Casablanca EXPERT

The following notes and procedures were demonstrated in the Casablanca Expert Webinar on 1/22/09. You can view this webinar online at www.CasablancaExpert.com

Creating Inserts & Using the Range function in the Edit Screen

Video Insert over single scene

This allows you to place a video scene on top of/over a scene in your Storyboard. Common applications include a way to highlight or illustrate on-screen talent's topic (it's also a creative way to cover up bad camera work).

With one scene in the Storyboard – I'll call it the 'Base Scene', locate a scene that you wish to insert on top, we'll call this the 'Insert Scene'. The insert scene must be equal to or shorter than the base scene.

- 1. Left click on the 'Insert' button beneath the Storyboard
- 2. This will now display the base scene and shows you the Range Operator. If you right click out of this (or click on the Edit Screen icon in bottom right corner) you will see your inserted scene on top of your base scene, with the position of the insert right at the beginning of the Base scene (if you're back in the Edit screen, click on 'Range' to get back to the Range Operator)
- 3. Left click on 'Trim' and scroll down to 'Position'.
- 4. Left click on 'Start' and by scrolling you are moving the Insert scene to the position where you wish it to begin. (If you wish to hear the audio of the base scene for example to place insert in sync with narration you simply left click the speaker icon).
- 5. When you have the insert in the desired position left click and the scene is placed.
- 6. You can play back the result by clicking the playback button in the Range operator.
- 7. Right click (or click Edit menu shortcut) to go back to Edit menu you can now use the insert with hard cuts or go to Transition window to add Crossfade or other transition effects between the base scenes and the insert.

Insert between two scenes

To build on the first scenario above where we inserted a shot over a single scene – we'll add an insert to bridge between two scenes in the storyboard.

- 1. First clear your storyboard of the two scenes we used in the first exercise
- 2. Add scene A to the storyboard
- 3. Add scene B to the storyboard, behind scene A
- 4. Insert your cutaway (insert scene) on top of Scene A
- 5. Adjust the mode (default will show 'Trim') to 'Position'.
- 6. Click on 'Out' and scroll backwards (to the right).
- 7. You will see the 2nd scene appear this shows you where the back/end of your insert shot will sit.

Unless you have specific audio content you are placing this insert shot with, I will usually just position this Insert 1/2 way in each scene (example: 4-second insert sits 2-seconds on top of end of first scene and 2 seconds on top of beginning of 2nd scene.

When you have the insert in the desired position – left click and the scene is placed. You can play back the result by clicking the playback button in the Range operator.

NOTE: The new button (Smart Edit 8 & Bogart SE OS 2) in the Range Operator is on the upper right corner of the menu. Click this button and the system plays back your insert sequence in two windows – on the left is the base scene/s (in our example here, Scene A followed by Scene B). In the right window it starts with Scene A, then cuts to the Inserted shot (when/where it is inserted) and then cuts back to Scene B. This is a really cool tool for insert editing – you can see what you are 'covering up' with your inserts.

NOTE2: If you wish, you may use the Trim and/or TrimE buttons in the Range Operator. These both trim the inserted scene (In and/or Out)

Trim – trim the inserted scene while viewing the base scene/s

TrimE – trims the inserted scene while viewing the inserted scene

Using the Scene Button

Value/Reason for Using Scene Button

The Scene button is the most powerful button in the Casablanca interface! This allows you to take whatever is in the storyboard, and essentially compress it into a single scene – with all the video scenes, effects, transitions, titles and all audio tracks melded into one scene.

Its primary value is due to the fact that in Casablanca mode of dual stream processing – a scene in the storyboard takes up one stream and an effect, title, transition occupies the other stream. To add anything more you need to make a scene which then 'frees up' one of the two streams (the lanes of traffic I suggested in the Webinar).

Process for Creating Scene in the Transition Window

For the Webinar, I took a 9-second long digital animation (trimmed down from 10-seconds) which will serve as a background to a multiple PIP (Picture In Picture) sequence. If you wish to follow along/duplicate this exercise – take 4 scenes each trimmed to 9-seconds.

- 1. Add Scene 1 to the storyboard (will be the background scene)
- 2. Add Scene 2 to the storyboard, behind Scene 1
- 3. Move over to Transition screen (either right click to main menu and click on Transitions or click on the Transition screen short-cut at bottom right)
- 4. Select 'Picture in Picture' effect from Transition list
- 5. Click 'Add' to add effect to Storyboard (should appear between Scene 1 & Scene 2)
- 6. Click on duration/length and move slider from 01:00 to 09:00 (or the length of your scenes), click 'Ok'.
- 7. Click on 'Full Size' you should see effect full screen (ensure that Display is set to 'Effect).
- 8. Click on Position and move PIP where desired (I put my first PIP in the upper left corner), left click when set
- 9. Click on Size and scroll trackball left and right to select size, left click when set (you can move these 2 steps back & forth until happy with setting)
- 10. Click 'Ok' I recommend '0' on border but I like some drop-shadow so I set my webinar demo to size '12'
- 11. Click 'ok' and you are back in the Edit screen. Click on preview to view small window with your effect. Change setting if you wish.
- 12. Click 'Create' and effect will be rendered. Your first PIP effect is complete but notice there is an icon in the storyboard both streams are occupied. To add an additional PIP we need to make a scene!
- 13. Click on 'Scene' (top right, beneath Storyboard)
- 14. Click on 'Effect+ Scenes' (I describe all 3 options in Webinar)
- 15. Check both 'Replace in Storyboard' and 'Create scene in Scene Bin' and click 'Ok'.
- 16. The effect is now cemented and you will have a new copy in the Scene Bin and the 2 scenes plus the effect in the storyboard are condensed into 1 scene.

You have successfully created a scene from two separate video scenes and an effect! To add additional PIPs, also called layering follow these steps:

Add Scene 3 into the Storyboard, behind the newly made scene (from steps 1-16) Follow steps 3-16 above to create a 2nd PIP on top of the first – but be sure in step 8 to reposition so 2nd PIP is not on top of PIP #1.

You can add as many PIPs in this fashion as you like!

Importing True Type Fonts (.ttf)

(NOTE: this ability to import TTF fonts into your Casablanca title menu is possible with Smart Edit 8/Bogart 2)

- 1. Once you have dropped the True Type Fonts you desire from your PC/Mac onto one of the accepted USB Sticks (Thumb Drive/Jump Drive),
- 2. Insert the USB stick into your Casablanca in any of the available USB ports
- 3. Enter the Casablanca Title screen, click 'Add' to add the title effect to the Storyboard (on any scene you don't mind possibly affecting)
- 4. Click on 'Enter/edit text'
- 5. Click on 'Font'
- 6. At the bottom section of this font selection window, you now see two new buttons
- 7. 'Import font(s)' and 'Delete Font(s)' click on 'Import font(s)'
- 8. A window pops up, asking you to 'Choose import source. Click on 'CD/DVD' and scroll down to 'USB stick'.
- 9. Click 'Ok' the window should show a scroll menu with the True Type Fonts (.ttf) listed (those that are on your USB stick).
- 10. Click on the Font/s you wish to import so that a check mark appears (without the check mark, selection confirmed nothing will be imported)
- 11. Click 'OK' and your selected TTF fonts will be imported and saved along with your other Casablanca fonts.

^{*} You will note a new icon as you scroll thru your menu - the letter A with the small 'x' next to the Font indicates a TTF font.