



Glossary of Terms

Analog Video (AV) – Video from older video sources.

Arrow Keys – The four keys on computer keyboards designated with up, down, left and right arrows. In MediaWorks, the up and down arrows control the sound volume while previewing or playing a Project. In pause, press the left arrow to go back to the previous track or the right arrow to advance to the next track. Holding the Shift-key and pressing the left arrow goes to the previous Scene; the right arrow advances to the next Scene in MediaWorks.

Attributes – The characteristics associated with an object. Every imported object has attributes, which can be accessed by clicking once on the object to highlight it and selecting Object-Attributes.

Background – A background color, graphic or photo that remains in every Scene throughout a Project. Access the Background layer by selecting Background from the Scene Navigation menu (MediaWorks), or set a background color using Edit-Background Color menu option.

Batch Drag and Drop – Drag and Drop multiple media files at one time onto the Project window.

Batch Process – A term for applying an operation to multiple Objects at the same time. Batch processing saves vast amounts of time.

Batch Sequencing – Selecting multiple timebars in the Sequencer window and moving as a group, stretching their duration, or auto-sequencing.

Batch Transitions – Apply transition effects to multiple objects at the same time.

Buttons – Graphic or photo objects (of any size) that can link to other Scenes, Objects or Projects. To create a Button, press Command while dragging one or more files into MediaWorks, or use Object-Import-Button and select an image, or click the Button icon on Main Tools palette to create a Button.

Burnt Text – A check box setting in the Text Attributes dialog that converts the text into a picture. This removes any font dependencies on other computers.

Compression – Any MovieWorks Project or Media Scene may be exported and compressed to a number of different formats with MPEG4 and DV being the most popular. DV files may be burned to a DVD and played back in any DVD player.

Digital Video (DV) – Video from a Digital Video (DV) camcorder.

Drag and Drop – A term for selecting a group files with the mouse and dragging them onto your Project window. .

Export – The process of saving to a variety of industry standard formats.

Extend to End – A check box option in the Sound Attributes dialog that truncates or loops the selected sound to match the current end time. Also, a check box option in the Button Attributes dialog that always forces a Button’s duration to the end time.

Frame Grab – To capture a single frame or image from a video and saving it as a file or send the frame to your project.

Gradient – A graphic effect consisting of a gradual change in color. Create gradients in Paint by selecting a color; selecting the Paint Bucket and dragging a short distance in the direction you want the gradient to flow.

Handle Bars – The small squares that appear around a selected object in the Project window. Dragging these squares adjusts the dimension of the object. Hold the Shift-key to maintain the aspect ratio.

Interactive – Interactive projects include buttons and more than one Scene and may be created with MediaWorks. An example of an interactive project would be a presentation where the user could select from various options on a main menu. Interactive projects require that you make a Player (.plr) file out of your project before sharing it with others.

Link – A way of connecting Objects and Scenes (MediaWorks only). Objects may be linked together so when one timebar is moved in the Sequencer the other one moves with it. Scenes may be linked in any order or you may use buttons to link to other Scenes, web pages or files or create custom play controls. Text Objects may also be links to web pages or files.

Linear – Linear projects play from beginning to end and do not include buttons. An example of a linear project is a slide show or video.

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MPEG – Motion Pictures Expert Group. A series of industry-wide standard multimedia file formats. MediaWorks imports standard MPEG 1, 2 and 4 formats.

Object – A generic term for any element (sound, text, graphic, video animation, button etc.) added to a project. Objects are represented as color-coded timebars placed on a time-track

Object Animation – A stationary frame-based animation that cycles over a specified time (e.g. animated GIF, or PICS). Maximum dimension of a frame or cel animation created in MediaWorks Animator is 256 x 256 pixels.

Preview – The term for viewing your Project by clicking play on the Control Panel or by pressing Command-G. Pressing the Escape-key returns you to edit mode.

Path Animation – An object that travels over time along a path over time.

Player Document – A single file that results from using the File-Make Player command that may be freely distributed with the MediaWorks Player application.

Registration Point – The point from which the movement of an object takes place. The default registration point in MediaWorks is in the exact center of the image.

Render/Rendered/Rendering – The act of processing all objects into a single video track and single audio track (if present). Rendering is required for path animation and is done automatically when before playing.

Select All – To select or highlight all the files in a folder or all the objects within a Scene. In MediaWorks, Command-A selects all the visible objects. Another option is to use the mouse to drag a selection around all the timebars in the Sequencer window.

Sequencer – The window that displays objects as they appear over time. Each object is displayed on its own time track as a color-coded timebar and positioned using the mouse. Other methods of adjusting timebars include auto-sequence, auto-sequence to markers, snap to end and snap to Current Time.

Scene (MediaWorks only) – Like chapters in a book, Scenes are used to organize your Project into logical segments. A Scene can contain any number of media files and can be linked in any order using the Scene-Links command or linked together using Buttons.

Scrolling Text – A function applied to text Objects that give the appearance of motion. Access the scrolling text options by selecting the text object and choosing Scrolling... from the Object menu.

Scrub – A term for dragging the Slider in the Play Controls to preview your project

Snap To End – In the Sequencer window, clicking the ‘sideways T’ will force the duration of the selected timebar(s) to match the current end time.

Snap To Current Time – Pressing the Shift-key when clicking the Snap to End button will snap the selected timebar(s) to the edit point (blue arrow).

Text Links –Text objects can link to any external file, to a Web page (http), or prompt for email (email). Access the Text Linking functions by highlighting the Text Object and selecting Object-Attributes.

Text Format (Text Style Preferences) - Preset up to four text styles with font, size, color, style and other characteristics for font consistency and faster editing.

Timebar – A visual representation of an object in the Sequencer window. Timebars are color-coded and can be as short as 30th of a second (at 30 frames per second) or as long as desired.

Transition - An “A to B” effect applied between two visible objects (i.e. wipe, cross fade, radial, etc.) or an “A to B to A” effect applied to the beginning and/or the ending of a single visible object, (open vertical, dissolve, zoom etc.).