

QuickStart Guide to the new features in

BOGART

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NOTE: The following images and details pertain to the Linux version of the Bogart 7 software (there is similarity with the Bogart for Windows 7 but there are some slight differences as well)

Project Settings Menu

New Formats, New Resolutions

In Bogart V7 Operating System we can enjoy some great new settings that allow compatibility with more camera/video formats than we've ever had before... and it's a good thing as we are seeing many more formats on today's camcorders.

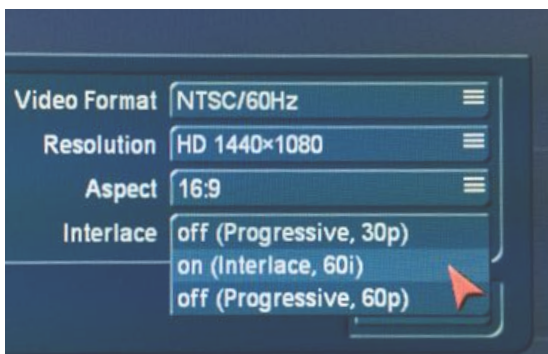
Once you have your desired project selected in the Project Settings menu you can make these adjustments which should be done before you begin working on a new project.



Format: This should match the format of your footage. For those working in North America you will usually be NTSC/60, elsewhere you likely shoot video in PAL/50. But if you are shooting on a video camera in the 24 Frame mode, then set your project to the brand new 'Film/24Hz'



Resolution: This should match the resolution set in the camera that captured the footage. Be aware (at this time): 1440x1080 is the native resolution used by the Blu-ray software in our Casablanca (ideal if your primary destination is Blu-ray disk). NOTE: You can import higher resolution but must down-convert in the editor or in your PC first as you will edit in one of the three HD resolutions.



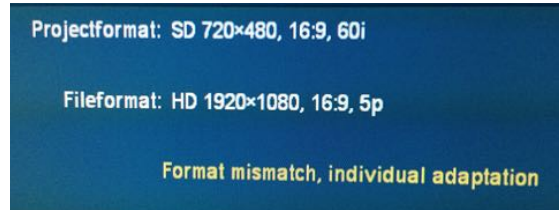
Interlace: This should match the camera's setting... 60i (Interlace) is the traditional setting for video cameras until recently. Newer cameras allow you to record 30P (Progressive) and some at the 60P setting. Test footage at these settings prior to shooting a big project in to ensure it meets your expectations.

Import Menu

New Options in Choose File

In the Bogart 7 Import Menu clicking on 'Choose File' at top right of menu opens up your Directory in the Bogart for Windows software. this allows you to choose from any video file on your computer - even on a connected hard-drive or USB Flash Drive.

There's a great new feature built-into the Import menu in Bogart V7 and the image at right shows this... the text at top labeled 'Projectformat' shows the settings selected in the Project Settings Menu and the text just below 'Fileformat' shows the file resolution, aspect ratio and frame rate for the video file that has been selected - prior to importing.



Note the yellow text (warning) that lets me know I have a format mismatch (different resolution).

When you see the 'Mismatch' you can choose to take corrective action to match the formats, using the options available to me in the Expert Menu which is at the bottom of the new Import Menu (click to add check-mark (tick-mark) to the box 'show Expert Menu' (see details on next page). You can choose to import the file/s but there will be conversion of the video (Casablanca labels it 'Slow Scaling' as the resolution is adjusted to conform with the project settings you have).

Expert Menu Options

If you click the 'Expert Options' box i the Import Menu we now have access to a rich assortment of functions to modify and affect our incoming video clip/s (and now JPEG image).



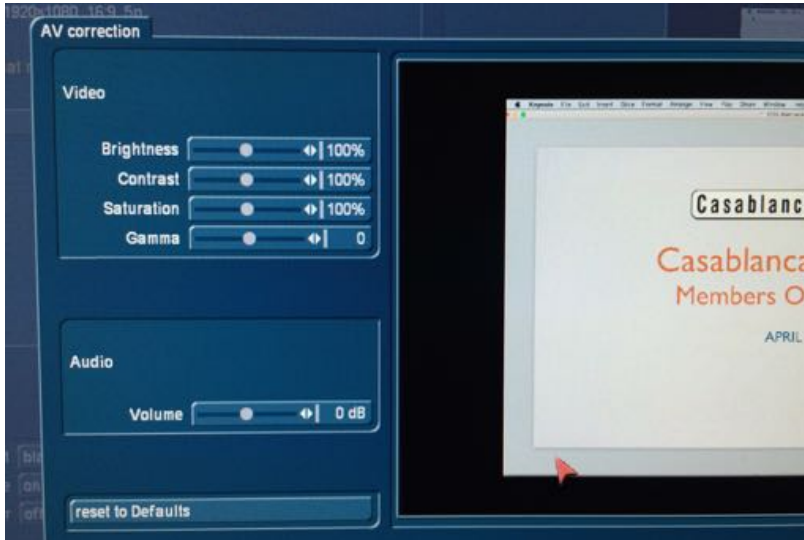
Adjust Aspect - provides a pull-down menu that allow you to shape how the video will appear if it is a mismatch between the aspect ratio of your imported clip and the project settings (for example if you are importing a 4:3 video into a 16:9 project).

Adjust Frame Rate - provides another pull down menu to select what frame rate you wish to switch to (if you are importing a 60i video you could modify that into a 30P frame rate) This should match the Project Settings.

Deinterlacer - this is ideal for those videos you shoot and edit that are destined to be displayed on the internet, or on a computer display (or today's flat panel HDTV). This is only applicable if your original video footage was shot in Interlace (if you shoot in P - Progressive settings then your footage is already de-interlaced).

Import Menu (continued)

Expert Menu Options



In the Expert Menu Options you also have AV Correction - this allows you to adjust the Brightness, Contrast, Saturation and Gamma of the file you are importing. NOTE: 100% is the value that it's coming in with, more than 100% = increased value while numbers less than 100 are diminished values of the effect.

There is also a setting to increase or decrease audio volume on the file you're importing. I recommend only using these settings if you know for certain

that you want to modify these variables. If you import with these changes it is difficult or impossible to return the clip once in your Scene Bin to the original. If you're not positive you can preview and add these to the Scene using the filters/modifiers found under the Special Button in the Edit Menu.

Rotate

With Bogart V7 we ca



Photo Import

With Bogart V7 we can now also import JPEG photos, even at high resolutions, directly into the project using this Import>Choose File menu option. There is nothing specific you need to select to have this option - just select a JPEG in the 'Import File' menus and left click on the 'Import' Button and it should import directly into your Scene Bin.

Edit Menu

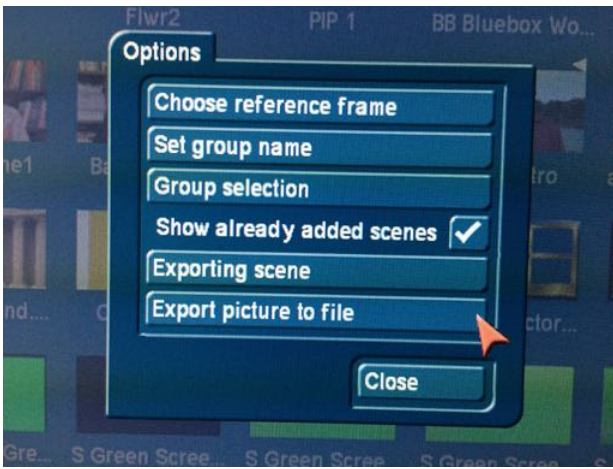
Undo and Redo buttons

In the top right corner of the Edit Menu of Bogart V7 between the Scene Bin and the Storyboard is the new Undo and Redo buttons.

If you remove a Scene from the Storyboard and wish to reverse that, left click on the UnDo (first button).

The ReDo button (2nd button) will Re-do the removal of the Scene from the Storyboard. As long as you have 'Display Bubble Help' on in the Settings Menu>User Interface you can hover over these 2 buttons and it will inform you if you have an operation that you can Undo or Redo.

New functions under 'OPT' button



We have had the ability to Export a scene (as a video file) and to export a picture (image/JPEG) from the Scene Bin since Bogart V5 but the improvements and the options available for exporting a video file right from the Edit Menu are vast and wonderful in Bogart Version 7. By selecting the 'Exporting scene' button found under the Edit Menu Options menu - by clicking the 'OPT' button opens up a new Export Menu. Please see the section on page 7 of this Guide for complete info on the Export Menu.

Drag & Drop in Timeline View

This is brand spanking new in Bogart V7 and it's pretty cool. Some folks have been asking for and wanting this for years (I used to hear them ask at my road shows and at events like WEVA and NAB). This is the ability to drag and drop in the Edit Menu - that's right! But this is only a function available if you are running the Gold Edition of Bogart V7 and if you have your Screen set to 'Multi-Line' display. This is done in the System Settings Menu, under 'Storyboard, Time' > select 'Multi-line' as the mode for the Scene Bin Mode.

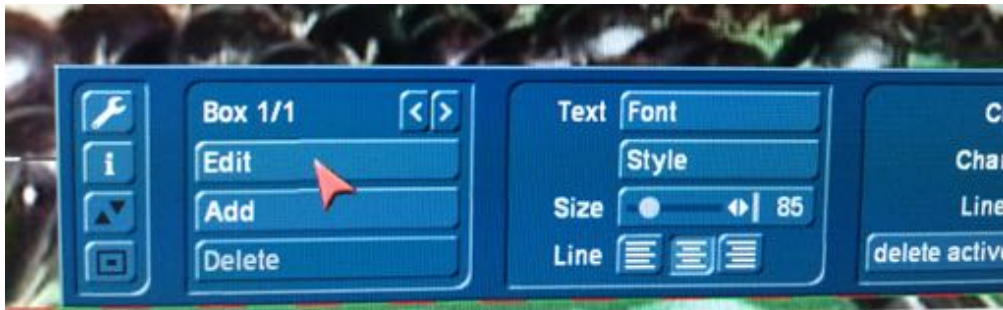
When you left click and hold on a Scene in the Scene Bin and drag your mouse/trackball you should see an orange colored vertical line. This represents where that scene will move to if you let it go there. So you can move a scene to another position in the Scene Bin simply by using this new operation. AND, you can use this same operation to drag that scene up into the Storyboard. Moving or should I say dragging that scene up into the Storyboard should bring that orange vertical line up into the Storyboard where you can drop that scene into it's new location (NOTE: Dragging the scene into the Storyboard will keep the original in it's previous position in the Scene Bin — whereas dragging the Scene in the Scene Bin will move it from it's previous position).

Titling Menu

Removing the colored background in the Title Box

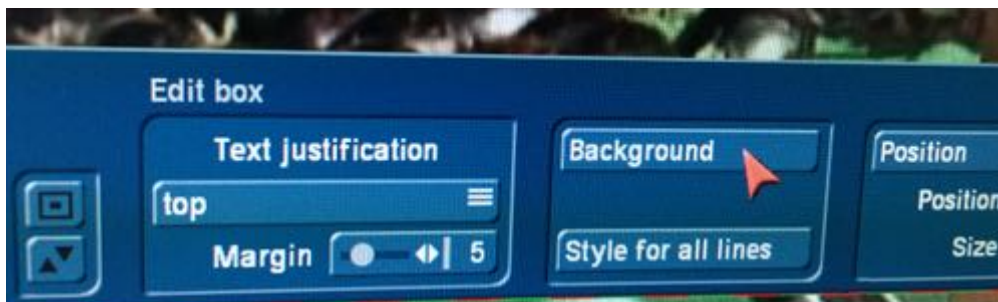
There is a new Titler layout in Bogart (this change was made in Bogart V6 and continues in V7). Long time users who are/were comfortable with the Casablanca Title menu may, at first, find this confusing or not to their liking. After using it for some time I can affirm that much of the functions and operations we're used to remains in the new Titler but is in different menu locations (I cover all operations in the new Titler in my Bogart V7 Tutorial).

I would say the biggest point of confusion is the default background graphic (a solid color) that shows up when you launch the Titler. Let me show you how to easily 'remove' that background... actually we're not removing it but we're going to make it transparent so it doesn't get in the way of your titles.



1. Once the titler launches, left click on the 'Edit' button under the Box section (at left)

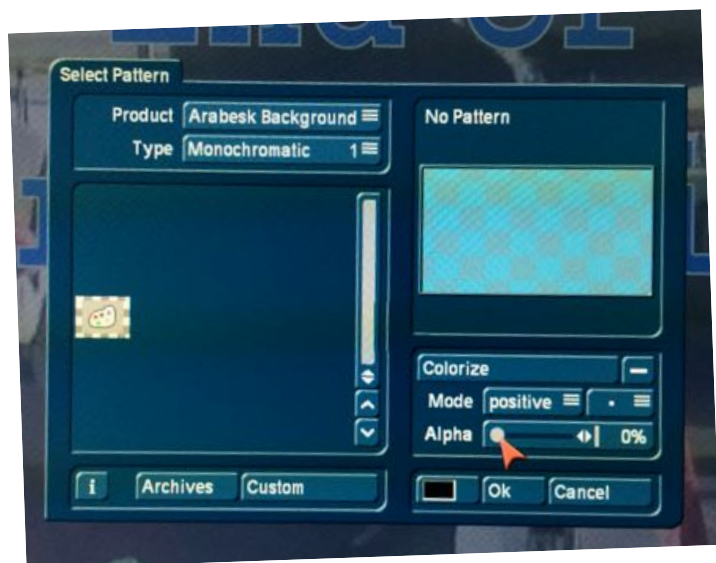
2. In the 'Edit box' menu (see below) left click to open the 'Background' options.



3. In the 'Background' box (at right) ensure the 'Product' is selected for 'Arabesk background' and the 'Type' is 'Monochromatic' — if very likely will already show these options.

Left click on the slider next to 'Alpha' at bottom right side of this menu and move the slider all the way to the left to '0%'. This will make the background color totally transparent.

You can use this to your advantage to make nice semi-transparent backgrounds for your titles, by setting the color to your preference (click Colorize) and adjust the slider to somewhere between 70% and 85%.

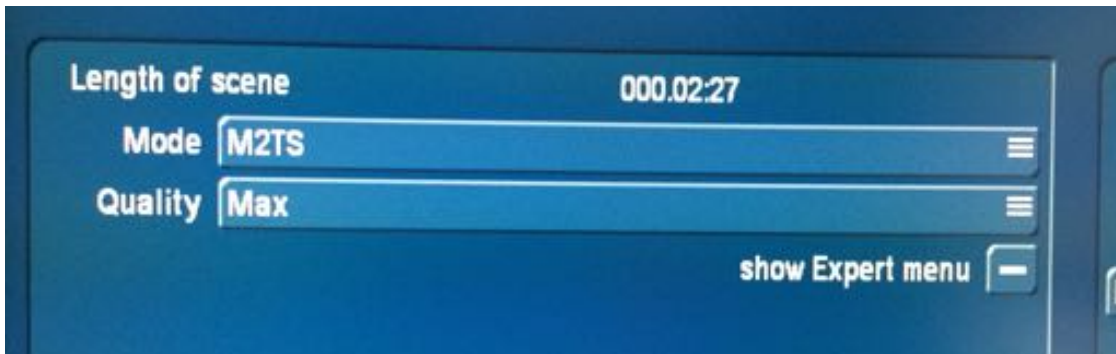


Export Menu

Expert Menu

For me the Export Options in Bogart 7 are one of the two most exciting new capabilities (the other is the Import options). You will find this menu is found in two (almost identical) locations - in the Edit Menu when you click on the Exporting Scenes of the 'Opt' Menu and in the 'Export' Menu (found in your Main Menu).

This is the initial, basic screen showing the standard options:



If you want a simple export option - you can select the 'Mode' which will be the CODEC or file type you want to export, adjust the Quality (both of these pull-down menus are shown above) and the left click on 'Export' button seen at the right side of that menu (above as well). Then you select the destination and begin the export process.

If you click on the 'show Expert menu' option you will open another set of menu options that provide some great tools to shape and modify this file to meet your needs. Let me cover both the basic and Export menu options below:

Basic Export Options

Under 'Mode' you select one of the 5 options for video scenes (first 5 choices) or the JPEG option which extracts out a series of JPEG images (photos) from each frame of your selected video.



The Mode you select entirely depends on what you intend to do with the video file. Each selection varies in the amount of compression (the video and audio bit-rate) and may not be fully compatible with your chosen destination.

I would recommend exporting a short sample of your project using the Mode of your choosing and try that in your intended destination to ensure it is the best for your project or your job.

For one of the most common applications (web hosting - like YouTube, Vimeo, Facebook) I would use M2TS mode - this will give you an H.264 file which is what most video hosting websites prefer. NOTE: Some of these options are only available with the Gold Edition of the Bogart 7 software.

Basic Export Options (continued)

The JPEG Mode is pretty cool as well - this gives you the ability to extract or create JPEG files (images /photos), one JPEG from each frame of video. This can be a great way to harvest some wonderful moments that maybe no one captured on a still camera but that you want to put in a photo album or share as a still image.

When you select this option and click 'Export' the next screen will display destination (folders) option where you will choose the location on your computer where you will be sending or exporting the JPEGs to. It works pretty quickly and then you can go into the Folder you chose and review the images to select the best for your purposes. NOTE: You will realize higher resolution photos from higher resolution video (better quality)... meaning video that was shot at the resolution of 1920x1080 will provide better looking photos than video processed at the SD setting of 720x480.

The other option I consider part of the 'Basic Export Options' is a pull-down menu found just beneath the Mode and this is the 'Quality' setting. If I was to simplify this button or these choices I would say it represents the bit-rate of your exported file. The higher the quality, the more space the file will take (and longer time to upload/download on the web) and the higher the bit-rate. The lower quality settings are smaller in size but load quicker on the web. Again I would recommend testing out a representative sample of your project... a short scene... and viewing the results to determine if the quality meets your needs and preferences. As a rule I usually use the High or Maximum setting.

Expert Export Options



When you click the 'show Expert menu' option in the Export Menu you will see a collection of new options to shape and modify your file before or as it is being exported.

If I was to simplify this button or these choices I would say it represents the bit-rate of your exported file. The higher the quality, the more space the file will take (and longer time to upload/download on the web) and the higher the bit-rate. The lower quality settings are smaller in size but load quicker on the web. Again I would recommend testing out a representative sample of your project... a short scene... and viewing the results to determine if the quality meets your needs and preferences.

Expert Export Options (continued)

On the left side of the Expert Menu you will see these options:

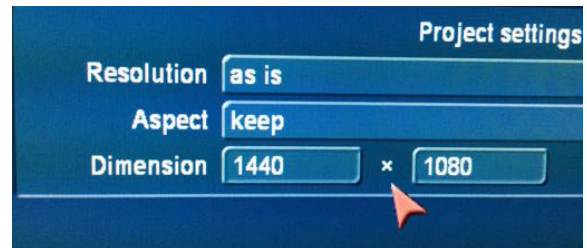


The first setting is the Resolution. Most times you will likely leave this set to the default 'as is'. This will keep the resolution the same as the project setting you worked under as you edited. On rare occasions you may wish to down-res the video (export to a lower resolution) to fit the demand of a website or a client. If you are experimenting with different resolution settings I would highly recommend doing so with a representative short scene to ensure your results are agreeable.

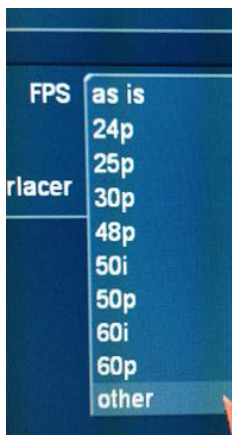
The next setting to select is how to wish to address the Aspect Ratio - the default is 'Keep' which maintains the aspect ratio of your edited project. You could also choose to export with Black Borders, no borders, Center the video or distort (stretch or squish). These

options depend on the aspect ratio of your original scene and the aspect ratio of your destination resolution.

Beneath Aspect is the 'Dimensions' box where you can actually manually enter any Pixel width (first number) x pixel height (2nd number) of the destination video. You will note your selections in the above two options will automatically place a resolution setting in these boxes - you would click on the box/es to make your own, custom resolution size.



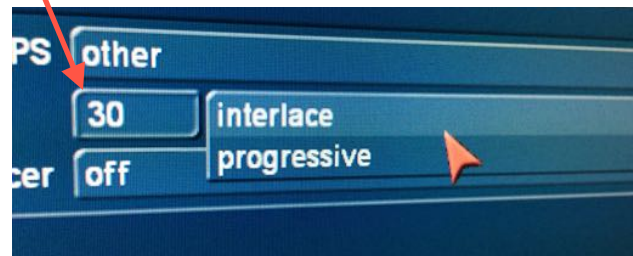
On the Right side of the Expert Menu is another series of options:



The first setting is the Frames Per Second (FPS) setting - the default (top) choice 'as is' keeps the resolution at the same setting it was imported with. You can choose to change it in this menu if you need a file with a different Frame Rate.

If you select the bottom option 'other' you would manually enter (type) the desired frame rate into the box just below

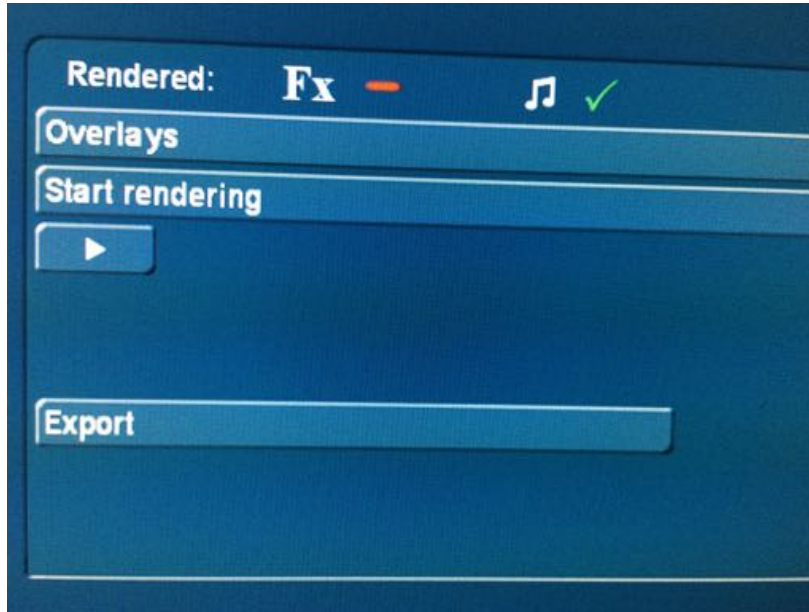
The next settings is whether your exported scene will be exported as Interlace or Progressive. Remember that Progressive is the setting that most every website requires or recommends.



Deinterlacer is the last option and your choice is on or off. If I am editing Interlaced video and my primary destination is online video I would use Deinterlace (set to 'On').

Export Options (continued)

This last menu section is in the upper right side of the main Finish Menu. This section provides feedback as to whether your effects, including Transitions, Titles, and Image Processing are rendered (created). The green check mark (tick mark) is your indication that they have been rendered. In the screen capture below - you'll note the Audio (music note with green checkmark) is created but the Effects are not (red dash). You can remedy this by entering the Edit Menu and left click on the create all button beneath the Storyboard at top.



The other functions available in this Export menu we have had in the last several versions of the Casablanca OS. They allow us to overlay information on our entire storyboard. When you click and open the 'Overlays' menu you will see on the left side the ability to superimpose a PNG file (usually a logo). This is a method to put what is called a 'bug' or that logo on the entire program. If this is demo footage for a client to preview before final payment, you could add your company logo or even a log of the word 'proof' or 'demo copy'.

The right side allows you to add time code or date and time to a piece - might be useful if you are documenting some event. With the Font options you can select from any of your loaded system Fonts and adjust the size as well.