NCH Software
VideoPad Video Editor

This user guide has been created for use with

VideoPad Video Editor Version 4.xx

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Technical Support

If you have difficulties using VideoPad Video Editor please read the applicable topic before requesting support. If your problem is not covered in this user guide please view the up-to-date VideoPad Video Editor Online Technical Support at
www.nchsoftware.com/videopad/support.html
.
If that does not solve your problem, you can contact us using the technical support contacts listed on that page.

Software Suggestions

If you have any suggestions for improvements to VideoPad Video Editor, or suggestions for other related software that you might need, please post it on our Suggestions page at
www.nch.com.au/suggestions/index.html
.
Many of our software projects have been undertaken after suggestions from users like you. You get a free upgrade if we follow your suggestion.

VideoPad Video Editor

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About VideoPad

VideoPad is a fully featured video editing program for creating professional looking videos in minutes.

Features

- Capture video from a digital video camera, video capture device, or webcam.
- Load a wide variety of video file formats, including AVI, MOV, MP4, and WMV.
- Edit clips using multiple video and audio tracks.
- Select from over 70 video effects and transitions.
- Save the resulting movie to a file, upload it to YouTube, or burn it to DVD.

System Requirements

Operating system	Windows XP / Vista / 7 / 8 / 8.1 / 10
CPU	Intel Core 2 Duo 2.0 GHz or AMD Athlon 64 X2 5000+
RAM	2 GB
Video card	DirectX 9.0c compatible 3D accelerated, with up-to-date drivers
Display	1024 x 768
Sound card	Windows compatible sound card
Optional	Digital video camera Video capture device Web-cam

Getting Started

The goal of this guide is to create a sequence which can be saved as a video.

The NCH Software website also has some video tutorials.

1. Add Clips

   See Loading or Creating Clips for how to load video files as video clips. (Or follow the instructions for loading or creating any of the other clip types.) Clips will appear in the clip bins. (The Main Window Reference shows where the important controls are.)

2. Preview Clips

   Select a clip in a bin to display it in the clip preview. Use the clip playback controls to verify that this is a clip you want to use in the sequence.

3. Trim Clips

   If you only want to use a portion of a video clip, unwanted frames can be trimmed from the start or end.

4. Add and Arrange Clips on the Sequence

   Clips from the clip bins should now be added to the sequence. The simplest way to do this is to drag a clip from a bin onto the sequence. Once on a sequence, you can continue to move clips to change when they appear, or on which track.

5. Apply Effects and Transitions

   Apply video effects or audio effects to modify the way clips look or sound. Apply a transition, such as a fade or wipe, to animate between clips on a video track.

6. Preview the Sequence

   Use the sequence preview playback controls to preview the sequence with all clips, effects, transitions, etc.

7. Create a Video from the Sequence

   The finished sequence can now be saved as a video file, burnt to a video DVD, or uploaded to the internet. See: Saving, Sharing, or Burning a Video

How To...

- Remove a Section from Sequence
- Save a Single Frame
- Watermark Image or Picture-in-Picture Video
- Blue or Green Screen Chroma Keying
- Remove Advertisements
- Create Scrolling Credits or News Ticker

NCH Software Suite

This is a useful way to browse all the software available from NCH Software

You can see a set of products by type like Audio, Video and so on and view the product. From there you can try out the product and it will download and install it for you to trial. If you already have the product installed then you can click "Run It Now" and the program will be launched for you.

There is also a list of features for products in the category, in case you just wish to know how to say "Edit a Video File", and here it will offer you a product with that ability.

Search

Search our website for products matching any keywords you type.

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7. Use of statistics collected by the software is subject to the NCH Software Privacy Statement which allows automatic anonymized collection of usage statistics in limited circumstances.

8. The contract arising out of this agreement is governed by the laws and courts of the Australian Capital Territory.

Concepts - Projects

A VideoPad project file has a .vpj extension. It stores the state of all the contents of a project, including bins and folders, clips, and sequences.

Important: A project file only stores the paths of media files (including video, audio, and image files), not the entire file contents. Please follow the instructions in Backing Up or Moving a Project to Another Computer if you want to keep the clip files together with the project.

The project file is only needed by the person editing the video. To share the finished video with other people, see Saving, Sharing, or Burning a Video.

An empty project is created when VideoPad starts. Only one project can be open at a time.

Concepts - Bins and Folders

Bins hold all the clips used in a project, and may be organized into folders.

Default Bins

A set of default bins exist in every project. These bins cannot be renamed, deleted, or created manually.

When a clip is loaded or created, it is automatically added to one of the default bins. Default bins will not hold clips other than the types specified. e.g., An audio clip cannot be moved into the Video Files bin.

Default Bin	Clips
Sequences	Sequences
Video Files	Loaded video files (2D and 3D)
Audio Files	Loaded audio files
	Ripped CD audio tracks
Images	Loaded image files (2D and 3D)
	Text clips
	Blank clips
	Sequence snapshots
Video Recordings *	Captured video
Audio Recordings *	Recorded audio
	Recorded narrations

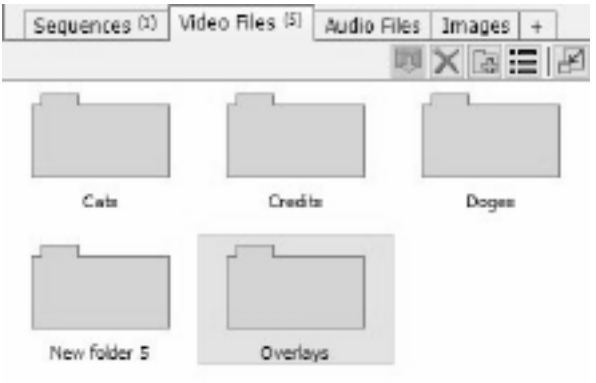
* The Video Recordings, and Audio Recordings bins are custom bins (see below), that will be automatically added if you perform a related action. eg Capturing Video.

Custom Bins

Custom bins can have any name and can hold any type of clip. There are no custom bins in a new project but any number of them can be created. They can be used to organize clips. For example, by scene or location.

Folders

Folders can be created in bins, to further organize clips. Folders cannot contain other folders.



Moving Clips

Drag and drop can be used to move clips between bins, by dropping them on to a bin tab, providing the bin is able to hold clips of that type. (See above.) Drag and drop can also be used to move clips into or out of a folder.

Concepts - Clips

Clip Types

Video

Video clips can be loaded from a variety of file formats, or captured in VideoPad. 2D and 3D video are both handled. By default, a video with audio will show as one clip in the clip bin, however the audio may be unlinked to use video and audio as separate clips.

Audio

Audio clips can be loaded from a variety of file formats, or narrated or recorded in VideoPad.

Text

Text clips can be used for titles and credits. Text Tools like font, size, color, border color, alignment, etc. are all configurable. Text can be static, or scrolled using a motion effect.

Image

Image clips can be loaded from a variety of file formats, or created from snapshot of a sequence in the project. 2D and 3D images are both handled.

Blank

Blank clips can be used of video tracks between clips (e.g., for use in cuts or transitions), behind other clips (to change the background color), or above other clips (to obscure something). The color of a blank clip is configurable.

Sequence

A sequence is an arrangement of clips, however a sequence can also be placed on another sequence, by treating it as another type of clip.

Bin Clips and Track Clips

When first loaded or created, a clip will be placed in a clip bin. For a clip to appear in the final video, it must be added to a sequence.

Finding Clips

Once added to the project, you can locate clips by selecting Edit -> Find Clip...

Each time you press the Find Next button on the resulting dialog, the next clip in your project which matches all of the search criteria you have entered into the available fields will be selected.

You can leave fields blank if you do not wish to search for that condition.

Concepts - Sequences

A sequence is an arrangement of clips on audio and video tracks. Each project can have multiple sequences.

Sequences can be viewed in either Timeline or Storyboard mode.

A sequence can be used as a clip inside another sequence. For example, each scene could be edited in its own sequence, then all the sequence clips could be ordered in another sequence to assemble the final video. Note that subtitles added to a sequence will not show when that sequence is used as a clip in another sequence.

Concepts - Tracks

Each sequence has one or more video tracks, and one or more audio tracks. Note that not all tracks will be visible when editing in storyboard mode.

Video Tracks

Video clips, image clips, text clips, and blank clips can all be placed on video tracks.

When multiple video tracks are used, clips on higher tracks are rendered on top of clips on lower tracks. e.g., A title text clip on video track 2 would appear on top of a video clip on video track 1.

Show / Hide

In timeline mode, uncheck Track -> Show Track on Output, or click the eye icon on the left end of the track, to temporarily stop any clips on the track from being rendered in the sequence. This affects both the sequence preview and any saved video, including when the current sequence is used as a clip inside another sequence.

Enable / Disable Solo

In timeline mode, check Track -> Solo Track, or click the person icon on the left end of the track, to temporarily allow only the clips on the track from being rendered in the sequence. This affects both the sequence preview and any saved video, including when the current sequence is used as a clip inside another sequence.

Lock / Unlock

In timeline mode, select Track -> Lock Track, or click the lock icon, to prevent accidental changes to any clips on the track.

Collapse / Expand

In timeline mode, check Track -> Collapse Track, or click the thin bar icon on the left end of the track, to use less space for the track on the sequence. Thumbnails are only shown on track clips when the track is expanded, otherwise the clip name is shown instead.

Audio Tracks

Only audio clips can be placed on audio tracks.

All audio tracks are mixed together when the sequence is played or saved as a video. e.g., A narration audio clip on audio track 2 can be heard at the same time as the sound track of a video on audio track 1.

Mute

In timeline mode, select Track -> Mute Track, or click the speaker icon on the left end of the track, to temporarily stop any clips on the track from being heard in the sequence. This affects both the sequence preview and any saved video, including when the current sequence is used as a clip inside another sequence.

Enable / Disable Solo

In timeline mode, check Track -> Solo Track, or click the person icon on the left end of the track, to temporarily allow only the clips on the track from being heard in the sequence. This affects both the sequence preview and any saved video, including when the current sequence is used as a clip inside another sequence.

Lock / Unlock

As for video tracks.

Collapse / Expand

As for video tracks, except audio clips will show a waveform instead of thumbnails when expanded.

Volume & Pan

In timeline mode, each track has a volume slider and a stereo pan slider. This volume and pan is applied to all audio clips on the track.

User Interface - Main Window

1. Quick-Access Toolbar The quick-access toolbar gives you quick, easy access to some of the commonly used actions in VideoPad. These actions include Create New Project, Load Project, Save Project, Undo and Redo.

2. Menu Bar

If you don't use the menu bar often, you can save some screen space by hiding it. Click the small arrow to the left of the Help button (on the far right of the tool bar) to hide or show it.

3. Tool Bar

The File tab shows a menu for opening a project, saving a project, etc. The Home, Clips, Sequence, and Audio tabs change the layout of the main window and the buttons on the tool bar to highlight the features that are important during the different stages of creating of a video.

Home Tab

A good tab to use when starting any project, or if you only intend to do basic editing tasks. The buttons and layout provide access to a wide variety of features.

Clips Tab

Useful when the project contains a large number of clips and / or you need to spend a lot of time finding, sorting, previewing, or trimming clips. The sequence preview is hidden to make room for larger Clip Bins and a larger Clip Preview.

Sequence

Similar to the Home tab, but when the sequence is in Timeline mode, emphasis is placed on video tracks, which allows you to fine-tune effects and transitions.

Audio Tab

Similar to the Home tab, but when the sequence is in Timeline mode, emphasis is placed on audio tracks, which allows you to fine-tune placement and audio effects.

Export Tab

Use this tab to export your project to a playable video file, 3D video file, DVD, Blu-ray, and more. Upload your exported video to YouTube, Facebook, Flickr, Dropbox, or Google Drive.

Suite Tab

Selecting this tab will display related programs in the toolbar, and switch the main view to the same that is shown on the Home tab. Clicking one of the related program buttons will download, install, and run the program.

Custom Tab

You can choose buttons from the other tabs to show on this tab, in any order you like.

4. Clip Bins

See: Clip Bins Reference

5. Clip and Sequence Previews
   See: Clip / Sequence Preview Reference

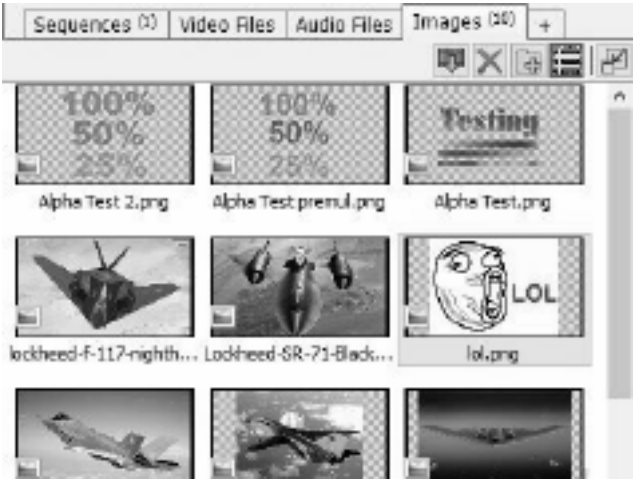
6. Sequences and Tracks
   For sequences, see: Concepts: Sequences For tracks, see: Concepts: Tracks

User Interface - Clip Bins

Each tab here is a bin, for holding clips and/or folders. Bins can be viewed in thumbnail or list view by clicking the view toggle on the right side of the bin tabs toolbar.

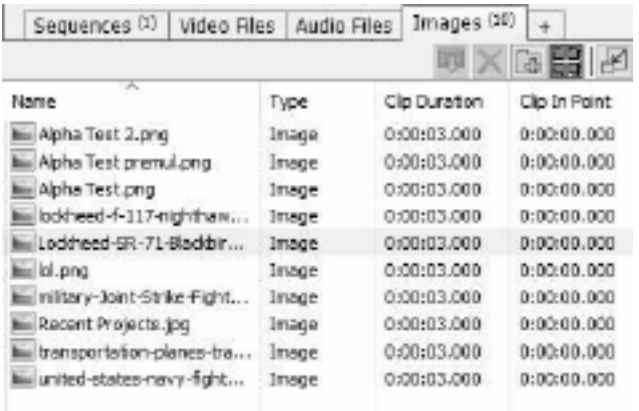
Thumbnail View

Each clip or folder is represented by a large image. Double-click on a folder to show the clips it contains. The name of the current folder will be shown under the bin tabs. Click the Return to parent bin button to exit a folder. To change the image shown for a clip, select the clip, move the playback position in the Clip Preview to the desired frame, then right-click on the preview and select Use This Frame for Thumb Frame.



List View

Columns are shown with extra information about each clip, including clip duration, file path, etc. Clips in folders are shown indented under their parent folder. Double click a folder to collapse it and hide the clips it contains. Double click again to expand it.



See also: Concepts: Bins and Folders

User Interface - Clip / Sequence Preview

This reference guide is for both the Clip Preview pane and the Sequence Preview Pane. Note that there are differences between each pane's appearance and functionality. The Clip Preview pane is pictured below.

1. Title Bar Shows the name of the selected clip / sequence. Clips can be renamed in the clip bins only, either from the right-click menu or from the Clip menu.

2. Preview

Shows the frame of the clip/sequence at the current playback position. Note that previews use a fixed preview resolution, which may be lower quality than the final video. Please save the sequence as a video to see the final quality.

If the preview is played in a region that has not been cached yet, and frames cannot be rendered in real time, a message may be shown here in place of the preview.

Right-click on the preview for a context menu:

Show Previous and Next Frames

When checked, the previous, current, and next frames are shown side by side. Click on the previous or next frame to seek to that frame.

Use This Frame for Thumb Frame

If the selected clip is in a clip bin, this changes the frame shown in the clip bin in thumbnail view. If the selected clip is on a sequence, this changes the thumb frame shown when the sequence is in Storyboard mode.

3. View Region

When the timeline (see below) is zoomed in, the light gray area of the view region represents the region of the clip / sequence which is visible in the timeline.

Click in the view region to seek to that position in the clip or sequence. Dragging the current position will scroll the view region.

4. Thumbnails

A thumbnail shows a frame relative to its location in the clip / sequence.

5. Timeline

The vertical red line shows the current position in the clip / sequence. Left click in the timeline to seek to that position.

Click the Zoom In / Out buttons (below) to change how much of the clip/sequence is visible on the timeline.

The Start and End Time of the clip / sequence are shown with red and blue triangles respectively.

See also: Trimming and Splitting Clips

As the preview cache is created, the timeline will fill green to show progress.

6. Controls

Playback Controls

Play, pause, seek to the previous or next frame, or go the start or end of the clip / sequence.

Text Content (Text clip preview only)

The text that is rendered to the frame when this clip is visible.

Note: Text clips on a sequence will use the same text as the corresponding clip in the bins.

Blank Clip Color (Blank clip preview only)

Click to select the blank clip's fill color.

Note: Blank clips on a sequence will use the same color as the corresponding clip in the bins.

Current Position

Displays the current position of the cursor. Click to seek to a specified position.

Start / End time (Video and audio clip preview only)

Used to trim clips / sequences. Click to set a new Start or End time.

See: Trimming and Splitting Clips

Duration (Image, text, and blank clip preview only)

Click to change the duration of the clip.

Place on Sequence (Clip preview only)

Adds a clip from a clip bin to the current sequence.

Note: This control is only available if the selected clip is in a clip bin.

Split Clip(s) (All clips, Clip preview and Sequence preview)

Split a clip at the current position on the current sequence into multiple clips. Can operate on selected clip(s), all video clips, all audio clips, or all clips.

See: Trimming and Splitting Clips

Take Snapshot

Saves the frame from the current preview position to an image file, and adds it to the Images clip bin. When you click the dropdown menu, a prompt will appear asking you for the resolution at which to capture the snapshot. More information about the available resolution options can be found at http://www.nch.com.au/kb/10231.html.

Duplicate Clip / Duplicate Sequence (Audio, video and sequence previews only)

Adds a new clip to the clip bin with the same media, start / end time, effects, etc., as the selected clip / sequence.

Zoom In / Out

Changes how much of the clip/sequence is visible on the timeline. Zoom in for more accuracy when seeking, placing start / end time, etc. Zoom out to see more of the clip / sequence in the timeline.

User Interface - Effects Window

Effects window lets you apply and edit effects for current selected clip that shown in Clip Preview.

Showing Effects Window

Effects window can be show while adding and editing effects. See Video Effects or Audio Effects for how to start adding or edit effects.

Add Effects, Templates or Plugins

Press button to open the effect list. You can select an effect or template to add to the current clip.

A template is a saved effect chain which contains multiple effects. The order of the effects and parameter values are also saved in template.

You can also select Load Plugin to load a plug-in from the file.

Select Current Effect

Click the title bar to select the effect as the current effect. The effect's title bar will become blue to indicates it has been selected.

Clip Preview will show the widget and interact with the current selected effect.

Remove Effects

Click × at the right side of the title bar to remove the effect.

Show/Hide Effect Details

Click - at the left side of the title bar to hide the effect details.

Click + at the left side of the title bar to show the effect details.

Effect Preset

Some effects have different presets. Preset can be choose from Select Preset drop down right under the title bar.

Effect Parameter Menu

Some effect parameters have options which can be select from the Effect Parameter Menu. Effect Parameter Menu can be open by clicking the button.

You can reset, copy and paste the animation curve by using the Effect Parameter Menu. You can also change the curve by select from pre-defined curves.

Animate Effects

Some effect parameters can be animated by using the Effect Animation Editor. The editor can be shown by pressing

button.

For more details of animating effects, please see Animating Video Effects.

Effect Masking

An effect mask defines a region to apply effects. Without mask, effects are applied to the entire frame. With mask, effects are only applied to the specified region.

Effect mask can be added by clicking

button.

For more details of using effect mask, please see Effect Masking.

Save Template

Click

button to save current effect chain as a template.

Saved templates can be found in add effect list under Template section.

Edit Template

Click

button to rename or delete templates.

Change Effect Order

Click

or

button to move current select effect up or down.

Alternatively, you can also use mouse drag and drop to re-arrange the effects order.

Apply Effects To Multiple Clips

Click

to apply the effects to all selected clips in the timeline.

User Interface - Dockable Windows

Some windows can be undocked from the main window. They can also be docked (moved back) to the main window after being undocked. Dockable windows are useful when you need more space for sequence editing or for multiple monitors.

To undock a window from the main window, click on the UnDock button in the top-right corner of the window.

To re-dock the window back into main window, simply close it.

Dockable Windows

1. Clip Preview
2. Sequence Preview
3. Clip Bins

User Interface - Keyboard Short-Cuts

Keyboard short-cuts available in the main window:

File

Ctrl+N	New Project
Ctrl+O	Open Project
Ctrl+S	Save Project File
Ctrl+Shift+S	Save Project File As
Ctrl+B	Export Video
Ctrl+U	Preview Project
Ctrl+M	Add File(s)
Ctrl+Shift+M	Add 3D File
Ctrl+I	Capture Video
Ctrl+Shift+I	Record Audio
Alt+F4	Exit

Edit

Ctrl+Z	Undo
Ctrl+Y	Redo
Ctrl+X	Cut Clip(s)
Ctrl+C	Copy Clip(s)
Ctrl+V	Paste Clip(s)
Ctrl+Alt+V	Paste Clip(s) in Sequence (Overwrite)
Ctrl+Shift+V	Paste Clip(s) in Sequence (Overlay)
Alt+Delete	Delete Clip(s) [Track clips only]
Delete	Ripple Delete Clip(s)
Ctrl+A	Select All
Ctrl+F	Find Clip

Clip

Ctrl+M	Add File(s)
Ctrl+T	Add Text Clip
Ctrl+K	Add Blank Clip
Ctrl+W	Place Selected Clip(s) on Sequence
Ctrl+I	Capture Video
Ctrl+Shift+I	Record Audio
Alt+Enter	Properties
F2	Rename

Clip Player

Ctrl+Space	Play / Pause Clip
Ctrl+]	Next Frame in Clip
Ctrl+[	Previous Frame in Clip
Ctrl+Home	Go to Start of Clip
Ctrl+End	Go to End of Clip
Ctrl+F11	Take Clip Preview Snapshot
Ctrl+Num +	Zoom Clip In
Ctrl+Num -	Zoom Clip Out
Ctrl+Num *	Show Entire Clip
Ctrl+Shift+ ,	Set start time to current timeline position
Ctrl+Shift+ .	Set end time to current timeline position

Note: Shortcuts for setting Start and End Time are only relevant for clip types with Start and End Time.

(eg Video, Audio, Sequence.)

Track

Ctrl+Up	Move Track Up
Ctrl+Down	Move Track Down

Sequence

Shift+L	Split Selected Clip(s)
L	Split All Tracks
J	Split All Video Tracks
K	Split All Audio Tracks
Ctrl+B	Save, Share, or Burn Video

Sequence Player

Space	Play / Pause Sequence
Ctrl+Right	Next Frame
Ctrl+Left	Previous Frame
Home	Go to Start
F11	Take Sequence Preview Snapshot
End	Go to End
Shift+G	Go to Timeline Position
Num +	Zoom Timeline In
Num -	Zoom Timeline Out

Num *	Show Entire Region
Ctrl+Shift+B	Set Bookmark at Cursor
Ctrl+Shift+Left	Go to Previous Bookmark
Ctrl+Shift+Right	Go to Next Bookmark

Effects

Alt+V	Current Video Effect Properties
Alt+A	Current Audio Effect Properties

Tools

Ctrl+Shift+L	Subtitles

Help

F1	Help Contents

Media Files and Other Content - Loading or Creating Clips

Video , Audio, or Image Files

Load video files (.avi, .mov, etc.), audio files (.aac, .mp3, etc.), or image files (.jpg, .png, etc.) one of the following ways:

- Drag and drop one or more files from Windows Explorer or the desktop into the clip bin.
- Select File -> Add File(s), or Add 3D File.
- Click the Add File tool bar button.
- Right-click in a clip bin and select Add File(s), or Add 3D File.

By default, image clips will have the duration specified in Options: Media.

See also: About 3D / Stereoscopic Media

Capturing Video

Capture video from a digital video camera, video capture device, or webcam using one of the following ways:

- Select Clip -> Record -> Capture Video.
- Click the Record tool bar button.

See: Media Files and Other Content: Capturing Video

Text Clips

Create a text clip one of the following ways:

- Select Clip -> Add Text.
- Click the Add Text tool bar button.
- Right-click in a clip and select Add Text.

Type in the clip name and the contents of the text then click Add. The attributes of the text (font, size, color, etc.) can then be modified in the clip preview.

Blank Clips

Create a blank clip one of the following ways:

- Select Clip -> Add Blank Clip.
- Click the Add Blank tool bar button.
- Right-click in a clip and select Add Blank Clip.

Type in the clip name, pick the clip color, then click Add. The clip color can be modified later in the clip preview.

Ripping CD Audio

Rip tracks from an audio CD using one of the following ways:

- Select Clip -> Add Audio From CD.
- Click the Add CD Track tool bar button.
- Right-click in a clip bin and select Add Audio From CD.

See: How to load an audio CD.

Recording Narration

To record narration, there must already be at least one clips (of any type) on the sequence. Then do one of the following:

- Select Clip -> Record -> Narrate.
- Click the arrow next to the Record button the tool bar and select Narrate.

See: Screen References: Narration

Recording Other Audio

Audio can be recorded from other sources (e.g., from an analog cassette recorder) one of the following ways:

- Select Clip -> Record -> Record Audio.
- Click the arrow next to the Record button the tool bar and select Record Audio.

See: Screen References: Record Audio

NCH Sound Effect Library

Select one of the thousands of royalty-free sound effects to add to your project using one of the following ways:

- Select Clip -> Add Audio From NCH Sound Effect Library.
- Click the Add Stock Sound tool bar button.
- Right-click in a clip bin and select Add Audio From NCH Sound Effect Library.

See: Media Files and Other Content: NCH Sound Effects Library

NCH Clipart Library

Select one of the hundreds of royalty-free images to add to your project using one of the following ways:

- Right-click in a clip bin and select Add Images From NCH Clipart Library.
- Select Clip -> Add Images From NCH Clipart Library.

See: Media Files and Other Content: NCH Clipart Library

Image Sequences

Follow these steps to import a sequence of images:

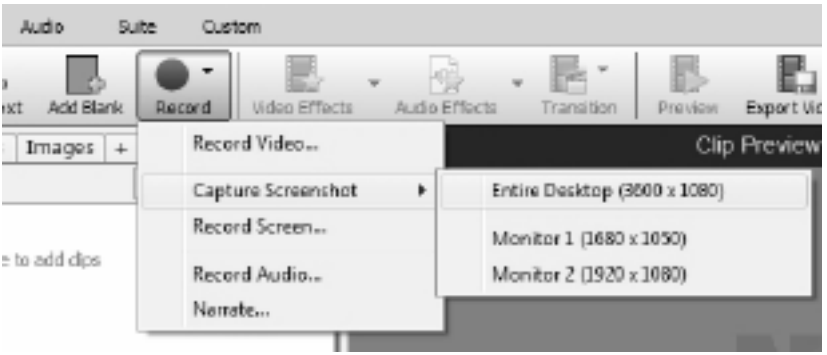
1. Select File -> Add Images as Video...
2. Click Add Files or Add Folder and browse to the image files you wish to add. All of the images that you select must have the same resolution.
3. Choose a frame rate or frame duration to be used when creating the video file by using the input controls at the top of the dialog. The output video file with have a constant frame rate.
4. Input a clip name into the box labelled File name.
5. Click the Import button at the bottom of the dialog.

There is a preview window and playback controls on the left side of the dialog that you can use to see roughly what the output video file will look like.

You can change the video encoder settings by clicking on the Encoder Settings button.

Media Files and Other Content - Capturing Screenshots

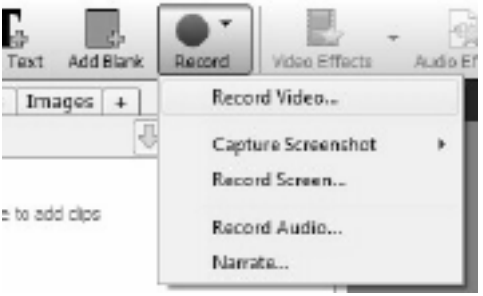
You can capture a screenshot of one or all of your connected monitors. Select File -> Record -> Capture Screenshot, or click the Record dropdown button on the tool bar, to capture a screenshot of the specified monitor.



A dialog will appear. After clicking the Start Timer button on the dialog, there will be a five-second delay before your screenshot is taken and automatically imported into the current project.

Media Files and Other Content - Capturing Video

You can capture video directly from your camcorder to VideoPad, ready to edit. Select File -> Record -> Capture Video..., or click the Record button on the tool bar, to open the Capture Video dialog.



Capturing from Camcorder

You can capture video directly from your DV camcorder easily. If you have a hard-disc based camcorder, or have recorded to a memory card, see loading video files instead.

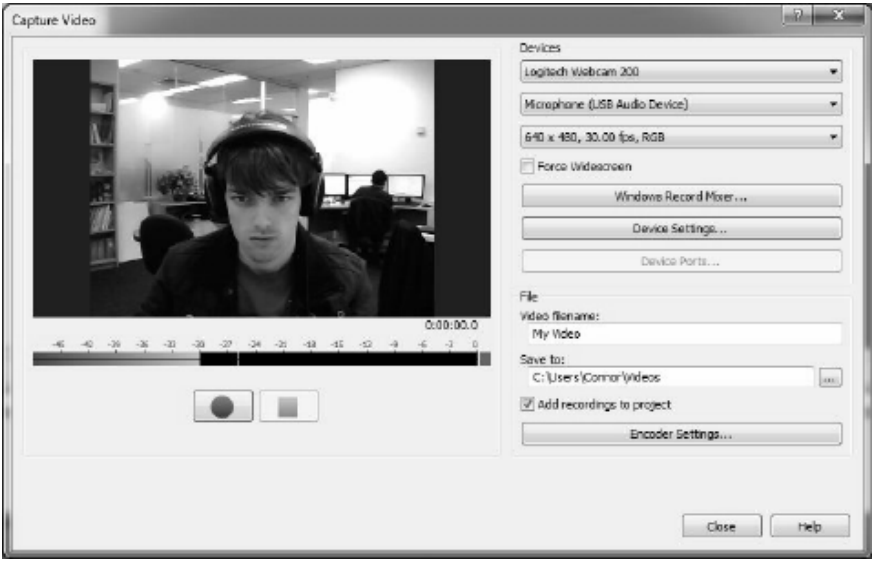
To prepare to capture video from a camcorder, make sure the device is connected to your computer and turned on. Select the camcorder from the Capture From pull-down menu. You then need to give the video you are about to capture a logical name, to make locating the file later easier. Finally, select the location on your computer where you would like to store the captured video. You are now ready to capture.

To capture video from a camcorder, first make sure the camcorder is in Play mode and not Record mode. See your camcorder's manual for more information.

You can then click the Record button underneath the source preview. When you are ready to stop capturing, click the Stop button. The file will then be automatically added to your VideoPad project. You can click Record and Stop as many times as you like to capture many different clips from the one source. You can use the Fast Forward or Rewind controls on the camera if you need to navigate to a particular spot on the DV tape.

Capturing From Another Device

VideoPad lets you capture video from a webcam, TV capture card, or other devices connected to your computer.



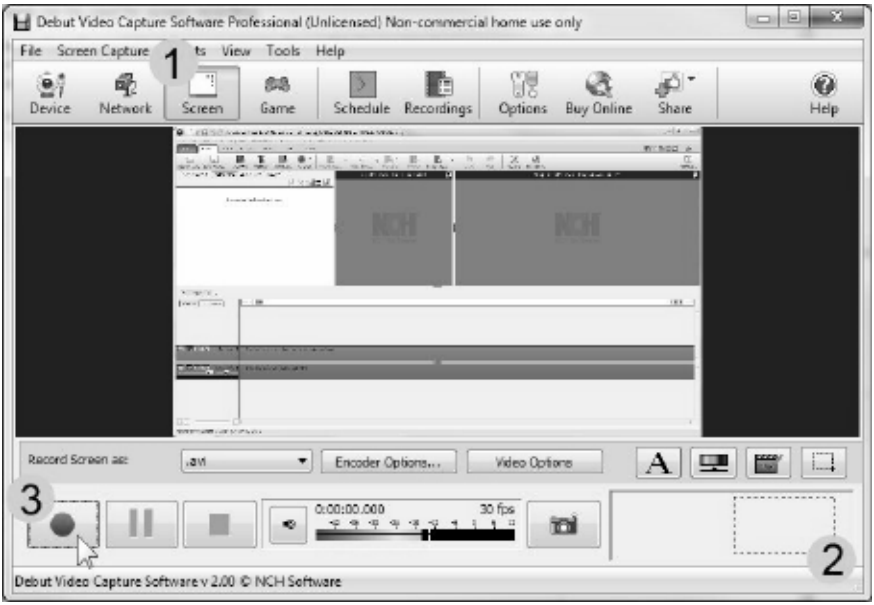
To prepare to capture video, in the Capture Video dialog select the device you want to capture from the pull-down menu. Make sure you also have the correct audio source connected. You then need to give the video you are about to capture a logical name, to make locating the file later easier. Finally, select the location on your computer where you would like to store the captured video. You are now ready to capture.

To capture video, click the Record button underneath the source preview. When you are ready to stop capturing, click the Stop button. The file will then be automatically added to your VideoPad project. You can click Record and Stop as many times as you like to capture many different clips from the one source.

Media Files and Other Content - Screen Recording

VideoPad can launch Debut Video Capture Software, which can be used for screen recording.

To launch Debut in screen recording mode, select File -> Record -> Record Screen..., or click the Record button's dropdown button on the tool bar, and select Record Screen... . It will be downloaded and installed if it's not yet present in your computer. In Debut, you can do full or partial screen recording. Just use the selection tool to define the area of the screen to be recorded. When you have finished recording, the video will automatically be imported into VideoPad.


Debut Video Capture Software Professional (Unlicensed) Non-commercial home use only
File
Screen Capture
ts
View
Tools
Help
1
Device
Network
Screen
Game
Schedule
Recordings
Options
Buy Online
Share
Help
Record Screen as:
.avi
Encoder Options...
Video Options
3
0:00:00.000
30 fps
2
Debut Video Capture Software v 2.00 © NCH Software

Media Files and Other Content - About 3D / Stereoscopic Media

A "stereoscopic" image or video presents a different image to each eye, giving a 3D effect.

Loading 3D Media

3D image clips and / or 3D video clips can be added to any project, using the instructions in Loading or Creating Clips .

When loading a 3D image or video file, you will be asked to select its stereoscopic format. Check the Use this format for all 3D files I load check-box to set this as the default. The default format can be changed later in Options: Export .

To change the stereoscopic format of a clip after it has been loaded, use the clip properties dialog.

Saving 3D Videos

Follow the instructions in Saving, Sharing, or Burning a Video. Select the Stereoscopic 3D output format, as shown in Output Video to Stereoscopic 3D.

Stereoscopic Formats

Side by Side, or Over / Under

Information for the left and right eyes are stored in separate parts of each frame. If the frame width or height is set to half, then it means that the output will be shown stretched as if the input 3D file were squashed to half width or height.

Anaglyph

Information for the left and right eyes is stored together, by shifting colors. Glasses with different colored lenses are required to view the 3D effect.

Media Files and Other Content - NCH Sound Effect Library

The NCH Sound Effect Library is a collection of thousands of royalty-free sound effects that can be added to your project.

Open the library using one of the following ways:

- Select Clip -> Add Audio From NCH Sound Effect Library .
- Right-click in a clip bin and select Add Audio From NCH Sound Effect Library .

Once you have opened the library, you'll see the following controls:

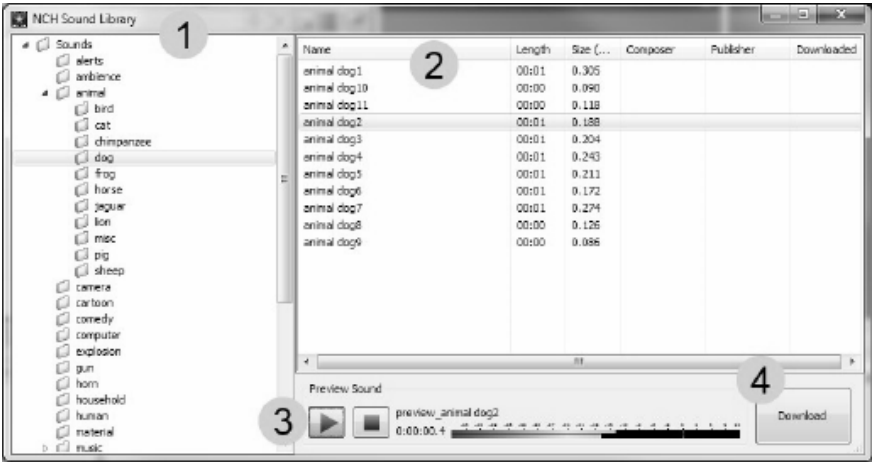
1. Folder Tree

   On the left hand side, each folder represents a category of sounds. Expand a folder to see its sub-folders, or the list of sounds it contains.
2. Sound List

   On the right hand side, all the sounds in the currently selected category are listed. This will be empty until a category is selected.
3. Preview Sound

   Select a sound in the list then click the Play button to hear it. When you have finished, click Stop.
4. Download

   Select a sound in the list then click the Download button to download the sound (if it hasn't already been downloaded) and add it to the clip bin of the open project.


NCH Sound Library
1
Sounds
alerts
ambience
animal
bird
cat
chimpanzee
dog
frog
horse
jaguar
lion
misc
pig
sheep
camera
cartoon
comedy
computer
explosion
gun
horn
household
human
material
music
2
Name
Length
Size (...
Composer
Publisher
Downloaded
animal dog1 00:01 0.305
animal dog10 00:00 0.090
animal dog11 00:00 0.118
animal dog2 00:01 0.188
animal dog3 00:01 0.204
animal dog4 00:01 0.243
animal dog5 00:01 0.211
animal dog6 00:01 0.172
animal dog7 00:01 0.274
animal dog8 00:00 0.126
animal dog9 00:00 0.086
3
Preview Sound
preview_animal dog2
0:00:00.4
4
Download

Media Files and Other Content - NCH Clipart Library

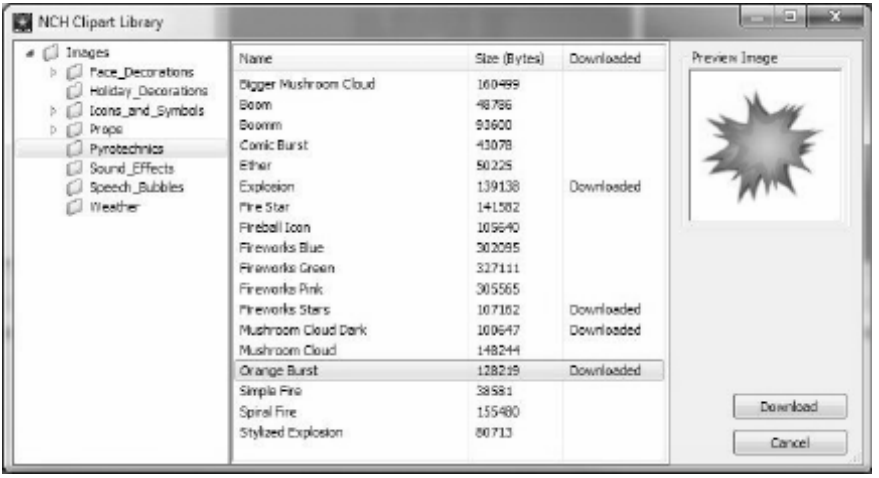
The NCH Clipart Library is a collection of hundreds of royalty-free images that can be added to your project.

Open the library using one of the following ways:

- Right-click in a clip bin and select Add Images From NCH Clipart Library.
- Select Clip -> Add Images From NCH Clipart Library

Use the panel on the left to select a clipart category. When a category is selected, a list of clipart images will be displayed in the center of the dialog. Click on any image in the list to see a preview on the right side of the dialog.

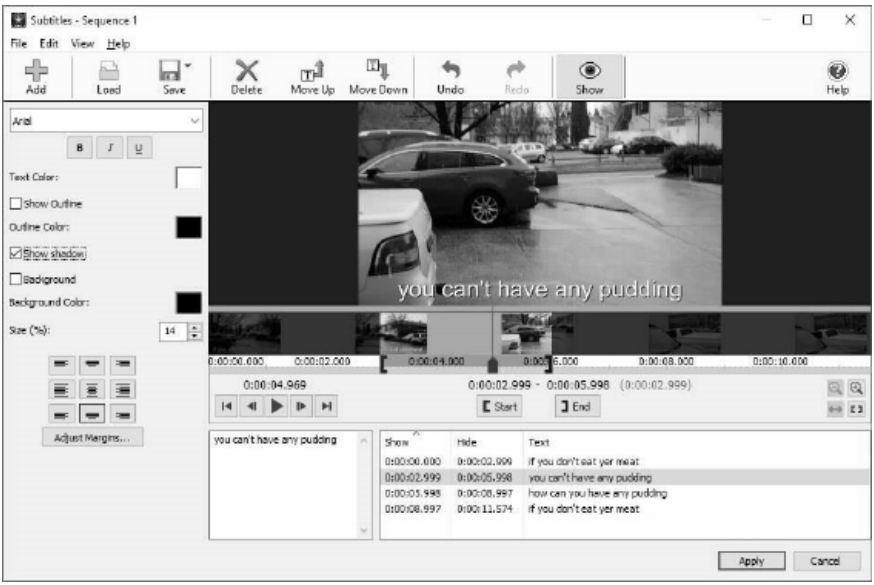
When you find a clipart image you like, click the Download button. Once the image has finished loading, the clipart image will be added to your project.



Media Files and Other Content - Subtitles

Subtitles Dialog

The subtitles dialog allows you to import, export, create, and edit subtitles for the current sequence. To add subtitles to a sequence, first ensure that the sequence has one or more clips added, then select Tools -> Subtitles, or click the Subtitles button on the Home tab's tool bar.



Note: Subtitles for a sequence are not shown when the sequence is used as a clip in another sequence.

Importing and Exporting

You can import a subtitles file by clicking the Load button at the top of the subtitles dialog. Note that some text effects, such as Karaoke, will not load correctly in VideoPad due to differences between subtitle formats, but the subtitle text will still be displayed.

You can export a subtitles file by clicking the Save button at the top of the subtitles dialog.

VideoPad supports the loading and saving of two subtitle file formats:

- SSA (SubStation Alpha)
- SRT (SubRip)

If you are saving to SSA, you will be presented with a dialog asking you to provide Title and Author information. These can be left as their default values as they do not affect the subtitle output.

Fixing Imported Subtitles Display Problems

If the text is too big or small, select it in the main subtitle list by clicking on it, then adjust the size using the Size control, on the right hand side of the preview.

If the text is a good size but some of it is cut off or overlapping, try editing the subtitle by clicking the subtitle in the list and adding some line breaks (by pressing Enter on your keyboard) to the text in the box at the bottom of the dialog.

Adding Your Own Subtitles

To create a subtitle, first click the Add Subtitle button in the toolbar, then type some text into the white box at the bottom of the dialog. You can adjust the Show and Hide times by clicking on the times below the preview, or by dragging the red and blue triangles on the timeline.

To edit a subtitle's text, first select it in the list, then change the text in the white edit box at the bottom of the dialog. You can also adjust like bold, italic, underline, color, outline color, background color and size by using the controls on the right hand side of the preview. Show and hide times can also be adjusted for existing subtitles.

Delete subtitles by selecting one or more subtitles in the list, then clicking the Delete button in the toolbar.

Hiding Subtitles

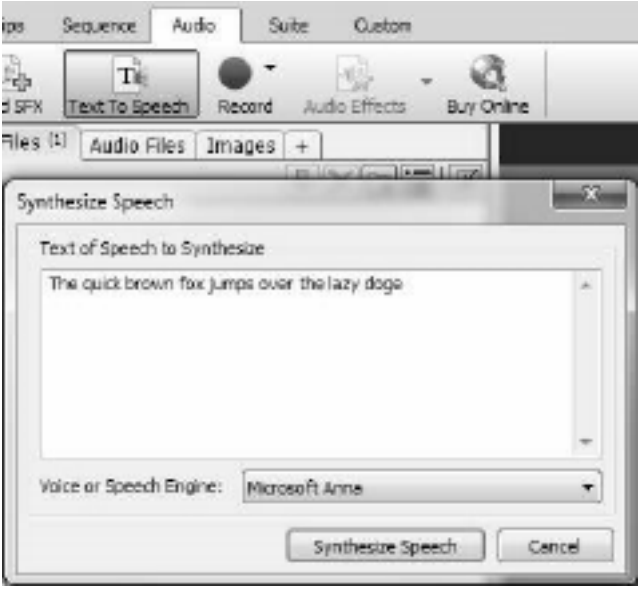
You can hide all the subtitles from a sequence by deselecting the Show Subtitles button in the toolbar. Note that any videos you export while this box is checked will not have the subtitles visible.

Media Files and Other Content - Text To Speech

The text to speech feature allows you to enter some text and have it generate a sound file from the text.

To use the feature:

1. Click the Text To Speech button on the Audio tab.
2. Enter the text you wish to convert to a sound file.
3. Click the Synthesize Speech button.



Editing - Batch Video Editing

The Batch Video Editor can be used to apply a set of transforms, effects, and format conversions to many clips at once.

To open the Batch Video Editor, select the Batch Video Editor... item from the Tools menu.

There are six steps to complete a batch conversion job:

1. File Selection. Select the files you want to use in the batch edit process.
2. Batch File Load. Load a pre-existing batch file. This is optional, see step 5.
3. Add Transforms. Change file properties like flipping, rotation, cropping and aspect ratio changes.
4. Add Video Effects. Add video effects like Black & White, Rotation, Sepia and more.
5. Output Settings. Choose the desired output settings. The output file format may be changed or kept the same. You can also optionally save the batch settings to a file for later use in step 2.
6. Output Process. This is where you wait for the batch process to finish.
7. Completion. After the batch process completes, you can choose to import the edited files into your VideoPad project or browse to the output folder location.

Editing - Editing in an External Editor

To edit an image or audio file you have added to VideoPad in an external editor:

1. Right-click on the clip in a bin and select Open File With from the context menu.
2. If you have specified an external editor in the Editing tab of the options dialog, then the editor you have chosen will open. Otherwise, the default editor will open (WavePad for audio files, PhotoPad for image files).
3. Make any desired changes in the external editor, locate and click Save in your external editor.
4. Close the external editor when it has completed saving your changes.
5. Change application focus back to VideoPad.

   There should be a message saying:

   "File: [FilePath]

   Editing in an external editor...

   Press OK when done."

   Click the OK button.
6. VideoPad will reload the file so that your changes are visible.

Editing - Timeline and Storyboard Modes

The sequence view in the lower half of the main window can be viewed in either timeline or storyboard mode.

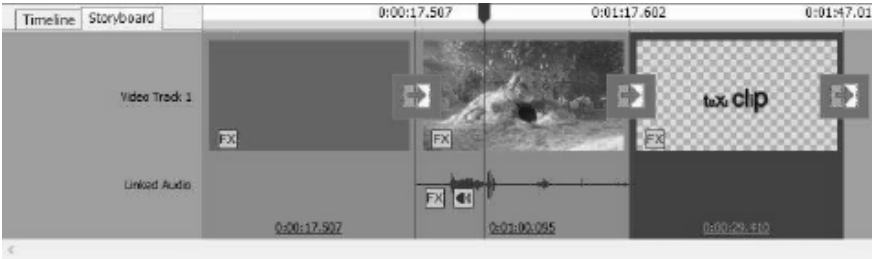
To change between the two modes, select View -> Sequence -> Timeline Mode or Storyboard Mode, or click the Timeline or Storyboard button underneath the sequence tabs.

Timeline Mode

Timeline mode shows all video and audio tracks, and all the clips on them. The width of each clip is proportional to its duration. e.g., A two minute long clip will be twice as wide as a one minute long clip. The duration of a clip can be changed by dragging its left or right edge. A clip can be dragged to change its position, or to move it to another track. Any linked or grouped clips will move too.

For a list of the controls available on each track, see: Concepts: Tracks

Storyboard Mode



Storyboard mode is a simplified view, suitable for quickly assembling and arranging clips when creating a new sequence, or making easy changes to existing sequences that don't make use of many tracks. Only clips on video track 1 (and any audio linked to those clips) are visible. When moving or changing the duration of clips in a sequence that contains clips on many tracks, timeline mode is recommended instead.

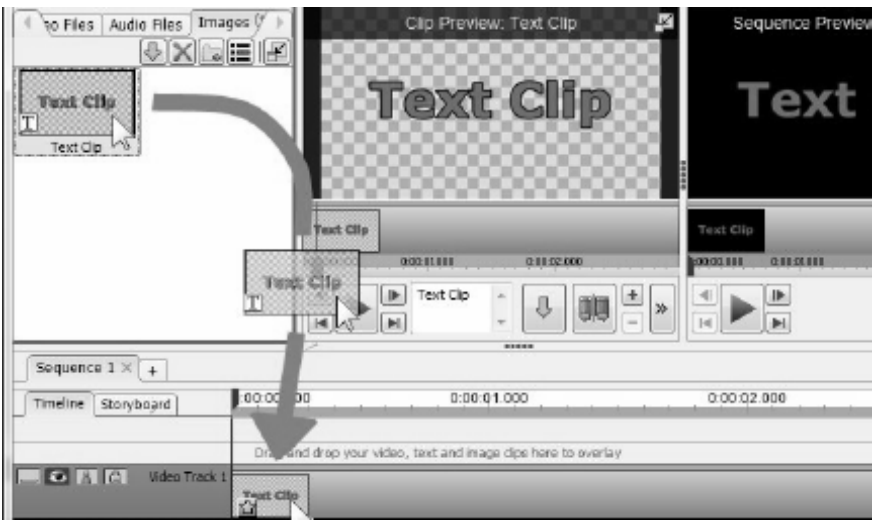
The width of each clip is the same, regardless of its duration. Space between clips is shown as a fixed gap, the same width as a clip, regardless of the duration of the space. Clips can be rearranged by dragging them before or after other clips or gaps.

Editing - Adding Clips to a Sequence

To add one or more clips to the current sequence, do one of the following:

- Select clip(s) in a bin and select one of Clip -> Place on Sequence at Start, Place on Sequence at Cursor, Place at Cursor on New Track, or Place on Sequence at end.
- Select clip(s) in a bin and click the Place clip on sequence button (green down arrow icon), under the clip preview. Select the placement method (see below) from the Place Clip on Sequence dialog.
- Right-click on clip(s) in a bin and select Place on Sequence. Select the placement method (see below) from the Place Clip on Sequence dialog.
- Drag clip(s) from a bin and drop it / them on the sequence on the desired track and position.

If multiple clips are placed on a sequence at the same time, the first clip will be placed at the selected position, and subsequent clips will be placed to its right.



Place on Sequence at Start

Clip(s) are placed on video or audio track 1, at position 0:00:00.0. Any clips already on those tracks are moved to the right by the duration of the clips being added.

Place on Sequence at Cursor

Clip(s) are placed on video or audio track 1, at the position of the playback cursor (the vertical red line). Any clips already on those tracks are moved to the right by the duration of the clips being added.

Place at Cursor on New Track

Clip(s) are placed at the position of the playback cursor (the vertical red line), on the first track that has no clips at that point.

Place on Sequence at End

Clip(s) are placed on video or audio track 1, after all other clips on those tracks. The sequence duration becomes longer.

If the Place Clip on Sequence dialog's Always perform selected action. Do not ask me again. check-box is checked, the same method will be used when adding subsequent clips. This can be changed later using Options -> Media -> Add new clip to the following position.

Editing - Moving Clips

Once a clip is on a sequence, it can be moved around by dragging it. The behavior changes depending on whether the sequence view is in Timeline or Storyboard mode.

Timeline Mode

In Timeline mode, clips can be dragged left and right and move them earlier or later in the timeline, or up and down to move them to different tracks.

When either end of the clip being dragged is near either end of another clip, or the start or end of the sequence, it will "snap" to that position. Hold down the Shift key while dragging to temporarily disable this behavior.

When moving a clip so that its left edge is inside of another clip, that other clip will be split and the clip will be inserted at that point. Hold down the Alt key when dropping the clips to temporarily disable this behavior.

Storyboard Mode

In Storyboard mode, clips can only be dragged left and right, to move them before or after other clips. Clips on the same track will be automatically moved to make space for the clip(s) being dragged, meaning they won't be truncated or deleted. However, clips on other video or audio tracks, which aren't visible in Storyboard mode, may be affected.

In both Timeline and Storyboard modes, linked or grouped clips will move together.

Editing - Trimming and Splitting Clips

Trimming Video and Audio Clips

Every video or audio clip, either in a bin or on a sequence, has an Start Time and an End Time. When a clip is placed on a sequence, only frames or samples from the region between the Start and End Time are used. Frames or samples before the Start Time and after the End Time are trimmed.

By default, a clip's Start Time is at the start of the clip, and the End Time is at the end. i.e., Nothing is trimmed.

In the Clip Preview

Select a video or audio clip in a bin or on a sequence to show it in the clip preview. On the clip preview's timeline, the Start Time shows as a red triangle, and the End Time shows as a blue triangle. Drag either triangle to move the In or End Time. Alternatively, move the clip preview's current playback position and select Clip -> Player -> Set Clip Start Time or Set Clip End Time , or click the red or blue flag icon button. If the clip you are changing is on the sequence and the new In or End Time you have chosen will conflict with another clip on the sequence, then the clips are moved to the right so that no clips will overlap. Hold Alt while changing the In or End Time to temporarily disable this behavior.

Click the Split button in the Clip Preview and it will save a duplicate video clip into the Bin with your edited Start and End Time. Select the saved video clip from the bin and re-position the playback position on the timeline anywhere in between the Start and End Time. You can use the Split button again to save another duplicate video clip with different Start and End Time.

Trimming Clips in Sequence and Sequence Preview

On a Sequence

Click on the timeline to a position where a selected clip is. Right-click on a selected clip and click Split Selected Clip(s)

On a Sequence (Timeline Mode only)

Hover the mouse cursor over the left edge of a clip and the cursor will change to resizing cursor. Click and drag to move the left edge of the clip and change the clip's Start Time. Likewise, dragging the right edge of a clip changes its End Time. Note that the Start Time cannot be dragged earlier than the beginning of the clip, and the End Time cannot be dragged later than the end of the clip. If you resize a clip so that it overlaps with another clip then some clips will be moved to the right on the sequence to compensate so that no clips will overlap. Hold Alt while resizing to temporarily disable this behavior.

On a Sequence (Storyboard Mode only)

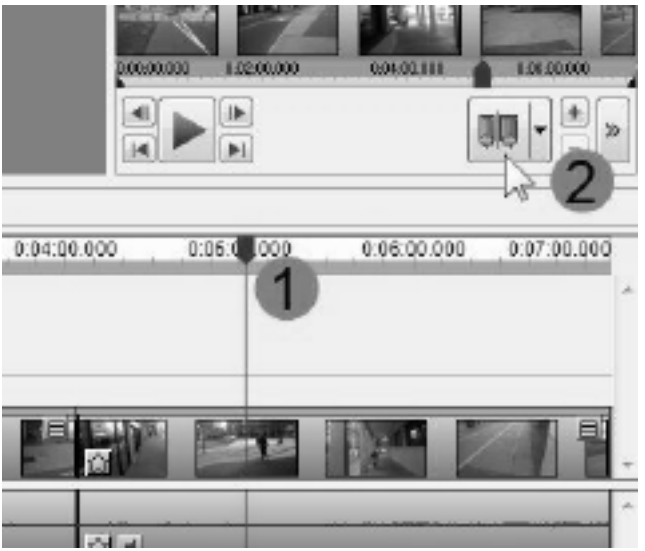
The Start Time of a clip can't be modified here, however changing the duration (by clicking on the duration at the bottom of the clip) will move the End Time.

Splitting Clips in Sequence and Sequence Preview

Any type of clip on a sequence can be cut in two by splitting it. Splitting can be used to remove part of a clip from a sequence (e.g., removing advertisements), to move part of a clip (e.g., to make space for a cut-away shot), to allow a transition to be used, or many other reasons.

To split one or more clips, move the current playback position on the sequence or sequence preview to the split position and do one of the following:

- Click on the Split Tracks button at the top menu under the Sequence tab.
- Click on the Split button (scissors icon) under the sequence preview to split all tracks.
- Click on the small triangle next to the Split button (scissors icon) under the sequence preview and select one of the split methods.



The methods of splitting are:

Split Selected Clips

All selected clips, including any linked or grouped clips, on any video or audio track, will be split.

Split All Tracks

All clips, selected or not, on any video or audio track, will be split.

Split All Video Tracks

All clips, selected or not, on any video track, will be split.

Split All Audio Tracks

All clips, selected or not, on any audio track, will be split.

Editing - Linked and Grouped Clips

Linked Clips

When a file with both video and audio is added to a project, it is shown as a single video clip in the bin. By default, the audio is linked with the video clip. When the video clip is placed on a sequence, the linked audio is also placed on the sequence, and the two clips remain linked.

If two clips on a sequence are linked together, moving one clip will cause the other clip to move as well. This way, the video and audio will stay synchronized.

To unlink the audio from a video clip in a bin, click on the video clip and select Clip -> Unlock Audio, or right-click on the clip and select Unlink Audio. A new audio clip will appear in the Audio Files bin.

To unlink clips on a sequence, select the video clip then select Clip -> Unlock Audio, or right-click on either clip and select Unlink from Audio or Unlink from Video.

Grouped Clips

While linking is used to connect a video clip with its original audio, grouping can be used to connect two or more clips of any type. Grouping only works on clips on a sequence. Examples of uses for grouping include:

- Keep sound effects or music synchronized with video clips.
- Keep the timing of a text clip, such as a title or caption, relative to a video clip.
- Keep multiple shots of a scene together.
- etc.

To group clips, select multiple clips in a sequence and select Sequence -> Group Selected Clips, or right-click on one of the selected clips and select Group Selected Clips. Select Ungroup Selected Clip(s) instead to ungroup clips.

Editing - Bookmarks

You can add bookmarks to your timeline to separate the timeline into sections. These bookmarks can later be used as DVD chapters.

Adding a Bookmark

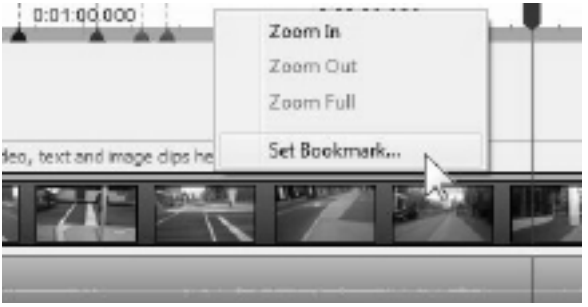
To add a bookmark either:

- Select Sequence -> Player -> Set Bookmark at Cursor...

  The new bookmark will be appear at the cursor position on the timeline.
- Right-click the timeline at the point you wish to add a bookmark and select Set Bookmark.

The Edit Bookmark dialog will open. Enter the bookmark's name and choose the color you would like your bookmark to be by clicking the color sample, then click OK.

To check the name of a bookmark, move your mouse over it and wait until the tooltip appears.



To change the name or color of a bookmark, right-click it and select Edit Bookmark... The Edit Bookmark dialog will open.

Removing Bookmarks

To remove a bookmark, right-click it and select Remove Bookmark.

Navigating Bookmarks

You can move the timeline position to match any created bookmark on a sequence by selecting the bookmark from Sequence -> Player -> Goto Bookmark... -> Bookmark-Name

Bookmarks in this list will be ordered sequentially as they appear in the sequence.

Editing - Volume Levels

There are many methods to change the volume of specific items or groups of items within VideoPad.

Changing the volume of individual clips

Clip Volume Dialog

The clip volume dialog can be opened by pressing the Volume button located in the bottom left corner of all audio track clips located within any sequence . You can also right-click on the audio clip and select Adjust clip volume... from the context menu.

Use the volume control slider to increase or decrease the volume. Check the Mute clip checkbox if you don't want to hear the audio for this clip. Click the OK button to save any volume adjustments to the clip.

Fade Points

Fade points can be used to apply a smooth increase or decrease to a clip's volume applied across a desired duration.

Audio Effects

Audio effects such as Amplify and Compressor can be used to increase, decrease, and limit the volume of clips in assorted ways.

Changing the volume of whole tracks

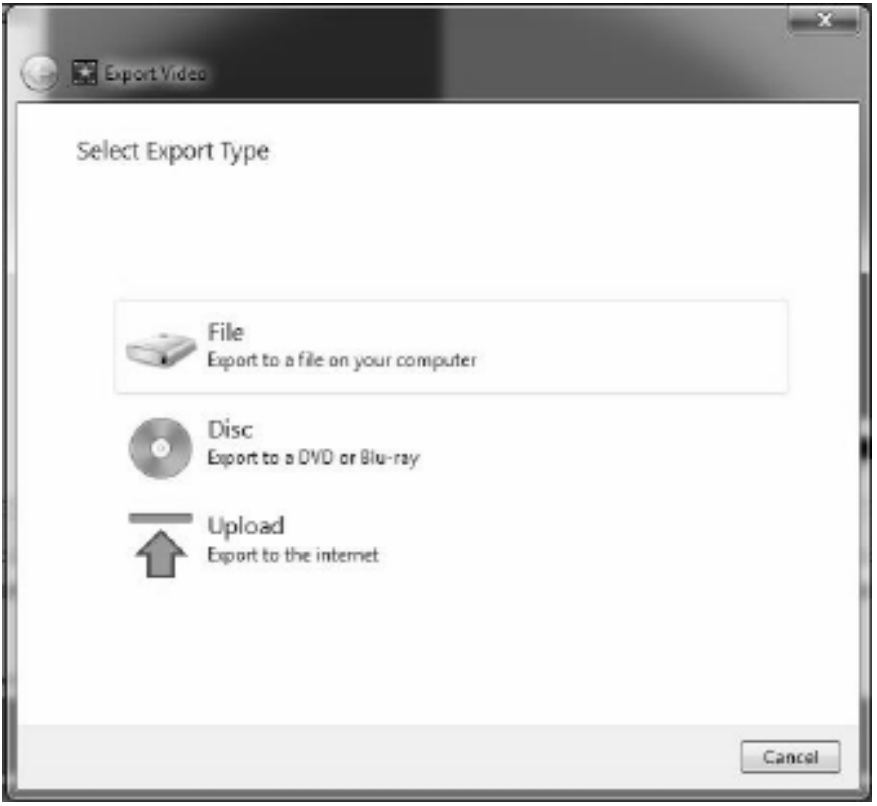
Finalize a Project - Previewing a Project

You can watch a full screen preview of what's on your sequence, including effects and transitions, by clicking the "Preview" button on the toolbar.

Finalize a Project - Saving, Sharing, or Burning a Video

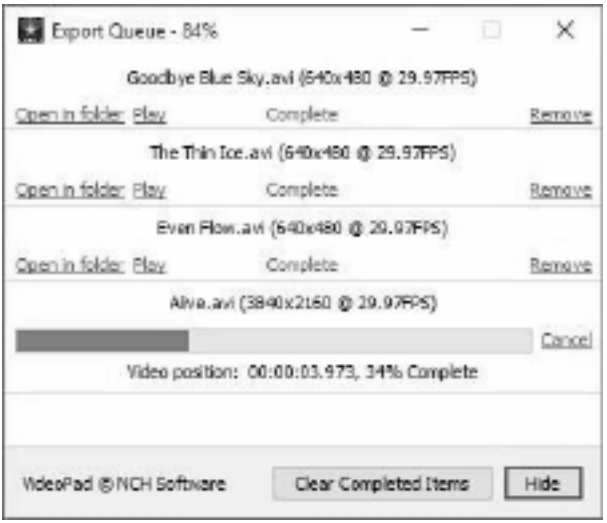
Once you have finished editing your project, you can save or upload a video to share it with others.

Select File -> Export Video, or click the Export Video button on the tool bar. The Export Video wizard will appear to guide you through the video export process.



Export Queue

Multiple export tasks can be queued up to finish in the background. This allows another project to be edited while one or more other projects are already exporting.



Press the Cancel link to cancel a task that is processing or pending processing. Press the Remove link to remove a task that has completed or failed. The Export Queue dialog may safely be closed while exporting is in progress. The export tasks will continue in the background and you can track their progress by looking in the status bar of the main window.

The Export Queue dialog can be re-opened by clicking the arrow button in the status bar or by selecting the View -> Show Export Queue menu item.

Finalize a Project - Adding DVD Chapters

If a sequence is going to be burnt as a video DVD, chapters can be added to the DVD by setting bookmarks.

1. First, add bookmarks to your timeline:

   - Right-click the timeline at the position where you would like the chapter separator to be and select Set Bookmark.
   - Change the name and color of the bookmark if you like (this will not affect your DVD chapters), then click OK.
   - Repeat the above steps for every position you want to start a new chapter. Each bookmark will be used as a chapter separator.

2. Second, choose to export your movie to DVD:

   - Follow the instructions in Saving, Sharing, or Burning a Video to burn a DVD.
   - A dialog will appear, asking if you would like to export your bookmarks as DVD Chapters. Select Use bookmarks as chapters.

Finalize a Project - Backing Up or Moving a Project to Another Computer

A project file only stores the paths of media files (including video, audio, and image files), not the entire file contents. When a project file is loaded, it attempts to find and load the media files using those file paths. If a media file has been moved or deleted, or the project file alone has been copied or moved to another computer, VideoPad will not be able to find the original media files.

To back up a project and all its media files, or to move a project and all its media files to another computer, select File -> Back Up Project Files to Folder. This will save a new copy of the project (.vpj) file in the selected folder, and all media files used in the project will also be copied into the same folder. This entire folder can then be saved to backup media, or copied or moved to another computer.

How To - Remove a Section from Sequence

In Timeline mode, Click and Drag on empty space to select a section of the sequence. Press the Delete key or the

button to remove the selected section.

How To - Save a Single Frame

You can save a single frame from the current preview by first moving the current preview position until the desired frame is visible in the preview, then doing one of the following:

- Select Tools -> Take Sequence Preview Snapshot to take a snapshot of the sequence preview.
- Select Tools -> Take Clip Preview Snapshot to take a snapshot of the clip preview.
- Click the Take Snapshot button (camera icon) under the preview, or take a snapshot at a specific resolution by clicking the button's dropdown menu

You can also change the resolution for snapshots by selecting Tools -> Change Snapshot Resolution

VIDEO
0:00:01.178
0:00:02.000
Select Resolution
HD 1080 (1920x1080)
HD 720 (1280x720)
Widescreen TV (1024x576)
TV NTSC (640x480)
TV PAL (768x576)
Custom...
drop your audio clips here

The frame will be saved to the folder specified in Options -> Disk -> Save snapshots to. It will also be added as an image clip to the current project.

Alternatively, to save all frames of a sequence as a series of images, see Image Sequence in Saving, Sharing, or Burning a Video
.

How To - Watermark Image or Picture-in-Picture Video

Watermark Image

A watermark image is a small, often partially transparent, image overlayed on one corner of a video. For example, to show a company logo on a corporate video. This effect can be achieved using the following steps:

1. Load an image file to create a new image clip.
2. Overlay the image clip on the sequence by adding it to a video track above the background clip(s).
3. Edit the video effects applied to the image clip.
4. Add or select the Motion effect. Reduce the Scale value to make the image smaller. Adjust the Position X and Y values to move the image near one corner.
5. Add or select the Opacity effect. Reduce the Opacity value to make the image partially transparent.

Picture-in-Picture

Picture-in-picture is similar to a watermark, but overlays a small video instead of a small image. For example, to show a close-up of someone giving a commentary of what is happening in the main video. This effect can be achieved using the following steps:

1. Load a video file to create a new video clip.
2. Overlay the video clip on the sequence by adding it to a video track above the background clip(s).
3. Edit the video effects applied to the video clip.
4. Add or select the Motion effect. Reduce the Scale value to make the video smaller. Adjust the Position X and Y values to move the video.

How To - Blue or Green Screen Chroma Keying

Also known as "blue screen" or "chroma keying", green screen is the process of removing a selected color from an image. For example, to show an actor standing in front of a computer generated background, the footage of the actor can be shot against a green screen. The background can then be removed with the green screen video effect to reveal another clip underneath which will provide the new background.

Follow the instructions in Video Effects to add a Green Screen video effect. To configure the effect, with the Video Effects dialog open, click on the video preview on the right side of the dialog to choose the color to remove. Alternatively, you can use the color picker control on the left side of the dialog to choose a color more precisely. Change the Background and Foreground values to adjust how similar a color has to be to the selected color for it to be removed. Selecting Color will remove color in the video based on how closely it matches the chosen color. Selecting Brightness will remove color in the video based on how closely it matches the brightness of the chosen color. This is useful when you need to apply a green screen effect to a video with a bright white or dark black background. The Background value can not exceed the Foreground value. As you move one slider, the other may move automatically, to maintain this relationship.

For best results, the background to be removed must be a very consistent color (e.g., without highlights or shadows), and the background color must not appear on actors or objects which you don't want to remove.

How To - Remove Advertisements

To remove advertisements or unwanted scenes from a video clip:

- Place the video clip on a sequence and make sure it is selected.
- Move the current sequence playback position to the beginning of the unwanted scene.
- Select Sequence -> Split Tracks -> Split Selected Clip(s), or click the right hand side of the Split button (scissors icon) under the sequence preview and select Split Selected Clip(s).
- Move the current sequence playback position to the end of the unwanted scene.
- Select Split Selected Clip(s) again.
- Select the unwanted scene and select Sequence -> Cut, or right-click on it and select Delete Selected Clip(s).
- Move the remaining clip to fill the gap.

How To - Create Scrolling Credits or News Ticker

Scrolling Credits

Scrolling credits can be added to a sequence using a text clip with a scrolling direction applied.

1. Add a text clip to the project. Type in all the credits as the text clip's text contents.
2. From the text clip's clip preview. On the Text Tools window, set the Scrolling attribute to Bottom-Top to scroll the credits up from the bottom of the screen. Adjust the other attributes (font, size, color, etc.) as required.
3. All the credits will be shown in the duration of the text clip. The default duration of a text clip is short, meaning the credits will scroll very quickly. Make the duration of the text clip longer to scroll the credits slower.
4. Add the clip to a sequence. Remember that other clips can be placed on video tracks above or below the credits text clip. e.g., Place a blank clip, image clip, or even a video clip on a lower video track to change what's seen behind the credits.

News Ticker

To create horizontally scrolling text, like a news or stock ticker, follow the above instructions with these small differences:

- Make sure all the text clip's text is on a single line (i.e., no new-line characters).
- Use the Right-Left scrolling type.

Effects and Transitions - Video Effects

Each video, image, text, or blank clip can have one or more video effects applied to it.

Edit Effects

To edit the video effects applied to a clip, open the Video Effects dialog by selecting the clip and doing one of the following:

- Select Video Effects -> Current Effect Properties from the main menu.
- Click the Video Effects button in the tool bar.

If the clip is in a bin, you can also right-click on the clip and select Edit Effects. If the clip is on a sequence, click the button with the star icon on the bottom left of the clip.

Add New Effect

To add a new effect to a clip, do one of the following:

- Select the clip and select one of the effects in the Video Effects menu.
- Select the clip and click the right side of the Video Effects button in the tool bar and select one of the effects.
- Open Effects window using one of the methods above, click the Add Effect button in the toolbar of the Effects window and select the desired effect.

VirtualDub Plugins

More effects can be added by installing VirtualDub plugins.

See: VirtualDub Video Effect Plugins

Effect Masking

Effect masks are used to apply one or more effects only to a specific region of a clip. As with most effects, a mask can be animated over time to change its shape and size. Specific examples of what effect masks are useful for:

- Blurring out faces (using the Blur effect)
- Pixelating car license plates (using the Pixelate effect)
- Highlighting a face or other feature (using the Brightness / Contrast / Gamma effect)

See: Effect Masking

Effects and Transitions - Effect Masking

Effect Masking

The effect mask feature allows one or more effects to be applied only to a specific region of a clip. Masks can be animated over time, for example to follow a moving object in a video.

Masks are made up of three or more points, each of which can be animated separately.

Adding, changing and animating effect masking is done in Effects Window. To access Effects Window, see Video Effects.

Adding a mask:

1. Click the

   button in the toolbar
2. The mask's shape can be seen in the Clip Preview

Changing a mask's shape:

1. Select the mask by clicking on the title bar
2. To move an existing point, click and drag it on the Clip Preview
3. To add a new point, click on the line between two points
4. To delete a point, right-click it

Animating a mask:

1. Select the mask by clicking on the title bar
2. Ensure that animation editor is shown
3. Click

   button to show the animation line on the animation editor
4. Move the red timeline cursor to where a particular mask shape is required
5. Click

   button to add a new key frame if no keyframe under the red cursor
6. Change the shape of the mask
7. Repeat step 4-6 until all keyframes are set

Effects and Transitions - Auto Levels

Auto Levels

Dynamically adjusts the levels of each image to give good brightness and contrast.

Effects and Transitions - Black and White

Black and White

When enabled, the image will appear black and white. Also known as gray-scale. For partially desaturating colors, use the Saturation effect instead.

Effects and Transitions - Shake

Shake

Shakes the clip as though being filmed with an unsteady camera.

Effects and Transitions - Split Screen

Split Screen

Allows you to crop the clip to take up a predefined portion of the image. To achieve a splitscreen effect, overlay two clips and assign each to different halves.

Effects and Transitions - Border

Border

Applies a solid color border to the clip. The width and color of the border's frame can be chosen and animated over time.

Effects and Transitions - Brightness/Contrast/Gamma

Brightness/Contrast/Gamma

For brightness: Negative values give a darker image. Positive values give a brighter image.

For contrast: Negative values give lower contrast, causing dark areas to appear brighter and bright areas to appear darker. Positive values give higher contrast, causing dark areas to appear darker and bright areas to appear brighter.

For gamma: The value specifies non-linear gamma correction. Values less than 1 give a darker image. Values greater than 1 give a brighter image.

Effects and Transitions - Green Screen

Green Screen

See: Blue or Green Screen Chroma Keying.

Effects and Transitions - Cartoon

Cartoon

Makes a photo or video look like it's a cartoon.

Effects and Transitions - Color Curves

Color Curves

Remaps each color in the image or video from the original color to one defined by the color curve.

Effects and Transitions - Crop

Crop

Can be used for removing a border from an image clip, or black bars from a video saved in an incorrect aspect ratio. Adjust the Left, Top, Right, or Bottom parameters to crop pixels from that edge of the clip. The cropped parts of the clip will be left blank. To change the scale of a clip, apply the Motion effect and adjust the Scale parameter.

Effects and Transitions - Edge Detection

Edge Detection

Finds and highlights the edges of objects in the frame.

Effects and Transitions - Fisheye

Fisheye

Allows you to simulate a fisheye camera lense or to remove a fisheye effect from a video.

Effects and Transitions - Glow

Glow

Makes the brighter parts of the video even brighter and appear to glow, while leaving dark areas the same.

Effects and Transitions - Exposure

Exposure

Simulates camera under / over exposure.

Effects and Transitions - Hue

Hue

Shifts the hue of every color in the frame by the specified percentage, giving unnatural colors.

Effects and Transitions - Hue Cycle

Hue Cycle

Same as the Hue effect, but automatically animates the shifting of the hue through the duration of the clip.

Effects and Transitions - Mirror

Mirror

Mirrors one half of the frame on to the other half of the frame.

Effects and Transitions - Motion

Motion

Changes the position (translation), rotation, and scale of a clip. Useful for positioning a clips as an overlay on top of another. When animated, can be used for panning and zooming clips, such as for custom transitions.

Effects and Transitions - Motion Blur

Motion Blur

Simulates the motion blur effect caused by a long video camera exposure time.

Effects and Transitions - Negative

Negative

Every color is replaced with its negative color, like a film negative.

Effects and Transitions - Noise

Noise

Random pixels are drawn on top of the clip. The higher the intensity, the more noise is added, and the less of the original clip is visible.

Effects and Transitions - Oil Painting

Oil Painting

The clip is rendered as if it had been painted with a brush of the given size.

Effects and Transitions - Old Film

Old Film

An animated effect which simulates the imperfections of an old film by tinting it, adding jitter, fluctuating the brightness, etc.

Effects and Transitions - Opacity

Opacity

Also known as transparency. At minimum opacity, the clip is completely transparent and can't be seen at all. At maximum opacity, the clip is completely visible.

Effects and Transitions - Pixelate

Pixelate

The higher the coarseness value, the larger the size of the blocks used to render the clip, and the lower the resolution appears.

Effects and Transitions - Position

Position

Changes the position of the video frame.

Effects and Transitions - Posterize

Posterize

Reduces the apparent number of colors in a clip, changing gradients into flat areas of color.

Effects and Transitions - Ripple

Ripple

The clip ripples, as if viewed through moving water.

Effects and Transitions - Rotate

Rotate

Rotates the video frame in 3D around the center. To get the usual 2D rotation, rotate about the Z axis.

Effects and Transitions - Saturation

Saturation

Negative values cause the colors to be desaturated, where the minimum value gives a black and white image. Positive values cause the colors to be over saturated.

Effects and Transitions - Scale

Scale

Scales (stretches or squashes) the video frame horizontally, vertically or both.

Effects and Transitions - Sepia

Sepia

Tints the clip with a sepia color.

Effects and Transitions - Shadow

Shadow

Adds a dropshadow below the image or video, with customizable parameters like color, angle and distance.

Effects and Transitions - Smoothness

Smoothness

Negative values cause edges in the image to be sharpened. Positive values cause the image to be smoothed. Also known as blurred or softened.

Effects and Transitions - Temperature

Temperature

Used to correct colors in video or images taken with incorrect white balance. Negative values make the image cooler. Positive values make the image warmer.

Effects and Transitions - Tiles

Tiles

Makes the clip look like it is made of tiles. The shape of the tiles can be either hexagon or rectangle. The number of tiles and the spacing between tiles can also be changed and animated over time.

Effects and Transitions - Two-Tone

Two-Tone

The brightest half of the pixels are converted to one color while all the rest are converted to another color. The two colors can be animated over time.

Effects and Transitions - Tint

Tint

Tints the clip with an RGBA (red / green / blue / alpha) color value. The Intensity slider changes the alpha.

Effects and Transitions - Vignette

Vignette

Shades the edges of a clip with an alpha-blended color while leaving a circle in the middle of the clip untouched. The color, hardness and size of the shade can be changed.

Effects and Transitions - Waves

Waves

The clip bends and waves from side to side.

Effects and Transitions - Zoom

Zoom

Zooms in on a portion of an image or video. This effect can be used to achieve the Ken Burns effect.

Effects and Transitions - Animating Video Effects

Many video effects have parameters that can be animated. For example, the horizontal position parameter of the Motion effect can be animated to pan across a clip. Each animatable parameter is represented by a graph, where the X axis is time, and the Y axis is the value of the parameter.

To animate effect parameters:

- Follow the instructions for opening the Video Effects dialog.
- Click button in the toolbar to show the animation keyframe editor.
- If the effect you want to animate is collapsed, click on the + button on the effect title to expand it.
- Click button in the toolbar to show the animation keyframe editor.
- Alternatively, you can choose a pre-definded animation curve from the parameter menu to start with. To bring up the parameter menu, click on the button of the parameter.
- Modify the animation curve by adding and changing the keyframes. (See below.)

About Animation Curve

An animation curve represents how the effect parameter value (Y axis) changes in time (X axis).

The curve can be controlled by keyframes. A keyframe restricts the parameter must be the sepcified value at the time position. We can choose linear or bezier curve to interpolate the value between two keyframes.

If a parameter has no keyframes then it is not animated. Its graph will be a flat, horizontal line for the duration of the clip.

Add Keyframes

To add a keyframe, do one of the following:

- Left click on the graph line in a place where there are no existing keyframes.
- Right click on the graph line in a place where there are no existing keyframes. Choose Add curve keyframe or Add linear keyframe.

- Move the current timeline position and click the button.

Select Keyframes

To select a single keyframe, click on it.

To select multiple keyframes, do one of the following:

- Click on empty space and drag a rectange. Keyframes inside the rectangle will be selected when you release the mouse button.
- Hold Control key, click on the keyframes one by one to select them.

Moving Keyframes

To move a keyframe, do one of the following:

- Click on a keyframe and drag it. If multiple keyframes are selected, they will move together.
- Move the current timeline position over the keyframe and adjust the value of the parameter using its check-box, slider, or numerical input control.

Deleting Keyframes

To delete keyframe(s), do one of the following:

- Press Delete key or click button to delete selected keyframes.
- To delete a single keyframe, right-click on it and select Delete Keyframe.
- To delete all keyframes for a parameter, select the Reset from the parameter menu.

About Curve Handles

Curve handles are tangents of the curve and effects how the curve looks like in between the previous or next keyframe.

If there is no curve handle at both side of the segment, the segment will be a straight line.

Curve handles are attached to keyframes. A keyframe can have left, right or both curve handle attached. Curve handles are added when you adding a curved keyframe.

Add/Remove Curve Handles

There are four button on the tool bar for adding/removing curve handle on keyframes. While keyframe(s) are selected:

- Click on button to make no curve handles on both side.
- Click on button to make curve handle only on the right.
- Click on button to make curve handle only on the left.
- Click on button to make curve handle only on both side.

Alternatively, you can use right click context menu to add/remove curve handles:

- Right click on the curve handle and select Delete curve handle.
- Right click on the keyframe and select from add or remove curve handle commands.
- Right click on the line segment to select from Make line or Make curve. These commands will effect curve handles on both side of the segment.

Move Curve Handle

Curve handles can be move by dragging them.

While smooth toggle button is on, the curve handle on the otherside of the keyframe will be the mirror of the moving handle.

When a curve handle is a mirror of the handle on the other side of the keyframe, the curve will passing the keyframe smoothly (no sharp turn).

To make curve handles mirrored, do one of the following:

- Turn Force smooth change on keyframe on automatically mirror the curve handle on the other side while dragging it.
- Select the keyframe(s). From the mirror options drop down button on the tool bar, choose one of the mirror curve handle options:

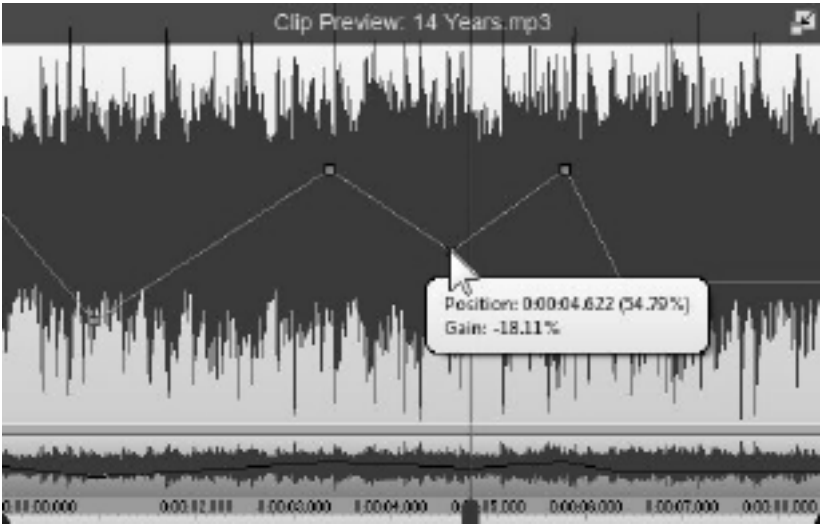
    - Mirror from right curve handle
    - Mirror from left curve handle
    - Avarage curve handles

Effects and Transitions - Audio Fade Points

In addition to being able to change the volume levels of a whole track or a whole clip, it is also possible to vary the volume of a clip through its duration, by adding fade points.

To start editing fade points, select an audio clip, either from a bin or on a sequence, to show its waveform image in the clip preview. Overlayed on the image is a blue line showing how much gain will be applied at each point in time. Negative gain, when the blue line is below the center, will make the audio quieter. Positive gain, when the blue line is above the center, will make the audio louder.

Hover the mouse cursor over a fade point to show its position and gain value.



Fade Points Presets

Right-click on the audio clip preview, or on an audio clip within a track, and select Fade In or Fade Out then input the duration of the fade to automatically add fade points.

Adding Fade Points

Click on the blue line, away from any existing fade points, to add another fade point.

Moving Fade Points

Click on any existing fade point and drag it to move it.

Deleting Fade Points

To delete a single fade point, right-click on it and select Remove this Fade Point. To delete all fade points, right-click anywhere in the audio clip preview and select Remove All Fade Points.

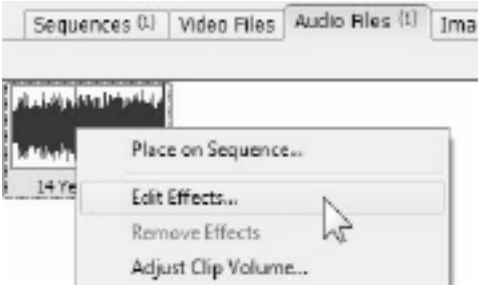
Effects and Transitions - Audio Effects

Each audio clip can have one or more audio effects applied to it.

To edit the effects applied to an audio clip, open the Audio Effects dialog by selecting the audio clip and doing one of the following:

- Select Effects -> Audio Effects -> Current Effect Properties.
- Click the right side of the Audio Effects button in the tool bar or select Audio Effects -> Current Effect Properties.

If the audio clip is in a bin, you can also right-click on the clip and select Edit Effects. If the audio clip is on a sequence, click the button with the star icon on the bottom left of the clip.



To add a new effect to an audio clip, do one of the following:

- Select the clip and select one of the effects in the Audio Effects menu.
- Select the clip and click the right side of the Audio Effects button in the toolbar and select one of the effects.
- Open the Audio Effects dialog using one of the methods above, click the Add Effect button in the toolbar of the Audio Effects dialog and select the desired effect.

Effect Preview Mixing

When editing effects for a track clip, you can choose to have the preview player mix with other clips as it would sound on the sequence. To enable or disable this mixing mode, click the Mix button on the toolbar.

Types of Audio Effects

Amplify

To 'amplify' is to increase the loudness or volume levels of the selected region. To make a part of the recording softer or louder, select it and then use the menu Effects -> Amplify. The volume is entered in percent (100 being no change, 50 being -6dB softer or 200 being +6dB louder).

Chorus

The chorus sound effect is used to make one voice or one instrument sound like 3 voices or instruments by playing the original with variably delayed and slightly pitch changed copies of the original.

Note: Chorus is a very useful way to make a mono source sound more stereo. You should convert your file to stereo within an audio editing application first before using Chorus.

Compressor

The Compressor reduces the volume of any sound which exceeds its "Threshold" setting. When a signal exceeds the threshold, the compressor gradually attenuates the sound to bring it down below the dB level, and does it in such a way that the listener will not be aware the attenuation is occurring.

The "Ratio" setting defines the ratio of the reduction in volume of sounds which exceed the compressor threshold. For example, if the ratio is 4:1 and the volume exceeds the threshold by 4dB, then the volume will be reduced to only exceed the threshold by 1dB. Note that a ratio of 1:1 means that there will be no change in volume; it effectively turns the compressor off.

Distortion

While normally we do everything to reduce distortion, sometimes you want to add it. It is popular for use with guitars. The distortion is measured between 0.0 (off and 1.0 clipping). You also specify the level where it kicks-in in dB.

For a more consistent sound, you should apply Dynamic Range Compression first before you add distortion.

Echo

An echo is a repeat of the sound after a short time (usually 400 - 1000ms). It sounds a bit like the person is in a large stadium or is shouting between two mountains.

To add echo select the region and use the menu Effects -> Echo then specify the duration and amplitude of the echo. The duration is the length of time after which the sound repeats - usually this is between 400 and 1000ms. The amplitude can be between 1 - 99% (99 being a very loud echo).

Flanger

A Flanger sound effect is similar to the phaser except that the delay is slowly modulated over time. You specify the starting delay time, the frequency of modulation, the depth of modulation and the wet dry gain (100% for wet, 0% for dry).

High-Pass Filter

A high-pass filter (sometimes called a low cut filter) removes all low frequencies below a specified Hz. This is useful if you want to make your recording sound 'clearer' or less 'muddy'. It is very usual to use a high-pass filter of about 300Hz on all voice recordings to improve intelligibility.

Pan

To pan audio in a stereo configuration is to fade the audio between the left and right channels.

Reverb

Reverb is many small reflections of the sound that come after a set time. It usually occurs when someone is speaking in a room, hall etc. More reverb is called wet, no reverb is called dry.

Use the menu Effects -> Reverb and enter the reverb level and time. The reverb level is the amplitude - 99 is very wet, 0 is dry. The time can be between 100 and 800ms - 200ms sounds like a small room or 800ms a large hall.

If you add too much reverb it can sound like the person is in a pipe or in the bathroom.

Presets

Some audio effects have a list of presets. Select a preset to quickly set all the parameters of an effect to some commonly used values.

Effects and Transitions - Transitions

Video Transitions

A transition gradually hides a video track clip as it reaches its end ("transition out"), and optionally gradually shows the clip that immediately follows ("transition in"). This change can be done using fading, wiping, or a number of other effects.

A transition can only be applied to a clip on a sequence, and only on a video track (meaning transitions can only be used on video, image, text, or blank clips).

Applying a Transition

Transitions can be applied in one of two ways:

- Transition out from clip A to nothing. (If no clip immediately follows the selected clip on the same track.)
- Transition out from clip A and in to clip B. (If a clip does immediately follow the selected clip on the same track.)

To apply a transition, do one of the following:

- Select the clip to transition out and select the type of transition to apply from the Transitions menu.
- Click on the Transition button on the top right corner of the clip to transition out and select the type of transition to apply.

The Transition Properties dialog will appear. For most transition types, you will only need to input the duration of the transition. The Zoom transition will also prompt for the start and end position. The Slide transition will prompt for the start and end positions and an ease in / out value.

Adjusting Duration or Other Properties

After a transition has been added, do one of the following to modify the duration and / or other properties:

- Select the transitioning out clip and select Transitions -> Current Transition Properties .
- Click on the Transition button on the top right corner of the transitioning out clip and select Current Transition Properties .

Removing a Transition

After a transition has been added, do one of the following to remove it:

- Select the transitioning out clip and select Transitions -> No Transition .
- Click on the Transition button on the top right corner of the transitioning out clip and select No Transition .

Starting a Sequence with a Fade In

A transition is applied to the end of a clip. To fade in at the start of a sequence, this can be worked around by placing a blank clip immediately before the first clip of the sequence and applying the Fade transition to it.

Effects and Transitions - Speed Change

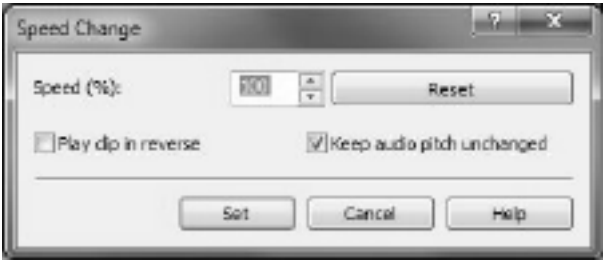
Use Speed Change to play a clip faster or slower than normal and / or to play it in reverse.

e.g., 50% is half normal speed, 100% is normal speed, 200% is twice normal speed, etc.

Usage

Changes to clip playback speed as a percentage can be applied as follows:

1. Right-click on a clip in a bin and select Change Clip Speed... (See note about sequences below.)
2. Select Effects -> Change Clip Speed...
3. Right-click on a clip within a sequence and select Change Clip Speed...



Check the Play clip in reverse check-box to make the clip play from end to start instead of start to end. This can be used in conjunction with the speed adjustment.

Check the Keep audio pitch unchanged check-box to keep the audio pitch the same when speeding up or slowing down. If this is unchecked, slowing down audio will reduce the pitch and speeding it up will increase the pitch.

The clip speed settings of a clip can be changed at any time.

Speed change will modify the way other effects work. e.g., Using speed change to play a clip in reverse when the clip has an animated Motion video effect applied will cause the motion to play in reverse. This is true regardless of whether the other effect was added before or after the speed change was made.

Sequences can only have changes applied to their speed by adding them to another sequence, selecting the sequence on the track, and using methods 2 or 3 above.

Effects and Transitions - Video Stabilization

Video stabilization eliminates camera shakiness and makes panning, rotation and zooming smoother.

To apply video stabilization:

- Right click on a video clip in a bin and select Stabilize Video...
- Select Effects -> Stabilize Video...

This will create a new video file. Once conversion has finished, you will have the option of using the stabilized clip instead of the original clip, or adding the stabilized clip to the bin as a new clip.

VideoPad implements video stabilization using the Deshaker filter, by Gunnar Thalin.

Effects and Transitions - VirtualDub Video Effect Plugins

In addition to the supplied video effects, VideoPad can also use VirtualDub plugins. Many VirtualDub plugins can be downloaded for free from 3rd-party web sites such as the ones listed at http://www.nchsoftware.com/videopad/free-plugins.html/ .

Some examples of available plugins are:

- Cartoon rendering
- Deinterlacing
- Logo removing
- etc.

Loading a Plugin

Once you've downloaded a plugin, select Effects -> More Video Effects -> Load / Unload VirtualDub Plugins from the main window or Load / Unload VirtualDub Plugins from the pull-down list of effects in the Video Effects dialog. Click Load File(s), browse to the .vdf plugin file, and click Open to add it to the list of plugins. Or select one or more plugins and click Unload File(s) to remove unwanted plugins from the list.

Using a Plugin Effect

Once a plugin has been loaded, it will appear in the pull-down list of effects in the Video Effects dialog. Select the plugin effect and click Add to apply it to a clip. Click Configure Plugin to change the parameters of the effect.

Support

VirtualDub plugins are 3rd-party software and are not tested by NCH Software. Plugins may cause instability in VideoPad. Please save your project before adding any plugins.

NCH Software offers no documentation of 3rd-party plugin features, and no support if a plugin doesn't work as expected.

NCH Sound Library - NCH Sound Library

The NCH Sound Library is a collection of thousands of royalty-free sound effects that can be added to your project.

Once you have opened the library, you'll see the following:

Folder Tree

On the left hand side, each folder represents a category of sounds. Expand a folder to either see its subfolders or a list of sounds it contains.

Sound List

On the right hand side, all the sounds in the currently selected category are listed. This will be empty until a category is selected.

Preview Sound

Select a sound in the list then click the Play button to hear it. When you have finished, click Stop.

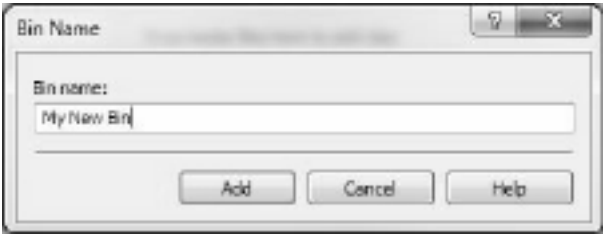
Download

Select a sound in the list then click the Download button to download the sound (if it hasn't already been downloaded).

Screen References - Add / Rename

Many objects including clips, sequences, tracks, bins, and folders, can be named to better categorize and organize your project.

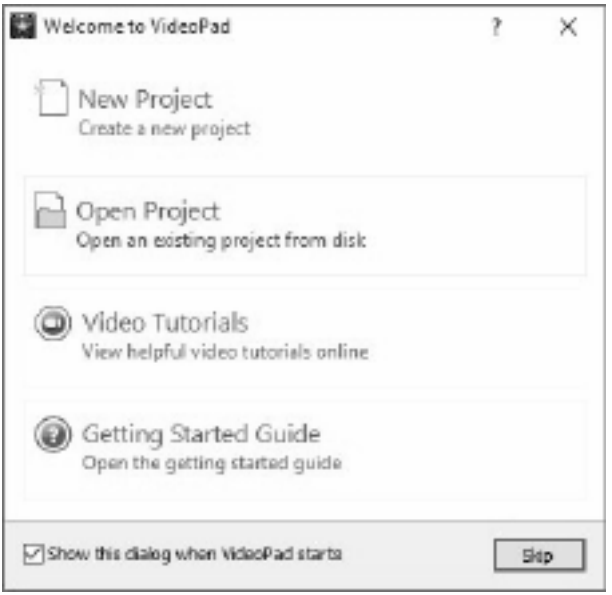
A dialog will present itself when a bin or folder is added, or when adding an object to a bin or folder, where a new name for the object can be entered.



To rename a given object after its initial creation, right-click the object and select Rename..., or select Clip -> Rename... with the item selected in the project window.

Screen References - Welcome Dialog

The Welcome dialog shows when VideoPad starts and has options for creating a new project, opening an existing project, viewing the VideoPad tutorials, or reading the Getting Started guide.



Uncheck the Show this dialog when VideoPad starts check-box to prevent this dialog from showing again. To re-enable this option later, check Options -> Display -> Show the welcome dialog when VideoPad starts check-box.

Screen References - Resolve Missing Files Dialog

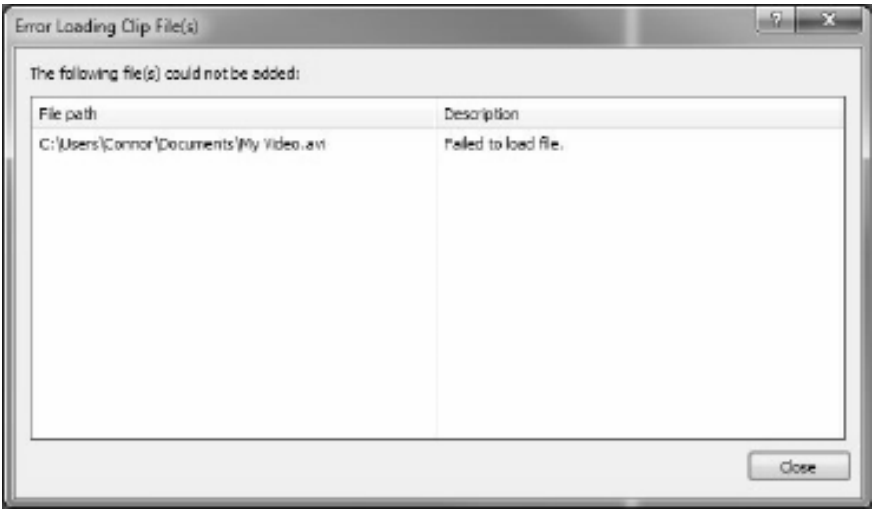
The Resolve Missing Files dialog shows when you have attempted to load a project file and some of the files were missing.

For each missing file, you will be prompted to Resolve.

If you choose the Resolve option then you will be prompted to browse to and choose a new file for that clip. Note that the new file must be of the same type as the original missing file.

Once you have resolved missing files, click Finish to continue loading the project. Files will be removed from the project if not resolved.

Screen References - Error Loading Clip File(s)



This dialog will appear if one or more files that you are trying to add or use within a project cannot be loaded correctly.

There can be several reason for a file failing to load.

The specified media files can no longer be found.

A removable or network drive may no longer be available, or the project file may have been saved on another computer.

If you wish to move projects between several computers, you will need to backup your project
.

If any media cannot be found by the project, you will need to locate the media on your computer, and either add the media back into the project or restore the media to the directory that the project expects it to be found.

The media files may not be valid.

Images or video you are trying to load may either be corrupted, or in a format that videopad does not yet recognize.

If there is an unrecognized image or video format that you use regularly. Please consider using Help -> Send Improvement Suggestion or Feedback to help us expand VideoPad's functionality and make it even more useful for you.

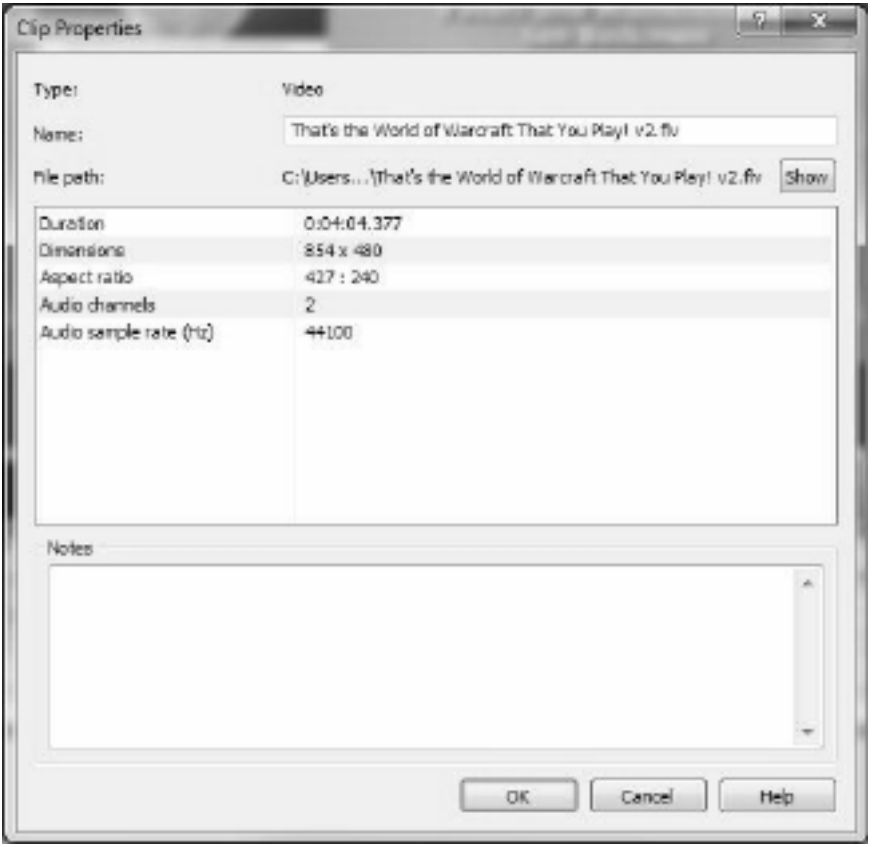
There may not be enough memory available to load the desired media

Some images or video may not be able to load if the dimensions of the media are extremely large.

Screen References - Clip Properties

Show properties of a clip, either in a bin or on a track, by doing one of the following:

- Select the clip then select Clip -> Properties.
- Right-click on the clip then select Properties.



Note that track clips inherit some properties from the bin clip they were created from. e.g., Name, notes, etc. In these cases, the property can be changed for the bin clip, but is read-only for the track clip.

Screen References - Record Audio

Use Record Audio to record audio clips of any length, or when the audio does not (yet) need to be synchronized to video. To record a narration that is synchronized to an existing sequence, use narration instead.

To begin, select File -> Record -> Record Audio, or click the arrow next to the Record button on the tool bar and select Record Audio.

The Record Audio dialog will appear.

Record Audio
Capture from:
[Default Sound In]
Input Channel:
Windows Record Mixer
Windows Record Mixer...
Audio filename:
My Audio
Save to:
C:\Users\Connor\Music
...
0:00:00.000
Close
Help

Select the audio device and input channel to capture from. Type in a file name for the recording, and click the destination folder browse button if you want to save somewhere other than the default folder.

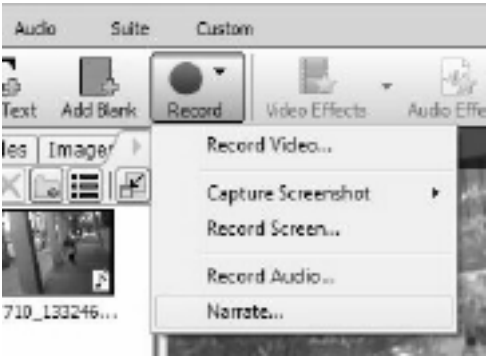
Click the Record button to start recording. The duration of the recording and the current audio level are shown. Click the Stop button to stop recording and add the recorded file to the current project. To record additional clips, click Record again.

When you are finished recording audio clips, click Close to close the dialog.

Screen References - Narration

Use Narrate when the selected sequence already has one or more clips placed on it and you want to record a narration synchronized to this sequence. To record audio of arbitrary length, which doesn't need to be synchronized to an existing sequence, use Record Audio instead.

To open the Narration dialog, select File -> Record -> Narrate, or click the arrow next to the Record button on the tool bar and select Narrate.



The Narration dialog will appear.

Preparing to Record

The Narration dialog includes a preview and timeline of the sequence. To prepare to record a narration, first select the Sound In source. Give your narration a name and select the location on your computer where you would like to save your recording. You are now ready to begin recording.

Recording a Narration

To begin to record a narration, first navigate using the preview timeline to the place where you would like to begin narrating. Once you are happy with the location, click the Record button and begin talking. Once you have finished narrating, click the Stop button. Your narration will be automatically added to your sequence in the exact location that you chose to begin narrating. If you would like to narrate in various different places in your project, you can repeat the process, or Record and Stop as many times as you like.

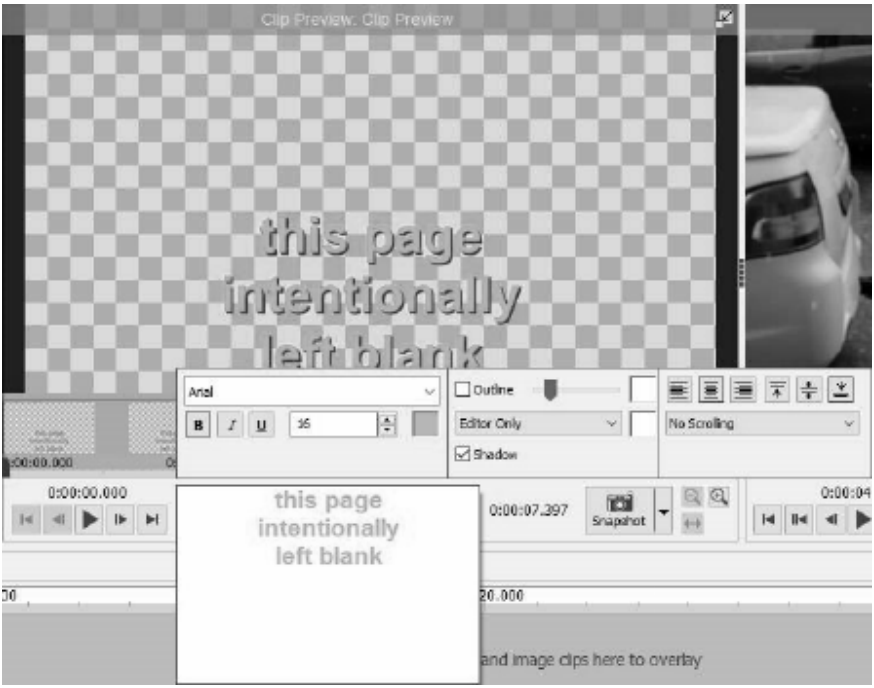
Re-recording a Narration

If you wish to redo the narration, just close the Narration dialog and delete the previous recording from the sequence. Then follow the instructions above to re-open the Narration dialog and start recording again.

Screen References - Text Tools

Text Tools

While editing text, text tools window will appear and allow to change character attributes like font, size, style and color for selected text. You can also chose text alignment, outline, background and scrolling animation from the text tools window.



You can personalize the attributes for selected characters.

Font

This pull-down menu contains a list of fonts installed on your computer.

Style

Depressing any combination of these buttons will change the style of your text to be Bold , Italic or Underlined.

Color

The Text Color, Outline Color and Background Color controls, when clicked, will display a dialog where you can select the colors of your text. Note: Un-checking the Show outline check box will hide the text outline.

Size

This control adjusts the height of your text as a percentage of the frame height, from 1% to 100%.

Alignment

Selecting one of the alignment buttons will adjust the alignment of your text within the frame.

Scrolling (Text clips only)

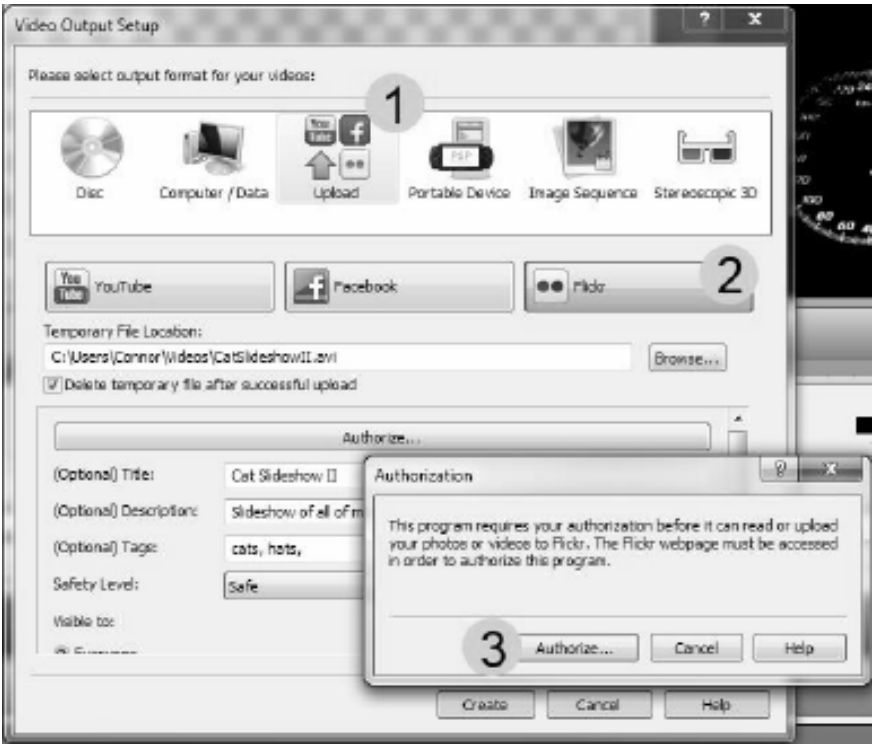
This pull-down menu will list several scrolling methods that can be applied to your text.

Selecting either Top To Bottom or Bottom To Top will cause your text to scroll vertically, similar to a credits reel.

Selecting either Left To Right or Right To Left will cause your text to scroll in a horizontal marquee. When using a scrolling method, your text will begin off-screen and will scroll in the selected direction until all entered text leaves the frame on the opposite side. The speed at which your text will scroll will depend on the duration of your text clip. To make your text scroll slower, extend the clip duration.

Screen References - Flickr Authorization

You must complete Flickr authorization before any videos can be uploaded to your Flickr account.



- Click Authorize....
- In the web page that opens, sign in to Flickr.
- Confirm that you allow VideoPad to upload videos to your Flickr account.
- Close the web page and return to VideoPad.
- Click Ready to confirm that authorization is complete.

Screen References - Add Images as Video

The Add Images as Video dialog can be used to convert a sequence of image files into a video file.

Follow these steps to import a sequence of images:

1. Click Add Files or Add Folder and browse to the image files you wish to add. All of the images that you select must have the same resolution.
2. Choose a frame rate or frame duration to be used when creating the video file by using the input controls at the top of the dialog. The output video file will have a constant frame rate.
3. Input a file name into the box labeled File name.
4. Click the Import button at the bottom of the dialog.

There is a preview window and playback controls on the left side of the dialog that you can use to see roughly what the output video file will look like.

You can change the video encoder settings by clicking on the Encoder Settings button.

Screen References - YouTube Live Event Settings

Here you can fill all required fields and create a YouTube Live Broadcast event.

Title:

This is the title of the YouTube Live Broadcast event.

Description:

This is the description of the YouTube Live Broadcast event.

Start Date:

This is the date and time the broadcast is scheduled to start.

End Date:

This is the date and time the broadcast is scheduled to end. End times are not needed for 24/7 broadcasts.

Privacy:

This is the privacy settings of the broadcast event. Only public broadcast events will appear on your channel, search results and promotion. Choose unlisted or private for test events.

Allow Playback Controls

Check this if you want to give viewers the access to DVR controls when they watch the broadcast. DVR controls enable the viewer to control the video playback experience by pausing, rewinding, or fast forwarding content.

Video Resolution:

This is the format of the video stream that you are sending to YouTube.

Screen References - YouTube Broadcast List

This dialog lists all existing active YouTube Live Broadcast events on your YouTube account from which you can select one to stream video content to.

Screen References - Custom Resolution

This dialog allows you to set up the resolution for your video during saving. To set a custom resolution, click the Save button on the toolbar and select the Disc: Make Data Disc, Computer/Data, Portable Device, Image Sequence, or Stereoscopic 3D options. From the Resolution drop menu, select Custom.

In the Custom Resolution dialog that opens, input the width and height in pixels and click OK.

Check the Keep aspect ratio checkbox to retain the same aspect ratio when changing the width or height.

Screen References - Custom Frame Rate

This dialog allows you to set up the frame rate (number of frames per second) for your video. To set a custom frame rate, click the Save button on the toolbar and select either of the Disc: Make Data Disc, Computer/Data, Portable Device, or Stereoscopic 3D options. From the Frame Rate drop menu, select Custom.

In the Custom Frame Rate dialog that opens, input the frame rate and click OK.

Screen References - Detected Format

This dialog shows you the detected format of the video sequence during the saving process. To detect the format of your video, click the Export Video button on the Home tab bar and select either of the following options: Disc, Computer/Data, Portable Device or Stereoscopic 3D.

Click the Detect button next to the Preset field. Detect will adjust the video output resolution format based on your monitor screen size.

If you want to use a different format you can select the format from the Preset drop-down list.

Click OK to use the selected format as the output format.

Screen References - DVD Bitrate Settings

This dialog allows you to specify bitrate for your DVD video. To open this dialog, click the Save icon in the toolbar and select the Disc save option and click the Make DVD Movie option. Click the Advanced button to open the DVD Bitrate Settings dialog.

The default option is to calculate the bitrate automatically. To set the bitrate manually, select the manual option and adjust the video and audio bitrates.

Screen References - Disc Menu Creator

This tab allows you to select the template you wish to use for your menus. The template is previewed in the large area to the right, with some descriptive text below.

Until you click 'Save Menu' no actual changes will take place for the movies menu.

Title:

This is the caption that will appear at the top of the menu.

Subtitle:

This is a second caption that appears at the top of the menu.

Text Alignment:

There are 3 horizontal alignment options for the title and the subtitle: left, center and right.

Select custom image for this template...

This button allows you the change the background image that appears on the menu. Supported image formats are jpg/jpeg/jpe, png, gif.

Screen References - Select Templates

This window allows you to select templates that can be downloaded and installed. Checkmark the templates to be installed and click the Download button when finished.

Screen References - GIF Encoding Settings

Looping

Select this to get your GIF repeat itself endlessly.

Screen References - Video Quality Setup

When importing video files into the Media List, it is sometimes necessary to convert video files to allow nonlinear editing. The Video Quality Setup dialog allows you to change settings for converted files. These settings are also used when saving a video after stabilization.

- Quality: Set the quality for converted files. Premium quality is not recommended for long videos because the converted file will consume large amounts of hard drive space.
- Save converted files to: Specify the output folder for converted files.
- Configure Deshaker: Configure advanced video stabilization settings.
- Reset Deshaker: Reset video stabilization settings to their default values.

Screen References - Speed Change

Play clip in reverse

If this checkbox is checked then the clip will play in reverse.

Keep audio pitch unchanged

If this checkbox is checked then the audio output (if any) will not have its pitch changed. This is useful when you want to speed up or slow down voice but still be able to understand it.

Screen References - Enter Position

While editing the duration of a clip in the Selected Clip Preview area, clicking the In point field will open the Enter New In Point dialog, and clicking the Out point field will open the Enter New Out Point dialog. Once either of these dialogs is open, type a new in or out point into the field and click OK to save the change.

On the Subtitles dialog, the items above referring to 'In' and 'Out' point fields, will appear as, and edit, the 'Show' and 'Hide' point properties of the current subtitle.

In Storyboard mode, when entering a gap duration, each gap can be a maximum of 5 hours in length.

Note that most users will never need to create or modify gaps longer than a few seconds each.

This method of editing clip lengths is best when precise lengths have been predetermined. If you prefer to line your in and out points up to visual cues on the clip, use the clip navigation buttons in the Selected Clip Preview area to cue up the precise moment of the in or out point, then use the red and blue flags to mark the in or out point.

Screen References - Options ~ Display

Here you can adjust settings related to how the program starts up, and how clip times are displayed.

Clip Previews

Show dual previews - Check to show the clip and sequence previews separately.

Preview Format

Select the resolution and frame rate at which you would like to preview clips. This setting affects all preview windows.

Higher resolutions and frame rates will look better, but will also make the program run more slowly. Lower the settings to increase performance.

Startup

Show the welcome dialog when VideoPad starts - Uncheck to disable the welcome dialog.

Screen References - Options ~ Audio

Select the default audio playback device from the pull-down list. If a sound device was installed or plugged in after the options dialog was opened, you will need to re-open the dialog to refresh the list of devices.

Screen References - Options ~ Editing

Default transition duration - Specify the default duration of transitions applied to clips on the Sequence.

Note: Any changes to transitions options will not be applied to clips already on the sequence.

Select external applications you want to use to edit different types of files.

Leave any field blank in you want to use the default editor.

For more information on how to use external editors, see Editing in an External Editor

Screen References - Options ~ Media

Here you can select the way the application works with media files.

Select a way you want to use to add new video clips to the sequence.

Default still image duration - Specify the default duration of a still image when added to the Sequence. Note: Will not apply to images already added to the media list.

Check the 'Automatically normalize audio volume' box if you want to adjust audio volume to an optimal level automatically.

If you will be importing Stereo (3D) Video, you can choose the stereo format that will be used.

Choose if you want to show the video quality settings dialog when converting and stabilizing video files.

You can select the way to handle removable media (e.g. flash drive or CD) by adjusting settings in "Removable media" group.

Screen References - Options ~ Export

Here you can adjust settings related to the exporting of sequences. To make changes to disc burning process you can adjust settings in "Burning" group.

Fade out audio for 500ms at the end of sequences. This option is used at the end of your sequences and will give your audio a fade out instead of an abrupt ending.

Lossless exporting allows you to export a sequence with minimal re-encoding of the original video files. This currently only works for H.264 Annex B files.

Screen References - Options ~ Disk

Here you can select the way the application works with media files and setup cache parameters.

Save New Media to Folder You can select a folder in which to save videos, captured audio, narrations, ripped audio tracks, converted files and snapshots created by the program.

Cache

- Cache folder - Specify a folder where you want to store cached data.
- Clear unused cache files when cache size exceeds (MB) - When the specified size is exceeded, unused cache files will be deleted.
- Clear all cache files on exit - All cache files will be removed on exit. This restores occupied hard drive space but the cache will need to be rebuilt next time you use it.
- Clear Unused Cache Files - Press this button to delete all cache files which are currently not in use.

Warn me when free disk space goes below (MB) When the specified free space limit is reached, you will be warned about it.