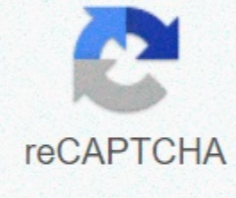




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## Dvd lab pro 2 tutorial

Now we're going to create the chapters menu. This menu will be an animation menu, with thumbnails of chapters animated by scenes from that chapter. Show the following screenshot again here since this page refers to this screenshot again. An easy way to create chapter menus is to use the Add Scene Selection built-in wizard that will use one of the default chapter templates to quickly create chapter menus. Go to this wizard by clicking the wizard icon on the top toolbar of DVD-lab Pro and select the Add Scene Selection Menu option. In the new window that appears, select the template that you want to use, the VTS set, and the movie for which you want to create the chapter menu, and which is the parent menu (the menu that links to this chapter menu, which should be the Main Menu for the sample project used by this guide). Alternatively, you can simply use what you've learned from this guide so far to manually create menus for your chapters. The only novelty you need to know is the Insert Firm Chapter feature (7, in the menu editor interface screenshot above). This feature is quite easy to use and will insert a still image from chapter shutdown and will automatically connect to that chapter. Remember to link all menus together and link them all to the Main Menu and draw paths if you haven't used automatic paths. You can also copy/paste items from menus, which helps. Now we're going to go to the fun part of doing motion menus. What I want to do now is take these capitol alai and make them animate. Each latch will now show 10 seconds from the chapter and then come back. What really happens is that the menu background becomes a movie file instead of a still image, thus allowing animated menus. This is now easy to do with DVD-lab Pro's built-in Render Motion Menu wizard and even easier in the new version of DVD-lab Pro (previous versions required you to create an AVI file and then encode it into MPEG-2 using third-party applications – the new version has a built-in MPEG-2 encoder, so no other tools are needed now). Go to this wizard by first accessing the menu editor on the menu that you want to create on an animation menu (in my example, the Chapters menu), and then click the wizard icon on the top toolbar of DVD-lab Pro and select the Animation Menu Rendering option. In the new window that appears, the Motion Objects section will list what can be animated, which in this example should be still images of the chapter. You can select each individual object the object will display a red border in the left menu preview) and select or clear the Render this object option in the final clip to specify whether you want to animate the object or not (by default, all objects are selected), there is a preview where you can play a section from what will become the motion object check the repeat if shorter option if some they have a different length (for example if the chapter stop is at the end, then maybe that chapter will be shorter than the length of the movement), and you want them all to play with the same length, with the shortest clips looping to get to the longest length. The Shuffle loop point will make the point where the loop occurs for each object different, so you won't be visually able to say when the loop point occurs (as opposed to any object that has the same point in the loop, which makes it very obvious). If necessary, you can also change the start point of the animation, using the slider or the Fine Scrub tool more precisely. In the Global Settings and Outputs section, this is where most of the options for the animation menu are selected. Total Clip Time indicates how long this motion menu should last before looping (10 seconds is a good default value, any higher value will require more space in the project - see timed diagram below). Select MPEG-2 as the video format to waive the need to play it: set the bitrate to between 6000 and 8000 kbps (or less if the space is short). For the Intro Effect setting, you can specify one of many options: selecting From Above, for example, will display an introduction that releases the two animated objects from the top of the screen (the introduction will only play the first time the menu is loaded and will not be part of subsequent loops - see timed diagram below). Select the time required for this introduction. The Crossfade of the Looping End option will make the loop less abrupt by dissolving the end with the start of the next loop (see the time diagram below). When you are satisfied with the settings, press the Rendering button and you will be asked where you want to save this motion menu (as an M2V file, I would save it in the same directory where the main movie's M2V file is located). After a short time, the M2V file containing the motion menu will be generated. Press Close to close the wizard, and you'll see a message that the current menu has been turned into an animation menu. You should note that at the bottom of the menu editor, the M2V file was added as part of the motion animation for this menu. If you want to see what the animation menu looks like, you can locate the M2V file you just saved and play it in the MPEG-2-compatible media player. And repeat the previous steps for each chapter menu. See, it's not too hard at all. This is what my connection diagram looks like after adding the of the chapters. 1 2 3 4 5 6 7 8 9 Software & Apps Video Edit Software Hello all, This is my first post here. I used several authoring programs. Like sonic DVD producer, master DVD, DVD workshop, Sony DVD architect etc... I found DVD\_LAB professional is the best easy-to-use software with loads of features. I am amazed at the ease of use Quality. However, I haven't been able to explore all the features yet. Is there anyone who has a manual or tutorial for this great program? Most importantly, when auther the movie I can't get the preview that works with the audio. I tried everything, no luck. any advice? Thank you very much. I will try to use these guides Here is a very simple and fast tutorial on how to use DVD-lab. We'll barely scratch the surface of all the DVD-lab and DVD-lab PRO features, but it will give you a general idea of how things are done. DVD-lab supports elementary video and audio stream file types (mpv, m2v, mpa, m2a, ac3, dts, wav, aiff) or system files (an mpg file with video and audio inside) also called MPEG-2 file program stream. New project After you start DVD-lab or press New, a default project window appears. If you do not see this window, on the Project menu, click Set Default Properties, and then select Set Default Properties. Enable the Show check box each time a new project is created. Select a Normal project (VTS + Movie Menu) and the NTSC or PAL system. DVD-lab/DVD-lab PRO will create a simple and empty project for you. Import content into the Assets window first, we need content. Import the video and audio files that you want to use for the DVD into the Resources collector. To do this, you can drag files from Windows Explorer to the Resources collector or drag files from the embedded file viewer to the project-specific resource - Video & Audio Bin. In the Assets window, click the File Browser button So the Internal File Viewer opens, displaying only files that can be imported. Navigate to the directory where the video files are located and drag them to the resource bin, or double-click them. DVD-lab will quickly check your files and show any alerts. If you are importing a system or program stream, the file will be demultiplexed in the background. Demultiplexing means separating a combined file into its Video and Audio Elements component, as shown here. When all goes well, you can keep building the DVD. Create a Movie object Open Movie 1 if it is not already open by double-clicking it in the project window: Now drag a video file from the Resource Collector to the Movie 1 window and drop it into the video track. Then, also drag the correct audio file for that video and drop it into the Audio 1 track just below the movie. Now you've created your first movie title. You can now click thumbnails in the Movie window and drag the Movie cursor along the length of the movie. Look at the preview window to see finds you. Adding chapter points When you see a frame of the video that you want to use for a chapter point, you can stop and press the [+] button above the movie cursor. This will add a chapter point, shown by the red marker. Note: You don't need to add a chapter point to the beginning of the movie, this is done This time, insert a few more chapter points by clicking the Add Chapter Point button in the Toolsets in the Preview window. Create a menu Open menu 1 by double-clicking it in the project window. An empty menu appears. You can zoom in or out with zoom buttons on the main toolbar. Choose a menu background in the Resource window, click the Backgrounds tab: The menu will provide several backgrounds to use. Choose one and drag it into the Menu window and drop it on the menu. This becomes the background graphic image of that menu. Menu tools sets are located along the top and left side of the menu editing window. From the left-hand side toolsgroup, select the Text tool (Aa), and then click the Menu screen where a text item should be placed. You'll see a text window where you can type a title like Movie, for example. Now click OK and place and resize the text where you want it. Add another smaller text object like Play Movie and another Scene Selection. Create a linked button To add a link from text to a movie, simply drag movie 1 from the Project window to play movie text and release the mouse button. The link will be created automatically for you. Easy enough, right? Using Scene Selection, click the Wizard button on the Main toolbar and click Add Scene Selection Menu on the shortcut menu, as shown below. A model window will open and from there choose a template that you like for scene selections. DVD-lab will proceed to populate the model with buttons connected to the defined chapter points, creating a new menu or menu very complete. Depending on the number of chapter points added, one or more new menus will be created. You can now open the new menu by double-clicking the name in the project window. DVD-lab has already done a lot of work for you in building this menu. Make a menu link We're almost done, but remember; we still don't have a link from the first Menu 1 to the selection menus. Open Menu 1 and from the Project window, drag the Scene 1 indicator for Movie 1 and drop it over the Scene Picker text. The design phase is now done! You can open Connection view by double-clicking the Connection element in the Project window. This is the visual navigation layout of the DVD. The Connection view shows the relationships between items. We will come out of this in more detail later. You don't have to change anything right now. DVD-lab has made all connections for you. CREATING THE DVD With the layout and design completed, you are now ready to build a DVD. Click the Build DVD button on the top toolbar of the DVD-lab. In the Build window, select a destination folder and a temporary folder on your hard disk. If you select two different disks, you will benefit from the build speed. These folders should be on a drive - - drive - with plenty of free disk space. Click Start and create the DVD files in the specified folder (for example: C:\DVDVolume). You can now test the performance of your DVD project with a software player like PowerDVD, CinePlayer, WinDVD, and others. Next, burn the support from Project to DVD using the Burn DVD from disc command: you can also use your favorite DVD recording application such as Nero, Gear, or Roxio to burn the DVD as well. What you learned: First, you need to drag your content files into the Video & Audio Asset window to check formats You learned how to add chapters You learned how to add button links in the menus You learned how to use the wizard to add scene selection menus You learned that you must first compile the DVD to hard disk and then record (burn) to DVD media

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