

**NewTek SpeedEDIT™
Quick Start Guide**



Essential information to get started editing

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Introduction

SpeedEDIT is the World's Fastest Video Editor, and we're delighted you have chosen it as your non-linear editor! SpeedEDIT represents the culmination of many years of development by NewTek, the recognized creators of Desktop Video. If you have previously used NewTek's VT-Edit you will feel right at home; those who honed their editing skills on other systems will quickly appreciate SpeedEDIT's streamlined workflow.



SpeedEDIT is able and eager to handle web, DV, HDV format and High Definition video editing ... all in a single project! By design, the emphasis is placed right where it belongs – on making it easy for you to tell your story. The friendly interface may seem very simple at first glance, but don't let the clean design deceive you. As you dig into SpeedEDIT, the depth and power of the tools it provides will make a lasting impression. This guide is intended to familiarize you with the key features and tools, and is not an exhaustive user manual. The user manual is installed as online documentation, accessed through the F1 Help key, and is also available in the SpeedEDIT Documentation folder.

NOTE

SpeedEDIT supports diverse editing styles, providing a variety of ways to perform almost every editing task. (As one example, In and Out Points for a video clip can be adjusted in many different ways, one of which will surely suit your preference.) As you become familiar with the program, you will likely discover your own favorite techniques and workflow. Rather than get bogged down discussing the many possibilities then, let's jump right in and start using the program. We'll explore the numerous alternatives it offers along the way.

System Specifications

Installation of SpeedEDIT can be achieved with most computers running the Microsoft Windows™ XP operating system. NewTek offers the following hardware guidelines:

Minimum:

- Intel® Pentium® 4 or AMD Athlon™ processor that supports SSE2
- IEEE1394 FireWire™ card required for DV or HDV format capture
- DirectX 9-capable graphics card with 64MB RAM and minimum 1280x1024 screen resolution (ATI or NVIDIA chipset recommended)
- DirectX 9.0 support
- 1 Gigabyte of system RAM

IDE or SATA system drive with 6 Gigabytes of free disk space
DVD Drive
Windows® XP (Service Pack 2) Operating System
DirectX 9.0c or higher

Recommended:

(For Hi Definition or HDV format editing, dual CPUs or dual dual-core CPUs are suggested for the smoothest, fastest operation.)
IEEE1394 FireWire™ card required for DV or HDV format capture
PCI Express-based graphics card with 256MB RAM and minimum 1280x1024 screen resolution. (NVIDIA or ATI graphics chipset recommended)
DirectX 9.0 support
2 Gigabytes of system RAM
IDE or SATA system drive with 6 Gigabytes of free disk space
Separate SATA or SCSI drives for video playback
DVD Drive
Windows® XP (Service Pack 2) or x64™ Edition Operating System
DirectX 9.0c or higher

NewTek recommends the optimal system configuration. Systems with slower processor and drive speed will work with SpeedEDIT, but some of the more complex functions may not perform in real-time. To review the minimum specifications suitable to your production requirements visit www.newtek.com. Oh, our attorneys wanted us to pass along that specifications are subject to change without notice.

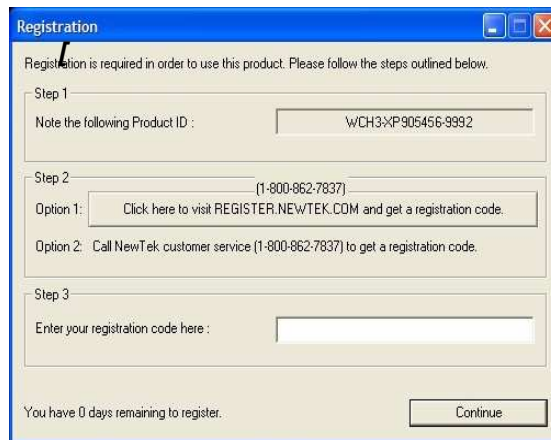
Your license agreement allows the installation of SpeedEDIT on one computer. After a successful install and acquiring the NewTek registration key to operate SpeedEDIT, the software can not be registered to run on any additional computers.

Installation

To install SpeedEDIT software on your workstation or laptop computer:

1. Insert the SpeedEDIT program install disk in your DVD drive
2. Allow autorun to begin the installation. (If you have disabled autorun, you can navigate to that drive and double-click on setup.exe)
3. Read the License agreement. Afterward, indicate acceptance by clicking 'I accept' at the bottom of the window, then click "Next"
4. Read the SpeedEDIT Release notes in the information panel, as these supply important information that may not be reflected in this manual, then click next.
5. Determine the hard drive and folder where SpeedEDIT will be installed. The default location is the system drive, C: but SpeedEDIT can be installed to any drive in the computer by selecting the 'Browse' button to the right. (If you choose a root location of a drive (such as E:\) the installer will create a SpeedEDIT folder for that location)
6. On the component selection window, choose Full installation (this will install the Windows Pre-Requisites and NewTek's SpeedHQ™ video codec.) Click "Next"

7. The Start menu panel determines the link that will be created in your Start > Programs listing. Leave this at the default setting so NewTek SpeedEDIT will be available from the Start menus for all users logged into the machine. Click "Next"
8. On the additional tasks panel, you may create a SpeedEDIT icon on your desktop (recommended for more convenient launching) and also create a Quick Launch icon, which will be placed on the task tray. Decide which you would like and click "Next"
9. The "Ready to Install" panel summarizes your choices before you begin. To modify any option, click the "Back" button, otherwise click "Next"
10. Click "Install" to perform the SpeedEDIT installation according to your choices
11. After a few moments, Setup will report the installation has been completed.
12. Click on the "Finish" button to launch SpeedEDIT. (We're almost done!)
13. Install the DVEs and Content from the second disc.



14. Before SpeedEDIT can launch, it asks you to enter a registration code. This will be based on the unique Product ID at the top of the Registration panel and serial number on the software CD. If your computer is online, the registration code can be obtained automatically at any time, by clicking

option 1: 'Click here to visit REGISTER.NEWTEK.COM' in the middle of the registration panel. This launches a web browser and connects you with the NewTek Registration system.

NOTE: SpeedEDIT will lock itself to the computer hardware, and can only be installed on ONE computer. If you need to uninstall it for use on another system, contact NewTek Customer Service to update the registration information.

If your computer is not online, jot down the Product ID and perform the following steps on a computer that is online, or call NewTek customer Service at 1-800-862-7837. Telephone service can only be fulfilled between 9:30am to 5:30pm Central Time Monday through Friday. Connecting with the registration server online, enter the requested information to set up a NewTek customer profile. This is where all your product registration IDs, updates, downloads and more are accessible at any time.

15. If you are already a NewTek customer, you likely have access to your customer profile. Provide your User Name and Password in the Registered Users fields and Login.

16. If this is the first NewTek product you've registered, thank you! You will need to follow the instructions under the New Registration field.
17. After your account is set up (or you have logged in) you will see the "Product Registration" screen.
18. Enter the 15-digit SpeedEDIT serial number found on the Program CD.
19. If you are performing online registration from your SpeedEDIT machine, your Product ID will be entered for you automatically. Otherwise, enter the product ID exactly as it appears on the SpeedEDIT registration panel.
20. Select the processor manufacturer of the computer to be used, whether Intel, AMD or unknown.
21. In the next window, list the company that sold you SpeedEDIT
22. Below that, enter the purchase date
23. Lastly, you have the option of providing NewTek with additional e-mail addresses to send your key to.
24. Click Submit and your 6-digit registration code will be e-mailed to you. Paste or type this into the registration panel, and click Continue, and Speed Edit will launch.

Lastly, insert the Content DVD and install the contents to your fastest video drive. This will provide you with clips to experiment with and follow along in the subsequent Quick Start. So, let's get *started!*

Quick Start Guide

Now that you have registered, launch SpeedEDIT by double-clicking the desktop icon. The following section is designed to orient you to some of SpeedEDIT's unique features. Veteran NewTek editors are likely familiar with many of the following concepts and can review the detailed user manual online in the SpeedEDIT Documentation folder. If this is your first venture into a NewTek video editor, it would help to go through the following steps so you can quickly benefit from the streamlined workflow.

In this chapter, we will take a short sample project from acquisition to editing, and then on to rendering and final output, covering the following topics:

- Scene-based capture from DV or HDV camera or deck
- Rapid arrangement of clips in Storyboard
- Adding and adjusting audio clips
- Inserting and modifying transitions
- Utilizing the linked Timeline/Storyboard dual view
- Real-time visual clip positioning
- Using Tool Shed to recall motions
- Inheriting clip settings
- Keying video clips
- Color selection and replacement
- Use of Tool Shed markers for quick cuts

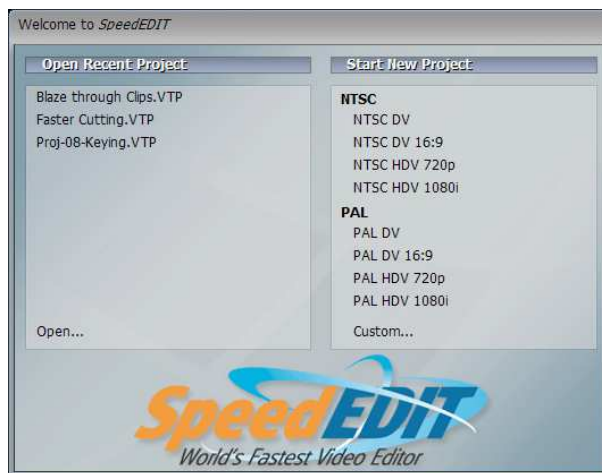
Launch SpeedEDIT



If you haven't already, launch SpeedEDIT by selecting Start > NewTek > SpeedEDIT or double-clicking on the SpeedEDIT icon on your desktop. If there's not a desktop icon, it's probably because you declined that setting during setup, but you can right-click and drag the SpeedEDIT icon to your desktop for easier access for the next session.

Set Project settings

Upon opening SpeedEDIT, you are greeted with a list of recent projects and a short list of popular project settings.



The most common project settings are divided by NTSC (The Americas) and PAL (Europe & Asia) standards. Each standard offers both standard-definition (DV, DV 16:9) and high-definition (HDV 720p, HDV 1080i) resolutions for editing. This starting point is important, as it determines how inserted video is treated in both aspect and resolution.

Click on the **New Project > HDV 720p** setting, as we'll work on some HDV clips.

Output Monitor

We need to monitor our video, so open a preview monitor from SpeedEDIT's Menu **Window > Video Output**. Drag it to the side and size it as you'd like. Note how the Output window indicates both project size and the pixel size of the current monitor.

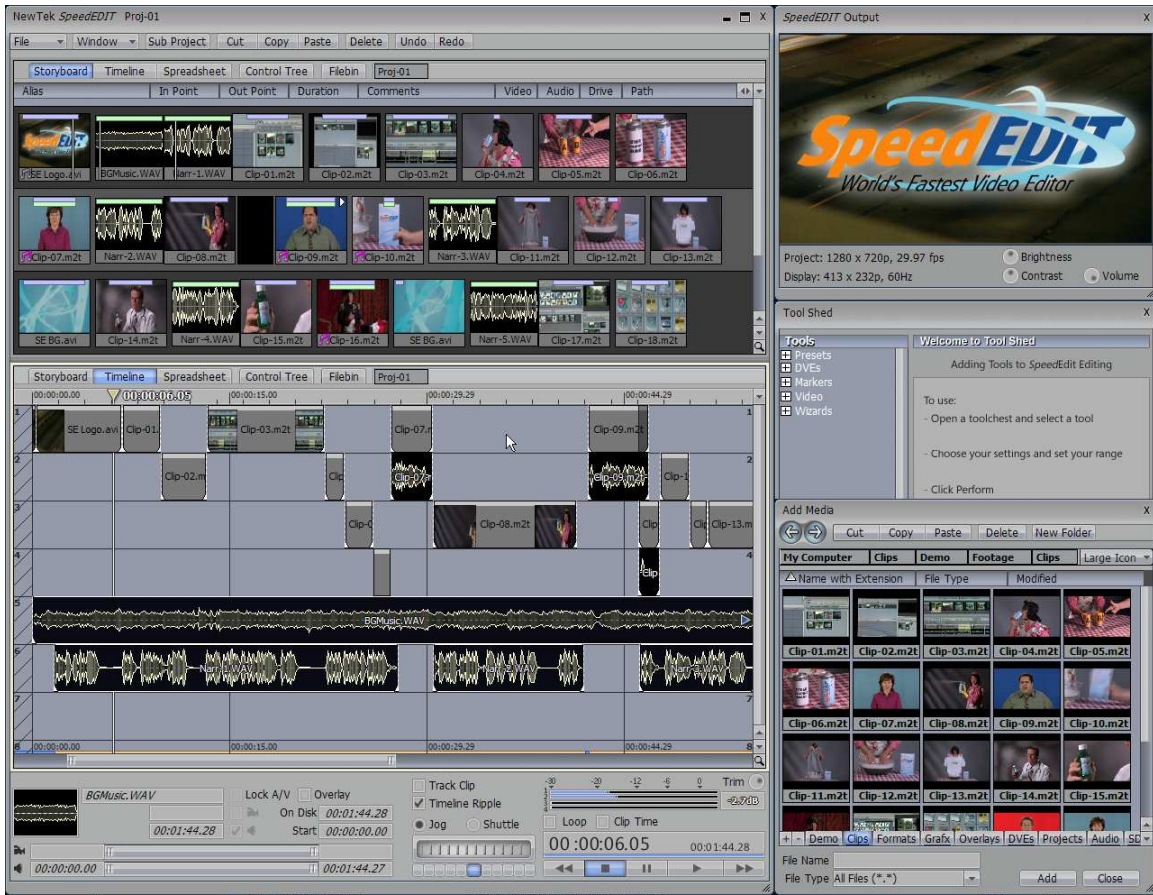


[OutputMonitor.bmp]

The monitor also provides Brightness and Contrast controls, but this is only to compensate for differences between computer monitor, and does not affect video output.

Window layouts

Now that SpeedEDIT is open, let's discuss suggested window arrangements on screen. One idea is to have SpeedEDIT occupy the majority of your monitor, with one side open for the Monitor, the Add Media window and Tool Shed window and Clip Properties:



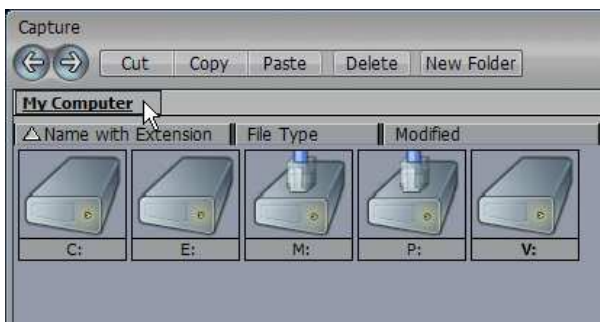
[WindowLayout1.bmp]

Clip Capture

While NewTek has provided you with both standard definition and high definition sample clips on the SpeedEDIT Content DVD, the logical workflow for new projects would be to ingest footage from the camera, so let's explore that. Keep in mind that SpeedEDIT is format independent, and can work with most clips straight from the camera, whether they are AVI, QuickTime or MPEG-2. Access this from the menu **File > Capture**.

All clips must be captured via IEEE 1394 FireWire cable, so connect your camera to the computer with a FireWire cable and then power on the camera.

The Capture panel has a file bin view at the top. In this window, navigate to the folder into which you wish to copy your clips. (For example, to navigate to the V:\Tutorial folder, click at the top on **My Computer** to make sure you are seeing all logical drives in the system



Double-clicking on V: will reveal all folders on that drive. Either create a destination with the New Folder button or choose an existing folder, such as V:\Tutorial. With your camera or deck in playback mode,



Press the Refresh button above the preview window to see your device listed.

Now, the play button lights up and lets you know that SpeedEDIT recognizes the device and is ready to copy clips to the chosen folder.

Under the Record section, type in a file base-name (where it says 'Untitled') and also select the Auto Chop checkbox. This simplifies video captures by separating clips at every point that the Start/Stop button was pressed during recording. Each file will be appended numerically (QuickStart001, QuickStart002, etc) during capture. Now, press **Record** then the Play button and SpeedEDIT captures each clip separately to the folder. An entire tape can be captured and cut in this one simple step.

NOTE: If acquiring 16:9 DV or HDV footage, the capture monitor window is fixed at a 4:3 aspect and will look stretched. That is normal, and they'll display properly on the timeline. If Auto Chop is not chosen, use the deck controls at the bottom of the window to play the tape, and then the



Record and Stop buttons to manually capture. Pressing **Chop** will razor the clip at that location without having to pause or rewind the tape. Pressing **Reset** will purge the entire current clip and restart capture from that moment. That can be handy to purge a bad take that you don't wish to digitize.

Add Media



Now that you've acquired content (or just want to use NewTek's sample clips), from the SpeedEDIT menu, you can launch the Add Media window, which allows a constant location to locate your assets. The Ctrl-I shortcut also opens this window. This is similar to the Filebin, but with several key benefits:

- You can click on one clip or ctrl-click a group of clips and press the **Add** button at the Bottom of the Add Media Window to insert those assets in your project at the position of the Edit Line. Like the Filebin, this also adds media *in the order it was selected*.
- You can open as many Add Media windows as you like!
- You now can devote your two main tabbed views to any combination of Storyboard and/or Timeline, without having to use one view for Filebin.

Holding the cursor over a clip you lets you enjoy clip playback right in the thumbnail. While it plays, hold the Shift key to play at 10x speed, or hold the Alt key to play it in reverse.

Concepts: Timeline vs. Storyboard

Traditional timeline editors continue to improve, but the timeline paradigm and the storyboard are fundamentally different for a very important singular reason: one is Literal, the other is Conceptual. Everyone can work, think, and convey faster when we only have to deal with concepts rather than literal details. Here's what I'm talking about.

The time-line is far too literal for something claiming to be non-linear, and this is its biggest weakness (and its fatal flaw). Every clip has a space in time, taking up space in the time-line proportional to its length, and requires manual placement and manipulation within and surrounded by other clips that may also require additional tweaking to make up for changes.

Storyboard, on the other hand, is conceptual and fully non-linear, which is its biggest strength. Changing one edit point means changing one edit point, with no need to worry about neighboring clips, or destination in / out points. As an editor, all you typically want is for one clip to play, and then the next, and then the one after that; usually it doesn't matter when it happens, it just needs to happen in sequence. With Storyboards, a shot doesn't have to take up an amount of screen real estate proportional to its run time.

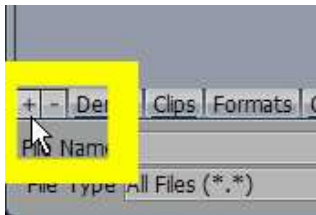
Storyboard can reach limitations or be difficult to use with complex situations that call for A/B edits, split audio, or compositing. And under these circumstances, SpeedEDIT's traditional time-line interface helps you quickly progress. For much of what is typically edited, Storyboard is far faster.

Building a project

Let's get to the fun stuff and start building a project, shall we?

Set your SpeedEDIT windows to Storyboard at the top and Timeline on the bottom.

With a project setting of HDV 720p, navigate to the **QuickStart Folder** that was installed from the Content DVD in the Add Media panel. Start by adding the opening music and narration in the **\Footage\Audio** folder. Since we are going to be returning to this folder, let's make a **QuickTab** for faster navigation by clicking on the '+' key in the Add Media lower left corner.



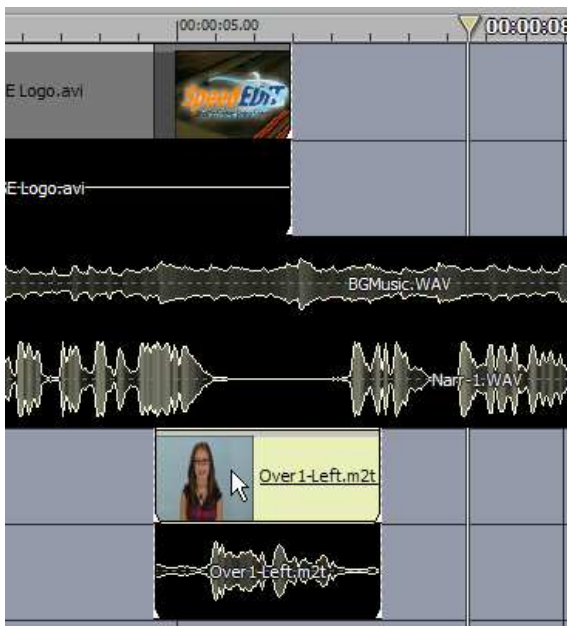
When the QuickTab is added, it is highlighted in blue and shows the entire path. We don't need to know that in the future, so let's shorten the tab's name. Right-click on the tab itself and select **Rename Tab...** In the Enter New Text window, just type in **Audio**. Now, we have a quick way to return to this folder from either the Add Media or Filebin views.

Still in the Audio folder, select the **BGMusic.WAV** and click Add at the bottom of the window. Our music bed now appears in both Storyboard and Timeline views. As you'll see later, SpeedEDIT's unique linked Storyboard/Timeline views are very handy.

Click in the Timeline window to make that the active window, and then press the Home key. This will set the Edit Line to the beginning of the project, 00:00:00. Now, hold the Ctrl key and tap the right arrow key twice. That places the Edit Line at 00:02:00 (two seconds). Now, in the Add Media window, select **Nar-1.WAV** and click Add. This adds our opening narration at this point in the project. Press the Home key to return to zero and then the spacebar to play.



Now, add our opening video sequence from **\Tutorial\Footage\Graphics** by dragging **SE Logo.avi** into the Storyboard. At the bottom of the SpeedEDIT window, click the Deck Control STOP button. This will move the Edit Line to the first frame of the selected clip, in this case our avi at the top of the project. Press spacebar to play.

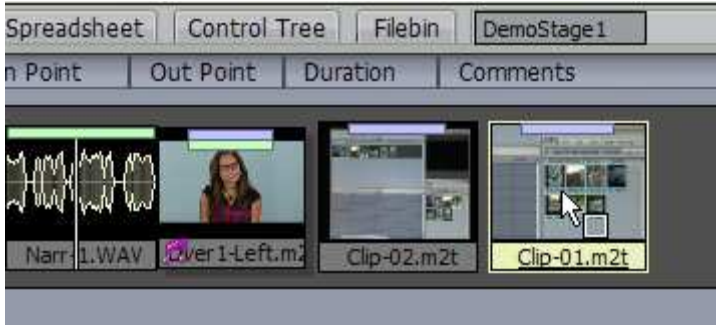


At about 00:06:00 in our project, the narration pauses after he says "The World's Fastest Video Editor". Let's add a cutaway here. In the **\Tutorial\Footage\Overlays** drag **Over1-Left.m2t** down below our narration track, and align it within the silence, as below:

You may notice that there are not fixed audio, video or effects tracks. By design, NewTek lets you layer clips in any order you choose. If you want to place graphics at the top (as we're doing here) or the other way around, SpeedEDIT accommodates your style.

The clip was treated as a cut, in SpeedEDIT's top-down ordering of images. If you drag this clip left or right on the timeline, you will notice the video above it is 'shaded' on the timeline, indicating that the shaded assets are not visible during playback.

Next, let's add more video to the project by navigating to \QuickStart\Footage\Clips\ and dragging two files into the storyboard: Clip-02.m2t and then Clip-01.m2t. Notice how both Storyboard and timeline views immediately reflect project change. One of the greatest strengths of a Storyboard is its ability to quickly re-arrange clip order. Let's do that now by clicking on Clip-01 in Storyboard view and dragging it to the left, in front of Clip-02.

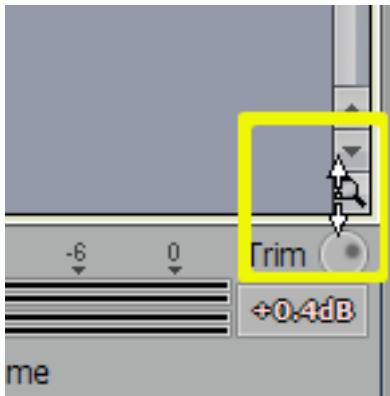


Now we have clip 1 followed by clip 2. So the next clip to add to Storyboard is *indeed* Clip-03. Right after this, is Clip-04. If you scrub through clip 4, however, you'll see we need to adjust clip 4, as she's standing still for too long.

Storyboard Trimming

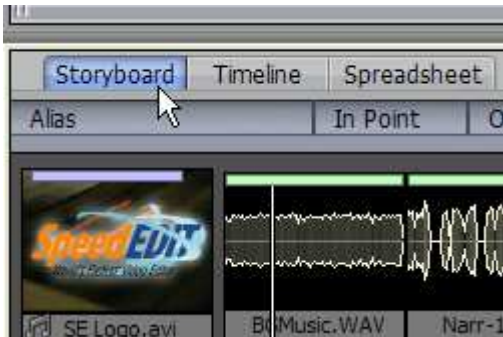
We have a clip properties panel that we'll examine in a moment, but for now, let's look at perhaps the most efficient means of clip adjustment: modifying clips already on the Storyboard.

Before you reach for a magnifying glass to view your storyboard icons, see how NewTek has already given you one! On the lower-right corner of the Storyboard is a magnifying glass. Left click it and drag it down to enlarge your icons to a comfortable viewing size.



If you are working on a photo-montage or long-form documentary, you can also get a maximized view of Storyboard by double-clicking on the Storyboard tab at the top of the window. Double click again to return to its default dual-pane view.

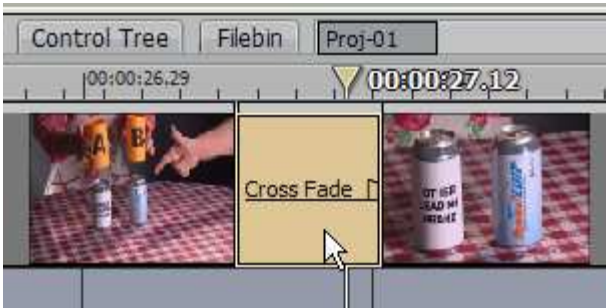
To adjust the clip in and out points, hold down the Alt key and move the cursor over the Clip-04 storyboard icon. Notice that with the Alt key pressed, the cursor changes. Mousing over the left side of any icon shows the first frame of the clip, and the cursor says 'IN'



If you mouse over the right side of the icon, the icon displays the last frame in the clip and the icon changes to 'OUT'. Continuing to hold the Alt key, left-click on the left side of the icon and drag it to the right. As you do, the blue bar at the top shortens to show the relative portion of the clip that is in use. The timecode value of this clip also refreshes across the bottom of the icon. Keep dragging to where she begins to lift the can to her mouth (at about 00:06:30). Again, notice that the linked Storyboard view instantly refreshes the timeline view with this change.

Timeline Trimming

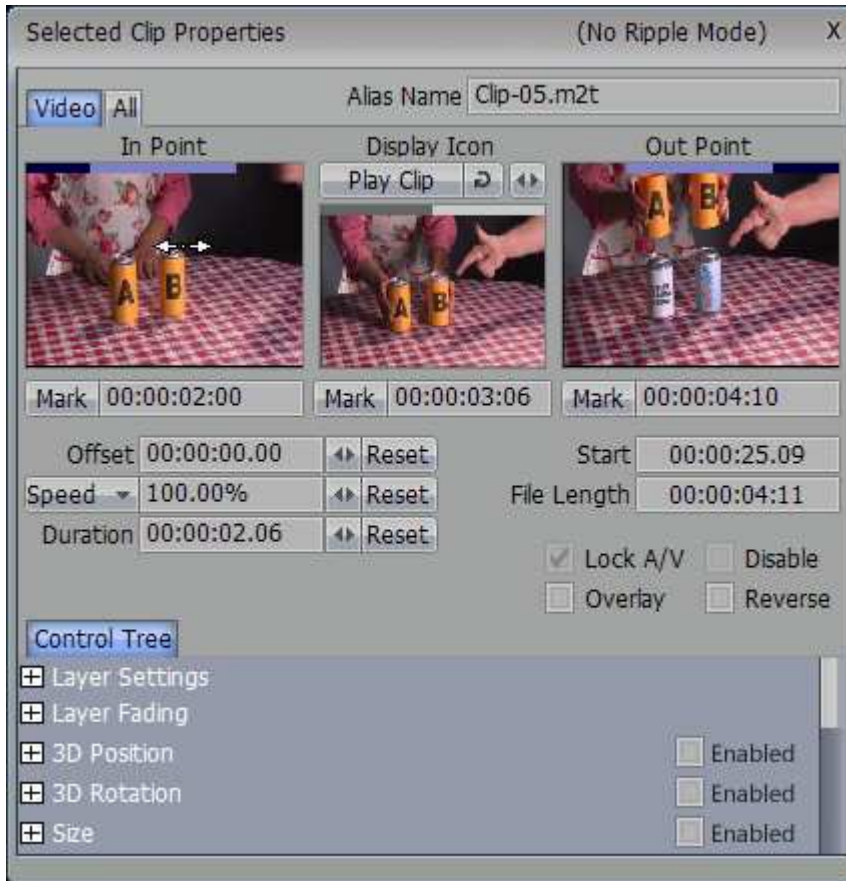
Now, let's adjust the outpoint of clip-04. but instead use timeline view above. Click on Clip-04 in the Timeline pane so it is selected. Then, scrub the Edit Line to the point where the narrator begins to say "over other leading brands" (at about 00:25:00). With this clip selected, we can now tap the 'o' key (for outpoint). This becomes our last frame. To adjust a clips inpoint, you use the 'I' key.



Now, add clip-05 in the Timeline view at the end of clip-04. Notice how clips 'snap' to each other when they're close. Two clips butting together will be a simple cut. If you overlap one clip onto another, region becomes a cross-fade.

Trimming in Clip Properties

With Clip-05 selected, go to the menu at the top, and choose Window > Selected Clip Properties. This launches a new window where you can quickly modify In, Out and Display frames for any clip. This is an independent window that will display key values for the selected clip. Deselect by clicking in a black portion of the project, and the window disappears. As you click another clip, it

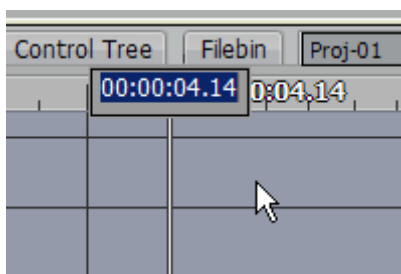


will reappear with the new information. Drag the cursor in the left window to adjust the clip inpoint and in the right window to modify the outpoint. SpeedEDIT offers several means to accomplish the same goal, based on your working preference. If you wish, you can save this project out as your own by going to the File menu and choosing Save As... (or pressing Shift+Ctrl+S). This is helpful to save different versions under distinct names.

Flying Picture-in-Picture

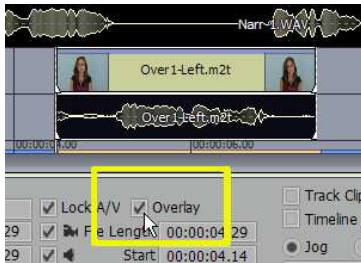
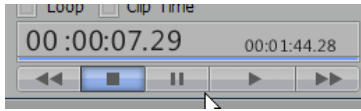
Now that we're familiar with the basics of project construction, let's look at some often-used video techniques. For this example, go to File > New and select the NTSC HDV 720p project Preset and click OK. If a panel warning you that you have made changes to the current project, You can either Save or Discard.

Go to File > Open (or use Ctrl+O) and double-click on \QuickStart\Projects**Project01.VTP**. (Make sure you choose the .vtp file and not click on the Proj-01 folder at the top. That just contains your undo steps for the project). Double-click on an empty space in the Timeline pane to auto-fit the project in the window.



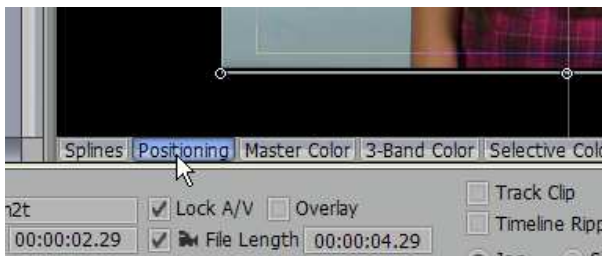
Since we want to go to a specific point in the project, we can simply Go TO by pressing Ctrl+g. This will pop up a window with timecode already highlighted. By typing a value, our Edit line will jump to that project location. In this case, we want to insert our picture-in-picture at 4 seconds and 14 frames, so type '0414' and press enter. (This can also be entered as 4:14 or 4.14).

Our Edit Line is where we want to insert our first picture-in-picture, so go to the Add Media window and navigate to \QuickStart\Footage\Overlays\ and highlight **Over1-Left.m2t** and click Add at the bottom of the Add Media window. Press the SpeedEDIT Stop and then Play buttons to see this clip play back full frame.



To fly this clip in, it must be seen by SpeedEDIT as an overlay. In the Timeline, Over1-Left.m2t has a video portion (top) and an audio portion (waveform below it). Click on the video portion to select it, and in the lower trim window, click on Overlay.

Now, let's use Control Tree to implement SpeedEDIT's real-time positioning feature and fly it on. In the lower pane, click the Control Tree tab In the bottom pane, click from Storyboard to Control



Tree. The initial view reveals the spline window, where you can numerically control any edit parameter. It's much faster to visually position, so along the bottom of Control Tree window click on the Positioning tab.

The Positioning tab reveals the selected clip in the window, where you can very quickly position, size and move clips around. To start, click and drag the clip so the girl is centered in the right half of the frame. (You can hold down the Shift key if you wish to constrain any movement to horizontal or vertical only).



The mouse tool-tip will help you understand what can be done, based on where you position. As you clicked inside the clip itself, the tool-tip said 'move'. Now, we need to crop the edge of her clip so she's centered frame left.

Positioning the mouse over the right edge of the clip, the tool-tip changes to say 'Crop'.

Left-clicking will now crop in all four sides of the clip. Go ahead and try it, I'll wait.

Ok, now hit Ctrl-z to undo that. We just want to crop the right edge, so this time, when the tool-top changes to 'crop' use the right mouse button and align the right edge with center frame. This right-mouse action can be used for all the quick moves you can easily perform in this window: size, crop, rotate, and smooth.



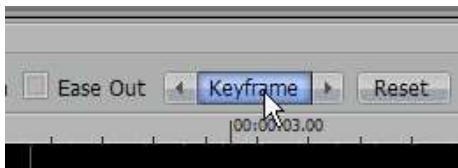
[PositionTab3.bmp]

Now that she's framed, let's fly her in to this position before she starts speaking.

Scrub the edit line to about 05:05, just before she says "What do you mean?". Positioner offers an automated keyframer that only needs to be activated once, and any subsequent repositioning is automatically noted. Since we want her to be here by the time she begins speaking, activate Auto Keyframer at the top of the Positioning panel

Press the 'q' key to jump the clips inpoint. Since Auto Keyframing is now active, we can just hold down shift and drag the clip upward until it's out of view. Press the space bar to play and see our clip slide into place, and she begins speaking.

Set the Edit Line to 7:00 seconds (just after she stops speaking) and click Keyframe again. This will hold her in position throughout her dialogue. Click on Ease Out next to Keyframe. Press 'w' to



jump to the clip outpoint and Shift-drag her downward out of view. SpeedEDIT even gives you the ability to back up a few seconds (pre-roll) into a clip to check its timing! For this, Shift + Spacebar will back up about 3 seconds prior to the selected clip.

She's only using half the frame, so let's pair her up with a complimentary move from bottom-to-top. Directly underneath her clip, bring in **Over 1-Right.m2t**. And turn on Overlay (the 'y' key). In the same manner as before, move him frame right and crop the left edge to center frame.

Since her keyframes are already set, we can re-select her clip above and jump right the keyframes with the Previous / Next arrows on either side of the keyframe button. Again, the first keyframe we want to set for him would be at 05:05, so click the right arrow next to Keyframe to set the Edit Line there, then select his clip on the timeline and click Keyframe in Positioning panel. In the same manner, set the keyframe at about 07:00. Then, for his first frame, move

him down out of frame, and for the end, move him up out of frame. When you're finished, you should have both these clips mirror each other with them speaking in synch.

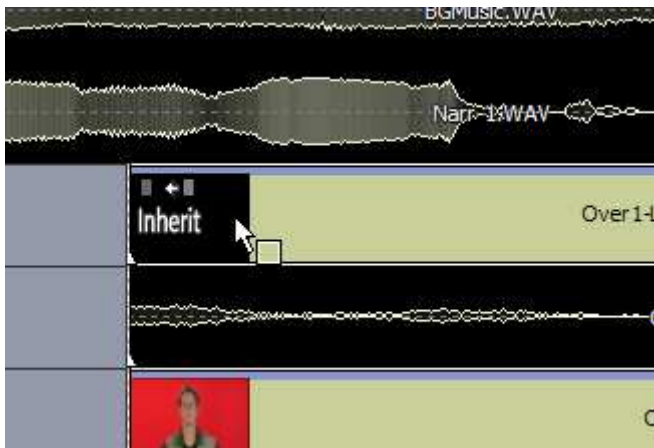
If the two actors are not speaking in unison, then you can Offset or 'nudge' by holding the Alt key and using the right and left arrows on the keyboard.

Clip Inherit

NewTek realizes much of your daily editing work can involve re-using or modifying what you already have in the project with different source clips. The Inherit feature makes this a snap!

In our project, we have a couple of additional overlays of the man and woman nodding in agreement. But, let's maximize the time we've already spent creating the motion and keyframes by simply inheriting. Start by **ctrl-clicking both Over 1-Left and Over 1-Right** to highlight them. Ctrl-g to jump our Edit Line to 00:11:10.

In the Add Media Window, hold down the Alt key and Drag in **Over2-Left.m2t** on top of Over-1 Left. Notice that with the Alt key depressed, a new tooltip appears on the timeline inside the clip: Inherit.



This helps you work faster by inheriting all the settings in the original clip, but using the new asset you dragged in. Repeat this by inheriting Over2-Right on top of the new placement of Over1-Right. Play this section, and see that our clips still move in and out, but with completely new information! This is extremely useful when you have commercials in regular rotation but just need to exchange one clip for another, without modifying project length or clip dynamics.

Unlimited Undo / Redo

In SpeedEDIT, Ctrl-z is your friend. This undo keyboard shortcut is further enhanced by saving all your project actions with the project itself. When you save a project in a given folder, it will create a sub-folder by that same name. When you save a project and close it, those steps are saved and can be invoked when you resume editing days or months later!

Maximum number of Undos	100
SpeedEDIT Extend In/Out edit points	None <small>Support extension of clip's boundaries</small>
SpeedEDIT project start mode	1 <small>starts at first clip in project, or at zero time, whichever is first</small>
SpeedEDIT StoryBoard A/B track editing	5 <small>A/B trackrow editing</small>
SpeedEDIT StoryBoard, Auto-Perform Raz	10 <small>Ask</small>
SpeedEDIT StoryBoard Insertion Mode	20 <small>Insertion</small>
SpeedEDIT auto save on exit	50 <small>Disabled</small>
SpeedEDIT When in > out or out < in	100 <small>Revert back to previous valid setting.</small>
USER INTERFACE	1000
SpeedEDIT Mouseover Mode	Infinite

The default setting in Window > Preferences is the last 100 actions, but can be set to infinite if you wish to remember every action taken along the way. If you wish to redo something, press Ctrl-y.

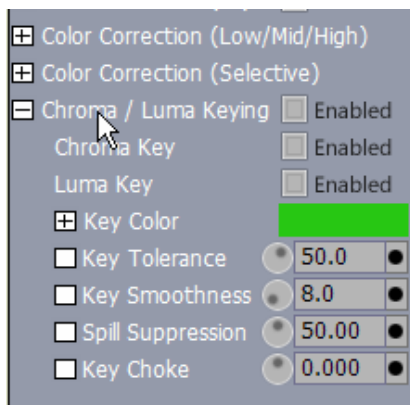
Real-time Chroma Keying

SpeedEDIT allows you to key out selected clip colors in real-time. This means you can see the results without the need to render first. To illustrate, go to File > Open and open \QuickStart\Projects\Proj-08-Keying.vtp.

Let's Goto 01:33:04 in the project where we have a NewTek logo as our base image. In the Timeline view underneath NewTek BG-B.jpg, let's add the clip \QuickStart\Footage\Overlays\HandShake.m2t.

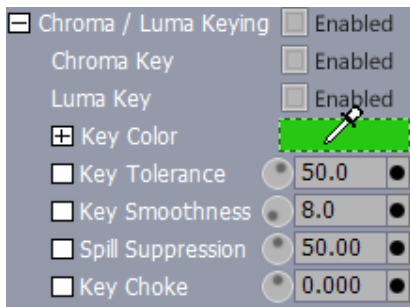


With Control Tree in the lower pane, Notice that in the left window, each category has a plus sign next to it. Clicking that plus sign will expand to reveal its options. Expand the Chroma / Luma Keying options at the bottom. (You can drag the Control Tree vertical bar to the right a little to show all text)

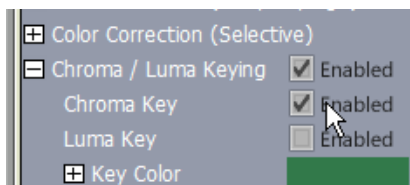


With the Edit line inside the selected HandShake clip, right click on the key color so the cursor changes into an eyedropper. This allows us to sample a specific color inside the clip. Continuing to depress the right mouse button, drag the eyedropper to the Output monitor and place it over the green and release. In doing so, you'll notice the green in the video clip is noticeably darker than the default value.

Next, Click on the checkbox to enable Chroma keying. In doing this, the master checkbox also indicates Enabled. This is so you can see even in collapsed view that a particular category is active. Now, scrub the Edit Line to the middle of the clip where the hands are joining, and you'll see a pretty bad looking key, with just portions of the hands visible, and the rest in black. Don't worry it just needs adjusting.



Start by turning the dial next to Key Tolerance down to about 25.0 or just type in that value and press Enter. Now we see the hands and arms, but they are still over black instead of the NewTek logo. To finish this, click on Overlay (the 'y' key) and now we are almost there.

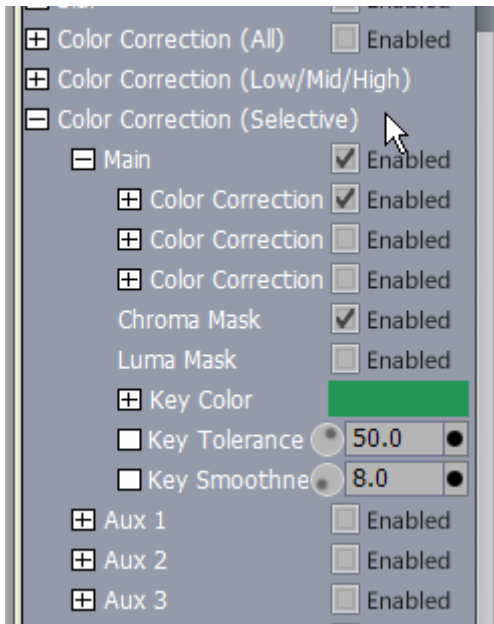


You may notice a small green edge along the arms. Eliminate this with the Key Choke control By dialing in (or typing) a negative value of about -3.00. There! Play the clip to see your results.

Color Correction

Selective Color Correction

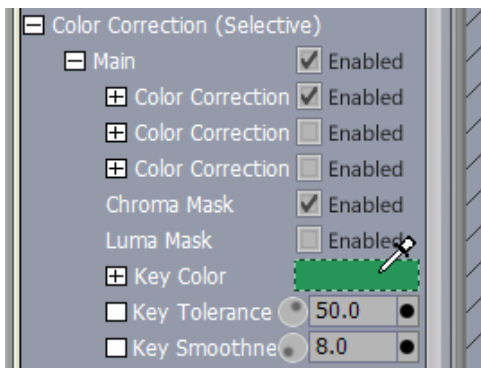
In addition to keying out color (chroma keys) or brightness (luma keys) SpeedEDIT allows a very sophisticated means of changing up to four color regions within any clip. To examine this powerful feature, expand the control for Color Correction (Selective).



Expanding this control reveals adjustments for masking, notably the Luma mask. Beneath that, Aux 1, Aux 2 and Aux 3 offer the same controls, with the ability to apply each to its own color. That gives you tremendous control over the look of your project, by (for example) deepening the blue in the sky, accentuating skin tones, or more.

Load up **Project09-ColorFX.vtp**. At about 1:14:00 into the project, you'll see a 'doctor' holding up a bottle of SpeedEDIT syrup. Let's quickly change the color of the syrup without affecting anything else in the clip using selective color correction.

As we did to Chroma key, we need to let SpeedEDIT know which color in the clip to modify. Again, right click in the Key color window under color correction



To obtain the most accurate data, we want to hold down the right mouse button and pick the brightest orange spot in the bottle, along the left edge

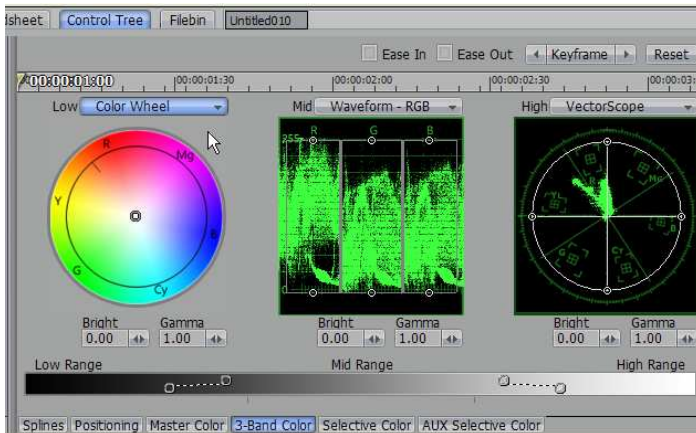
At this point, check Enable Chroma Mask by checking the box, and then expand the Color Correction controls. Let's turn an unappealing green syrup into a delicious orange color by picking our Key color from the brightest region of the bottle.



Once the color is selected, check the Chroma Mask box under Main to activate, and now adjust the Hue control to something orange, say a value around 580.0. If this just changes the color within the bottle's highlight, this can be adjusted by raising key tolerance to a value of about 75.0. Keep in mind that this can now be repeated on differing color regions in the clip by performing the same steps in Aux 1 through 3.

3 Wheel Color Correction

All high-end video editing software provides color correction that can be adjusted in the low, mid and high tones, but SpeedEDIT is all about flexibility. NewTek realizes that many editors are more comfortable with video tools than graphics tools, so in addition to the expected color wheel

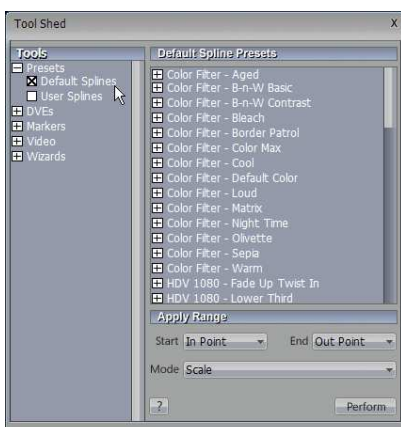


for adjusting values, NewTek again broke the mold. SpeedEDIT color correction allows you to modify in a wheel, in a waveform OR in a vectorscope view. This feature is found by selecting the 3-Band Color tab in the bottom of Control Tree's main window

Tool Shed

Tool Shed Presets

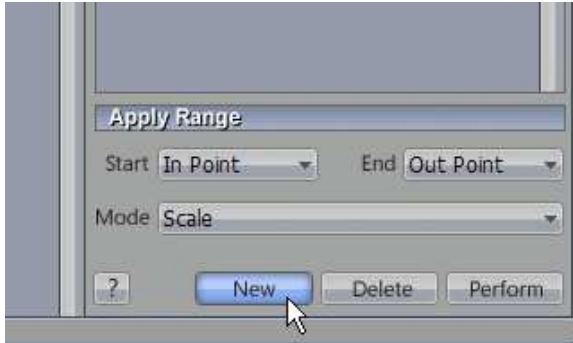
Since we've replaced the green color with orange, we have a problem of continuity, since the previous wide shot also shows the bottle. One of the greatest time-savers in SpeedEDIT is Tool Shed, and its ability to save specific clip settings for rapid recall at any time.



Access Tool Shed from Window > Tool Shed (keyboard shortcut F9). Tool Shed offers several menus based on function, but at the very top is the most flexible: Presets. These Presets offer some templates for immediate application, including color filters, sizing, positioning, and flying clips on and off screen. To apply any of these presets, click once on the effect in the list, make sure the target clip is highlighted in the project, and click Perform.

Tool Shed presets can be applied globally across any number of selected clips. The greatest flexibility, however, comes in the option of User Splines. (You can read more about splines on page 144 of the User manual). The User Splines window is empty, since we have not created any, so let's begin by clicking on the User Splines selection in the left column. We can now highlight a clip in our project, and remember its attributes for re-use.

To continue our example, highlight the color-corrected clip we just modified (Clip-15.m2t) in the timeline and in User splines, click the New button at the bottom.



In the name requestor that appears, type in a descriptive name, such as Color- Green to Orange. The preset is now ready for application to Clip-14.m2t. Highlight the wide shot of the doctor in the project, and with our new preset selected in the window, click Perform.

If you have a nice clip motion you have created, or perhaps set up a colored border for a picture-in-picture, all of this can be stored for one-click recall through Tool Shed.

Image Stabilization

Ok, so not every shoot goes as planned, and sometimes we have to 'fix it in post'. One of SpeedEDIT's fast tools involves steadying jittery camera shots. Let's see just how easy this can be. Go to File > New and choose the first preset for NTSC DV and click OK and Discard changes we've made to our color-correction project.



This opens a fresh project view in Standard Definition. Load in \QuickStart\Footage\Clips\PlaneFlying.avi and in the Tool Shed window, expand the Video category, selecting Stabilize Video. While there are options that are explained in the User Manual, let's simply click Perform.

In seconds, you are presented with an auto-zoomed, quite smooth video that, if adjusted manually in the Positioning window would take hours!

Cut to Music

As you know, when it comes to project construction, audio typically drives the video. For documentary work, narration goes in first, with the video clips timed to match the spoken punctuation. For music videos, clips are set by tempo and vocal track changes.

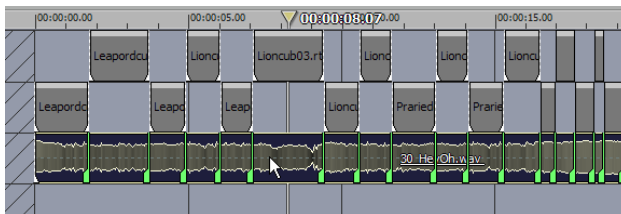
Tool Shed makes the process of fast-paced highlights, cutting to narration and more quite easy with the use of clip markers. Begin with a new project and load in a fast-paced music clip. If you don't have one on the drive, you can use \QuickStart\Footage\Audio\30_HeyOh.wav.



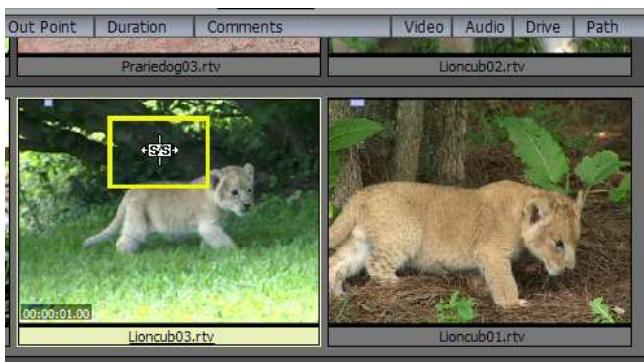
Double-click the file in the timeline, and as the music plays, tap the 'm' key to the beat of the music. Every time you tap m, a clip marker is placed on the file.

Drag in the video clips you wish to use for your highlights.

In Tool Shed, Select the Wizards > Cuts to Music option, make sure the audio clip is highlighted on the timeline and press Perform.



This rapid macro sets the output of the first clip at the initial marker, ripples all clips in and repeats until all clips are adjusted to the music or the last marker is encountered.



To easily fine tune any clip to the segment you want displayed, you can slip-and-slide the clip in the Storyboard pane. With the cursor placed over the clip in Storyboard, hold down Shift + Control + Alt, and the cursor tool-tip changes to 'S/S' to indicate slip-and-slide. This means you can select a different portion of the video clip, without changing its length. This moves both the in and out points together.

If you have followed along all the way to here, congratulations! You are now ready to work on your own exciting productions, and be able to complete it far faster now that you are familiar with some of the basic workings of SpeedEDIT.

Additional Resources

NewTek Online Community

Again, to learn more about any feature within SpeedEDIT, consult the online User Manual in the SpeedEDIT Documentation folder. If you have questions, or wish to discuss techniques you can join NewTek's vibrant video production community on the online forums at <http://www.newtek.com/forums/>

NewTek FAQ

NewTek also offers an online FAQ to quickly find answers of frequently asked questions, which is available at <http://www.newtek.com/faq/> This site is available by product category and is searchable by keyword.

Online Technical Support

If you encounter a problem with the software, we are eager to know more about it, and NewTek now has a technical assistance link on your Start Menu:
Start > Programs > NewTek > SpeedEDIT > Support (web) From here, you can provide details of the problem, and then track that problem and be notified by engineering the moment we resolve it. Submit reports by e-mailing all pertinent details to SpeedEDIT-support@newtek.com

NewTek Technical Support

You may also call our Technical Support Line in the United States at 210-341-8444. Speak with your tech support specialists weekdays from 9:30AM to 5:30PM Central Time. You may also FAX your questions to 210-370-8030. Technical Support for SpeedEDIT is free.

Thank you again for purchasing SpeedEDIT and *happy editing!*