

This EasyGuide is a brief introduction to MGI VideoWave Software SE Plus for Buz™. Putting together the clips provided for this EasyGuide (found on CD #2), will give you a hands-on feel for the software functions. However, to get full benefit and enjoyment from the Buz package, you need to explore and create on your own. Not all the features and functions will be covered in this short tutorial, just the basics.

GETTING STARTED

Put the CD marked Disk 2 into your CD ROM drive. From the *Buz Start Screen*, click *MGI EasyGuide for Buz*. *MGI VideoWave™* will automatically start and load the clips you need for this practice production. If the install program does not start automatically, double-click the CD ROM drive icon and double-click the *Start* icon. Follow the on-screen prompts until the *Welcome to MGI VideoWave* screen appears, then select "Start a New Production" ①.

Click *Ok*. The *Options* ② screen will appear with the *Production Goal* tab selected. It is recommended you leave the default settings for this practice.

Output Device : "Jaz Drive" (or Videotape if you don't have a Jaz drive)

Video Standard : "NTSC"

Video Quality: "Good", and click *Ok*. Now you are ready to proceed with your production.

The following video and audio clips will appear in your *Library* ③: *chromakey.avi*, *shaelynn flying.avi*, *shaelynn great match.avi*, *viktor magic key.avi*, *viktor perfect.avi*, *crusher.avi*, *flying.avi*, *slip.avi*, *shaelynn flying.wav*, *shaelynn amazing.wav*. The clips provided are of "Free Dance" competitors, Shaelynn Bourne and Viktor Kraatz, winners of the bronze medal at the 1996 World Championships in Edmonton, Alberta.

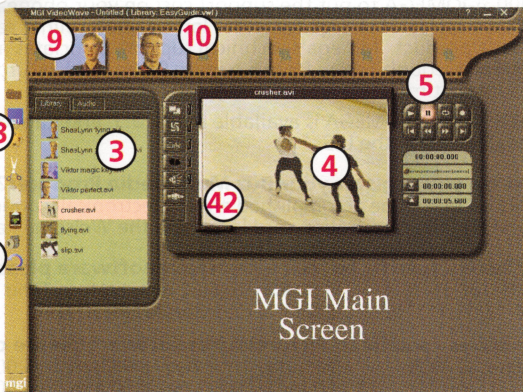
1) VIEWING CLIPS

Click and drag the *shaelynn flying.avi* clip from the *Library* ③ onto the *View Screen* ④. Use the MGI VCR controls to play, pause, rewind and fast forward ⑤.

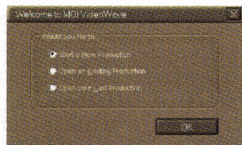
2) TRIMMING CLIPS

Click and drag the *shaelynn great match.avi* clip onto the *View Screen*, click *Play* ⑤b. The selection you want to use is: "We were very lucky that we did end up together, because if we hadn't, we wouldn't be where we are."

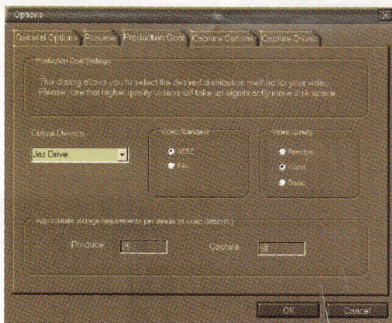
To shorten the length of this clip use the *Next Frame* button ⑤a, to advance through the clip, frame-by-frame or just drag the slider along the slider bar ⑥ until the time counter shows about 0.3 (you don't have to be exact). Click the *Mark In-Point* ⑦. This will become the start of the clip. Now drag the slider ⑥ along approximately 1/3 of the way across or at about 5.7 seconds and set the *Mark Out-Point* ⑧. Then click and drag the clip from the *View Screen* up to the first empty frame ⑨ of the *Storyline*. The *viktor perfect.avi* clip has been trimmed for you. Click and drag the *viktor perfect .avi* clip into the second frame ⑩. If you make a mistake, you can quickly correct the problem by clicking on the *undo* icon ⑪.



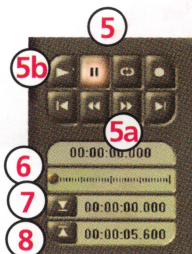
MGI Main Screen



①



②



One-on-One Iomega Technical Support

One-on-One Technical Support for the Buz card and Buz box is provided 30 days free of charge for a consecutive 30 day period, beginning with the first call. Call 1-888-4-IOMEGA, toll-free. After the 30 day period, a fee of \$14.99 will be charged per incident. You may charge the support cost to your credit card (Visa, MasterCard, American Express or Discover) by calling 1-888-4-IOMEGA, or you can call 1-900-4-IOMEGA to put the support cost on your phone bill. One-on-One Technical Support is free of charge for issues Iomega determines relate to a defect in an Iomega product. Iomega's technical support associates are ready to take your call Monday through Friday from 6 a.m. to 9 p.m. and Saturday from 7 a.m. to 2 p.m. (Mountain time).

NOTE: 1-888-4-IOMEGA is available in the U.S. and Canada; 1-900-4-IOMEGA is available only in the U.S.

How do you register your Buz Multimedia Producer?

Registration can be accomplished either electronically during software installation or by mailing the registration card located in the Welcome Packet.

For issues specific to MGI VideoWave software please call:

1-905-707-3573 9:00 a.m. to 6:00 p.m. Eastern Time
Fax: 1-905-707-3694 Email: videowave@mgiisoft.com

For issues specific to PictureWorks software please call:

1-888-218-4956 Monday-Thursday 8:00 a.m. to 5:00 p.m. Pacific Standard Time
Friday 8:00 a.m. to 4:00 p.m. Pacific Standard Time

Product Repair or Return

Please call Iomega Technical Support for information on returning your Buz Multimedia Producer for repair.

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MGI VideoWave SE Plus For Buz™

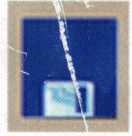
EasyGuide

3) ADDING CLIPS

To add clips to the *Library*, place the cursor over the *Library* window (3) and click the right mouse button. Select *Add files to Library...* and choose *chromakey.avi* which is located on the CD marked Disk 2, (click on *MGI*, then *EasyGuide*, then *Media*). (As you become more familiar with *MGI VideoWave SE Plus* for *Buz*, you may want to explore some of the additional features in the retail version, as described in the *MGI VideoWave* tutorial). Once *chromakey.avi* appears in the *Library*, click and drag the clip up to the next open frame in the *Storyline*. **At this point you should save your production.** Click the *Save as* icon (13) and name your file. Your unfinished file will save as an *.sbd* (story board file), which can be reopened and easily edited at a later time.



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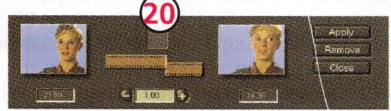
4) ADDING TRANSITIONS

Between each of the scenes, there is a *Transition Marker* (16), where you can place a transition. A transition helps one scene to flow into another. Add a transition between the clips of *shaelynn great match.avi* on the left of the transition marker and *viktor perfect.avi* on the right. Double click on the *Transition Marker* (16) in the *Storyline* to open the *Transition Console* (17). Another way to open the *Transition Console* is to select the *transition effect* button (18).



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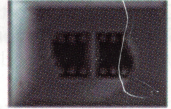
Click and drag the *Wipe Right* transition icon (19) from the *Library* to the transition box (20) in the console. From the *Transition Console*, click on the minus sign (-) located to the left of the *Time Readout* to set the duration to 0.30 seconds. You can preview your work at any time, but transitions, special effects, etc., will not preview smoothly until they are produced.



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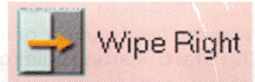
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NOTE: Preview View Screen may look choppy, depending on the tasks you've applied to the Storyline and speed of your computer, however, the final production will look great.



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Click "Apply" to add the transition to the *Storyline*. The transition marker updates to reflect the transition being used (16).



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5) ADDING VOICE-OVER

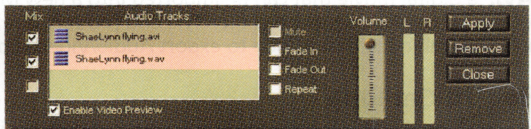
To add a voice track to the *flying.avi* video clip, drag the clip from the *Library* to the *storyline*.

Single click on the *flying.avi* file. Click on the *Audio Studio* button (23). The *Audio Library* appears and the *Audio Console* (24) opens under the *View Screen*.

To add the *shaelynn flying.wav* sound track as a voice-over to the *flying.avi* clip, click and drag *shaelynn flying.wav* from the *Audio Library* to the *Audio Tracks* window (25). Click *Apply*.

Now, highlight the *Chromakey.avi* from the *Storyline* and click the *Audio Studio* button. Next drag *Shaelynn amazing.wav* from the *Audio Library* to the *Audio Tracks* window (25). To preview the voice-over, click *Play* while the *Audio Console View Screen* is still open.

Click *Apply*.



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NOTE: To preview a clip simply click and drag it onto the *View Screen* and click *Play*. **Save the story line often** by clicking on the *Save As* icon (13) before previewing. Highlight the area to be previewed by clicking on each clip while holding down the *Control* key (the clips will highlight). Click on the *Play* button (5b).

Remember, you have to be in the *Audio Console View Screen* to hear the voice-over during preview, until **after** you have produced your work. You will be able to hear the voice-over(s) whenever the produced file is played.

Adding Files Created in Iomega's RecordIt™

Click the *Audio* tab from the *Library* ③ (MGI Main Screen). Right click and *Select Add Files to Library*. An *Open* dialog box appears. From the *File Type* pull down menu, Select *MPEG Audio (.MP2)*. Locate RecordIt files. Click *Open*. MGI will convert RecordIt files to *.wav* format and add them to your *Audio Library*. You can now use them in your *Audio Studio*.

NOTE: If you have a previous version of RecordIt installed on your system, uninstall it and use the new version that comes with Buz. Buz cannot use files created by a version of RecordIt lower than 1.1.

Produce

This is the process of combining all the clips, still images, transitions, audio files, text and any other edits into one continuous file that can be played like a movie. The computer uses the *.sbd* file or storyboard information as a reference for its calculations. The information in the *.sbd* file is used to build the *.avi* file.

The size of your produced file is dependant on the number of transitions, special effects, sound clips, etc., used. The final produced file may be large. Ensure you have enough room on your storage drive for your produced file.

Playing your produced files on a system without Buz hardware

If your final movie was produced to a Jaz or Zip disk, *Buzplay.exe* will be automatically copied to the Jaz or Zip disk. On a system without Buz, insert the Jaz or Zip disk, open My Computer or Explorer in Windows 95, select the Jaz or Zip drive icon, and double-click *Buzplay.exe*. Video clips on the Jaz or Zip disk will be automatically loaded into the *Buzplay* window. Double click on the *.avi* file you wish to play. **Playback quality will not be as good on a computer without Buz installed.**

Exporting Video

Connect a VCR to the output of the Buz box. Place the produced file in the *MGI View Screen*, press **Record** on your VCR, then click the *MGI Play* button. Press **Stop** on the VCR after the produced image has finished playing .

The following are terms and procedures you will encounter while using MGI software.

File Length: actual duration or the play time 00:(hours) 00:(minutes) 00:(seconds) .000(millisecond).

Frames: total number of images in the production.

Clip Start: starting point of the production.

Frame: exact frame where the production starts.

Estimated File Size: estimated size of the file that will be produced after rendering has been completed.

Disk Free space: indicates the amount of free disk space you have. Select a different drive with more free disk space if the estimated file size is larger than the disk free space. The file will not produce if there is not enough disk space.

File types

.VWL: a list of clips that make up a *Library* used to group clips associated with a production.

.SBD: a snapshot of the storyboard that contains all of the edits, transitions, start and stop points, text inserts, etc.

.AVI: a digital movie that can be imported into a new MGI Production and used as a source for creating a new *.AVI* file. The end product of a completed MGI production and a playable file that is used to export Audio/Video clips to disks and tapes.

How to Get Help

Iomega's goal is to provide state-of-the-art support for its customers. Over time, our support options and pricing policy may change in light of evolving technology and global changes across the computer industry. This section of the manual contains information on the support options available at the time this manual was prepared. For up-to-date support information, contact Iomega's Home Page on the World Wide Web.

Internet Home Page <http://www.iomega.com>

America Online™ Keyword: Iomega

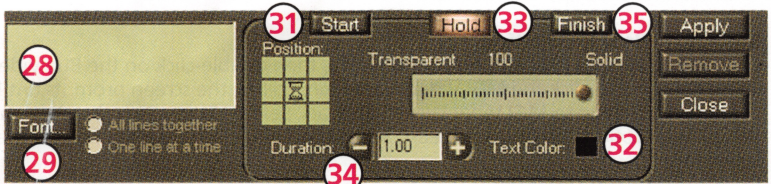
Automated FAX Help (U.S. & Canada Only) 1-801-778-5763

6) ADDING TITLES, TEXT or CREDITS

Click and drag *slip.avi* from the *Library* over to the *View Screen* (4). Click on the *Text Animator* button (26) to open the console (27). In the *Text Entry* area (28), type "Produced by", press enter and type your name.

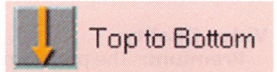


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Click the *Font* button (29) and select *Arial* in the font list, then select the font size 20. Click *Ok*. Double-click the *Top to Bottom* icon (30) under the *Text* tab in the *Library*. (make sure the *Start* button (31) is highlighted). Select the text color by clicking on the small black square next to the label *Text Color* (32). Choose the color yellow.



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Click the *Hold* button (33). Make sure the *Duration* (34) is set to 0.00 seconds, so that the text will keep scrolling down without pausing in the middle of the screen. Keep the text the same yellow color. Click *Apply* (35). The clip will automatically be placed in the *Storyline*.



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7) SPECIAL EFFECTS

Return to the beginning of the *Storyline* by placing the mouse pointer on the bottom of the film strip (where the cursor turns into a hand). Click and hold down the left mouse button, click and drag the *Storyline* to the right. You may need to repeat this operation to go to the beginning of the *Storyline*.



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Click and drag the *crusher.avi* clip onto the *Storyline*, placing it before the first clip.

To give the production some additional visual impact, add a special effect. Select the *crusher.avi* clip in the *Storyline* and click the *Special Effects* button (36) to open the console (37). Double-click on *Ripple* (38) in the *Library*. Click *Start* and set the slider (39) to 0 to begin the ripple. Click the *Finish* button and drag the slider to about 60 for a medium impact ripple effect. Click *Apply*. To change the look of the ripple, remove some of the blue tint. Click the *Video Editor* button (40) and set the *Blue* slider to about [-30]. Click *Apply*.



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8) ADDING A DISSOLVE

Place a 0.30 second dissolve before *flying.avi* by double-clicking on the *Transition Marker* (16). Click on the plus sign (+) to increase the duration to 0.30 seconds. Click *Apply*.

9) MAKING THE MOVIE

Save before producing by clicking on the *Save* icon (13). Begin producing your movie by clicking on the *Produce* icon (41). Give your file a name and location. Click *Next* to see your production specifications, then click *Produce* to begin producing your movie. Producing is a time consuming process. The ripple effect in particular requires a lot of time to be produced. Be patient, as you will be delighted with your result.



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Congratulations! When your production is finished, you are done. Click *Play* (56) to view your creation.

Turn to the other side of this guide for important information on capturing, producing and saving.

Information About Capturing and Producing

Now that you have a good idea of how to create productions, you can start building your own. Explore MGI VideoWave™ software! Connect your VCR, camcorder, or other devices to the Buz Box and ensure you have enough disk space to store your captured clips. Depending upon the capture settings, your clips could be large. A Jaz drive is an ideal companion to Buz.

Starting a New Production

Click on the Iomega Buz icon on your desktop, then double-click on the Buz Video icon, then double-click the MGI VideoWave icon. Follow the screen prompts until the window "Welcome to MGI VideoWave" appears. Select "Start a New Production". When the "Options" window appears, select the *Production Goal* tab and set the following:

Production Goal settings:

Output Device: If you do not have a Jaz drive, select the output device for your final production.

Video Standard: Don't change this setting unless you are using European video equipment.

Video Quality:

Premium: The premium setting produces the highest quality and takes the most disk space. If your storage device is not fast enough you should choose the next lower setting. Frames will be dropped if your storage device is not capable of keeping up.

Good: Use this setting if your system cannot support the *Premium* video quality.

Basic: Use this if the other settings will not work. The basic setting uses the least disk space.

Custom Settings

Select the Capture icon (42) from the main screen. Select video format (43) to adjust the these settings:

Video Input: Choose the type of video input signal.

Video Standard: Don't change this setting unless you are using European video equipment.

Video Format: The default setting is Motion JPEG (MJPEG).

Brightness: Increases or decreases light.

Contrast: Makes the shadows lighter or darker.

Saturation: Increases or decreases color.

Hue: Adjusts tint.

(KB/Frame): Changes the amount of compression in each frame. A higher number yields better quality video, but also increases the disk space necessary for the capture.

Capturing

Start capturing video by clicking the video Capture button, (42) then click on the Video button (46) in the Capture Console (44). Click on Stop (the same place as the Video Button) to end capture.



Still Image Capturing From a Clip

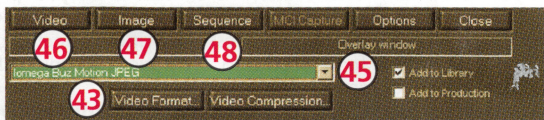
To capture a single frame in a clip, click and drag the clip to the View Screen, then select Capture (42). The capture screen (44) will appear under the View Screen. From the drop down list (45), select Video File. Move the slider (5) (or use the Frame by Frame button) to the frame you wish to capture, and click on Image (47). This is a great feature for capturing single shots to be used in PictureWorks NetCard™ or HotShots™.

Still Image Capturing from Source

In Capture mode, click on Image (47) to capture a single frame. It will automatically be saved in your Library as a bit map (bmp) file.

Sequence

In capture mode, click the Sequence button (48) to capture still shots in sequence from the same clip.



(44)