

## Glossary of Terms

**Analog Video (AV)** – Motion video from a VCR, older camcorder, laserdisc or Television, (RCA or S-VHS connection).

**Animation** – A graphic image that moves. Typically comprised of 2 or more frames or cels that give the appearance of motion or a single graphic that follows a predefined path.

**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 Plus.

**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.

**AVI** – A Microsoft-standard video file format typically viewed using Microsoft's Media Player.

**Background** – A background color, graphic or photo that remains in every Scene throughout a Project (similar to a background in PowerPoint). Access the Background layer by selecting Background from the Scene Navigation menu (MediaWorks Plus), 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 track. This removes any font dependencies on other computers.

**Color Coded** – The visual representation of timebars in the Sequencer window in different colors. Each color represents a unique type of object: Pictures are purple, Video segments are blue, Sounds are red, Animations are yellow, Text objects are green, and Buttons are gray.

**Compression** – Any object may be individually compressed by highlighting it, selecting Object-Compression and choosing the desired compressor.

**Digital Video (DV)** – Motion video from a Digital Video (DV) camcorder, (Firewire connection). At 720 x 480, 30 fps, DV format consumes 1 Gig of disk space per 5 minutes of video. *MediaWorks* can capture and export to DV devices, and may also export as a .dv file that may be imported into DVD authoring programs or other DV editing packages like iMovie.

**Drag and Drop** – A term for selecting an object or group of objects with the mouse, dragging them to another location and releasing the mouse.

**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 sending the frame to MediaWorks.

**Gradient** – A graphic effect consisting of a gradual change in color. Create gradients in *MediaWorks* 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 Plus. 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 text or graphic object that serves as a cross-reference between parts of a document or between files. Also called hotlink, hyperlink.

**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. Small linear projects with less than 100 objects may be created in one scene and then exported to the desired format.

**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 applications.

**QuickTime** – Part of your Operating System used to deliver rich multimedia experiences. Any Scene created in MediaWorks may be exported as a QuickTime movie - an industry standard file format that may be easily played in other applications, over the Internet and on PCs running Windows. It is important to think of a QuickTime movie as a container to store any combination of multimedia objects, regardless of whether it's a slide show, video sequence or presentation. MediaWorks uses QuickTime to handle importing, playback and compression.

**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 Plus only)** – Like chapters in a book, Scenes are used to organize your project into logical segments. A Scene can contain any number of elements 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), FTP site (ftp) 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 30<sup>th</sup> of a second (at 30 frames per second) or as long as desired.

**Track(s)** – A time-based representation of an object as it appears in the Sequencer window. Each timebar represents a track.

**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.).

**Unrendered** – The act of saving all objects without rendering them into a single track. All tracks are independently retained in the exported movie. Results in faster editing and smaller files in some cases.

**Video Editing** – The process of modifying video. Typically removing unwanted segments or connecting multiple clips into a single segment.