Copyright and Disclaimer

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means electronic, mechanical, photocopying, recording, or otherwise without the prior written permission of CyberLink Corporation.

To the extent allowed by law, PowerDirector IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY WARRANTY FOR INFORMATION, SERVICES, OR PRODUCTS PROVIDED THROUGH OR IN CONNECTION WITH PowerDirector AND ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, EXPECTATION OF PRIVACY, OR NON-INFRINGEMENT. BY USING THIS SOFTWARE, YOU AGREE THAT CYBERLINK WILL NOT BE LIABLE FOR ANY DIRECT, INDIRECT, OR CONSEQUENTIAL LOSS ARISING FROM THE USE OF THIS SOFTWARE OR MATERIALS CONTAINED EITHER IN THIS PACKAGE.

The terms and conditions here under shall be governed and construed in accordance with the laws of Taiwan.

PowerDirector is a registered trademark along with other company and product names mentioned in this publication, used for identification purposes and remain the exclusive property of their respective owners.

Manufactured under license from Dolby Laboratories. Dolby and the double-D symbol are registered trademarks of Dolby Laboratories. Confidential unpublished works. Copyright 1995-2005 Dolby Laboratories. All rights reserved.

Manufactured under license under U.S. Patent #’s: 5,451,942; 5,956,674; 5,974,380; 5,978,762; 6,226,616; 6,487,535; 7,003,467; 7,212,872 & other U.S. and worldwide patents issued & pending. DTS, DTS Digital Surround, ES, and Neo:6 are registered trademarks and the DTS logos, Symbol and DTS 96/24 are trademarks of DTS, Inc. © 1996-2007 DTS, Inc. All Rights Reserved.

Manufactured under license under U.S. Patent #’s: 5,451,942; 5,956,674; 5,974,380; 5,978,762; 6,226,616; 6,487,535 & other U.S. and worldwide patents issued & pending. DTS is a registered trademark and the DTS logos, Symbol, DTS-HD and DTS-HD Master Audio are trademarks of DTS, Inc. © 1996-2007 DTS, Inc. All Rights Reserved.

International Headquarters

Mailing Address CyberLink Corporation
15F., No. 100, Minquan Rd., Xindian Dist.
New Taipei City 231, Taiwan (R.O.C.)

Web Site http://www.cyberlink.com
Telephone 886-2-8667-1298
Fax 886-2-8667-1300

Copyright © 2012 CyberLink Corporation. All rights reserved.
Contents

Introduction.................................................................1
  Welcome.................................................................1
    Latest Features .........................................................1
    PowerDirector Versions ..............................................2
  DirectorZone..............................................................9
  System Requirements..................................................10

PowerDirector Editing Modes.........................13
  Full Feature Editor......................................................13
  Easy Editor...............................................................14
  Slideshow Creator.....................................................16
    Setting Music Preferences ........................................19
    Customizing Slideshows in the Slideshow Designer ..........20

PowerDirector Workspace.................................25
  Rooms.................................................................25
    Media Room ..........................................................26
    Effect Room ..........................................................26
    PiP Objects Room ..................................................26
    Particle Room ........................................................27
    Title Room ............................................................27
    Transition Room .....................................................27
    Audio Mixing Room ...............................................28
    Voice-Over Recording Room ....................................28
    Chapter Room .........................................................28
    Subtitle Room .........................................................28
Adding PiP Objects.................................................................109
   Creating Custom PiP Objects ............................................110
Using the Paint Designer......................................................111
   Creating a Paint Animation .............................................112
Modifying Media in the PiP Designer.................................114
   Mode Selection and Zoom Tools ..................................115
   Modifying PiP Media Size and Position .......................116
   Modifying PiP Media Properties ..................................116
   Adding Motion to PiP Media ........................................119
   Adding PiP Masks .........................................................122
   Utilizing PiP Keyframes ...............................................122
   Saving and Sharing PiP Objects ....................................124

Adding Particle Effects.....................................................125
Modifying Particle Effects in the Particle Designer..............127
   Mode Selection and Zoom Tools ..................................128
   Adding Objects, Images, and Backgrounds .................128
   Modifying Particle Object Range and Position .............130
   Modifying Particle Object Properties .........................131
   Adding Motion to Particle Objects ...............................135
   Utilizing Particle Keyframes .......................................135
   Saving and Sharing Particle Effect Templates ...............138

Adding Title Effects.........................................................139
Modifying Titles in the Title Designer...............................141
   Mode Selection and Zoom Tools ..................................142
   Adding Text, Particles, Images, and Backgrounds ..........143
   Modifying Title Effect Position ....................................144
   Modifying Title Text Properties ..................................144
   Applying Motion to Title Text ......................................149
   Saving and Sharing Title Templates .............................152

Using Transitions..............................................................153
   Adding Transitions to a Single Clip ...............................153
Adding Transitions Between Two Clips..........................154
Setting Transition Behavior.............................................155

**Mixing Audio and Recording Voice-Overs**..................157

Adjusting Audio Clip Volume Levels..............................157
  Mixing Audio In-Track .............................................157
  Mixing Audio in the Audio Mixing Room .....................158
Adding Fade Effects to Audio Clips ..............................159
Restoring Audio Clip Volume Levels ..............................159

Recording Voice-Overs.................................................160

**Adding Chapters**......................................................163

Adding Chapters Markers.............................................163
Setting Chapter Thumbnails.........................................163

**Adding Subtitles**......................................................165

Adding Subtitles..........................................................165
Editing Subtitles.............................................................165
Importing Subtitles from Text Files..............................166
Syncing Subtitles with Dialogue....................................166

**Producing Your Project**..............................................169

Utilizing Intelligent SVRT............................................169
Produce Window.............................................................170
  Outputting to a Standard 2D File ...............................172
  Outputting in a 3D Format .......................................174
  Outputting to a Device ............................................176
  Uploading Video to Social Web Sites .........................178
Batch Produce...............................................................184

**Creating Discs**.......................................................187

Importing Additional Disc Content..............................188
Produce Preferences.................................................................218

**PowerDirector Hotkeys**........................................219

Default Keyboard Hotkeys.....................................................219
  Application Menu Bar Hotkeys ........................................220
  System Hotkeys ................................................................222
  Capture Hotkeys ..............................................................223
  Edit Hotkeys ..................................................................224
  Designer Hotkeys ..............................................................224

Customizing Keyboard Hotkeys............................................224
  Hotkey Sets ......................................................................225

**Appendix**.................................................................227

Intelligent SVRT: When Is Used?......................................227

Licensing and Copyright Information.................................228
  Licenses and Copyrights ..................................................230

**Technical Support**.......................................................243

Before Contacting Technical Support.................................243
  Web Support .................................................................244
Chapter 1:

Introduction

This chapter introduces CyberLink PowerDirector and the digital video editing process. It also outlines all of the latest features, available versions, and reviews the minimum system requirements for CyberLink PowerDirector.

Note: this document is for reference and informational use only. Its content and the corresponding program are subject to change without notice. For more helpful tips on using the program, please visit our user forum or see the video tutorials at http://directorzone.cyberlink.com/tutorial/pdr.

Welcome

Welcome to the CyberLink family of digital media tools. CyberLink PowerDirector is a digital video editing program that lets you create professional-looking videos and photo slideshows, complete with music, voice-overs, special effects, transitions, and much more. You can then output your project to a file, camcorder, portable device, upload it directly to various online video sharing web sites, or burn it to a disc, complete with stylish menus.

Latest Features

This section outlines the latest features within the CyberLink PowerDirector program.

- Create higher quality videos quickly, with the enhanced Magic Movie creator.
- Use Content Aware Editing* to quickly find the most exciting parts and fix the poor parts of your video clips.
- Unleash your PC's speed with TrueVelocity™ 3*.
- Full round trip editing experience with AudioDirector*, ColorDirector*, and PhotoDirector*.
- Import 2K* and 4K* Ultra HD video, and video or audio with up to 7.1 channels for editing.
- Enhanced PowerDirector Design Studio (PiP Designer, Particle Designer, Title Designer, Menu Designer) for more precise, powerful, and creative editing of your movie production and discs.
• Create 4 color gradient* borders and text in the PiP Designer, Title Designer, and Menu Designer.

• Import and edit video with 5.1 channel audio, without the need to downmix it to 2 channel when previewing.

• Utilize the updated Fix/Enhance tools to fix the lighting and white balance in media, or rotational camera shake* in videos.

• View all the frames in the timeline of video files with frame rates of 50 or 60 frames per second.

• Output movie productions in the Matroska (MKV)* video file format.

• Output video in one of many 2K* or 4K* Ultra HD formats.

• Undock the preview window for a larger view of your video and timeline.

• Edit and customize the PowerDirector keyboard hotkeys for a more personalized editing experience.

Note: *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

PowerDirector Versions

The features that are available to you within CyberLink PowerDirector are completely dependent on the version you have installed on your computer. Supported file formats, editing features, disc-making functions, and other features vary depending on the version that you have.

To determine your version of CyberLink PowerDirector, click on the CyberLink PowerDirector logo in the top right corner or select ? > About CyberLink PowerDirector.

<table>
<thead>
<tr>
<th>Features</th>
<th>Ultimate</th>
<th>Ultra</th>
<th>Deluxe</th>
<th>HE3D</th>
<th>HE</th>
<th>DE</th>
<th>LE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Native 64-bit Engine support</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Import Media</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3D Video (MVC, Side-by-Side)</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>3D Photo (MPO, JPS)</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Features</td>
<td>Ultimate</td>
<td>Ultra</td>
<td>Deluxe</td>
<td>HE3D</td>
<td>HE</td>
<td>DE</td>
<td>LE</td>
</tr>
<tr>
<td>-------------------------------------------------</td>
<td>----------</td>
<td>-------</td>
<td>--------</td>
<td>------</td>
<td>----</td>
<td>----</td>
<td>----</td>
</tr>
<tr>
<td>MPEG-1, MPEG-2</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
</tr>
<tr>
<td>FLV, MKV, DSLR</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
</tr>
<tr>
<td>AVCHD file with DDCD audio file (.M2T/.M2TS)</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes**</td>
<td>Yes**</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>AVCHD file with LPCM audio file (.M2T/.M2TS)</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
</tr>
<tr>
<td>Apple Device/ PSP MPEG-4</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
</tr>
<tr>
<td>4K video (more than 1920*1080)</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Clip with Dolby Digital 2 ch</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Clip with Dolby Digital 5.1 ch</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Clip with DTS 5.1 ch</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Clip with WAV 7.1 ch</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>MOD, TOD</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>WTV clip (MPEG2 Video)</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
</tr>
<tr>
<td>WTV clip (H.264)</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
</tr>
<tr>
<td>DVR-MS</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
</tr>
</tbody>
</table>

**Capture Functions**

| HDV Camcorder Capture                           | Yes      | Yes   | Yes    | Yes  | Yes| Yes| -- |
| DVB-T Tuner Capture                             | Yes      | Yes   | Yes    | Yes  | Yes| Yes| -- |
## CyberLink PowerDirector

<table>
<thead>
<tr>
<th>Features</th>
<th>Ultimate</th>
<th>Ultra</th>
<th>Deluxe</th>
<th>HE3D</th>
<th>HE</th>
<th>DE</th>
<th>LE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Analog TV Tuner Capture</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
</tr>
<tr>
<td>External or Optical Device Capture</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
</tr>
<tr>
<td>AVCHD Camcorder Capture</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>QuickScan</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>SmartCaption</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>DV Backup</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
</tr>
</tbody>
</table>

### Edit Functions

<table>
<thead>
<tr>
<th>Features</th>
<th>Ultimate</th>
<th>Ultra</th>
<th>Deluxe</th>
<th>HE3D</th>
<th>HE</th>
<th>DE</th>
<th>LE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Convert 2D Video/Photo to 3D</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>3D PiP Effects</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>3D Title Effects</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>3D Particle Effects</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>3D Transition Effect</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>3D Video Effect</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>3D Orientation Adjustment</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>TrueTheater Video Enhancement</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>ColorDirector</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Video in Reverse</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Video Speed-Frame Interpolated Technology</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Features</td>
<td>Ultimate</td>
<td>Ultra</td>
<td>Deluxe</td>
<td>HE3D</td>
<td>HE</td>
<td>DE</td>
<td>LE</td>
</tr>
<tr>
<td>---------------------------------------------------</td>
<td>----------</td>
<td>-------</td>
<td>--------</td>
<td>------</td>
<td>-----</td>
<td>-----</td>
<td>-----</td>
</tr>
<tr>
<td>Magic Cut - Set Criteria</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Video Stabilizer - Fix Rotational Camera Shake</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Magic Motion Designer</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Magic Style Templates 2D</td>
<td>41</td>
<td>32</td>
<td>27</td>
<td>27</td>
<td>27</td>
<td>27</td>
<td>6</td>
</tr>
<tr>
<td>Magic Music SmartSound</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Slideshow Templates</td>
<td>15</td>
<td>15</td>
<td>13</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Keyframe Settings Panel</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Preview Quality Full HD/HD</td>
<td>Yes</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>WaveEditor</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>AudioDirector</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Shadow File Generation</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
</tr>
<tr>
<td>Content Aware Editing</td>
<td>Yes</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Video Tracks</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>SVRT Track</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
</tr>
<tr>
<td>Chapters Track</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
</tr>
<tr>
<td>Dual Monitor Support</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Preview Window - Zoom</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Title Templates</td>
<td>163</td>
<td>151</td>
<td>135</td>
<td>135</td>
<td>135</td>
<td>135</td>
<td>135</td>
</tr>
<tr>
<td>Multi Trim - Precise Cut (Zoom)</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Features</td>
<td>Ultimate</td>
<td>Ultra</td>
<td>Deluxe</td>
<td>HE3D</td>
<td>HE</td>
<td>DE</td>
<td>LE</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>----------</td>
<td>--------</td>
<td>--------</td>
<td>------</td>
<td>-----</td>
<td>-----</td>
<td>-----</td>
</tr>
<tr>
<td>Video Effects</td>
<td>135</td>
<td>113</td>
<td>113</td>
<td>113</td>
<td>113</td>
<td>113</td>
<td>113</td>
</tr>
<tr>
<td>Video Effect Layers on Clip</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Video Effect Keyframes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Designers - 4 Color Gradient</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>PiP Objects</td>
<td>121</td>
<td>121</td>
<td>113</td>
<td>113</td>
<td>113</td>
<td>113</td>
<td>113</td>
</tr>
<tr>
<td>PiP Designer - Customizing PiP Motion</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>PiP Designer - Apply Shows</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
</tr>
<tr>
<td>Paint Designer</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Particle Designer</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Particle Effect Templates</td>
<td>64</td>
<td>64</td>
<td>58</td>
<td>58</td>
<td>58</td>
<td>58</td>
<td>58</td>
</tr>
<tr>
<td>Adding Chapters</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
</tr>
<tr>
<td>Subtitles - Import/Export</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Creating Subtitles for DVD</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>3D Display Support</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Snap to Reference Lines</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Range Selection</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Produce Functions</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Output in 3D</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Upload 3D</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Features</td>
<td>Ultimate</td>
<td>Ultra</td>
<td>Deluxe</td>
<td>HE3D</td>
<td>HE</td>
<td>DE</td>
<td>LE</td>
</tr>
<tr>
<td>-------------------------------------</td>
<td>----------</td>
<td>-------</td>
<td>--------</td>
<td>------</td>
<td>-----</td>
<td>-----</td>
<td>-----</td>
</tr>
<tr>
<td>Video to YouTube</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Output to MPEG-2</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
</tr>
<tr>
<td>Output to MPEG-2 with Dolby Digital 5.1</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Output to QuickTime Format</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>MPEG-4 AVCHD format</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes**</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Output to MPEG-4 MVC, H.264 MVC</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Write Back HDV Tape</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Output to HDD Camcorder</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>2K/4K video to H.264 AVC/WMV/MPEG-4</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>2K/4K video to Social Media Sites</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>AVCHD Removable Disk</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>Yes</td>
<td>Yes</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Output to Mobile Phones</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
</tr>
<tr>
<td>Output to Apple Devices</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
</tr>
<tr>
<td>Output to Sony Devices</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
<td>Yes**</td>
</tr>
</tbody>
</table>
## CyberLink PowerDirector

<table>
<thead>
<tr>
<th>Features</th>
<th>Ultimate</th>
<th>Ultra</th>
<th>Deluxe</th>
<th>HE3D</th>
<th>HE</th>
<th>DE</th>
<th>LE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create Disc Functions</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Disc Menu Templates</td>
<td>24</td>
<td>15</td>
<td>12</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>N/A</td>
</tr>
<tr>
<td>3D Discs</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>N/A</td>
</tr>
<tr>
<td>3D Disc Menus</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>N/A</td>
</tr>
<tr>
<td>Dolby Digital Stereo Creator to Encode 2 ch Audio</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>N/A</td>
</tr>
<tr>
<td>Dolby Digital 5.1 Surround</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>N/A</td>
</tr>
<tr>
<td>Blu-ray Disc (TM) with DTS Audio</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>N/A</td>
</tr>
<tr>
<td>Blu-ray Disc (TM) Burning (BDMV, BDXL)</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>Yes**</td>
<td>Yes**</td>
<td>–</td>
<td>N/A</td>
</tr>
<tr>
<td>AVCHD Burning (AVCHD)</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>Yes**</td>
<td>Yes**</td>
<td>–</td>
<td>N/A</td>
</tr>
<tr>
<td>VCD Burning</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>N/A</td>
</tr>
</tbody>
</table>

*Note: ** Windows 7 only.*

## Updating PowerDirector

Software upgrades and updates (patches) are periodically available from CyberLink. CyberLink PowerDirector automatically prompts you when either is available.

*Note: you can prevent CyberLink PowerDirector from auto checking for updates/ upgrades in General Preferences.*

To update your software, do this:

1. Click the button to open the Upgrade window.
2. Click the available tabs to see the Updates, Upgrades, and enhancements (Installed Packs) available.
3. Select an item on a tab to open your web browser, where you can purchase product upgrades or download the latest patch update.

*Note:* you must connect to the Internet to use this feature.

**DirectorZone**

DirectorZone is a free web service that lets you search for and download Magic Style templates, PiP objects, paint animations, title templates, particle objects, and disc menus created by other users of CyberLink PowerDirector. Whenever you see the icon, you can click it to download free effects and templates into your CyberLink PowerDirector libraries.

You may also share your own creations by uploading them to DirectorZone. To sign in to DirectorZone, click the **Sign in to DirectorZone** link on the top of the CyberLink PowerDirector window.

Go to http://directorzone.cyberlink.com to find out more information on the features and benefits of the DirectorZone web service.
System Requirements

The system requirements listed below are recommended as minimums for general digital video production work.

<table>
<thead>
<tr>
<th>System Requirements</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Operating System</strong></td>
<td>• Microsoft Windows 8, 7, Vista, or XP (Windows XP Service Pack 3 is required for HDV capture).</td>
</tr>
<tr>
<td><strong>Screen Resolution</strong></td>
<td>• 1024 x 768, 16-bit color or above.</td>
</tr>
<tr>
<td><strong>CPU Processor</strong></td>
<td>CyberLink PowerDirector 11 is optimized for CPUs with MMX/SSE/SSE2/3DNOW!/3DNOW! Extension/HyperThreading technology.</td>
</tr>
<tr>
<td></td>
<td>• SD video editing and export: Pentium 4 3.0 Ghz or AMD Athlon 64 X2 or above (Required).</td>
</tr>
<tr>
<td></td>
<td>• AVCHD* and BD* burning: Pentium Core 2 Duo E6400, or AMD Phenom II X2 (Recommended).</td>
</tr>
<tr>
<td></td>
<td>• Full-HD video editing and export: Intel Corei5/7 or AMD Phenom II X4 (Recommended).</td>
</tr>
<tr>
<td></td>
<td>• 2K/4K/3D* video editing and export: Intel Corei7 or AMD Phenom II X4 (Recommended).</td>
</tr>
<tr>
<td><strong>Graphics Card</strong></td>
<td>• 128 MB VGA VRAM or higher (1 GB or higher VRAM and OpenCL capable are recommended).</td>
</tr>
<tr>
<td><strong>Memory</strong></td>
<td>• 512 MB required.</td>
</tr>
<tr>
<td></td>
<td>• 3 GB DDR2 or above recommended for 32 bit OS.</td>
</tr>
<tr>
<td></td>
<td>• 6 GB DDR2 or above recommended for 64 bit OS.</td>
</tr>
<tr>
<td><strong>Hard Disk Space (Installation)</strong></td>
<td>Deluxe • 5 GB.</td>
</tr>
<tr>
<td></td>
<td>Ultra • 6.5 GB.</td>
</tr>
<tr>
<td><strong>Ultimate and Ultimate Suite</strong></td>
<td>6.5 GB (10 GB recommended to install all premium content).</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-------------------------------------------------</td>
</tr>
</tbody>
</table>
| **Hard Disk Space (Burning)**  | 10 GB (20 GB recommended) free for DVD production.  
|                                 | 60 GB (100 GB recommended) free for Blu-ray Disc/AVCHD production*. |
| **Burning Drive**               | A CD or DVD burner (CD-R/RW, DVD+R/RW or DVD-R/RW) is required to burn VCD/DVD/SVCD/AVCHD* titles.  
|                                 | A Blu-ray Disc recordable drive is required to burn Blu-ray Discs*. |
| **Internet Connection**         | The import/export of some media formats may require activation via an Internet connection. Activation is fast, easy, and free. |
| **Other**                       | Windows Media Player 9 or above is required. |

**Note:** please consult the CyberLink web site (http://www.cyberlink.com) for the most recent system requirements information. *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.
Chapter 2:

PowerDirector Editing Modes

CyberLink PowerDirector has three separate editors to suit your editing requirements. When you launch the program from the start menu, or the CyberLink PowerDirector shortcut on the desktop, you are prompted to choose one of the following editing modes:

**Note:** before selecting your preferred editing mode, be sure to set the aspect ratio for your project *(16:9 or 4:3)*.

- **Full Feature Editor:** select this option to enter the classic editing mode of CyberLink PowerDirector, where all of the program’s features are available to you.

- **Easy Editor:** if you are new to the editing process and not sure how or where to get started, then the Easy Editor can help. The Magic Movie Wizard takes you through a step-by-step process to import, style, adjust, and preview your finished movie, in just a few steps. You can then edit the created production, output it to a video file, or burn it to a disc.

- **Slideshow Creator:** with the Slideshow Creator you can instantly turn your photos into a dynamic slideshow. Follow the steps in the Slideshow Creator to import your photos, add background music, and stylish slideshow templates. Once done, you can preview the slideshow, before outputting it as a video file or burning it to disc.

**Note:** select the *Always enter the full feature editor at startup* option at the bottom of this dialog to skip this window at startup. You can always reset this selection at any time in Confirmation Preferences.

**Full Feature Editor**

In the Full Feature Editor of CyberLink PowerDirector you have the freedom to perform every function and use every feature that is available in your version of the program. The path you take to create your video production is up to you. Use the features you are familiar with to make your movie, or experiment to create something new.
In the Full Feature Editor, there are four main windows available to you:

<table>
<thead>
<tr>
<th>Windows</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capture</td>
<td>Capture media in a number of formats, from a variety of different sources. See Capturing Media.</td>
</tr>
<tr>
<td>Edit</td>
<td>In the Edit window, you can edit and trim your imported media, arrange it in your video production, add effects, titles, PiP objects, transitions, music, chapters, subtitles, and much more. See the relevant section of this help file that corresponds with the editing feature you'd like to use.</td>
</tr>
<tr>
<td>Produce</td>
<td>In the Produce window, you can output your created production to a video file in a variety of formats (including 3D formats), device (camcorder, mobile phone, or other portable device), or upload it to YouTube, Facebook, DailyMotion, or Vimeo. See Producing Your Project.</td>
</tr>
<tr>
<td>Create Disc</td>
<td>Use the features in the Create Disc window to design discs with menus, and then burn your video production in a variety of different formats in 2D or 3D. See Creating Discs.</td>
</tr>
</tbody>
</table>

When CyberLink PowerDirector launches in the Full Feature Editor, it automatically opens in the Edit window. You can easily switch among the available modules to perform your required task.

**Easy Editor**

If you are new to the editing process and not sure how or where to get started, then the Easy Editor can help. The Magic Movie Wizard takes all of your media and creates a completed video production in just a few steps.

To create your video production using the Magic Movie Wizard in the Easy Editor, do this:

1. Select **Easy Editor** when prompted which mode you prefer at startup. The Magic Movie Wizard displays.
**Note:** if you are in the Full Feature Editor, you quickly can launch the Magic Movie Wizard by clicking on the button next to the timeline in the Edit window.

2. In the Source window, click to import all of the media you want to use in your video production. Select **Import Media Files** to import a number of individual video or image files, or select **Import a Media Folder** if all of your media is in a specific folder on your computer's hard drive. CyberLink PowerDirector will import all of the supported media file formats in the selected folder.

**Note:** click to remove any unwanted media files from your production.

3. Click **Next** to continue.

4. In the Style window, select from the available movie styles. Each style you select will result in a different outputted video. Select **Download more templates from DirectorZone** to get more style templates. See DirectorZone for more information.

**Note:** the style templates with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions. *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

5. Click **Next** to continue.

6. In the Adjustment window, click **+** to add music to your production. Then use the available controls to do the following:
   - use the **+** button to add more music files to the background music playlist. Use the **up** and **down** buttons to set the order of the music in the playlist. The total duration of all the music added is noted below the playlist.
   - **Mix audio level between music and the video's audio:** use the slider to mix the audio level, by deciding whether to have more background music or the original video's audio in the production.
   - **Specify the movie duration:** here you can specify how long your movie will be. Select **Original duration** if you don't want the Magic Move Wizard to make any edits to your imported media; Select **Set output duration** to manually specify how long you want the movie to be in the field provided; Select **Fit duration to background music** if you want your video production...
7. Click the Settings* button to use the sliders to customize the criteria the Magic Movie Wizard uses to cut your movie. Click OK to save the settings.

*optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

8. Click Next to continue.

9. In the Preview window, the Magic Movie Wizard generates a version of your production. Enter a Starting title for your production in the field provided, and then use the available player controls to preview it.

* if you are not satisfied with the current video production, you can click the Previous button to return to previous windows to add/remove music, select a different style, change the criteria settings, duration, or import more media.

10. Click Next to continue.

11. You are done. Select from one of the following choices:

- **Produce Video**: click to enter the Produce window where you can output your production to a video file, device, or upload it to a video sharing web site. See Producing Your Project.

- **Create Disc**: click to burn your production to a disc, complete with a professional looking disc menu, in the Create Disc window. See Creating Discs.

- **Advanced Editing**: click this option if you'd like to perform some more advanced editing on your production in the Edit window.

12. Click Finish.

**Slideshow Creator**

The Slideshow Creator is the easiest way to create a dynamic slideshow with your photos.

To create a slideshow in the Slideshow Creator, do this:

1. Select **Slideshow Creator** when prompted which mode you prefer at startup. The first Slideshow Creator window displays.
2. In the Source window, click to import all of the photos you want to use in your slideshow. Select **Import Image Files** to import a number of individual photos, or select **Import an Image Folder** if all of your photos are in a specific folder on your computer's hard drive. CyberLink PowerDirector will import all of the supported image formats in the selected folder.

   **Note:** you can right-click on a photo and select **Set 3D Source Format** if required. For more information, please refer to Setting 3D Source Format. You can also click to remove any unwanted photos from your slideshow.

3. Click **Next** to continue.

4. In the Style & Music window, select a slideshow style. Each style you select will result in a different slideshow.

   **Note:** you can fully customize your slideshow in the Slideshow Designer by clicking the **Customize** button in the Preview window. See Customizing Slideshows in the Slideshow Designer for a detailed description of all the available options for your selected slideshow style. The slideshow styles with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions.

5. In the Style & Music window, click the button to add background music to your slideshow. After adding music, click the **Music Preferences** button to customize the music duration and add fades. See Setting Music Preferences for a detail description of the available preferences.

6. In the Style & Music window, click the **Slideshow Preferences** button to set your slideshow preferences as follows:

   - **Duration:** use this option to set the length of your slideshow. Select **Fit photos to music** to have the length of the slideshow match the duration of the added background music. Select **Fit music to photos** (if launched in Full Feature Mode) for the length of the music to match the duration of the slideshow, i.e. its specified length on the timeline.

   - **Sequence:** use this option to set the order of the photos in the slideshow. Select **Timeline order** (if launched in Full Feature Mode) to have the sequence match the order the photos are currently displayed in the timeline. Select **Date/time taken** for the photos to display in chronological order based on the date and time they were taken.
• **Detect faces:** some slideshow templates include this option. When selected, the Slideshow Creator will scan and detect the faces in the photos included in the slideshow. The faces in the photos will then become the area of focus in the created photo slideshows.

• Click **OK** to save your changes.

7. Click **Next** to continue.

8. In the Preview window, the Slideshow Creator generates a version of your slideshow. Use the available player controls to preview it.

   **Note:** if you are not satisfied with the current slideshow, you can click the **Previous** button to return to previous windows to select a different style, or import more photos. You can also click the **Customize** button in the Preview window to fully customize your slideshow in the Slideshow Designer. See Customizing Slideshows in the Slideshow Designer for a detailed description of all the available options for your selected slideshow style.

9. Click **Next** to continue.

10. You are done. Select from one of the following choices:

    • **Produce Video:** click to enter the Produce window where you can output your slideshow to a video file, device, or upload it to a video sharing web site. See Producing Your Project.

    • **Create Disc:** click to burn your slideshow to a disc, complete with a professional looking disc menu, in the Create Disc window. See Creating Disc.

    • **Advanced Editing:** click this option if you'd like to perform some more advanced editing on your slideshow in the Edit window.

      **Note:** if you select the **Advanced Editing** option, the Slideshow Creator adds your created slideshow to the timeline in the Edit window as a combined video file. If you would like to view each individual slide/photo in the slideshow for advanced editing, just right-click on the file in the timeline and then select **Show Individual Photos**.

11. Click **Finish**.
Setting Music Preferences

If you are using background music in your slideshow, click on the Music Preferences button in the Style & Music window of the Slideshow Creator to configure the preferences as follows:

1. In the Trim audio section you can trim the length of the music file you added as background music as follows:
   - use the player controls to find the desired start point for the music, and then click 
   - use the player controls to find the desired end point for the music, and then click 
   - drag the markers on the music timeline to set the desired start and end times manually.

2. Select the **Fade-in** option to have the background music gradually fade-in at the beginning of the slideshow.

3. Select the **Fade out** option to have the background music gradually fade-out at the end of the slideshow.

4. Click **OK** to save your changes.
Customizing Slideshows in the Slideshow Designer

In the Preview window of the Slideshow Creator, click on the **Customize** button to open the Slideshow Designer to modify the selected slideshow style.

**Note:** if the **Customize** button is not available in the Preview window, the slideshow style template you selected cannot be customized in the Slideshow Designer.

The editing options and tools that are available in the Slideshow Designer, depend on the slideshow style template you selected. The following outlines the editing options available for the style templates that utilize the Slideshow Designer.
Camera/Cell Slideshow

When customizing a Camera or Cell slideshow in the Slideshow Designer, you can perform the following functions:

- in slide area, click on a specific slideshow slide to view and edit it.
- in the preview area, click and drag a photo to an alternative cell.
- in the editing area (Unused photos), click the Add Photos button to import additional photos for use in the slideshow.
- in the editing area (Unused photos), indicate the maximum number of photos that are displayed on a slide.
- in the editing area, drag and drop the photos from Unused photos to the cell in the preview area where you want it on the slide. You can also highlight a cell by clicking it and use the buttons to add or remove selected photos.
- in the preview area, select a cell with a photo and then click on the button to set the focus of that cell on a specific portion of the photo. Manually resize and drag the box to set the desired focus area.
- in the extra tools area, click the Remix button to generate a new version of the slideshow.
- in the preview area, use the player controls to preview the slideshow.

Motion Slideshow

When customizing a Motion slideshow in the Slideshow Designer, you can perform the following functions:

- in slide area, click on a specific slideshow slide to view and edit it.
- in the editing area (Cropping area), use the Magic Motion Designer to customize the motion on the slide. See Magic Motion Designer for detailed instructions on using all its features.
- in the preview area, use the player controls to preview the slideshow.
Highlight Slideshow

When customizing a Highlight slideshow in the Slideshow Designer, you can perform the following functions:

- in slide area, click on a specific slideshow slide to view and edit it.
- in the extra tools area, select whether you want to edit the foreground or background photo.
- in the editing area (Cropping area), resize and drag the box to the area of the photo you want highlighted on the slide.
- in the preview area, use the player controls to preview the slideshow.

3D/Frozen Space/Future Slideshow

When customizing a 3D, Frozen Space, or Future slideshow in the Slideshow Designer, you can perform the following functions:

- in slide area, click on a specific slideshow slide to view and edit it.
- in the editing area (Cropping area), resize and drag the box to the area of the photo you want highlighted in the photo on the slide.
- in the preview area, use the player controls to preview the slideshow.

Time-Lapse Slideshow

When customizing a time-lapse slideshow in the Slideshow Designer, you can specify the following settings:

**Note:** to create a time-lapse slideshow, you need to prepare the photos for it ahead of time. This feature works best with a series of photos taken with a camera that supports time-lapse photography.

- **Duration of each image:** in the field provided, specify how long you want each of the imported images to display. Each image can display for as long as 99 frames, or as short as for 1 single video frame.

- **For each displayed image, skip:** when importing a large number of images that were taken over a period of time, you may find the need to remove some
of the images to reduce the slideshow's duration. In the field provided, enter the number of images you want to remove for each displayed image in your slideshow.
Chapter 3:

PowerDirector Workspace

This chapter outlines the CyberLink PowerDirector workspace, and all of its features. The workspace in the Edit window is where you will spend most of your time when using CyberLink PowerDirector, so getting familiar with everything it has to offer is helpful.

The various rooms in the Edit window of CyberLink PowerDirector are where you can access all of your media, effects, titles, and transitions when editing your video.
production. You can also gain access to controls for recording and mixing audio, adding chapters or subtitles. By default, the library window displays the Media Room.

**Media Room**

The Media Room provides access to your media library. The media library contains your video, audio, and image files. You can also access a number of useful color boards and backgrounds for use in your video productions.

**Managing the Media Library**

Use the button to manage the media in your library.

*Note: if you cannot find this button when in the media library, you may need to resize the preview window to reveal it. See Expanding the Workspace for more information.*

The options include:

- exporting your entire media library as a file for backup, in the PDL (PowerDirector Library) format.
- importing a media library PDL file, exported from another project or version of CyberLink PowerDirector.
- emptying the entire contents of the media library.

**Effect Room**

The Effect Room contains a library of special effects that are used on the video files and images in your project. For more information, see Adding Effects.

*Note: the video effects with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions.*

**PiP Objects Room**

The PiP Objects Room contains a library of PiP objects, or graphics, that you can add on top of the video or images on a video track. You can place PiP objects onto any track in the timeline. The PiP Objects Room also includes paint animation.
objects and access to the Paint Designer.

Note: the PiP objects with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions.

There are four main types of objects in the PiP Objects Room:

- static graphics.
- motion graphics that fly through clips.
- decorative borders that are added to frame your clip.
- hand drawn paint animation objects you create in the Paint Designer.

For information on adding PiP objects, see Adding PiP Objects. For information on the hand drawn paint animation objects you can create in the Paint Designer, see Using the Paint Designer.

**Particle Room**

The Particle Room contains a library of effects you can place on a video track to add a particle object (snow, clouds, smoke, etc.) on top of a video or image on a video track.

Note: the particle effects with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions.

You can modify particles in the Particle Designer. For more information, see Adding Particle Effects.

**Title Room**

The Title Room contains the library of titles that when applied to your project, add credits or comments to your production. For more information, see Adding Title Effects.

Note: the title templates with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions. See The Difference Between 3D and 3D-Like Effects to learn more about both types of effects.

**Transition Room**

The Transition Room contains transitions that you can use on or between clips
in your project. Transitions let you control how media appears and disappears in your project, and changes from one clip to the next. For more information, see Using Transitions.

**Note:** the transitions with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions. See The Difference Between 3D and 3D-Like Effects to learn more about both types of effects.

### Audio Mixing Room

In the Audio Mixing Room you can use controls to mix all of the audio tracks in your project. For more information, see Mixing Audio and Recording Voice-Overs.

### Voice-Over Recording Room

In the Voice-Over Recording Room you can record a voice over for your video production, while you are watching it play back. For more information, see Recording Voice-Overs.

### Chapter Room

In the Chapter Room* you can automatically or manually set chapter markers for your project. Setting chapters on your final disc allows viewers to jump from the menu page to the chapter markers you have set in order to navigate through your disc. For more information, see Adding Chapters.

**Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

### Subtitle Room

In the Subtitle Room you can add subtitles to your video production manually or through the import of a TXT or SRT file. For more information, see Adding Subtitles.
Library Window

The library window contains all of the media in CyberLink PowerDirector, including your video, images, and audio files. When you are in other rooms (Effects, PiP Object, etc.), it contains the effects, titles, and transitions you apply to your media.

The media content and available buttons that display in the library window depend on the room you are currently in.

Use the slider above the library window to adjust the size of the media thumbnails in the library.
Explorer View

Select the button to display the explorer view within the library windows.

In the explorer view you can organize the media in your library folders into subfolders. It also lets you quickly browse through and filter the media in each room.

In the explorer view you can:

- click on to add a new subfolder in a library window.
- select an existing folder and click to delete a previously created subfolder.
- browse a folder's contents in the library window by selecting it.

Filtering Media in the Library

Use the available drop down menus at the top of the library window to filter the media in it. For example, when viewing the media in the Media Room, use the Media Content drop down to display your media, the available color boards, or the available backgrounds. Use the All Media drop down to display all or one type of media file if you want to find a certain type of media file quickly.

Library Menu

Click on to access the library menu. In the library menu you can sort or change the display of the content in the library window, depending on your preference. Other options are available in the library menu and depend on the specific room you are in.

*Note: if you cannot find this button when in the media library, you may need to resize the preview window to reveal it. See Expanding the Workspace for more information.

Content Aware Details

When in the Media Room, you can select the Content Aware Details* option to view the analysis results for all the video clips analyzed and edited in Content Aware
Editing. Clips that were previously analyzed are indicated by the green (good parts) and light brown (bad parts) dots in the specific columns.

**Note:** *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

To analyze video clips in this view, select them in the Analyze column and then click the Analyze button.

To edit a video clip using Content Aware Editing, click [ ]. If the video clip has not yet been analyzed, CyberLink PowerDirector will do this first before opening the Content Aware Editing window.

See Content Aware Editing for more detailed information on this feature.

### Expanding the Workspace

The look of the CyberLink PowerDirector workspace is fully expandable and customizable based on your personal preference.

Simply drag the borders of the preview window and timeline to resize them to your liking. This allows you to get the most out of your display device space and customize the size of the preview window as you work.

**Note:** you can undock the preview window for a much larger timeline and library view. See Undocking the Preview Window for more information.
Preview Window

While creating your video production, preview it in the preview window using the available player controls.

Preview Player Controls

With the player controls you can preview your production as you edit, including playing your project from the current timeline position, or pausing and stopping playback.

Click the Clip button to play back only the clip that is selected in the timeline, or Movie to play the entire video production. When viewing media in Clip mode, the cross hairs and grid lines/TV safe zone (if enabled) are visible to help with the placement of the selected clip in the video display area. When in Movie mode, these options are hidden.
Use the [ ] button to select a seek by method (frame, second, minute, scene, subtitle, chapter, segment) and then use the buttons on either side of it for a more precise step through of your current production.

You can also click and drag the playback slider, or enter in a specific timecode in the time field, and then press the enter key on your keyboard to quickly find a specific scene.

Click the [ ] button to undock the preview window for a larger view of your production. See Undocking the Preview Window for more information.

**Taking a Screen Snapshot**

While previewing your project, you can take a still 2D screen snapshot and save it as a BMP, JPG, GIF, or PNG image file. You can also take a still 3D screen snapshot and save it as an MPO or JPS image file.

To do this click the [ ] button on the player controls.

You can change the image file format (or the default image file name) on the File Preferences tab. See File Preferences for more information.

**Preview/Display Options**

CyberLink PowerDirector includes some preview and display options that help make your editing experience easier. Click on [ ] to set the preview quality, show the TV safe zone, display grid lines, or enable dual preview.

**Preview Quality**

Click [ ], select **Preview Quality**, and then a preview quality from the list (Full HD*, HD*, high, normal, low) to set the resolution/quality of the video used when previewing your movie in the preview window. The higher the quality you select, the more resources that are required to preview your video project.

*Note: Full HD and HD preview resolution are only available when the Ultra version of CyberLink PowerDirector is installed on a 64-bit operating system.*
Preview Mode

CyberLink PowerDirector provides two modes you can use to preview your video production:

- **Real-time Preview**: synchronizes and renders clips and effects in real-time, displaying a preview of your video at the specified frames per second. See the TV format option in General Preferences for information on setting the correct frame rate for your production.

- **Non Real-time Preview**: mutes the audio and displays a preview at a reduced speed to help make editing much more fluid. Useful when editing high-definition video, using multiple PiP tracks on a less powerful computer, or when you receive dropped frames when previewing. By muting the audio and slowing down the video, CyberLink PowerDirector lets you view more frames per second when your computer has trouble providing a smooth preview during editing.

  **Note**: you can also preview a portion of your video using the Render Preview option. See Range Selection for more information on this function.

TV Safe Zone/Grid Lines

When you place media on the timeline, use the TV safe zone and grid lines to help with the precise placement on your video project's image. These display options are only available when in the **Clip** preview mode.

- Click the button and then select **TV Safe Zone > On** to enable a box that indicates the on-screen area of most TV displays.

- Click the button, select **Grid Lines**, and then select the number of lines you want to display in a grid over the video image. Use this grid to more precisely place the PiP media and title text where you want on the video image.

Once enabled, select **Snap to Reference Lines*** to have the selected objects snap to the grid lines, TV safe zone, and the boundary of the preview window.
Dual Preview

If you have a secondary display device, such as a monitor, TV, or DV camcorder connected to your computer, click the button and then select Dual Preview* to extend your workspace and preview your project on a secondary display.

*Note: to use a connected monitor or TV as a secondary preview window, you must first enable extend desktop to a secondary display in the Windows Display Properties Settings. *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Once enabled, when you click play in the preview window, you can preview your production on both your primary and secondary display when Primary 2D and Secondary 2D Display is selected. Select DV Camcorder to extend your production preview to a connected DV camcorder device.

3D Dual Preview

When your desktop is extended to a secondary display, you can enable 3D on one of the two devices. If you want one of your previews to be in 3D, select either Primary 2D and Secondary 3D Display or Primary 3D and Secondary 2D Display to enable it. Your selection depends on which device you want to enable, and which one supports 3D.

*Note: if both of your displays are 3D devices, you can only enable 3D on one of the two devices in dual preview mode.

Zoom In/Out

When you place media on the timeline, use the Fit* drop-down underneath the preview window to zoom in or out on the video. Zooming in is useful for precise placement of media, while zooming out lets you add media that begins off screen.

*Note: *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Undocking the Preview Window

Click the button to undock the preview window. Once undocked, you can preview your production at full screen or move it to an extended desktop. You can also resize the timeline and library window to your liking.
Once undocked, you can:

- click [•] or [ ] to view your production at full screen.
- click [■] to minimize the preview window, and hide it so you can edit more freely. Click on [□] next to the PowerDirector logo to show the minimized preview window.
- click on [ ] to re-dock the preview window.

**Previewing in 3D Mode**

In the preview window you can enable 3D* mode to view the media in your production, in 3D, while you work.

---

**Note:** for detailed information on adding and setting the source format of 3D media, see 3D Media. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

---

**3D Configuration**

Before you can enable 3D mode, you must first set your 3D display device.

To set your 3D display device, do this:

1. Select the 3D configuration menu underneath the preview window 3D.
2. Select one of the following options:
   - select your 3D display type from the list, i.e. **3D-Ready HDTV (Checkerboard)**, **Micro-polarizer LCD 3D (Row-Interleaved)**, **120Hz Time-sequential 3D LCD**, **HDMI 1.4 Enabled 3D TV**, etc.
   - if you are not sure which type of 3D display you have, select the **Auto Detect 3D Mode** option to have CyberLink PowerDirector detect it for you.
   - if you do not have a 3D display, select **Anaglyph Red/Cyan** mode and then use anaglyphic (red/cyan) 3D glasses to view 3D content.
Enabling 3D Mode

Once you have set your 3D display device, you can enable 3D mode at any time to preview your video production in 3D. To enable, just select the 3D button.

*Note:* any 2D media in your production will not display in 3D. However, you can convert all of the 2D media to 3D using TrueTheater 3D in Power Tools. See Power Tools: 2D to 3D for more information.

To disable 3D mode, just select the 3D button.

Editing Workspace

The editing workspace is where you create your project by adding your media, various effects, transitions, and titles. The editing workspace has two different views, the timeline and storyboard views, which are accessed by clicking the button or button.

*Note:* you can set which workspace view is displayed by default in Editing Preferences.

Timeline View

The timeline view lets you view your entire project based on running time. This view is useful if you want to insert effects, subtitles, etc. at a specific moment in production. The timeline view also provides a view of all the tracks, media, and other content (chapter markers, subtitle markers) that are displayed in the timeline.

To switch to timeline view, click .

Timeline Tracks

The timeline contains the following tracks:

<table>
<thead>
<tr>
<th>Track</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image.png" alt="Video Track Icon" /></td>
<td>Video tracks contain your project’s media clips (video clips and images) and effects (PiP objects, particle effects, title effects, etc.) on the timeline. By default, there are two video tracks in the</td>
</tr>
<tr>
<td><strong>Timeline Track</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td>----------------------------------------------------------------------------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Audio</strong></td>
<td>Audio tracks contain the audio in your project. The audio may be the audio portion of a video clip on the video track, or a separate audio track for music clips or other audio. By default there are two audio tracks linked with a video track, and a separate audio track for music, which is always at the bottom track in the timeline. You can have up to 100 audio tracks by adding more in the Track Manager.</td>
</tr>
<tr>
<td><strong>Effect</strong></td>
<td>The effect track contains any special effects that you want to apply to your final video. Video effects in the effect track are applied to all the video tracks that are positioned above it in the timeline.</td>
</tr>
<tr>
<td><strong>Title</strong></td>
<td>The title track contains the text title effects that appear in your project. The titles you add to this track display over all the content in every video track that display during their duration.</td>
</tr>
<tr>
<td><strong>Voice</strong></td>
<td>The voice track contains a narrative voice-over or other audio clips.</td>
</tr>
<tr>
<td><strong>Music</strong></td>
<td>The music track contains your video's soundtrack.</td>
</tr>
<tr>
<td><strong>Chapter</strong></td>
<td>The chapter track contains all of the chapter markers in your current video production. This track displays when you are in the Chapter Room. Right-click on the timeline and then select <strong>Show Chapter Track</strong> if you always want this track to display in the timeline.</td>
</tr>
<tr>
<td><strong>Subtitle</strong></td>
<td>The subtitle track contains all of the subtitle markers in your current video production. This track displays when you are in the Subtitle Room. Right-click on the timeline and then select <strong>Show Subtitle Track</strong> if you always want this track to display in the timeline.</td>
</tr>
<tr>
<td><strong>SVRT</strong></td>
<td>The SVRT track displays the Intelligent SVRT information for your current project. See Utilizing Intelligent SVRT for more information. Right-click on the timeline and then select <strong>Show SVRT Track</strong> if you always want this track to display in the timeline.</td>
</tr>
<tr>
<td><strong>Music Beat</strong></td>
<td>When using the Music Beat Detection feature, the music beat track is enabled. This track displays all of the music beat markers</td>
</tr>
</tbody>
</table>
for the music in your production. See Music Beat Detection for more information. Right-click on the timeline and then select **Show Music Beat Track** if you always want this track to display in the timeline.

### Timeline Behavior

The CyberLink PowerDirector timeline has several behavior features that make it easy to manage media on the timeline.

On the timeline you can:

- place media clips at any position on a video track. If no media is placed before a media clip on the timeline, your video production displays a black screen until the timeline position of your media clip is reached.

- hold down the Ctrl key on the keyboard and select multiple media clips on the timeline.

- click and drag the mouse to select multiple media clips on the timeline.

- right-click on select media in the timeline and select **Group Objects**. Doing this allows you to move all the selected media clips as a group. Select **Ungroup Objects** to once again allow for individual media clip movement.

  **Note**: you cannot include transitions in grouped objects.

### Timeline Ruler

You can resize the timeline ruler for a more expanded or condensed view of your production. To resize the ruler, click on the ruler and drag it left or right.

Expanding the ruler is especially handy when aligning clips and effects, while condensing it gives you a global overview of your entire production.

You can also right-click on the timeline ruler and select **View Entire Movie** to auto fit your current project in the timeline area. Or select **Zoom In** or **Zoom Out** to change the view to your required size.
Use the timeline ruler slider located in the bottom left corner to manually resize the timeline.

**Timeline Markers**

You can add timeline markers* to the timeline ruler for more precise media placement on the timeline. Once added, media clips snap to the timeline markers, allowing your media to appear in your video production at the exact moment you want it.

* optional feature in CyberLink PowerDirector. Check the version table on our website for detailed versioning information.

**Adding Timeline Markers**

To add a timeline marker, do this:

1. Hover your mouse over the timeline ruler. The green timeline marker indicator displays with the displayed time.

   ![Timeline Marker Indicator](image)

   *Note: use the timeline ruler to expand the timeline for a more precise placement of timeline markers.*

2. Once you have found the time where you want to place the timeline, right-click on the ruler and select **Add Timeline Marker**.

3. Input a **Name** for the new timeline marker, if required.

4. Click on **OK** to add the new timeline marker.

   ![Timeline Marker Added](image)

Once a timeline marker is added, media will snap to it when added to a track in the timeline.
Note: you can manually drag a timeline marker to different position if the original is not in the exact location you wanted it. Expand the timeline ruler for a more precise placement, if necessary.

Right-click on the timeline ruler and then select View All Timeline Markers to view a list of all the timeline markers you added.

**Function Buttons**

When you select media that is on the timeline, whether it’s a video clip, image, audio clip, effect, title, etc., several function buttons display above the timeline. These buttons let you perform a variety of tasks or gain access to some important features of CyberLink PowerDirector.

The function buttons that are available depend on the type of media content you select. However, whenever you select media, the [ ] and [ ] buttons are always displayed. Click [ ] to remove the selected media content from the timeline, or [ ] to gain access to more timeline functions, which vary depending on the selected media.

**Range Selection**

Click and drag one of the arrows on either side of the timeline slider to select a range* of media on the timeline.

*optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.
Once selected, you can cut or copy, and then paste the selected media to another position on the timeline.

You can also use this feature to manually highlight a portion of a clip that you want to then remove or trim out. Or select **Render Preview** to have CyberLink PowerDirector render a video preview of only the highlighted range.

**Track Manager**

In the Track Manager* you can add additional video and audio tracks to the timeline. You can have up to 100 video tracks (with or without an audio track) in the timeline, or add up to 98 additional audio tracks.

*optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

**Adding Tracks to Timeline**

Each video track you add, adds another layer of PiP video on the tracks above it in the timeline.

To add tracks to the timeline, do this:

*Note: CyberLink PowerDirector auto adds a video and audio track for you when all the current video/audio tracks in the timeline have media on them.

1. In the timeline view, click on **** to open the Track Manager.

2. In the **Video** section, enter in the number of video tracks you want to add to the timeline. By default, one track is added, but you can add up to 98 video tracks (100 in total) to the timeline, as required.

*Note: if you don't want your additional video tracks to have a track for its audio, enter in 0 tracks in the **Audio** section.

3. In the **Video** section, select the **Position** in the timeline where you want to add
the tracks.

4. In the **Audio** section, enter in the number of audio tracks you want to add to the timeline. By default, one track is added, but you can add up to 98 audio tracks (100 in total) to the timeline, as required.

   **Note:** if you only want to add an audio track (i.e. without a linked video track), enter in 0 tracks in the **Video** section.

5. In the **Audio** section, select the **Position** in the timeline where you want to add the tracks.

6. Click on **OK** to add the tracks to the timeline.

To quickly remove any unwanted tracks from the timeline, just right-click on the timeline and then select **Remove Empty Tracks**.

**Customizing Timeline Tracks**

In CyberLink PowerDirector you can customize the layout of the timeline and its tracks to fit your preference.

**Customizing Track Names**

To make it easy to identify all of your tracks if you have lots of media on multiple tracks, drag the left sidebar to reveal the track names.

![Track names in CyberLink PowerDirector](image)

You can give all the tracks in the timeline a custom name as required.

**Reordering Tracks**

You can reorder the video tracks in the timeline if required. To reorder, click on the
left sidebar and drag the track to the new position in the timeline.

You can also drag the effect track to a new position in the timeline. Effects on the effect track are applied to all video tracks that are positioned above it in the timeline.

**Adjusting Track Height**

Click and drag the bottom of a track on the left sidebar to resize it to your preference.

You can also right-click on the timeline and select Adjust Track Height to resize it to one of the default sizes.

**Locking/Unlocking Tracks**

To lock a track in the timeline, click 🔓 at the left of the track. When a track is locked, you cannot add new clips to the track, or move or edit the clips it contains.

To unlock a track in the timeline, click 🔒 to the left of the track.
Enable/Disable Tracks

To disable a track in the timeline*, deselect ☑ to the left of the track. When a track is disabled, the media it contains is not displayed in the Preview window. This allows you to preview your project by tracks so you can concentrate on the track you are working on.

* optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

To enable a track in the timeline, select ☑ to the left of the track.

Magic Tools

When editing your video project in the timeline, you can use magic tools to edit and touch up your audio, video, and image clips. Magic tools can also help you add a creative style to your video production or add the right background music. CyberLink PowerDirector offers the following magic tools:

- **Magic Movie Wizard**: automatically creates an edited video blended with stylish effects and transitions.
- **Magic Fix**: fixes and enhances your photos and videos, including fixing shaky video, enhancing video quality, removing red-eye, and enhancing the focus on photos.
- **Magic Motion**: applies zooms and pans to your images. You can also use the Magic Motion Designer to manually customize motion on an image.
- **Magic Cut**: condenses long video segments into shorter clips that contain only the best moments.
- **Magic Style**: creates professional videos with pre-designed style templates automatically.
- **Magic Music**: adds background music that automatically adjusts to suit different durations.

* optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.
Storyboard View

The storyboard view is essentially a large graphical display, or storyboard, of all your video clips and images on the first track in the timeline. You can use it to visualize the main scenes and overall production more clearly.

To switch to storyboard view, click

**Note**: some features are unavailable in the storyboard view. If you try to perform a function that is unavailable, the program switches back to the timeline view.
Chapter 4:

PowerDirector Projects

When working on a new video production, click the button to save it as a .pds file, a project file format that is used exclusively by CyberLink PowerDirector. These project files can be imported directly into the timeline, if required. See Importing PowerDirector Projects for more information.

Note: a CyberLink PowerDirector project (.pds) file essentially contains a list of the media clips and effects used in your project, and a log of all the edits you want to make to your media. Project files do not include the media clips in them. If you want to save all your video production files in one place, use the Pack Project Materials function. To do this select, File > Export > Pack Project Materials from the menu.

Use the options in the File menu to save, create new, or open existing projects in CyberLink PowerDirector.

Note: when you create a new project, CyberLink PowerDirector resets your media library. If you want to create a new video production using the same media current in your library, select File > New Workspace.

The changes you make to your media in CyberLink PowerDirector do not affect the original media you imported into the program. Since your edits are all saved in the project file, you can trim, edit, or remove clips, but still keep your original files on your hard drive, untouched. So let yourself get creative. If you end up changing things too drastically, you can always start over.

Setting Project Aspect Ratio

To set the aspect ratio for your project, select 4:3 or 16:9 from the aspect ratio drop down at the top of the window.

The preview window changes according to the aspect ratio you select. See Adjusting Video Clip Aspect Ratio for information on modifying the aspect ratio of a media file in your library.
Exporting Projects

You can export your CyberLink PowerDirector projects by writing them to a DV tape, or by packing all the materials in a folder on your computer's hard drive. Exported projects can then be imported into another computer running CyberLink PowerDirector.

To export your project, select **File > Export** from the menu and select the export process that suits your requirements.
Chapter 5:

Importing Media into PowerDirector

You can import media in a wide variety of formats into CyberLink PowerDirector, in many different ways. Whether you need to capture media from external sources, import media that is already on your computer's hard drive, or download it from the Internet.

CyberLink PowerDirector makes it easy to get all your media into the program quickly, so you can start working on your video production.

**Note:** media you import is saved in the current CyberLink PowerDirector project you are working on. If you create a new project, you will be asked if you want to merge the media in your library into the new project. You can also select File > New Workspace to create a new project, while maintaining the current media in the library.

Importing Media Files

If you already have video, audio, and image files that you want to use in your production on your computer's hard drive, you can import the files directly into CyberLink PowerDirector's media library in the Media Room. You can also import media files that are on a removable device.

**Note:** if you import media files that are on a removable device into the media library, they will be removed if the removable device is disconnected. For best results, it is recommended that you copy the media to your computer's hard drive before importing.

CyberLink PowerDirector supports the following file formats:

**Image:** BMP, GIF, JPEG, PNG, TIFF

**3D Image Format:** JPS*, MPO*

CyberLink PowerDirector also supports the import of the following camera RAW image formats, which are then converted to JPEG once imported: ARW (SONY), CR2 (Canon), DNG (Ricoh), ERF (Epson), KDC (Kodak), MRW (Konica Minolta), NEF (Nikon), NRW (Nikon), ORF (OLYMPUS), PEF (Pentax), RAF (Fujifilm), RW2 (Panasonic), SR2
CyberLink PowerDirector

(SONY), SRF (SONY)

**Video:** 3GPP2, AVI, DAT, DivX (on Windows 7), DV-AVI, DVR-MS*, FLV (H.264), HD MPEG-2, M2T*, MKV (H.264), MOD*, MOV, MOV (H.264), MP4, MPEG-1*, MPEG-2*, MPEG-4 AVC (H.264), TOD*, VOB*, VRO*, WMV, WMV-HD, WTV*

**3D Video Format:** Dual-stream AVI, MVC*, Side-by-Side Video*, Over/Under Video

**Audio:** M4A, MP3, OGG, WAV, WMA

---

**Note:** *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

---

To import media into CyberLink PowerDirector, click and then select one of the following options:

- **Import Media Files:** import media files individually.
- **Import a Media Folder:** import the entire contents of a folder that contains the media files you want to use in your current project.

---

**Note:** you can also drag and drop media onto the CyberLink PowerDirector window to import it into the program.

---

**Importing PowerDirector Projects**

CyberLink PowerDirector projects (PDS files) you worked on and saved previously can now be imported and then directly inserted into your video production's timeline.

To do this, select **File > Insert Project** from the menu. All of the media in the original project will be imported into the current project's media library, and also inserted at the current position of the timeline slider.
Capturing Media

CyberLink PowerDirector lets you capture media from a variety of sources directly into the media library. Click the Capture button to enter the Capture window.

In the Capture window, the program appears as follows:

A - Capture from a DV Camcorder, B - Capture from an HDV Camcorder, C - Capture from a TV Signal, D - Capture from a Digital TV Signal, E - Capture from a Webcam, F - Capture from a Microphone, G - Capture from a CD, H - Capture from an External or Optical Device, I - Capture Preview Window, J - Captured Content, K - Quality Profile Setup, L - Capture Settings, M - Capture Player Controls, N - Capture Preferences

Capturing from a DV Camcorder

You can capture video content that you recorded with a DV camcorder. Use the capture from a DV camcorder option only if your camcorder connects to your computer using an IEEE 1394 (FireWire) cable. You can capture a single scene or a number of scenes in a batch from your camcorder.
**Capturing a Single Scene**

You can capture a single segment of video from your camcorder using the capture player controls (record, stop, fast forward, rewind, etc.) underneath the capture preview window. This function is particularly useful, for example, if you want to acquire a long video segment in its entirety without skipping over sections.

**DV Backup**

The DV Backup* feature lets you back up the digital video from your DV camcorder directly to DVD using CyberLink PowerDirector.

Insert a blank DVD disc into your disc drive and then click the button to begin backing up your video.

*Note: this feature requires a DVD burner. *Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

**Batch Capture from a DV Camcorder**

With Batch Capture, CyberLink PowerDirector scans your DV camcorder for intervals or scenes (or allows you to set them manually) on the tape, and then captures these scenes as separate video files and imports each of them into the program.

**Automatic Batch Capture**

If you want CyberLink PowerDirector to auto capture and import each of the intervals/scenes on your DV camcorder, click the button on the DV Camcorder tab.
An interval/scene is the content you recorded each time you pressed record and then stop during the video shooting process. For help on using this function, use the tips on the user interface.

**Manual Batch Capture**

Using manual batch capture* gives you more control over the capturing process and ensures that the scenes you want to include are captured. Manual batch capture is recommended when you know which scenes you want to capture and have a good idea where they are located on the tape.

Click the button to access the manual batch capture feature. For help on using this function, use the helpful tips on the user interface.

*Note:* *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

**Capturing from an HDV Camcorder**

You can capture video footage you shot with an HDV* camcorder. Use the capture from an HDV camcorder option only if your camcorder connects to your computer using an IEEE 1394 (FireWire) cable. To capture a scene from your HDV camcorder, use the capture player controls (record, stop, fast forward, rewind, etc.) underneath the capture preview window.

If your HDV camcorder connects to your computer via a USB connection, just import the video files directly from your camcorder, as if it was another hard drive on your computer. See Importing Media for information on importing video files from your computer.

*Note:* *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

**Capturing from a TV Signal**

If your computer has a TV* tuner card installed and you want to capture segments from your favorite programs, select this option. To capture, use the capture player controls (record, stop, change channel, etc.) underneath the capture preview window.
Capturing from a Digital TV Signal

If your computer has a TV tuner card installed that receives a digital* TV signal and you want to capture segments from your favorite programs, select this option. To capture, use the capture player controls (record, stop, change channel, etc.) underneath the capture preview window.

* Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Capturing from a Webcam

You can record live content with a webcam that is attached to your computer and then import it directly into your CyberLink PowerDirector media library. To capture, use the capture player controls (record, stop, etc.) underneath the capture preview window.

Capturing from a Microphone

Select this option to record audio with a microphone that is attached to your computer. To capture, use the capture player controls (record, stop, etc.) underneath the capture preview window.

Capturing from a CD

Use this option to rip your favorite music, or other audio, from an audio CD. To capture, use the capture player controls (record, play, stop, next/previous track, etc.) underneath the capture preview window.
Capturing from an AVCHD Camcorder

You can capture video content that is on an external device, such as an AVCHD camcorder. Use the capture from an AVCHD camcorder option only if your camcorder connects to your computer using an IEEE 1394 (FireWire) cable. To a capture scene from your AVCHD camcorder, use the capture player controls (record, stop, etc.) underneath the capture preview window.

If your AVCHD camcorder connects to your computer via a USB connection, just import the video files directly from your camcorder, as if it was another hard drive on your computer. See Importing Media for information on importing video files from your computer.

*Note:* *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Capturing from an Optical Device

You can capture content from an optical device, such as video scenes from a DVD. To capture, use the capture player controls (record, play, stop, next/previous frame, etc.) underneath the capture preview window. You can also use the DVD disc structure tree to quickly select the titles and chapters you want to capture.

*Note:* some DVDs are protected by technology that does not allow you to capture the content they contain. *Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Captured Content

All of the media you capture in the capture window is displayed in the Captured Content area. When you return to the Edit window, all of the media is automatically imported into your media library.

In the Captured Content area you can right-click on media to perform a number of options, including detecting scenes in video clips and deleting unwanted content so that it won’t import into the Edit window.

The content captured in CyberLink PowerDirector is stored in the folder noted underneath the Captured Content area. If you want to store it in a different location, click the **Change Folder** button and select a different folder.
Quality Profile Setup

To set the file format and quality of the media you capture, click the **Profile** button. If this button is grayed out, that means that the original format and quality of the media is maintained, as set on the original media device (camcorder, etc.).

The profile settings that are available depend on the capture device connected and the capture mode you have selected.

Capture Settings

Use the **Settings** button to configure the set up of your selected capture device. The capture settings that are available depend on the capture device connected and the capture mode you have selected.

*Note:* when capturing from a DVD, this button reads **Drive**, allowing you to select the specific disc drive you want to capture from.

Capture Preferences

Before capturing media, you can set the preferences for your captured content. The capture preferences that are available, depend on the content you are capturing.

Set the capture preferences, as follows:

- to set a maximum capture length, select **Time limit** and then enter a time in the time code box.

- to set a maximum captured file size, select **Size limit** and then enter a size limit (in MB).

- to add a text remark, date stamp, or time stamp to the video being captured, click on the button. In the Add Text Overlay window, select which type and display format of text overlay you want to include on your recorded video on the Text tab. Select the Format tab to set the font and text position for the text.

*Note:* if capturing content from a compliant DV (tape) camcorder, date and time information is automatically captured for you using CyberLink RichVideo (if enabled in preferences). To display in your video, place the captured media on the timeline and then click the **Time Info** button. See **Time Info** for more information. CyberLink PowerDirector does not support the enabling of running time codes on video files. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.
Importing Media into PowerDirector

- to take a still photo of a frame of video for use in your project, just click on at the point where you want to take the snapshot. The image is saved to the Captured content area. You can specify your preferred snapshot image file format in preferences. See File Preferences for detailed information.

- select **Non real-time** when capturing from a camcorder to continue processing captured video after the original video stops playing in order to ensure that no frames are dropped.

- select **Begin with fade-in** to add fade-in to audio captured with a microphone.

- select **End with fade-out** to add fade-out to audio captured with a microphone.

- select **Record at maximum speed** to record CD audio at a higher speed. Capturing at a higher speed reduces processing time, but yields audio of a lower quality.

### Downloading Media

If you feel that you do not have enough media for your project, or you are looking for specific media to make your creation just perfect, in the Edit window you can:

- click to download media from the Internet directly into the media library.

- click to download PiP effects, particle effects, title templates, or disc menus from DirectorZone.

### Downloading Photos From Flickr

You can download your own photos directly from your account on Flickr into CyberLink PowerDirector. You can also search for and browse other user’s photos from within CyberLink PowerDirector, and then import them into your media library for use in a project.

To download photos from Flickr, do this:

1. Click on and then select **Import from Flickr**.

2. Follow the steps within the wizard window to authorize CyberLink PowerDirector to use your Flickr account and accept the Terms of Use from
3. Select from the drop down whether to search for photos from:
   - **My Photos on Flickr**: this option displays thumbnails of all the photos you have uploaded to your Flickr account.
   - **My Contacts' Photos**: this option displays thumbnails of all the photos your Flick contacts have uploaded to Flickr.
   - **Search for Photos on Flickr**: select this option to perform a search for photos on Flickr.

   **Note**: use the drop down filter menu at the top of the search window to sort the photos.

4. Select all of the photos that you want to import into your Media Library and then click on the **Download** button.

   **Note**: you cannot use the photos downloaded into your media library for commercial use. Click on the **button** underneath a photo thumbnail to view its copyright information.

---

**Downloading Audio From Freesound**

You can download audio samples, such as sound effects or music clips, from the Freesound service into CyberLink PowerDirector.

To download audio clips from Freesound, do this:

1. Click on and then select **Import from Freesound**.
2. Follow the steps in the wizard window to sign in to Freesound and then accept the Terms of Use.
3. In the search window, perform a search for the audio clips you are looking for.

   **Note**: use the check boxes to filter the keyword search criteria before performing your search.

4. Select all of the audio that you want to import into your Media Library and then click on the **Download** button.
Note: you cannot use the audio downloaded into your Media Library for commercial use. Click the copyright button underneath an audio thumbnail to view its copyright information.

**Downloading from DirectorZone**

If you are looking for additional audio clips, PiP objects, paint animation objects, title effects, particle effects, or disc menu templates for your library, you can click † to download them from the DirectorZone web site in the PiP Objects Room, Particle Room, Title Room, or the Create Disc window.

**Detecting Scenes and Extracting Audio**

To assist with your editing process, CyberLink PowerDirector can detect scenes in your video clips or extract the audio from them. These new clips are displayed, separately from the original clips, in the media library.

**Detecting Scenes in a Video Clip**

The scene detection function automatically creates individual clips based on the individual scenes (or pre-edited shots) contained within a video clip. Detected scenes are not split from the original clip, but can be added to the workspace like any other media clip.

Note: depending on the file format, scene detection on certain clips may not work as precisely as it does for others. You may need to split the scenes manually in the scene detection dialog.

To detect the scenes in a video clip, do this:

1. Right-click on it in either the Captured Content area (Capture window), or in the media library, and then select Detect Scenes. In the media library, you can also click the icon underneath a video clip's thumbnail to open the Scene Detection window.

2. The scenes in the video clip are automatically detected and then displayed in the Scenes panel.

3. Once you are done detecting the scenes in the video clip, click the OK button. The detected clips are displayed in a sub folder under the original video clip.
When using scene detection, please note:

- if required, use the **Sensitivity** slider to increase or decrease scene detection sensitivity. Doing this may yield an increased or decreased number of scenes that are detected. Click **Detect** to redetect the scenes in the video clip. You are asked to confirm the clearing of the previously detected clips and then the updated scenes are detected and displayed in the Scenes panel.

- click on the **button** to configure the Advanced Scene Detection Settings. If the selected video clip is a DV-AVI file, you have the option to **Detect by change of video frame** (used on all other file formats) or **Detect by change of timecodes** (i.e.: time codes are automatically set when you start and stop recording). Select the **Disable preview during detection** option to speed up the detection process if you find your computer runs slow during the process.

- to stop the scene detection process before completion, click stop button on the playback controls.

- to detect scenes manually, drag the slider (in **Clip** mode) to the beginning of each new scene and then click **Detect**.

- to preview a detected scene, just select it in the Scenes panel (ensure **Segment** is selected) and then click the play button.

- to view all the detected scene markers on the clip timeline, ensure that **Clip** is selected.

- to merge two or more detected scenes into one longer scene, select them in the Scenes panel and then click **Merge**. Click **Remove All** if you want to restore the clip to the original.

You can add the individual scenes to the timeline or manage them in the media library like any other video clip.

Video clips that contain detected scenes show a small folder icon in the lower right corner of the clip when displayed in the media library. To display a clip’s scenes, click the folder icon.
Extracting Audio from a Video Clip

If you want to include just the audio from a video clip, you can extract it in the media library by right-clicking on it and selecting Extract Audio. The audio is separated from the video and saved in the media library. You can use it in your project like any other audio file.

*Note:* when a video clip is already on the timeline, you can separate the audio from the video file by right-clicking on it and selecting Unlink Video and Audio.
CyberLink PowerDirector
Chapter 6:

3D Media

CyberLink PowerDirector supports various 3D* video and image formats. You can use 3D media to create both 3D videos, and standard 2D video productions. All 3D media in the library is indicated by a 3D icon in the top left of its thumbnail.

* Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

You can use and arrange 3D video clips and images in your video productions the same way you use 2D media. However, note that if you want to create a 3D video production, any 2D media in your project must be converted to 3D before production. See PowerTools: 2D to 3D for more information.

Setting 3D Source Format

When 3D media is imported into the media library, you may need to set the format of the 3D source video. This is because 3D media comes in a variety of different video source formats. CyberLink PowerDirector needs to know the source format of each 3D media file so that it can display it properly in 3D.

* Note: if you want to use 3D video clips and images in a 2D video production, you still need to set the correct 3D source format to ensure the media displays properly in 2D. CyberLink PowerDirector will incorporate the specified eye frames into your 2D video.

To set the 3D source format of your 3D media, do this:

1. Right-click on a 3D media file in the media library and then select Set 3D Source Format. If the media file is on the timeline, right-click on it, select Set Clip Attributes, and then Set 3D Source Format. The Set 3D Source Format window displays.

2. Select the 3D source format by selecting one of the following:

   • **Auto Detect 3D Source Format**: if you are not sure what the source format is of your 3D video, click this button to have CyberLink PowerDirector automatically detect and set it for you.
CyberLink PowerDirector

- **2D**: select this option if the selected media file is actually 2D content.
- **Side by side format**: select this option if the 3D content has two different images side by side. CyberLink PowerDirector merges the two images to produce the 3D effect.
- **Over/Under format**: select this option if the 3D content has two different video images, one on top of the other. CyberLink PowerDirector merges the two images to produce the 3D effect.
- **Multiview video coding**: select this option if the 3D content is in the MVC video format (.mts or .m2ts file format).
- **Dual view format**: select this option if the 3D content is in the dual view source format (.avi file format).

3. From the drop-down available, **Specify whether to display the left or right eye frame first**. Use this feature if while editing or playing back 3D content you begin to feel uncomfortable or uneasy. This may be because the layout of the 3D image is displayed differently than most standard content. If this occurs, try selecting the opposite eye view. This switches the way the 3D content is displayed on your display device, and may reduce the discomfort.

4. Click **OK** to set your changes to the selected media file.

The Difference Between 3D and 3D-Like Effects

In supported versions of CyberLink PowerDirector, there are both 3D effects* and effects that have "3D-Like" properties.

Like 3D media that can be imported into the library, 3D effects* are composed of two images from slightly different perspectives. 3D effects have one image for the left eye, and one image for the right eye. When these images are viewed together with compatible 3D hardware and software, they produce an effect that gives the perception of depth. In supported versions of CyberLink PowerDirector, you can enable this type of 3D effect for PiP media, particle effects, title effects, and on disc menus. The video effects and transitions indicated with the 3D icon on their thumbnail, also have these 3D effect properties when viewed and included in 3D video productions.

Some titles, transitions, and other features in CyberLink PowerDirector have 3D-Like
properties. Available in all versions of the program, these effects are simply 3D animations that only consist of one image. 3D-Like effects do not produce a 3D depth effect when viewed in 3D mode.

**Note:** *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*
Chapter 7:

Arranging Media in Your Production

Once you have your media in the media library, you can begin putting your video production together by adding media clips to the editing workspace. You add the media clips in the order that tells the story you want to tell.

*Note:* the timeline view of the CyberLink PowerDirector workspace offers more editing freedom and ease of movement in your production. Be sure to consult the Timeline View and Timeline Behavior sections to get the most out of this view.

There are several program features you can utilize to assist with the arrangement of media in your video production, including:

- **Magic Movie Wizard**: auto creates a movie for you, using the media clips and effects in your library. See Using the Magic Movie Wizard for more information.

- **Slideshow Creator**: auto creates a slideshow with your photos, in a few simple steps. See Using the Slideshow Creator for more information.

- **Timeline markers**: add to the timeline ruler for more precise media clip placement on the timeline. See Timeline Markers for more information.

- **Music Beat Detection**: use this feature to add music beat markers on the music beat track, which you can use to arrange media clips to the music. See Music Beat Detection for more information.

*Note:* * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Adding Video Clips and Images to the Timeline

To start creating your video production, begin adding video clips and images to the video tracks in the timeline.

If you are not sure which tracks you can add your media to, just select a clip in the media library. The tracks in the timeline you can add the media to will "light up".
For more information on what media you can add to which track, see Timeline Tracks.

**Note:** you may prefer to add video clips and images using the storyboard view, since this view is simpler than the timeline view. However, you can only add clips to the first track in this view. Therefore, this section uses the timeline view in all of the procedures.

You can add video clips and images at any position on any video track in the timeline. You no longer need to place your media on the top track or at the beginning of the timeline. You now have total freedom to add the media exactly where you want, and in the order you want it. Just start placing the media on a timeline track, in a sequence that tells your story.

If you insert or drop media onto other existing media clips that are on the timeline, don’t worry. CyberLink PowerDirector will prompt you to use its ripple editing feature to overwrite, split, trim, or speed up media to help you easily place the media where you want it.

Once you add a video clip or image to any timeline track, click the **Modify** button above the timeline to edit its properties in the PiP Designer. See Modifying Media in the PiP Designer for more information.

**Note:** you can add additional tracks to your project's timeline in the Track Manager, allowing you to have up to 99 PiP objects displayed on a video at the same time. See Track Manager for more information.

---

### Adding Video Clips and Images

You can add video clips and images onto any video track in the timeline, and at any position.

**Note:** when you add video clips to the timeline, CyberLink PowerDirector automatically adds its audio track (if available) to the linked audio track.

To insert video clips or images to the workspace, do one of the following:

- use the timeline slider to set the position where you want the media, select the media in the library, and then click ![Add Media](image.png) to add it to the selected video track.

- use the timeline slider to set the position where you want the media, right-click on the media in the library, and then select **Insert on Selected Track** to add it to the selected video track.
You can also manually drag and drop a media clip to a desired position on a video track to add it to the timeline.

When adding a clip to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite**: select to overwrite the existing clip with the newly added clip.

- **Insert Here and Move Clips on this Track to the Right**: select to split the clip and insert the new clip between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.

- **Insert Here and Move All Clips on the Timeline to the Right**: select to split the clip and insert the new clip between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.

When inserting a video file, if the timeline slider is in a gap between two clips on a timeline track, you are prompted to use one of these ripple editing options to insert the clip:

- **Trim the Inserted Clip to Fit the Gap**: select to have CyberLink PowerDirector auto trim off the end of the video clip to fit the gap to the right of the timeline slider.

  **Note**: this feature is also available when inserting image clips into a timeline gap that have durations longer that the gap.

- **Speed up the Inserted Clip to Fit the Gap**: select to have CyberLink PowerDirector auto speed up the video clip so that it fits the gap to the right of the timeline slider.

### Adding Color Boards and Backgrounds

The use of color boards allows you to insert solid frames of color into your video. Color boards are really useful as quick transitions between video clips or as background for titles and ending credits. Backgrounds provide interesting and creative environments for PiP objects, titles, and more.

You can find color boards and backgrounds in your media library, by clicking to open the explorer view, or selecting **Color Boards** or **Backgrounds** from the **Media**
To insert color boards or backgrounds into the workspace, do one of the following:

- use the timeline slider to set the position where you want the color boards or backgrounds, select it in the library, and then click to add it to the selected video track.

- use the timeline slider to set the position where you want the color boards or backgrounds, right-click on it in the library, and then select Insert on Selected Track to add it to the selected video track.

You can also manually drag and drop a color board or background to a desired position on a video track to add it to the timeline.

When adding a color board or background to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite**: select to overwrite the existing clip with the color board/background.

- **Insert Here and Move Clips on this Track to the Right**: select to split the clip and insert the color board/background between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.

- **Insert Here and Move All Clips on the Timeline to the Right**: select to split the clip and insert the color board/background between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.

If the timeline slider is in a gap between two clips on a timeline track when inserting a color board or background, you are prompted to use this ripple editing option to insert the clip:

- **Trim the Inserted Clip to Fit the Gap**: select to have CyberLink PowerDirector...
Arranging Media in Your Production

auto set the duration of the color board/background to fit the gap to the right of the timeline slider.

Adding Audio Clips

Audio clips allow you to add background music or a narrative voice-over to your video production. You can add audio clips to the audio portion of a video track, to the voice track, or to the music track.

**Note:** you can now add transitions between two audio clips on any of the available audio tracks. To do this, go to the Transitions Room and then select Audio from the transition library filter drop-down. See Using Transitions for more information on adding transitions between two clips.

If you are not sure which tracks you can add audio to, just select a clip in the media library. The tracks in the timeline you can add the audio to will "light up". For more information on what media you can add to which track, see Timeline Tracks.

**Note:** you can add additional audio tracks to your project's timeline in the Track Manager. See Track Manager for more information.

To insert audio into the workspace, do one of the following:

- use the timeline slider to set the position where you want the audio, select the audio file in the library, and then click:
  - to add it to the audio portion of the selected video track.
  - to add it to the voice track.
  - to add it to the music track. The music track is always the bottom track in the timeline.

- use the timeline slider to set the position where you want the audio, right-click on the audio file in the library, and then select:
  - **Add to Voice Track** to add it to the voice track.
  - **Add to Music Track** to add it to the music track. The music track is always the bottom track in the timeline.

You can also manually drag and drop an audio clip to a desired position on any of the audio tracks available in the timeline.

When adding audio to the timeline (inserting or dragging and dropping), if the
timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite**: select to overwrite the existing clip with the newly added audio clip.

- **Insert Here and Move Clips on this Track to the Right**: select to split the clip and insert the new audio clip between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.

- **Insert Here and Move All Clips on the Timeline to the Right**: select to split the clip and insert the new audio clip between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.

If the timeline slider is in a gap between two clips on an audio timeline track when inserting audio, you are prompted to use one of these ripple editing options to insert the clip:

- **Trim the Inserted Clip to Fit the Gap**: select to have CyberLink PowerDirector auto trim off the end of the audio clip to fit the gap to the right of the timeline slider.

- **Speed up the Inserted Clip to Fit the Gap**: select to have CyberLink PowerDirector auto speed up the audio clip so that it fits the gap to the right of the timeline slider.

**Magic Music**

Magic Music* is designed to help you add music into your video production. In just a few simple steps, Magic Music can help you turn your video production into a professional looking movie through the addition of background music.

*Note*: *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Click the button to the left of the timeline to open the Magic Music panel. Magic Music uses SmartSound to add music to your video production. Just follow the four steps on the user interface to select the music style (genre), song, and then duration, before applying your selection to your video production.

*Note*: SmartSound provides some music for you to use in your video production, but you can also purchase music. Click the SmartSound button to view SmartSound related copyright and purchasing information.
Music Beat Detection

Use the Music Beat Detection* feature in CyberLink PowerDirector to analyze a music clip in your video production, and then add beat markers to the music beat track. You can also manually add music beat markers.

* optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

You can then use these music beat markers for more precise arrangement of media with the added music.

To add music beat markers, do this:

1. Add a music clip to an audio track on the timeline (audio, voice, or music track).
3. Use the slider to set the Minimum time between beat markers. For example, if you know the beats in the music are once a second, you can set the slider to apply markers ever 2.0 seconds if you want to place media on every other beat.
4. Click Detect. CyberLink PowerDirector will analyze the music clip, and then detect and apply the music beat markers to the music beat track.
5. Click on Apply to close the Music Beat Detection window.

Once the music beats markers are added, media will snap to them when added to a track on the timeline.

To remove the music beat markers, do one of the following:

- remove the music clip from the timeline.
- right-click on a music beat marker on the music beat track, and then select
Remove Selected Music Beat Marker.

- right-click on the music beat track, and then select Remove All Music Beat Markers.

Manually Adding Music Beat Markers

To manually add music beat markers to the timeline, do this:

1. Add a music clip to an audio track on the timeline (audio, voice, or music track).
2. Right-click on the music clip and then select Use Automatic Music Beat Detection. The Use Automatic Music Beat Detection window opens.
3. If required, use the magnification tools to zoom in on the audio waveform for the selected music clip.
4. Manually drag the timeline slider to the position on the audio waveform where you want to add the music beat marker.
5. Click Add (or the A key on your keyboard) to add a music beat marker at the current position.
6. Repeat the above steps to add as many music beat markers as you want.
7. Click on Apply to close the Music Beat Detection window.

Note: you can also use the player controls to play the music, and then continually click the Add button (or the A key on your keyboard) to add the music beat markers when you hear a beat.

Using the Magic Movie Wizard

If you are new to the editing process and not sure how or where to get started, then the Magic Movie Wizard can help. The Magic Movie Wizard takes all of your media and creates a completed video production in just a few steps. You can then edit the created production, output it to a file, or burn it to a disc.

To use the Magic Movie Wizard, do this:
1. Click the button located to the left of the timeline.

2. Select which media you want to use in your movie, as follows:
   - **Media Library**: the Magic Movie Wizard uses all of the media in the library to create your movie.
   - **Timeline**: the Magic Movie Wizard only uses the media that is currently on the timeline.

   **Note**: any edits you previously made in your project to the clips in the timeline are ignored. The Magic Movie Wizard uses the source clips to create your final movie.
   - **Select items**: the Magic Movie Wizard only uses the media that is currently selected in the library.

3. Click **Next** to continue.

4. See the step by step description in Easy Editor for more information on the remaining steps in the Magic Movie Wizard.

### Using the Slideshow Creator

The Slideshow Creator is the easiest way to instantly turn your photos into a dynamic slideshow.

To create a slideshow using the Slideshow Creator, do this:

1. Drag all the photos that you want in the slideshow into the timeline.

2. Make sure the photos are selected, and then click on the **Slideshow** button to launch the Slideshow Creator.

3. See the step by step description in Slideshow Creator for more information on the remaining steps in the Slideshow Creator.

   **Note**: after the Slideshow Creator has created your slideshow and inserted it into the timeline, if you would like to view each individual slide/photo in the slideshow for advanced editing, just right-click on the file in the timeline and then select **Show Individual Photos**.
CyberLink PowerDirector
Chapter 8:

Editing Your Media

Once you have your video clips, audio files, and images in the editing workspace/timeline you can start editing them. Editing is a broad term that encompasses a number of different functions, including splitting, trimming, applying fixes, and much more.

This section describes all of the editing processes you can perform on your media clips.

Content Aware Editing

Use Content Aware Editing* on your video clips to automatically generate the best outputted video content for your production.

*optional feature in CyberLink PowerDirector.

Content Aware Editing analyzes your video clips and finds the portions that it believes are the best and most exciting moments, and also the portions that need fixing. You can then simply click on the "good parts" to include them in the video production, and choose to fix or trim away the "bad parts".

Note: during the analysis process, CyberLink PowerDirector also detects all the scenes in the video clips and marks them on the Content Aware Editing window timeline with .

To analyze the video clips and then open the Content Aware Editing window, do any of the following:

• right-click on a video clip in the media library or the timeline, and then select Content Aware Editing.

• click the icon underneath a video clip's thumbnail in the media library.

If you would like to perform a batch analysis on multiple video clips at once, do this:

1. In the Media Room, click on to access the library menu and then select Content Aware Details.

2. Select all the video clips in the Analyze column and then click the Analyze button.
3. Once the analysis is complete, click the button next to the video clip that you want to edit in the Content Aware Editing window.

**Note:** the Content Aware Details view displays the analysis results for all the video clips analyzed and edited in Content Aware Editing. See Content Aware Details for more information.

Using Content Aware Editing

When editing video clips in Content Aware Editing, its window displays as follows:

- **A** - Player Controls
- **B** - Segment Selection Tools
- **C** - Selected Segments
- **D** - Deselected Segments
- **E** - Detected Scene Markers
- **F** - Segments Need Fixing
- **G** - Recommended Segments
- **H** - Fix All Segments
- **I** - Content Selection Categories

**Note:** the preview quality of the video in the Content Aware Editing window is dependent on preview quality setting specified in preview/display options. See Preview Quality for more information on selecting a preview quality.

In the Content Aware Editing window, the segments indicated in green are the
recommended portions of the clip CyberLink PowerDirector believes are the most exciting, or are the "good parts". They may include camera zooms or pans, and segments that contain a lot of motion. CyberLink PowerDirector also performs face detection on the video clip to highlight sections that include people's faces.

The light brown segments are parts that need fixing, because either the video is shaky or poorly lit. You can choose to fix or remove these "bad parts".

Check the content selection categories for details of what each highlighted segment consists of.

Note: hover your mouse over the highlighted segments for more detailed information about what they include.

The segments that are not highlighted are parts of your video that CyberLink PowerDirector believes are not necessary to include. You can however include these segments by selecting them with the mark in and out buttons.

**Previewing the Video Content**

Use the player controls to preview the entire video clip. To preview a specific highlighted segment, right-click on it and then select **Preview this Segment**.

Playback stops once the selected segment playback is complete.

**Fixing Content**

If the segments that CyberLink PowerDirector has highlighted for removal contain parts of your video that you don't want to exclude, you can instantly fix them in the Content Aware Editing window.

To fix segments, do either of the following:

- right-click on the highlighted segment and then select **Apply Fix to Entire Scene**. Select this option to apply the required fix to the entire scene in the video clip, which is indicated by the detected scene markers. This ensures there are no sudden changes in lighting or other video properties in the scene. In the Auto Fixer window use the player controls to preview how the fixed content will look. If satisfied with the results, ensure that **Apply auto fix** is selected and then click on **OK** to apply the fix to the scene.

Note: if no scenes were detected in your video clip, the fix is applied to the entire clip when **Apply Fix to Entire Scene** is selected.
right-click on the highlighted segment and then select **Apply Fix to this Segment**. Select this option to apply the required fix to just the selected segment of video. In the Auto Fixer window use the player controls to preview how the fixed content will look. If satisfied with the results, ensure that **Apply auto fix** is selected and then click on **OK** to apply the fix to the selected segment of the video clip only.

- click the button to have CyberLink PowerDirector auto fix each of the highlighted segments in the same content selection category.

CyberLink PowerDirector will fix the segments, which are then indicated with a wrench icon.

---

**Note:** if you'd like to undo any of the fixes you made in the Content Aware Editing window, just right-click on a fixed segment and then select **Remove Applied Fix**.

---

**Content Selection**

Use the segment selection tools to begin selecting the video content you want to include in the trimmed clip. Any content segments you add to the deselected list, or do not select, will be trimmed out of the video clip.

---

**Note:** you must add at least one segment to the Selected list to enable the **OK** button and trim the video clip.

---

**Selecting Content**

To select video content, do any of the following:

- click on a highlighted segment and then click the **Selected** button.
- right-click on a segment and then select **Add to Selected List**.
- click on to add all of the video content, except the content in the Deselected list, to the Selected list. CyberLink PowerDirector will remove any content you previously added to the Selected list.
- use the players controls to find and then click on to mark the beginning of a segment of video you want to include. Use the player controls or drag the timeline slider and then click to mark the end. Once selected, click on
**Selected** to add to the Selected list.

Once you are done selecting all the content, click the button in the Selected list to preview what the trimmed video clip will look like. Select a segment and then click to remove it from the list.

Click on **OK** to trim the video clip as specified. The trimmed video is automatically inserted into the timeline at the current timeline slider position.

**Deselecting Content**

To deselect video content, do any of the following:

- click on a highlighted segment and then click the **Deselected** button.
- right-click on a segment and then select **Add to Deselected List**.
- use the players controls to find and then click on to mark the beginning of a segment of video you **do not** want to include. Use the player controls or drag the timeline slider and then click to mark the end. Once selected, click on **Deselected** to add to the Deselected list.
Once you are done deselecting all the content, click the button in the Deselected list to preview the content that will be trimmed out. Select a segment and then click to remove it from the list.

Click on OK to trim the video clip as specified. The trimmed video is placed in the timeline for you automatically.

**Splitting a Clip**

You can quickly split a media clip that is on any track in the timeline into two separate clips. To do this, move the timeline slider (or use the player controls) to the position in the clip where you want to split it. Next, click the **Split** button to separate it into two clips that you can then move around separately from one another.
You can also use it to quickly remove unwanted portions of a media clip, or if you want to insert other media between the two portions.

**Unlinking Video/Audio Clips**

When you add a video clip with audio to the timeline, its audio portion is visible on its corresponding audio track. You can unlink the two portions of the clip, allowing you to modify them separately, remove one completely from the timeline, or use it elsewhere in your project.

To unlink the audio from a video clip, right-click on it in the timeline and then select **Unlink Video and Audio**. To link the two files back together, select them both, right-click on them, and then select **Link Video and Audio**.

**Trimming Video and Audio Clips**

Use the trim functions to remove unwanted portions from your video and audio clips. You can use the **Single Trim** function to trim off the beginning and/or ends of a video clip, or the **Multi Trim** function to remove multiple portions at once. The Trim Audio function lets you trim audio visually, using its waveform.
Note: when you trim media clips, the program does not delete any of the original source media’s content. It just marks the requested edits on the clips and then applies the edits when it renders the final video during production.

Trimming a Video Clip

To trim a video clip, select it in the timeline and then click the Trim function button.

Performing a Single Trim

Use the video trim function to quickly trim off unwanted portions at the beginning and end of a video clip on the timeline.

To trim a video clip, do this.

1. Select the video clip on the timeline you want to trim, and then click on the

A - Preview Area, B - Marked Positions in Clip, C - Mark Out Position Slider, D - Selected Content, E - Mark In Position Slider, F - Player Controls
Trim button above the timeline.

2. If required, click on the Single Trim tab.

3. Use the player controls to find where you want the trimmed clip to begin, and then drag the mark in position slider to this position.

4. Use the player controls to find where you want the trimmed clip to end, and then drag the mark out position slider to this position.

5. If required, you can preview what the trimmed clip will look like by clicking Output and then clicking the play button on the player controls. Click Original if you want to play the original video.

6. Click OK to set your changes and trim the clip.

Note: you can reenter the trim window to refine the trimmed clip at any time. You can drag the trimmed edges of a video clip on the timeline as well.

Performing a Multi Trim

The multi trim function lets you trim out one or more segments of a video clip at once, resulting in a series of clips that are independent from the original video.
To perform a multi trim on a video clip, do this.

1. Select the video clip on the timeline you want to trim, and then click on the Trim button above the timeline.

2. Click on the Multi Trim tab.

3. If required, use ⌚ and ♂ to change the magnification level on the video clip. You can magnify the timeline down to each individual frame for a more precise edit. The size of the timeline magnifier changes based on the magnification level set.

4. Use the player controls to find the beginning of the first trimmed segments, or the mark in position.

5. Click ✈ to set the mark in position.
6. Use the player controls or drag the timeline slider to position where you want the first segment to end, and then click \( \text{\textbf{[Mark Out]}} \) to set the mark out position. The trimmed segment is added to Selected Segments section.

7. Repeat the above steps to trim out all the required segments.

8. If required, you can preview what the trimmed clip will look like by clicking \textbf{Output} and then clicking the play button on the player controls. Click \textbf{Original} if you want to play the original video.

9. Click \textbf{OK} to set your changes and trim the clip.

\textbf{Note:} the segments of video that CyberLink PowerDirector inserts into the timeline are indicated in blue. If you want to remove these segments from the trimmed video clip, click the \( \text{\textbf{[Invert Trim]}} \) button to invert the trimming results.

**Extra Trimming Tools**

On the Multi Trim tab, you can also use the following extra trimming tools to:

- you can manually drag the mark in and out sliders on the timeline or magnified timeline to edit the current positions if required.

- detect all the scenes in the selected video clip by clicking on \( \text{\textbf{[Detect Scenes]}} \). Once selected, choose whether you want the program to add all the scenes to the trimmed segments area, or just mark the scene breaks for you on the timeline.

**Trimming an Audio Clip**

Use the audio trim function to quickly trim off unwanted portions at the beginning and end of an audio clip on the timeline.
To trim an audio clip, do this.

1. Select the audio clip on the timeline you want to trim, and then click on the **Trim** button above the timeline.

2. If required, use and to zoom in and out on the audio waveform for a more precise edit.

3. Use the player controls to find where you want the trimmed clip to begin, or the mark in position.

4. Click to set the mark in position.

5. Use the player controls or drag the timeline slider to position where you want to audio clip to end, and then click to set the mark out position.

6. Click **OK** to set your changes and trim the clip.
Note: you can reenter the trim window to refine the trimmed clip at any time. You can also drag the trimmed edges of the audio clip on the timeline as well.

Setting a Media Clip's Duration

When you add images, color boards, and backgrounds to a timeline track, you set how long they are displayed in your video production. Unlike video and audio clips which have a maximum length, these media clips can have any duration you want.

Note: to set the duration of a video or audio clip, see Trimming Video and Audio Clips.

To set a media clip's duration, do this:

Note: you can also set the duration of effects, such as PiP objects, particle effects, and title effects, using this same method.

1. Select the clip in the timeline.
2. Click the Duration button (or right-click on the clip, select Set Clip Attributes, and then select Set Duration).
3. In the Duration Settings window, enter in the how long you want it to display in your video production. You can set the duration down to the number of frames.
4. Click on OK.

You can also change the duration of a media clip (including video and audio clips) by selecting it and then dragging the end of the clip to the desired length.

Note: you can only lengthen a video or audio clip back to its original duration.

Setting TV (Video Clip Interlacing) Format

All video clips have an interlacing (TV) format, which specifies how frames are displayed. Using video clips with conflicting (or incorrect) TV formats can result in degraded video quality in your final production.

Before you produce your video, it is recommended that you set all of the video clips to the same format. While CyberLink PowerDirector can normally detect and suggest the correct format, some interlaced video (such as a video with very little
motion) may be misjudged as a progressive video.

CyberLink PowerDirector automatically produces interlaced video for DVD, SVCD and DV-AVI. Only change this setting if you are sure that CyberLink PowerDirector has wrongly set the format.

*Note: this is an extremely important step to take before production, as it can drastically affect final video quality. It is recommended that you check the user guide for your video camcorder to determine what format your video should be.

To set a video clip's TV format, do this:

1. Right-click on a video clip in the timeline, select **Set Clip Attributes**, and then **Set TV format**.
2. In the Interlace/Progressive Settings window, do one of the following:
   - click the **Scan and Suggest Format** button to have CyberLink PowerDirector auto detect and set the format for you.
   - manually select one of the three available formats. See the description on the right of the window for a detailed description of each format.
3. Click **OK** to set your changes.

### Adjusting Video Clip Aspect Ratio

Some of the video clips in the timeline may not have the same aspect ratio as your video production. You can adjust the aspect ratio for these clips, so that all the media in your video production has the same aspect ratio.

To adjust a video clip's aspect ratio, do this:

1. Right-click on a video clip in the timeline, select **Set Clip Attributes**, and then **Set Aspect Ratio**.
2. In the Clip Aspect Ratio Settings window, do one of the following:
   - if you want your project to use the original aspect ratio of the selected video clip, select **Detect aspect ratio automatically**. If the clip's aspect ratio is different from the project's, then CyberLink PowerDirector will letterbox the video clip to fill in the rest of the frame.
   - if the aspect ratio of the selected clip is 4:3, then select **The aspect ratio of the**
video is 4:3 option. If the project ratio is 16:9, select the stretch method to convert the 4:3 clip to 16:9.

- if the aspect ratio of the selected clip is 16:9, then select The aspect ratio of the video is 16:9 option. If the project ratio is 4:3, select the stretch method to convert the 16:9 clip to 4:3.

- if the selected clip has an aspect ratio other than 4:3 or 16:9, then select the Neither 4:3 nor 16:9 option. Next, select the stretch method to convert the video clip's aspect ratio to the project's aspect ratio.

- if you are not sure what the aspect ratio of the original video clip is, click the Detect and Suggest button. CyberLink PowerDirector will select one of the above options for you.

**Note**: for best results when changing a clip's aspect ratio, select the CLPV option. CLPV (CyberLink Pano Vision) is video stretching technology from CyberLink that produces minimal distortion in the center of the picture.

3. Select the **Apply to all video clips** option if you want to apply the current setting to all the video clips on the same track.

4. Click **OK** to set your changes.

# Stretching Images

Some of the images/photos in the timeline may not have the same aspect ratio as your video production. You can stretch these images, so that all the media in your video production has the same aspect ratio.

To stretch an image, do this:

1. Right-click on an image in the timeline, select **Set Clip Attributes**, and then select **Set Image Stretch Mode**.

2. In the drop down in the Image Stretch Mode Settings window, select one of the following:

   - **Stretch clip to 4:3/16:9 aspect ratio**: select this option if you want CyberLink PowerDirector to stretch the sides of the select image to fit your project's aspect ratio.

   - **Use CLPV to stretch clip to 4:3/16:9 aspect ratio**: select this option to use CLPV to stretch the image. CLPV (CyberLink Pano Vision) is an image stretching technology from CyberLink that produces minimal distortion in the center of the image.
3. Select the **Apply to all image clips** option if you want to apply the current setting to all the image clips on the same track.

4. Click **OK** to set your changes.

# Cropping Images

You can completely customize the aspect ratio of the images in your video production or crop out unwanted portions of a photo, using the crop image function.

To crop an image, do this:

1. Select the image in the timeline and then click the **Crop Image** button. You can also right-click on the image and then select **Crop Image**.

2. Set the size of the crop area by selecting one of the following:
   - **4:3**: gives the crop area, and the resulting cropped image, a 4:3 aspect ratio.
   - **16:9**: gives the crop area, and the resulting cropped image, a 16:9 aspect ratio.
   - **Freeform**: select if you want to manually resize the crop area on the image and give the resulting cropped image a custom aspect ratio.
   - **Custom**: select if you want to set a custom aspect ratio for the cropped image using the **Width** and **Height** fields.

3. Use the **Crop size** controls to set the size of the crop area, and the resulting cropped image. You can also manually drag the edges of the crop area on the image to resize it as required.

4. Click **OK** to set your changes and crop the image.

# Changing the Shape of Media

CyberLink PowerDirector lets you change the shape of the media in your video production. Videos, images, and PiP objects added to the timeline have freeform properties, so you can easily change their shape to create media that is different from the usual rectangle or square shape.
CyberLink PowerDirector lets you change the X and Y positions for the four corners and the center of a media clip, giving it a custom freeform shape.

**Note:** the top-left corner of the video frame is the 0 axis, with the bottom-right corner having a value of 1.0, 1.0. The center position in the video frame is 0.500, 0.500.

To change the shape of a media clip, do this:

1. Select a media clip on the timeline, and then ensure that you are in the **Clip** preview mode so that the media crosshairs are displayed.

2. Use your mouse to click and drag the blue nodes in the corners of the media clip, changing it to the desired freeform shape.

**Note:** you can also change the shape of media clips by altering their freeform positions using keyframes. See **Utilizing Keyframes on Media** for more information.
Fixing and Enhancing Images/Videos

Click the **Fix/Enhance** button to apply instant fixes, such as lighting adjustments, video stabilization, video/audio denoise, and fixing rotational camera shake*, on the images and videos in your video production. You can also enhance the media by adjusting color, white balance, or applying TrueTheater HD* technology from CyberLink on videos. The Fix/Enhance feature can also adjust the 3D orientation* of media to fix the 3D effect on the media.

**Note:** *optional feature in CyberLink PowerDirector.

To begin fixing and enhancing your media, select it in the timeline and then click the **Fix/Enhance** button.

Click on the ![](image) button to consult the iHelp for information on using the available fix and enhance tools.

You can apply fixes and video enhancements to the entire duration of a media clip, or customize how they are displayed using keyframes. See Utilizing Keyframes on Media for more information on customizing the way the fixes and enhancements are displayed in your video production.

Advanced Fixes and Enhancements

If you have CyberLink PhotoDirector* and/or ColorDirector* installed on your computer, you can access the advanced fixes and enhancements available in these programs from within CyberLink PowerDirector. The adjustments you make to your media clips are then imported back into your current video production.

**Note:** *optional feature in CyberLink PowerDirector.

CyberLink PhotoDirector is a photography program that lets you manage and adjust your digital photos. CyberLink ColorDirector is a video editing program that turns your video footage into eye-catching movies through the use of video color creating and correcting.

To adjust an image in CyberLink PhotoDirector, do this:

1. Select the image clip on the timeline, click the **Fix/Enhance** button above the timeline, and then the **PhotoDirector** button. The CyberLink PhotoDirector program opens.
2. Perform the adjustments on the image as necessary. Please consult the help file in CyberLink PhotoDirector for detailed information on adjusting and editing images in that program.

3. Once you finish adjusting the image file in CyberLink PhotoDirector, click the **Back** button within the program. Your changes are saved and the adjusted image is imported back into the timeline.

To adjust a video clip in CyberLink ColorDirector, do this:

1. Select the video clip on the timeline, click the **Fix / Enhance** button above the timeline, and then the **ColorDirector** button. The CyberLink ColorDirector program opens.

2. Perform the adjustments on the video clip as necessary. Please consult the help file in CyberLink ColorDirector for detailed information on adjusting video clips in that program.

3. Once you finish editing the video clip in CyberLink ColorDirector, click the **Back** button within the program. Your changes are saved and the adjusted video clip is imported back into the timeline.

**Utilizing Keyframes on Media**

Use keyframes in your video production to define the start and end points of an applied fix, enhancement, or effect on images, videos, and audio. You can also use keyframes to change the volume level of your video and audio clips at specific moments.

To use keyframes on your media, select the clip on the timeline and then click the **Keyframe** button to open the Keyframe Settings panel. See the available Keyframe Settings below, and Adding Keyframes for information on applying these settings at different moments in your video production.

---

**Note:** *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

---

In the Keyframe Settings panel, the following options are available, depending on the type of media selected:

**Fix/Enhance**

Use the available sliders to fix and enhance images, videos, and audio clips at the current keyframe in your video production. Click ▶️ to compare the changes you make in a split preview.
CyberLink PowerDirector

- **Lighting Adjustment**: adjust the lighting in video clips using the Degree slider. Select Extreme backlight if you need to adjust the back lighting in the clip.

- **Video Denoise**: use the Degree slider to increase or decrease the amount of video noise in video clips.

- **Audio Denoise**: for video and audio clips, use the Audio Denoise feature to remove unwanted noise from clips. Select the type of noise from the drop-down you are removing, and then use the Degree slider to set the intensity of denoise on the clip.

- **Video Enhancement**: use the Degree slider to set the amount of TrueTheater HD video enhancement applied to video clips.

- **Color Adjustment**: use the available sliders to adjust the exposure, brightness, contrast, hue, saturation, sharpness, and more of images and videos.

- **White Balance**: use the Color temperature and Tint sliders to manually adjust the white balance in images and videos, or select White calibration and then click to have CyberLink PowerDirector auto calibrate for you.

**Effect**

When you apply video effects to media clips on the timeline, you can use keyframes to adjust the intensity of the effect at different moments of the clip. See Adding Video Effects for information on adding effects to your media.

*Note: the settings and sliders that are available in the Keyframe Settings panel are completely dependent on the type of effect you are editing.*

**Clip Attributes**

In the Clip Attributes section you can adjust the opacity, size, freeform shape, and more for media clips in your video production.

- **Opacity**: use the slider to adjust the opacity of images and video clips at different moments (keyframes) in your video production.

- **H scale**: set the height of media clips in at different moments (keyframes) in your video production.

- **W scale**: set the width of media clips in at different moments (keyframes) in your video production.

- **Rotation**: enter in the preferred orientation in degrees for media clips at different moments (keyframes) in your video production.
• **Center**: in the fields provided, enter the X and Y position of the center of the selected media clip at different moments (keyframes) in your video production.

  *Note*: CyberLink PowerDirector sets the value of the top-left corner of the media as the 0 axis, with the bottom-right corner having a value of 1.0, 1.0. The center position in the video frame is 0.500, 0.500.

• **Freeform position**: in the eight freeform position fields provided, define the shape of the selected media clip by setting the X and Y positions for its four corners in the video frame. By entering different values at different moments (keyframes) in your video production, the clip's freeform shape can change over time in your video production. See Changing the Shape of Media for more information on freeform media clips.

• **Enable 3D depth on the PiP media**: if you are creating a 3D video production, select this option to give the PiP media a 3D* effect. Once enabled, use the slider to set the amount of depth you want the PiP media to have in 3D. Dragging the slider left will make the 3D PiP object seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

  *Note*: when using this feature, select the 3D button to enable 3D mode for best editing results. See Previewing in 3D Mode for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

### Volume

For video and audio clips in your video production, use the available slider to adjust the level of the selected clip's volume at different moments in your production.

### Adding Keyframes

In the Keyframe Settings window, there is a mini timeline for the selected media clip. The timeline matches the duration of the media clip you selected before clicking the **Keyframe** button.
You can resize the timeline ruler and move the timeline slider, just like on the main timeline.

To add a keyframe to the keyframe timeline, do this:

1. Use the player controls to find the moment in your media clip where you want its properties to change.

2. In the panel on the left, use the slider or other options to change the clips properties as required. Note that a keyframe marker is added at that moment in timeline.
3. Use the player controls to find the next moment you want to add the next keyframe, and then modify the clip properties as required again,

4. Repeat these steps to create the kind of effect you want in your video production using keyframes. In the above example, the brightness of the media clip will slowly dim between the two keyframe moments.
Modifying and Removing Keyframes

At any time you can modify the keyframes added, by selecting it and changing the clip's properties, or dragging it to another position on the timeline. To remove a keyframe, select it on the timeline and then click.

Power Tools

Select a media clip on the timeline and then select the Power Tools button to perform a range of powerful functions, including:

- **2D to 3D**: select this option to convert any 2D images or videos into 3D, using TrueTheater 3D. Use the Scene Depth slider to adjust the amount of depth in the resulting 3D image.

- **Video/Audio in Reverse**: when enabled on a selected video or audio clip, it plays backwards.

- **Video Crop**: select this option to crop or zoom in on a specific portion of a video clip. Select the Crop Video button to define the area you want to zoom in on (crop). You can then customize the motion on the cropped portion of video. See Magic Motion Designer for information on customizing the motion on the cropped section of video.

- **Video/Audio Speed**: select this option to change the speed of a video or audio clip. For an advanced slow motion effect, use the Slow motion video with frame interpolated technology option. Select Stretch audio (between 2X and 0.5X only) to stretch the audio to match the new video's length. Deselect this option to mute the audio. You can also enter a new duration in New video length video to manually increase/reduce a video clip's speed.

  **Note**: you can also hold down the Ctrl key on your keyboard and then click and drag the edge of a video or audio clip on the timeline to manually change its speed to fit your required duration.

- **Video/Photo Rotation**: select this option and then use the buttons to rotate a video or image up to 360 degrees in either direction. You can also enter in a custom rotation amount in the field provided, and press the Enter key on your keyboard to apply it.

  **Note**: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.
Muting Audio

You can mute the audio in a video clip (or in any audio clip on the timeline) simply by right-clicking on it in the timeline and then selecting Mute Clip. If you added any audio volume keys previously, they are hidden.

To restore sound to the clip, right-click on the clip and then deselect Mute Clip.

Note: if you would like to mute the audio of an entire track, right-click on the track and then select Mute Track. This is useful if you have video on a PiP track and you don't want any of its audio in your final production.

Advanced Audio Editing

You can edit the audio in your video production in CyberLink AudioDirector* and/or WaveEditor*, depending on your preference and which one is installed on your computer. CyberLink AudioDirector and WaveEditor are companion programs that let you perform more advanced editing on your audio clips.

To edit an audio clip in CyberLink AudioDirector or WaveEditor, do this:

1. Select an audio or a video clip (with audio) on the timeline, click the Edit Audio* button above the timeline, and then select AudioDirector or WaveEditor. The CyberLink AudioDirector/WaveEditor program opens.

2. Perform the edits on the audio clip as necessary. Please consult the help file within the program directly for detailed information on editing audio.

3. Once you finish editing the audio file in CyberLink AudioDirector/WaveEditor, exit the program, and then click Yes to save your changes and import your edited audio clip back into the timeline.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Time Info

When a DV-AVI video clip captured from a DV tape camcorder or an EXIF image is added to the timeline, the Time Info button is enabled. Click the Time Info button to enable the date or time stamp (displayed as an image) that was captured from the original camcorder or digital camera. You may also add a text remark to your video or image if required.

Note: CyberLink PowerDirector does not support the enabling of running time codes on video files.
Magic Fix

With Magic Fix CyberLink PowerDirector can auto stabilize videos taken with shaky hands, enhance a video's audio, or the quality of a video's image. Magic Fix can also auto remove red-eye from photos, or improve the clarity on photos that are out of focus.

To use Magic Fix to fix and edit a media clip, select it on the timeline and then click on the button beside the timeline. Click on the button to consult the iHelp for more information on using these features.

Magic Cut

You can use Magic Cut* to have CyberLink PowerDirector auto-edit your video clips using video technology that locates and keeps the most interesting moments, while discarding sections of lesser importance. The Magic Cut tool is ideal for condensing long video segments into shorter clips. For example Magic Cut can edit a one hour video down to ten minutes.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

To use Magic Cut on a video clip, select it on the timeline and then click on the button beside the timeline. Click on the button to consult the iHelp for more information on using this feature.
Chapter 9:

Adding Effects

You can add many different kinds of special effects to your video production, including special effects that you apply to a portion or the entire media clip. Use Magic Motion to apply a motion effect to images in your video production, or the Magic Style and Freeze Frame features to auto create some effects for you.

Adding Video Effects

Select the button to open the Effect Room and access over 100 special effects you can add to your images and video clips. Each special effect has unique attributes that you can customize to help achieve the impression you want in your video production.

CyberLink PowerDirector now includes many special video effects from NewBlue*. To view these effects, select the NewBlue filters from the drop-down in the effects library. To view extra help and information about these effects, add them to your production, select them, and then click the Modify button. In the Effect Settings panel, select the Help and Information buttons for more detailed information.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

To insert a video effect to a portion of a clip in the timeline, do one of the following:

- select an effect in the Effect Room and then click to add it to the effect track at the current position of the timeline slider.
  
  Note: videos effects in the effect track are applied to all the video tracks that are positioned above it in the timeline.

- drag an effect from the Effects Room into the effect track directly beneath the clips on the tracks that you want to apply it to.

- right-click on an effect and select Add to Timeline to add it to the current position of the timeline slider.

- click and then select Apply Random Video Effect to add a random video effect at the current position of the timeline slider.
When adding an effect to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing effect, or you drop it on an existing effect, you are prompted to do one of the following:

- **Overwrite**: select to overwrite the existing effect with the newly added effect.
- **Insert Here and Move Clips on this Track to the Right**: select to split the effect and insert the new effect between the two portions. CyberLink PowerDirector also only moves the effects on the same track to the right.
- **Insert Here and Move All Clips on the Timeline to the Right**: select to split the effect and insert the new effect between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted effect, right.

**Note**: once an effect is added to the effect track, select it and then click the **Modify** button to edit the effect's settings. See Modifying a Video Effect for more information.

To add a video effect to an entire clip in the timeline, do this:

- select an effect in the Effect Room, drag it to a video track, and then drop it on top of the clip you want to apply it to. The video effect is applied to the entire duration of the clip.

**Note**: to modify the settings of a video effect applied to the entire clip, select the clip on the timeline and then click the **Effect** button. See Modifying a Video Effect for more information.

### Modifying a Video Effect

Many video effects let you customize their properties, such as the intensity or other random settings. You can customize a video effect for the entire duration (clip mode) or customize it using keyframes (keyframe mode).

To modify a video effect, double click on it or select it and then click **Modify**. To modify a video effect that is applied to an entire clip, select the clip and then click the **Effect** button above the timeline.

You can modify video effects in one of two modes:

**Note**: the type of modifications that are available in the Effect Settings panel are completely dependent on the effect you selected.

- **Clip Mode**: when the Effect Settings panel first opens, it displays in clip mode. Any changes you make to the effect's settings are applied for the entire duration of the effect. Use the available sliders and options to customize the
Adding Effects

video effect to your preference.

- **Keyframe Mode**: some effects utilize keyframes to customize an effect's settings. Keyframes are frames of your video that define the start and end points of an effect, for example the intensity of an effect between two keyframes. To customize an effect in keyframe mode, click the **Keyframe** button in the Effect Settings panel. See Utilizing Keyframes on Media for detailed information on using keyframes to customize effects in your production.

  **Note**: to remove an effect applied to an entire clip, deselect the effect name in the Effect Settings panel when in Clip Mode. *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Using Magic Motion

CyberLink PowerDirector's Magic Motion tool adds zooms or pans to images, creating a motion effect in your final video. You can select from a number of motion templates for each photo in your project, or use the Magic Motion Designer to customize the motion to your liking.

To use Magic Motion, do this:

1. Select an image on the timeline, and then click the button to the left of the timeline. The Magic Motion panel opens.
2. Select one of the available Magic Motion templates.
3. Use the preview player controls to preview the applied motion template.
4. If required, click on the **Motion Designer** button to customize the motion in the Magic Motion Designer.
Magic Motion Designer

After you select a motion template to apply to the selected image, select the **Motion Designer** button to customize the motion in the Magic Motion Designer.

A - Preview Area, B - Rotation Amount, C - Focus Area, D - Timeline Indicator, E - Keyframe Indicator, F - Motion Path, G - Zoom In/Out, H - TV Safe Zone/Grid Lines, I - Keyframe Buttons, J - Keyframe Timeline

**Note:** *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

The Magic Motion Designer uses keyframes to customize the motion on a photo. Keyframes are frames of your video that define the start and end points of an effect, which in this example is motion or the size of the focus area.
In the Magic Motion Designer you can:

- use the player controls or drag the slider to preview the current motion in the preview window.
- click on \( \text{\includegraphics[width=1cm]{add_keyframe.png}} \) to add keyframes to the motion path. By adding keyframes you can alter the motion or size of the focus area between two points on the keyframe timeline.
- click on \( \text{\includegraphics[width=1cm]{duplicate_keyframe.png}} \) to duplicate the previous or next keyframe on the keyframe timeline. Doing this copies the properties of the specified keyframe to the new position.
- resize the focus area to define the part on the photo you want to highlight or focus on.
- click and drag the motion path to alter the movement of the focus area.
- add a rotation effect on the focus area by entering the rotation amount in the field provided and then clicking \( \text{\includegraphics[width=1cm]{toggle_rotation.png}} \). You can also click and drag \( \text{\includegraphics[width=1cm]{rotate_area.png}} \) to rotate the focus area manually.
- click on \( \text{\includegraphics[width=1cm]{zoom_in.png}} \) to zoom in or out. Zooming in is useful for precise movement of motion, while you can zoom out if you want to start the motion off screen.
- click on \( \text{\includegraphics[width=1cm]{tv_safe_zone.png}} \) to use the TV safe zone and grid lines to help with the precise placement of the focus area on the image. Select \textbf{Snap to Reference Lines} to have the focus area snap to the grid lines, TV safe zone and boundary of the video area.

**Using Magic Style**

With Magic Style you can automatically create professional looking videos that use pre-designed style templates. Magic Style includes pre-designed opening sequences, transitions, and effects to automatically generate professional-looking videos on your timeline.

\textbf{Note:} the Magic Style templates with the 3D icon produce a 3D effect in 3D mode and when outputted in 3D video productions.

To use Magic Style to add effects and some style to media clips in your video production, select them on the timeline and then click on the \( \text{\includegraphics[width=1cm]{add_effect.png}} \) button beside the
timeline. Click on the button to consult the iHelp for more information on using this feature.

**Using the Freeze Frame Effect**

Right-click on a video clip on the timeline, select **Edit Video/Photo** and then **Freeze Frame** to instantly create a freeze frame effect. CyberLink PowerDirector takes a snapshot of the current frame of video and then inserts it into the timeline, along with a video effect and title template, creating a freeze frame effect. Edit the inserted image and effects to your specification to ensure the freeze frame effect fits your creation.

You can choose to not have CyberLink PowerDirector insert the effects by deselecting the option in preferences. See Editing Preferences for more information.
Creating PiP Effects

In CyberLink PowerDirector there are many PiP (picture in picture) effects you can create and use in your video production. PiP effects not only include the use of PiP objects, but also adding motion or modifying the properties of media clips on any track in timeline, creating custom hand drawn paint animation objects in the Paint Designer, using the chroma key effect, and much more.

Adding PiP Objects

Click the button to open the PiP Objects Room to access a library of PiP objects, or graphics, that you can add on top of the video or images on a video track.

*Note:* the PiP Objects Room also includes paint animation objects. See Using the Paint Designer for more information.

To insert a PiP object, or paint animation object, to the timeline, do one of the following:

*Note:* you can download additional PiP and paint animation objects from the DirectorZone web site. See Downloading from DirectorZone for more information.

- use the timeline slider to set the position where you want the PiP or paint animation object, select it in the library, and then click to add it to the selected video track.

- use the timeline slider to set the position where you want the PiP or paint animation object, right-click on it in the library, and then select Add to Timeline to add it to the selected video track.

You can also manually drag and drop a PiP or paint animation object to a desired position on a video track to add it to the timeline.

When adding a PiP or paint animation object to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of these ripple editing options to insert the clip:

- **Overwrite:** select to overwrite the existing clip with the PiP/paint animation object.
• **Insert Here and Move Clips on this Track to the Right**: select to split the clip and insert the PiP object/paint animation object between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.

• **Insert Here and Move All Clips on the Timeline to the Right**: select to split the clip and insert the PiP/paint animation object between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.

If the timeline slider is in a gap between two clips on a timeline track when inserting a PiP or paint animation object, you are prompted to use this ripple editing option to insert the clip:

• **Trim the Inserted Clip to Fit the Gap**: select to have CyberLink PowerDirector auto set the duration of the PiP/paint animation object to fit the gap to the right of the timeline slider.

Once added to the timeline, select the PiP object and then click the **Modify** button to edit its placement, motion, and more in the PiP Designer. See **Modifying Media in the PiP Designer** for more information. For information on setting the amount of time the PiP effect appears in your video production, see **Setting a Media Clip's Duration**.

### Creating Custom PiP Objects

You can create a custom PiP object using your own graphics and images. To create a custom PiP object, do this:

1. **Click on** ![ ] to open the PiP Objects room.
2. In the PiP Objects room, click on ![ ]
3. **Select** the image file on your computer you want to use.
4. **Click Open** to import it and open the PiP Designer. See **Modifying Media in the PiP Designer** for details on editing the custom object's properties in the PiP Designer.
Using the Paint Designer

The Paint Designer* lets you create a hand drawn paint animation objects, such as your written signature, on top of a color board, image, or video clip in your video production.

Click on and then to open the Paint Designer.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.
Creating a Paint Animation

To create a new hand drawn paint animation object, do this:

1. Click on ** and then  to open the Paint Designer.
2. Select the type of brush in the Tools area that you want to use. Each tool creates a different looking line.
3. Use the slider to set the width of the drawn line.
4. In the Color area, hover your mouse over the color band and then use the eye dropper to set the color of the drawn line.
   - Or click the colored box beside the color band to select it from the color palette.
5. Before you start drawing, be sure to set the Paint Settings as follows:
   - **Brush mode**: select to draw on the paint canvas with the selected tool.
   - **Inverse mode**: select to switch the paint canvas background to a solid color, which you erase as you draw.
   - **Show current timeline image as background**: insert a media clip on the timeline, use the timeline slider to find a frame you want to use as a background, and then select this option to use it as a guideline when drawing. The background image is not included in the paint animation object.
6. If required, input a **Freeze time** in the field provided. This time should equal the duration you want the finished drawing to be displayed at the very end of the resulting paint animation object.
7. Click the button and then start drawing on the paint canvas. CyberLink
PowerDirector captures your mouse strokes to create a paint animation object.

8. When you are done, click on 🖼️ again. Use the player controls to preview your paint animation object if required.

9. Select the **Insert at current timeline position** option if you want to insert the saved paint animation object at the current position on the timeline when you are done.

10. Once you are satisfied, click on the **Save** button to save it to the PiP Objects library. When prompted to save, enter a custom name for the new paint animation, use the slider to select the frame in the paint animation you want to use as its thumbnail in the library, and then click **OK**.

**Editing Paint Animation Objects**

At anytime you can edit the paint animation objects that are in the PiP objects library. Just select the paint animation and then click on 🖼️.

When editing a paint animation object, you can:

- use the player controls to preview the paint animation.
- click the 🖼️ button to add more content to the end of the drawing.
- click the 📸 button to take a snapshot of a frame in the paint animation, and save it as a new image in the media library.
Modifying Media in the PiP Designer

When you add a video clip, image, or PiP object to a video track you can apply PiP effects to it in the PiP Designer*. PiP (picture-in-picture) effects include making your media transparent, applying borders, shadows, chroma key (green screen), motion, and more.

To open the PiP Designer, select a video clip, image, or PiP object on the timeline and then click the Modify button.

A - PiP Effect Properties Tab, B - PiP Effect Properties, C - Motion Tab, D - PiP Masks Tab, E - PiP Object, F - Background Video, G - Mode Selection, H - Zoom Tools, I - TV Safe Zone/Grid Lines, J - Upload to DirectorZone, K - PiP/Keyframe Timeline
To open the PiP Designer:

- select media on a video track and then click the Modify function button.

- in the PiP Objects room, click on \( \text{ } \) to create a new PiP object template from scratch by importing a custom image.

- in the PiP Objects room, select an existing PiP object and then click on \( \text{ } \) to edit the existing template.

**Mode Selection and Zoom Tools**

When modifying PiP media in the PiP Designer use the mode selection and zoom tools for assistance.

*Note: when modifying PiP media in the PiP Designer, use the player controls to preview, and click \( \text{ } \) to preview the effect at full screen.*

**Mode Selection**

In the PiP Designer there are two selection modes. Click the \( \text{ } \) button to enable the PiP media selection. When selected, you can freely click and move the PiP media to different areas of the video frame.

Click the \( \text{ } \) button to enable a mode that lets you drag the view in the PiP Designer. This mode is especially helpful when applying PiP motion effects to media that start off screen.

**Zoom Tools**

Use the zoom tools \( \text{ } \) and \( \text{ } \) to zoom out and in on the preview window when modifying PiP media. You can also select the viewer zoom amount from the drop-down to set the size of the PiP media preview. Select Fit to resize the PiP media so that is fits in the PiP Designer's viewer window.

*Note: you can also hold down the Ctrl key on your keyboard and then use the mouse scroll wheel to zoom in or out on the PiP media.*
Modifying PiP Media Size and Position

You can change the size, position, and orientation of the media clip or object in a PiP effect. The resizing options are unrestricted. You can reduce the clip to miniature size or enlarge it to completely obscure any underlying media content on the timeline.

**Note:** click on ▶️ to use the TV safe zone and grid lines to help with the precise placement of the PiP effect on the video. Select Snap to Reference Lines to have the PiP effect snap to the grid lines, TV safe zone, and boundary of the video area.

To modify PiP media size, position, or orientation:

- click and drag a corner or side to resize the PiP media.

  **Note:** click the Aspect Ratio item on the Properties tab, and then deselect Maintain aspect ratio to resize the media clip or PiP object more freely.

- click on the PiP media and drag it to a new position.

- click on ▶️ above the PiP media and drag it left or right to change its orientation.

- click and drag the blue nodes in corners to change its shape. See Changing the Shape of Media for more information.

  **Note:** you can use keyframes to customize the size and shape of PiP media. See Utilizing PiP Keyframes for more information.

Modifying PiP Media Properties

Click on the PiP effect Properties tab to change the properties of the PiP media. On this tab, you can do the following:

- Use Chroma Key
- Apply a Shadow
- Add a Reflection
- Apply a Border
- Flip PiP Media
- Enable 3D Depth
- Set PiP Media Opacity
• Apply Fades

*Note: while modifying the PiP effect properties, you can select the **Only show the selected track** option to hide any other media that may appear in the background while modifying.

**Use Chroma Key**

Select the **Chroma Key** option and then **Enable chroma key** to add a chroma key (green screen) effect to your PiP media. Click on ![ ] and then select the color in the image or video clip that you want to replace/make transparent. Use the **Tolerance of intensity** and **Tolerance of hue** sliders to set the level of chroma key applied, revealing the image or video behind it.

**Apply a Shadow**

Select the **Shadow** option and then **Apply shadow** to add a shadow on the PiP media. Available options allow you to change the shadow's color, direction, and distance from the PiP effect. You can also set the transparency and blur levels of the shadow using the available sliders.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

**Add a Reflection**

Select the **Reflection** option and then **Enable reflection** to add a reflection of the PiP media onto the background media. Use the **Distance** slider to set space between the reflection and the PiP media. Use the **Transparency** slider to set the opacity of the reflection.

**Apply a Border**

Select the **Border** option and then **Apply border** to add a border around the PiP media. Use the **Size** slider to set the width of the border, and use the **Blur** and **Transparency** sliders to customize its appearance.
Selecting Border Color

When selecting the color of the border, you have the following options in the Fill type drop-down:

- **Uniform color**: select this option if you want the border to be one solid color. Click the colored square to open the color palette and select the desired border color.

- **2 color gradient**: select this option if you want the border color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the Gradient direction control to set which way the color flows.

- **4 color gradient**: select this option if you want the border to consist of four colors. Click the colored squares to set the colors in each of the four corners of the border.

**Note**: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Flip PiP Media

Select the Flip option and then Enable flip object to flip the PiP media upside down or from left to right, depending on your requirement.

Enable 3D Depth

If you are creating a 3D video production, select the 3D Settings option and then Enable 3D depth* to give the PiP media a 3D effect.

**Note**: when using this feature, select the 3D button to enable 3D mode for best editing results. See Previewing in 3D Mode for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Once enabled, use the slider to set the amount of depth you want the PiP media to have in 3D. Dragging the slider left will make the 3D PiP object seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).
**Note:** you can use keyframes to customize when the 3D depth is applied. See Utilizing PiP Keyframes for more information.

### Set PiP Media Opacity

Select the *Opacity* option to use the using the *Opacity (keyframe)* slider to set how transparent the PiP media is.

**Note:** you can use keyframes to customize when the opacity is applied. See Utilizing PiP Keyframes for more information.

### Apply Fades

Select the *Fades* option to apply a fade effect on the PiP media. Select whether to enable a fade-in and/or fade-out on the PiP media.

**Note:** when a fade is applied, note that keyframes are added to the Opacity keyframe timeline so you can customize the length of the fade, if required. See Utilizing PiP Keyframes for more information.

### Adding Motion to PiP Media

Click on the PiP *Motion* tab to add motion* to PiP media, allowing it to move across the screen. You can choose from a number of predefined motion paths or create your own custom PiP motion. You can also add a rotation effect to the PiP media.

**Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

### Adding PiP Effects With Predefined Motion

To add a predefined motion to a PiP media, select the motion path template in the list that fits your requirements. Note that keyframes are added to the Motion track of the PiP Designer keyframe timeline. See Customizing PiP Motion and Utilizing PiP Keyframes for detailed information on using keyframes to customize PiP motion.

### Customizing PiP Motion

The PiP Designer uses keyframes to customize the motion of a PiP media.
CyberLink PowerDirector

Keyframes are frames of your video that define the start and end points of an effect, which in this example is motion.

**Note:** some PiP objects have predefined motion already applied.

To customize the motion of PiP media:

- drag an existing keyframe to a new location in the preview window. The PiP media will follow the modified path to get to the changed keyframe position.

- drag the path line to alter the path the PiP media takes to get to the next keyframe.

- use the player controls to find a position on the motion path, and then click on the Motion track of the keyframe timeline to add a new keyframe at a new position, if required.

**Customizing the Speed of PiP Effect Motion**

You have full control over the speed to the PiP media's motion. The following three factors determine the speed of the PiP media's motion.

**Duration of the PiP Clip in the Timeline**

The longer the duration of PiP media clip, the slower the PiP object's motion is. For example, if the PiP media clip is 10 seconds, it takes the PiP media 10 seconds to
travel from the first Motion keyframe to the last Motion keyframe.

**Distance Between Keyframes**

The distance between each keyframe also contributes to the speed of the PiP media motion. The further the distance between each keyframe, the quicker the PiP media needs to move to get to the next keyframe.

**Keyframe Timeline**

The keyframe timeline is located below the preview window. Each keyframe in the motion path has a corresponding marker on the keyframe timeline.

![Keyframe Timeline Image]

If the PiP media clip on the timeline has a duration of 10 seconds, the keyframe timeline is 10 seconds long. To increase the speed of a PiP media's motion, drag a keyframe marker closer to previous keyframe marker.

![Keyframe Timeline Image with Drag]

**Saving a Custom PiP Motion Path**

Once you finish modifying your PiP motion path you can save it for future use. To save a motion path, click on to save it as a custom path. It is then available in motion path list the next time you want to use it.
Customizing PiP Effect Rotation

Select the Rotation Settings option to customize the rotation of a PiP media. Use the slider to set the amount the PiP media will rotate as it moves across the screen. Select whether PiP media rotates counter clockwise, or clockwise.

*Note:* click the button to reset the rotation amount to 0. Any added rotation is removed.

Adding PiP Masks

Click on the PiP Masks tab and select a mask from the list to overlay portions of the PiP media. Masks are useful if you want to show/hide portions of your media on the timeline in the final production. Click and drag the edges of the mask to move and resize it. Deselect Maintain mask aspect ratio to resize the mask more freely.

If required, use the Mask transparency slider to set the transparency level for the mask, or click to invert the portion of the media that is being masked.

Click the Import button to import and use your own custom mask in the .PNG image format.

Utilizing PiP Keyframes

Use keyframes when modifying your PiP media to define the start and end points of the customized effects. In the PiP Designer you can use keyframes to change the PiP media clip's opacity, size (Scale), rotation, motion, shape (Freeform), and 3D depth.

Keyframe Timeline

A custom keyframe timeline is generated for each PiP media clip when you open it in the PiP Designer. In the below example, because the media clip is 10 seconds long on the project timeline, the keyframe timeline is also 10 seconds.
If you'd like to view the movie timeline, click the button.

The keyframe timeline lets you precisely place each keyframe, so you can time the applied effect in your movie production.

**Adding Keyframes**

To add a keyframe to the keyframe timeline, do this:

1. Use the player controls to find the moment in your PiP media clip where you want its properties to change.
2. Click next to the property you want to change to add a keyframe to the corresponding PiP timeline track.

Note that keyframes are also added at the start and end of the keyframe track.

3. Use the features in the PiP Designer to modify the properties of the effect as
required for this keyframe. In this example we are modifying the opacity of the PiP media clip at the first keyframe.

When previewed, at the first keyframe the PiP media is the completely transparent, and then slowly gets more opaque until it reaches the specified opacity level by the time the playback slider reaches the second keyframe.

It will maintain this opacity until the playback slider reaches the last keyframe, unless you add more keyframes or change the properties of the last keyframe.

4. Repeat these steps to create the kind of effect you want in your video production using keyframes to modify the PiP media clip's properties and motion.

Modifying and Removing Keyframes

At any time you can modify the keyframes added, by selecting it and changing the PiP media clip's properties, or by dragging the keyframe to another position on the keyframe timeline.

To remove a keyframe, select it on the keyframe timeline and then click.

Saving and Sharing PiP Objects

Once you are finished modifying/customizing a PiP object you can save it to your PiP Objects library for future use or upload it to DirectorZone to share it with others.

- click on Share to upload your custom template to DirectorZone.
- click on Save As to save a modified template as a new template to the PiP Objects Room.
- click on Save to save a new template to the PiP Objects Room.
Chapter 11:

Adding Particle Effects

Click the button to open the Particle Effects Room to access a library of effects you can place on a video track to add a particle effect (snow, cloud cover, fire effects, and more) on top of a video or image.

To insert a particle effect to the timeline, do one of the following:

* use the timeline slider to set the position where you want the particle effect, select it in the library, and then click to add it to the selected video track.

* use the timeline slider to set the position where you want the particle effect, right-click on it in the library, and then select Add to Timeline to add it to the selected video track.

You can also manually drag and drop a particle effect to a desired position on a video track to add it to the timeline.

When adding a particle effect to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

* **Overwrite**: select to overwrite the existing clip with the particle effect.

* **Insert Here and Move Clips on this Track to the Right**: select to split the clip and insert the particle effect between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.

* **Insert Here and Move All Clips on the Timeline to the Right**: select to split the clip and insert the particle effect between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.

If the timeline slider is in a gap between two clips on a timeline track when inserting a particle effect, you are prompted to use this ripple editing option to insert the clip:

* **Trim the Inserted Clip to Fit the Gap**: select to have CyberLink PowerDirector...
CyberLink PowerDirector

auto set the duration of the particle effect to fit the gap to the right of the timeline slider.

Once added to the timeline, select the particle effect and then click the **Modify** button to edit its properties in the Particle Designer. See Modifying Particle Effects in the Particle Designer for more information. For information on setting the amount of time the particle effect appears in your video production, see Setting a Media Clip's Duration.
Modifying Particle Effects in the Particle Designer

You can completely customize particle effects, and all of its particle object properties, in the Particle Designer*. To open the Particle Designer, select a particle effect on the timeline and then click the **Modify** button.

---

**Note:** *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

You can also open the Particle Designer by:
• clicking on in the Particle Room to create a new particle effect template from scratch by importing a custom image.

• select a particle effect in the Particle Room and then clicking on the button.

Mode Selection and Zoom Tools

When modifying particle effects in the Particle Designer use the mode selection and zoom tools for assistance.

Note: when modifying particle effects in the Particle Designer, use the player controls to preview, and click to preview the effect at full screen.

Mode Selection

In the Particle Designer there are two selection modes. Click the button to enable the object selection. When selected, you can freely click and move the particle objects, images, etc. to different areas of the video frame.

Click the button to enable a mode that lets you drag the view in the Particle Designer. This mode is especially helpful when applying particle motion effects if the object starts off screen.

Zoom Tools

Use the zoom tools and to zoom out and in on the preview window when modifying the particle effect. You can also select the viewer zoom amount from the drop-down to set the size of the particle effect preview. Select Fit to resize the particle effect so that it fits in the Particle Designer's viewer window.

Note: you can also hold down the Ctrl key on your keyboard and then use the mouse scroll wheel to zoom in or out on the particle effect.

Adding Objects, Images, and Backgrounds

Each particle effect template can contain one or more particle objects, or attributes that create the desired effect. It may also include a background and other images.
Note: you can give all the added objects, images, and backgrounds custom names in the Particle Designer to make them easily identifiable in the keyframe timeline. Just enter the desired name in the Selected object field.

Adding New Particle Objects

You can add additional particle objects to a particle effect template.

To add a new particle object to a particle effect, click on the button. CyberLink PowerDirector adds a default particle object to the particle effect template. See Modifying Particle Object Properties for more information on customizing the default particle object to fit the particle effect you are trying to create.

Adding Images

You can insert your own images into your particle effect template.

To add an image, do this:

1. Click on the button.
2. Browse to and then select the image on your computer you want to add, and then click Open.
3. Once added, resize and reposition the image in the Particle Designer as required.

Setting Backgrounds

Your particle effect can consist of a background that the particle objects emit over. You can choose from the default backgrounds, or import your own custom background.

To set a background, do this:

1. Click on the button.
2. Select:
   - Add Default Background Image: if you want to select one of the backgrounds provided with your copy of CyberLink PowerDirector. Select
the background, and then click Open.

- **Add Custom Background Image**: if you want to import your own custom background. Select the background, and then click Open.

3. When prompted, set the adjustment settings for the background, as required.

   **Note**: to remove the imported background image, just click the button.

### Modifying Particle Object Range and Position

You can increase the range of the particle object so that it covers more of the background, or modify the position or direction particles fall/emit from their source point. You can also change the position and size of images and backgrounds used in the effect.

   **Note**: click on to use the TV safe zone and grid lines to help with the precise placement of the particle object on the video. Select **Snap to Reference Lines** to have the particle effect snap to the grid lines, TV safe zone, and boundary of the video area.

To modify range and position of objects, image, and backgrounds in a particle effect, do this:

- to change the position and source (emit) point of a particle object, select the particle object in the keyframe timeline, and then click and drag to a new position.

- if the particle effect has an image, select the Image track in the keyframe timeline. Next click and drag a corner or side to resize the image. Click on to drag the image to a new position, if required.

- to rotate a particle object, select it in the keyframe timeline, and then click and drag to the desired orientation.

- to change the range and direction an effect emits from the particle object’s source point, select the particle object in the keyframe timeline, and then click and drag to a new position.
Modifying Particle Object Properties

Click on the particle object Properties tab to change the properties of the selected particle object. On this tab, you can do the following:

- Select Emit Method
- Select Particle Style
- Add/Delete Particles
- Modify Parameters
- Enable 3D Depth
- Add Color Keyframe
- Apply Fades

Select Emit Method

Select a particle object in the keyframe timeline and then the Emit Method option to select how the particles emit from the source point. You can have them emit from a single point, from a line, or spray out in a circle.

Select the Mask option, and then select a mask from the list (or click to import a custom mask image) to create a masked area where particles emit from. Depending on the mask you select/import and how you resize it, the particles will emit differently.

Select Particle Style

Select a particle object in the keyframe timeline and then the Particle Style option to select the style of the emitting particle object. Depending on the property you select, the particle shape and behavior changes. Select the style that best suits the effect you are trying to accomplish.

Add/Delete Particles

Particle objects can consist of one or more particles, or small customizable images. Select a particle object in the keyframe timeline and then the Add/Delete Particles
option to add or remove individual particles from a particle object.

Click on \[ + \] and then select **Insert a Default Image** if you want to select one of the particle images provided with your copy of CyberLink PowerDirector. Select **Insert a Custom Image** if you want to import your own custom particle image. You can add as many custom particles as you like to a particle object.

Select an existing particle and then click \[ \] to delete it from the particle object.

**Modify Parameters**

Select a particle object in the keyframe timeline and then the **Modify Parameters** option to completely customize the properties of the particle object as follows:

- **Emit rate**: use the slider or enter in a value in the box provided to set the rate or speed particles emit from the source point.

- **Max count**: use the slider or enter in a value in the box provided to set the number of particles that emit from the source point.

- **Life**: use the slider or enter in a value in the box provided to set the life, or how long the particle displays in the effect. The lower the number, the shorter amount of time each particle displays before fading out. For example, if you enter 100, the life will equal the entire length of the clip.

- **Life variation**: use the slider or enter in a value in the box provided to set the amount of variation there is in particle life. For example, if you enter 50, then half of the particles will die out before they meet the specified life amount.

- **Size**: use the slider or enter in a value in the box provided to set the size of the particle.

- **Size variation**: use the slider or enter in a value in the box provided to set the amount of variation there is in particle size. For example, if you enter 50, then half of the particles will equal the defined size.

- **Speed**: use the slider or enter in a value in the box provided to set the speed of the particle.
Adding Particle Effects

- **Speed variation**: use the slider or enter in a value in the box provided to set the amount of variation there is in particle speed. For example, if you enter 50, then half of the particles will have the defined speed.

- **Wave**: use the slider or enter in a value in the box provided if you want your particle to travel in a wave pattern. The higher the number, the bigger the wave. If the value is 0, then the particle travels in a straight line.

- **Wave variation**: use the slider or enter in a value in the box provided to set the amount of variation there is in wave size. For example, if you enter 50, then half of the particles will have the same wave form.

- **Rotation speed**: use the slider or enter in a value in the box provided to set the rotation speed of the particle. The higher the value, the faster it rotates. Depending on whether the parameter has a positive or negative value determines the direction of the rotation.

- **Gravity**: use the slider or enter in a value in the box provided to set the amount of gravity applied to the particle. Depending on whether the parameter has a positive or negative value determines the direction of the gravitational pull.

### Enable 3D Depth

Select a particle object in the keyframe timeline and then the **3D Settings** option if you are creating a 3D video production and want the particle object to have a 3D effect.

Select **Enable 3D depth** to enable, and then use the slider to set the amount of depth you want the particle object to have in 3D. Dragging the slider left will make the 3D particle object seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

---

**Note**: when using this feature, select the **3D** button to enable 3D mode for best editing results. See **Previewing in 3D Mode** for more information on using this mode. *Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

### Add Color Keyframe

Select a particle object in the keyframe timeline and then the **Color Keyframe** option if you want to add or change the color of the particles. To do this, select
Enable color keyframe and then set the following options:

- **Select starting color**: click the colored box to select the color of the particle when it is first displayed or emitted from the source point.
- **Select ending color**: click the colored box to select the color of the particle just before it fades out.
- **Enable particle overlay**: select this option to enable an overlay on colored particles to change their appearance, if required.

**Apply Fades**

Select a particle object in the keyframe timeline and then the **Fades** option to apply a fade effect to it. Select whether to enable a fade-in and/or fade-out on the particle object.

When a fade is applied, note that a keyframe indicator is added to the particle object's track on the keyframe timeline, indicating the duration of the fade.

You can click and drag the keyframe indicator to customize the duration of the fade, if required.
Adding Motion to Particle Objects

Click on the **Motion** tab to add motion to particle objects, by enabling the particle's source to move across the screen. You can choose from a number of predefined motion paths or create your own custom motion path. The path properties of a particle object is similar to a PiP object. See Adding Motion to PiP Effects for detailed information on customizing a particle object's motion.

Utilizing Particle Keyframes

Use keyframes when modifying particle object parameters to define the start and end points of the customized effects.

Keyframe Timeline

A custom keyframe timeline is generated for each particle effect clip when you open it in the Particle Designer. In the below example, because the particle effect clip is 10 seconds long on the project timeline, the keyframe timeline is also 10 seconds.

If you'd like to view the movie timeline, click the button.
The keyframe timeline lets you precisely place each keyframe, so you can time the applied effect in your movie production. You can also click and drag the beginning of a particle object or image track in the keyframe timeline, to set precisely when the effect first appears in the particle effect.

Click and drag the end of the track to set when you want the effect to end.

Adding Keyframes

To add a keyframe to the keyframe timeline, do this:

1. Use the player controls to find the moment in your particle object where you want its parameters to change.

2. In the Modify Parameters section on the Properties tab, click the button next to the parameter you want to change.
3. If required, click the arrow next to the corresponding particle track to display the parameter keyframe track.

4. Click next to the parameter you want to change to add a keyframe to the parameter track.

5. Use the sliders in the Modify Parameters section to modify the parameters of the object as required for this keyframe. In this example we are modifying the emit rate of the particles from the source point at the second keyframe.

6. Repeat these steps to create the kind of effect you want in your video production using keyframes to modify the particle object parameters.

**Modifying and Removing Keyframes**

At any time you can modify the keyframes added, by selecting it and changing the particle object's parameters, or by dragging the keyframe to another position on the keyframe timeline.

To remove a keyframe, select it on the keyframe timeline and then click .
Saving and Sharing Particle Effect Templates

Once you are finished modifying your particle effect template you can save it to your particle effects library for future use or upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone.
- click on **Save As** to save a modified template as a new template to the Particle Room.
- click on **Save** to save a new template to the Particle Room.
Chapter 12:

Adding Title Effects

Click the button to open the Title Room to access a library of title templates, which when applied to your project, add credits or comments to your production. You can add title effects to a video track or to the title track.

To insert a title effect to the timeline, do one of the following:

- **Note**: once the latest content pack is installed, the Title Room includes title sets, or groups of four themed title templates. These title sets are useful if you want to add titles with themed animations that include video opening and closing credits.

  - use the timeline slider to set the position where you want the title, select the title template in the library, and then click to add it to the selected video track.
  - use the timeline slider to set the position where you want the title, select the title template in the library, and then click to add it to the title track.
  - use the timeline slider to set the position where you want the title, right-click on the title template in the library, and then select **Add to Timeline** to add it to the title track.

You can also manually drag and drop a title template to a desired position on the title track (or any video track) to add it to the timeline.

When adding a title effect to the timeline (inserting or dragging and dropping), if the timeline slider is over an existing clip, or you drop it on an existing clip, you are prompted to use one of the ripple editing options to insert the clip:

- **Overwrite**: select to overwrite the existing clip with the title effect.

- **Insert Here and Move Clips on this Track to the Right**: select to split the clip and insert the title effect between the two portions. CyberLink PowerDirector also only moves the clips on the same track to the right.

- **Insert Here and Move All Clips on the Timeline to the Right**: select to split the clip and insert the title effect between the two portions. CyberLink PowerDirector also moves all of the media clips on the timeline that lie to the right of the inserted clip, right.
If the timeline slider is in a gap between two clips on a timeline track when inserting a title effect, you are prompted to use this ripple editing option to insert the clip:

- **Trim the Inserted Clip to Fit the Gap**: select to have CyberLink PowerDirector auto set the duration of the title effect to fit the gap to the right of the timeline slider.

Once added to the timeline, select the title template and then click the **Modify** button to edit it in the Title Designer. See Modifying Titles in the Title Designer for more information. For information on setting the amount of time the title appears in your video production, see Setting a Media Clip's Duration.
Modifying Titles in the Title Designer

In the Title Designer you can completely customize the title effects in your project. Title effects contain character presets, animation, and background options that you can modify to fit your video project.

To open the Title Designer, select a title effect on the timeline and then click the Modify button.
You can also open the Title Designer by:

- clicking on in the Title Room and then select:
  - **2D Title** to create a new 2D title template from scratch. See Modifying 2D Text Properties for information on editing its title text properties.
  - **3D-Like Title** to create a new title template with 3D-Like effect properties. See Modifying 3D-Like Text Properties for information on editing its title text properties.
  - selecting an existing title effect in the Title Room and then clicking on to edit the existing template.

**Mode Selection and Zoom Tools**

When modifying title effects in the Title Designer use the mode selection and zoom tools for assistance.

*Note: when modifying title effects in the Title Designer, use the player controls to preview, and click to preview the effect at full screen.*

**Mode Selection**

In the Title Designer there are two selection modes. Click the button to enable the object selection. When selected, you can freely click and move the title text, particles, images, etc. to different areas of the video frame.

Click the button to enable a mode that lets you drag the view in the Title Designer. This mode is especially helpful if zoomed in on the title effect.

**Zoom Tools**

Use the zoom tools and to zoom out and in on the preview window when modifying the title effect. You can also select the viewer zoom amount from the drop-down to set the size of the title effect preview. Select **Fit** to resize the title effect so that is fits in the Title Designer's viewer window.

*Note: you can also hold down the Ctrl key on your keyboard and then use the mouse scroll wheel to zoom in or out on the title effect.*
Adding Text, Particles, Images, and Backgrounds

Each title effect template can contain one or more title text boxes. It can also contain particle effects, images, and backgrounds that the text displays over.

Adding Title Text

You can add additional title text boxes that contain the text you want to display in your video production.

To add new title text, click on the button and then click in the preview window to add the title text box to the desired position. Type in the required text in the new title text box.

See Modifying Title Text Properties for more information on customizing the default title text properties to fit the title effect you are trying to create.

Adding Particle Effects

You can add particle effects to a title effect template.

To add a particle effect to a title effect, click on the button and then select the particle effect you want to add to the template.

Note: the properties of particle effects cannot be modified once added to a title template.

Adding Images

You can insert your own images into your title effect template.

To add an image, do this:

1. Click on the button.
2. Browse to and then select the image on your computer you want to add, and then click Open.
3. Once added, resize and reposition the image in the Title Designer as required. See Customizing Image Settings if you would like to use chroma key to make the image in the title effect transparent.

**Inserting Backgrounds**

Your title effect can consist of a background that the title text displays over.

To set a background, do this:

1. Click on the button.
2. Browse to and then select the image on your computer you want to use as the background, and then click **Open**.
3. When prompted, set the adjustment settings for the background, as required.

*Note*: to remove the imported background image, just click the button.

**Modifying Title Effect Position**

You can change the position and orientation of the title text and images in a title effect, quickly and easily.

*Note*: click on to use the TV safe zone and grid lines to help with the precise placement of the title effect on the master video. Select **Snap to Reference Lines** to have the title effect snap to the grid lines, TV safe zone, and boundary of the video area.

To modify title text and image position or orientation:

- click on the title text or an image, and then drag it to a new position.

- if editing a 2D title, click on above the title text or image, and drag it right or left to change its orientation.

- if the title effect contains an image, select it and then click and drag a corner or side to resize the image.

**Modifying Title Text Properties**

Click on the title effect **Text** tab to change the properties of the selected title text. The properties that are available on the tab depend on the type of title text you are
editing. See Modifying 2D Text Properties if you are editing 2D title text, or Modifying 3D-Like Text Properties if editing 3D-Like title text.

**Modifying 2D Text Properties**

If you are creating or editing a 2D title template, on the text properties tab you can modify everything from the text size, style, color, as well as adding shadows, borders, and much more.

**Applying Character Presets to Title Text**

Select the *Character Presets* option to apply a defined character preset to title text. After you have applied a defined character preset you can refine it using the other properties on the tab, if required.

To apply a character preset to title text, ensure the text box is selected in the preview window and then click on a character preset in the list.

*Note:* once you are done customizing all of the text properties on the tab, click on to save it as a new character preset. It is saved on the Character Presets tab so you can use it in future projects.

**Customizing Font Type Settings**

Select the *Font Type Settings* option to set the font type and size of the selected title text. You can also select the font face color, bold or italicize text, change the line and text spacing, and set the text alignment in the text box.

**Customizing Font Face Settings**

In *Font Face Settings* you can customize the font color, blur, and transparency. Select the *Apply font face* option to enable the font face properties on the selected title text, and then use the *Blur* and *Transparency* sliders to customize its appearance.

When customizing the font face color, you have the following options in the Fill type drop-down:

- *Uniform color:* select this option if you want the font to be one solid color.
Click the colored square to open the color palette and select the desired font color.

- **2 color gradient**: select this option if you want the font color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the Gradient direction control to set which way the color flows.

- **4 color gradient**: select this option if you want the font to consist of four colors. Click the colored squares to set the colors in each of the four corners of the text.

**Note**: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

### Adding a Reflection

Select the **Reflection** option and then **Apply reflection** to add a reflection of the title text onto the background media. Use the **Distance** slider to set space between the reflection and the title text. Use the **Transparency** slider to set the opacity of the reflection.

### Applying Font Shadow Settings

Select the **Font Shadow Settings** option and then **Apply shadow** to add a shadow to the title text. Available options allow you to change the shadow's color, direction, distance from the text, and add a transparency or blur effect.

### Applying Border Settings

Select the **Border Settings** option and then **Apply border** to add a border around the title text. Available options allow you to change the border's size, and add a transparency or blur effect.

You can customize the border color using the following options in the **Fill type** drop-down:

- **Uniform color**: select this option if you want the border to be one solid color. Click the colored square to open the color palette and select the desired border color.

- **2 color gradient**: select this option if you want the border color to change
from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the Gradient direction control to set which way the color flows.

- **4 color gradient**: select this option if you want the border to consist of four colors. Click the colored squares to set the colors in each of the four corners of the border.

**Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

### Enable 3D Depth

If you are creating a 3D video production, select the **3D Settings** option and then **Enable 3D depth** to give the title text a 3D effect.

**Note:** when using this feature, select the button to enable 3D mode for best editing results. See Previewing in 3D Mode for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Once enabled, use the slider to set the amount of depth you want the title text to have in 3D. Dragging the slider left will make the 3D title text seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

### Customizing Image Settings

If your title effect contains an image, select it in the preview window, click the **Image Settings** option, and then select **Apply chroma key** to add a chroma key (green screen) effect to it.

Click on and then select the color in the image that you want to replace/make transparent. Use the **Tolerance of intensity** and **Tolerance of hue** sliders to set the level of chroma key applied, revealing the content behind the selected image.

### Modifying 3D-Like Text Properties

If you are creating or editing a 3D-Like title template, on the text properties tab you can modify the text size, style, color, as well as its extrusion, transparency, texture, and rotation settings.
Applying Character Presets to 3D-Like Title Text

Select the **Character Presets** option to apply a defined character preset to 3D-Like title text. After you have applied a defined character preset you can refine it using the other properties on the tab, if required.

To apply a character preset to 3D-Like title text, ensure the text box is selected in the preview window and then click on a character preset in the list.

**Note:** once you are done customizing all of the 3D-Like text properties, click on \( \text{save} \) to save it as a new template. It is saved on the Character Presets tab so you can use it in future projects.

Customizing Font Type Settings

Select the **Font Type Settings** option to set the font type and size of the selected 3D-Like title text. You can also select the font face color, bold or italicize the text, and set the text spacing in the text box.

Customizing Font Face Settings

In **Font Face Settings** you can customize the font extrusion and transparency amount. To set the font color, click the colored square to open the color palette and select the desired color of the 3D-Like title text.

**Note:** when applying an extrusion to the 3D-Like title text, the angle of the extruded text changes as you move the text to different areas of the video frame.

Adding a Reflection

Select the **Reflection** option and then **Apply reflection** to add a reflection of the 3D-Like title text onto the background media. Use the **Distance** slider to set space between the reflection and the 3D-Like title text.

Customizing 3D Rotation Settings

Select the **3D Rotation Settings** option to customize the rotation of your 3D-Like text.
title text. If you applied extrusion in the font face settings, use the available sliders to rotate the 3D text to generate your preferred 3D-Like effect and orientation.

**Applying 3D Texture Settings**

Select the **3D Texture Settings** option to apply texture to the 3D-Like text by selecting a text skin from the list. Click the **Add Texture** button to import your own image. Based on the color properties of the imported image, CyberLink PowerDirector applies a custom texture to the title text.

**Enable 3D Depth**

If you are creating a 3D video production, select the **3D Settings** option and then **Enable 3D depth*** to give the 3D-Like title text a 3D effect.

*Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Once enabled, use the slider to set the amount of depth you want the 3D-Like title text to have in 3D. Dragging the slider left will make the 3D title text seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

**Customizing Image Settings**

If your title effect contains an image, select it in the preview window, click the **Image Settings** option, and then select **Apply chroma key** to add a chroma key (green screen) effect to the image your title effect.

Click on and then select the color in the image that you want to replace/make transparent. Use the **Tolerance of intensity** and **Tolerance of hue** sliders to set the level of chroma key applied, revealing the content behind the selected image.

**Applying Motion to Title Text**

Click on the title effect **Motion** tab to apply animations to a title effect, such as text fades, text motion, or wipes.
To apply animation to text, do this:

1. Select the title text you wish to animate in the preview window.
2. Select the **Starting Effect** option and then select an animation from the available list.
3. Select the **Ending Effect** option and then select an animation from the available list.

**Customizing the Speed of Title Text Motion**

You can modify the speed of a title text's motion and animation. The following two factors determine the speed for the motion/animation to complete.

**Duration of the Title Effect Clip in the Timeline**

The longer the duration of the title effect clip in your project's timeline, the longer it takes for the title effect animation to complete. For example, if the title effect clip is 20 seconds, it takes the title effect 20 seconds to complete the starting and ending animation.

**Keyframe Timeline**

A custom keyframe timeline is generated for each PiP media clip when you open it in the PiP Designer. In the above example, because the title effect clip is 20 seconds long on the project timeline, the keyframe timeline is also 20 seconds.

If you'd like to view the movie timeline, click the button.
The keyframe timeline lets you precisely place each keyframe, so you can time the applied effect in your movie production. The title effect animation has four keyframes.

The first two keyframes indicate the start and end points for the starting effect, while the last two indicate the start and end points for the ending effect.

The darker green section indicates the time it takes for the starting/ending effect to complete. If you would like to change the start or end time of the effect or how long it takes for the starting or ending effect to complete, just drag a keyframe to the desired position in the timeline.

**Note:** the lighter green section indicates how long the title effect displays on screen once the starting effect animation is complete.
Saving and Sharing Title Templates

Once you finish modifying your title template you can save it to your title effects library for future use or upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone.
- click on **Save As** to save a modified template as a new template to the Title Room.
- click on **Save** to save a new template to the Title Room.
Chapter 13:

Using Transitions

Click the button to open the Transition Room to access a library of transitions that you can use on or between image and video clips in your video production. You can also use the available audio transitions between two audio clips on the voice or music tracks, or on an audio track.

Transitions let you control how media appears and disappears in your project, and changes, or transitions, from one clip to the next. You can add a transition to a single clip, or between two clips on a track.

Adding Transitions to a Single Clip

By adding a transition to a single clip, you can control how the clip appears and/or disappears in your production. For example, you can add transitions to PiP video (including images, video clips, color boards, PiP objects, paint animation objects, title effects, and particle effects) and fully control its appearance in your final video.

**Note:** you can set the default behaviour and duration of transitions added to the timeline on the Editing preferences tab. See Editing Preferences for more information.

To add a transition to a single clip, do this:

1. Click on to open the Transition Room.
2. Select a transition effect and then drag it to the beginning (prefix transition) or ending (postfix transition) of a clip on a video track.
3. To change the duration of the transition, click and drag its start/end within the clip.

Prefix Transition
Postfix Transition

Note: you can add transitions to all the video, image, and effect clips on the timeline at once by clicking ☰, choosing Apply Random Transition to All Videos or Apply Fading Transition to All Videos, and then the desired transition behavior. You can also do this for all the audio clips by selecting Apply Random Audio Transition to All Audio.

Adding Transitions Between Two Clips

You can also add a transition between two image and video clips on a video track or between two audio clips on any of the audio related (audio, voice or music) tracks. To add a transition between two clips, do this:

1. Click on ☰ to open the Transition Room.
2. Select a transition effect and then drag it between the two clips on a track.
3. To change the duration of the transition, click and drag its start/end within the clip.
Setting Transition Behavior

Once you have added a transition between two clips, you can set its behavior. Transitions between two clips in CyberLink PowerDirector have one of the following behaviors:

- **Cross Transition**: when using a cross transition, the two clips are side by side on the timeline and the transition acts like a bridge between them. For example, if you add a two second transition between two five second clips, the total duration is 10 seconds. The transition begins at the four second mark of the first clip, and ends at the one second mark of the second clip.

- **Overlap Transition**: when using an overlap transition, the two clips overlap while the transition is taking place. This allows for parts of the two clips to play over each other during the transition. Using the same example as above, the total duration is eight seconds, with the transition playing for two seconds over both clips.

To set a transition's behavior, do this:

1. Click on the transition between two clips.
2. Click the **Modify** button to change to the other transition type, or right-click on the transition and then select **Modify Transition Behavior**.
3. In the Transition Behavior dialog, set the behavior of the transition.
CyberLink PowerDirector
Chapter 14: Mixing Audio and Recording Voice-Overs

Your production's audio can make or break your video production. Use the Audio Mixing Room to mix the audio levels of your production, or record a voice-over in the Voice-Over Room to add narration to your video.

Adjusting Audio Clip Volume Levels

Your video production may contain audio in one of the audio tracks, the music track, or the voice track. Since the audio may have been recorded at different levels, the result could produce an overwhelming and confusing soundtrack.

Click \( \text{\textit{??}} \) to open the Audio Mixing Room to mix all of the audio levels into a more harmonious soundtrack for your video, or mix the levels in track on each individual clip using volume keys.

Mixing Audio In-Track

You can manually change the volume level at any point in an audio clip in the timeline.

To change the volume level of an audio track in the timeline, click on the audio level line at the point where you want to change the audio level to set a volume key. Drag the volume key up to increase the volume or down to decrease the volume.

\[ \text{\textit{Note: to remove a volume key, drag it outside the clip's borders.}} \]
Mixing Audio in the Audio Mixing Room

Click \( \text{Mix} \) to gain access to the audio mixer in the Audio Mixing Room, to set the audio level for each track using the available controls.

When you enter the Audio Mixing Room, the audio at the current position of the timeline slider is available for mixing. Use the player controls to locate the position in your video where you want to mix the audio.

To mix the audio in the timeline, do this:

- select a clip in the timeline, and then use the volume control slider to increase or decrease the volume at the current position.

\textbf{Note}: if you would like to set the volume for an entire clip, select it in the timeline and then ensure the timeline slider is at the beginning of the clip.
• if there is more than one audio clip on the voice or music track, or on any of the audio tracks, click the Normalize* button to have CyberLink PowerDirector set the volume for all the clips to the same level.

• use the music gain control sliders to increase or decrease the volume of the entire track.

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Adding Fade Effects to Audio Clips

To add a fade-in/fade-out effect to an audio clip, do this:

1. Click to open the Audio Mixing Room
2. Select the audio clip in the timeline.
3. Ensure the timeline slider is at the beginning of the audio clip, and then click to add a fade-in effect.
4. Drag the timeline slider to position in your audio clip where you want the audio to start fading out, and then click effect.

Note: when you add fade effects, volume keys are added to the audio clip in the timeline. You can adjust these volume keys to customize the fade effect. See Mixing Audio In-Track for more information on adjust volume keys.

Restoring Audio Clip Volume Levels

If you are dissatisfied with the volume level of any audio clip, you can easily restore the clip’s original volume level. To do this, right-click on the audio clip and then select Restore to Original Volume Level.
Recording Voice-Overs

Click to open the Voice-Over Recording Room and record a narration with a microphone while watching a preview of your video production.

When you capture your voice-over, the audio is placed on the voice track and is automatically synchronized with the video. Set your recording preferences as follows:

- click **Device** to select your audio device and input.
- click **Profile** to set the quality of the recorded audio.
- click **Preferences** to set a recording time limit or three second delay before recording begins to ensure you are ready to record. You can also set auto fades.
- select **Mute all tracks when recording** if you want CyberLink PowerDirector to
Mute all the other audio while you are recording the voice over.

- select \( \bullet \) to fade-in the voice over, or \( \bullet \) to add a fade-out effect.

To record a voice over, do this:

1. Set the recording volume level using the available slider.

2. Click \( \bullet \) to begin recording. Record your voice over as you watch the video in the preview window.

3. Click \( \bullet \) to stop recording. The captured voice clip is placed on the voice track.
Chapter 15:

Adding Chapters

Click the button to open the Chapter Room*. Chapters are used to ease navigation of your finalized production if you decide to burn it to a disc. Chapters allow viewers to watch only the content they want or easily find their place if the disc was stopped before completion.

* Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Adding Chapters Markers

To auto add chapter markers in the Chapter Room do one of the following:

- select **Insert chapter at the start of each clip on the first video track** to add a chapter marker before each clip on the top track in the timeline.

- select **Insert chapters at fixed intervals**, and then enter the interval (in minutes) in the field provided.

- select **Insert chapters evenly** and then enter the number of chapters in the field provided, to set a specified number of chapters evenly in your project.

Click the Start button to auto add the chapter markers as specified.

To set chapter markers manually, navigate to a point in your video production and then click . To remove a chapter marker, select it and then click . Click to remove all of the chapter markers in your production.

Setting Chapter Thumbnails

You can set the thumbnail image for each of your chapters, which display in the disc menu on a finalized disc. Just drag the timeline slider to the frame in your video production you want to use as the chapter thumbnail, and then click the button.
Chapter 16: Adding Subtitles

CyberLink PowerDirector lets you add subtitles to your video production, either for a disc or imprinted on a video file. You can also import subtitles from a text file or add them manually in the Subtitle Room.

To add a subtitle to your video production, click on the button in the Subtitle Room and then to select one of the following types of subtitles:

- **Create subtitles for discs**: select this option to create subtitles that are compatible with most DVD/BDMV/AVCHD playback software and can be switched on/off like those found on commercial discs.

  *Note*: when you select *Create subtitles for discs*, there is a Subtitles option by default in your created disc menu in the Create Disc window. Text formatting for disc subtitles is more limited. *Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

- **Create subtitles imprinted on a video file**: select this option to blend subtitles into the video.

Adding Subtitles

To add a subtitle to your video production, you can:

- use the player controls to locate the beginning point of each piece of dialogue that corresponds with the subtitle, and then continually click the button to add a subtitle entry for each. When you click the stop button, the subtitle entries are loaded into the subtitle window.

- click the button to add a single subtitle entry.

Editing Subtitles

To edit a subtitle in your video production, you can:

- double-click on the subtitle marker in the timeline or in the Subtitle list view, and then enter the text as required.
• click the button to format the subtitle text as required. If you are creating a 3D video production, use the 3D Depth* slider to set the amount of depth you want the subtitles to have in 3D. Dragging the slider left will make the 3D subtitles seem nearer to the audience (in the foreground), while dragging it right will make them appear farther away (in the background).

Note: when using this feature, select the button to enable 3D mode for best editing results. See Previewing in 3D Mode for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

• to remove a subtitle, select the subtitle marker and then click the button.

Note: to export your subtitles and save them as an SRT file, click .

Importing Subtitles from Text Files

You can import subtitles from a text file* in the SRT or TXT formats by clicking on . This allows you to compose your subtitles outside the program or retrieve them from another source and import them into CyberLink PowerDirector.

Note: when an SRT file is imported, the subtitles are created automatically in CyberLink PowerDirector. However, for TXT files you must first input all of the subtitle markers. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Syncing Subtitles with Dialogue

To ensure that the subtitles in your video production sync with the video dialogue, CyberLink PowerDirector provides a number of options for specifying the location.

To set a starting time for a subtitle, do either of the following:

• double click on the Start Time column for the subtitle, and then enter a time code.
• position your cursor at the beginning of the subtitle marker on the subtitle
track and then drag the front of the clip to the new position.

To set an ending time for a subtitle, do either of the following:

- double click on the **End Time** column for the subtitle, and then enter a time code.
- position your cursor at the end of the subtitle marker on the Subtitle Track and drag the end of the clip to the new position.
Chapter 17:

Producing Your Project

When you are done editing your project, it's time to produce it. Producing simply means compiling (or rendering) the separate elements your project contains into a playable file. As your production may be destined for many different uses, CyberLink PowerDirector has several options suited for all your requirements. You can even produce just your project's audio into a music file, creating your own production soundtrack in one easy step.

Utilizing Intelligent SVRT

Intelligent SVRT* (Smart Video Rendering Technology) is a proprietary rendering technology from CyberLink that assists in the output of your video productions by suggesting which video profile you should use.

Note: *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Based on the format of original video clips in your project, what portions of the clips were modified (and therefore require rendering during production), and which portions of them were not changed (and thus can be skipped over during the rendering process), Intelligent SVRT suggests the video profile that will result in the best output quality possible, and save you the most time during production.

To utilize Intelligent SVRT, do one of the following:

- when editing your video production in the Edit window, right-click on the timeline and select Show SVRT Track.
- in the Produce window, click the Intelligent SVRT button on the Standard 2D or 3D tab.

In the Intelligent SVRT dialog that displays, CyberLink PowerDirector auto selects the video profile it suggests you use to output your video production, and some other video profiles you can utilize.

Note: view the SVRT information in the Edit window for more detailed information, including which video clips need rendering. If you viewing the SVRT information in the Produce window, click the Details (Edit) button to quickly switch to the Edit window.

To select a video profile, just select it in the Intelligent SVRT dialog and then click
Apply when you are in the Produce window. The selected video profile is auto highlighted and selected as you proceed to produce. The video profile you used is also saved in the dialog, and will always be available when utilizing Intelligent SVRT.

Produce Window

Click the **Produce** button to compile your video production into a file that is ready for a variety of uses, including sharing with others, uploading to the Internet, or for burning to disc at a later date.

**Note:** before producing a movie production, make sure that all of your video clips have the same interlacing format. This is an extremely important step to take before production, as it can drastically affect final video quality. If you produce your movie and find the video quality unsatisfactory, verify if the interlacing format of all of your video clips is the same. If your clips have different interlacing formats, set them all to the same format, then produce your movie again. For more information, see Setting TV (Video Clip Interlacing) Format.

In the produce window, select the production option that matches the task you
want to perform. You can select one of the following production options:

<table>
<thead>
<tr>
<th>Tab</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Standard 2D</strong></td>
<td>Click on the <strong>Standard 2D</strong> tab if you want to output your production to a 2D video file that you can watch on a computer or burn to a disc at a later date. You can also output just the audio into an audio file for playback on a variety of devices. See Outputting to a Standard 2D File for more information.</td>
</tr>
<tr>
<td><strong>3D</strong></td>
<td>Click on the <strong>3D</strong> tab if you want to output your production in a 3D video file format. See Outputting in a 3D Format for more information.</td>
</tr>
<tr>
<td><strong>Device</strong></td>
<td>Click on the <strong>Device</strong> tab if you want to produce your video and then output it to a camcorder or portable device. See Outputting to a Device for more information.</td>
</tr>
<tr>
<td><strong>Online</strong></td>
<td>Click on the <strong>Online</strong> tab if you want to upload your video to YouTube, Facebook, Dailymotion, or Vimeo. See Uploading Video to Social Web Sites for more information.</td>
</tr>
</tbody>
</table>

**Note:** you can also produce multiple created video production projects at one time in the Edit window using the **Batch Produce** feature. See Batch Produce for more information.
Outputting to a Standard 2D File

You can output your video production as a standard 2D video file, which you can watch on a computer, burn to disc, or output to a portable device. You can also output just the audio into an audio file format for playback.

Note: if you're not sure which video file format you should output your production in, click the Intelligent SVRT button for assistance. See Utilizing Intelligent SVRT for more information on using this feature.

You can output your project to one of the following formats:

- AVI
- MPEG-2*
- H.264 AVC*
- Windows Media Video (WMV)
- MPEG-4*
- QuickTime (MOV)*
- Matroska (MKV)*
- Audio file (WMA, WAV, M4A)

Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

To output your video production in standard 2D, do this:

Note: if there is any 3D media in your video production, you must ensure the file’s 3D source format is set prior to production to ensure the media displays properly in 2D. CyberLink PowerDirector will incorporate the specified eye frames into your 2D video. See Setting 3D Source Format for more information.

1. Select a video file format by clicking it (or the audio file option if you just want to output your production’s audio).

2. Select the Profile name/Quality you want to use to create the file. This selection determines the video resolution, file size, and overall quality of the outputted file. See Customizing Profiles for more information.

Note: in some versions of CyberLink PowerDirector, the H.264 AVC/WMV/MPEG-4 video file formats now support up to 4K* resolution (Ultra HD). Before production, be sure to select the desired video resolution in the Profile name/Quality drop-down. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.
3. Configure the production options as required. See Configuring Production Options for more information.

4. Check the production details and that the file will be outputted to the folder on your computer where you want it. Click to set another output folder.

5. Click the Start button to begin producing your file.

**Customizing Profiles**

After you select a file format for your outputted file, depending on the format you selected, there may be quality settings you can customize in the profiles section.

These quality settings are called profiles, and can consist of a video file's resolution, bitrate compression, audio compression type, and more.

Before you output your production, you may want to create a new quality profile, edit an existing one, or select a different existing profile, and other options from one of the available drop-downs in the production options section.

**Configuring Production Options**

Before you begin producing your file, you can select from the following production options:

*Note: the options that are available depend on the file format you selected and the version of CyberLink PowerDirector that is installed on your computer.*

- **Fast video rendering technology**: SVRT and Hardware video encoder are options that can reduce production time. The Hardware video encoder option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it (H.264 and MPEG-4).

- **Dolby Digital 5.1**: select this preference if you want to include Dolby Digital 5.1 audio in your produced video file.

- **x.v.Color**: x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the
opportunity to achieve better visual quality if your playback environment is x.v.Color ready.

- **Enable preview during production**: select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

## Outputting in a 3D Format

You can output your production in a 3D* video file format. To output your project to a file, select the 3D tab and then select the desired file format.

**Note**: if you're not sure which video file format you should output your production in, click the Intelligent SVRT button for assistance. See Utilizing Intelligent SVRT for more information on using this feature. *Optional feature in CyberLink PowerDirector. Check the version table on our website for detailed versioning information.

You can output your production to one of the following file formats:

- Windows Media Video (WMV)
- MPEG-4*
- MPEG-2*
- H.264 AVC*
- QuickTime (MOV)*
- Matroska (MKV)*

**Note**: *optional feature in CyberLink PowerDirector. Check the version table on our website for detailed versioning information.

To output your video production in 3D, do this:

**Note**: if there is any 2D media in your video production, you must convert it to 3D before production. See Power Tools: 2D to 3D for more information.

1. Select a 3D video file format by clicking it.
2. Select the **3D output format** from the drop-down. See 3D Output Formats for more information.
3. Select the **Profile name/Quality** you want to use to create the file. This selection determines the video resolution, file size, and overall quality of the outputted file. See Customizing Profiles for more information.
4. Configure the production options as required. See Configuring Production Options for more information.

5. Check the production details and that the file will be outputted to the folder on your computer where you want it. Click to set another output folder.

6. Click the **Start** button to begin producing your file.

### 3D Output Formats

Once you select a video file format (or container), you need to select the 3D output source format. This selection specifies how the 3D content is displayed. You can select one of the following 3D output source formats:

- **Side-by-Side Half Width (L/R):** a side-by-side 3D source format optimized for 4:3 or non-HD video productions.

- **Side-by-Side Full Width (L/R):** a side-by-side 3D source format optimized for HD video productions.*

  *Note:* *3D MPEG-2 videos cannot be outputted with this source format. The side-by-side full width format is only available when the Ultra version of CyberLink PowerDirector is installed on a 64-bit operating system.

- **H.264 Multi-View Coding:** a Multi-View Coding (MVC) source format.

- **Anaglyph:** a red/cyan source format. Select this format if you do not have a 3D display device, to watch a 3D video production with anaglyphic 3D glasses.

### Customizing Profiles

After you select a file format for your outputted file, depending on the format you selected, there may be quality settings you can customize in the profiles section.

These quality settings are called profiles, and can consist of a video file's resolution, bitrate compression, audio compression type, and more.

Before you output your production, you may want to create a new quality profile,
edit an existing one, or select a different existing profile, and other options from one of the available drop-downs in the production options section.

Configuring Production Options

Before you begin producing your file, you can select from the following production options:

*Note: the options that are available depend on the file format you selected and the version of CyberLink PowerDirector that is installed on your computer.*

- **Fast video rendering technology:** SVRT and **Hardware video encoder** are options that can reduce production time. The **Hardware video encoder** option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it (H.264 and MPEG-4).

- **Dolby Digital 5.1:** select this preference if you want to include Dolby Digital 5.1 audio in your produced video file.

- **x.v.Color:** x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.

- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

Outputting to a Device

Select the **Device** tab if you want to output your video production back to a DV or an HDV* tape.

*Note: you must manually locate the position on your HDV camcorder tape where you want to write back your content to before proceeding.*

You can also output your production to a file that you can then copy back to an HDD (hard disk drive) camcorder*. Or output it in a file format that is compatible with a number of portable devices, including for an iPod/iPhone/iPad, PS3*/PSP/Walkman, Xbox/Zune, and a wide variety of mobile phones*. 
To output your video production to a device, do this:

1. Select a device type by clicking it. If you are writing back to a DV or HDV camcorder, ensure it is connected and turned on.

2. Select the Profile Type or Profile name/Quality you want to use to create the file. This selection determines the video resolution, file size, and overall quality of the outputted file. See Customizing Profiles for more information.

3. Configure the production options as required. See Configuring Production Options for more information.

4. Check the production details and that the file will be outputted to the folder on your computer where you want it. Click to set another output folder.

5. Click the Start button to begin producing your file.

Customizing Profiles

After you select the format of your produced project file, depending on your selection, there may be video quality settings you can customize in the video profiles section.

These video quality settings are called profiles, and can consist of your video’s resolution, bitrate compression, audio compression type, and more.

Before you output your production, you may want to create a new quality profile, edit an existing one, or select a different existing profile and other options from one of the available drop-downs in the production options section.

Configuring Production Options

Before you begin producing, you can select from the following production options:

Note: the preferences that are available depend on the file format you selected and the version of CyberLink PowerDirector that is installed on your computer.

- **Fast video rendering technology:** SVRT and Hardware video encoder are options that can reduce production time (available for creating an HDD...
camcorder file only). The **Hardware video encoder** option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA technology, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it (H.264 and MPEG-4).

- **Dolby Digital 5.1**: select this preference if you want to include Dolby Digital 5.1 audio in your produced video file (available for creating an HDD camcorder file only).

- **x.v.Color**: x.v.Color is a new color system that can display a wider color range than usual (available for creating an HDD camcorder file only). CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.

- **Delete the file after the write back is complete**: select this option to have CyberLink PowerDirector delete the produced video file after it has written it back to your DV or HDV camcorder.

- **Enable preview during production**: select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

### Uploading Video to Social Web Sites

Click on the **Online** tab to upload your video production to one of the following online social networking web sites:

- Facebook
- YouTube
- Dailymotion
- Vimeo

---

**Note**: in some versions of CyberLink PowerDirector, you can produce and upload up to 4K* resolution (Ultra HD) video to social web sites. Before production, be sure to select the desired video resolution in the **Profile name/Quality** drop-down. * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.
Uploading Video to Facebook

To upload your video to Facebook®, do this:

1. Click the Facebook button.
2. Select the desired quality of your video from the Profile type drop-down list.
3. Enter a Title and Description for your video in the fields provided. The text you enter is included on Facebook once uploaded.
4. Configure the production options as required. See Configuring Production Options for more information.
5. Click Start to begin.
6. Click Authorize and then grant CyberLink PowerDirector permission to upload videos to your Facebook account by following the steps in the Facebook Authorization windows.
7. CyberLink PowerDirector proceeds to produce and upload the video file. Click Close when done to return to the program.

Configuring Production Options

Before you begin producing, you can select from the following production options:

- **Hardware video encoder**: this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.

- **Enable preview during production**: select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

- Specify the **Output folder**, or the location where the produced video file that will be uploaded is saved. Click if you want to select another output folder or change the name of the produced file.

Uploading Video to YouTube
To upload your video to YouTube, do this:

1. Click the **YouTube Videos** button.

2. Select the desired quality of your video from the **Profile type** drop-down. The quality you select will result in the corresponding quality option being available after the video is fully processed on YouTube.

   **Note:** the quality option available on YouTube is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.

3. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on YouTube once uploaded. Also select one of the **Video categories** and enter in some keyword **Tags** that users can search for to find your video.

4. Set whether you want the video to be **Public** or **Private** once it is uploaded to YouTube.

   **Note:** sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.

5. Configure the production options as required. See Configuring Production Options for more information.

6. Click **Start** to begin.

7. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your YouTube account by following the steps in the YouTube Authorization windows.

8. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

### Uploading to YouTube 3D

If the video production you are uploading is a 3D production, select the **Share as a 3D video** *option to upload it to YouTube in a 3D video source format. Once uploaded, you will be able to watch it on YouTube in 3D.

**Note:** * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.
Configuring Production Options

Before you begin producing, you can select the following production preference:

- **Hardware video encoding**: this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.

- **Enable preview during production**: select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

- Specify the **Output folder**, or the location where the produced video file that will be uploaded is saved. Click if you want to select another output folder or change the name of the produced file.

Uploading Video to Dailymotion

To upload your video to Dailymotion, do this:

1. Click the **Dailymotion** button.

2. Select the desired quality of your video from the **Profile type** drop-down. The quality you select will result in the corresponding quality option being available after the video is fully processed on Dailymotion.

   *Note: if the size/length of the your video exceeds the maximum allowed, CyberLink PowerDirector will separate the video into smaller/shorter videos, upload these videos, and then create a playlist for you on Dailymotion.*

   *Note: the quality option available on Dailymotion is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.*

3. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Dailymotion once uploaded. Also select one of the **Video categories** and enter in some keyword **Tags** that users can search for to find your video.

4. Set whether you want the video to be **Public** or **Private** once it is uploaded to Dailymotion.
5. Configure the production options as required. See Configuring Production Options for more information.

6. Click **Start** to begin.

7. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your Dailymotion account by following the steps in the Dailymotion Authorization windows.

8. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

### Configuring Production Options

Before you begin producing, you can select the following production options:

- **Hardware video encoder**: this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.

- **Enable preview during production**: select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

- Specify the **Output folder**, or the location where the produced video file that will be uploaded is saved. Click ![Folder Icon] if you want to select another output folder or change the name of the produced file.

### Uploading Video to Vimeo

To upload your video to Vimeo, do this:

**Note**: if the size/length of the your video exceeds the maximum allowed, CyberLink PowerDirector will separate the video into smaller/shorter videos, upload these videos, and then create a playlist for you on Vimeo.

1. Click the **Vimeo** button.

2. Select the desired quality of your video from the **Profile type** drop-down. The quality you select will result in the corresponding quality option being
available after the video is fully processed on Vimeo.

**Note:** the quality option available on Vimeo is also dependent on the original captured video quality and the bandwidth of the user who is watching the video.

3. Enter a **Title** and **Description** for your video in the fields provided. The text you enter is included on Vimeo once uploaded. Also enter in some keyword **Tags** that users can search for to find your video.

4. Set whether you want the video to be **Public** or **Private** once it is uploaded to Vimeo.

**Note:** sign in to DirectorZone and then select **Share in CyberLink DirectorZone Video Gallery** if you want to show others how you adjusted the clips in your video production. When selected, an animated version of your project's storyboard displays, along with your uploaded video, on DirectorZone.

5. Configure the production options as required. See Configuring Production Options for more information.

6. Click **Start** to begin.

7. Click **Authorize** and then grant CyberLink PowerDirector permission to upload videos to your Vimeo account by following the steps in the Vimeo Authorization windows.

8. CyberLink PowerDirector proceeds to produce and upload the video file. Click **Close** when done to return to the program.

**Configuring Production Options**

Before you begin producing, you can select the following production options:

- **Hardware video encoder:** this option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology), and you are outputting in a file format that supports it.

- **Enable preview during production:** select this option to preview your movie during production. Selecting this option will increase the time required to produce your file.

- Specify the **Output folder**, or the location where the produced video file that will be uploaded is saved. Click if you want to select another output folder or change the name of the produced file.
Batch Produce

CyberLink PowerDirector lets you produce multiple projects an once using the Batch Produce feature. In the Batch Produce window, you can import multiple CyberLink PowerDirector projects in the .pds format and output them as video files in a variety of formats all in one sitting.

To perform a batch production, do this:

1. Select **File > Batch Produce** from the menu.

2. Click **+** and then browse to and select the CyberLink PowerDirector project you want to add to the production queue.

3. If required, click on the file name in the **Outputted File Name** column to change the name of the outputted video file.

4. If required, click on **```** to edit the task’s production profile settings as follows:

   **Note**: if required, click on the Intelligent SVRT button for assistance on selecting an output profile. See Utilizing Intelligent SVRT for more information.

   - **Output folder**: if required, select another location on your computer where the file will be outputted to by clicking **```** to set another output folder.
   - **Production type**: select whether you want to output the selected task as a video file, video file for a device, or a 3D* video file.
   - **Media file format**: select the format of the outputted video file from this drop-down.

   **Note**: based on your first two selections, the available drop-downs that follow will differ. Use them to select 3D* output format, profile, etc.

   Click **OK** to close the Profile Settings window and set your changes.

5. If your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology) and you are outputting in a file format that supports it (H.264 and MPEG-4), select the **Enable GPU hardware video encoder automatically** option if you want CyberLink PowerDirector to use it, when available, during the batch production.
6. Click **Start** to begin the production of all the tasks in the list.

   **Note:** select the **Shut down computer after production** option to have CyberLink PowerDirector shut down the program and your computer once all the tasks are produced.
Chapter 18:

Creating Discs

After you finish creating your video production, click on Create Disc to burn your movie onto a disc, complete with a disc menu. You can also import additional videos and CyberLink PowerDirector projects, creating multi-layered professional looking disc in just a few simple steps.

Discs created in CyberLink PowerDirector can have one or more titles (video files or CyberLink PowerDirector projects), which are called Scenes on the final disc. Each title (or Scene) can have multiple chapters and include subtitles.

To create a disc menu and then burn your video production to disc, do this:

1. Click on the Create Disc button to open the Create Disc window. The video production you were working on is automatically imported into the window.

2. On the Content tab, click the and buttons to import additional
titles (video files and/or PowerDirector projects) onto your disc. See Importing Additional Disc Content for more detailed information.

3. Click on the **Menu Preferences** tab and then select the menu in the library that you want to use on your disc. See Selecting a Disc Menu for more detailed information on selecting disc menus, or for information on customizing your own.

4. Edit the selected disc menu's properties, including customizing menu text, the number of buttons, background music, and more. See Editing Disc Menu Properties for more information.

5. If required, right-click on your selected disc menu's thumbnail in the library and select **Modify** to perform advanced editing on it in the Menu Designer. You can also create new disc menus and 3D* menus in the Menu Designer. See Customizing Disc Menus in the Menu Designer for more detailed information.

6. The last step is to burn your production to disc. Do one of the following:
   - if your project is a standard 2D video production, click the **2D Disc** tab. See Burning a Disc in 2D for more information.
   - if your project is a 3D* video production, click the **3D Disc** tab. See Burning a Disc in 3D for more information.

---

**Note:** *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

## Importing Additional Disc Content

The **Content** tab contains your current video production that will be burned to disc. On this tab you can import additional titles (video files and CyberLink PowerDirector projects), which, with your current video production, are called **Scenes** on the disc menu.

On the **Content** tab you can add additional titles to your disc by doing the following:

- click on ![+] to import additional video files that you want on your created disc.
• click on 
  to import any existing CyberLink PowerDirector projects that you want on your created disc.

Note: as you add content, click on the Menu Structure button to view the structure of your disc menu. In the structure tree you can see all the titles (videos and projects) on your disc and any chapters within each title.

While importing videos and CyberLink PowerDirector projects on to the Content tab, use the following buttons to:

• hover your mouse over the title and then click on  on its thumbnail to play back the title.

•  - edit the selected title in the Edit window of CyberLink PowerDirector.

•  - remove the selected title from the disc menu.

Click on Show Chapters to view the chapters in the selected title (video or project). You can click the button to set/edit the selected title's chapters in the Chapters Room. For more information on editing chapters see Adding Chapters.

Note: as you add content to your disc, note the capacity information at the bottom of the window. Click to toggle the disc capacity display or to view the Disc Production Summary at any time.

When you are done adding all the content you want on your disc, you can reorder all the titles simply by dragging them to the position you want.
The order of the titles on the Content tab is the order they are burned to disc.

Selecting a Disc Menu

Click on the Menu Preferences tab to select the disc menu template in your menu library that you want to include on your disc. To preview the pages in a disc menu, just click on its thumbnail in the library.

\[ \text{Note: if you do not want to include a menu on your final disc, select the No Menu template in the menu library.} \]

Most of the disc menu templates in CyberLink PowerDirector are multi-layered, and can consist of the following pages:

- a main menu home (Root) page.

- if you have more than one title (video or project), your disc will have a Scenes page in the Disc Preview Window. Note that when in the Menu Designer, it is called the Titles page.

- a Chapters page where you can navigate through your titles, if chapters were added.

- a Subtitles page that lets you enable/disable the subtitles on your disc.

\[ \text{Note: the Subtitles page in a disc menu is only available if you selected Create subtitles for disc when creating subtitles in the Subtitle Room. See Adding Subtitles for more information.} \]

To set the disc menu template for your disc, do either of the following:

\[ \text{Note: you can set menu templates to all the pages in your disc menu, or either to just the home/root page or to the sub pages (titles/chapters and subtitles pages). If you don't want to set the menu template to all the pages, ensure the page that you want to set it to is displayed in the disc menu preview window first before selecting your template.} \]

- Right-click on the menu template's thumbnail in the menu library that you want to use and then select:
• **Apply** to set the menu page to the current menu page you are viewing in the disc menu preview window.

• **Apply to All Pages** to apply the menu template to all the pages in your menu, i.e. home, titles, chapters.

• Click on a menu template thumbnail in the menu library that you want to use and then select:
  • **Apply** to set the menu page to the current menu page you are viewing in the disc menu preview window.
  • **Apply to All Pages** to apply the menu template to all the pages in your menu, i.e. home, titles, chapters.

**Note:** if required, you can download and import additional disc menu templates from DirectorZone. See Downloading from DirectorZone for more information.

## Editing Disc Menu Properties

CyberLink PowerDirector gives you full creative control over the look of your disc menu. Use the menu navigation controls to preview the design and behavior of the selected disc menu.

If you want to view the titles, chapters, or subtitles page, click on the disc menu preview window and then use the button and the other menu navigation controls to navigate through the disc menu. Or click the **Preview** button at the bottom of the window to view what your burned disc will look like when played on a disc player.

**Note:** to perform more advanced editing on a selected disc template using the Menu Designer, right-click on the menu template in the menu library and then select **Modify**. See Customizing Disc Menus in the Menu Designer for more information.

## Editing Disc Menu Title Text

To edit the title text that appears on the menu page, including clickable button text, double-click on it in the disc menu preview window, and then enter the new text. You can modify menu title text style, size, and alignment using the disc menu font properties options located at the top of the disc menu window.

To change the position of any title text on your menu, just click and drag it to the new position.
Note: when changing menu title text position in the disc menu preview window, click to enable the TV safe zone to help with the placement of the selected clip in the video display area.

**Setting Disc Menu Music**

Some of the pre-designed disc menu templates contain menu music. In the disc menu properties area, you can:

- click on to edit or replace the menu's background music. See Setting Background Music for more information.
- click to remove the current background music from the disc menu.
- click to add background music with Magic Music. See Magic Music for more information.

**Setting Background Music**

If you are using background music in your disc menu, click the button to perform the following functions:

Note: the final duration of your disc menu's background music is dependent on the time entered in the **Duration** field in the Playback Mode Settings window, not the length of the music file used. See Setting Disc Playback Mode for more information on setting your menu’s duration.

- click the button to add or replace the current disc menu background music.
- if required, trim the background music using the player controls and the mark-in/mark-out indicators.
- if required, set the menu music to gradually **Fade-in** or **Fade-out**.
- if the length of your menu music file is not as long as the specified duration, select the **Auto repeat** option to loop it.
When you are done setting the background music options, click **Apply to All Pages** to set the music for all the pages in the disc menu, or **Apply** to set it just for the current menu page you are viewing in the disc menu preview window.

**Adding a First Play Video**

Use this option to add a video (or an existing CyberLink PowerDirector project) as a first play video to your created disc. The first play video plays automatically when the disc is inserted into a disc player, before the disc menu loads. No navigation buttons are available during the first play, and viewers cannot fast forward past this segment.

In a professional production, this is usually a copyright notice or warning. However, you may prefer to use a personal introduction or other video clip instead.

To set a video clip as the first play video, do this:

- click and select the video that you want.
- click to remove the video set as the first play video.
- click to preview the first play video.

**Note:** if you are creating a 3D video production and burning it to disc in 3D, you can use a 3D video clip as the first play video. Once added, click to set the 3D source format of the clip. See Setting 3D Source Format for more detailed information.

**Setting Disc Playback Mode**

Click the button open the Playback Mode Settings window and set how the disc plays back any scenes that are on your disc.

**Note:** disc playback mode determines how the title (videos and projects added on the Content tab) play back on your disc, not the chapters contained within each title. If your disc only has one title on it, the settings for disc playback mode have no affect on the burned disc.

In the Playback Mode Settings window you can set the following:

- choose from one of the three available playback modes based on the available descriptions. Your disc will follow the selected behavior when inserted or play is pressed on your disc player.
Auto menu time out: select this option if you want the disc content to play automatically when you insert the disc into a disc player. When selected, your content plays automatically after displaying the disc menu for the specified duration. If you do not select this option, your menu loops endlessly until you press the play button on your disc player.

Duration: enter in the duration the content (background video, background music, etc.) in your disc menu is displayed. The minimum duration allowed is 10 seconds, while your disc can be up to 99 seconds long before it loops back to the beginning.

Note: the duration you enter is also the length of your menu's background music, even if the selected music file's length is longer than the duration specified.

Specify Buttons Per Page

When creating a disc with multiple titles or chapters, you can select the number of thumbnail buttons that display on the Titles and Chapters menu page.

To change the number of buttons that display on the titles and chapter pages, you must first navigate to the page in the Titles and Chapters page via the menu preview window and then use the Buttons per page drop-down on the bottom left to select the number you want on these pages.

Note: the number of thumbnail buttons that can display on each menu page is dependent on the design of the menu template. Some menu templates do not allow you to change the number of buttons displayed on a page.

Select Add thumbnail index to add numbering to each scene and chapter thumbnail on your menu pages.
Customizing Disc Menus in the Menu Designer

You can perform more advanced editing on your disc menu in the Menu Designer*. You can also create a brand new disc menu template from scratch.

To edit an existing disc menu, right-click on the disc menu template in the library on the Menu Preferences tab and then select on Modify. To create a new disc menu template, click on the Create Menu button.

---

A - Menu Page View (Edit page), B - Change Title Text Properties Tab, C - Menu Properties, D - Set Object Properties Tab, E - Set Button Properties Tab, F - Add Media/Image/Title Text/Button, G - Mode Selection, H - Zoom Tools, I - TV Safe Zone/Grid Lines, J - Align Objects, K - Select Video Effect, L - Enable 3D Depth, M - Upload to DirectorZone
Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

In the Menu Designer you can edit all three possible disc menu pages. Note that the titles (videos and projects on your disc) and chapters pages always have the same layout.

To modify a specific page, select Root Menu, Titles/Chapters Menu, or Subtitles Menu from the Edit page drop-down menu.

Note: the subtitles menu page is only available if you selected Create subtitles for disc when you added subtitles in the Subtitle Room. See Adding Subtitles for more information.

Mode Selection and Zoom Tools

When customizing menus in the Menu Designer use the mode selection and zoom tools for assistance.

Note: when modifying menus in the Menu Designer, use the player controls to preview, and click to preview the menu at full screen.

Mode Selection

In the Menu Designer there are two selection modes. Click the button to enable object selection. When selected, you can freely click and move the menu text, buttons, images, etc. to different areas of the menu.

Click the button to enable a mode that lets you drag the view in the Menu Designer. This mode is especially helpful if zoomed in on the disc menu.

Zoom Tools

Use the zoom tools and to zoom out and in on the preview window when modifying the disc menu. You can also select the viewer zoom amount from the drop-down to set the size of the disc menu preview. Select Fit to resize the disc menu so that it fits in the Menu Designer's viewer window.

Note: you can also hold down the Ctrl key on your keyboard and then use the mouse scroll wheel to zoom in or out on the disc menu.
Setting Menu Opening and Background

You can import a video that plays in the background while the menu is loading. Usually called a menu opening, it is seen on most commercial discs before the menu options display.

You can also add or replace the background of your disc menu with an image or a video file, or set a video effect that is applied to the background of your disc menu.

Including a Menu Opening

To include a video as the menu opening, click the button, select the Import User Video For Menu Opening option, and then the video you want to use.

Setting Menu Background

To set or replace the background image of your menu, with either an image or a video file. To do this, click the button and then select the Set Background Image or Video option. Once selected, set how the background media is displayed in the Background Media Adjustment Settings window.

Note: to remove the imported background image or video, just click the button.

Adjusting Menu Background's Media Settings

When you import video clips and images to use as a background for your disc menu, the Background Media Adjustment Settings window displays. In the window you can set the following:

- **Stretch Setting**: on this tab, select what you want CyberLink PowerDirector to do if the video clip or image you selected as the background has a different aspect ratio than your disc menu template. Select Apply to all menu pages to use this setting on all menu pages.

- **3D-BD Setting**: if you are outputting a 3D video production as a 3D-BD* disc, click on this tab to set the 3D source format of the background video you
Adding Motion to Background Images

If you imported an image to use as the menu's background, you can select a motion effect to make your menu more engaging. To do this, select from the available motion options in the drop-down above the preview window.

Selecting a Video Effect Background

To apply a video effect to your disc menu's background, click on the button and then select the video effect from the list. Use any available settings to customize the effect to your liking.

Adding Images to Menus

Click the button to import an image onto your disc menu. Once imported, you can reposition and resize the image to fit your disc menu as required. If you want to add an image as the menu's background, see Setting Menu Background.

See Customizing Image Settings if you would like to use chroma key to make the image in the disc menu transparent.

Adding and Editing Disc Menu Title Text

You can add additional title text to a disc menu, or completely customize the format and alignment on the existing title text in the Menu Designer.
Note: you cannot edit the title text content in Menu Designer window. You must edit this title text in the disc menu preview window. See Editing Disc Menu Title Text for more information.

Adding Title Text to Disc Menus

To add additional title text to your disc menu, do this:

1. Click the \( \text{T} \) button.
2. Type in the title text you want to use.

Changing Menu Title Text Properties

Click on the \( \text{A} \) tab to change the properties of the menu title text in your disc menu.

Applying Preset Character Types

Select the Character Presets option to apply a predefined character preset for the selected menu title text object. To do this, ensure the title text object is selected, and then select a character preset. Once you have selected a preset, you can customize the title text using the options on the other title text properties tabs.

Customizing Font Type Settings

Select the Font Type Settings option to set the font type and size of the selected title text object. You can also select the font face color, bold or italicize title text, change the line and text spacing, and set the text alignment in the title text box.

Customizing Font Face Settings

In Font Face Settings you can customize the font color, blur, and transparency. Select the Apply font face option to enable the font face properties on the selected title text object, and then use the Blur and Transparency sliders to customize its appearance.

When customizing the font face color, you have the following options in the Fill
**Type** drop-down:

- **Uniform color**: select this option if you want the font to be one solid color. Click the colored square to open the color palette and select the desired font color.

- **2 color gradient**: select this option if you want the font color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.

- **4 color gradient**: select this option if you want the font to consist of four colors. Click the colored squares to set the colors in each of the four corners of the text.

---

*Note:* * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

### Applying Font Shadow Settings

Select the **Font Shadow Settings** option and then *Apply shadow* to add a shadow to the title text object. Available options allow you to change the shadow's color, direction, distance from the title text, and add a transparency or blur effect.

### Applying Border Settings

Select the **Border Settings** option and then *Apply border* to add a border around the title text object. Available options allow you to change the border's size, and add a transparency or blur effect.

You can customize the border color using the following options in the **Fill type** drop-down:

- **Uniform color**: select this option if you want the border to be one solid color. Click the colored square to open the color palette and select the desired border color.

- **2 color gradient**: select this option if you want the border color to change from one color to another using a gradient. Click the colored squares to set the beginning and ending colors, and then drag the **Gradient direction** control to set which way the color flows.

- **4 color gradient**: select this option if you want the border to consist of four
colors. Click the colored squares to set the colors in each of the four corners of the border.

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

## Enable 3D Depth

If you are creating a 3D video production, select the **3D Settings** option and then **Enable 3D depth** to give the title text object a 3D effect.

*Note: when using this feature, select the 3D button to enable 3D mode for best editing results. See Previewing in 3D Mode for more information on using this mode. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Once enabled, use the slider to set the amount of depth you want the title text object to have in 3D. Dragging the slider left will make the 3D title text object seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

## Customizing Image Settings

If you disc menu contains an image, select it in the preview window, click the **Image Settings** option, and then select **Apply chroma key** to add a chroma key (green screen) effect to it.

Click on and then select the color in the image that you want to replace/make transparent. Use the **Tolerance of intensity** and **Tolerance of hue** sliders to set the level of chroma key applied, revealing the content behind the selected image.

## Adding a Reflection

Select the **Reflection** option and then **Apply reflection** to add a reflection of the title text object onto the background media. Use the **Distance** slider to set space between the reflection and the title text object. Use the **Transparency** slider to set the opacity of the reflection.
Setting Object Properties

Click on the tab to set and customize all of your menu object properties. The tab lists all of the current objects in your disc menu, including menu buttons, images, and text.

When you select an item in the objects list, the object is highlighted in the preview window. Once highlighted, the objects are easily edited, resized, reshaped, or moved around the disc menu to a desired location. Select a disc menu button and then the **Fade-in object during menu opening** if required.

Select **Display the selected object only** to only display the selected object while setting the properties. The properties that are available depend on the type of object you select.

Modifying Menu Objects Position

You can change the position and orientation of the text, images, buttons, etc in the disc menu.

**Note:** click on to use the TV safe zone and grid lines to help with the precise placement of the precise placement of buttons, images, text, etc. on your menu pages. Select **Snap to Reference Lines** to have the objects snap to the grid lines, TV safe zone, and boundary of the menu area.

To modify menu object position or orientation:

- click on a text object, button, or an image, and then drag it to a new position.
- click on above the text object, button, or image, and drag it right or left to change its orientation.
- select images and buttons, and then click and drag a corner or side to resize them.

Aligning Objects

To align the objects in the disc menu, select them on the set objects properties tab, and then select the desired alignment from the drop-down.
Adding and Editing Menu Buttons

You can add additional menu text buttons to your disc menu. You can also set the properties for all of the menu and navigation buttons used in the menu.

Adding Menu Buttons

Menu buttons are the buttons that provide access to your disc's content. They may consist of just text or text and an accompanying thumbnail, depending on which disc window you are in and the design of the disc menu template.

To add a menu button, click the button. Depending on the page in your disc menu you add the button to, the new button might just be text or button text and a scene/chapter thumbnail.  

**Note:** you can add up to 14 menu buttons on each menu page.

Setting Menu Button Properties

Click on the tab and to set the properties of all the buttons in your disc menu. You can customize the button frame, layout, highlight style, and more.

**Note:** the menu button properties that are available depend on which menu page you are currently editing.

Changing Navigation Buttons

To change the navigation buttons that are used in your disc menu, select the Navigation Buttons option. Select a set of navigation button (each set contains four navigation buttons) from the list, or click on Import Custom if you want to use your own buttons you custom created. If you imported custom buttons, or modified an existing set, click the Save as button to save the current buttons as new set of navigations buttons.

Setting Button Highlight Style

Select the Button Highlight Style option to set the frame used on a button thumbnail for scenes and chapter buttons. Click on Import Custom if you want to use your own custom button frame.
Selecting Button Frame and Mask

Select the **Button Layout** option to set the frame and mask that displays when a menu button is selected or is active. Select an icon from the list or click **Import Custom** to import your own custom frame and mask icons.

Selecting Button Layout

Select the **Button Layout** option and then select the desired layout of the thumbnail buttons on the selected page. The number of layouts available is dependent on the template you are editing.

Enabling 3D Depth in Disc Menus

If you are creating a 3D video production and want your disc menu to be in 3D, click the button and then select the **Enable 3D depth** option.

*Note: when using this feature, select the button to enable 3D mode for best editing results. See Previewing in 3D Mode for more information on using this mode. *Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Once enabled, use the slider to set the amount of depth you want the disc menu objects (text, buttons, etc.) to have in 3D. Dragging the slider left will make the 3D disc menu objects seem nearer to the audience (in the foreground), while dragging it right will make it appear farther away (in the background).

Saving and Sharing Disc Menu Templates

Once you are finished modifying/customizing a disc menu template you can save it in your disc menu library for future use or upload it to DirectorZone to share it with others.

- click on **Share** to upload your custom template to DirectorZone.
- click on **Save As** to save a modified template as a new template to the disc menu library.
- click on **Save** to save a new template to the disc menu library.
Burning Your Production to Disc

Burning your video production to disc is the final stage of the create disc process. Once your disc is burned, you are able to play it on a disc player. You can also create a disc folder to organize your media files on your hard drive. When finalizing your disc, you have the choice of:

- Burning a Disc in 2D
- Burning a Disc in 3D

In CyberLink PowerDirector you can burn your video production to one of the following optical disc formats:

- **DVD**: DVD-R, DVD-RW, DVD+R, DVD+RW
- **VCD*/SVCD (2D discs only)**: CD-R, CD-RW
- **Blu-ray Disc(TM)***: BDXL, BD-RE, BD-R

*Note: * optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.*

Burning a Disc in 2D

If you created a standard 2D video production, click on the **2D Disc** tab to configure your disc's preferences and burn it to disc.

Configuring Disc Preferences

The following preferences are available on the **2D Disc** tab:

**Disc Format**

- select the disc format you want to use to burn your video to a disc. Depending on the disc format that you select, there may be a drop down option to select the capacity of the disc.
Note: you can also burn your video project to a removable disk in the AVCHD* 2.0 format. To do this, select the AVCHD button and then your specific removable disk type (Removable Disk, SD/SDHC/SDXC Card, Memory Stick) from the drop down. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

Video and Audio Settings

- **Select the video recording format:** if available for your selected disc format, select the recording format of the video on your disc and its aspect ratio.

- **Select the video encoding format and quality:** if available for your selected disc format, select an encoding format and video quality for your disc. The Smart Fit option automatically adjusts the bitrate to the best quality video file that fits exactly to the capacity of the disc you are using.

- **Select the audio encoding format and channels:** select an audio format for your disc, and the number of channels it is capable of outputting to. If burning a DVD, Blu-ray Disc, or AVCHD disc, you can select Dolby Digital to create a disc with Dolby Digital 2 or 5.1 surround sound. If burning a Blu-ray Disc, you can also select DTS to have CyberLink PowerDirector use the DTS 5.1 Producer to create a disc with DTS 5.1 surround sound.

  Note: the video quality and audio type options that are available depend on the disc format that you have selected.

- **Enable CyberLink TrueTheater Surround:** select this option to enable CyberLink TrueTheater Surround to enhance the menu background music. Choose from Living Room, Theater, or Stadium.

Burning the Disc

To burn your video production and created menu to a disc in 2D, do this:

1. Click on the **2D Disc** tab.
2. Click the **Burn in 2D** button. The Final Output window displays.
3. Configure the production preferences as follows:
   - **Current drive:** the burning drive (or removable disc for the AVCHD format) CyberLink PowerDirector will use to burn the production to disc. If necessary, click the button to select another drive and configure the burn settings. See Configuring Burn Settings for more information. If you are burning your production to a rewritable disc, you can click to
erasing it. See Erasing Discs for more information.

- **Disc volume label**: in the field provided, enter a label for your disc. The disc label can be up to 16 characters long.

- **Burn to disc**: ensure this option is selected if you want your production burned to a disc.

- **Number of copies**: in the field provided, enter the number of discs you want CyberLink PowerDirector to burn for you in succession.

- **Create a folder**: select this option to create a disc folder on your computer that contains all the files necessary for burning. Click on **...** to specify the folder where it is created. Creating a folder overwrites all of the existing data in a directory.

- **Enable x.v.Color**: x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.

- **Enable hardware video encoder**: enable this option to speed up rendering and burning time. This option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology).

4. When ready, click the **Start Burning** button to burn your production to disc.

   **Note**: the burning process may take a few minutes, depending on the length and quality of your video, and your computer’s processing power. Be prepared for a short wait while CyberLink PowerDirector renders your movie and burns it to the disc. **Time remaining** does not include the time it takes to finalize/close discs.

---

**Burning a Disc in 3D**

If you created a 3D* video production, click on the **3D Disc** tab to configure your disc's preferences and burn it to disc.

**Note**: *optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.
Configuring Disc Preferences

The following preferences are available on the **3D Disc** tab:

**Disc Format**

- select the disc format you want to use to burn your video to a disc. Depending on the disc format that you select, there may be a drop down option to select the capacity of the disc.

  *Note:* you can also burn your video project to a removable disk in the AVCHD* format. To do this, select the **AVCHD** button and then your specific removable disk type (**Removable Disk**, **SD/SDHC/SDXC Card**, **Memory Stick**) from the drop down. * Optional feature in CyberLink PowerDirector. Check the version table on our web site for detailed versioning information.

**Video and Audio Settings**

- **Select the video recording format:** if available for your selected disc format, select the recording format of the video on your disc and its aspect ratio.

- **Select the video encoding format and quality:** if available for your selected disc format, select an encoding format and video quality for your disc. The **Smart Fit** option automatically adjusts the bitrate to the best quality video file that fits exactly to the capacity of the disc you are using.

- **Select the audio encoding format and channels:** select an audio format for your disc, and the number of channels it is capable of outputting to. If burning a DVD, Blu-ray Disc, or AVCHD disc, you can select **Dolby Digital** to create a disc with Dolby Digital 2 or 5.1 surround sound. If burning a Blu-ray Disc, you can also select **DTS** to have CyberLink PowerDirector use the DTS 5.1 Producer to create a disc with DTS 5.1 surround sound.

  *Note:* the video quality and audio type options that are available depend on the disc format that you have selected.

- **3D output format:** select the 3D output source format of the video that is rendered and then burned to the disc.

  *Note:* subtitles and disc menus are not supported on 3D discs using the side-by-side 3D source format.

- **Enable CyberLink TrueTheater Surround:** select this option to enable CyberLink TrueTheater Surround to enhance the menu background music. Choose from **Living Room**, **Theater**, or **Stadium**.
Burning the Disc

To burn your video production and created menu to a disc in 3D, do this:

1. Click on the 3D Disc tab.
2. Click the Burn in 3D button. The Final Output window displays.
3. Configure the production preferences as follows:

   - **Current drive**: the burning drive (or removable disc for the AVCHD format) CyberLink PowerDirector will use to burn the production to disc. If necessary, click the button to select another drive and configure the burn settings. See Configuring Burn Settings for more information. If you are burning your production to a rewritable disc, you can click to erase it. See Erasing Discs for more information.

   - **Disc volume label**: in the field provided, enter a label for your disc. The disc label can be up to 16 characters long.

   - **Burn to disc**: ensure this option is selected if you want your production burned to a disc.

   - **Number of copies**: in the field provided, enter the number of discs you want CyberLink PowerDirector to burn for you in succession.

   - **Create a folder**: select this option to create a disc folder on your computer that contains all the files necessary for burning. Click on to specify the folder where it is created. Creating a folder overwrites all of the existing data in a directory.

   - **Enable x.v.Color**: x.v.Color is a color system that can display a wider color range than usual. CyberLink PowerDirector can generate an x.v.Color-compliant stream, which is backward compatible with RGB displays, while offering the opportunity to achieve better visual quality if your playback environment is x.v.Color ready.

   - **Enable hardware video encoder**: enable this option to speed up rendering and burning time. This option is only enabled if your computer supports hardware acceleration (NVIDIA graphics card that supports CUDA, an AMD graphics card that supports AMD Accelerated Parallel Processing, or a computer with Intel Core Processor Family technology).
4. When ready, click the Start Burning button to burn your production to disc.

   **Note:** the burning process may take a few minutes, depending on the length and quality of your video and your computer’s processing power. Be prepared for a short wait while CyberLink PowerDirector renders your movie and burns it to the disc. Time remaining does not include the time it takes to finalize/close discs.

## Configuring Burn Settings

Before you burn to a disc for the first time, it is advised that you click on to set your burning configuration as follows:

- **Recording drive:** select the burning drive (or removable disc for the AVCHD format) CyberLink PowerDirector will use to burn the production to disc.

- **Recording speed:** set the recording speed used when burning the disc. If you encounter errors during the burning process, try lowering the burning speed.

- **Include buffer under-run protection:** select this option to ensure that video is written to disc without interruption. An interruption in video burning can result in an unusable disc.

After you set this configuration, CyberLink PowerDirector uses the same configuration each time you burn until you change the settings.

## Erasing Discs

If you are using a rewritable disc, you can erase content that has data previously recorded on it. This allows you to reuse the same discs over and over without the need to continually buy new discs. Click on the button to begin erasing a disc.

To erase a disc, select:

- the **Quick** option to erase the disc index contained on the disc.

- the **Full** option to erase all of the content the disc contains.

Click OK to erase the disc.
Chapter 19:

PowerDirector Preferences

To set your preferences in CyberLink PowerDirector, just click the button.

General Preferences

In the Preferences window, select the General tab. The available options are as follows:

Application:

- **Maximum undo levels**: enter the number (between 0 and 100) of undos (Ctrl+Z) you would like to make available while you work on your video production. Setting a higher number consumes more CPU resources.

- **Audio channels**: select the default number of channels of the audio in your video production when editing and previewing it. If **Stereo** is selected, CyberLink PowerDirector will downmix any 5.1 channel audio to two channels during preview.

  Note: when editing and previewing video or audio with 7.1 channels, it is downmixed to the number of audio channels selected in this preference option.

- **TV format**: select the TV format (NTSC or PAL) and frame rate for your video production. The format should correspond to the region in which you plan to play your video (if you burn it to disc). The frame rate should correspond to the source video footage being used in your production.

- **Use drop frame timecode**: if your selected TV format is NTSC, select "Yes" to synchronize the timecode of your video to its video length in the timeline.

- **Show sound waveform in timeline**: select to display the sound waveform in the timeline that represents the sound levels in audio clips.

- **Enable HD video processing (shadow file)**: select this to speed up the editing of high definition video by enabling CyberLink PowerDirector to process the file faster. Enabling this consumes more CPU resources.
Auto delete temporary files every: select to have CyberLink PowerDirector automatically delete temporary files created while editing, every specified number of days. Click on the **Manually Delete** button if you want to select and delete specific temporary files to free up disc space.

Internet:

- **Automatically check for software updates**: select to periodically check for updates or new versions of PowerDirector automatically.

Language:

- **Use system default language**: select this option for the language display to be the same as the language of your operating system.
- **User defined**: select this option and then select the language from the drop down list that you want to use.

Capture Preferences

In the Preferences window, select the **Capture** tab. The available options are as follows:

Capture:

- **Add captured files to media library**: select this option to import captured files into the media library directly after capture.
- **Add captured files to empty workspace**: select this option to automatically import captured files into an empty area in the workspace (timeline).
- **Enable automatic file replacement when recording voice-over**: select this option to overwrite existing audio if the voice-over overlaps during recording.

Auto scene detection:

- **Do not detect scenes after capture**: select this option if you do not want to activate the auto scene detection function after video is captured.
- **After capture, detect scenes by change of video frames**: select this option to perform scene detection after video capture. Once capture is complete, the Detect Scenes window is opened, displaying the captured video. See Detecting Scenes in a Video Clip for more information.
During capture, detect scenes by timecode, and then save each scene as a separate file (DV-VCR mode only): select this option to detect scene break signals and to save each scene as a separate file. (DV camcorders generate a scene break signal on the tape whenever users release the REC button.) This feature is only available in DV camcorder capture.

DV parameters setup:

- click the DV Parameters button to set the buffer time (in the Batch capture/Writing to tape sections) for your DV camcorder. Setting a buffer time ensures that your DV camcorder and the batch capture/writing to tape function begin at the same time. Without a buffer, batch capturing or writing to tape may begin before the camcorder is engaged. In the DV auto stop section of the DV Parameters Setup window, select whether you want CyberLink PowerDirector to automatically stop scanning/capturing after a specified interval of blank tape. You can specify the interval, in seconds, in the field provided.

Confirmation Preferences

In the Preferences window, select the Confirmation tab. The available options are as follows:

Confirmation

- **Always prompt me when TV format conflicts**: select this option to enable a warning message when you add a video clip to the workspace whose TV format (NTSC/PAL) conflicts with that of the video clips already located in the editing workspace.

- **Always prompt me when aspect ratio conflicts**: select this option to enable a warning message when you add a video clip to the workspace whose aspect conflicts with that of the project.

- **Enable file deletion from hard drive**: select this option if you would like to enable the deletion of files from your hard drive when in the media library.

- **Enable warning when chapters are removed during editing**: select this option to enable a warning message if chapter points are deleted during video editing.

- **Always prompt me when widescreen is not supported**: select this option if you want PowerDirector to notify you when a widescreen format is not supported.
• **Always prompt me when I import high definition video into the library**: select this option if you want PowerDirector to notify you when you are importing high definition video into the media library.

• **Always prompt me to confirm captured video prefix name**: select this option if you want PowerDirector to ask you for a file name when capturing videos in the capture window. If you deselect this option, PowerDirector will auto name the files for you.

• **Always prompt me to confirm captured snapshot file name**: select this option if you want PowerDirector to ask you for a file name when capturing screen snapshots of video. If you deselect this option, PowerDirector will auto name the files for you.

• **Always enter the full feature editor at startup**: select this option if you don't want PowerDirector to ask you which editing mode it should open every time you launch the program. Once selected, the full feature editor is auto opened every time you open the program.

• **Always prompt me when entering 3D full screen mode**: select this option if you want PowerDirector to prompt you when it enters 3D full screen mode on some computers that can only view 3D content at full screen.

• **Always prompt me when there is a poor quality segment in Content Aware Editing**: select this option if you want PowerDirector to ask if you want to auto fix segments of video that are shaky or have poor lighting when encountered during the analysis process of Content Aware Editing.

• **Always prompt me when entering non real-time preview mode**: select this option if you want to be prompted every time you click the play button when non real-time preview mode is enabled.

**DirectorZone Preferences**

In the Preferences window, select the **DirectorZone** tab. The available options are as follows:

**Auto sign in:**

• **Auto sign in to DirectorZone when PowerDirector is launched**: select this option and then enter in your e-mail address and password to automatically sign in to DirectorZone when the program is opened. If you do not have a DirectorZone account, click on the **Get an Account** button.
Privacy rules:

- **Allow DirectorZone to gather editing information**: select this option to allow DirectorZone to collect all of the names of the templates used in a finished project you upload to YouTube.

**Editing Preferences**

In the Preferences window, select the **Editing** tab. The available options are as follows:

**Timeline:**

- **Default workspace**: select whether to display the timeline or storyboard editing workspace by default in the Edit window.

- **Set default transition behavior**: select the default behavior of transitions added between two clips on a timeline track. See Setting Transition Behavior for more information on the differences between the overlap and cross transition.

- **Add transition between photos when applying Magic Motion**: select this option to add the transition selected in **Transition type** between photos when using the Magic Motion tool and apply to all photos.

- **Add an effect and a title when using Freeze Frame**: select this option to automatically add an effect and title to the timeline when you click the Freeze Frame button.

- **Enable continuous thumbnails on video clips for easy scene recognition**: select this option to enable frame thumbnails throughout the video clips inserted on the timeline. Enabling this option makes it easier to find the different scenes in your clips.
Switch to move mode automatically during playback: select this option if you want PowerDirector to auto switch to movie mode when previewing your video production. Doing this allows you to preview all the content in your production, instead of just the selected clip.

Durations:

- set the default durations (in seconds) for image files and the different effects, transitions, titles, subtitles, etc. when placed in the timeline.

File Preferences
In the Preferences window, select the File tab. The available options are as follows:

Default locations:

- Import folder: indicates the last folder that media was imported from. To change this folder, click Browse and then select a new folder.

- Export folder: set the folder where captured media is saved. To change this folder, click Browse and then select a new folder.

File name:

- Captured video prefix: enter a default name for captured video files. When capturing from a DV/HDV tape, select the Append time information after the file prefix option

- Production file prefix: enter a default name for your produced files.

- Snapshot file name: enter a default name for captured snapshots in both 2D and 3D. Select a file format from the drop-down list for your snapshots. You have the choice of BMP, JPG, GIF and PNG 2D formats, or MPO and JPS when taking snapshots of 3D content. The captured 3D snapshots are also in 3D.

- Snapshot destination: select the location where PowerDirector saves captured snapshots from the drop-down. You can save them as a file, copy them to your clipboard, or set them as your wallpaper background on your
computer's desktop.

- **Use original video size as snapshot image quality whenever possible**: select this option if you want the image to be the same size and quality as the original video, instead of the smaller preview window it is taken in.

# Hardware Acceleration Preferences

In the Preferences window, select the **Hardware Acceleration** tab. The available options are as follows:

**Hardware acceleration:**

- **Note**: ensure you download and install the latest drivers, and any related hardware acceleration software, for your computer’s graphics card to enable this feature in CyberLink PowerDirector.

- **Enable OpenCL technology to speed up video effect preview/render**: if your computer supports GPU hardware acceleration, select this option to speed up the rendering of some video effects by tapping into the multi-core parallel processing power of your computer.

  **Note**: to activate hardware acceleration technology during production, select **Hardware video encoder** in the production preferences section of the produce window before production. If your computer does not support Open CL, the wording on the UI will be replaced with the supported hardware acceleration technology (Intel Effect Acceleration, NVIDIA CUDA, or AMD Accelerated Parallel Processing).

- **Enable hardware decoding**: if your computer supports NVIDIA CUDA/AMD Accelerated Parallel Processing/Intel Core Processor Family technology, select this option to use hardware acceleration to decode the video during the editing process and when producing video.

  **Note**: this feature is not available under Windows XP.

# Project Preferences

In the Preferences window, select the **Project** tab. The available options are as follows:
Project:

- **Number of recently used projects**: enter the number (between 0 and 20) of recently used projects that you would like to make available in the File menu when you open CyberLink PowerDirector.

- **Automatically load the last project when PowerDirector opens**: select this option to automatically load the last project you were working on.

- **Automatically load sample clips when PowerDirector opens**: select this option to automatically load the sample image and video clips into your media library when the program opens.

- **Auto save project every**: select this to automatically save your project every specified number of minutes, so you don't lose your changes by accident. If you want to set a specific location for the auto save files, click the **Browse** button and select a folder location on your computer.

**Produce Preferences**

In the Preferences window, select the **Produce** tab. The available options are as follows:

**Produce**:

- **Reduce video blocky artifacts (Intel SSE4 optimized)**: select this option to improve the production overall quality of produced video, if your computer supports Intel SSE4 optimization.

**Quality of 3D slideshow**:

- use the slider to set the quality of a produced 3D slideshow video. The slower the images move, the better the quality of the slideshow. When selected, CyberLink PowerDirector uses your computer's 3D graphics card (if you have one) to accelerate the production time.

**H.264 AVC**:

- **Allow SVRT on single IDR H.264 video**: select this option if you want CyberLink PowerDirector to use SVRT to render a movie project when you only have one H.264 AVC clip on the timeline. See Utilizing Intelligent SVRT for more information on SVRT.
Chapter 20:

PowerDirector Hotkeys

CyberLink PowerDirector includes a number of keyboard hotkeys that can make the whole video editing process go more quickly and smoothly.

CyberLink PowerDirector has many Default Keyboard Hotkeys, but you can also fully customize the hotkeys to fit your requirements. See Customizing Keyboard Hotkeys for detailed information.

Default Keyboard Hotkeys

The following is a list of the default keyboard hotkeys in CyberLink PowerDirector when the program is first installed.

**Note**: if the hotkeys were modified in the Customize Keyboard Hotkeys window, this list will no longer be accurate. Select PowerDirector Default from the Hotkey set drop-down in the Customize Keyboard Hotkeys window to reset them back to these default values.

- Application Menu Bar Hotkeys
- System Hotkeys
- Capture Hotkeys
- Edit Hotkeys
- Designer Hotkeys
# Application Menu Bar Hotkeys

<table>
<thead>
<tr>
<th>Hotkeys</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>File</strong></td>
<td></td>
</tr>
<tr>
<td>Ctrl + N</td>
<td>Create new project</td>
</tr>
<tr>
<td>Ctrl + Shift + W</td>
<td>New workspace</td>
</tr>
<tr>
<td>Ctrl + O</td>
<td>Open existing project</td>
</tr>
<tr>
<td>Ctrl + S</td>
<td>Save project</td>
</tr>
<tr>
<td>Ctrl + Shift + S</td>
<td>Save project as</td>
</tr>
<tr>
<td>Ctrl + Q</td>
<td>Import media files</td>
</tr>
<tr>
<td>Ctrl + W</td>
<td>Import a media folder</td>
</tr>
<tr>
<td>Alt + F9</td>
<td>Switch to Capture window</td>
</tr>
<tr>
<td>Alt + F10</td>
<td>Switch to Edit window</td>
</tr>
<tr>
<td>Alt + F11</td>
<td>Switch to Produce window</td>
</tr>
<tr>
<td>Alt + F12</td>
<td>Switch to Create Disc window</td>
</tr>
<tr>
<td>Alt + P</td>
<td>Display project properties</td>
</tr>
<tr>
<td>Alt + F4</td>
<td>Exit CyberLink PowerDirector</td>
</tr>
<tr>
<td><strong>Edit</strong></td>
<td></td>
</tr>
<tr>
<td>Ctrl + Z</td>
<td>Undo</td>
</tr>
<tr>
<td>Ctrl + Y</td>
<td>Redo</td>
</tr>
<tr>
<td>Ctrl + X</td>
<td>Cut</td>
</tr>
<tr>
<td>Shift + X</td>
<td>Cut and leave gap</td>
</tr>
<tr>
<td>Ctrl + Alt + X</td>
<td>Cut and move clips on the same track</td>
</tr>
<tr>
<td>Alt + X</td>
<td>Cut and move all timeline clips after removed clip</td>
</tr>
<tr>
<td>Ctrl + C</td>
<td>Copy</td>
</tr>
<tr>
<td>Ctrl + V</td>
<td>Paste</td>
</tr>
<tr>
<td>Alt + left arrow key</td>
<td>Move timeline selected object one frame left</td>
</tr>
<tr>
<td>Alt + right arrow</td>
<td>Move timeline selected object one frame right</td>
</tr>
</tbody>
</table>
# PowerDirector Hotkeys

<table>
<thead>
<tr>
<th>Hotkeys</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>key</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Shift + left arrow key</strong></td>
<td>Go to previous marker</td>
</tr>
<tr>
<td><strong>Shift + right arrow key</strong></td>
<td>Go to next marker</td>
</tr>
<tr>
<td><strong>Shift + M</strong></td>
<td>Add marker at current timeline position</td>
</tr>
<tr>
<td><strong>Alt + 1</strong></td>
<td>Opens Magic Mix function</td>
</tr>
<tr>
<td><strong>Alt + 2</strong></td>
<td>Opens Magic Motion function</td>
</tr>
<tr>
<td><strong>Alt + 3</strong></td>
<td>Opens Magic Cut function</td>
</tr>
<tr>
<td><strong>Alt + 4</strong></td>
<td>Opens Magic Style function</td>
</tr>
<tr>
<td><strong>Alt + 5</strong></td>
<td>Opens Magic Music function</td>
</tr>
<tr>
<td><strong>Alt + 6</strong></td>
<td>Opens Magic Movie Wizard</td>
</tr>
<tr>
<td><strong>F2</strong></td>
<td>Modify (selected clip in PiP/Particle/Title Designer)</td>
</tr>
<tr>
<td><strong>Ctrl + Alt + T</strong></td>
<td>Open Trim window</td>
</tr>
<tr>
<td><strong>Delete</strong></td>
<td>Delete/Remove selected item(s)</td>
</tr>
<tr>
<td><strong>Shift + Delete</strong></td>
<td>Remove and leave gap</td>
</tr>
<tr>
<td><strong>Ctrl + Delete</strong></td>
<td>Remove and move clips on the same track</td>
</tr>
<tr>
<td><strong>Alt + Delete</strong></td>
<td>Remove and move all timeline clips after removed clip</td>
</tr>
<tr>
<td><strong>Ctrl + A</strong></td>
<td>Select all</td>
</tr>
<tr>
<td><strong>Ctrl + T</strong></td>
<td>Split clip at current timeline slider position</td>
</tr>
<tr>
<td><strong>Ctrl + P</strong></td>
<td>Take a snapshot of content in the preview window</td>
</tr>
<tr>
<td><strong>Ctrl + D</strong></td>
<td>Detect scenes</td>
</tr>
<tr>
<td><strong>Alt + H</strong></td>
<td>Customize keyboard hotkeys</td>
</tr>
<tr>
<td><strong>Alt + C</strong></td>
<td>Open user preferences window</td>
</tr>
</tbody>
</table>

**View**

| Tab | Switch between timeline/storyboard view |
| F3  | Switch to Media Room |
| F4  | Switch to Effect Room |
### Hotkeys

<table>
<thead>
<tr>
<th>Hotkeys</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>F5</td>
<td>Switch to PiP Objects Room</td>
</tr>
<tr>
<td>F6</td>
<td>Switch to Particle Room</td>
</tr>
<tr>
<td>F7</td>
<td>Switch to Title Room</td>
</tr>
<tr>
<td>F8</td>
<td>Switch to Transition Room</td>
</tr>
<tr>
<td>F9</td>
<td>Switch to Audio Mixing Room</td>
</tr>
<tr>
<td>F10</td>
<td>Switch to Voice Over Room</td>
</tr>
<tr>
<td>F11</td>
<td>Switch to Chapter Room</td>
</tr>
<tr>
<td>F12</td>
<td>Switch to Subtitle Room</td>
</tr>
<tr>
<td>+</td>
<td>Zoom in on timeline ruler</td>
</tr>
<tr>
<td>-</td>
<td>Zoom out on timeline ruler</td>
</tr>
<tr>
<td>Alt + S</td>
<td>View SVRT information</td>
</tr>
</tbody>
</table>

### Playback

<table>
<thead>
<tr>
<th>Key</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Page Up</td>
<td>Switch to Clip mode</td>
</tr>
<tr>
<td>Page Down</td>
<td>Switch to Movie mode</td>
</tr>
<tr>
<td>Space</td>
<td>Play/Pause</td>
</tr>
<tr>
<td>Ctrl + /</td>
<td>Stop</td>
</tr>
<tr>
<td>,</td>
<td>Previous unit (seek by frame, second, etc.)</td>
</tr>
<tr>
<td>.</td>
<td>Next unit (seek by frame, second, etc.)</td>
</tr>
<tr>
<td>Home</td>
<td>Go to the beginning of clip/project</td>
</tr>
<tr>
<td>End</td>
<td>Go to the end of clip/project</td>
</tr>
<tr>
<td>Ctrl + left arrow key</td>
<td>Go to previous clip in track (Clip mode)</td>
</tr>
<tr>
<td>Ctrl + right arrow key</td>
<td>Go to next clip in track (Clip mode)</td>
</tr>
<tr>
<td>Alt + up arrow key</td>
<td>Next second</td>
</tr>
<tr>
<td>Alt + down arrow key</td>
<td>Previous second</td>
</tr>
</tbody>
</table>
### PowerDirector Hotkeys

<table>
<thead>
<tr>
<th>Hotkeys</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ctrl + G</td>
<td>Go to timecode</td>
</tr>
<tr>
<td>Ctrl + F</td>
<td>Fast forward</td>
</tr>
<tr>
<td>Ctrl + U</td>
<td>Adjust system volume</td>
</tr>
<tr>
<td>Ctrl + Backspace</td>
<td>Mute/Mute off</td>
</tr>
<tr>
<td>F</td>
<td>Full screen</td>
</tr>
</tbody>
</table>

### System Hotkeys

<table>
<thead>
<tr>
<th>Hotkeys</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>F1</td>
<td>Open help file</td>
</tr>
<tr>
<td>Delete</td>
<td>Delete selected item(s)</td>
</tr>
<tr>
<td>Shift + F12</td>
<td>View hotkey list</td>
</tr>
<tr>
<td>Alt + F4</td>
<td>Exit CyberLink PowerDirector</td>
</tr>
</tbody>
</table>

### Capture Hotkeys

<table>
<thead>
<tr>
<th>Hotkeys</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alt + R</td>
<td>Start/Pause recording</td>
</tr>
<tr>
<td>Space</td>
<td>DV play/pause preview</td>
</tr>
<tr>
<td>Ctrl + /</td>
<td>DV stop preview</td>
</tr>
<tr>
<td>Ctrl + ,</td>
<td>DV rewind</td>
</tr>
<tr>
<td>Ctrl + .</td>
<td>DV fast forward</td>
</tr>
<tr>
<td>Alt + Y</td>
<td>Add text captions on captured video</td>
</tr>
</tbody>
</table>
Edit Hotkeys

<table>
<thead>
<tr>
<th>Hotkeys</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Library</strong></td>
<td></td>
</tr>
<tr>
<td>Ctrl + A</td>
<td>Select all</td>
</tr>
<tr>
<td>Ctrl + Tab</td>
<td>Filter media type in media library</td>
</tr>
<tr>
<td>Ctrl + D</td>
<td>Detect scenes</td>
</tr>
<tr>
<td>Ctrl + Q</td>
<td>Import media files</td>
</tr>
<tr>
<td>Ctrl + W</td>
<td>Import a media folder</td>
</tr>
</tbody>
</table>

Designer Hotkeys

<table>
<thead>
<tr>
<th>Hotkeys</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ctrl + B</td>
<td>Make text bold</td>
</tr>
<tr>
<td>Ctrl + I</td>
<td>Make text italic</td>
</tr>
<tr>
<td>Ctrl + L</td>
<td>Left-align text</td>
</tr>
<tr>
<td>Ctrl + R</td>
<td>Right-align text</td>
</tr>
<tr>
<td>Ctrl + E</td>
<td>Center-align text</td>
</tr>
<tr>
<td>Up arrow key</td>
<td>Move object up</td>
</tr>
<tr>
<td>Down arrow key</td>
<td>Move object down</td>
</tr>
<tr>
<td>Left arrow key</td>
<td>Move object left</td>
</tr>
<tr>
<td>Right arrow key</td>
<td>Move object right</td>
</tr>
<tr>
<td>Alt + D</td>
<td>Share template on DirectorZone</td>
</tr>
</tbody>
</table>

Customizing Keyboard Hotkeys

CyberLink PowerDirector lets you fully customize its keyboard shortcut hotkeys to fit your requirements. You can even add hotkeys for commands that are not available in the default keyboard hotkeys.
To customize the keyboard hotkeys, do this:

**Note:** click the *Restore* button if you need to reset a selected hotkey that you customized, to the default value.

1. Select *Edit > Keyboard Hotkeys > Customize* from the menu. Or just press the Alt+H keys on your keyboard to open the Customize Keyboard Hotkeys window.

2. Browse to and find the hotkey command that you want to customize.

   **Note:** if required, enter in a search keyword in the field provided for the hotkey command you want to customize and then click . Click it repeatedly to locate multiple instances of the inputted search keyword, if required.

3. Click in the *Hotkeys* column next to the command you want to customize.

4. Press the hotkey combination on your computer's keyboard that you want to use/replace the existing hotkey with.

   **Note:** if the keyboard hotkey you specify is already in use in the program, you will be asked if you want to remove it from the existing command to use in the new specified command. The replaced command will no longer have a keyboard hotkey associated to it.

5. Repeat the above steps to customize all the keyboard hotkeys to your preference.

6. Once you are done, click the *Apply* button, enter a name for the new set of customized keyboard hotkeys, and then click *OK* to apply and save the changes.

**Hotkey Sets**

When you customize keyboard hotkeys in CyberLink PowerDirector, they are saved as hotkey sets in the Customize Keyboard Hotkeys window. If required you can create multiple sets of hotkeys, which are quickly accessible in the window.

In the Customize Keyboard Hotkeys window, you can:

- quickly switch among the saved hotkey sets by selecting the one you want to use from the *Hotkey sets* drop-down and then clicking the *Apply* button. Select the *PowerDirector Default* hotkey set to use the original hotkey settings.

- edit an existing hotkey set by further customizing the keyboard hotkeys, and then clicking the Apply button. Click the *Save as* button to save it as a brand
new hotkey set.

- delete a custom hotkey set by selecting it in the **Hotkey sets** drop-down and then clicking the **Delete** button.

## Importing and Exporting Hotkey Sets

In the Customize Keyboard Hotkeys window you can export all of the hotkey sets you created, saving to a file that can then be imported into another version of CyberLink PowerDirector 11.

To export a hotkey set, do this:

1. Select **Edit > Keyboard Hotkeys > Export** from the CyberLink PowerDirector menu.
2. Specify a file name and save location on your computer.
3. Click the **Save** button to complete export process.

To import a hotkey set, do this:

4. Select **Edit > Keyboard Hotkeys > Import** from the CyberLink PowerDirector menu.
5. Browse to the location of the exported file in the .PDH file format.
6. Click the **Open** button to complete the import process.
Chapter 21:

Appendix

This chapter contains reference information to help answer questions you may have about the digital movie production process or about using CyberLink PowerDirector.

Intelligent SVRT: When Is Used?

Intelligent SVRT can be applied to video clips in the MPEG-1, MPEG-2, H.264 and DV-AVI (Type I) formats. In the following conditions, clips (or portions of clips) do not require rendering during production, and SVRT can therefore be applied:

- The frame rate, frame size, and file format are the same as those of the destination production profile.
- The bitrate is similar to that of the destination production profile.
- The TV format is the same as that of the destination production profile. For more information, see Setting TV (Video Clip Interlacing) Format.

If all of the above conditions are met, SVRT can be used. Any clips that do not meet the above criteria are fully rendered without SVRT.

In the following conditions, clips (or portions of clips) must be rendered during production, and SVRT can therefore not be applied:

- Adding a title or transition effect
- Modifying the color of a video clip
- Merging two video clips (clips within 2 seconds before or after the merged clips will be rendered)
- Splitting a video clip (clips within 2 seconds before or after the split will be rendered)
- Trimming a video clip (clips within 2 seconds before or after the trimmed clip will be rendered)
If the total duration of the production is less than one minute and any portion of the video requires rendering, the entire production will be rendered for efficiency reasons.

Licensing and Copyright Information

This section contains the PowerDirector licensing and copyright information, including a copy of the Intel License Agreement for Open Source Computer Library and the GNU Lesser General Public License. There is also a list of the third-party components used in PowerDirector.

License Disclaimer

This product includes certain copyrighted third-party software components license under the terms of the GNU Lesser General Public License and other similar license agreements offering free distribution of these software components offered by other organizations, if applicable. Copies of these agreements can be found by clicking the link associated with each of the component provided in the table below. You may also visit http://www.gnu.org/copyleft/lesser.html for a copy of GNU Lesser General Public License Agreement.

LGPL components and other components listed below are licensed without warranties of any kind, either express or implied warranties, including without limitation the implied warranties of merchantability and fitness for a particular purpose. The entire risk as the quality and performance of these components is with you. Please check the respective license agreement for more details.

Copyright Holders under LGPL and/or other license agreements mentioned herein shall not be responsible for any damages, general, special, incidental or consequential, arising out of the use or inability to use these components/software. Please check the respective license agreement for more details.

For a list of components of such nature, and to acquire the full source code of these licensed components, including any scripts to control compilation and installation of the object code, please see "List of Components" below.

Downloading Source Code

You can download the machine-readable source code of the corresponding licensed component from http://www.cyberlink.com/. Please read the copyright
notice, the warranty disclaimer, and the license agreement accompanying these source codes.

**List of Components**

<table>
<thead>
<tr>
<th>Component</th>
<th>License Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>cv.dll</td>
<td>Intel License Agreement for Open Source Computer Library</td>
</tr>
<tr>
<td>cvaux.dll</td>
<td>Intel License Agreement for Open Source Computer Library</td>
</tr>
<tr>
<td>highgui.dll</td>
<td>Intel License Agreement for Open Source Computer Library</td>
</tr>
<tr>
<td>OptCVa6.dll</td>
<td>Intel License Agreement for Open Source Computer Library</td>
</tr>
<tr>
<td>OptCVm6.dll</td>
<td>Intel License Agreement for Open Source Computer Library</td>
</tr>
<tr>
<td>OptCVw7.dll</td>
<td>Intel License Agreement for Open Source Computer Library</td>
</tr>
<tr>
<td>PThreadVC2.dll</td>
<td>GNU Lesser General Public License</td>
</tr>
</tbody>
</table>
Licenses and Copyrights

Below are the applicable licenses and copyright information that pertain to the components listed in the List of Components.

Dolby Laboratories

Manufactured under license from Dolby Laboratories. Dolby and the double-D symbol are registered trademarks of Dolby Laboratories. Confidential unpublished works. Copyright 1995-2005 Dolby Laboratories. All rights reserved.

DTS

Manufactured under license from DTS Licensing Limited. DTS, the Symbol, & DTS and the Symbol together are registered trademarks & DTS 5.1 Producer is a trademark of DTS, Inc. Product includes software. © DTS, Inc. All Rights Reserved.
Intel License Agreement For Open Source Computer Vision Library

Copyright © 2000, Intel Corporation, all rights reserved. Third party copyrights are property of their respective owners.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistribution's of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

Redistribution's in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

The name of Intel Corporation may not be used to endorse or promote products derived from this software without specific prior written permission.

This software is provided by the copyright holders and contributors "as is" and any express or implied warranties, including, but not limited to, the implied warranties of merchantability and fitness for a particular purpose are disclaimed. In no event shall Intel or contributors be liable for any direct, indirect, incidental, special, exemplary, or consequential damages (including, but not limited to, procurement of substitute goods or services; loss of use, data, or profits; or business interruption) however caused and on any theory of liability, whether in contract, strict liability, or tort (including negligence or otherwise) arising in any way out of the use of this software, even if advised of the possibility of such damage.

GNU Lesser General Public License

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.

51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]
Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.
Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.
The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

**TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION**

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.
You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or
distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and
accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License.

Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more
than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or
its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution
limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING
RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

CLAPACK Copyright Notice

CyberLink PowerDirector
Chapter 22: Technical Support

This chapter contains technical support information. It includes all the information to find the answers you need to assist you. You may also find answers quickly by contacting your local distributor/dealer.

Note: for more helpful tips on using the program, please visit our user forum or see the video tutorials at http://directorzone.cyberlink.com/tutorial/pdr.

Before Contacting Technical Support

Please take advantage of one of CyberLink’s free technical support options:

- consult the user’s guide or the online help installed with your program.
- refer to the Knowledge Base in the Support section of the CyberLink web site.

http://www.cyberlink.com/prog/support/cs/index.do

The FAQs may have information and helpful hints that are more current than the User Guide and online help.

When contacting technical support by email or phone, please have the following information ready:

- registered serial number (Your serial number can be found on the CD cover, the box cover, or in the email received after you purchased CyberLink products on the CyberLink store).
- the product name, version and build number, which generally can be found by clicking on the product name image on the user interface.
- the version of Windows installed on your system.
- hardware devices on your system (capture card, sound card, VGA card) and their specifications.
- the wording of any warning messages that were displayed (You may want to write this down or take a screen capture).
a detailed description of the problem and under what circumstances it occurred.

Web Support

Solutions to your problems are available 24 hours a day at no cost on the CyberLink web sites:

Note: you must first register as a member before using CyberLink web support.

CyberLink provides a wide range of web support options, including FAQs, in the following languages:

<table>
<thead>
<tr>
<th>Language</th>
<th>Web Support URL</th>
</tr>
</thead>
<tbody>
<tr>
<td>English</td>
<td><a href="http://www.cyberlink.com/prog/support/cs/index.do">http://www.cyberlink.com/prog/support/cs/index.do</a></td>
</tr>
<tr>
<td>Traditional Chinese</td>
<td><a href="http://tw.cyberlink.com/prog/support/cs/index.do">http://tw.cyberlink.com/prog/support/cs/index.do</a></td>
</tr>
<tr>
<td>Japanese</td>
<td><a href="http://support.jp.cyberlink.com">http://support.jp.cyberlink.com</a></td>
</tr>
<tr>
<td>Italian</td>
<td><a href="http://it.cyberlink.com/prog/support/cs/index.do">http://it.cyberlink.com/prog/support/cs/index.do</a></td>
</tr>
<tr>
<td>German</td>
<td><a href="http://de.cyberlink.com/prog/support/cs/index.do">http://de.cyberlink.com/prog/support/cs/index.do</a></td>
</tr>
<tr>
<td>Spanish</td>
<td><a href="http://es.cyberlink.com/prog/support/cs/index.do">http://es.cyberlink.com/prog/support/cs/index.do</a></td>
</tr>
<tr>
<td>Simplified Chinese</td>
<td><a href="http://cn.cyberlink.com/prog/support/cs/index.do">http://cn.cyberlink.com/prog/support/cs/index.do</a></td>
</tr>
</tbody>
</table>

Note: CyberLink’s user community forum is only available in English and German.
Index

1
120Hz Time-sequential 36

2
2D
  burn disc in 205
  converting to 3D 100
  2K resolution 1, 172, 174, 178

3
3D 63
  burn disc in 207
  disc menus 204
  output formats 175
  overview 64
  producing in 174
  setting source format 63
  subtitles 165
3D depth
  Particle effects 133
  PiP effects 118
  subtitles 165
  Title effects 147, 149, 201
3D mode
  enabling 36
3D-BD 197

3D-Like
  overview 64
3D-Ready HDTV 36

4
4 color gradient 117, 145, 199
4K resolution 1, 172, 174, 178

5
5.1 Surround 211

7
7.1 channels 1
  downmixing 211

A
Anaglyph 36, 174
Android 176
Animation
  paint 112
Aspect ratio
  setting 47, 90
  video clip 90
Audio
  5.1 surround 1, 211
  7.1 channel 1, 211
  adding 71
  AudioDirector 101
  capturing 51
Audio
  channels 211
  editing 77, 101
  importing 49
  keyframes 95
  mixing 158
  mixing in track 157
  muting 101
  normalizing 158
  reverse 100
  speed 100
  stereo 211
  transitions 153
  trimming 87
  unlinking 61, 83
  WaveEditor 101
AudioDirector 101
AVCHD 55
AVCHD 2.0 172, 205
AVI 172

B
Backgrounds
  adding 69
Batch produce 170, 184
Beats 73
Burn
  2D disc 205
  3D disc 207
  settings 210
Buttons
  adding menu 203
  per page 194

C
Capture
  content 55
  media 51
  preferences 56, 212
  quality 56
  settings 56
CD 54
Chapters
  adding 163
  thumbnails 163
Checkerboard 36
Chroma key 117
  disc menu 201
  title effects 147, 149
Clip mode 32
CLPV 90, 91
Color boards
  adding 69
ColorDirector 94
Confirmation preferences 213
Content aware editing 30, 77
Convert 2D to 3D 100
Create disc 187
Crop
  images 92
  videos 100
Cross transition 155

thumbnail index 194
Index

D

Dailymotion 178
Date 101
Default language 211
Design Studio 1
  Menu Designer 195
  Paint Designer 111
  Particle Designer 127
  PiP Designer 114
  Title Designer 141
Detect
  music beat 73
  scenes 84
Detect faces 16
Detect scenes 59
Devices 176
Digital TV 54
DirectorZone 9
  downloading from 59
  preferences 214
Discs
  3D menus 204
  burning 205
  creating 187
  customizing menus 195
  editing menu 191
  erasing 210
  importing content 188
  Menu Designer 195
  selecting menu 190
Display
  3D 36
dual preview 33
Dolby
  copyright 230
Dolby Digital 205, 207
Download
  from DirectorZone 9
  media 57
Drawing 112
DTS 5.1 Producer 205, 207
Dual preview 33
Duration 89
DV camcorder 51
DVD 55

E

Easy editor 14
Edit
  audio 101
  content aware editing 77
  media 77
Editing preferences 215
Effects
  adding 103
  downloading 59
  freeze frame 108
  keyframes 97
  modifying 104
  NewBlue 103
  particles 125
  PiP 109
  PiP objects 109
  shape 92
  titles 139
Effects
  video 103
Enable
  3D depth 118, 133, 147, 149, 201
Enhance 94
Erase
  discs 210
  mode 112
Explorer view 30
Export
  projects 48
Extract audio 61

Green screen 117
Grid lines 33
Group objects 39

H
H.264 AVC 172, 174
Hardware acceleration
  preferences 217
HDMI 1.4 Enabled 36
HDV camcorder 53
Hotkeys 219
  customizing 224
  default 219

I
Images
  adding 68
  aspect ratio 91
  cropping 92
  effects 103, 105
  enhancing 94
  fixing 94
  importing 49
  keyframes 95
  Magic Motion 106
  PhotoDirector 94
  shape 92
  transitions 153
Import
  media 49
  projects 50
Insert 68
Insert 68
  projects 50
Intelligent SVRT 169, 227
Interlaced video 89
Interpolated technology 100
iPad/iPhone/iPod 176

K
Keyframes
  adding 97
  effects 104
  PiP Designer 122
  settings 95

L
Language 211
Latest features 1
Library window 29
Link 83

M
M4A 172
Magic Cut 102
Magic Fix 102
Magic Motion 105
designer 106
Magic Movie Wizard 74
Magic Music 72
Magic Style 107
Magic Tools 45
Markers
  music beat 73
  timeline 40
Matroska 1, 172
Media
  3D 63
  arranging 67
  capturing 51
  downloading 57
  editing 77
  importing 49
  shape 92
Memory stick 205
Menu Designer 195
Menus
  3D 204
  background 197
  chroma key 201
  customizing 195
  editing 191
  Menu Designer 195
  motion 198
Microphone 54
Micro-polarizer LCD 3D 36
Mix audio 158
MKV 1, 172
Mobile phone 176
MOV 172, 174
Movie mode 32
MPEG-2 172, 174
MPEG-4 172, 174
Multi trim 84
Music
  adding 71
  beat detection 73
Music
  editing 101
  importing 49
  Magic Music 72
  mixing 158
  trimming 87
Mute audio 101

PhotoDirector 94

Photos
  adding 68
  aspect ratio 91
  cropping 92
  editing 77
  effects 103, 105
  enhancing 94
  fixing 94
  importing 49
  keyframes 95
  Magic Motion 106
  PhotoDirector 94
  shape 92
  transitions 153

PiP Designer 114
  keyframes 122

PiP effects
  3D depth 118

PiP objects 109
  adding 109
  customizing 110
  room 26

Power Tools 100

PowerDirector
  system requirements 10
  versions 2

Preferences 211
  capture 56

Preview
  3D 36
  render 42
  undocking window 35
  window 32

Preview quality 33

NewBlue 103

Non real-time 56
  Non real-time preview 33

Normalize 158

NTSC 89, 211

OpenCL 217

Overlap transition 155

Overwrite 68

Paint animation 112

Paint Designer 26
  using 111

PAL 89, 211

Particle Designer 127

Particle effects
  3D depth 133
  adding 125
  modifying 127
Produce 169
  batch 184
  overview 170
  preferences 218
Profiles
  capture 56
Progressive video 89
Project 47
  exporting 48
  inserting 50
  preferences 217
  producing 169
PS3/PSP 176

QuickTime 172, 174

Range selection 42
Real-time preview 33
Reflection 116
Removable disk 205, 207
Render preview 42
Reverse 100
Ripple editing 68, 69, 109, 125, 139
  overview 67
Rooms 25
Rotate 100
Row-Interleaved 36

S
Save
  projects 47
Scenes
  detecting 84
Screen snapshots 33
SD card 205, 207
SDHC card 205, 207
SDXC card 205, 207
Set 3D format 63
Settings
  burn 210
  capture 56
  media 197
Shadow 116
Shadow file 211
Shape 92
Side-by-side 174
Single trim 84
Size limit 56
Slideshows
  creator 16, 75
  designer 20
  music preference 19
  time-lapse 22
SmartSound 72
Snap to reference line 33
Source format 63
Speed 100
Split 82
SRT 166
Standard 2D 172
Stereo 211
Storyboard 46
Subtitles 165
  3D depth 165
  formatting 165
  importing 166
Support 243
Supported formats 49
Surround sound 205, 207
SVRT 169, 227
System requirements 10

Technical support 243
Thumbnail index 194
Time info 101
Time limit 56
Time stamp 101
Timecode 211
Time-lapse 22
Timeline
  adding markers 40
  behavior 39
  overview 37
  track overview 37
Title Designer 141
Title effects 139
  3D depth 147, 149, 201
  animation 149
  chroma key 147, 149
  motion 149
Track manager 42
Tracks 37

adding 42
Transitions 153
  behavior 155
Trim 84
  audio 87
  multi 84
  single 84
  video 84
TrueTheater 94
TrueVelocity 1
TV
  capture 53
  Format 89
  safe zone 33
TV format 211

Ultra HD 1, 172
Undock 35
Unlink 61, 83

Version table 2
Videos 84, 100
  adding 68
  aspect ratio 90
  capturing 51
  ColorDirector 94
  content aware editing 30, 77
  converting to 3D 100
  cropping 100
  detecting scenes 59
Index

Videos 84, 100
  editing 77
  effects 103
  enhancing 94
  fixing 94
  frame rate 33, 211
  importing 49
  interlacing format 89
  keyframes 95
  muting 101
  producing 169
  reversing 100
  rotational camera shake 94
  shape 92
  speed 100
  transitions 153
  trimming 84
  unlinking 61, 83

Vimeo 178

Voice clips
  adding 71
  mixing 158
  recording 160
  trimming 87

Voice over 160

Workspace
  creating new 47
  expanding 31
  overview 25

X
  Xbox 176

Y
  YouTube 178

Z
  Zoom 35

W
  WAV 172
  WaveEditor 101
  Web support 244
  Webcam 54
  WMA 172
  WMV 172, 174