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- NOTE: Not all minor topics have a time code and in these places it is highly recommended to watch the whole of that particular section to gain the best from that tutorial.

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DISC 1 – 6.0

SOFT INSTALL (25:00)

- Step by Step Installation of the Liquid Edition software
- Program Menu Options Help
- Pinnacle on the Web
- Troubleshooting on the Web Training Media
- Estore
- Advanced On-Line Support
- Pinnacle Systems Web Site

Install (18:00)

- Acrobat Reader
- VfW DV Codec
- Windows Media Format9

On-Line Help (19:10)

- New In Version 6
- Online Help
- Readme
- Reference Manual

On-Line Registration (22:30)

Liquid 6 Start (24:30)

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GUI – (Graphic User Interface) (45:00)

An Introduction into the areas of the editing screen

Create New Project from scratch

Project Browser customisation (04:40)

Basic review if FX listings

Importing Media – (10:00)

Import video

Introduction to the timeline icons

Taskbar (38:08)

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SYSTEM SETTINGS (14:00)

Setup your PC before starting

Control Panel Settings

Site System Settings

General Tab

Inputs & Outputs Tab(03:00)

ASIO Audio settings

System Information Tab (04:30)

PlugIn Settings

FX Editors

Media Management Settings (06:00)

Codec Presets Settings

Player Settings (07:30)

Settings

Connections

User Settings (11:58)

Timeline Properties

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CUSTOMIZE (34:00)

How to customize your workspace and save the settings.

Customize User Profiles

Creating a User Profile

Saving Profile with a Password

Preset User Profiles

Customize the GUI (06:25)

Source Viewer

Adding & Removing buttons

Handy buttons to add

Removing or Adding Spacers

Master Viewer and Main Toolbar

Handy buttons to add

Review Premiere & Studio preset Profiles (13:50)

What buttons are different

Keyboard Customisation (19:33)

Control Panel / Keyboard Properties

User Panel Options

Keyboard Properties

Keyboard Assignments

Global Shortcuts

Command Settings

Map buttons to keyboard

Altering keys

Tips on changing keys

Using Shift or Ctrl or Alt extender keys to expand shortcut possibilities

Add some very handy key shortcuts

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TEMPLATES (1:14:00)

Find out about Templates and how to create them.

Creating a New Project as a Template

Creating a New Media Folder for Capture & Imports

Import Color Bars

Import 1KHZ Tone

Import Logo (picture file)

Import Motion Graphics

Importing music from a CD

Using Windows Media Player 9 to copy music to the hard drive

Input Wizard to import Audio

Create Custom music in Sonic Fire Pro (21:19)

Create a 10 second music clip to go below a logo

Export music clip

Import into LE

Non Destructive Audio level adjustment

Setting Start Time code on the Timeline (30:00)

Set time code before 00:00:00

Add SMPTE color bars to your timeline

Timeline Properties – changing options

Extending Media clips on the Timeline

Changing Track Names (39:06)

How to change track heights

Intro to Title Deko RT (41:28)

Insert a graphic into Title Deko

Save To LE

Resize a graphic on the timeline – Extend Edit



Creating a 10 second Countdown (47:40)

- Create and cut up a graphic
- 10 – 2 countdown using Title Deko
- Add Signal tone clip below last countdown clip
- Add a Track

Real Time 2D Effects Editor (59:00)

- Position and resize clip
- Introduction to Keyframes
- Copy Keyframes
- Underscan & Overscan
- Yellow to Green slices
- Adding a water wave FX to a lower 3rd

Saving Timeline & Project Templates (64:30)

- Save a sequence as a template (saves the names and heights that are set if the template is used for a new sequence)
- Saving the Project as a New Template

Fusing a Sequence (63:36)

- Creating an AVI file for a part of the sequence on the timeline.

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LOGGING TOOL A (38:00)

How to capture from your video camera basics

Capture Wizard

Naming a Reel

Logging Tool GUI tour... (06:25)

Adding Buttons

Clip Naming

How to check connection type

Set Reel to capture from

Set Rack to save captures

Capture on the Fly

Digitizing

Native Transfer & Media Management (15:36)

AVI or DIF?

LIVE captures

Firewire captures

DVC Pro25

Changing import options

Set import folders while in the Logging Tool

Using Alias names for capture folders

Checking Red Slices (Clip Properties)

Capture Abort, Setting In & Out points

Set where to start and finish captures

Logging Clip in Capture on the Fly (27:00)

Logging Clips and Digitization using In & Out

Detail properties of captured clips investigated

Scrubbing on the Video Inlays

How to select certain parts of the clip quickly

Customizing the In-timeline Project Browser view

Changing your viewer to suit your needs – Only a right click away.

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LOGGING TOOL B (47:00)

Logging tape for Batch Digitize

Log selected clips only ready for digitizing later

Re-capturing & Trimming

Change the length of an already captured clip

Logging Tool properties (07:20)

Checking General Properties in the Logging Tool

Capture with Scene Detection active

Subclips

Automatic Scene Detection

Additional functions (17:30)

Adjust Audio on capture – Non Destructive

Quality Rank

Send to Timeline after capture

Batch Digitize – Introduction (21:00)

Clip Properties

Status

Customize the properties viewer

Quality Rank

Clip detailed properties

Batch not yet digitized

Creating a Batch List (31:32)

Add In & Outs only and Log ready for Batch digitization later

Logging Tool properties continued (39:56)

TC Break Behaviour

Disk Full State

Textual Clip Presets

Open Ended Capture – review (42:08)

Disk capacity

Scene detection after capture

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EDITING 101A (45:00)

The Clip Viewer

- Check out the available options
- Customize toolbars in the clip viewer
- Snapshot – setting duration of snapshots
- XSend To

Add XSend programs to the menu

Clip Viewer – Extra Functions (09:50)

- Video Tab
- Audio Tab

Scene Detection – after capture (13:38)

- Scenes Tab
 - Creating clips using scene detection*
 - Blue Star – Audio clip level*

Master Clips vs. Sub Clips (21:20)

- Explanation of Sub Clips & Master Clips

Desktop View- GUI (24:30)

- The Trash Can
 - Empty Trash*
 - Clean Up Project*
 - Diagnose Project*

(Project Browser) (35:18)

- All Tab
- Clips Tab
- FX Tab
- Library Tab
- The Media Tab

Understanding Project Media Clip Management

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EDITING 101B (23:00)

Desktop Storyboarding

Add clips to desktop

Adding Mark In & Outs in your Picon View

Send to Timeline (03:06)

Allocating Video & Audio clips to tracks

Audio Wave Form (05:08)

Adjust waveform level

Timeline Editing (06:20)

Trim Editor (06:58)

Buttons and customize

Lengthening clips exactly

Trimming on the Timeline (12:06)

Overwrite and Film Style Editing (12:30)

Yellow & Red trim guides explained

Zooming In & Out on the Timeline

Overwrite vs. Film Style (15:28)

The why's and how's of the different editing options.

Match Frame (20:52)

Finding original clips using Match Frame

Drag from Source viewer to the Timeline

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SFX BASICS (33:00)

A Tour of the SFX Editors GUI

- Quick Color Correct
- Add Blur and Edit
- Rename an effect
- Accessing FX editors
- Altering FX and options
- Toolbuttons

Keyframes explained (14:46)

- “To Use or Not to use” Keyframes

Editing & Customizing Effects Editors

- Interactive mouse control buttons
- Applying parameters to all keyframes at once or individually
- Resetting parameters

Cropping

- Cropping clips in dialogue box or dragging direct on FX viewer

Using the “go to previous & next keyframe” buttons

- Using exact keyframe movements
- Intro to Bezier curves

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EDITING 201 (54:00)

Editing a Project – Capture review

- Batch digitize
- Resetting Audio on “Logged” clips before digitizing

Project Browser – Media Tab (12:16)

- Copy Media to other projects

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All Tab – right click, jump to project / working project

Copy files in the Timeline view from the most recent Project list to the current Project

Basic Trimming – Mark In & Out

Keyboard Shortcut Map (21:42)

Changing keyboard layout on the fly

Insert Source into Master arrow ... Video / Audio Mappings (22:38)

The V and S1 tabs explained

Grouping and Mappings differences

Show audio wave form

Log In – In the midst of a project (27:24)

Changing to different User

Opening a Project in the new User interface

Using keyboard shortcuts

Save Timeline as Template

Timeline vs. Sequence differences

Renaming Sequences

Insert Grouped VA

Disband Clips

Linking Video & Audio clips

Magnetic dragging

LE Audio Output levels

Project Properties

Settings

Used Clips

Stereo to Mono & Vice Versa

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PRO EDITING A (1:08:00)

Adding SFX, Music, & Graphics (00:52)

Creating 3D Animated Text (01:30)

Using Cool3D to create and export for LE

Importing Animations (03:42)

Importing a TGA sequence into LE

Autodetect Animations

Import Animations from a CD-ROM or DVD-ROM (11:00)

Alpha Channel Options

3 layer composite

Base Color Correction CPU Editor (19:16)

Adjusting your clip colour using keyframes

The Beveled Crystal Effect Editor (22:00)

Adding another Effect to layer 3 video

Add Blur to Layer 3

Adding Music (25:16)

Import a WAV file

Containers (28:36)

Create a container of active tracks

Step into Container

Fuse Sequence (30:56)

Making an AVI of selected Video and Audio clips

Set Sequence Picon (34:40)

Adding a picture to a sequence picon

Save Copy of Sequence (35:42)

Save a Copy for backup or to maybe edit differently

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Select after Playline (36:21)

Select everything to the right on all activated tracks in a sequence - Quickly

Disband Clips – Link/Unlink Audio (37:14)

Separate Video & audio for editing

Moving Clips (39:10)

Move clips around on the timeline by drag & drop

Scrubbing Audio (43:26)

Hollow Speaker icons

Scroll Lock key

Enable Audio scrubbing

The Audio Editor (46:00)

Sliders or Dials

Turn individual track audio On or Off

Mute Track

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Audio Signal Flow (48:18)

Audio Rubberbanding (50:36)

Removing selected audio keyframes

Audio Fade In

Audio Fade Out

Adjusting overall clip volume (55:18)

Change overall value using the Shift key

Adjust Audio option – adjust the whole clip audio levels (including keyframes) by an inputted dB amount Up or Down all at once

Copy Keyframes

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Creating a Title Deko Graphic (55:07)

- Adding Text and change text properties
- Add a drop shadow to text
- Change text outlines etc.
- Using template looks for text

Title Safe Explained (59:02)

- Keep your title on the TV when broadcast
- Add text to LE

Adding Transitions to Graphics (62:65)

- Add dissolve with options
- Add Realtime Transitions FX
- Selecting the part of the clip to attach when dragging
- Editing a transition FX
- Replace a transition by another.

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PRO EDITING B (31:00)

Base Color Correction

Adding reference sets

Match Frame

Find the original frame clip

Finding Lost Links

Find missing audio

Hold SHIFT, drag clips, no snap

Drag clips without snapping to edit cut points (quicker)

Adding a Title Deko Graphic (11:00)

Changing the looks of text

Adding SFX to Graphics (13:52)

Add a WaterDrop transition

Add explosion transition

Import Stills (22:12)

Import Photoshop graphics

Add fade in & outs

Resize graphics and position

Copy FX and Paste onto another clip

Add an Audio Crossfade

Trim Mode

The importance of checking Trim Mode (Film or Overwrite)

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SFX PLUS (32:00)

Blur In & Out

Add Blur, use Keyframes and fade In & Out over 2 clips

Blur, Key Mask & 2D FX

Copy FX and paste onto a new clip

Copy and paste FX into a new rack

Granny Tips: Ctrl, click, drag, duplicate (05:18)

Use some great keyboard shortcuts to quickly edit on the Timeline.

Keying Editor Classic (09:48)

Use Full screen mode in Keying Editor

Key Types

Lasso keyer, invert key

Add or Subtract keying areas to the original mask

Freeze a clip

Create snapshot graphic

Delete from Playline to next edit (18:46)

Use button to delete a clip to next edit

Editing the Keying Editor (28:48)

Adjust keying keyframes to fine tune

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COMPUTER SETUP (30:00)

Using the included Media Player (00:00)

Changing your desktop screen resolution to 1024 x 768 pixels (01:30)

Camtasia Player controls explained (03:00)

Customizing Your Computer (09:39)

Turn off Background Tasks

Use msconfig program to close down selected start-up programs (19:25)

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The Connectors – Inputs & Outputs

Connectors you might use (4:36)

Troubleshooting tips (07:59)

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VO – MIX (12:00)

Add music to the Timeline(00:00)

Recording a Voice Over (04:39)

How to get the Microphone button active on the Audio toolbar!!!

Record Audio Mix (09:14)

Use your clip fader to record a changing audio mix on the fly



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DYNAMIC WARP (8:00)

Use the Dynamic TimeWarp Editor to create a multi-speed slow motion



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Create a single speed slow motion & slowing audio

Fit to Fill (00:41)

Video Computation Options (01:39)

Audio Computation (Dialogue) (01:54)



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CHROMA KEY (4:00)

Cut out a color i.e. Blue or Green screen



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COLOUR CORRECTION (23:00)

One Click White Balance (02:07)

Finding a 50% grey pixel as a reference point

3 pt grey balance (03:15)

Primary Color changes (04:15)

Technical Aspects of Video (05:42)

Color Bars

Waveform & Time Base Corrector

More on Waveform & Vectorscope (11:47)

The cube display

Waveform & CCIR-601

Six Vector Color Correction

Selectively change one of the six color hues

Auto Color Correction

Auto Color Correction (16:05)

Selective Color Correction (17:29)

How to select areas of an image for correction



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Creating multiple menus

DVD Menu Wizard (05:17)

Preview DVD within LE (10:50)

Customize Menu Text, background etc (11:40)

Extend the Menu length and add a warning message before menu appears (15:40)

Create a Scene Selection Menu (18:55)

Modify the background video for a button (26:15)

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RECORD TO TAPE (6:00)

Output of the Timeline using Record To Tape

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Undo List

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Trimming Clips without using the Trim Editor (03:38)

Grabbing Multiple points

Control, click, drag & duplicate a clip (05:17)

Updating Picons (06:02)

Alt – drag to view timeline clips (6:37)

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Rearrange Tracks (07:51)

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PAN & SCAN (10:53)

Using the Classic 2D editor to move a cross a still image



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Using Consolidate to create a new video file, independent from the original



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[Use Condense to create a single rack containing only the clips used on the timeline. You can then delete all the other racks and shrink the size of the project file.](#)



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New Features in the Editors

Redesigned adjustment parameters

New keyframe interpolation (02:58)

New Clip FX (Entire Track) (06:45)

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SFX PLUS (17:00)

An examination of using the effect editors

Adjusting effect parameters

Using the keyframe interpolation graphs

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SUB – MATTE & Track Mattes

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Moving a Matte Track effect in 2D & 3D

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Multicam Editing



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Introduction

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Classic output routing explained (

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Logical output buses (01:46)

Setting up for surround sound (04:46)

Using VST plugins – Karaoke plugin (05:40)

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BU – RESTORE + (54:00)

Media Management examined – Back Up & restore step by step

New project hard drive file structure

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