Start** button to begin producing your file.


Video Profiles

Video profiles determine the quality of video you produce in CyberLink PowerDirector. To select the video profile you want to use, select it from the **Profile name/Quality** drop-down. Once selected, you can click the  button to view its full details, including the video and audio codecs that will be used, and the outputted video's bitrate.


Customizing Profiles

Some video formats allow you to customize your our video profile. To customize a video profile, do this:

1. After selecting a file format, click the  button.

Note: the AVI and WMV file formats do not allow you to create a new video profile. For the AVI format, you can click  to make some edits to the existing AVI profile settings.

2. Enter a custom **Profile name** and **Description**.
3. Click on the **Video** tab and set the **Resolution**, **Frame rate**, etc. as required. The options that are available depend on the file format you selected.
4. Click on the **Audio** tab and set the **Audio compression** type, **Audio channel**, and **Audio compression rate**. The options that are available depend on the file format you selected.
5. Click **OK** to save the new profile. This new profile will be available in the **Profile name/Quality** drop-down.

You can modify the custom profile at any time by selecting it in the **Profile name/Quality** drop-down and then clicking the  button.

Configuring Production Options

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

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. **SVRT** speeds up production by only rendering the clips (or portions of clips) that were edited. This option is only available when outputting to the MPEG-2, H.264, and H.265 formats and if the [conditions for using SVRT](#) are met. The **Hardware video encoder** option is only enabled if your computer supports hardware acceleration, and you are outputting in a file format that supports it (MPEG-4).
- **Surround Sound:** select this preference if you want your produced video file to have surround sound.
- **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.

- **Upload a copy to CyberLink Cloud***: if you have a CyberLink Cloud subscription, select this option if you also want the program to upload the produced file to your CyberLink Cloud* storage space after production.

*Note: if you selected to upload a copy of the produced file to CyberLink Cloud, PowerDirector will ask you if you want to convert it before uploading. Click **Yes** to convert it to an .MP4 file that is playable on a portable device, or **No** if you want to upload the original produced file.*

- **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.

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

Uploading Video to Online Media Sites

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

- [YouTube](#)
- [Dailymotion](#)
- [Vimeo](#)
- [Niconico Douga](#)
- [Youku](#)

Note: in some versions of CyberLink PowerDirector, you can produce and upload up to 4K resolution (Ultra HD) video to social web sites. Before production, be sure to select the desired video resolution in the **Profile name/Quality** drop-down.*

Uploading Video to YouTube

To upload your video to YouTube, do this:


Note: 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.

1. Click on the **Produce** button, and then the **Online** tab.
2. Click the **YouTube Videos** button.
3. 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.

4. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on YouTube once uploaded. Also select one of the **Video categories** and enter in some keyword **Tags** that users can search for to find your video.
5. Set whether you want the video to be **Public** or **Private** once it is uploaded to YouTube.

*Note: sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.*

6. Configure the production options as required. See [Configuring Production Options](#) for more information.
7. Specify the **Export folder**, or the location where the produced video file that will be uploaded is saved. Click  if you want to select another export folder or change the name of the produced file.
8. Click **Start** to begin.
9. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your YouTube account by following the steps in the YouTube Authorization windows.
10. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

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 on our web site for detailed versioning information.*

Configuring Production Options

Before you begin producing, you can select the following production preference:

- **Hardware video encoding:** this option is only enabled if your computer supports hardware acceleration, 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, do this:

Note: 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.


1. Click on the **Produce** button, and then the **Online** tab.
2. Click the **Dailymotion** button.
3. 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.

3. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Dailymotion once uploaded. Also select one of the **Video categories** and enter in some keyword **Tags** that users can search for to find your video.

4. Set whether you want the video to be **Public** or **Private** once it is uploaded to Dailymotion.

*Note: sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.*

5. Configure the production options as required. See [Configuring Production Options](#) for more information.
6. Specify the **Export folder**, or the location where the produced video file that will be uploaded is saved. Click  if you want to select another export folder or change the name of the produced file.
7. Click **Start** to begin.
8. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your Dailymotion account by following the steps in the Dailymotion Authorization windows.
9. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

Configuring Production Options

Before you begin producing, you can select the following production options:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration, 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, do this:

Note: 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.


1. Click on the **Produce** button, and then the **Online** tab.

2. Click the **Vimeo** button.
3. 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.

4. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Vimeo once uploaded. Also enter in some keyword **Tags** that users can search for to find your video.
5. Set whether you want the video to be **Public** or **Private** once it is uploaded to Vimeo.

*Note: sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.*

6. Configure the production options as required. See [Configuring Production Options](#) for more information.
7. Specify the **Export folder**, or the location where the produced video file that will be uploaded is saved. Click  if you want to select another export folder or change the name of the produced file.
8. Click **Start** to begin.
9. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your Vimeo account by following the steps in the Vimeo Authorization windows.
10. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

Configuring Production Options

Before you begin producing, you can select the following production options:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration, 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 Niconico Douga

To upload your video to Niconico Douga, do this:

Note: 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 Niconico Douga.


1. Click on the **Produce** button, and then the **Online** tab.
2. Click the **Niconico Douga** button.
3. Enter your Niconico Douga **Username** and **Password**. If you don't have an account, click the **Sign Up to Niconico** link to get one.
4. 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 Niconico Douga.

Note: the quality option available on Niconico Douga is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.

5. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Niconico Douga once uploaded. Also enter in some keyword **Tags** that users can search for to find your video.
6. Set whether you want the video to be **Public** or **Private** once it is uploaded to Niconico Douga.

*Note: sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.*

7. Configure the production options as required. See [Configuring Production Options](#) for more information.
8. Use the player controls in the preview window to find the frame of video in your production you want to use as the video's thumbnail on the Niconico Douga web site, and then click the **Set Thumbnail** button.

9. Specify the **Export folder**, or the location where the produced video file that will be uploaded is saved. Click  if you want to select another export folder or change the name of the produced file.
10. Click **Start** to begin.
11. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your Niconico Douga account by following the steps in the Niconico Douga Authorization windows.
12. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

Configuring Production Options

Before you begin producing, you can select the following production options:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration, 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 Youku

To upload your video to Youku, do this:

***Note:** 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 Youku.*

1. Click the **Youku** button.
2. 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 Youku.


***Note:** the quality option available on Youku is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.*

3. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Youku once uploaded. Also select one of the **Video**

categories and enter in some keyword **Tags** that users can search for to find your video.

4. Set whether you want the video to be **Public** or **Private** once it is uploaded to Dailymotion.

*Note: sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.*

5. Configure the production options as required. See [Configuring Production Options](#) for more information.
6. Specify the **Export folder**, or the location where the produced video file that will be uploaded is saved. Click  if you want to select another export folder or change the name of the produced file.
7. Click **Start** to begin.
8. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your Youku account by following the steps in the Youku Authorization windows.
9. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

Configuring Production Options

Before you begin producing, you can select the following production options:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration, 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 a 360° Video

On the **Online** tab you can upload your 360°* video to either YouTube or Vimeo. Once uploaded, you can click and drag on video player window, or use any available 360 controls, to rotate and view the entire 360° video.

*Note: in some versions of PowerDirector, you can produce and upload up to 4K resolution (Ultra HD) video to social web sites. Before production, be sure to select the desired video resolution in the **Profile name/Quality** drop-down. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Uploading 360° Video to YouTube

To upload your 360° video to YouTube, do this:


Note: if the size/length of the your video exceeds the maximum allowed, PowerDirector will separate the video into smaller/shorter videos, upload these videos, and then create a playlist for you on YouTube.

1. Click on the **Produce** button, and then the **Online** tab.
2. Click the **YouTube Videos** button.
3. 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.

4. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on YouTube once uploaded. Also select one of the **Video categories** and enter in some keyword **Tags** that users can search for to find your video.
5. Set whether you want the video to be **Public** or **Private** once it is uploaded to YouTube.

*Note: sign in to DirectorZone and then select **Share video on DirectorZone** if you want to show others how you adjusted the clips in your video production. When selected, your uploaded video also displays on DirectorZone.*

6. Configure the production options as required. See [Configuring Production Options](#) for more information.
7. Check the production details and that the file will be exported to the folder on your computer where you want it. Click  if you want to select another export folder or change the name of the produced file.
8. Click **Start** to begin.

9. Click **Authorize** and then grant PowerDirector permission to upload videos to your YouTube account by following the steps in the YouTube Authorization windows.
10. PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

Configuring Production Options

Before you begin producing, you can select the following production options:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration, 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.

Note: a 360° video preview is not available during production.

Uploading 360° Video to Vimeo

To upload your 360° video to Vimeo, do this:


Note: 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.

1. Click on the **Produce** button, and then the **Online** tab.
2. Click the **Vimeo** button.
3. 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.

4. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Vimeo once uploaded. Also enter in some keyword **Tags** that users can search for to find your video.
5. Set whether you want the video to be **Public** or **Private** once it is uploaded to Vimeo.

Note: sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.

6. Configure the production options as required. See [Configuring Production Options](#) for more information.
7. Check the production details and that the file will be exported to the folder on your computer where you want it. Click  if you want to select another export folder or change the name of the produced file.
8. Click **Start** to begin.
9. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your Vimeo account by following the steps in the Vimeo Authorization windows.
10. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

Configuring Production Options

Before you begin producing, you can select the following production options:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration, 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.



Note: a 360° video preview is not available during production.

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.

- **Export folder:** if required, select another location on your computer where the file will be exported to by clicking  to set another export 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.

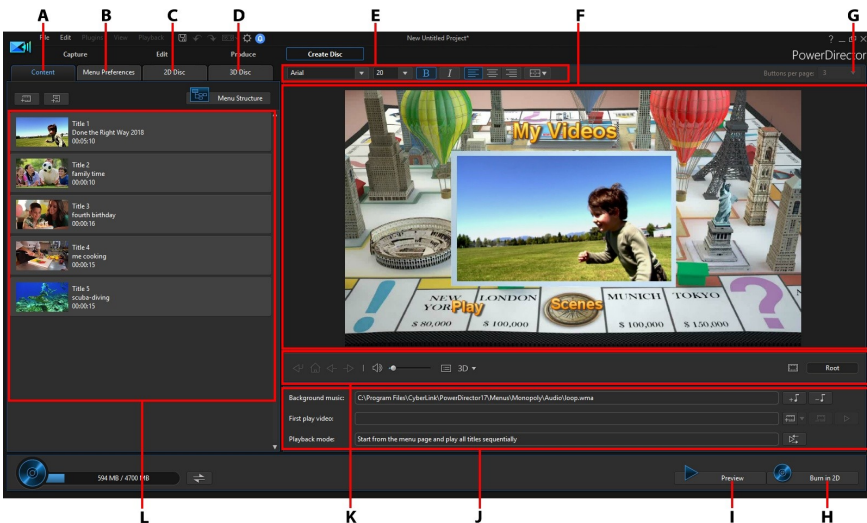
5. If your computer supports hardware acceleration and you are outputting in a file format that supports it (H.264 and MPEG-4), select the **Enable GPU hardware video encoder** automatically option if you want CyberLink PowerDirector to use it, when available, during the batch production.
6. Click **Start** 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 20:

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 - Set Buttons Per Page, H - Burn to Disc, I - Preview Disc Menu, J - Disc Menu Properties, K - Menu Navigation Controls, L - 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 on our web site 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 saved 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/scenes (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:

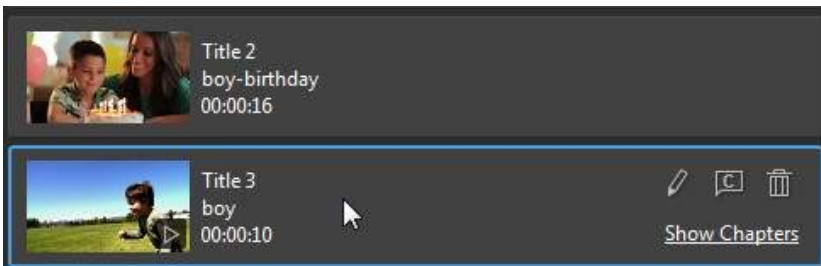
- hover your mouse over the title and then click on  on its thumbnail to play back the title.
-  - edit the selected title in the Edit window of CyberLink PowerDirector.
-  - remove the selected title from the disc menu.

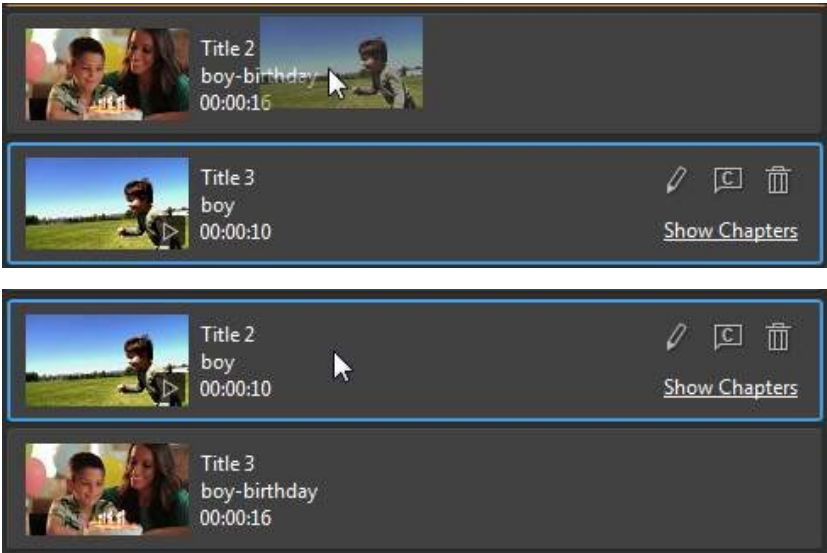
Click on **Show Chapters** to view the chapters in the selected title (video or project).

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 want to create a new disc menu from scratch, click the **Create Menu** button at the top of the **Menu Preferences** tab. See [Customizing Disc Menus in the Menu Designer](#) for more information on customizing it.*

Most of the disc menu templates in CyberLink PowerDirector are multi-layered, and can consist of the following pages:

***Note:** if you do not want to include a menu on your burned disc, select the **No Menu** template in the menu library. When you play the burned disc, it will automatically start playing the first title/scene.*

- a main menu home (**Root menu**) page. This is the first menu page that displays when you play the disc. It can contain a menu opening, motion thumbnails, and more.

Note: you can choose not to include a root menu on your disc. See [Configuring Disc Menu Settings](#) for more information.

- 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. If you choose to not include a root menu, the scenes page becomes the page displayed when you play the disc.
- a **Chapters** page where you can navigate through your titles. This page is available if you added chapters in the [Chapter Room](#).
- 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 select the disc menu template for your disc, do either of the following:


Note: after you select your menu template be sure to edit its properties. You can edit the text, menu music, and more right in the disc menu preview window on the right. See [Editing Disc Menu Properties](#) for more information. You can also customize a disc menu's buttons, background, individual pages, and much more in the Menu Designer. See [Customizing Disc Menus in the Menu Designer](#) for more information.

- 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. For example, if you navigate to the scenes page in the disc menu preview window and you select **Apply**, that menu template is only used on the scenes page of the menu.
 - **Apply to All Pages** to apply the menu template to all the pages in your menu, i.e. home/root, titles/scenes, 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. For example, if you navigate to a chapters page in the disc menu preview window and you select **Apply**, that menu template is only used on the chapters page of the menu.
 - **Apply to All Pages** to apply the menu template to all the pages in your menu, i.e. home/root, titles/scenes, 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 in the disc menu preview window to preview the design and behavior of the selected disc menu.

If you want to view the titles/scenes, chapters, or subtitles page, click in the disc menu preview window on the right, 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 menu 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.*

Configuring Disc Menu Settings

At the bottom of the Menu Preferences tab you can configure the disc menu settings as follows:


- **Include root menu:** select this option if you want a root menu or home page on your disc. If you deselect this option, the scenes page is displayed by default when you play the burned disc.
- **Include menu opening video:** deselect this option if you don't want the disc menu to include the menu opening video that is available in some disc menus. This option is different than the first play video, which you can include whether this item is selected or not.
- **Show thumbnail index:** select to add numbering to each scene and chapter thumbnail on your menu pages.
- **Enable motion thumbnail:** deselect this option if you want to disable the motion preview in the video title thumbnails in your disc menu.

Editing Disc Menu Text

To edit the menu text that appears on the menu page, including clickable menu 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 menu text on your menu, just click and drag it to the new position.


Note: when changing disc menu text position in the 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:

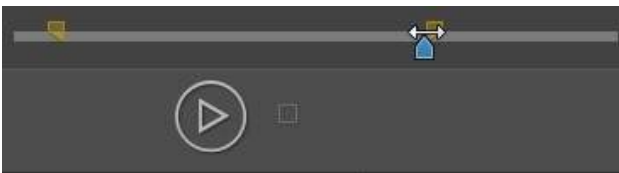
- click on  to edit or replace the menu's background music. See [Setting Background Music](#) for more information.
- click  to remove the current background music from the disc menu.

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 the 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/titles that are on your disc.

*Note: disc playback mode determines how the titles/scenes (videos and projects added on the **Content** tab) play back on your disc, not the chapters contained within each title/scenes. 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.

Specifying Buttons Per Page

When creating a disc with multiple titles or chapters, you can select the number of buttons that display on each of the **Titles** (Scenes) and **Chapters** menu pages.

To change the number of buttons that display on a title or chapter page, you must first navigate to the page via the disc menu preview window. Next select the number of **Buttons per page** you want on each title and chapter page from the drop-down above the disc menu preview window. Each individual title and chapter page can have a different number of buttons, allowing you to make each page unique.

Note: the maximum number of buttons that can display on each menu page is dependent on the design of the menu template. If you want more buttons on a page, see [Adding Menu Buttons](#) for more information.


Modifying Menu Object Properties

You can modify the properties of a disc menu's objects directly in the preview window, in both the Create Disc module and the Menu Designer. Menu objects include text, added images, video thumbnails, menu buttons, navigation buttons, etc. To modify the properties of a menu object, just select it and then perform any of the following options:


- [Modify Menu Object Position](#)
- [Align Menu Objects](#)

Modifying Menu Object Position



You can change the position and orientation of the title text, images, thumbnails, buttons, etc. in the disc menu.

*Note: click on  to use the TV safe zone and grid lines to help with the precise placement of the precise placement of buttons, images, text, etc. on your menu pages. Select **Snap to Reference Lines** to have the objects snap to the grid lines, TV safe zone, and boundary of the menu area.*

To modify menu object position or orientation:

- click on a menu object, and then drag it to a new position.
- when in the Menu Designer, click on  above the selected object and then drag it right or left to change its orientation.
- when in the Menu Designer, select images and buttons, and then click and drag a corner or side to resize them.

Aligning Menu Objects

To align menu objects in the disc menu, select the object and then the desired alignment from the  drop-down. If you just want to align the buttons, click the  button at the top of the Menu Designer window.

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 - Change Object Properties Tab, B - Menu Properties, C - Set Button Properties Tab, D - Menu Page View (Edit page), E - Add Media/Image/Text/Button, F - Set Title/Scene Button Type, G - Mode Selection, H - Zoom Tools, I - TV Safe Zone/Grid Lines, J - Align Objects, K - Select Video Effect, L - Set Menu Motion, M - Navigation Buttons, N - Share on DirectorZone, O - Enable 3D Depth, P - Thumbnail Button, Q - Text Menu Button

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

In the Menu Designer you can edit all three possible disc menu pages. Note that the titles/scenes (videos and projects on your disc) and chapters pages always have the same layout.

To modify a specific page, select **Root Menu**, **Titles/Chapters Menu**, or **Subtitles Menu** from the **Edit page** 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.*


Mode Selection, Zoom Tools, and Context Menu

When customizing menus in the Menu Designer use the mode selection, zoom tools, and context menu for assistance.



Note: when modifying menus in the Menu Designer, use the player controls to preview, and click  to preview the menu at full screen.

Mode Selection

In the Menu Designer there are two selection modes. Click the  button to enable object selection. When selected, you can freely click and move the menu text, buttons, images, etc. to different areas of the menu.

Click the  button to enable a mode that lets you drag the view in the Menu Designer. This mode is especially helpful if zoomed in on the disc menu.

Zoom Tools

Use the zoom tools  and  to zoom out and in on the preview window when modifying the disc menu. You can also select the viewer zoom amount from the drop-down to set the size of the disc menu preview. Select **Fit** to resize the disc menu so that it fits in the Menu Designer's viewer window.

*Note: you can also hold down the **Ctrl** key on your keyboard and then use the mouse scroll wheel to zoom in or out on the disc menu.*

Context Menu

When in the Menu Designer, you can right-click on an item in the preview window to gain access to some functionality you may find useful.

In the context menu you can:


- insert images, title text, and buttons onto the menu page.
- cut, copy, paste, or delete items on the menu page.
- bring the selected item forward, or send it backward.
- quickly align selected items in the menu page how you want them.
- select **Align All Menu Buttons** to uniformly align all of the menu buttons on the current menu page.
- go to **Full Screen View** for a larger view of the current menu page.

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.

*Note: the **Include menu opening video** option on the **Menu Preferences** tab must be selected for this feature to work when burned to disc.*

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.

Note: to remove the imported background image or video, just click the  button.

Adjusting Menu Background's Media Settings

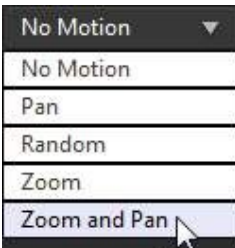
When you import video clips and images to use as a background for your disc menu, the Background Media Adjustment Settings window displays. In the window you can set the following:

- **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.
- **Set Source Format:** 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 on our web site for detailed versioning information.

Adding Motion to Background Images

If you imported an image to use as the menu's background, you can select a motion effect to make your menu more engaging. To do this, select from the available motion options in the drop-down below the preview window.



Selecting a Video Effect Background

To apply a video effect to your disc menu's background, click on the  button at the bottom of the designer window, and then select the video effect from the list. Use any available settings to customize the effect to your liking.


Adding Title Text and Images to Menus

You can add additional title text or import images into the disc menus.

Adding Title Text to Disc Menus


To add additional title text to your disc menu, do this:

Note: if you want to add more text menu buttons, see [Adding Menu Buttons](#).

1. Click the  button.
2. Type in the text you want to use.


See [Modifying Text Object and Image Properties](#) for information on customizing the added title text's properties.

Adding Images in Disc Menus

Click the  button to add an image to your disc menu. If you want to add an image as the menu's background, see [Setting Menu Background](#).

See [Modifying Text Object and Image Properties](#) if you would like to use chroma key to make the image in the disc menu transparent. You can also add shadows, reflections and more on the inserted image.

Modifying Text Object and Image Properties

Click on the  tab to change the properties of text objects (disc menu text, text menu buttons, or inserted title text). You can also change the properties of images you added into the disc menu.

Note: you cannot edit the disc menu text or text menu button content in Menu Designer window. You must edit this text in the disc menu preview window. See [Editing Disc Menu Text](#) for more information.

Applying Preset Character Types to Text Objects

Select the **Character Presets** option to apply a defined character preset to a text object. After you have applied a defined character preset you can refine it using the other properties on the tab, if required.

To apply a character preset to a text object, ensure the text box is selected in the preview window and then click on a character preset in the list.

Note: once you are done customizing all of the text properties on the tab, click on



*to save the character preset to your favorites. To find and use saved character presets, select **My Favorites** in the **Character types** drop-down.*

Customizing Font Type

Select the **Font Type** option to set the font type and size of the selected text object. You can also select the font face color, bold or italicize text, change the line and text spacing, and set the text alignment in the text box.

If the font type you are using supports it, you can select the **Kerning** check box to reduce the space between the letters in the text.

Customizing Font Face

In **Font Face** you can customize the font color, blur, and opacity. Select to enable the font face properties on the selected text object, and then use the **Blur** and **Opacity** sliders to customize its appearance.


When customizing the font face color, you have the following options in the **Fill type** drop-down:

- **Uniform color:** select this option if you want the font to be one solid color. Click the colored square to open the color palette and select the desired font color.
- **2 color gradient:** select this option if you want the font color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **4 color gradient*:** select this option if you want the font to consist of four colors. Click the colored squares to set the colors in each of the four corners of the text.

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

Using Chroma Key

Select the **Chroma Key** option and then **Apply chroma key** to add a green screen effect to an image you added to the disc menu. Once enabled, do this:

1. Click on  and then select the color in the image that you want to replace/make transparent.
2. Adjust the **Tolerance of hue**, **Tolerance of saturation**, and **Tolerance of luminance** sliders to remove the selected color. Adjust until the background behind your inserted image is completely revealed, without any loss of quality on the image.
3. Use the **Edge sharpness** slider to fine tune and sharpen the edges of the inserted image on the revealed background.

Adding a Reflection

Select the **Reflection** option to add a reflection of a selected text object or added image onto the background media. Use the **Distance** slider to set space between the reflection and the object. Use the **Opacity** slider to set the opacity of the reflection.

Applying Shadow

Select the **Shadow** option to add a shadow to selected text object or an added image. Once selected, choose whether to apply the shadow on the **Text/Object Only**, or the **Text/Object and Border**, if you applied a border. Select **Border Only** to just display the shadow of the applied border. Use the other available options to change the shadow's color, direction, distance from the object, and add an opacity or blur effect.

Applying Border

Select the **Border** option to add a border around a selected text object or an added image. Available options allow you to change the border's size, and add a opacity or blur effect.


You can customize the border color using the following options in the **Fill type** drop-down:

- **Uniform color:** select this option if you want the border to be one solid color. Click the colored square to open the color palette and select the desired border color.
- **2 color gradient:** select this option if you want the border color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.
- **4 color gradient*:** select this option if you want the border to consist of four colors. Click the colored squares to set the colors in each of the four corners of the border.

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

Enabling 3D Depth

If you are creating a 3D video production, select the **3D Settings*** option to give a selected text object or an imported image a 3D effect.

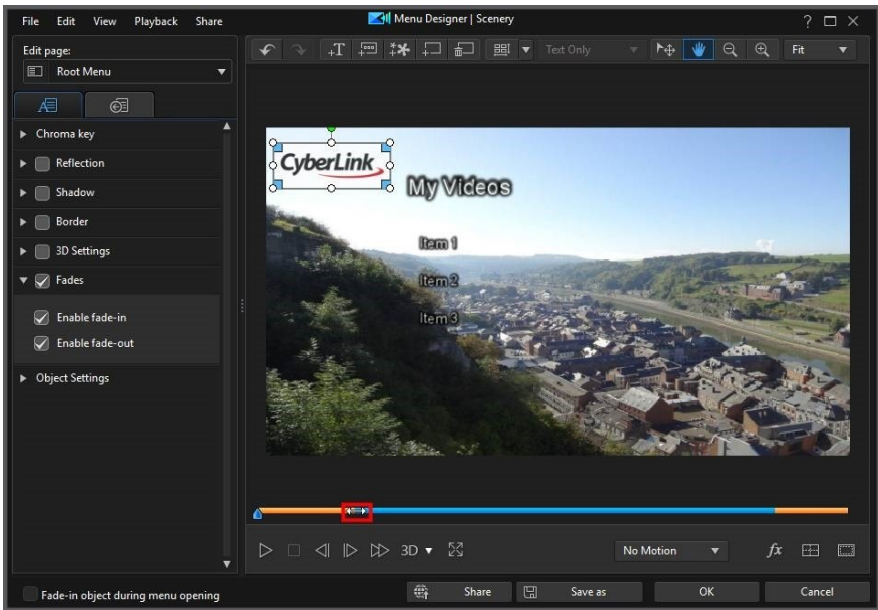
***Note:** when using this feature, select the  button to enable 3D mode for best editing results. See [Previewing in 3D Mode](#) for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

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

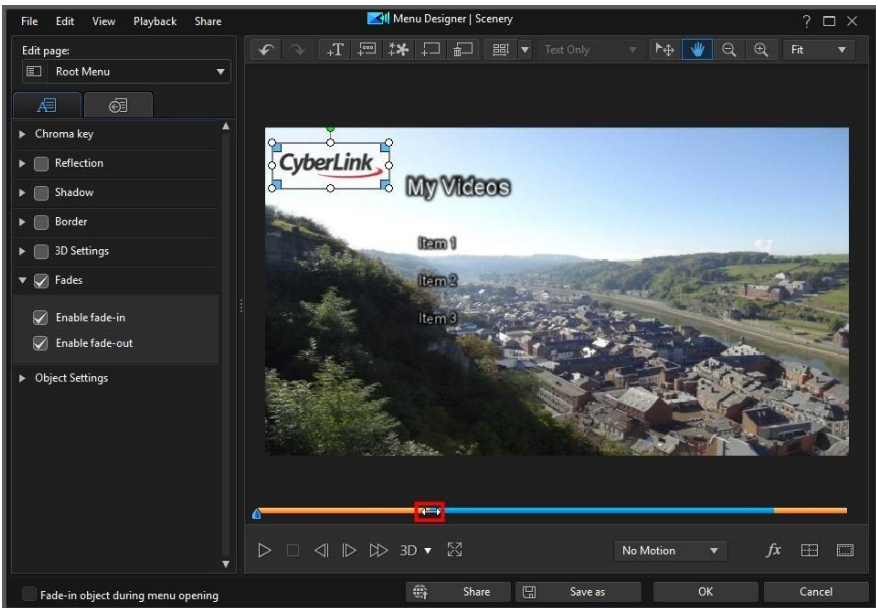
Applying Fades to Images

If your disc menu contains an added image, select it and then the **Fade** option to apply a fade effect on it. Select whether to enable a fade-in and/or fade-out on the image.

You can adjust the fades by clicking and dragging the keyframes below the preview window.



The section in blue is how long the image displays, while the orange parts are the fade in and out. Shortening the orange parts will make the fade in or out happen more quickly, so you can customize the fade as required.




Changing Object Settings

Use the **Object Settings** option to change some of the basic properties of text objects and inserted images. Use the **X** and **Y** position fields to set the precise location of the middle of the object on the disc menu.

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

Use the **Scale** sliders to change an object's size, or **Opacity** to make it more transparent.

***Note:** select the **Maintain aspect ratio** option if you want to ensure the object's aspect ratio does not change while you are moving or resizing it. Deselect this option if you want to change the object's shape or alter its aspect ratio.*

To rotate an object, hover your mouse over , click and then drag your mouse left or right as required. You can also manually enter a rotation amount in the **Rotation** field and then press the enter key to rotate it.

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.

Setting the Title/Scene Menu Button Type


You can set which type of title/scene menu buttons are used in the disc menu. From the menu button type drop-down, select one of the following types:



- **Text Only:** select this type if you only want clickable menu button text displayed in your disc menu.
- **Thumbnails & Text:** select this type if you want each title/scene to display both a clickable video thumbnail and text.
- **Single Thumbnail:** select this type to only display a video thumbnail for the first title/scene on the page, which is not clickable. All the titles/scenes will have clickable menu button text on the menu page.

Adding Menu Buttons


Menu buttons are the buttons that provide access to your disc's content, chapters, and subtitles. They may consist of just text or text and an accompanying thumbnail, depending on the menu button type set above and the design of the disc menu template.

Note: you can add up to 14 menu buttons on each menu page.

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: click the  button at the top of the Menu Designer to align all of the current menu buttons in the disc menu window. If you want all newly added menu button to auto align, click  next to this button and then select **Auto Align Buttons > On**.*

Setting Button Properties

Click on the  tab and to set the properties of all the buttons in your disc menu.

Note: the menu button properties that are available depend on which menu page you are currently editing.

Changing Navigation Buttons

To change the menu navigation buttons that are used in your disc menu, select the **Navigation Buttons** option. Select a set of navigation button (each set contains four navigation buttons) from the list, or click on **Import Custom** if you want to use your own buttons you custom created. If you imported custom buttons, or modified an existing set, click the **Save as** button to save the current buttons as a new set of navigation buttons.

Setting Button Highlight Style

Select the **Button Highlight Style** option to set the highlight icon used on a menu button thumbnail for scenes and chapter buttons. Click on **Import Custom** if you want to use your own custom highlight icon.

If your disc menu is using text buttons, select the **Enable text highlight** option if you want it to be highlighted on the menu when it is active on the screen. Select **Highlight color** and then click the colored square to open the color palette to select the desired highlight color used.


Setting Button Frame and Mask


If using Thumbnails & Text menu button type, select the **Button Frame and Mask** option to set the frame or mask used on a menu button thumbnail. Click on **Import Custom** if you want to use your own custom button frame or mask.

Setting Button Layout

Select the **Button Layout** to 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.

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 desired 3D format from the drop-down.

*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 on our web site for detailed versioning information.*

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, upload it to DirectorZone to share it with others, or back it up on CyberLink Cloud*.


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

- click on **Share** to upload your custom template to DirectorZone or back it up on CyberLink Cloud. See [Sharing and Backing Up Disc Menu Templates](#) for more information.
- 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.

Sharing and Backing Up Disc Menu Templates

You can share your customized disc menu templates with other CyberLink PowerDirector users by uploading them to DirectorZone. If you have a CyberLink Cloud subscription you can back up all your customized templates by storing them on CyberLink Cloud.

To share and back up your disc menu templates, do this:

1. Do either of the following:
 - in the Menu Designer, click on **Share**, enter a name for the custom template, and then click **OK**.
 - select the disc menu template in the library, and then click .
2. In the upload window, enter the information as follows:
 - **Upload to:** select where you want to upload the template.
 - **Title:** name of the template as it will display once uploaded.
 - **Style:** select a style or category for the template.
 - **Type:** if required, select the type of template you are uploading.
 - **Tags:** enter some keyword search tags that will help users find the template when searching.
Note: separate each tag you enter with a space. If you want to use two words as the tag, just put quotes around them, e.g. "dollar bill".
 - **Collection:** enter the name of the collection you want the template added to.
 - **Description:** enter a short description of your template.
3. Click **Next** to proceed.
4. Confirm the copyright disclaimer, and then click **Next** to proceed with the upload.
5. Click on **Finish** to close the upload window.

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
- **Blu-ray Disc(TM)*:** BDXL, BD-RE, BD-R

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site 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 type you want to use to burn your video to a disc. Depending on the disc format type that you select, there may be a drop-down option to select the capacity of the disc.

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 a video encoding format and video quality for your disc from the drop-downs. For quality, select the **Smart Fit** option if you want CyberLink

PowerDirector to automatically adjust the bitrate to create the best quality video file possible, which will fit the capacity of the disc you are using.

- **Select the audio encoding format and channels:** select an audio format (**LPCM** or **DTS**) for your disc. **LPCM** is available for all disc types and produces 2 channel audio only. The **DTS** encoding format is available when burning a DVD or Blu-ray Disc, and uses 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:** if available, 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:

Note: before you burn the disc, you should ensure there is enough disc space available (on the export folder drive/partition) for the temp file that is created and then burned to the disc. For DVD production, 10 GB is required (20 GB recommended). For Blu-ray Disc/AVCHD production, 60 GB required (100 GB recommended). You can change the export folder to a different drive/partition in [File Preferences](#).

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.
 - **Save as disc image:** select this option if you want to create a disc image file on your computer's hard drive. Disc images can be burned to disc at a later time if required. Click on  to specify the folder where it is created.
 - **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.
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 on our web site for detailed versioning information.*

Configuring Disc Preferences

The following preferences are available on the **3D Disc** tab:

Disc Format

- select the disc format type you want to use to burn your video to a disc. Depending on the disc format type that you select, there may be a drop-down option to select the capacity of the disc.

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 a video encoding format and video quality for your disc from the drop-downs. For quality, select the **Smart Fit** option if you want CyberLink PowerDirector to automatically adjust the bitrate to create the best quality video file possible, which will fit the capacity of the disc you are using.
- **Select the audio encoding format and channels:** select an audio format (**LPCM** or **DTS**) for your disc. **LPCM** is available for all disc types and produces 2 channel audio only. The **DTS** encoding format is available when burning a DVD or Blu-ray Disc, and uses 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 format:** select the 3D output 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:** if available, 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:

Note: before you burn the disc, you should ensure there is enough disc space available (on the export folder drive/partition) for the temp file that is created and then burned to the disc. For DVD production, 10 GB is required (20 GB recommended). For Blu-ray Disc/AVCHD production, 60 GB required (100 GB recommended). You can change the export folder to a different drive/partition in [File Preferences](#).

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.
 - **Save as disc image:** select this option if you want to create a disc image file on your computer's hard drive. Disc images can be burned to disc at a later time if required. Click on  to specify the folder where it is created.
 - **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.
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 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 21:

PowerDirector Preferences

To set your preferences in CyberLink PowerDirector, just click the  button.

General Preferences

Click the  button to open the Preferences window, and then 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.
- **Audio channels:** select the default number of channels for the audio in your video production when editing and previewing it. If **Stereo** is selected, CyberLink PowerDirector will downmix any 5.1 channel audio to two channels during preview.

Note: when editing and previewing video or audio with 7.1 channels, it is downmixed to the number of audio channels selected in this preference option.

- **Timeline frame rate:** select the TV format (NTSC or PAL) and frame rate for your video production. The format should correspond to the region in which you plan to play your video (if you burn it to disc). The frame rate should correspond to the source video footage being used in your production.
- **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.
- **Play audio while scrubbing in the timeline:** enable this option to preview the audio of video and audio clips on the timeline when you click and drag the timeline slider.
- **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.



- **Enable shadow files (proxy files) on high res videos:** select this option to speed up the editing of high definition and 4K video by allowing CyberLink PowerDirector to create smaller and lower resolution proxy files that will be used during the editing process. Once enabled, select the resolution of the shadow file from the **Shadow file resolution** drop-down.

Note: enabling shadow files is recommended when editing large, high resolution videos on some computers. Please note that enabling shadow files won't affect the resolution of your final produced video, but will consume some computer resources while the file is being created.

- **Render a preview of the timeline in Ultra HD preview quality:** select this option if you want PowerDirector to render a timeline preview when the [preview quality](#) is set to Ultra HD resolution. Doing this will make the preview run much more smoothly for large projects or on older computers.
- **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 (if supported):** select this option for the language display to be the same as the language of your operating system. This feature is only available if your operating system's language is one of the supported user defined languages.
- **User defined:** select this option and then select the language from the drop-down list that you want to use.

Editing Preferences

Click the  button to open the Preferences window, and then select the **Editing** tab. The available options are as follows:

Timeline:

- **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 Pan & Zoom:** select this option to add the transition selected in **Transition type** between photos when using the Pan & Zoom 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 effect to the timeline when you click the Freeze Frame button.
- **Return to clip/movie beginning after preview:** select this option if you want the playback slider to return to beginning of the selected clip or movie at the end of playback, depending on which is selected. If deselected, the playback slider stays at the end of the clip when the playback ends.
- **Switch to movie mode automatically during playback:** select this option if you want PowerDirector to auto switch to movie mode when previewing your video production. Doing this allows you to preview all the content in your production, instead of just the selected clip.
- **Enable snap to clips in timeline:** deselect this option if you don't want clips to snap to other clips when moving them around on the timeline tracks.
- **Enlarge timeline scale for audio track:** select this option to increase the timeline scale for more precise audio syncing. Doing this allows for easier [mixing of audio in-track](#) by allowing syncing down to 1/10 of a frame.

- **Reverse timeline track order (track 1 at bottom):** select this option if you want to reverse the timeline track order. Doing this places the main video track (track 1) at the bottom of the timeline, and then you add all overlay effects and PiP images/videos on the higher tracks in the timeline.
- **Set default insert project behavior:** select whether you want inserted projects to be [nested](#) or expanded in the timeline. See [Importing PowerDirector Projects](#) for more information.


Durations:

- set the default durations (in seconds) for image files and the different effects, transitions, titles, subtitles, etc. when placed in the timeline.

Keyboard hotkeys:

- click the **Customize** button to fully customize PowerDirector's keyboard shortcut hotkeys to fit your requirements. See [Customizing Keyboard Hotkeys](#) for detailed information.
- click the **Import** button to import a custom hotkey set. See [Hotkey Sets](#) for more information.

File Preferences

Click the  button to open the Preferences window, and then 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.


Note: the export folder is where produced projects are outputted to by default. Also, when you burn a file to disc, this folder is where the temp file is created before burning it to disc.

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 to add the date captured information to the file name.

- **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.

Display Preferences

Click the  button to open the Preferences window, and then select the **Display** tab. The available options are as follows:


- **Timeline preview quality:** select the default preview quality from the list (Ultra HD*, Full HD, HD, high, normal, low) to set the resolution/quality of the video used when previewing your timeline video project in the project preview window. The higher the quality you select, the more resources that are required to preview your video project.
- **Timeline preview mode:** select the default preview mode used when previewing your timeline video project in the project preview window:
 - **Real-time Preview:** synchronizes and renders clips and effects in real-time, displaying a preview of your video at the specified 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.
- **Timeline preview output color:** select the YUV color encoding system to use your computer's graphics processor (VGA) to improve the performance when previewing your timeline video project in the project preview window.

Note: if the timeline preview looks different from the library preview, turn off any post processing used in your VGA driver control panel, or set the output color to RGB. Doing so may reduce preview performance.

- **Snap to reference lines***: select to have the selected objects in the preview window snap to the grid lines, TV safe zone, and the boundary of the window.
- **TV safe zone**: select to enable a box on the preview window that indicates the on-screen area of most TV displays.
- **Grid lines**: select the number of lines you want to display in a grid over the video image in the preview window. Use this grid to more precisely place the PiP media and title text where you want on the video image.
- **Dual preview***: if you have a secondary display device, such as a monitor, TV, or DV camcorder connected to your computer, you can select it from this drop-down to extend your workspace and preview your project on a secondary display. See [Dual Preview](#) for more detailed information.
- **3D* display configuration**: from the drop-down select your default 3D display device. See [3D Configuration](#) for more detailed information.

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

Hardware Acceleration Preferences

Click the  button to open the Preferences window, and then 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.*

- **Enable hardware decoding:** if your computer supports hardware decoding, select this option to use hardware acceleration to decode the video during the editing process and when producing video.

Optimization:

- click the **Optimize** button if you want CyberLink PowerDirector to analyze your computer's GPU, and then optimize the hardware acceleration settings based on its decoding and encoding capabilities. Using this feature could, for example, enable your GPU to use hardware decoding on more than one clip simultaneously, if your GPU supports this feature.


Project Preferences

Click the  button to open the Preferences window, and then 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 every:** 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

Click the  button to open the Preferences window, and then 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.
- **Reduce video noise when using MPEG-1, MPEG-2, and H.264 software encoders:** select this option if you want CyberLink PowerDirector to auto apply video denoise when encoding MPEG-1, MPEG-2, and H.264 video during production.
- **Show tutorial videos when producing:** select this option to view PowerDirector tutorials while your video project is being produced.


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.

WMV:

- **Produce WMV video with Speed Mode:** select this option if you want CyberLink PowerDirector to use Speed Mode to render WMV videos more quickly.

Capture Preferences

Click the  button to open the Preferences window, and then 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 after video capture. Once capture is complete, the Detect Scenes window is opened, displaying the captured video. See [Detecting Scenes in a Video Clip](#) for more information.
- **During capture, detect scenes by timecode, 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

Click the  button to open the Preferences window, and then select the **Confirmation** tab. The available option is as follows:

Confirmation

- **Reset "Don't show again" dialogs:** click the **Reset** button to reset all the "Don't show again" dialogs back to the default settings. All of these CyberLink PowerDirector's dialogs will display again once the button is clicked.

DirectorZone Preferences

Click the  button to open the Preferences window, and then select the **DirectorZone** tab. The available options are as follows:

Sign in:

- enter in your **E-mail** address and **Password**, and then click the **Sign in** button to sign in to DirectorZone. If you do not have a DirectorZone account, click on the **Get an Account** link.
- **Auto sign in to DirectorZone:** select this option to automatically sign in to DirectorZone when the program is opened.

*Note: you can sign out from DirectorZone at any time by returning to this tab, and then clicking the **Sign out** button.*


Retrieve templates from DirectorZone:

- **Templates Uploaded to DirectorZone:** click this button when you have signed in to your DirectorZone account if you want to download and import all of the templates you previously uploaded to DirectorZone.
- **Templates Downloaded from DirectorZone:** click this button when you have signed in to your DirectorZone account if you want to download and import all of the templates you previously downloaded from DirectorZone.

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.

CyberLink Cloud Preferences

Click the  button to open the Preferences window, and then select the **CyberLink Cloud*** tab. The available options are as follows:


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

- **Back up and restore your program settings:** If you have a CyberLink Cloud subscription you can click **Back up to CyberLink Cloud** to back up program preferences, keyboard hotkeys, and custom output profiles to CyberLink Cloud. Click **Restore from CyberLink Cloud** to replace your current program settings with the ones you previously backed up on CyberLink Cloud.
- **Download folder:** click the **Browse** button to change the folder where CyberLink Cloud effects, projects, and media are stored when downloaded.
- **Clear CyberLink Cloud cache:** click the **Clear Offline Cache** button to free up some disk space by emptying the temp files stored when downloading content from CyberLink Cloud.

- **Sign out from CyberLink Cloud service:** if you are currently signed in to CyberLink Cloud, click the button to sign yourself out.

*Note: click the **Account Information** link in the bottom right corner of the preferences windows if you want to know your CyberLink Cloud subscription expiry date, how much storage space you have, and more.*

Improvement Program Preferences

Click the  button to open the Preferences window, and then select the Improvement Program tab. The available options are as follows:

CyberLink Product Improvement Program

- **I want to participate:** select this item if you would like to participate in the CyberLink Product Improvement Program for PowerDirector. Once enabled, CyberLink PowerDirector will collect information about the hardware and software configuration of your computer system, as well as your usage behavior and statistics related to the software. Click the **Read more information about the improvement program online** link to view more detailed information about the content collected.

Note: the CyberLink Product Improvement Program for PowerDirector will not collect any personal information for purposes of identifying you.

Chapter 22:

PowerDirector Hotkeys

CyberLink PowerDirector includes a number of keyboard hotkeys that can make the whole video editing process go more quickly and smoothly.

CyberLink PowerDirector has many [Default Keyboard Hotkeys](#), but you can also fully customize the hotkeys to fit your requirements. See [Customizing Keyboard Hotkeys](#) for detailed information.

Default Keyboard Hotkeys

The following is a list of the default keyboard hotkeys in CyberLink PowerDirector when the program is first installed.

***Note:** if the hotkeys were modified in the Customize Keyboard Hotkeys window, this list will no longer be accurate. Select **PowerDirector Default** from the **Hotkey set** drop-down in the Customize Keyboard Hotkeys window to reset them back to these default values.*

- [Application Menu Bar Hotkeys](#)
- [System Hotkeys](#)
- [Capture Hotkeys](#)
- [Library Hotkeys](#)
- [Workspace Hotkeys](#)
- [Designer Hotkeys](#)

Application Menu Bar Hotkeys

Hotkeys	Command
File	
Ctrl + N	Create new project
Ctrl + Shift + W	New workspace
Ctrl + O	Open existing project
Ctrl + S	Save project
Ctrl + Shift + S	Save project as
Ctrl + Q	Import media files
Ctrl + W	Import a media folder
Alt + F9	Switch to Capture module
Alt + F10	Switch to Edit module
Alt + F11	Switch to Produce module
Alt + F12	Switch to Burn (EZProducer/Create Disc) module
Alt + P	Display project properties
Alt + F4	Exit CyberLink PowerDirector
Edit	
Ctrl + Z	Undo
Ctrl + Y	Redo
Ctrl + X	Cut
Shift + X	Cut and leave gap
Ctrl + Alt + X	Cut and move clips on the same track
Alt + X	Cut and move all timeline clips after removed clip
Ctrl + C	Copy
Ctrl + V	Paste
Alt + left arrow key	Move timeline selected object one frame left

Hotkeys	Command
Alt + right arrow key	Move timeline selected object one frame right
Shift + left arrow key	Go to previous marker
Shift + right arrow key	Go to next marker
Shift + M	Add marker at current timeline position
Alt + 2	Opens Pan & Zoom function
Alt + 3	Opens Magic Cut function
Alt + 6	Opens Magic Movie Wizard
F2	Modify (selected clip in PiP/Particle/Title Designer)
Ctrl + Alt + T	Open Trim window
Delete	Delete/Remove selected item(s)
Shift + Delete	Remove and leave gap
Ctrl + Delete	Remove and move clips on the same track
Alt + Delete	Remove and move all timeline clips after removed clip
Ctrl + A	Select all
Ctrl + T	Split clip at current timeline slider position
Ctrl + P	Take a snapshot of content in the preview window
Ctrl + D	Detect scenes
Alt + H	Customize keyboard hotkeys
Alt + C	Open user preferences window
View	
Tab	Switch between timeline/storyboard mode
F3	Switch to Media Room
F4	Switch to Effect Room
F5	Switch to PiP Room

Hotkeys	Command
F6	Switch to Particle Room
F7	Switch to Title Room
F8	Switch to Transition Room
F9	Switch to Audio Mixing Room
F10	Switch to Voice Over Room
F11	Switch to Chapter Room
F12	Switch to Subtitle Room
+	Zoom in on timeline ruler
-	Zoom out on timeline ruler
Alt + S	View SVRT information
Playback	
Page Up	Switch to Clip mode
Page Down	Switch to Movie mode
Space	Play/Pause
Ctrl + /	Stop
,	Previous unit (seek by frame, second, etc.)
.	Next unit (seek by frame, second, etc.)
Home	Go to the beginning of clip/project
End	Go to the end of clip/project
Ctrl + left arrow key	Go to previous clip in track (Clip mode)
Ctrl + right arrow key	Go to next clip in track (Clip mode)
Alt + up arrow key	Next second
Alt + down arrow key	Previous second

Hotkeys	Command
Ctrl + G	Go to timecode
Ctrl + F	Fast forward
Ctrl + U	Adjust system volume
Ctrl + Backspace	Mute/Mute off
F	Full screen

System Hotkeys

Hotkeys	Command
F1	Open help file
Delete	Delete/Remove selected item(s)
Shift + F12	View hotkey list
Alt + F4	Exit CyberLink PowerDirector

Capture Hotkeys

Hotkeys	Command
Alt + R	Start/Stop recording
Space	DV play/pause preview
Ctrl + /	DV stop preview
Ctrl + ,	DV rewind
Ctrl + .	DV fast forward
Alt + Y	Add text captions on captured video

Library Hotkeys

Hotkeys	Command
Library	
Ctrl + A	Select all
Ctrl + D	Detect scenes
Ctrl + Q	Import media files
Ctrl + W	Import a media folder

Workspace Hotkeys

Hotkeys	Command
Library	
Scroll Timeline Horizontally	Mouse wheel
Scroll Timeline Vertically	Alt+Mouse wheel
Zoom Timeline In/Out	Ctrl+Mouse wheel
Ctrl + Drop	Overwrite content on track when a clip is dropped on another clip
Shift + Drop	Move all clips on the timeline to the right when a clip is dropped on another clip
Alt + Drop	Lay the clip over the existing clip and add a transition between the two clips when a clip is dropped on another clip
[Mark in
]	Mark out
1	Select camera 1 in MultiCam Designer
2	Select camera 2 in MultiCam Designer
3	Select camera 3 in MultiCam Designer

Hotkeys	Command
4	Select camera 4 in MultiCam Designer

Designer Hotkeys

Hotkeys	Command
Ctrl + B	Make text bold
Ctrl + I	Make text italic
Ctrl + L	Left-align text
Ctrl + R	Right-align text
Ctrl + E	Center-align text
Up arrow key	Move object up
Down arrow key	Move object down
Left arrow key	Move object left
Right arrow key	Move object right
Alt + D	Share template on DirectorZone


Customizing Keyboard Hotkeys

CyberLink PowerDirector lets you fully customize its keyboard shortcut hotkeys to fit your requirements. You can even add hotkeys for commands that are not available in the default keyboard hotkeys.

To customize the keyboard hotkeys, do this:

*Note: click the **Restore** button if you need to reset a selected hotkey that you customized, to the default value.*

1. Select **Edit > Keyboard Hotkeys > Customize** from the menu. Or just press the Alt+H keys on your keyboard to open the Customize Keyboard Hotkeys window.
2. Browse to and find the hotkey command that you want to customize.

Note: if required, enter in a search keyword in the field provided for the hotkey command you want to customize and then click . Click it repeatedly to locate multiple instances of the inputted search keyword, if required.

3. Click in the **Hotkeys** column next to the command you want to customize.
4. Press the hotkey combination on your computer's keyboard that you want to use/replace the existing hotkey with.

Note: if the keyboard hotkey you specify is already in use in the program, you will be asked if you want to remove it from the existing command to use in the new specified command. The replaced command will no longer have a keyboard hotkey associated to it.

5. Repeat the above steps to customize all the keyboard hotkeys to your preference.
6. Once you are done, click the **OK** button, enter a name for the new set of customized keyboard hotkeys, and then click **OK** to apply and save the changes.

Hotkey Sets

When you customize keyboard hotkeys in CyberLink PowerDirector, they are saved as hotkey sets in the Customize Keyboard Hotkeys window. If required you can create multiple sets of hotkeys, which are quickly accessible in the window.

In the Customize Keyboard Hotkeys window, you can:

- quickly switch among the saved hotkey sets by selecting the one you want to use from the **Hotkey sets** drop-down and then clicking the **Apply** button. Select the **PowerDirector Default** hotkey set to use the original hotkey settings.
- edit an existing hotkey set by further customizing the keyboard hotkeys, and then clicking the **Apply** button. Click the **Save as** button to save it as a brand new hotkey set.
- delete a custom hotkey set by selecting it in the **Hotkey sets** drop-down and then clicking the **Delete** button.

Importing and Exporting Hotkey Sets

In the Customize Keyboard Hotkeys window you can export all of the hotkey sets you created. This saves the custom to a file that can then be imported into another version of CyberLink PowerDirector that supports the importing of hotkey sets.

To export a hotkey set, do this:

1. Select **Edit > Keyboard Hotkeys > Export** from the CyberLink PowerDirector menu.
2. Specify a file name and save location on your computer.
3. Click the **Save** button to complete export process.

To import a hotkey set, do this:

1. Select **Edit > Keyboard Hotkeys > Import** from the CyberLink PowerDirector menu.
2. Browse to the location of the exported file in the .PDH file format.
3. Click the **Open** button to complete the import process.

Chapter 23:

Appendix

This chapter contains reference information to help answer questions you may have about the digital movie production process or about using CyberLink PowerDirector.

SVRT: When can I use it?

SVRT can be applied to video clips in the MPEG-2, H.264, and H.265 formats. In the following conditions, clips (or portions of clips) do not require rendering during production, and SVRT can therefore be applied:

Note: SVRT is not available on video clips that have a variable frame rate.

- 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.

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List of Components

Component	License Information
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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
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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.

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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.

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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.

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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 24:

Technical Support

If you require technical support, then this chapter can help. It includes all the information you need to find the answers you are looking for. You may also find answers quickly by contacting your local distributor/dealer.

Before Contacting Technical Support

Before contacting CyberLink technical support, please take advantage of one or more of the following free support options:

- consult the user's guide or the online help installed with your program.
- refer to the Knowledge Base at the following link on the CyberLink web site: <https://www.cyberlink.com/support/search-product-result.do>
- check the [Help Resources](#) page in this document.

When contacting technical support by e-mail or phone, please have the following information ready:

- registered **product key** (your product key can be found on the software disc envelope, the box cover, or in the e-mail 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.
- list of hardware devices on your system (capture card, sound card, VGA card) and their specifications. For fastest results, please generate and attach your system info using the DxDiag.txt.

Note: here are the steps to generate the system info DxDiag.txt file: Click Windows (start) button, and then search for "dxdiag". Click **Save All Information** button to save the DxDiag.txt file.

- 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.

Priority Customer Support

You can use the Priority Customer Support* dialog to get help from CyberLink Customer Service more quickly. To access it, click ? near the top right corner and then select **Priority Customer Support**.

*Note: * this feature is currently only available in the subscription version of CyberLink PowerDirector.*

Fill in as much detail about your issue as you can in the field provided, and then click the **Attach Files** button to attach screenshots, etc., which may help to illustrate your issue. When ready, click **Agree and Continue** to submit your issue to CyberLink Customer Service.

Once submitted, go to the CyberLink Members Zone to read responses regarding your inquiry:

<https://membership.cyberlink.com/support/service/my-stuff.do>

Web Support

Solutions to your problems are available 24 hours a day at no cost on the CyberLink web site:

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	https://www.cyberlink.com/cs-help
Traditional Chinese	https://tw.cyberlink.com/cs-help
Japanese	https://jp.cyberlink.com/cs-help
Spanish	https://es.cyberlink.com/cs-help
Korean	https://kr.cyberlink.com/cs-help
Simplified Chinese	https://cn.cyberlink.com/cs-help
German	https://de.cyberlink.com/cs-help

French	https://fr.cyberlink.com/cs-help
Italian	https://it.cyberlink.com/cs-help

Help Resources

The following is a list of help resources that may assist you when using any of CyberLink's products.

- Access CyberLink's **Knowledge base** and **FAQ** (frequently asked questions): <https://www.cyberlink.com/cs-resource>
- View **video tutorials** and more for your software in the **CyberLink Learning Center**: <https://www.cyberlink.com/learning>
- Ask questions and get answers from our users on the **CyberLink Community Forum**: <https://forum.cyberlink.com/forum/forums/list/ENU.page>

Note: CyberLink's user community forum is only available in English and German.

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