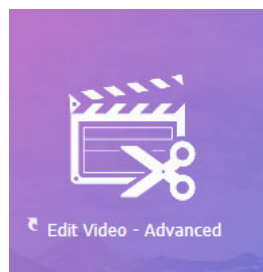


Roxio Creator NXT

This guide supplements the in-product Help files available in Roxio Creator. The guide covers some of the most recent features in the application.

VideoWave

Roxio® Creator® NXT includes VideoWave for editing your videos. This online guide includes some of the latest features in VideoWave.



VideoWave is available from the Roxio Creator Home page or the Video/Movies page.

In this guide, you can find the following topics:

- Split Screen
- Audio Ducking (Pro)
- Paint Effects (Pro)
- Track Transparency
- Motion Tracking
- 360 Video

Split Screen

You can easily create a split screen video to play multiple videos in a preset or customized template.



You can use a template to create a split screen video project or create your own split screen template.

Before you start

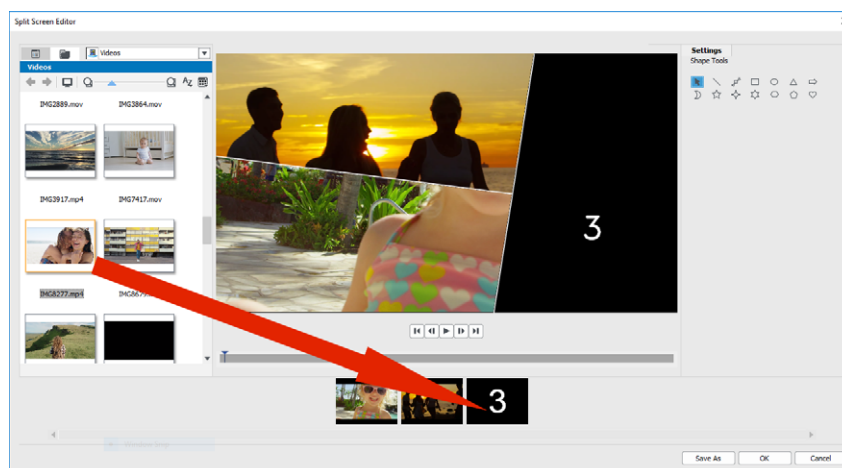
- Ensure that the video clips you want to use are available in the **Media Selector**.
- Preview the video clips you want to use so that you have an idea what shapes will suit the content that you want to focus on. For example, if the main action is vertical, it won't fit a horizontal shape very well.

To choose and fill a split screen template

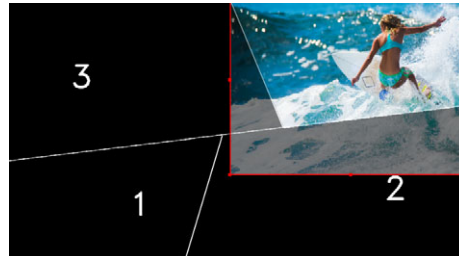
- 1 In the **Effect Selector**, click the **Split Screen** button.



- 2 From the drop-down menu, choose **All** (for all Roxio-created templates) or **Custom** (for user-created templates).
- 3 Double-click a template thumbnail to open the **Split Screen Editor**.
- 4 To fill the template, drag a video or photo thumbnail from the media area to the drop zone below the preview window. The media fills the area of the template that corresponds with the number in the drop zone.



- 5 With the thumbnail of the media you want to adjust selected in the drop zone, in the preview area, do any of the following:
 - Resize the selected clip by dragging the sizing red nodes that appear in the preview window.
 - Position the clip by dragging it in the preview window.



The clip selected in the drop zone displays with a red outline in the preview window.


- 6 When you have completed your split screen project, click **OK** to close the **Split Screen Editor**.

If you want to save the template with the media you added or if you choose to edit the template with the **Shape Tools**, click **Save As** to save the current version of the template to a new name.


Note: If you want to edit the split screen element after you add it to the **Timeline**, do one of the following:

- Double-click the split screen element in the **Timeline** to reopen the **Split Screen Editor**.
- Select the split screen element in the **Timeline**, and click the **Internal Tracks** tab in the **Production Editor**. In this mode you can click the individual overlay tracks to adjust the clips (click the **Done** button when finished to return to the **Timeline**).

To create or edit a split screen template

- 1 In the **Timeline** toolbar, click the **Split Screen Editor** button  or double-click an existing split screen template.
- 2 In the **Settings** panel, click any of the **Shape Tools**, and drag in the editor window to split the area into different clip zones.



- 3 To adjust the lines and shapes, in the **Shape Tools** area, choose the **Select** tool  and select the element that you want to edit in the editor window.

You can drag the lines and shapes to reposition them and resize them. You can also adjust the **Rotation**, **Width**, and **Color** in the **Properties** area.

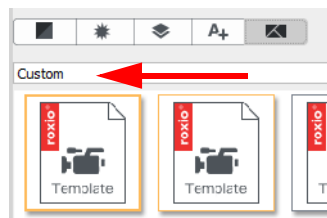
- 4 If you want to save content with your template (for example, an image or video that will be part of the template), navigate to the content you want to add and drag the corresponding thumbnail to the number you want in the drop zone.

Note: To remove the content, right-click it in the drop zone, and choose **Remove**.



A numbered drop zone appears along the bottom edge of the preview pane.

- 5 When your template is complete, click **Save As**, type a file name, and click **Save**. Templates are saved to the **Pictures** folder by default and can be accessed by choosing **Custom** from the drop-down menu on the **Split Screen** page of the **Effect Selector**.



- 6 Click **OK** to return to the **Timeline**.

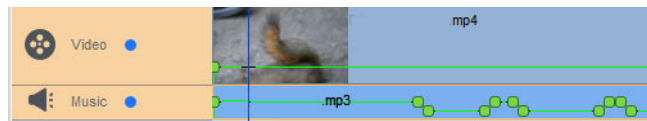
Audio Ducking (Pro)

Audio ducking (similar concept to side-chaining) is used to automatically lower the volume of one track so that you can hear another track better. For example, if you have a video project that includes music and voiceover, you can use audio ducking to automatically decrease the music volume when the narrator is speaking. You can adjust the threshold that triggers "ducking" and you can adjust by how much the volume of the background track will drop.

To use Audio Ducking


- 1 In the **Production Editor** panel, click the **Timeline** tab.
- 2 Right-click a track in your project and choose **Audio Ducking**.

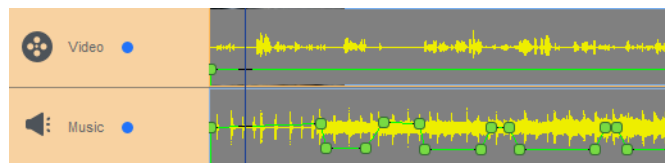
- 3 In the **Audio Ducking** dialog box, from the **Master Track** drop-down menu, choose the track whose audio you want to protect.
- 4 Adjust the following sliders to determine how audio on the other tracks will be lowered:
 - **Ducking Level** — determines the volume decrease. Higher numbers indicate lower volume.
 - **Sensitivity** — determines the volume threshold (read from the track above the selected track) required for ducking to occur. You will likely need to readjust the **Sensitivity** slider to achieve the results you want.
 - **Attack** — determines the time it takes to lower the volume to the **Ducking Level** setting after the **Sensitivity** threshold is met.
 - **Decay** — determines the time it takes to return to the regular clip volume from the **Ducking Level**



In this example, a Sensitivity setting of 10 provided the best results, lowering and raising the Music track so as not to overpower the voices on the Video track.

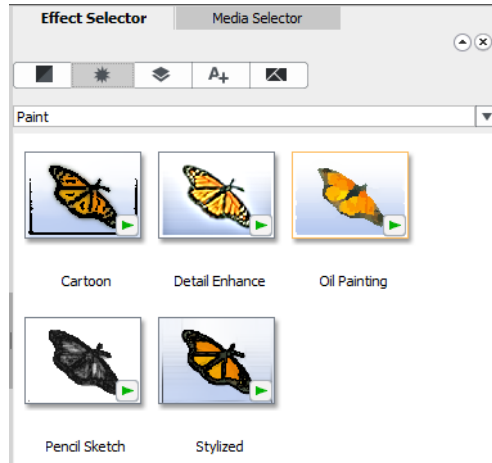


You can adjust **Audio Ducking** results manually. On the **Timeline** toolbar, click the **Edit Volume Envelope for Audio Objects** button , and along the green volume line, drag, add (click the line), or remove (press delete) key frame nodes.



Paint Effects (Pro)

Paint effects let you apply artistic effects to your videos. They include **Cartoon**, **Detail Enhance**, **Oil Painting**, **Pencil Sketch**, and **Stylized**. You can find **Paint** effects in the **Effect Selector**. Choose **Paint** from the drop-down menu.

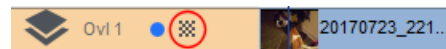


Track Transparency

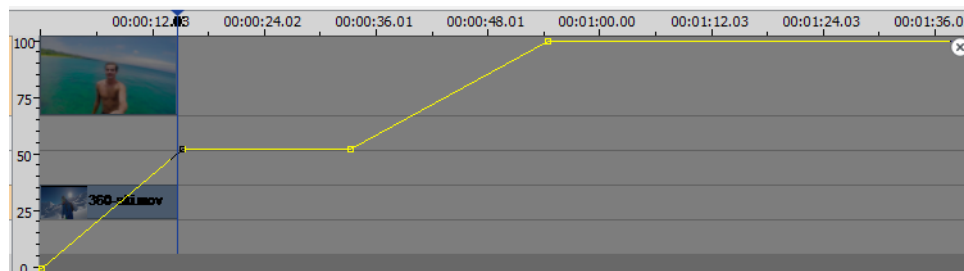
You can adjust the opacity level of clips in an overlay track to create a superimposed effect or to create a custom fade in or fade out effect.

To adjust the transparency of an overlay track

- 1 In the **Production Editor** area, click the **Timeline** tab.
- 2 On the overlay track that you want to edit, click the Track Transparency icon.



Track Transparency mode is activated across the Timeline space with an opacity value scale from 0 at the bottom (completely transparent), to 100 at the top (completely opaque). A yellow line represents the current setting.



- 3 Do one of the following:
 - To adjust the opacity of the entire track, drag the yellow line up or down to the level you want. If there are any keyframes on the line, you must remove them (right-click a keyframe and from the context menu, choose **Remove all keyframes**).
 - To vary the transparency for the track, click the yellow line to add as many keyframe nodes as you need. Drag the nodes to adjust the opacity.

Note: If you want to delete a single keyframe, right-click a keyframe and from the context menu, choose **Remove keyframe**.

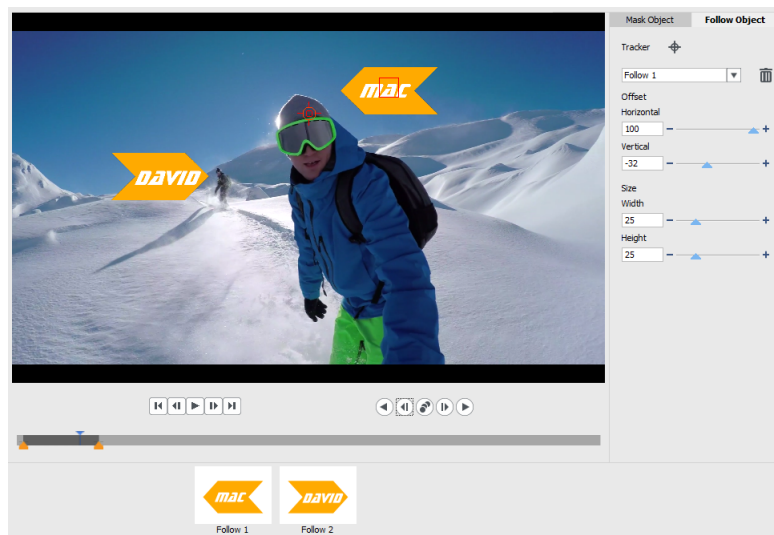
- 4 To exit Track Transparency mode, click the Close button  in the upper-right corner of the Timeline area.

Motion Tracking

You can track the motion of elements in your videos and add masks or objects that follow the same motion. For example, you can apply a mask to obscure a face, license plate, or trademarked logo that is visible in your video.


You can also track the motion of an element so that you can follow it with an object. For example, you can add a name label to follow a player in a video of a sporting event. You can track more than one element in a video.

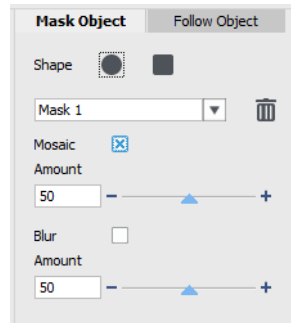
Note: It's best to create tag or label image files (PNGs work well) in advance of opening Motion Tracking. You can use the application of your choice to create a Follow Object tag or label. Simply store the files so that they are accessible from the Media Selector.



The yellow name labels were imported to VideoWave and applied to separate trackers.

To track and mask an element in a video

- 1 In the **Production Editor** area, click the **Timeline** tab.
- 2 Select a clip in the **Video** track, and click the **Motion Tracking** button  in the toolbar or right-click the track and choose **Motion Tracking** from the context menu.
- 3 Click the **Mask Object** tab, and click a **Shape** icon.




- 4 Drag in the preview window to apply the shape to the area that you want to cover. Fine-tune the mask by dragging the mask nodes




- 5 In the **Mosaic** or **Blur** area, enable the corresponding check box, and adjust the **Amount** to obscure the selected area.



Mosaic effect (left). Blur effect (right)

- 6 Track the selected area of the video by clicking one of the following Analyze buttons :
 - **Analyze backward** — tracks the selected area backward from the current time point until it is not detected onscreen
 - **Analyze one frame backward** — tracks the selected area back one frame from the current time point. Good for short tracking segments that are not easily tracked.
 - **Analyze backward and forward** — tracks the selected area (back and forward of the current time point) until it is no longer detected onscreen
 - **Analyze one frame forward** — tracks the selected area forward by one frame from the current time point. Good for short tracking segments that are not easily tracked.
 - **Analyze forward** — tracks the selected area forward from the current time point until it is not detected onscreen.

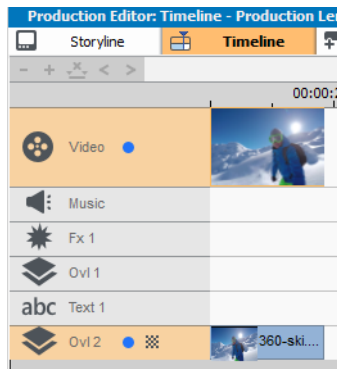
- 7 Check the tracking analysis by playing the video using the playback controls  below the preview.

Pause the video if you notice points where the mask doesn't fully cover the selected area, and readjust the nodes in the preview area. You can change the shape of the mask by clicking the orange mask outline to add a node (pointer displays a plus sign), or by right-clicking a node (selected node is yellow) to remove it. You can also reposition the mask by dragging it (pointer is black when move mode is active).



If you want to trim the motion tracking results, you can use the yellow trim markers that appear below the preview window.

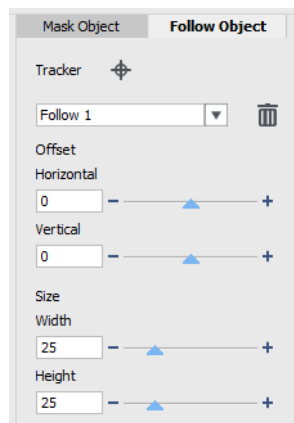


- 8 Click **OK** when you are satisfied with the mask.
The Mask Object is added to the Timeline in a new overlay track.



To track an element in a video with an object

- 1 In the **Production Editor** area, click the **Timeline** tab.
- 2 Select a clip in the **Video** track, and click the **Motion Tracking** button  in the toolbar.
- 3 Click the **Follow Object** tab.
- 4 In the **Follow Object** area, click the **Tracker** icon .




- 5 In the preview area, click the element that you want to track. Choosing an area that has distinct color and contrast works best. The tracker appears red in the preview window.



6 Track the selected area of the video by clicking one of the following Analyze

buttons  :

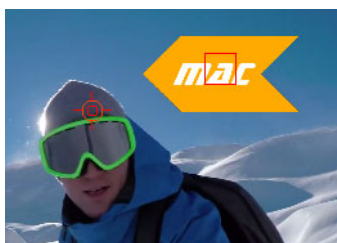
- **Analyze backward** — tracks the selected area backward from the current time point until it is not detected onscreen
- **Analyze one frame backward** — tracks the selected area back one frame from the current time point. Good for short tracking segments that are not easily tracked.
- **Analyze backward and forward** — tracks the selected area (back and forward of the current time point) until it is no longer detected onscreen
- **Analyze one frame forward** — tracks the selected area forward by one frame from the current time point. Good for short tracking segments that are not easily tracked.
- **Analyze forward** — tracks the selected area forward from the current time point until it is not detected onscreen.

7 Check the tracking analysis by playing the video using the playback controls  below the preview.

If the tracking is lost at any point, find the point where the tracker is lost, and reapply the tracker.

8 Drag the object that you want to apply to the tracking path from the Media Selector to the drop zone (thumbnail area) below the preview window.

The object that you selected appears in the preview area.



9 To adjust the position of the title or object, in the **Offset** area, adjust the **Horizontal** and **Vertical** settings.

10 To scale the title or object, in the **Size** area, type **Width** and **Height** values.

11 Play the video to check the positioning of the object.

12 Click **OK** when you are satisfied with the tracking to return to the main workspace.

A new overlay track is inserted in the Timeline.

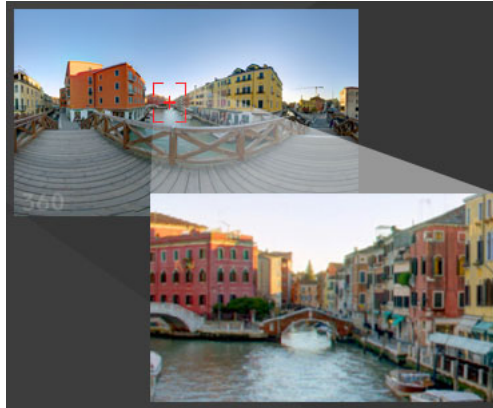
Tips:

To delete a tracking object, in the **Follow Object** area, choose the tracker name from the drop-list that appears below the Tracker icon, and click the **Delete** button 

To replace a tracking object, drag a file from the Media Selector to an existing thumbnail in the drop zone.

360 Video

You can convert 360 video to standard video in VideoWave.

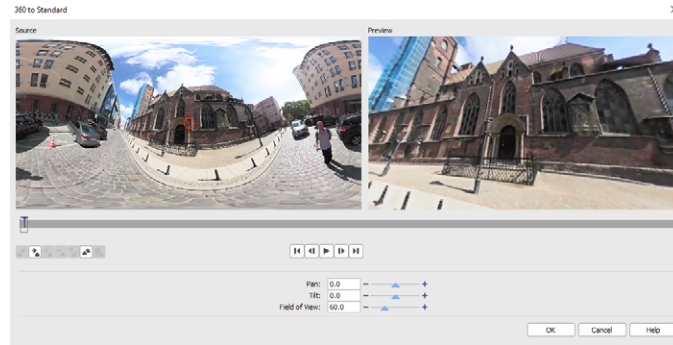


Note: There are different types of 360 video. VideoWave works with monoscopic equirectangular, single fisheye (Pro), and dual fisheye 360 (Pro) video footage.

Why convert 360 video to standard video?




Here are a few reasons people choose to convert 360 video:

- There are occasions when you want to control what viewers look at in 360 video footage. When you convert to standard video in VideoWave, you can use your 360 video source in much the same way that you can use multicamera sources—you can choose the view for your audience with keyframe precision.
- You can play standard video using a wider range of applications and devices—no special player is required (the video is not interactive).
- Standard video is a much smaller file size than 360 video.



The 360 to Standard dialog box. The 360 video source displays on the left and a standard video preview displays on the right


Controls and settings in the 360 to Standard dialog box

- The key frame controls  let you modify the key frames on the timeline, according to the position of the scrubber. You can go to **Previous Keyframe** or **Next Keyframe**. You can also **Add keyframe**, **Remove keyframe**, **Remove all keyframes**, **Copy keyframe** and **Paste keyframe**.
- The playback bar  let you navigate your clip (Home, Previous Frame, Play, Next Frame, End)
- Scrubber  let you scrub through the clip. Clicking a key frame will move the scrubber to the current position in the timeline.
- The timeline in the 360 to Standard dialog box is a simple bar that contains any key frames you set and can be navigated with the scrubber.
- Pan — Lets you adjust the view horizontally (x-axis)
- Tilt — Lets you adjust the view vertically (y-axis)
- Field of View — Lets you adjust the how close or how far away the camera appears to be from the scene in the selected view—the effect is similar to zooming. Lower values zoom in for a narrower view; higher values zoom out for a wider view.

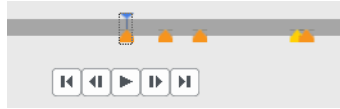
To convert 360 video to standard video

- 1 In the **Production Editor** area, click the **Timeline** tab.
- 2 Right-click a 360 video clip in the **Video** track, and choose **360 Video > 360 to Standard**, choose one of the following:
 - **Equirectangular to Standard**
 - **Single Fisheye to Standard (Pro)**
 - **Dual Fisheye to Standard (Pro)**

The conversion window opens with two preview panes—the 360 video source is on the left and a standard video preview is on the right.

- 3 In the 360 video pane (**Source**), drag the **View Tracker** icon  until its position corresponds to the view that you want to show in the standard video pane (**Preview**).
- 4 Click **Play** and as the 360 video plays, drag the **View Tracker** if you want to change the view seen in the standard video pane.

Each time you change the view, key frames are added.



Key frames appear as yellow markers along the timeline.

You can also drag in the **Preview** window and scroll with the mouse wheel to zoom in or out.

- 5 When you are finished, you can replay the video and edit the view by doing any of the following:
 - Delete a key frame by clicking it on the timeline and clicking **Remove keyframe**.
 - Drag a key frame on the timeline to change when the view appears.
 - Click a key frame and change the view by adjusting the **Pan**, **Tilt**, and **Field of View** values.
 - Clear all key frames by clicking the **Remove all keyframes** button.
- 6 Click **OK** to accept the changes and return to the main workspace.
- 7 When you want to output your project, ensure that you choose the standard video settings for your playback devices.

Note: You can reset the changes to a 360 video by right-clicking the clip in the Timeline and choosing **360 Video > Reset**.

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Roxio® Creator® NXT User Guide (Help addendum)

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