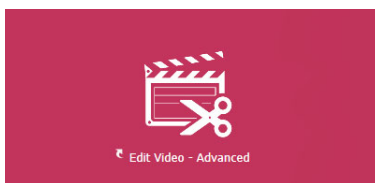


# Roxio Creator NXT



## VideoWave

Roxio® Creator® NXT includes VideoWave for editing your videos. This online guide includes some of the latest features in VideoWave.



*VideoWave is available from the Roxio Creator Home page or the Video/Movies page.*

In this guide, you can find the following topics:

- Track Transparency
- Motion Tracking
- 360 Video

## Track Transparency

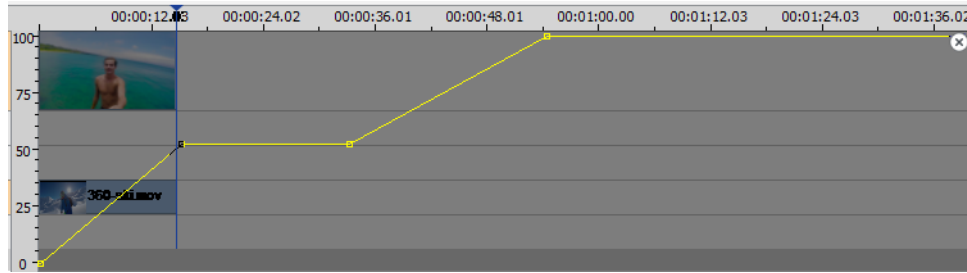
You can adjust the opacity level of clips in an overlay track to create a superimposed effect or to create a custom fade in or fade out effect.

### To adjust the transparency of an overlay track

- 1 In the **Production Editor** area, click the **Timeline** tab.
- 2 On the overlay track that you want to edit, click the Track Transparency icon.



Track Transparency mode is activated across the Timeline space with an opacity value scale from 0 at the bottom (completely transparent), to 100 at the top (completely opaque). A yellow line represents the current setting.



3 Do one of the following:

- To adjust the opacity of the entire track, drag the yellow line up or down to the level you want. If there are any keyframes on the line, you must remove them (right-click a keyframe and from the context menu, choose **Remove all keyframes**).
- To vary the transparency for the track, click the yellow line to add as many keyframe nodes as you need. Drag the nodes to adjust the opacity.

**Note:** If you want to delete a single keyframe, right-click a keyframe and from the context menu, choose **Remove keyframe**.

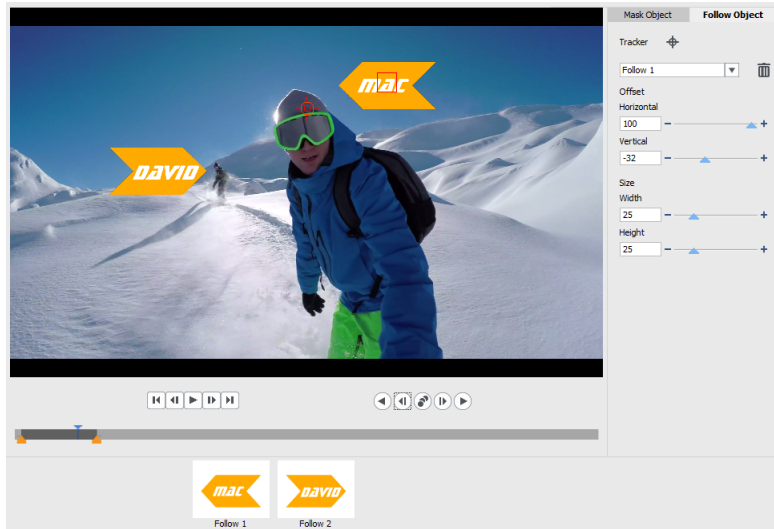
4 To exit Track Transparency mode, click the Close button  in the upper-right corner of the Timeline area.

## Motion Tracking

You can track the motion of elements in your videos and add masks or objects that follow the same motion. For example, you can apply a mask to obscure a face, license plate, or trademarked logo that is visible in your video.


You can also track the motion of an element so that you can follow it with an object. For example, you can add a name label to follow a player in a video of a sporting event. You can track more than one element in a video.

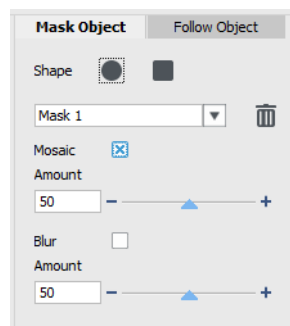
**Note:** It's best to create tag or label image files (PNGs work well) in advance of opening Motion Tracking. You can use the application of your choice to create a Follow Object tag or label. Simply store the files so that they are accessible from the Media Selector.



The yellow name labels were imported to VideoWave and applied to separate trackers.

## To track and mask an element in a video

- 1 In the **Production Editor** area, click the **Timeline** tab.
- 2 Select a clip in the **Video** track, and click the **Motion Tracking** button  in the toolbar or right-click the track and choose **Motion Tracking** from the context menu.
- 3 Click the **Mask Object** tab, and click a **Shape** icon.




- 4 Drag in the preview window to apply the shape to the area that you want to cover. Fine-tune the mask by dragging the mask nodes




- 5 In the **Mosaic** or **Blur** area, enable the corresponding check box, and adjust the **Amount** to obscure the selected area.



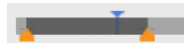
Mosaic effect (left). Blur effect (right)

- 6 Track the selected area of the video by clicking one of the following Analyze buttons :
- **Analyze backward** — tracks the selected area backward from the current time point until it is not detected onscreen
  - **Analyze one frame backward** — tracks the selected area back one frame from the current time point. Good for short tracking segments that are not easily tracked.
  - **Analyze backward and forward** — tracks the selected area (back and forward of the current time point) until it is no longer detected onscreen
  - **Analyze one frame forward** — tracks the selected area forward by one frame from the current time point. Good for short tracking segments that are not easily tracked.
  - **Analyze forward** — tracks the selected area forward from the current time point until it is not detected onscreen.

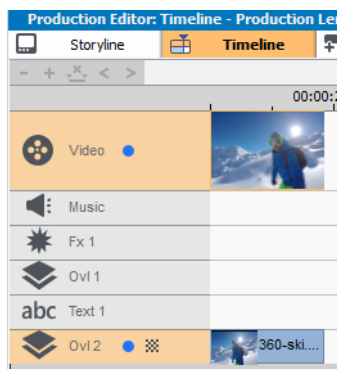
- 7 Check the tracking analysis by playing the video using the playback controls  below the preview.

Pause the video if you notice points where the mask doesn't fully cover the selected area, and readjust the nodes in the preview area. You can change the shape of the mask by clicking the orange mask outline to add a node (pointer displays a plus sign), or by right-clicking a node (selected node is yellow) to remove it.


If you want to trim the motion tracking results, you can use the yellow trim markers that appear below the preview window.




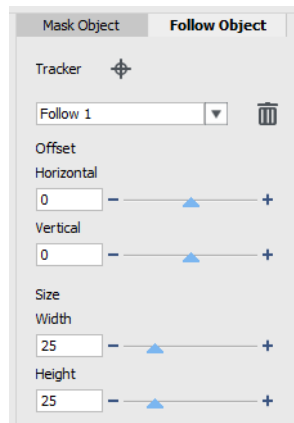
- 8 Click **OK** when you are satisfied with the mask.  
The Mask Object is added to the Timeline in a new overlay track.



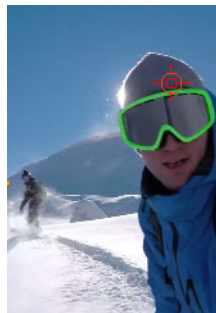
## To track an element in a video with an object


- 1 In the **Production Editor** area, click the **Timeline** tab.
- 2 Select a clip in the **Video** track, and click the **Motion Tracking** button  in the toolbar.
- 3 Click the **Follow Object** tab.

4 In the **Follow Object** area, click the **Tracker** icon .




5 In the preview area, click the element that you want to track. Choosing an area that has distinct color and contrast works best. The tracker appears red in the preview window.



6 Track the selected area of the video by clicking one of the following Analyze buttons :

- **Analyze backward** — tracks the selected area backward from the current time point until it is not detected onscreen
- **Analyze one frame backward** — tracks the selected area back one frame from the current time point. Good for short tracking segments that are not easily tracked.
- **Analyze backward and forward** — tracks the selected area (back and forward of the current time point) until it is no longer detected onscreen
- **Analyze one frame forward** — tracks the selected area forward by one frame from the current time point. Good for short tracking segments that are not easily tracked.
- **Analyze forward** — tracks the selected area forward from the current time point until it is not detected onscreen.

7 Check the tracking analysis by playing the video using the playback controls  below the preview.

If the tracking is lost at any point, find the point where the tracker is lost, and reapply the tracker.

8 Drag the object that you want to apply to the tracking path from the Media Selector to the drop zone (thumbnail area) below the preview window.

The object that you selected appears in the preview area.



- 9 To adjust the position of the title or object, in the **Offset** area, adjust the **Horizontal** and **Vertical** settings.
- 10 To scale the title or object, in the **Size** area, type **Width** and **Height** values.
- 11 Play the video to check the positioning of the object.
- 12 Click **OK** when you are satisfied with the tracking to return to the main workspace.  
A new overlay track is inserted in the Timeline.

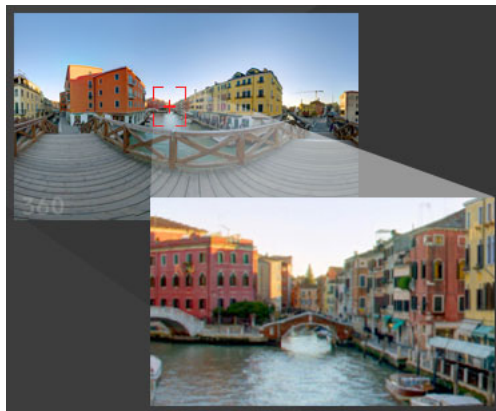
**Tips:**

To delete a tracking object, in the **Follow Object** area, choose the tracker name from the drop-list that appears below the Tracker icon, and click the **Delete** button .

To replace a tracking object, drag a file from the Media Selector to an existing thumbnail in the drop zone.

## 360 Video

You can convert 360 video to standard video in VideoWave.



Note: There are different types of 360 video. VideoWave works with monoscopic equirectangular 360 video footage.

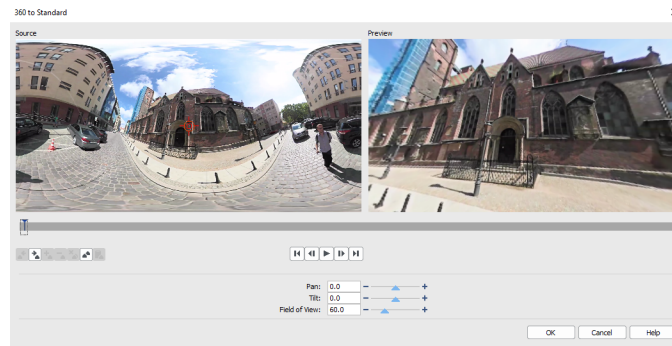
### Why convert 360 video to standard video?

Here are a few reasons people choose to convert 360 video:

- There are occasions when you want to control what users look at in 360 video footage. When you convert to standard video in VideoWave, you can use your 360 video source




in much the same way that you can use multicamera sources—you can choose the view for your audience with keyframe precision.

- You can play standard video using a wider range of applications and devices—no special player is required (the video is not interactive).
- Standard video is a much smaller file size than 360 video.



*The 360 to Standard dialog box. The 360 video source displays on the left and a standard video preview displays on the right*


## Controls and settings in the 360 to Standard dialog box

- The key frame controls  let you modify the key frames on the timeline, according to the position of the scrubber. You can go to **Previous Keyframe** or **Next Keyframe**. You can also **Add keyframe**, **Remove keyframe**, **Remove all keyframes**, **Copy keyframe** and **Paste keyframe**.
- The playback bar  let you navigate your clip (Home, Previous Frame, Play, Next Frame, End)
- Scrubber  let you scrub through the clip. Clicking a key frame will move the scrubber to the current position in the timeline.
- The timeline in the 360 to Standard dialog box is a simple bar that contains any key frames you set and can be navigated with the scrubber.
- Pan — Lets you adjust the view horizontally (x-axis)
- Tilt — Lets you adjust the view vertically (y-axis)
- Field of View — Lets you adjust the how close or how far away the camera appears to be from the scene in the selected view—the effect is similar to zooming. Lower values zoom in for a narrower view; higher values zoom out for a wider view.

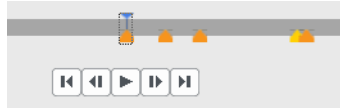
## To convert 360 video to standard video

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- 1 In the **Production Editor** area, click the **Timeline** tab.
- 2 Right-click a 360 video clip in the **Video** track, and choose **360 Video > 360 to Standard**. The 360 to Standard window opens with two preview panes—the 360 video source is on the left and a standard video preview is on the right.

- 3 In the 360 video pane (**Source**), drag the View Tracker icon  until its position corresponds to the view that you want to show in the standard video pane (**Preview**).
- 4 Click **Play** and as the 360 video plays, drag the View Tracker if you want to change the view seen in the standard video pane.

Each time you change the view, key frames are added.



*Key frames appear as yellow markers along the timeline.*

You can also drag in the **Preview** window and scroll with the mouse wheel to zoom in or out.

- 5 When you are finished, you can replay the video and edit the view by doing any of the following:
  - Delete a key frame by clicking it on the timeline and clicking **Remove keyframe**.
  - Drag a key frame on the timeline to change when the view appears.
  - Click a key frame and change the view by adjusting the **Pan, Tilt, and Field of View** values.
  - Clear all key frames by clicking the **Remove all keyframes** button.
- 6 Click **OK** to accept the changes and return to the main workspace.
- 7 When you want to output your project, ensure that you choose the standard video settings for your playback devices.

**Note:** You can reset the changes to a 360 video by right-clicking the clip in the Timeline and choosing **360 Video > Reset**.

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