



Using the video capture PC

Introduction

The video editing PC (ITSVIDEOC) allows you to capture and edit video using a *Pinnacle* video capture card and the program *Adobe Premiere*.

You can capture audio and/or video from a normal VHS tape, or from your own video camera connected to the composite, S-VHS or Firewire (IEEE-1394) connector. You then combine your video with other source material (audio clips, still images, titles, etc.) in *Premiere* and apply effects to make your movie. *Premiere* supports common video formats – e.g. AVI Video for Windows, RealPlayer and QuickTime.

The process of video-editing is a complicated one and all users are encouraged to refer to the on-line manuals and accompanying website for guidance:

<http://www.dur.ac.uk/its/services/hardware/equipment/videocapture/>

Some presets have been developed for the most common tasks, but advanced users will want to adapt these to suit their own purposes.

Conditions of use

The video capture PC is provided to support learning and teaching. As such, we will not provide support for people editing “home movies”. Users who want to use this PC for video-editing have priority over other users when there are alternative free machines available.

Storing your files

During the capture and compiling of video images you should *temporarily* store files on the hard drive of the PC. By default files are stored in **c:\vc\Adobe\Premiere6.0**.

You must **move** all your **data** and **project files** onto a CD, zip disk or network drive when you are finished.

Files left on the PC are **not** safe – they could be deleted at any time by another user. The ITS takes no responsibility for data left on this PC and cannot recover deleted files.

Preparation

Before you start to work on your movie you may find it useful to create a story board outlining the key features to include in your movie. More information can be found on the website.

You also need to decide how your finished movie will be played, e.g. on videotape, CD or a movie player such as QuickTime or Windows Media Player. This will influence the frame size and rate you should use when capturing video, the compression algorithm (codec) to use and so the quality of your finished movie.

Using the Adobe Premiere software

- 1 To access the Adobe Premiere software, double click the icon on the desktop, or choose **Start | Programs | Adobe Premiere 6.0**
- 2 If you are asked to register the software, cancel this request. Your first task is to choose a **project type** -
- 3 The **Load Project Settings** dialog appears. If you want to capture video from the VCR choose the option **Panasonic NV-J42 VCR** from the **Durham ITS** group. Otherwise choose a suitable PAL option, e.g. **PAL Video for Windows**. The choice is not critical as you can alter the settings later. **Description** shows you the settings.
- 4 Click **OK**

Capturing video

- 1 Connect your camera and/or switch on the TV and video. If used, the TV should be set to **channel 0**. Help with the cabling can be found on the website.

- 1 Select **File | Capture | Movie Capture**.

The **Movie Capture** window appears, showing a black square (unless a tape is playing).

- 2 Start the tape – if the connections are right you should see the picture displayed on-screen. (You'll need **headphones** to hear the sound).

- 3 Make sure the **Settings** tab is displayed to the right of the video. Note the amount of free **Disk Space** is shown here.
- 4 If this is your first time, press the **Record** button to start the video capture.

If you are unhappy with the results or want to change the video or audio recording settings press the **Edit...** button and make changes as appropriate.

- 5 To stop recording, hold down the mouse button or press the **Esc** key.

When the recording has finished, you are prompted for a filename – it will add the ending **.avi** automatically.

- 6 Assign the clip a name and enter any details you want in the **Log Comments** area. This will be displayed next to the clip in Premiere.
- 7 Click **OK**

The clip appears automatically in a Bin in the Project Window. Think of bins as folders.

- 8 Repeat this process to capture other clips. Use **File | Import** to import pre-recorded clips, bitmaps, etc. into the Project.

Constructing a movie

By default Premiere opens in **single track editing** mode. You see 2 black squares – **Source** and **Program** windows. Both are initially empty. Below this is the **Timeline** window. You use the Source window to prepare edits, then add them to the Timeline. The Program window shows how the final assembled project will look.

- 1 Drag your first clip into the **Source** window. Use the play controls to move to the first frame you want in your video. Press the { button to mark the **in-point**.
- 2 Advance to the last frame you want to use. Use the } button to mark the **out-point**.
- 3 Now drag the whole video from the **Source** window onto the **Timeline**, releasing it on the track marked **video 1**. Note that the audio and video are stored on separate tracks. Only the highlighted section is added to the Timeline. If necessary drag it left to the very start of the timeline.
- 4 Press the play button in the **Program** window. It shows only the section between your in and out-points.
- 5 **Repeat** steps 1 to 4 for other portions of this clip, and other clips. Note that you can drag clips to other tracks and fade

between them - consult the online Help for further information.

The **Timeline** window shows you a collection of clips, stills and effects. The final step is to **compile** your project into the desired video format using the **Export Movie** command. Some effects (e.g. overlaying titles) are only visible in a compiled video.

Compiling a movie

To compile a movie:

- 1 Select **File | Export Timeline | Movie**.

The **Export Movie dialog** box appears. The current settings for output options and movie compression are displayed in the lower half of the dialog box.

If you want to change the output options, click the **Settings...** button and then adjust the output options as desired.

- 2 Type a name and click **OK**.

A progress bar appears as the movie compiles.

- 3 To stop the compilation process, press the **Esc** key.

Saving in other formats

Premiere has special export dialogs for formats such as RealPlayer and web delivery methods (but please note - as yet we **don't** have a streaming web-server). The **Save for Web...** option runs a second program *Media Cleaner* which can substantially reduce file sizes. Consult the online Help for more details about this.

Saving a frame as a bitmap

- 1 To save a single frame, advance the video in the **Source** window until it shows the desired image.
- 2 Choose **File | Export Clip | Frame...**
- 3 Enter a filename and the selected frame is saved as a Windows bitmap.

Closing Adobe Premiere

When you close Adobe Premiere you will be prompted to save the project window.

- 4 If you think you want to re-edit your video later, choose **Yes**. Otherwise click **No**.
- 5 Finally, **move all your files onto a CD, Zip drive or Network Drive**.