

# MEDIAWORKS®

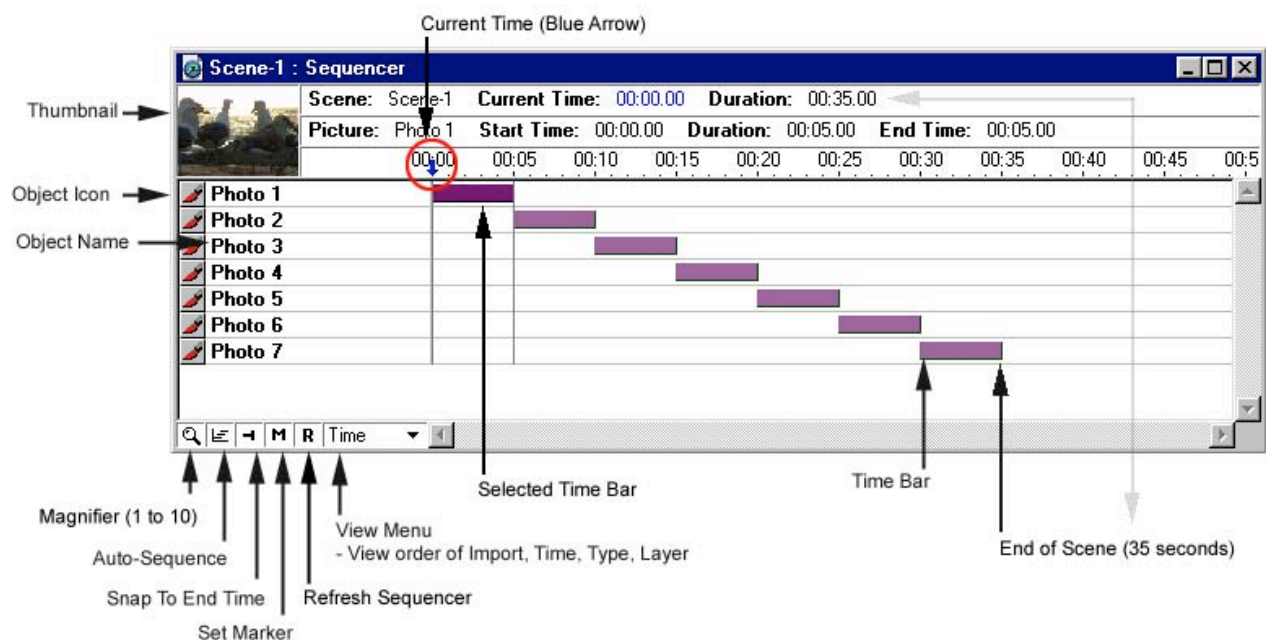
THE WORKS FOR MULTIMEDIA AUTHORING

## Sequencing Techniques

The Sequencer is the most important window to learn how to use in MediaWorks Author. Mastering the basic skills necessary to manage objects in the Sequencer is the key to successful projects. Windows screen shots are used here which differ slightly from the Mac OS X version. However, all the options and techniques are the same. To start, import 5 to 7 pictures from the MediaWorks Program CD Media folder or use your own content as you explore the techniques outlined in this document.

### KEY POINTS:

- Virtually all formats of Sound, Text, Video, Animation and Graphics may be imported into MediaWorks Author. All imported elements are referred to as “objects.”
- A one-to-one correlation exists between all objects seen in the Project Window (including sound) and what appears in the Sequencer.
- Objects in the Sequencer are represented as color-coded timebars; each on their own “track”. *Timebars are objects!* An icon representing the object type and the object’s name also appear.



# ADJUSTING TIMEBARS

Timebars can be **MOVED** in time and **EXTENDED** or **CONTRACTED** in time.

1. To **MOVE** a timebar **IN TIME** changes the object's starting time:

**Click and hold directly on the timebar and drag to the right or left.**



When dragging right or left, the object's total duration doesn't change, but the start/end times do! You can also finely adjust a timebar's location in time by selecting it and pressing the back or next arrows on your keyboard.

2. To **EXTEND** or **SHORTEN** a timebar's **DURATION**:

**Position the cursor at the end of a timebar until you get a pointing hand.**   
**Click, hold and drag to the left to EXTEND the duration, or drag right to CONTRACT the duration.**

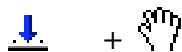


**Tip!** For even more precise timing, select the timebar and choose Object > Attributes. In the Attributes dialog, you can manually set an object's duration.

**Tip!** You can't directly edit the duration for sound and movies since these elements have a fixed duration. You must use the corresponding editors (Sound or Video) to alter their length.

3. To **VIEW** a specific point in time:

**Click, Hold and Drag the Current Time Marker (Blue Arrow) to the left.**



**The Project Window displays what object(s) appears at that point in time.**  
You can also adjust the slider on the Controls Palette which corresponds directly to the Blue Arrow (Current Time).

4. To **EXTEND** a timebar to end at a specific point in time:

**Move the Current Time Marker to the point in time you want the object to end.**  
**With the object's timebar selected:**

**Hold the SHIFT-Key and press the SNAP TO END button.**



5. To **PLAY** from a specific point in time (wherever the Current Time Marker is located):

**Hold the SHIFT-Key and click PLAY on the Controls Palette.**

6. To **STOP** at a specific point in time (during playback):

**Hold the SHIFT-Key and press the ESCAPE-Key.**

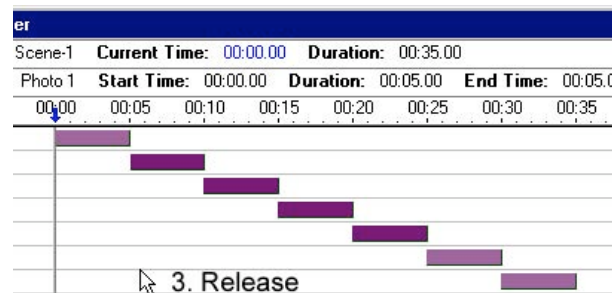
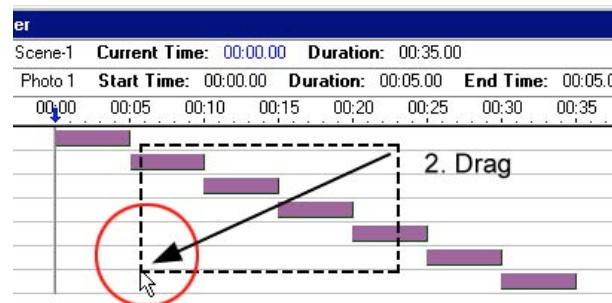
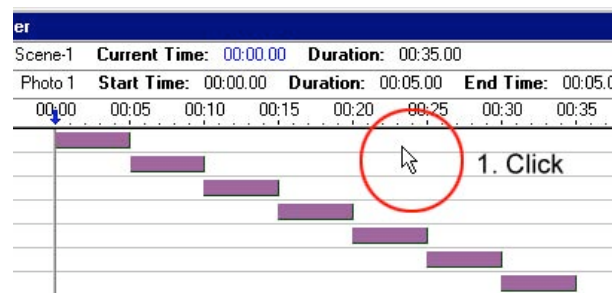
## SELECTING TIMEBARS

1. Clicking on an object in the Project Window selects its corresponding timebar. Likewise, clicking on a timebar in the Sequencer selects its corresponding object in the Project Window.

2. **CTRL-A** selects all timebars. (Edit > Select All). Clicking in an unoccupied area of the Sequencer deselects all timebars.

3. **SHIFT-CLICK** to select multiple timebars. Or...

4. **DRAG A SELECTION** around multiple timebars. Start the selection in an unoccupied area of the Sequencer and *drag left*.



## AUTO-SEQUENCING WITHOUT OVERLAP



This button command is very powerful. It does all the hard work for you!

### 1. Select multiple timebars (use one of the 3 ways).

- Edit > Select All
- Select a timebar, then SHIFT-CLICK on more timebars
- Drag-Select multiple timebars

### 2. Click the Auto-Sequence button.

This “automagically” aligns every timebar one after the other down the Sequencer giving the appearance of staircase.

## AUTO-SEQUENCING WITH OVERLAP

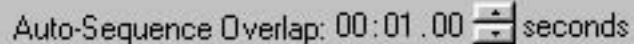
### 1. Choose Edit > Preferences > General

On Mac OS X, select Author > Preferences and click the Sequencer tab.

### 2. Click in the **seconds** field next to “Auto-Sequence Overlap”. 00:00:00

Minutes : Seconds : Hundredths

### 3. Either press the number 1 on your keyboard or use the up/down arrows until reads: 00:01:00

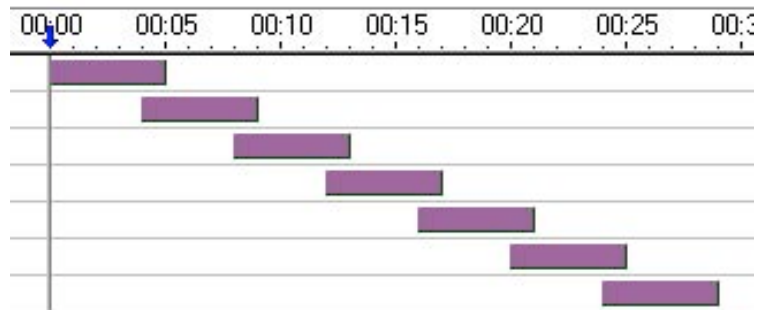


Auto-Sequence Overlap: 00:01.00 seconds

### 4. Click OK.

### 5. Select multiple timebars.

### 6. Click the Auto-Sequence button.



Overlapping timebars with 1 second overlap

7. Apply Transitions with timebars still selected.

### Formula Transitions: **Object > Transitions**

Applies the selected transition to the *beginning and/or the end*. Formula transitions work with and without the overlap setting.

### QuickTime (A/B) Transitions: **SHIFT-Key + Object > Transitions**

Applies the selected transition *in between* the selected objects. Overlap setting required!

**Tip!** Avoid using both Formula and QuickTime (A/B) transitions on the same objects. Further, do not adjust timebars or change a Scene's frames per second (Scene > Attributes) after applying **QuickTime** transitions. Either of these actions can "break" the A/B transition effect and produce unexpected results.

To make timing adjustments after QuickTime transitions have been applied, you must select the affected timebars, return to the QuickTime transitions dialog and check NONE. Make your adjustments and then reapply the QuickTime transitions. **Changing an object's duration, location in time, or a Scene's frame rate will not affect Formula transitions.**

## SEQUENCER VIEWING OPTIONS

Four View Options are available. Changing the view will not alter timebars in any way.

- **Import**- This is the default view. Objects appear in the order in which they were imported.
- **Type** – For viewing similar-type objects. Helpful when trying to locate a specific kind of object in the Sequencer.
- **Layer** – For viewing how objects are layered (front to back) in the Project Window.
- **Time** – For viewing objects how they appear over time. A very common need.

When viewing by Time, a small "R" appears next to the View men. The R stands for **REFRESH**. Click the R after adjusting or repositioning timebars or after adding more objects.



**Tip!** On Mac OS X, the View Options menu is located in the lower left corner of the Sequencer. On both Mac and Win, you can preset your desired view option in the General Preferences dialog.

**Tip!** If you want the Sequencer to automatically appear when a project is opened, check the "Open Sequencer" checkbox in the General Preferences dialog.

# REARRANGING TIMEBARS

When creating a slide show (linear project), it's typically best to prepare your pictures in the order you want them to appear *prior* to import. When importing numbered images (image001.jpg, image002.jpg etc.), they come into MediaWorks Author in alphanumerical order. Digital cameras numerically sequence images automatically (very handy!). However, in some cases, re-numbering the image order in advance is not convenient.

## To reposition timebars *after* Auto-Sequencing:

1. Set the **View Options** menu to **Time**.
2. Click and drag a timebar to its relative new position in time. You don't have to be exact!



No. 6 moved to relative time position of No.3.

3. Reposition the timebar that's in its place (either delete it if unwanted or move it close to the "hole" left in step 2 (e.g. fill the gap).



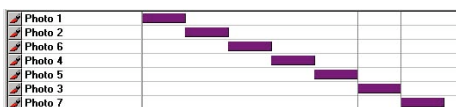
No. 3 moved to relative time position of No.6.

4. Click the **Refresh** button [R].



Refreshed Sequencer with rearranged timebars.

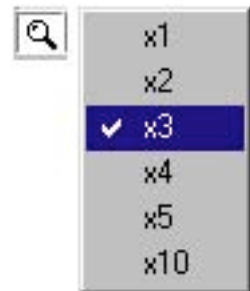
5. Select all the timebars and click the Auto-Sequence button.



Re-Auto-Sequencing cleans up any loose ends.

**Tip!** Rearranging numerous sequenced timebars becomes more challenging as it requires scrolling the Sequencer (even though auto-scrolling is a built-in feature). Using the Magnifier menu sets the Sequencer to a higher resolution allowing more timebars to be viewed at one time.

**FYI:** Easier (visual) rearranging of the order of timebars is a feature planned for a future release.



## SEQUENCING TO MARKERS



This button command has a keyboard equivalent: **CTRL-M**

Using Markers is a more advanced technique, but once mastered, Sequencing to Markers is probably the most powerful feature in MediaWorks Author. When this button is clicked, it places a small gray pointer along the timeline.



Placing Markers indicates the **START TIME** of a timebar (or timebars) when they are auto-sequenced. Typically, you set a Marker for each timebar you want to sequence.

To force timebars to sequence to Markers:

**Hold the SHIFT-Key and press the Auto-Sequence button.** **SHIFT-Key +**

The wonderful thing about Markers is that *you can set them while playing a Scene.*

### Step-by-Step:

1. Choose 5 or 10 pictures and number them in the order you want them to appear.
2. Record a corresponding narration about your pictures in MediaWorks Sound and Send it to Author.
3. Play the Scene. (CTRL-G)
4. Listen to the narration and when you want the *second* picture to appear, **press CTRL-M.**
5. Continue setting Markers through the end of the narration (press CTRL-M for each picture).
6. Press the ESCAPE-Key to return to Author.
7. Import your pictures and open the Sequencer.
8. With the Current Time at 00:00:00 (the beginning), click the Marker button once to set a Marker for the beginning (first picture).
9. Choose Edit > Select All.
10. Hold the SHIFT-Key and press the Auto-Sequence button.
11. Play the Scene.

**You will have a slide show with pictures *perfectly timed* to the narration.**

**Tip!** Adjust Markers by holding the **ALT-Key** and clicking and dragging them left or right.

**Tip!** Delete Markers by holding the **ALT-Key**, clicking on a Marker and pressing **DELETE.**

Once you get the hang of sequencing to Markers, you'll be able to sequence any object(s) to any other object(s) such as text to movies, text to sound, pictures to music, or even sound effects to movies. With MediaWorks Author, you can sequence anything to anything!