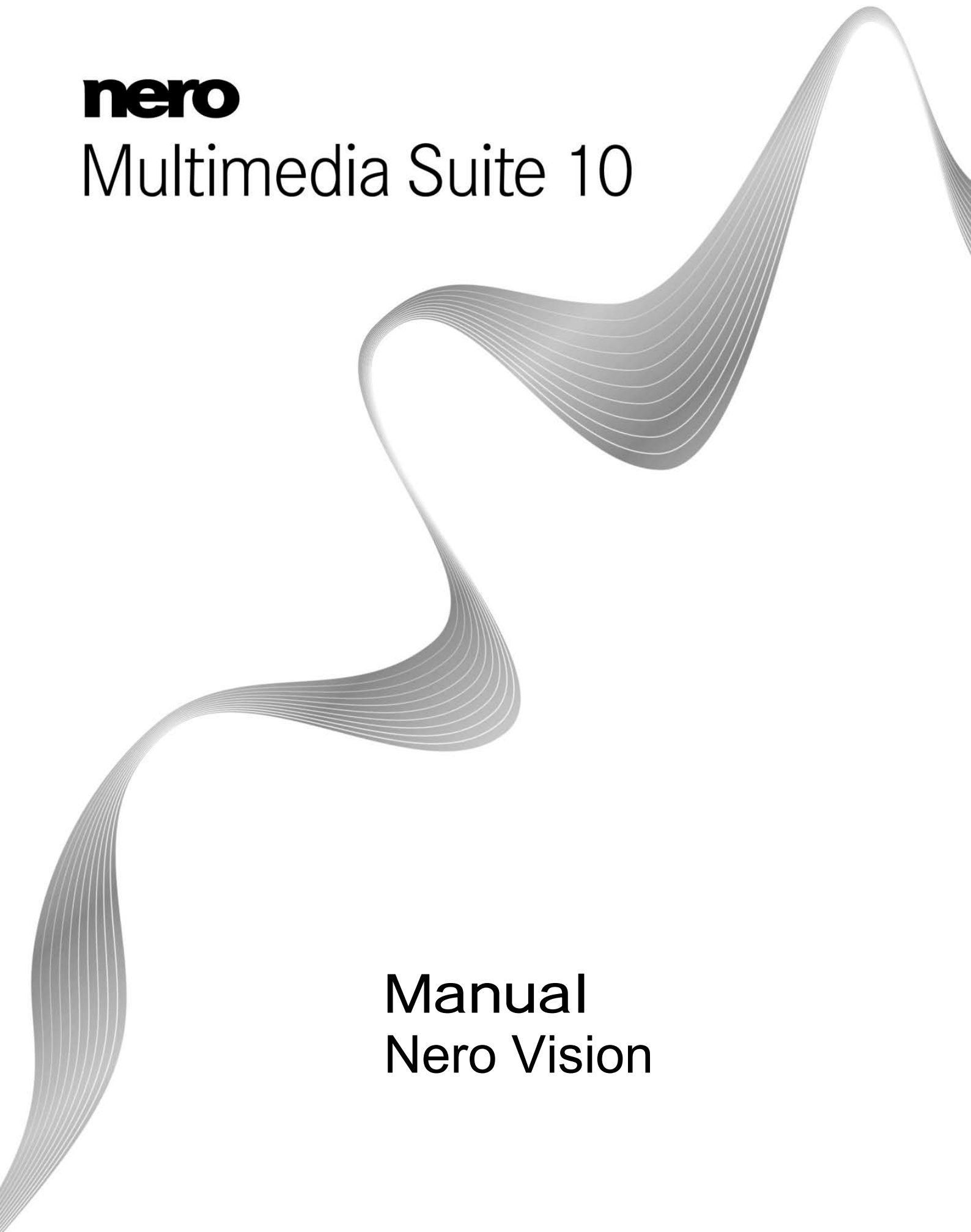


nero

Multimedia Suite 10

Manual
Nero Vision



Copyright and Trademark Information

This document, like the software described therein, is provided as a license and may only be used or reproduced in accordance with the licensing agreement. The contents of this document, as well as the associated software, is subject to change without prior notice. Nero AG rejects any responsibility for the correctness of the contents of this document and rejects any claims that transcend the clauses of the guarantee agreement.

This document and all of its contents are protected by copyright and are the property of Nero AG. All rights reserved. In addition, this document contains material that is protected by internationally valid copyright. This document may not be reproduced, transmitted, or transcribed in whole or in part without the express written permission of Nero AG.

Please keep in mind that existing graphics, pictures, videos, music titles or other materials that you may wish to insert or transcribe into projects may be protected by copyright. The unauthorized use of this type of material in your projects may violate the rights of the owner of the copyright. Make sure that you obtain all necessary authorizations from the owner of the copyright.

Unless you own the copyright, have permission from the copyright owner or your actions fall under the "fair use" provisions of copyright law, you may be violating national or international copyright laws. The transcribing, duplication, modification or publication of copyright-protected material may lead to claims for damages and the enforcement of other legal measures against you. If you are unsure of your rights, you should contact your legal advisor.

Some Nero Multimedia Suite applications require technologies developed by third-party manufacturers and may be included in Nero Multimedia Suite as demo versions. These applications can be activated online free of charge or by sending an activation fax to have unlimited use of the version. Nero will only transmit the data necessary for activation of the technology licensed from third parties. For unlimited use of Nero Multimedia Suite, it is therefore necessary to have an Internet connection or a fax machine.

Copyright © 2006 - 2010 Nero AG and its licensors. All rights reserved.

Nero, Nero BackItUp, Nero BackItUp & Burn, Nero Burning ROM, Nero Digital, Nero DMA Manager, Nero Essentials, Nero Express, Nero ImageDrive, Nero LiquidTV, Nero MediaHome, Nero MediaHub, Nero MediaStreaming, Nero Move it, Nero Music2Go, Nero PhotoDesigner, Nero PhotoSnap, Nero Recode, Nero RescueAgent, Nero Simply Enjoy, Nero SmartDetect, Nero SmoothPlay, Nero StartSmart, Nero Surround, Nero Vision, Nero Vision Xtra, Burn-At-Once, InCD, LayerMagic, Liquid Media, the SecurDisc logo, and UltraBuffer are common law trademarks or registered trademarks of Nero AG.

Adobe, Acrobat, Acrobat Reader and Premiere are trademarks or registered trademarks of Adobe Systems, Incorporated. AMD Athlon, AMD Opteron, AMD Sempron, AMD Turion, ATI Catalyst and ATI Radeon are trademarks or registered trademarks of Advanced Micro Devices, Inc. ATSC is a trademark of the Advanced Television Committee. ICQ is a registered trademark of AOL, LLC. Apple, iPhoto, iPod, iTunes, iPhone, FireWire, and Mac are trademarks or registered trademarks of Apple, Inc. ARM is a registered trademark of ARM, Ltd. AudibleReady is a registered trademark of Audible, Inc. BenQ is a trademark of the BenQ Corporation. Blu-ray Disc is a trademark of Blu-ray Disc Association. CyberLink is a registered trademark of CyberLink Corp. DLNA is a registered trademark of Digital Living Network Alliance. DivX and DivX Certified are registered trademarks of DivX, Inc. Dolby, Pro Logic and the double-D symbol are trademarks or registered trademarks of Dolby Laboratories, Inc. DTS and DTS Digital Surround are registered trademarks of DTS, Inc. DVB is a registered trademark of the DVB Project. Freescale is a trademark of Freescale Semiconductor, Inc. Google and YouTube are trademarks of Google, Inc. WinTV is a registered trademark of Hauppauge Computer Works, Inc. Intel, Intel XScale, Pentium and Core are trademarks or registered trademarks of Intel Corporation. Linux is a registered trademark of Linus Torvalds. Memorex is a registered trademark of Memorex Products, Inc. ActiveX, ActiveSync, DirectX, DirectShow, Internet Explorer, Microsoft, HDI, MSN, Outlook, Windows, Windows Mobile, Windows NT, Windows Server, Windows Vista, Windows Media, Xbox, Xbox 360, the Windows Vista start button and the Windows logo are trademarks or registered trademarks of Microsoft Corporation. My Space is a trademark of MySpace, Inc. NVIDIA, GeForce and ForceWare are trademarks or registered trademarks of NVIDIA Corporation. Nokia is a registered trademark of Nokia Corporation. CompactFlash is a registered trademark of SanDisk Corporation. Sony, Memory Stick, PlayStation, PLAYSTATION and PSP are trademarks or registered trademarks of Sony Corporation. HDV is a trademark of Sony Corporation and Victor Company of Japan, Limited (JVC). UPnP is a registered trademark of the UPnP Implementers Corporation. LabelFlash is a registered trademark of Yamaha Corporation.

The trademarks mentioned here are named for information purposes only. All trade names and trademarks are the property of their respective owners.

Nero AG, Im Stoeckmaedle 13, D-76307 Karlsbad, Germany

Table of contents

1	Start Successfully	6
1.1	About the Manual	6
1.2	About This Application	6
1.3	Versions of Nero Vision	7
1.4	Starting the Program	7
2	Project Creation and Management	9
2.1	Working with Nero Vision	9
2.2	Extended Area	12
2.2.1	Buttons	13
2.2.2	Creating Covers and Labels	14
2.3	Content Screen	14
2.4	Creating and Editing a Disc Project	18
2.4.1	Creating Chapters Manually	20
2.4.2	Creating Chapters Automatically	21
2.4.3	Editing Chapters	22
2.5	Saving a Project	22
2.6	Opening a Project	23
2.7	Opening a Disc Image	23
3	Capturing Videos from Cameras and Other External Capture Devices	24
3.1	Capturing	24
3.2	DV/HDV Cameras, Digital and Analog Videos	24
3.3	Capture Video Screen	25
3.3.1	Preview Scan Window	27
3.3.2	Video Device Properties Window	28
3.3.3	Audio Device Properties Window	28
3.4	Setting a TV Card	28
3.5	Capturing Video to Hard Drive	30
3.5.1	Pre-Scanning Video Captures	33
3.6	Capturing to Disc On-the-Fly	34
3.7	Importing from the Web	35
4	Editing Videos	38
4.1	Video Editing Screen	38
4.1.1	Preview Area	39
4.1.2	Media Area	40
4.1.3	Effect Palette	41
4.1.4	Properties Palette	42
4.1.5	General Handling on Timeline Tab	44
4.1.6	Track Handling in Timeline	48
4.1.7	Clip Handling in Timeline	49
4.1.8	Storyboard Tab	51

4.1.9	Movie Wizard	52
4.1.10	Ad Spotter Window	54
4.1.11	Music Grabber Window	56
4.1.12	Movie Options Window	57
4.1.13	Preview and Trim Window	58
4.2	Making Movie	60
4.2.1	Detecting Commercials	62
4.2.2	Searching for Music Clips	63
4.2.3	Detecting Video Scenes	64
4.2.4	Moving and Positioning Files	64
4.2.5	Cutting and Trimming Audio and Video Clips	65
4.2.6	Fitting the Display Duration of Pictures	66
4.2.7	Choosing a Movie Template	67
4.2.8	Inserting Transitions	68
4.2.9	Editing Transitions	69
4.2.10	Adding an Effect	70
4.2.11	Editing Effects	71
4.2.12	Adding a Text Effect	72
4.2.13	Recording a Narration File	73
4.2.14	Creating Chapters in Timeline	73
5	Exporting Videos	75
5.1	Export Video Screen	75
5.2	Exporting Video to File	77
5.3	Exporting Video to Camera	78
5.4	Exporting Video and Send as E-Mail	79
5.5	Exporting Audio to File	80
5.6	Exporting to Web	80
6	Menu	83
6.1	Levels	83
6.2	Edit Menu Screen	83
6.2.1	Templates Tab	85
6.2.2	Customize Tab	86
6.2.3	Save Template as Window	102
6.3	Creating Menu	103
7	Preview	106
7.1	Preview Screen	106
7.2	Showing a Preview	107
8	Burn Options	108
8.1	Burn Options Screen	108
8.2	Burning a Disc	110
8.3	Burning an Image File	112
8.4	Writing to Hard Drive Folders	113
9	Configuration And Recording Formats	115




Table of contents



9.1	Application Settings Window	115
9.1.1	General Tab	115
9.1.2	Folders Tab	115
9.1.3	Editing Tab	116
9.2	Recording Format Options Window	117
9.2.1	General Tab	117
9.2.2	[Disc Format] Tab	118
9.3	Nero Digital Encoder Configuration	120
10	Disc Tools	122
10.1	Erasing a Rewritable Disc	122
10.2	Displaying Disc Info	122
10.3	Finalizing a Disc	123
11	Technical Information	124
11.1	System Requirements	124
11.2	Disc Formats Supported	124
11.2.1	Overview of Compatibility Between Disc Formats and Discs	125
11.2.2	Compatibility Overview - DVD Disc - Editable Disc Format	126
11.3	Key Combinations	126
12	Index	130
13	Contact	136

1 Start Successfully

1.1 About the Manual

This manual is intended for all users who want to learn how to use Nero Vision. It is process-based and explains how to achieve a specific objective on a step-by-step basis.

To make best use of this documentation, please note the following conventions:

	Indicates warnings, preconditions or instructions that have to be precisely followed.
	Indicates additional information or advice.
1. Start ...	The number at the beginning of a line indicates a prompt for action. Carry out these actions in the order specified.
→	Indicates an intermediate result.
➔	Indicates a result.
OK	Indicates text passages or buttons that appear in the program interface. They are shown in boldface.
(see...)	Indicates references to other chapters. They are executed as links and are shown in red and underlined.
[...]	Indicates keyboard shortcuts for entering commands.

1.2 About This Application

Nero Vision is a program for capturing, editing, and burning films or slide shows with an extremely user-friendly interface. Nero Vision can be used to play your videos from DV video cameras or other external video devices on your PC and to burn them as DVD video, DVD-VR/-VFR (video mode)+VR, Video CD (VCD), Super Video CD (SVCD), miniDVD, AVCHD or BD-AV or to save them to a hard drive folder. With the many features offered in this powerful multimedia software, you will have numerous options for creating and collecting your memories.

Nero Vision opens a complete new creative dimension for compositing and for individual correction methods. It allows you to shorten videos quickly and easily, add effects to videos, produce chapters with the help of automatic scene detection, manually define chapter marks, produce your own menus from pre-defined menu templates with animated buttons, add background pictures and text, use the preview screen over the handy virtual remote control to view your project, and much more.

Using your DV video camera, a FireWire card, and the appropriate hardware, you can import your own videos from your camera. If you have a DirectShow compatible video capture card

you can use Nero Vision to capture videos directly from the video capture card. If you do not have the required video hardware, you can edit video files from your PC or download them from the Internet.

1.3 Versions of Nero Vision

Nero Vision is available in a full version and different Essentials versions.


Essentials or OEM software is different from the full version in that only the full version provides the complete range of functions. The feature limitations of your single Essentials version are determined by the contractor from whom you purchased your copy.

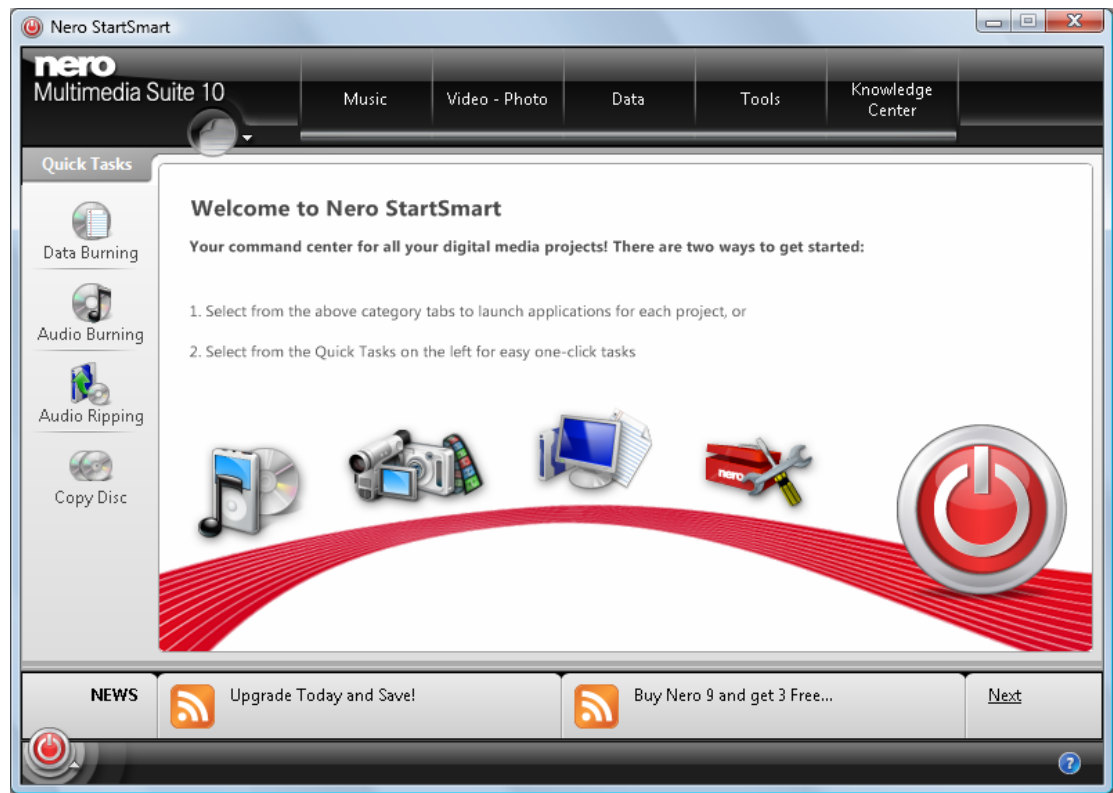
The following features are not available in Nero Vision Essentials:

- Capturing directly to DVD+VR/VFR (video mode) is not possible.
- Making and finalizing editable DVD (DVD+VR/VFR [video mode]) is not possible.
- The number of supported transitions, video filters, text and audio effects is limited.
- Key frame handling is limited.
- The number of movie theme templates is limited.
- The number of menu templates is limited.
- Editing menu in **Advanced Editing** is not available.
- The number of supported video and audio codecs is limited.

1.4 Starting the Program

To start Nero Vision, proceed as follows:

1. If you use the Nero Multimedia Suite and have Nero StartSmart available:
 1. Click the Nero StartSmart desktop icon.
→ The Nero StartSmart window is opened.
 2. Click the  button.
→ The list of Nero applications is displayed.
 3. Select the Nero Vision entry in the selection list.
→ The Nero Vision window is opened.



Nero StartSmart window

2. If you use Nero Vision Xtra.
 1. Click the Nero Vision desktop icon.
 - The Nero Vision window is opened.
 - You have started Nero Vision.

2 Project Creation and Management

2.1 Working with Nero Vision

The user interface for Nero Vision consists of a main window and an expandable area. Basically, working with Nero Vision consists of the selection of a task from the **Start** screen. You then complete the task by navigating through the different steps that are displayed in a separate screen for each individual step.



The **Start** screen only displays the entries that are technically possible for the installed drives and devices that are connected to the computer.



If you have installed a DVD-RW/+RW burner and insert a DVD-RW or DVD+RW disc, you can use Nero Vision to create editable DVD disc formats and DVD-Video: DVD-VFR (video mode) and DVD+VR.

In comparison to DVD-Video, the advantage of these disc formats is that the content can be changed later on. This means that you can edit the movies, insert new passages, delete scenes that you do not want to see, or overwrite the disc. However, a disadvantage is that you cannot create individual menus.

The DVD-VFR (video mode) and DVD+VR disc formats are compatible with DVD-Video and can be played on nearly any commercial DVD player.



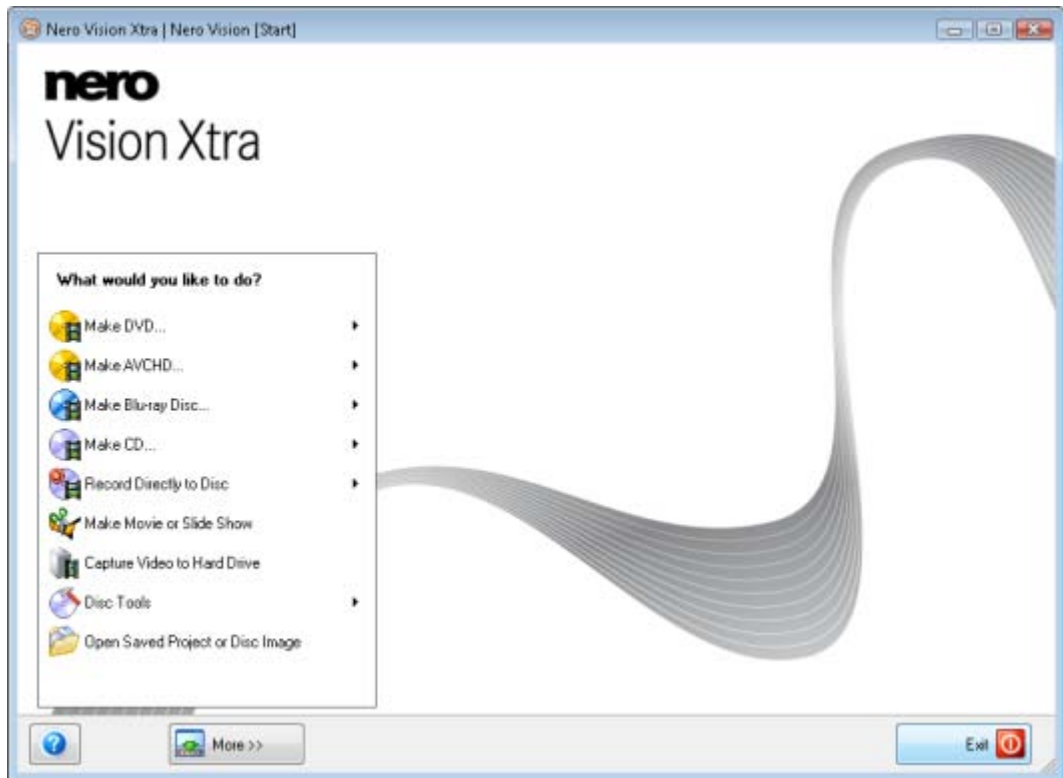
Clicking the **Help** button in the lower left corner of the main window opens a drop-down menu that offers the option of accessing online help as well as viewing the versions number and other registration data.

To go to the next or previous screen, click the **Next** or **Back** button in the navigation bar. If necessary, you will be prompted to save the project, as the changes you have made will otherwise be lost.

A project consists essentially of four steps:

- **Selecting a task.**

Select what you would like to do by moving the cursor over the menu item. As you move your cursor over an item, an explanatory text will appear next to it.



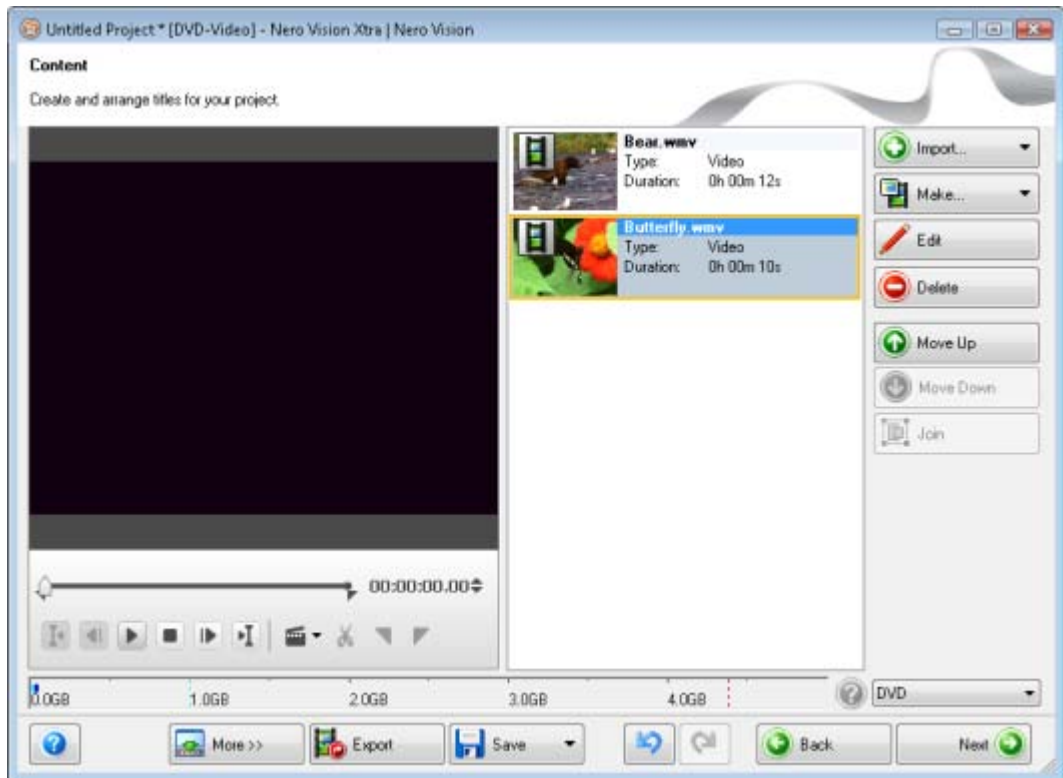
Start screen

This manual contains a chapter for each task that describes all of the steps required for its completion.

■ Completing a task

Depending on the task, you will have to go through various steps until you reach the end. Each individual step consists of a new screen. To help you to know where you are and what you need to do, each screen comes with a name and a brief description. In addition, each screen furthermore contains tooltips, detailed information, and explanations for the various buttons, icons, and menus.

Both **Undo** and **Redo** buttons are available on screens in which you can perform different actions. These buttons allow you to quickly undo or redo the last performed action. In this way, you can try out a number of features in Nero Vision risk free without having to discard the entire project if you do not like the change.

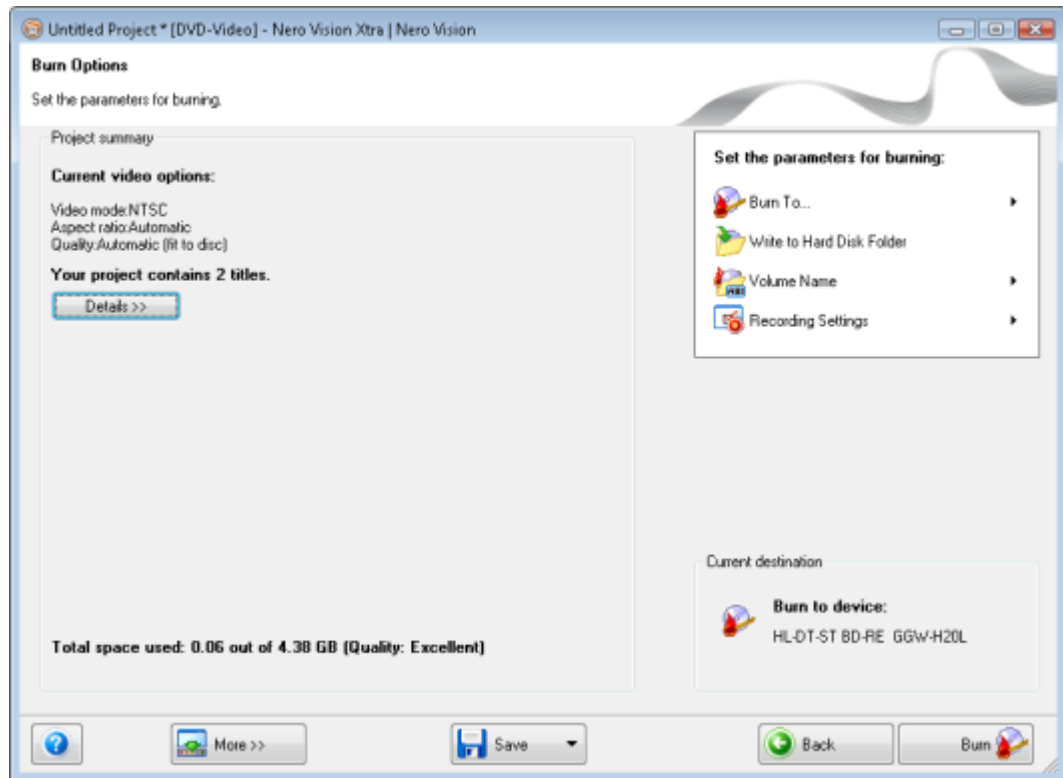


Content screen

For each screen, the manual contains a chapter in which all areas are described in detail.

■ Burning

Burning marks the end of a project. For this you should define the burning parameters and click the **Burn** button. Depending on the type of project you are working on and the burner connected to the system, a number of different entries are available for selection.



Burn Options screen

■ After burning

Once you have finished burning you can decide what you would like to do next: launch the media player and view your project or create covers and labels for the disc using Nero CoverDesigner. Of course, you can also save the project or start a new one.

See also


- ☰ Extended Area → 12
- ☰ Content Screen → 14
- ☰ Creating and Editing a Disc Project → 18
- ☰ Saving a Project → 22
- ☰ Burn Options Screen → 108
- ☰ Creating Covers and Labels → 14

2.2 Extended Area


The user interface for Nero Vision consists of a main window and an expandable area. Clicking the **More** button displays an extended area.



The user interface for Nero Vision displays the options required at the time, depending on the screen you are in. This makes the interface easy to use.

The extended area is closed again in normal mode when you switch to the next screen. In so-called "sticky mode," the extended area will be displayed until it is closed once more by clicking the **More** button again. The icon  in the extended dialog box displays its current mode. Click this icon to change the mode.

 The extended area is in normal mode.

 The extended area is in sticky mode.

See also

 [Buttons](#) → 13

2.2.1 Buttons

The following buttons are available in the extended area:

Configure	Opens the configuration of Nero Vision.
Recording Format Options	Edits the default options when creating a video. The Recording Format Options window is opened. As long as no disc format has been selected the video options for all supported formats are shown. After selecting a disc format, only the tab for the current disc format is displayed. The Nero Digital Encoder Configuration window is opened for the Nero Digital format.
Erase Disc	Erases rewritable discs. The Erase Rewritable Disc window is opened; the erasing method is adjustable. Before a disc can be erased, the burner must contain a rewritable disc.
Disc Info	Shows information about the inserted disc (e.g. type of disc, available storage capacity, number of sessions, and tracks). The Disc Info window is opened. Insert the disc that you want to know more about and select the drive in which it is located.

Finalize Disc	Finalizes the DVD-VFR (video mode) or DVD+VR disc. The Disc Finalization window is opened.
Make Covers and Labels	Starts Nero CoverDesigner. Nero CoverDesigner is an application in the Nero Multimedia Suite and is automatically installed during the main installation procedure. Nero CoverDesigner is used to create and print labels and booklets for burned CD/DVD. Please see the separate Nero CoverDesigner user manual for full instructions on how to make professional-looking covers and labels.

See also

- ☰ Extended Area → 12
- ☰ Application Settings Window → 115
- ☰ Recording Format Options Window → **117**
- ☰ Erasing a Rewritable Disc → 122
- ☰ Displaying Disc Info → 122
- ☰ Finalizing a Disc → 123

2.2.2 Creating Covers and Labels

With Nero you can create covers and a label for your disc project.



Nero CoverDesigner is an application in the Nero 9 Premium and is automatically installed during the main installation procedure. Nero CoverDesigner is used to create and print labels and booklets for burned CD/DVD.

Please see the separate Nero CoverDesigner user manual for full instructions on how to make professional looking covers and labels.

To start Nero CoverDesigner via Nero Vision, proceed as follows:



1. Click the **More** button.
 - ➔ The extended area is displayed.
2. Click the **Make covers and labels** button.
 - ➔ Nero CoverDesigner is opened.

2.3 Content Screen

In the **Content** screen you can create a project according to your requirements and arrange titles of a compilation.



A "project" refers to the process that begins when the video is first opened and ends when the the movie is finished or exported. A project can be saved in a project file that will include all the performed changes. It can be reopened at a later time. The project file has the extension *.nvc (Nero Vision Compilation).

You can play back every title in the preview area in the upper left. The added titles are listed in the content area right next to the preview area. Each video title is shown with a thumbnail and information on the file name, length of the video, and number of chapters. In addition all existing chapters can be displayed  or rendered invisible  as desired with the aid of the buttons. The beginning of each chapter is indicated by the chapter mark on the scroll bar in the preview area; an exception to this is the first chapter because its beginning is also the beginning of the video title.



Chapters are sections in a video title that you can access on your player using the **Back** and **Next** buttons without having to fast forward or rewind. Initially, each video title contains only one chapter. You can add new chapters manually or automatically.

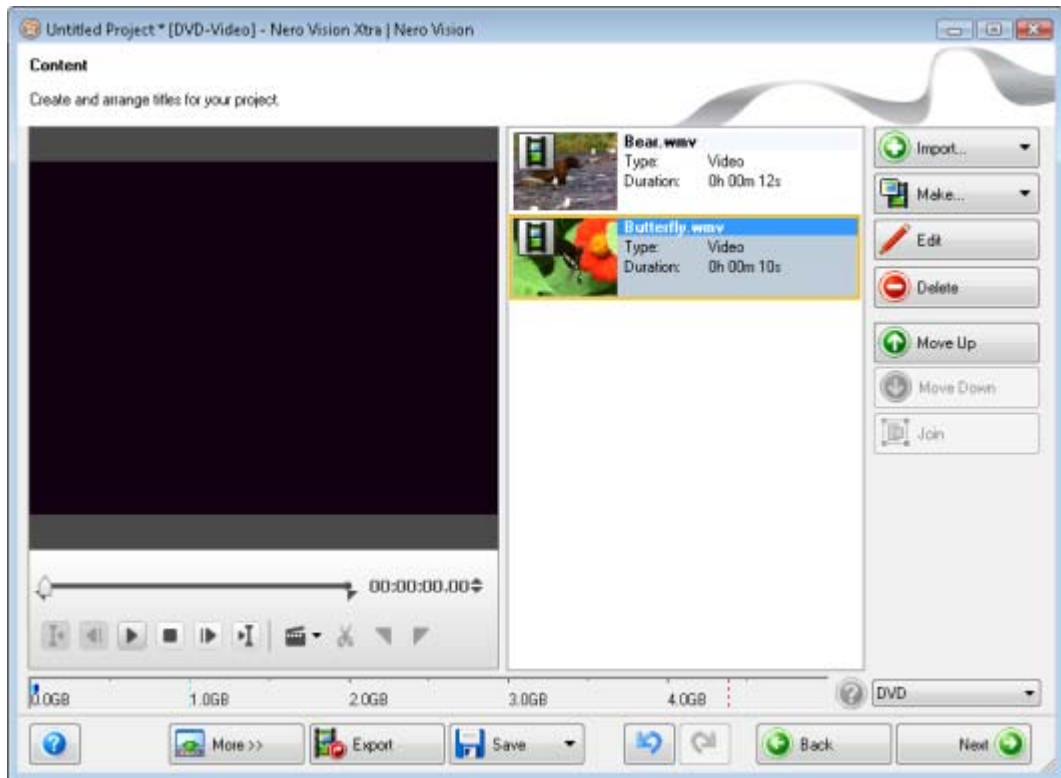
The advantage that chapters have is that they allow the user to jump directly to individual chapters within a video directly without having to fast forward or rewind.

If you have selected the **Create chapters automatically** check box in the extended area, chapter marks are automatically created during the burn process for quicker navigation with the remote control. However, these chapter entries do not have menu entries.

You can change the disc type next to the capacity bar of the overall memory used in the lower area of the screen. The indication of available space is adjusted accordingly. The total available space depends on which project you are editing. If the disc you are using is a DVD-1 or DVD-9 (with 7.95 GB capacity) instead of a DVD with 4.38 GB storage capacity, select the correct disc type in the drop-down menu. If the disc you are using is a CD, select either the 74 or 80 minutes capacity in the menu.



A large variety of titles can be created depending on the type of disc (VCD/SVCD - up to 98 titles; DVD-Video/miniDVD, DVD-VFR - up to 99 titles). No titles are created in DVD+VR projects.



Content screen






With the aid of the buttons in the right-hand area of the screen it is possible to insert and arrange titles into your project. The following selection entries are available in the **Import** selection list::



Import Files	Adds video files that are saved on the hard drive (e.g. your vacation video) to the project. A window is opened.
Import Disc	Imports items from an existing disc.
Capture	Captures a video. The Capture Video screen is displayed.
Import AVCHD From Disc	Imports videos that are saved in an AVCHD project (on DVD).
Import AVCHD From Hard Drive	Imports videos that are saved in an AVCHD project (on memory card or hard drive).
Import From Web	Imports files from Internet communities and adds them to the project as new titles.
Import PowerPoint® Files	Imports PowerPoint files and adds them to the project as new titles. A window is opened in which you can specify the duration of the single slides.

In addition, the following buttons are available:

Make	Creates a movie or a slide show. The Video Editing screen is displayed.
Edit	Opens the Movie Options window that shows recording format information. Afterwards, the Video Editing screen is displayed. Editing a video can include, for example, creating transitions, cutting scenes or creating a sound track.
Delete	Deletes selected media titles.
Move Up	Moves selected media titles up.
Move Down	Moves selected media titles down.
Join	Combines several video titles to form a single title.




In the preview area you can use the position marker on the scroll bar to move to a certain position within the video title. You can also use the **Position** buttons next to the time code display. Furthermore, the following setting options are available when a video has been marked in the content area:

Button 	Starts playback.
Button 	Stops playback.
Button 	Jumps to the previous/next frame.
Button 	Jumps to the start/end of the file.
Drop-down menu 	<p>Add chapter - Inserts a chapter mark at the position of the position marker on the scroll bar.</p> <p>Add chapter for each video - Inserts a chapter mark with the title at the start of each video.</p> <p>Auto-detect chapter - Starts the automatic chapter recognition through which the program places a chapter mark automatically for each scene.</p> <p>Remove chapter - Deletes selected chapter marks.</p> <p>Remove all chapters - Deletes all previously created chapter marks of the title.</p>

	Individual entries are only available when you have placed the position mark on the scroll bar.
Button 	Cuts a video title at the position of the position marker. Both parts are listed in the content area. Only available when you have placed the position marker on the scroll bar.
Button 	Shortens a video by removing the part between the start and the position marking or the position and end marking. Only available when you have placed the position marker on the scroll bar.

Select the **Never use black thumbnails** check box in the extended area if you do not want the application to use black thumbnails in menus. Instead, the first non-black thumbnail is found and displayed.

See also

-  Creating and Editing a Disc Project → 18
-  Capture Video Screen → 25
-  Video Editing Screen → 38

2.4 Creating and Editing a Disc Project



If your burner supports an editable disc format, the **Editable DVD** format is also displayed in the **Make DVD** option.



You can find more information on Blu-ray support at www.nero.com/link.php?topic_id=416.



There may be differences when editing titles and movies due to the differences in the DVD-VFR (video mode) and DVD+VR specifications. However, the process is essentially identical to the process described in this chapter.

To create and edit a disc project, proceed as follows:

1. In the **Start** screen, select the **Make DVD** or **Make CD** selection entry and the required disc type (e.g. **Video-CD** or **DVD-Video**).
→ The **Content** screen is displayed.
2. To capture a video for your project:
 1. Click the **Import > Capture** button.


- The **Capture Video** screen is displayed.
- 2. Proceed as described in the **Capture Video to Hard Drive** chapter.
- 3. If you have already captured a video or want to add a video saved on the hard drive:
 1. Click the **Import > Import Files** button.
 - A window is opened.
 2. Select the files you want and click the **Open** button.
 - The video titles are added to the project.
- 4. If you want to add videos that are stored on a disc:
 1. Insert the disc in a drive on your computer.
 2. Click the **Import > Import Disc** button.
 3. If more than one drive has been installed, select the drive in which the disc is inserted from the drop-down menu.
 - The **Import Title from Disc** window is opened.
 4. Select the desired videos and click the **OK** button.
 - The video titles are added to the project.
- 5. If you want to add titles from an AVCHD folder located on the internal hard drive or memory card of your AVCHD camera:
 1. Click the **Import > Import AVCHD From Hard Drive** button.
 - The **Import AVCHD from folder** window is opened.
 2. Mark the required folder or titles and click **OK**.
 - The video titles are added to the project.
- 6. If you want to add titles from an AVCHD folder located on the DVD of your AVCHD camera:
 1. Click the **Import > Import AVCHD from Disc** button.
 - The **Import AVCHD from folder** window is opened.
 2. Mark the required folder or titles and click **OK**.
 - The video titles are added to the project.







AVCHD cameras compress captured files directly into MPEG-4 transport data that is written to a DVD, memory card or internal hard drive. Data that you want to transfer from your camera to the hard drive is imported and thus not transferred by means of capturing.

For AVCHD cameras that capture to DVD, insert the camera DVD in the DVD drive of your computer to import. For AVCHD cameras that capture to hard drive, connect the camera to your computer. Connect memory cards with the computer by using the appropriate slot.

7. If files are to be imported from an Internet community, proceed as described in the **Import from the Web** chapter.
8. If you want to make a movie or slide show:

1. Click the **Make Movie or Slide Show** button.
 - The **Video Editing** screen is displayed.
2. Proceed as described in the **Editing Videos** chapter and subchapters.
9. If you want to edit a media title:
 1. Highlight the title in the content area.
 2. Click the **Edit** button.
 - The **Video Editing** screen is displayed.
 3. Edit your movie or slide show as described in the **Editing Videos** chapter and subchapters.
10. If you have already added several titles to your project and want to move a media title, select the media title and click the **Move Up** or **Move Down** button.
 - The media title is moved to the required position.
11. If you want to add chapters to a video title in your compilation, proceed as described in the **Creating Chapters** chapters.
12. If you want to reposition or remove existing chapters of a video title, proceed as described in the **Editing Chapters** chapter.
13. If you want to cut a title:
 1. Move the slider on the scroll bar in the preview area to the position where you want to cut.
 2. Click the  button.
 3. The video title is cut and the new titles are listed as single new titles.
14. If you want to combine several video titles to form a single title:
 1. Highlight the video titles in the content area.
 2. Click the **Join** button.
 - A window is opened.
 3. Click the **Yes** button.
 - The selected video titles are combined to form a single new title.
15. If you want to remove a media title from the project, select the media title and click the **Delete** button.
 - The media title is removed from the project.
 - You have created and edited a disc project and can now arrange a menu for your project in the **Edit Menu** screen.

See also

-  Content Screen → 14
-  Creating Chapters Manually → 20
-  Creating Chapters Automatically → 21
-  Editing Chapters → 22




2.4.1 Creating Chapters Manually

You can manually add chapters to a video title of your compilation.

The following requirement has to be fulfilled:

- ▶ The **Content** screen is displayed.

To create a chapter manually, proceed as follows:

1. Highlight the required video title in the content area.
2. Move the slider on the scroll bar in the preview area to the position where the new chapter should begin.
3. Click the  > **Add chapter** button.
 - The chapter is created, a chapter mark is set on the scroll bar in the preview area and the chapter is added to the chapter list in the content area. In addition all existing chapters can be displayed  or rendered invisible  as desired with the aid of the buttons.
4. Repeat the last two steps to add more chapters.
 - You have manually created new chapters.

See also

 [Creating and Editing a Disc Project](#) → 18


2.4.2 Creating Chapters Automatically



Chapters can be automatically created for a video title in your compilation.

The following requirement has to be fulfilled:

- ▶ The **Content** screen is displayed.

To create chapters automatically, proceed as follows:

1. Highlight the required video title in the content area.
2. Click the  > **Auto-detect chapters** button.
 - The **Chapter Detection** window is opened. Automatic chapter recognition is performed. This may take some time. The window shows how many chapters were detected using these settings.
3. If you want to reduce or increase the minimum length of a chapter, move the **Minimum chapter length** slider accordingly.
4. If you want to look for chapter marks with high sensitivity, move the **Sensitivity** slider to the right.
Move the **Sensitivity** slider to the left if you want to use less sensitivity when looking for chapter marks.
 - The window shows how many chapters were detected with these settings.
5. If you want to keep existing chapters, select the **Keep previous chapter marks** check box.
6. Click the **Apply** button.

- The chapters are created, chapter marks are set on the scroll bar in the preview area and the chapters are added to the chapter list. In addition all existing chapters can be displayed  or rendered invisible  with the aid of the buttons.
- You have created chapters automatically.

See also

 Creating and Editing a Disc Project → 18



2.4.3 Editing Chapters

You can edit and rename chapters, reposition or remove individual chapter markings, as well as delete all existing chapter marks. You can move the position of the individual chapter marks within the start and end positions of the video title up to the next chapter mark.

The following requirement has to be fulfilled:

- ▶ The **Content** screen is displayed.

To edit a chapter, proceed as follows:

1. Highlight the required video title in the content area.
 - All existing chapter marks of the respective title are displayed on the scroll bar in the preview area.
2. If you want to move an existing chapter mark, click the respective mark on the scroll bar in the preview area and drag it to the required position.
3. If you want to delete a chapter, mark it in the content area and click the  > **Remove chapter** button.
 - The chapter is deleted.
4. If you want to delete all chapters of a title, mark the video title and click the  > **Remove all chapters** button.
 - All chapter marks are deleted.
 - You have edited the chapters.

See also

 Creating and Editing a Disc Project → 18

2.5 Saving a Project

Once you have started working with your project, occasionally you may want to interrupt your work, resume it at a later time, or burn it.



A **project file** (*.nvc) saves the project data – information about file paths and layout – after you have started work on your project. This means that you can interrupt your work at any time and resume the project at a later point or burn it on disc. The contents of a project file can only be opened with Nero Vision. The file size of a saved compilation is significantly smaller than a disc image.

A **Disc image** (image file) is the precise picture of the project data to be burned. You can burn the finished image as often as you like at a later stage, but it requires just as much space on the hard drive as the compilation to be burned.

As well as being burned to disc or as a disc image, some projects can also be captured to hard disc folders, memory stick or SD card, provided there is enough space.

To save a project, proceed as follows:

1. Click the **Save** button in the lower task bar of the main window.
 - The **Save As** window is opened.
2. Enter the desired file name in the **File name** input field and click the **Save** button.
 - You have saved the project and can open it again later to continue working on it or burn it.

2.6 Opening a Project

To open a saved project, proceed as follows:

1. In the **Start** screen, select the **Open Saved Project or Disc Image** option.
 - A window is opened.
2. In the **Files of type** drop-down menu, select the **Nero Vision Projects (*.nvc)** entry.
3. Highlight the project file of the required video project and click the **Open** button.
 - The project is opened in the **Content** screen.
 - You have opened an existing project and can now continue to edit it or burn it.

2.7 Opening a Disc Image

To open a disc image, proceed as follows:

1. In the **Start** screen, select the **Open Saved Project or Disc Image** option.
 - A window is opened.
2. In the **Files of type** drop-down menu, select the **Nero Image Files (*.nrg)** option.
3. Highlight the desired image file and click the **Open** button.
 - The image opens in the **Burn Options** screen.
 - You have opened a disc image and can now burn it.

3 Capturing Videos from Cameras and Other External Capture Devices

3.1 Capturing

Capturing is a way of taking the video from a DV video camera or another video capture device connected to the video capture card and placing it on your computer. The capture device is the device that transmits the video signals to be captured (e.g. from a DV video camera, video capture card, or TV card).



You will find a list of supported devices on our Web site at www.nero.com.

If you want to transfer the video from an external capture device to your computer to use it in a project at a later time, proceed as described in **Capture Video to Hard Drive**.

If you want to create a disc and capture a video for this specific project, you should select the relevant option **Make DVD** (or VCD, SVCD, miniDVD) in the **Start** screen, and then click the **Import > Capture** button in the **Content** screen. This way, you can capture the video and work on your project simultaneously.



AVCHD cameras are an exception. These compress captured files directly into MPEG-4 transport data that is written to a DVD, memory card or internal hard drive. Data that you want to transfer from your camera to the hard drive is imported and thus not transferred by means of capturing.

For AVCHD cameras that capture to DVD, insert the camera DVD into your computer's DVD drive and import the captured files with the **Import > Import Disc** feature in the **Content** screen directly into the project.

For AVCHD cameras that capture to hard drive, connect the camera to your PC and import the captured files directly into your project with the **Import > AVCHD From Hard Disc** feature in the **Content** screen.

For AVCHD cameras that capture to memory card, connect the memory card to your computer via the corresponding interface and then import the captured files also with the **Import > Import AVCHD From Hard Disc** feature in the **Content** screen.

3.2 DV/HDV Cameras, Digital and Analog Videos

There are three types of capture devices: digital, analog and DV/HDV cameras. All three have different hardware requirements.

DV/HDV cameras: In the case of a DV or HDV camera, the video signal is sent to the PC in digital format. All you need to transfer video to your PC is a connecting cable and a corresponding socket on your PC.

Analog Video: Video signals from an analog source need to be converted to a digital format for your PC to be able to work with them. Examples of analog capture devices include VHS video recorders, TV, VHS-C, 8 mm, and Hi-8 video cameras. Unlike DV capture devices where the device itself delivers digital video signals to your PC, you need to have a video capture card installed in the PC in the case of analog video signals. The analog signals are converted into digital signals by the video capture card.

Digital Video (ATSC, DVB-T/S/C): Video signals from digital capture devices are sent to the PC in digital format and exist in MPEG-2 format after transfer. TV cards are typical examples of digital devices. In order to transfer digital video, a corresponding device must be connected to your PC.

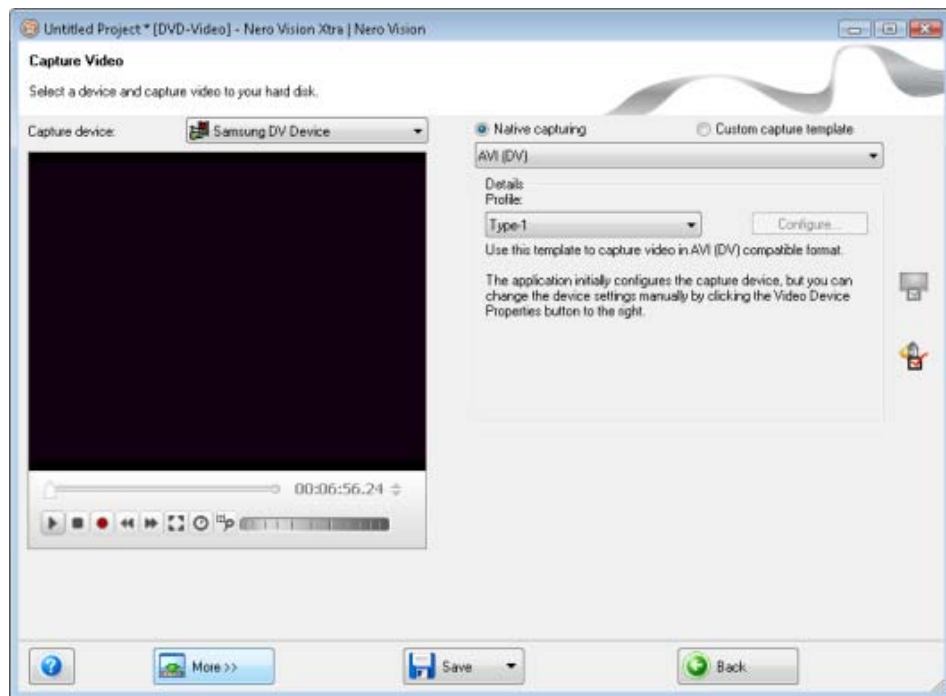
3.3 Capture Video Screen

On the **Capture Video** screen all the connected devices are shown on the **Capture device** selection menu. Besides the desired capture device the capture template can be selected here.

For detail settings and the capture procedure, the screen is divided into two areas, the preview area on the left and the information area that shows the most important settings of the target file.

Clicking the **Configure** button opens the window for adjusting the detail settings of the video options.

Clicking the respective button on the right screen margin opens the **Video Device Properties** or **Audio Device Properties** window. You can change the detail settings in both windows, if the connected capture device offers configuration options.












Capture Video screen


Capturing Videos from Cameras and Other External Capture Devices

The following option buttons are available for the selection of the capturing template:

Native capturing	Optimizes all parameters based on the selected capture device and captures the video in the format specified by the capture device. The Native capturing option button is selected in the default settings. Capturing in the default settings is recommended.
Custom capture template	Adjusts the detail settings of the parameters. You can select the desired target format.







In the preview area you can use the **Position** buttons next to the time code display to move to a certain position within the video title. Furthermore, the following setting options are available:

Button 	Starts playback.
Button 	Stops playback.
Button 	Starts capture.
Button 	Rewinds/Fast forwards the video.
Button 	Switches to full screen mode. You can return to window mode by pressing the Esc key.
Button 	Set the timer that enables specifying the capturing start time, end time and capturing time.
Button 	Scans the tape and shows a thumbnail in the scene gallery for each recognized scene. Here the desired scene for capturing can be selected. Only available for DV-/HDV cameras in the VCR mode.
Button 	Switches to the next/previous channel. Only available for TV cards.
Slider 	Increases or decreases the speed in the playback of the preview of DV-/HDV camera by up to 6 times. As soon as the slider is released it automatically jumps back to the central position and plays the tape back at the normal speed.

	Only available for DV-/HDV cameras in the VCR mode.
Jog dial 	Navigates through the capture on a frame-by-frame basis. Only available for DV-/HDV cameras in the VCR mode.

Activate the **Enable capture device audio playback** check box in the extended area if you want to enable playback on the capture device. This setting does not affect playback of captured video files.

See also

-  [Preview Scan Window → 27](#)
-  [Video Device Properties Window → 28](#)
-  [Audio Device Properties Window → 28](#)
-  [Capturing Video to Hard Drive → 30](#)
-  [Capturing to Disc On-the-Fly → 34](#)
-  [Importing from the Web → 35](#)

3.3.1 Preview Scan Window

In the **Capture Pre-scan** window it is possible to pre-scan the tape of your DV-/HDV camera.

The window is divided into a preview area on the left and the scene gallery on the right in which a thumbnail is shown for each recognized scene. Here the desired scenes for capture can be chosen.



In the case that you have not customized the setting for the capture in the **Capture Video** screen or if you wish to change the settings, all the options for the choice of the capture template are also available here.

The **Native Capturing** option button is selected in the default settings. Capturing in the default settings is recommended.

The following buttons are available:

Start Scan	Starts the scan process and shows a thumbnail of each recognized scene in the scene gallery.
Delete	Removes the marked scenes from the scene gallery.
Merge	Connects marked scenes.
Capture	Begins the transmission of the chosen scenes to the hard drive.
Cancel	Cancels the procedure and closes the window.

See also


-  Capture Video Screen → 25
-  Pre-Scanning Video Captures → 33

3.3.2 Video Device Properties Window

The following tabs are available in the **Video Device Properties** window:


Format	<p>Sets the frame rate, color compression process and output format to correspond to the way the video is to be burned onto the disc.</p> <p>In the case of analog capture devices, clicking the Configure button starts the device test. You can select the video source here (video, composite or S-video).</p>
General	<p>Sets values such as brightness, sharpness or contrast using the sliders.</p>
Channels	<p>Displays all available channels of the selected device. Here you can select the required channel for your capture.</p> <p>Clicking the Manage TV Channel Groups button displays the last screen of the TV wizard again, and you can edit, add or remove groups and assigned channels. The TV wizard screen displays the available channels and groups of all installed capture devices.</p> <p>If you click the Channel Setting button, you can once again configure a TV card on a step-by-step basis using the TV wizard.</p>

See also

-  Capture Video Screen → 25
-  Setting a TV Card → 28

3.3.3 Audio Device Properties Window

The following areas are available in the **Audio Device Properties** window.

Device settings	<p>Defines the required audio source.</p>
Audio input	<p>Defines the required audio inputs (e.g. CD player, line, microphone). Click the  icon to display the available options.</p>

See also

-  Capture Video Screen → 25

3.4 Setting a TV Card



To set up a capture device for digital and analog video, a recording card that meets the requirements of the manufacturer must be installed or must be already integrated in the PC at the factory.







Nero Vision provides simultaneous support for multiple TV cards, TV cards with dual tuner, and/or hybrid tuner cards. You will find a list of supported TV cards on our web page under www.nero.com.


If you have connected a TV card to your PC and open the **Capture Video** screen for the first time, all connected devices are displayed in the **Capture device** drop-down menu.

The following requirement has to be fulfilled:

- ▶ A TV card is connected to your PC and switched on.

To configure a TV card using the TV wizard, proceed as follows:

1. Select the **Capture Video to Hard Drive** option from the **Start** screen.
 - The **Capture Video** screen is displayed.
2. If you have several devices connected to your PC, select the required device in the **Capture device** drop-down menu.
3. Click the  button.
 - The **Video Device Properties** window opens.
4. Click the **Channels** tab.
5. Click the **Channel Setting** button.
 - The first screen of the TV wizard, **Analog TV Channel Search**, is displayed. This wizard prompts you to make all the necessary entries step by step.
6. Select your country in the **Select country** drop-down menu.
 -  When configuring DVB-S TV cards, you must select the satellite instead of the country in the **Select your satellite configuration** field.
 -  When configuring DVB-C TV cards, you must select the appropriate frequency range instead of the country.
7. Choose between **Antenna** and **Cable** as the signal source in the **Select source type** drop-down menu.
 -  The **Select source type** drop-down menu is not available when configuring digital TV cards (DVB-T, DVB-S, DVB-C).
8. Click the **Start Search** button to start the search.
 - The search starts. You are kept informed about the search progress and the number of channels found in the **Search Status** area.
9. Click the **Next** button.

- The second screen of the TV wizard, **TV Channel Edit**, is displayed. You can order, rename or remove the channels as required.
 - 10. Click the **Up** and/or **Down** buttons.
 - The order of the available channels is changed.
 - 11. Highlight the channels you do not want and click the **Remove** button.
 - The channels are deleted.
 - 12. If you want to coordinate the channels of a number of TV cards with each other:
 1. Highlight a desired channel and click the **Rename** button.
 - The **Rename Channel** window is opened.
 2. Enter the name you want in the **Rename Channel** text field and click the **OK** button.
 - The channel is renamed.
-  Nero Vision regards TV channels with the same name – so-called "physical" channels – on different tuner cards as the same "logical" channel. This means that a logical channel can contain one or more physical channels.
- The channels are automatically coordinated with each other during the channel search. Only the logical channels will be displayed in Nero Vision following configuration in the TV wizard.
- 13. Click the **Next** button.
 - The third screen of the TV wizard, **Manage TV Channel Groups**, is displayed. You can sort the channels in existing topic groups or in groups according to your requirements.
 - 14. Click the **Add** button on the **TV Channel Groups** tab.
 - The **Add Group** window is opened.
 - 15. Enter the desired name of the group in the **Add Group** text field and click the **OK** button.
 - The group is created.
 - 16. Click the **TV Channels to Groups** tab.
 - 17. Select the group you want to edit in the **Modify your groups** drop-down menu.
 - 18. Highlight the channels you want to assign to this group in the **Available Channels** area and click the **>>** button.
 - The highlighted channels are shown in the **Modify your groups** area.
 - 19. Click the **Down** and/or **Up** buttons.
 - The order of the channels within the group is adjusted.
 - 20. Click the **Finish** button.
 - The TV wizard is closed and the **Capture Video** screen is displayed.
 - You have configured the TV card.

See also

 Video Device Properties Window → 28

3.5 Capturing Video to Hard Drive



To set up a capture device for digital and analog video, a recording card that meets the requirements of the manufacturer must be installed or must be already integrated in the PC at the factory.



You need a lot of free space on your hard drive to capture a video. Make sure that there is enough space available to capture the entire video. Capturing video from a capture card requires about 3-30MB of hard disk space per second depending on the resolution and the data format of your video. A DV capture via a FireWire card (IEEE 1394) uses up to 3.6 MB of hard drive space per second.

The following requirements have to be fulfilled:

- ▶ No applications are running that place a high demand on the processor.
- ▶ There are no applications running in full-screen mode.
- ▶ The workstation is not blocked during the entire capture process.
- ▶ There is sufficient space on your hard drive.

To capture a video on the hard drive, proceed as follows:

1. Connect the digital or analog capture device to the PC using the corresponding cables and switch it on.
2. Select the **Capture Video to Hard Drive** option from the **Start** screen.
 - The **Capture Video** screen and a window is displayed. The window recommends the **Native capturing** choice.
3. Select the capture device in the **Capture device** drop-down menu.



The capture device may be in **Camera** mode or in **VCR** mode.

In **Camera** mode, the video signals are continuously transferred from the capture device to the PC, and you can view the current video signal in the preview area. In the case of a DV video camera, everything in the picture area frame of the video camera is displayed in the preview dialog box.

A TV card is always in **Camera** mode as there is a constant video signal coming in and there is no way of pausing, rewinding/fast forwarding or restarting the video signal.

In **VCR** mode, the video already exists on tape (or another medium). To capture that video you need to insert the tape into your video device and play it back. You can also rewind/fast forward through the whole tape to play back specific scenes.

Digital video cameras can be set to either **Camera** mode or **VCR** mode. Please check the manufacturer's instructions on how to do this.

Analog video cameras are automatically in **VCR** mode.

Depending on whether the capture device is in **Camera** or **VCR** mode, some buttons are not available.

4. Choose between the **Native capturing** and **Custom capture template** option buttons in the upper right section of the window.




Native capturing transfers the video without losing information during conversion in the format specified by the capture device.



The **Native capturing** option button is selected in the default settings. Capturing with **Native capturing** is recommended.



5. If the **Custom capture template** option button is selected:
 1. Select the required format in the drop-down menu.
 - The **Profile** drop-down menu appears in the **Details** area.
 2. Select the desired **Profile**.
 - The output file settings are displayed in the **Details** area under **Output File**.
 3. If you want to adjust the detail settings, click the **Configure** button.
 - A window is opened.
 4. Make the required detail settings and click the **OK** button.
 - The output file settings are adjusted.
6. If you use an analog capture device, start the playback on the capture device. If you are using a digital capture device and it is in **VCR** mode, control the tape using the buttons.
 - You will see the current scene in the preview area.





You can scan the tape of your DV/HDV camera in advance. A thumbnail of each scene is displayed. Here you can select the required scene for your capture.

Clicking the  button opens the **Pre-scan capture** window.

7. Check playback from the capture device in the preview area.
8. If you want to change the video settings:
 1. Click the  button.
 - The **Video Device Properties** window is opened.
 2. Make the required settings and close the window.
 - The video settings are adjusted.
9. If you want to select an external audio source for capture:
 1. Click the  button.
 - The **Audio Device Properties** window is opened.
 2. Make the required settings and close the window.
 - The audio settings are adjusted.
10. If you would like to save the video file to a folder other than **My Documents/NeroVision/CapturedVideo**:
 1. Click the **More** button.
 - The extended area is displayed.

2. Enter the path and the file name in the **Capture to File** input field.
11. Click the  button.
 - Capturing starts and the picture that was recently captured appears.
12. Click the same button again to stop capturing.
 - A selection list is displayed. It contains captured files that have not yet been assigned to a project.
13. If you want to capture other videos from the same source, repeat the previous two steps.
14. If you want to view the captured video:
 1. Select the required video in the selection list.
 2. Click the  button.
 - The captured video is displayed in the preview area.
15. Click the **Next** button.
 - The screen with the menu **What would you like to do next?** is displayed.
 - You have captured a video on the hard drive and can now edit it.

See also

-  Capture Video Screen → 25
-  Pre-Scanning Video Captures → 33

3.5.1 Pre-Scanning Video Captures

Scans the tape of your DV/HDV camera and shows a thumbnail of each recognized scene in the scene gallery. Here the desired scene for the capture can be selected.



To set up a capture device for digital and analog video, a recording card that meets the requirements of the manufacturer must be installed or must be already integrated in the PC at the factory.




You need a lot of free space on your hard drive to capture a video. Make sure that there is enough space available to capture the entire video. Capturing video from a capture card requires about 3-30MB of hard disk space per second depending on the resolution and the data format of your video. A DV capture via a FireWire card (IEEE 1394) uses up to 3.6 MB of hard drive space per second.



The following requirements have to be fulfilled:

- ▶ No applications are running that place a high demand on the processor.
- ▶ There are no applications running in full-screen mode.
- ▶ The workstation is not blocked during the entire capture process.
- ▶ There is sufficient space on your hard drive.
- ▶ A DV/HDV camera is connected to the PC by means of the corresponding cables and is in the VCR mode.
- ▶ The **Capture Video** screen is displayed.

To scan a video before capture and to take over selected scenes to the hard drive, proceed as follows:

1. Click the  button.
 - The **Pre-Scan** window is opened.
2. Click the **Start Pre-Scan** button.
 - The tape is scanned. Progress can be followed in the window.
A thumbnail is shown for every scene in the scene gallery in the **Pre-Scan** window.
3. If individual scenes are not to be taken over on the hard drive, select the desired scenes in the scene gallery and click the **Delete** button.
 - The scenes are removed from the scene gallery.
4. If individual scenes are to be combined into one, mark the desired scenes in the scene gallery and click the **Combine** button.
 - The scenes are combined into one.
5. In the case that you have not customized the settings for the capture in the **Capture Video** screen or if you wish to change the settings, carry out your wishes now.
6. Click the **Capture** button.
 - The capture is started and the desired scenes are transmitted.
 - A selection list is displayed in the **Capture Video** screen. The list box shows captured files that are not assigned to a project.
 - You have scanned a video before capture and taken over selected scenes from the hard drive.

See also

-  Capturing Video to Hard Drive → 30
-  Preview Scan Window → 27

3.6 Capturing to Disc On-the-Fly

If you create an editable DVD by means of a capture device, you can transfer the required data (e.g. camera captures) directly to disc, i.e. without buffering.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.



To set up a capture device for digital and analog video, a recording card that meets the requirements of the manufacturer must be installed or must be already integrated in the PC at the factory.



If you have installed a DVD-RW/+RW burner and insert a DVD-RW or DVD+RW disc, you can use Nero Vision to create editable DVD disc formats and DVD-Video: DVD-VFR (video mode) and DVD+VR.

In comparison to DVD-Video, the advantage of these disc formats is that the content can be changed later on. This means that you can edit the movies, insert new passages, delete scenes that you do not want to see, or overwrite the disc. However, a disadvantage is that you cannot create individual menus.

The DVD-VFR (video mode) and DVD+VR disc formats are compatible with DVD-Video and can be played on nearly any commercial DVD player.

The following requirements have to be fulfilled:

- ▶ A capture device for digital or analog video is installed and connected to the PC.
- ▶ No applications are running that place a high demand on the processor.
- ▶ There are no applications running in full-screen mode.
- ▶ The workstation is not blocked during the entire capture process.

To create an editable DVD directly via a capture device, proceed as follows:

1. Insert a rewritable disc into the recorder.
2. Turn the capture device on and launch Nero Vision.
3. Select the **Record Directly to Disc** option in the **Start** screen.
4. If more than one burner is installed on your PC, select the burner in the drop-down menu, in which you have inserted the rewritable disc.
 - The **Capture Video** screen is displayed.
5. If the TV card has not yet been configured, proceed as described in the **Configuring TV Card** chapter.
6. Proceed as described in the **Capturing Video to Hard Drive** chapter.
 - You have created an editable disc directly via a capture device.

See also

 [Capture Video Screen → 25](#)

3.7 Importing from the Web

You can download a video or picture file from the Internet or Internet communities and add it to your project as a title or as a component in the timeline (content area of your compilation). You can import files in all capture formats supported by Nero Vision. Only one file can be downloaded at a time.



The following requirement has to be fulfilled:

- ▶ The **Content** screen is displayed.

To download a file from the Internet, proceed as follows:

1. In the **Content** screen, click the **Import > Import from Web** button.

Capturing Videos from Cameras and Other External Capture Devices

- When first importing to or exporting from the Internet, the **My Nero Login** window opens. Here you can enter your access data for the **My Nero** Internet community once and then stay logged in for all subsequent visits via Nero Vision.
- 2. Enter your **Login Name** and **Password** for the **My Nero** Internet community in the input fields.
- 3. Select the **Save account data** check box and click the **OK** button.
- 4. If you do not have a user account for the **My Nero** community, click the **Cancel** button.
 - When starting the import feature, Nero checks whether new configuration files are available. A window informs you if there are any recommended or required updates.
 - The **Import from the Web** window is displayed. The Internet communities that are available for loading from the media files are displayed in the selection menu at the top left. The navigation tree of the selected community appears below it. You always have the option of accessing the freely-accessible folders of the community. If you are registered you can also access your own videos there.
- 5. If you want to download another community displayed in the drop-down menu, select the desired community.
 - A window for entering your user data appears.
- 6. If you possess an account at the selected community:
 1. Enter your **Login Name** and **Password** in the input fields.
 2. Select the **Save Account Data** check box.
 - Your access data will be stored for future visits.
 3. Click the **OK** button.
- 7. If you do not have a user account for the selected community, click the **Cancel** button.
 - The navigation tree of the selected community appears.
- 8. Look for and highlight the desired media file on the right side of the window.
 -  You can enter a search word in the input field at the top right of the window and click the **Search** button to look through the community for keywords. Any files found are listed in the area below.
 -  If a selected file type does not fit the current project, e.g. you try to import a video into a slide show, a window appears with the appropriate message.
- 9. Click the **Download** button.
 - The import is started, the file is downloaded in its original format. Progress while importing is displayed in a separate window.
 - The **Copy Files to Hard Drive** window is opened.
- 10. Select the destination folder on your hard drive to which you want to save the file.
- 11. Click the **OK** button.

Capturing Videos from Cameras and Other External Capture Devices

- The file is saved and Nero Vision lists it as a new title in the project. If you have imported the file directly into the **Video Editing** screen, Nero Vision lists the file in the media area.
- You have imported a file from the Internet and can now work it into your project.

See also

📖 [Capture Video Screen](#) → 25

4 Editing Videos

4.1 Video Editing Screen

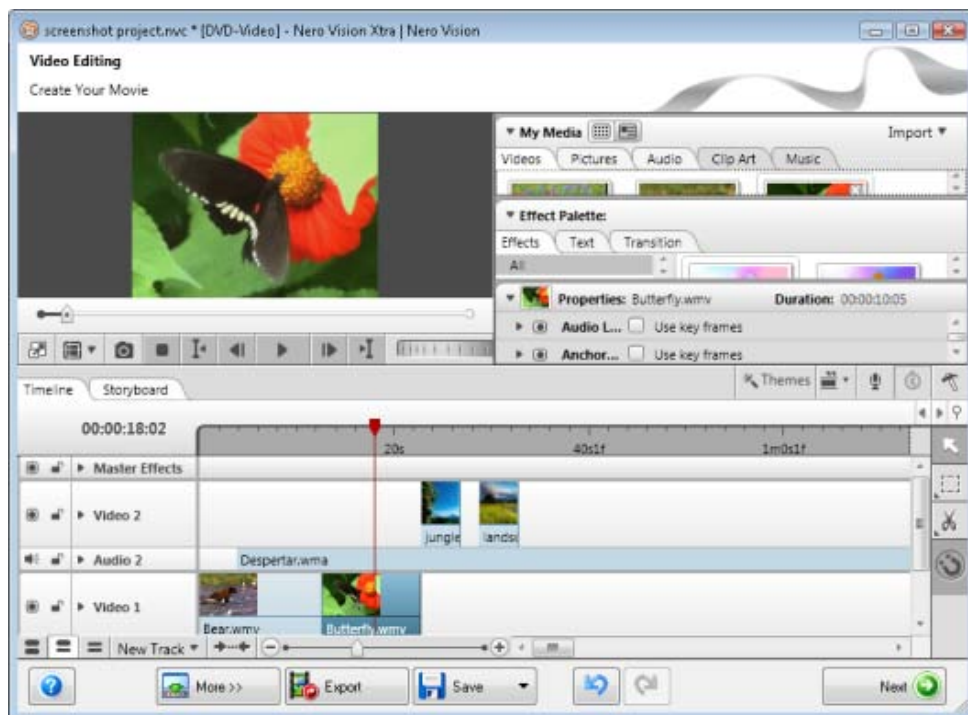
In the **Video Editing** screen you can compile media files into a movie or slide show, cut videos that you have added and/or work with effects and transitions according to your requirements. You can add comments and audio files for background music.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.


The three palettes **My Media**, **Effect Palette** and **Properties** are available in the upper right of the screen. Clicking the ▼ button at the left side of the respective palette's headline will expand it.

In the lower area of the screen is the content area. All files that you are add to the compilation are displayed in the **Storyboard** or **Timeline** view. The **Timeline** tab is displayed by default when you select the **Make > Movie** entry in the **Content** screen and it is opened automatically when you add a video clip or audio track or when you select a theme-based template. The **Storyboard** tab is displayed by default when you select the **Make > Slide Show** entry in the **Content** screen.






Video Editing screen

The following setting options are available in the upper right of the content area:

Button Themes	<p>Opens the Themes window in which you can choose files and set up basic editing options for your movie. You will find templates for various themes such as birthday or wedding.</p> <p>Each template amends your project by a theme-based intro and outro video and automatically inserts various suitable (text) effects, transmissions, as well as background music into the content area.</p>
Drop-down menu Movie Detection	<p>Scene Detection - Starts a scene detection of a selected clip in the content area. The detected subclips are inserted back into the track, thereby replacing the source clip. They can be edited separately.</p> <p>Ad Spotter - Opens the Ad Spotter window in which all settings can be defined so that Nero Vision can search for and delete advertising sequences in your captured files from your compilation.</p> <p>Music Grabber - Opens the Music Grabber window in which all the settings can be defined to search for music clips in movies.</p> <p>Only available if a single clip is selected in the content area.</p>
Button Narration	<p>Opens the Narration window in which you can record your report for single clips in the content area.</p> <p>By default, the narration is recorded to the Narration track at the position of the timeline slider but it can be moved to any free audio track position.</p>
Button Time stretch	<p>Opens the Duration window in which you can choose between three Insert settings options and the corresponding duration. The Shift entry is selected by default.</p> <p>The Auto fill gap radio button is only available when a gap is left between a single selected clip and the following item on the timeline.</p>
Button 	<p>Opens the Movie Options window in which you can define all settings for the timeline.</p>








See also

-  Preview Area → 39
-  Media Area → 40
-  Effect Palette → 41
-  Properties Palette → 42
-  General Handling on Timeline Tab → 44
-  Storyboard Tab → 51
-  Movie Options Window → 57
-  Making Movie → 60

4.1.1 Preview Area

You can preview your compilation and edit (scale, rotate) clips in the preview area in the upper left of the **Video Editing** screen. Shift the current position by dragging the timeline slider on the time scale.

The following setting options are available in the preview area:

Drop-down menu Show	Displays the selected editing tools: You can choose to display rulers, guide lines, as well as a safe area which marks the outer 10 percent of the total menu width and height as protected from title editing and the outer 5 percent of the total menu width and height as generally protected. The Snap to guide tool sets the clip to the guide if you come near a guide. The Snap to object tool sets clips to each other if you come at 10 pixels to the snap line of an object with another one. Snap lines are left, right, bottom, top, horizontal center, and vertical center of both clips.
Button 	Creates a snapshot of the displayed position in the video title.
Button 	Switches to full screen mode. A control panel is displayed in the lower area of the full screen. To return to window mode, press the Esc key on your keyboard.
Button 	Jumps to the next or previous edit (from all tracks).
Button 	Jumps to the next or previous frame.
Button 	Stops the playback of the movie.
Button 	Begins/pauses the playback of the movie.
Jog wheel 	Navigates through the project on a frame-by-frame basis.

See also

 Video Editing Screen → 38

4.1.2 Media Area

On the **My Media** palette in the upper right of the **Video Editing** screen you can search for the required media files. Here, you can also import files that can then be added to the compilation. Click the **Import** drop-down menu on the right to import more files from various sources, even from e.g. the Internet into Nero Vision. Click the **Capture** entry to display the **Capturing** screen.

Different media types are automatically arranged on single tabs. You can choose to see your media listed in thumbnail view or list view; thumbnail view is activated by default. The following tabs are available on the **My Media** palette:

Videos	Provides imported video clips and subclips. You can create subclips from your videos via the Scene Detection entry in the context menu. The whole source clip stays available on the tab after pre-trimming, the resulting subclips are listed below.
Pictures	Provides imported photos.
Audio	Provides imported audio files.
Clip art	Shows a list of graphics sorted into categories. Clip art graphics behave the same as any other picture file in the timeline. Each graphic has a default size or length when you drag it into the timeline. You can add effects or trim the graphic. The only exception is the handling of the source resolution.
Music	Provides seamless audio files in various topics. Each seamless audio file has a default duration when you drag it into the timeline. This Arbitrary length can be shortened or extended to any duration.

Double-click any file to open a **Preview** window in which you can pre-trim the item into subclips and view metadata information such as the storage path.

See also

 Video Editing Screen → 38

4.1.3 Effect Palette



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

All transitions, as well as audio, video and text effects are available on tabs of the **Effect Palette** in the upper right area of the **Video Editing** screen. The categories of transitions and effects are listed on the left of each tab. If you hover the respective transition or effect on the right side, an animated preview is shown.

See also

 Video Editing Screen → 38

4.1.4 Properties Palette

The **Properties** palette in the upper right of the screen shows the properties of selected or highlighted objects you dragged and dropped to the content area of your project from the **My Media** palette or **Effect Palette**. The specific properties of the single transitions and effects are displayed here and the basic effects of pictures, audio clips, and video clips are listed by default.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

If you want to edit an object you dragged and dropped to the content area, it has to be selected and the timeline slider has to be positioned on the clip. Otherwise, all setting options on the **Properties** palette remain gray.


The following basic effects are available:

Audio Level	Standard audio effect that allows you to adjust the audio volume of a respective clip. Available for audio and video clips only.
Anchor Point	Sets the position of the anchor point of the clip. You can either choose a predefined position by activating one of the Corner buttons on the right or select your own position in the input fields on the left. The center point is selected by default. Available for video clips and pictures only.
Position	Positions the clip at the desired position or sets it horizontally or vertically centered. You can also position a selected clip in the preview area in the upper left of the screen.

	Available for video clips and pictures only.
Scale	<p>Scales (enlarges or downsizes) either the whole track or selected key frames by entering the desired percentage into the input fields. The Fit to screen button is enabled by default; you can disable it for scaling.</p> <p>The lock is closed by default, horizontal and vertical scale can only be adapted proportionally. Click the icon to unlock and give different values.</p> <p>You can also scale a selected clip in the preview area in the upper left of the screen.</p> <p>Available for video clips and pictures only.</p>
Rotation	<p>Selects the level of rotation by the number entered in the Rotation input field: positive for clockwise and negative for counter-clockwise.</p> <p>You can also rotate a selected clip in the preview area in the upper left of the screen. Click the lower left corner of the preview frame and keep the mouse key pressed while you drag it to the required level.</p> <p>Available for video clips and pictures only.</p>
Opacity	<p>Adapts the transparency either of the whole clip or - with the help of key frames - of defined positions.</p> <p>Available for video clips and pictures only.</p>


Additionally, you can easily drag and drop more or optional effects from the **Effect Palette** to a clip. All additional effects are listed below the basic effects in the lower area of the **Properties** palette. If multiple clips are selected in the content area of your project, the same effect is assigned to each of the selected clips and listed in each clip's respective list of effects on the **Properties** palette. Effects are rendered top to bottom. You can modify the order of optional effects per drag-and-drop function.

Clicking the ▼ button at the left side of any effect's headline expands an extended area which shows the respective effect's setting options. You can adjust these individual properties. The following setting options are always available:

<p>Button</p> 	<p>Enables or disables additional effects temporarily. If you activate the button for one of the basic effects, it will be performed in its default setting (e.g. Opacity = 100%).</p>
<p>Check box and controls</p> <p>Use key frames</p>	<p>Select the check box to add a key frames track for the respective effect below the respective main clip on the Timeline tab in the content area.</p> <p>As long as you haven't chosen individual key frame positions on a track, the effect settings are valid for the whole clip. Once you created single key frames, effect settings are valid for chosen positions. A single key frame at the start and at the end of the clip is</p>

	<p>always added by default.</p> <p>You can add, select and/or delete single key frames with help of the controls. (Only available when the Use key frames check box is selected.)</p> <p>Click the Create key frame button to add a key frame to the chosen timeline slider position. Click the Go to the next key frame/Go to the previous key frame buttons to select the key frames on the timeline. If you click the main button again, a highlighted key frame is deleted (Delete key frame).</p> <p>Additionally, you can choose from three interpolation methods. The Linear interpolation method sets a constant alteration rate from single key frame to key frame; this method is set by default. The Bezier interpolation method sets a smooth step-up from key frame to key frame that softly fades away. The Hold interpolation method abruptly changes to a chosen value without gradual transition.</p>
<p>Button</p> <p>Delete</p>	<p>Removes the effect from the item in your compilation.</p> <p>Not available for basic effects.</p>

Only one transition can be applied to a video clip or picture at once. If you drop a second transition, the first transition is replaced. Clicking the ▼ button at the left side of any transition's headline expands an extended area which shows the respective transition's setting options. You can adjust these individual properties. The following setting options are always available:

<p>Button</p> <p></p>	<p>Enables / disables a transition temporarily.</p>
<p>Input field</p> <p>Duration</p>	<p>Displays and defines the duration of the transition.</p> <p>The duration is set to one second by default.</p>
<p>Buttons</p> <p>Alignment</p>	<p>Defines if a transition is aligned more to the left (end at cut), more to the right (start at cut), or if it stays centered between two clips.</p> <p>A transition is centered between two clips by default.</p>
<p>Button</p> <p>Delete</p>	<p>Removes the transition.</p> <p>You can also press the Del key on your keyboard to delete a selected transition from your compilation.</p>

See also

 Video Editing Screen → 38

4.1.5 General Handling on Timeline Tab

The **Timeline** tab in the content area of the **Video Editing** screen is displayed by default when you select the **Make > Movie** entry in the **Content** screen. It is opened automatically when you add a video clip or audio track or when you select a theme-based template.



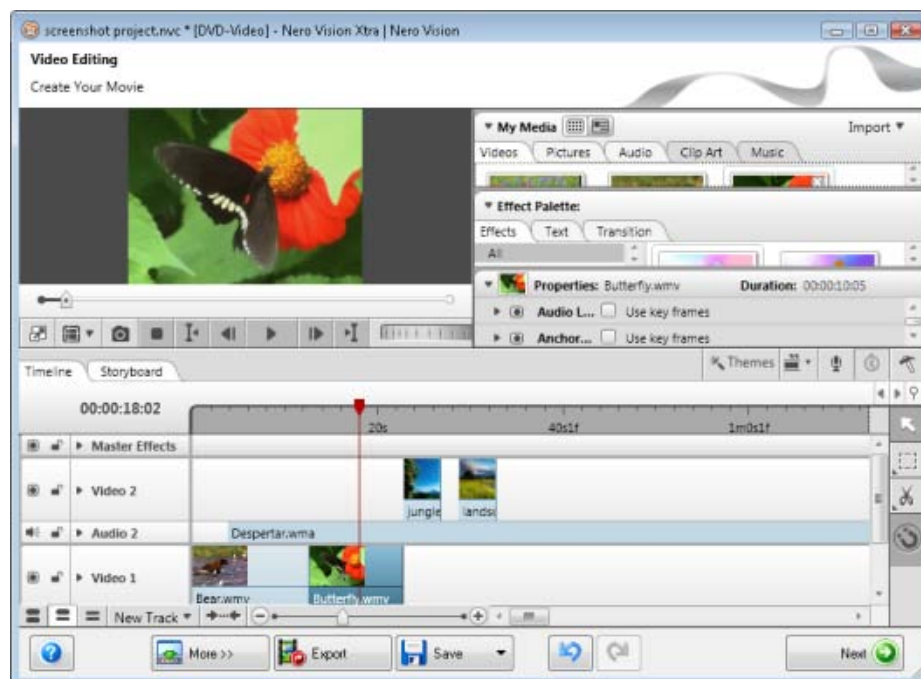
Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

A time cursor can be dragged or moved by scrubbing the mouse cursor on the time scale to display respective frames in the preview window in the upper left of the screen. The time cursor sticks to its position when you insert clips.

If you want to edit an object you dragged and dropped to the content area, it has to be selected and the time cursor has to be positioned on the clip. Otherwise, all setting options on the **Properties** drawer remain gray.

A time display in the upper left of the tab shows the time position in the time format hh:mm:ss:ff. It corresponds to the current position of the time cursor. Clicking the display changes the view into an input field. Enter a respective time and press the **Enter** key on your keyboard to jump to the given position. You can also enter a time difference. (For example + 500 - equal to + 5:00 - jumps to the current position plus five seconds.)

If you want to adapt the area of your compilation that will actually be transcoded or exported into a video, you can activate the **Enable Workspace** entry in the context menu of the time scale and move the **Workspace Mark In** and **Workspace Mark Out** markers to shorten the active (white) workspace. However, files to the left and right of the markers (gray space) stay fully available for editing.



Video Editing screen

The following setting options are available in the left columns of the timeline tab:


Button Hide Track / Show Track	Allows you to deactivate the preview of whole tracks. A cleared check box in Video tracks deactivates the preview of video tracks. A disabled loudspeaker in Audio tracks deactivates the preview of audio tracks.
Button Lock Track / Unlock Track	Locks the entire track so that further editing is prevented. For example, when you add or move clips by pressing the Shift button, clips in a locked tracks are not shifted to the right.

The following setting options are available on the lower task bar of the tab:

Button Switch to minimal timeline view	Allows you to adjust the height view of the different tracks. All tracks are displayed in small height. In addition, you can adjust the height of the tracks manually by dragging the separator to the respective position.
Button Switch to mixed timeline view	Allows you to adjust the height view of the different tracks. The video tracks are displayed in extended height and all audio tracks are displayed in smaller height. In addition, you can adjust the height of the tracks manually by dragging the separator to the respective position. The tracks are displayed in timeline view by default.
Button Switch to extended timeline view	Allows you to adjust the height view of the different tracks. All tracks are displayed in extended height. In addition, you can adjust the height of the tracks manually by dragging the separator to the respective position.
Drop-down menu New Track	Creates a new track on the timeline. Timelines are rendered from bottom to top. You can choose if you want to add a pure video track, a pure audio track or a video track with audio. You can also create a new track by moving selected clips beyond the top video or audio track. Drop the clips when a white insert line appears.
Button Show all objects in the timeline	Adjusts the timeline view to display the full range of the clips in the project.
Slider Zoom	Zooms into the timeline view or zooms out to give an overview.

You can choose from several tools that change the mouse cursor to suit your respective editing needs on the timeline. The following setting options are available in the right border area of the tab:

<p>Create Chapter Marker</p>	<p>Allows you to create a new chapter marker at a selected time cursor position on the time scale. A position marker for each created chapter is displayed on the time scale. If you add chapters between existing ones, the consecutive numbering is adapted.</p> <p>Renaming single chapters is possible via the Rename Chapter Marker entry in the context menu. You can jump from position marker to position marker with a click on the < Go to next chapter marker / Go to previous chapter marker > arrows.</p> <p>Selected chapters can be deleted by clicking the Delete Chapter Marker button. An additional Delete all Chapter Markers entry is available via the context menu.</p>
<p>Standard Tool</p>	<p>Allows you to select clips in the timeline. Press the Shift key on your keyboard to select multiple clips.</p> <p>Selected clips are highlighted. Associated clips are selected and highlighted automatically.</p>
<p>Rectangular Marquee</p>	<p>Selects multiple clips by dragging the mouse on the timeline. This has the same effect as clicking single clips while pressing the Shift key on your keyboard.</p> <p>Keep the button pressed to display the Select track tool, Select track backward tool, and Select track forward tool entries. The appearance of the cursor is changing according to the selected tool.</p>
<p>Select track forward tool</p>	<p>Selects all clips to the right of the point you click in a track.</p> <p>Keep the button pressed to display the Select track tool, Select track backward tool and Rectangular Marquee entries.</p>
<p>Select track backward tool</p>	<p>Selects all clips to the left of the point you click in a track.</p> <p>Keep the button pressed to display the Select track tool, Rectangular Marquee, and Select track forward tool entries.</p>
<p>Select track tool</p>	<p>Selects all clips in the track you click.</p> <p>Keep the button pressed to display the Rectangular Marquee, Select track backward tool, and Select track forward tool entries.</p>
<p>Cutter</p>	<p>Cuts a clip in two parts. If a video contains an associated audio clip, the audio clip is also cut.</p> <p>Keep the button pressed to display the Roll Tool and Slip Tool entries.</p>
<p>Roll Tool</p>	<p>Adjusts the out point and the in point of two adjacent clips simultaneously. Only the touch or edit point between the two clips</p>





	<p>moves while the total display duration of both objects on the timeline is retained.</p> <p>Click in an area of 10 dots to the left or right of the touch point of two adjacent clips to select both clips and change into the "roll mode". By scrubbing the mouse, the edit point is rolled.</p> <p>Of course, an edit point cannot be rolled outside the total duration of a respective file. The roll tool might be useful if you want to fit two clips into a shorter timeline gap and still need to find the perfect cutout combination to use.</p> <p>Keep the button pressed to display the Slip Tool and Cutter entries. Available for video clips only.</p>
Slip Tool	<p>Changes the in and out point of a cut clip on the timeline. When scrubbing the clip, the total duration of the file is shown. Surrounding clips are not affected.</p> <p>Adjusting the visible segment of a clip by scrubbing to the left and right does not change its position or duration on the timeline. Instead, scrubbing changes what cutout appears in the timeline.</p> <p>Of course, if the total duration of the file is the same as the duration of the clip in the timeline, slipping will not have an effect. The slip tool might be useful if you want to fit a clip into a timeline gap and still need to decide which outcut of the source file is the best to fill the space.</p> <p>Keep the button pressed to display the Cutter and Roll Tool entries. Available for video clips only.</p>
Magnet	<p>Aligns a dragged clip to another in the timeline if its border hovers an area within 10 dots left or right to the border of the other clip. You can also align dragged clips to clips in other tracks.</p> <p>A catch marker  is displayed if the clips are aligned to each other. Catch markers are only displayed if the Magnet is activated.</p> <p>The Magnet is activated by default.</p>



Colored markers can be applied to single clips and are available via the **Label** entry in the context menu. These clip markers in various colors serve only as an orientation guide for labeling single positions.

When you no longer need the respective clip marker, select it in the timeline and press the **DEL** key to delete it.

See also

-  Video Editing Screen → 38
-  Track Handling in Timeline → 48
-  Clip Handling in Timeline → 49
-  Preview and Trim Window → 58

4.1.6 Track Handling in Timeline

The timeline contains a number of tracks which are rendered from bottom to top. New pure video tracks and combination tracks are added above the current top track. New pure audio tracks are added below the recent bottom track. Double-clicking a track's title column selects the name so that you can rename it.

You can delete empty tracks via the respective entry in the context menu. The function automatically deletes all empty tracks in a timeline. In any event, the default tracks always remains.

The following tracks are available by default:

Master Effects	Contains the master effects. Effects applied to this track are always rendered to the resulting video output of all tracks. The Master Effects track is always on top of a timeline. It cannot be renamed or deleted.
Video 2	Contains the video clips and pictures of the second track. Video 2 and Audio 2 are associated or linked by default.
Audio 2	Contains the audio files of the second track. Video 2 and Audio 2 are associated or linked by default.
Video 1	Contains the video clips and pictures of the first track. Video 1 and Audio 1 are associated or linked by default.
Audio 1	Contains the audio files of the first track. Video 2 and Audio 2 are associated or linked by default.
Narration	Contains pure audio files (e.g. for the use of narration clips).
Music	Contains pure audio files (e.g. for the use of background music).

See also

 [General Handling on Timeline Tab → 44](#)

4.1.7 Clip Handling in Timeline

When you drag a clip from the media area to a track in the timeline, the clip's duration is displayed. The duration is determined by the timescale setting - the opacity setting is set to 50% so that the objects underneath are visible. The preview area in the upper left of the **Video Editing** screen temporarily shows the frame at the position of the insert marker instead of the frame at the position of the timeline slider.

You can drag multiple video clips or pictures from the media area to a timeline track. The dropped items are then arranged successively and aligned to each other.



If other clips are linked to a selected one in the timeline (like a video clip with audio), the linked clip is also highlighted. You can detach the link via the **Unlink Audio & Video** entry in the context menu. Vice versa, if one independent video and one audio clip are selected, you can apply a link via the **Link Audio & Video** entry in the context menu. Both clips in a link are affected when you trim, move, or copy. It is not possible to link multiple audio tracks to one video.

You can insert clips to the timeline in various combinations. The following basic rules or consequences apply for dragged objects:

Video with audio	<p>When dropped in a combination track, video and audio are added.</p> <p>When dropped in a video track, video is added and audio is ignored.</p> <p>When dropped in an audio track, audio is added and video is ignored.</p>
Video without audio	<p>When dropped in a combination track, video is added and audio stays empty.</p> <p>When dropped in a video track, video is added.</p> <p>When dragged over an audio track, a Forbidden cursor is shown.</p>
Audio without video	<p>When dropped in a combination track, audio is added and video stays empty.</p> <p>When dropped in a audio track, audio is added.</p> <p>When dragged over a video track, a Forbidden cursor is shown.</p>

You can insert clips to and edit clips in the timeline in various ways. The following basic rules or consequences apply for clip handling:

Selecting clips	Clicking a clip selects and highlights the respective clip in the timeline.
Linking and unlinking clips	<p>If clips are linked to a selected one in the timeline (like a video clip with audio), the linked clip is also highlighted. Both clips in a link are affected when you trim, move, or copy.</p> <p>You can detach the link via the Unlink Audio & Video entry in the context menu. Vice versa, if one independent video and one audio clip are selected, you can apply a link via the Link Audio & Video entry in the context menu. It is not possible to link multiple audio tracks to one video.</p>
Fitting clips into gaps (Shifting)	<p>If necessary, the width of a dragged clip is adjusted to fit into the gap it is dropped to. In this case, the end of the clip is truncated.</p> <p>To fit a clip into a gap without cutting it, keep the Shift key on your keyboard pressed while dropping the clip. All objects in all tracks to the right of the insert marker's position are shifted to the</p>

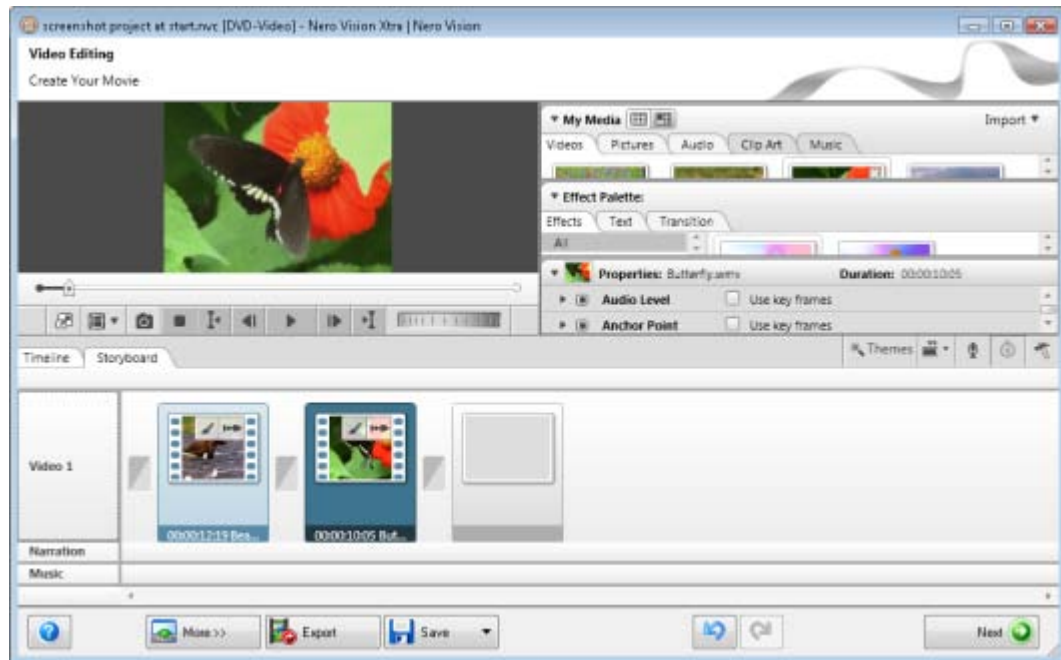
	<p>right. The offset is according to the duration of the dropped clip. This way it is also possible to divide a timeline clip by dropping a new clip in the middle of the existing clip. The right part is shifted to the right together with all other track objects to the right of the insert marker.</p>
Moving clips (Copy and paste)	<p>A selected clip can be moved on the timeline track or between tracks. Basically the same rules apply for moving as for inserting per drag-and-drop function.</p> <p>Selected clips can be copied to the clipboard (press the Ctrl key on your keyboard) and pasted to another timeline position (press Ctrl key on your keyboard). The clips are inserted at the position of the timeline slider. If you preselect no other track, the copy is placed into the same track as the original.</p>
Trimming clips	<p>A clip is added in full length (or in its pre-trimming length if you have trimmed it before).</p> <p>The default length of a picture is 4 seconds. You can trim a clip down to a minimum of 1 frame and to the maximum of the respective media file. To display left or right trim cursors, hover your standard mouse cursor over the sides of a selected clip. A preview of the potentially first or last frame is shown in the preview area. Double-click any file to open a Trim window in which you can trim the item on an exact frame by frame basis.</p> <p>If two clips (audio and video) are associated with each other, both objects are trimmed.</p>
Deleting clips	<p>Selected clips can be deleted by pressing the Del key on your keyboard. Press the Shift + Del keys on your keyboard to remove selected clips and to also shift all remaining clips to the left.</p>

See also

 General Handling on Timeline Tab → 44

4.1.8 Storyboard Tab

The **Storyboard** tab in the content area of the **Video Editing** screen is displayed by default when you select the **Make > Slide Show** entry in the **Content** screen. The **Storyboard** tab displays the **Video 1** track for video clips, pictures, and transitions as well as the default **Narration** and **Music** tracks.



Video Editing screen

On the **Video 1** track, video clips are always indicated by filmstrips to distinguish them from pictures. Every first frame is displayed as a thumbnail. If the first frame is black, the thumbnail is displayed in black. Below each thumbnail the duration and title of the clip are displayed. A input field for descriptions can be activated by double-clicking in the area between thumbnail and duration/title display. These notes will not appear in the preview or in your final video.

You can drag and drop new clips or photos from the **My Media** palette to the placeholders at the end of the track as well as transitions from the **Effect Palette**. To change the position of a clip or photo, simply drag the respective item to the new position and drop it between two others. Transitions can be placed between any two clips.

You can move, trim or delete narrations and soundtracks; all other items in the track keep their position. If a video clip includes sound, an additional wave icon is displayed in the top right corner of the thumbnail. To open the **Trim** window of any picture or video clip, double-click the thumbnail or the respective icon in its top right corner.

See also

- ☰ Video Editing Screen → 38
- ☰ Preview and Trim Window → 58

4.1.9 Movie Wizard

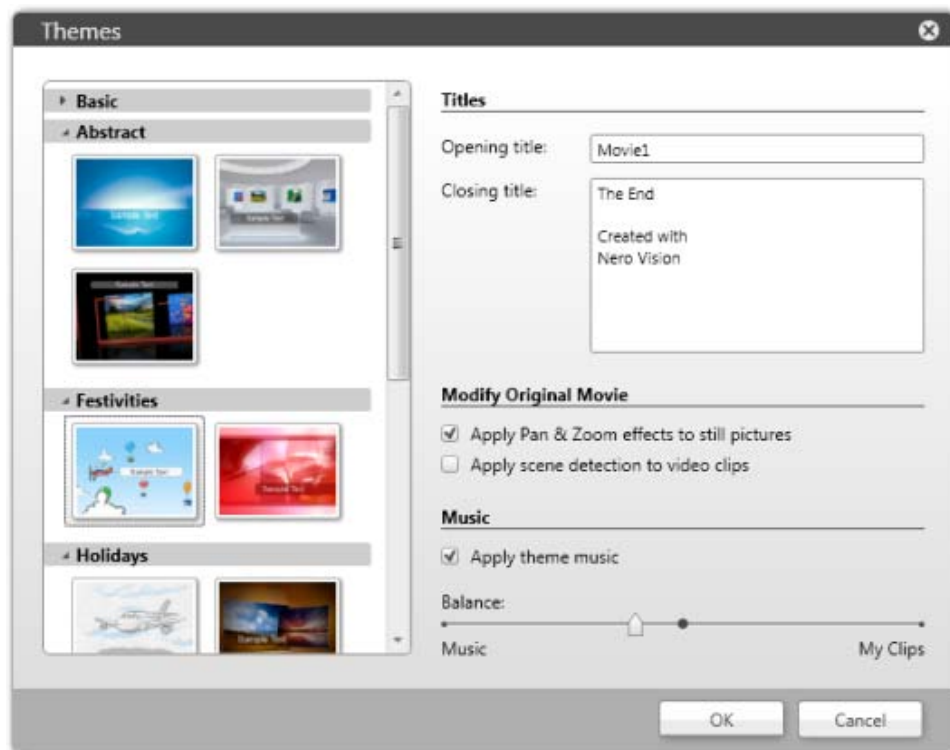
In the **Themes** window you can choose files and set up basic editing options for your movie. The window is opened when you click the **Themes** button in the upper right of the content area in the **Video Editing** screen.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.



For each Movie ThemePack, a separate installer is provided on the Nero Web site as an additional and separate download. If your application does not already include all four MovieThemePacks, these installers can be added to your product installer.



Themes window

A list of categories and respective templates is available on the left. The category palettes can be expanded to display the templates in a thumbnail view. By default, the wizard chooses the first template of the first category which is not listed in the **Basic** category. Of course, if **Basic** is your only template category, the first basic template is set by default.

Additionally, the following setting options are available in the **Titles** area on the right:

Input field Opening title	Shows the default text for the intro title of the selected template. You can modify the text. Other text attributes such as font and alignment are defined by the template and cannot be modified. In case the selected template does not contain an intro section, the input field is grayed.
-------------------------------------	---

Input field Closing title	Shows the default text for the outro text of the selected template. You can modify the text. In contrast to the intro text, line breaks are allowed. Other text attributes such as font and alignment are defined by the template and cannot be modified. In case the selected template does not contain an outro section, the input field is grayed.
-------------------------------------	--

The following setting options are available in the **Modify Original Movie** area on the right:

Check box Apply Pan & Zoom effects to still pictures	Enables Pan & Zoom effects for slides. If disabled, the wizard ignores Pan & Zoom effects. If the selected template does not contain an Pan & Zoom effect group or a Pan & Zoom effect for still pictures, the check box remains gray.
Check box Apply scene detection to video clips	Runs a scene detection before applying the selected theme. If disabled, no scene detection is performed. The check box is cleared by default.

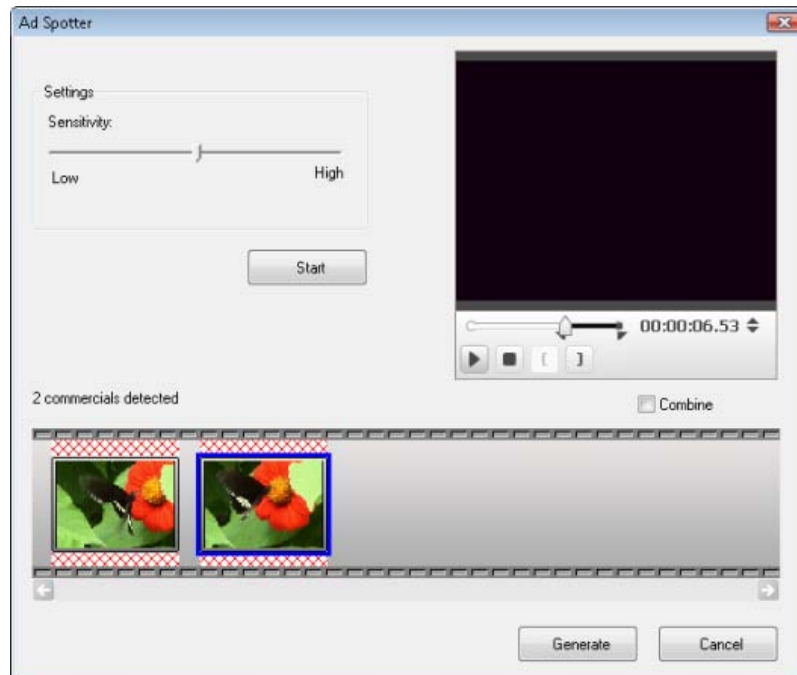
The following setting options are available in the **Music** area on the right:

Check box Apply theme music	If the check box is selected, the music files defined in the template are added to the content area. If the check box is cleared, the Movie Wizard does not add the template music to your project. If the selected template does not contain theme music, this check box as well as the balance slider underneath are grayed. The check box is cleared by default.
Slider Balance	Specifies the volume level of the audio added by the template (such as intro and outro sounds) in contrast to the volume level of all other audio tracks which are already available in the timeline. If you do not move the slider, both Music and My Clips have the same audio level.

4.1.10 Ad Spotter Window

In the **Ad Spotter** window all settings can be defined for Nero Vision to be able to search for advertising spots in your captured files and to remove them directly from the compilation.





Carry out the desired settings in the left top **Settings** area. The **Sensitivity** slider defines the sensitivity of the auto recognition. A higher sensitivity has the result that also small indications to advertising sequences in the video are also recognized as hits and are then shown in the results. The found movie and advertising sequences are shown on a film strip. The advertising sequences have a red border.



Ad Spotter window

At the top right of the window, sequences that are found can be tentatively played back in the preview area and detailed corrections can be undertaken.

In the preview area, with the aid of the position marker on the scroll bar, you can move to a specific position within the video title. You can also use the **Position** buttons next to the time code display. Start and end markings appear for the found advertising and movie sequences. Furthermore, the following buttons are available:

	Starts playback.
	Pauses playback.
	Stops playback.
	Shortens the video sequence by removing the part between the start and the position marking or the position and the end marking. You can also customize the video sequence by moving the start and end markings on the scroll bar. This item is only displayed if you have placed the position mark on the scroll bar. Otherwise a gray button is shown.

In addition, the following setting options are available in the window:

Button Start	Starts the search in the selected video.
------------------------	--

Check box Combine	If the check box is selected, then all the found advertising sequences are compiled into one sequence. This also applies to the movie sequences.
Button Generate	Inserts the video without the advertising sequences back into its desired place in the compilation.
Button Cancel	Cancels the procedure and closes the window.

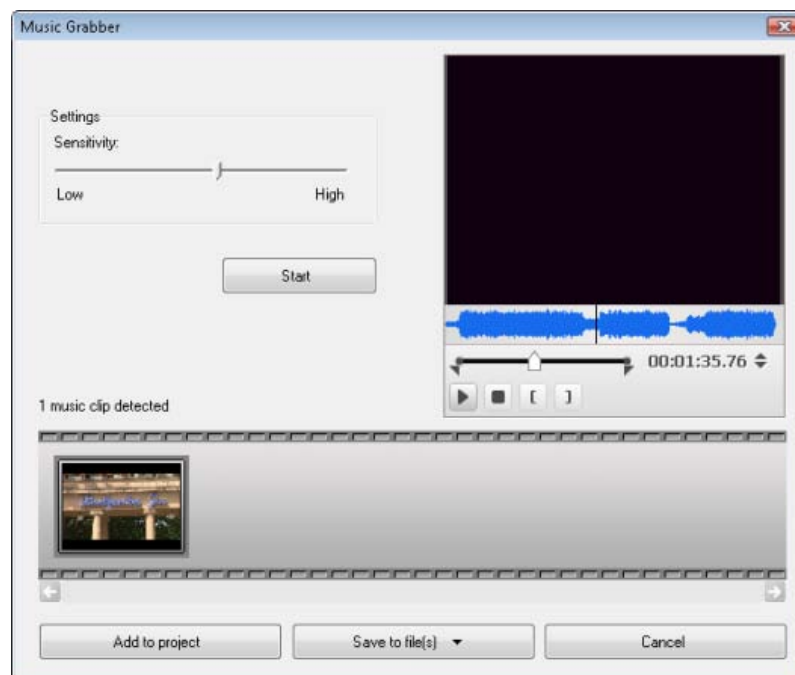
See also

 Video Editing Screen → 38

4.1.11 Music Grabber Window





In the **Music Grabber** window all settings for identifying music clips in movies can be selected. Recognized clips can be inserted into the compilation or can be saved as a pure audio file that is separate from the video. In the saving, Nero Vision supports the WAV and MP3 formats.

Define your desired settings in the **Settings** area in the top left area. The **Sensitivity** slider defines the sensitivity of the auto recognition. A higher sensitivity has the result that also small indications to music clips will be recognized as hits and shown as results. The found music sequences are shown on a film strip. At the top right in the preview area, found sequences can be played back and, if necessary, detailed corrections can be carried out.



Music Grabber window

In the preview area with the aid of the position marker on the scroll bar you can move to a specific position within the video title. You can also use the **Position** buttons next to the time code display. A start and end marking is shown on the picture list of the preview area for each found music clip. Furthermore, the following buttons are available:

	Starts playback.
	Pauses playback.
	Stops playback.
	Shortens the music clip between the start and position markings or the position and the end markings. The music clip can also be customized by moving the start and end markings on the scroll bar. This item is only displayed if the position marking is placed on the picture scroll bar. Otherwise a gray button is shown.

Additionally, the following buttons are available in the window:

Start	Starts the search in the selected video.
Add to project	Cuts out found sequences from the whole movie and inserts the desired music clips into the compilation.
Save to file(s)	Saves desired music clips as pure audio files. In the saving, Nero Vision supports WAV and MP3 formats.
Cancel	Cancel the procedure and closes the window.

See also

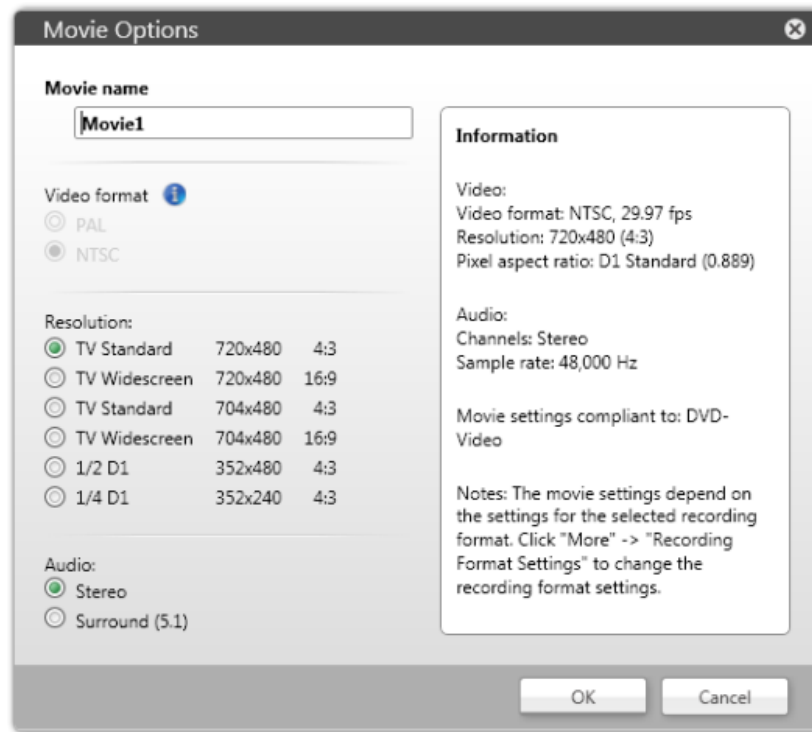
 Video Editing Screen → 38

4.1.12 Movie Options Window

In the **Movie Options** window you can set up all settings for the timeline.

When you click the **Make > Movie** or **Slide Show** button in the **Content** screen, the **Movie Options** window is opened automatically before the **Video Editing** screen is displayed according to the chosen settings.

In the **Video Editing** screen, you can reopen the **Movie Options** window to change the current setting options by clicking the **Timeline Options** button in the upper right of the content area. Please consider that the timeline is adapted to your changes.



Movie Options window

Various setting options are provided on the left. A summary of the selected settings is shown in an **Information** display on the right. The following setting options are available:

Input field Movie name	Defines or changes the name of the movie which is used as the title name in the Content screen and which is visible on buttons in the menu when burning the movie to a disc.
Option buttons Video format	Shows the status of the video mode. With help of the video mode, the color transmission system is specifically defined. This guarantees that videos can be displayed on the existing playback devices. The setting is always selected according to the current setting of the video format in the Recording Format Options window (General tab). You cannot change it here.
Option buttons Resolution	Selects the resolution from a list of possible resolutions and defines the resolution of the resulting video.
Option buttons Audio	Chooses which audio format is used. The Stereo (2 Channel) option button is selected by default.


Clicking the **Advanced Settings** button in the lower left of the screen opens the **Advanced Timeline Settings** window. You should only change the expert settings if you are sufficiently familiar with this area of video encoding. The **Advanced Settings** button is only available for changes; it is not available for the initial timeline set up.

4.1.13 Preview and Trim Window

Double-clicking any item in the media area or in the content area opens the **Preview** or **Trim** window. Two tabs are available in both windows. You can use the setting options in these windows to pre-trim or trim audio tracks and video clips as well as pictures in your timeline. On the **Metadata** tab information like file name, file size, or the storage path is displayed. Depending on the media file type you selected, the setting options on the second tab are adapted accordingly. A preview or waveform view is available on all three item tabs. Click the **OK** button in the lower right to save the changes and close the window.







Preview / Trim window

On the **Video** and **Audio** tab, you can shift the current position by dragging the timeline slider on the time scale. Clicking the buttons in the left-most and right-most position of the time scale moves the scale. You can set desired **Mark In** and **Mark Out** points by moving the respective buttons directly on the time scale or with help of the input fields below. Keep the  button pressed and move the currently chosen length on the time scale to find the best cut from the full video or track.

The following setting options are available on the **Video** and **Audio** tab:



Slider Zoom	Zooms into the time scale view or zooms out to give an overview.
-----------------------	--

Button 	Jumps to the Mark In/Mark Out position on the time scale.
Button 	Jumps to the next or previous frame.
Button 	Begins the playback of the video or track.
Jog wheel 	Navigates through the preview on a frame-by-frame basis.
Input field Mark In/Mark Out	Defines the start/end position of the active video or track. However, files on the time scale left of the Mark In and right of the Mark Out remain fully available for editing.
Input field Length	Shows the display duration of the selected item. If in the Trim window you change the duration to a new length that is longer than the available free space on the respective timeline track, an information window offers you to either overwrite or move the following clip.
Button Make Subclips	Creates subclips from your video clip or audio track. The whole source clip stays available after pre-trimming. The resulting subclips are listed below. Only available in the Preview window.

The following setting option is available on the **Picture** tab:

Input field Length	Shows the display duration of the selected item. If in the Trim window you change the duration to a new length that is longer than the available free space on the respective timeline track, an information window offers you to either overwrite or move the following clip.
------------------------------	---

See also

-  General Handling on Timeline Tab → 44
-  Storyboard Tab → 51

4.2 Making Movie



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

To make a movie or slide show, proceed as follows:

1. In the **Start** screen, select the **Make Movie or Slide Show** option.
 - The **Movie Options** window is opened.



If you are in the **Content** screen and want to create a movie or slide show for your project, click the **Make > Movie** or **Slide Show** button.

2. Enter a video title in the **Movie name** input field.
 - The name is used as the title name in the **Content** screen and visible on buttons in the menu when burning the movie to a disc.
3. Choose the adequate settings options for the timeline and click the **OK** button.
 - The **Video Editing** screen is displayed according to the chosen settings. If media files are already available, they are displayed on the **My Media** palette in the media area at the top right.
4. If you want to add media files that are on your computer, click the **Import > Import Files** entry in the upper right of the **My Media** palette.
 - A window is opened.
5. Select the required media files and click the **Open** button.
 - The files are added to the media area. For a better overview, different media types are automatically arranged in single tabs.
6. Select video files that you want to add to your movie and drag them from the **Videos** tab to required positions on the timeline.
7. Select photos that you want to add to your movie or slide show and drag them from the **Pictures** tab to the required positions on the timeline.
 - Video files and photos are added to the content area.
8. If you want to add background music to your movie or slide show, drag audio files from the **Audio** tab on the **My Media** palette to the required position on the timeline.



With two pure sound tracks, you can also place several audio files on top of one another in Nero Vision. For example, a commentary can be provided on the **Narration** track while music plays simultaneously on the **Music** track



If you want to add transitions between individual media files or add narrations, effects, or text effects to your compilation, follow the detailed descriptions in the respective subchapters.

9. If you are satisfied with the movie or slide show, click the **Next** button in the lower right corner of the main window. You can examine the status of your composition in the preview area at any time.
 - The **Content** screen is displayed.
 - You have made a movie or slide show and can now add additional titles to your project or create a menu.

See also

- ☰ Video Editing Screen → 38
- ☰ Detecting Commercials → 62
- ☰ Searching for Music Clips → 63
- ☰ Detecting Video Scenes → 64
- ☰ Moving and Positioning Files → 64
- ☰ Cutting and Trimming Audio and Video Clips → 65
- ☰ Fitting the Display Duration of Pictures → 66
- ☰ Choosing a Movie Template → 67
- ☰ Inserting Transitions → 68
- ☰ Editing Transitions → 69
- ☰ Adding an Effect → 70
- ☰ Editing Effects → 71
- ☰ Adding a Text Effect → 72
- ☰ Recording a Narration File → 73
- ☰ Creating Chapters in Timeline → 73


4.2.1 Detecting Commercials

In Nero Vision it is possible to search for Web sequences in a captured file and to remove them directly from your compilation.

The following requirement has to be fulfilled:



- ▶ The desired video title is displayed in the **Video Editing** screen.

To search for Web sequences and to remove them from your movie, proceed as follows:

1. Select the respective title in the timeline.
2. Click the **Movie Detection**  > **Ad Spotter** button.
 - The **Ad Spotter** window is opened.
3. If you wish to increase the sensitivity of your auto-recognition (**High**) or reduce it (**Low**), customize the slider.
4. Click the **Start** button.

- The video file is searched for Web sequences.
 - The number of found Web sequences is shown above the film strip. The individual film and Web sequences are highlighted on the film strip. The Web sequences have a red border. On the scroll bar in the preview area the individual sequence start and end markings are also shown. Here, detailed corrections can be carried out if necessary.
5. Click the **Generate** button.
- The video title is inserted without the Web sequences again in the desired position in the compilation.
 - You have removed the Web sequences from your movie.

See also

-  Making Movie → 60
-  Ad Spotter Window → 54


4.2.2 Searching for Music Clips

In Nero Vision you can search for music clips in a captured file. Recognized clips can be added to your compilation or saved separately from the video as a pure audio file. In the saving, Nero Vision supports the WAV and MP3 formats.

The following requirement has to be fulfilled:

- ▶ The desired video title is displayed in the **Video Editing** screen.

To search for music clips in a captured file, proceed as follows:

1. Click the **Movie Detection**  > **Music Grabber** button.
 - The **Music Grabber** window is opened.
2. If you wish to increase the sensitivity of your auto-recognition (**High**) or reduce it (**Low**), customize the slider.
3. Click the **Start** button.
 - The video file is searched for music clips.
 - The number of music clips is shown above the film strip. The individual music clips are highlighted on the film strip. On the scroll bar in the preview area the individual sequence start and end markings are also shown. Here, detailed corrections can be carried out if necessary.
4. If you wish to incorporate the found music clips into your compilation, click the **Add to project** button.
 - The found sequences will be cut out and inserted into your compilation.
5. If you wish to save the music clips as pure audio files:
 1. Click the **Save to file(s)** button and select the desired format.
 - A browser window is opened.
 2. In the displayed directory tree select the desired storage location and click the **OK** button.
 - The audio file is exported and saved.
 - You have searched for music clips in a captured file.

See also


- 📖 Making Movie → 60
- 📖 Movie Options Window → 57

4.2.3 Detecting Video Scenes

The following requirement has to be fulfilled:

- ▶ The desired video title is displayed in the **Video Editing** screen.

To detect scenes in a video clip, proceed as follows:

1. Select the desired video file in the timeline.
2. Click the **Movie Detection**  > **Scene Detection** button.
 - The **Scene Detection** window is opened. The chosen video file is analyzed. The number of detected scenes is displayed in the **Results** area of the window.
3. If you want to change the sensitivity settings of the analysis:
 1. Move the **Sensitivity** slider to a higher or lower percentage.
 2. Move the **Minimum Scene Length** slider to a shorter or longer scene length setting.
 - The number of detected scenes is adapted to your settings.
4. Click the **Apply** button.
 - The clip in the timeline is cut into single scenes.
 - You have detected scenes in a video clip and can now edit the independent scenes.

See also

- 📖 Making Movie → 60

4.2.4 Moving and Positioning Files

Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

The following requirements must be fulfilled:

- ▶ The desired files are displayed in the **Video Editing** screen.

To move and reposition single video clips, pictures, narration or background music files in the content area, proceed as follows:

1. If you want to reposition a video clip or picture on the **Storyboard** tab:
 1. Drag the selected file on the timeline.
 - While dragging, a slim time cursor shows where the file will be positioned when you drop it. The timeline on the **Storyboard** tab moves back or forth when you drag the file to the border area.
 2. Drop the file to the desired position.
 - The file is repositioned.

2. If you want to move a narration or background music file on the **Storyboard** tab:

1. Drag the selected file on the timeline.

→ The timeline on the **Storyboard** tab moves back or forth when you drag the file to the border area. You can also move the file from the **Narration** down to a position on the **Music** track and vice versa.

2. Drop the file to the desired position.

→ The file is repositioned.




You cannot move transitions or effects on the **Storyboard** tab. Please use the **Timeline** tab for a more detailed view and editing mode.

3. If you want to reposition a video clip, picture, narration or background music file on the **Timeline** tab:

1. Drag the selected file on the timeline.

→ When you drag a clip from the media area to a track in the timeline, the clip's duration is displayed. The duration is determined by the timescale setting - the opacity setting is set to 50% so that the objects underneath are visible. The preview area in the upper left of the **Video Editing** screen temporarily shows the frame at the position of the insert marker instead of the frame of the timeline slider.

→ The catch marker  aligns a dragged clip to another in the timeline if the clip's border hovers an area within 10 dots left or right to the border of the other. You can align dragged clips to clips in other tracks, too.

→ The timeline on the **Timeline** tab moves back or forth when you drag the file to the border area. You can also move the file from one track to another.

2. Drop the file to the desired position.

→ The file is repositioned.



If necessary, the width of a dragged clip is adjusted according to fit into the gap in which it is dropped to. In this case, the end of the clip is truncated.

To fit a clip into a gap without cutting it, keep the **Shift** key on your keyboard pressed while dropping the clip. All objects in all tracks right to the position of the insert marker are shifted to the right. The offset is according to the duration of the dropped clip.

This way it is also possible to divide a timeline clip by dropping a new clip in the middle of the existing clip. The right part is shifted to the right together with all other track objects to the right of the insert marker.



If you want to detach the link of a video clip to its audio file to edit or move them independently, click the **Unlink Audio & Video** entry in the context menu.

→ You have arranged all video clips, pictures, narration, or background music files in your compilation. You can now also customize the specific properties of selected effects or add a theme based template.

See also

 Making Movie → 60



4.2.5 Cutting and Trimming Audio and Video Clips

When cutting or trimming audio or video files in Nero Vision, the original is not changed; instead the cut information is stored in the project.

The following requirement has to be fulfilled:

- ▶ The desired files are displayed in the **Video Editing** screen.

To cut or trim an audio or video title, proceed as follows:

1. If you want to cut a clip:
 1. Select the respective file on the **Timeline** tab in the content area.
 2. Click the  button in the right border area of the **Timeline** tab.
 - The standard mouse cursor changes into a cutter.
 3. Move the mouse cursor or cutter to the desired cutting position on the timeline.
 - In case of video clips, the exact cutting position is displayed in the preview area.
 4. Click the left mouse button.
 - The file is cut at the desired position. Both parts are listed in the content area.
 5. Click the **Standard tool** button in the right border area of the **Timeline** tab to change back to the standard mouse cursor.
2. If you want to trim a clip at the start or end:
 1. Select the respective file on the **Timeline** tab in the content area.
 2. Move the mouse cursor over the left (start) or right (end) border area of the file.
 - The  icon is displayed.
 3. Keep the left mouse button pressed and shorten the file by dragging the mouse.
 - In case of video clips, the exact trimming position is displayed in the preview area.
 4. Release the mouse button at the desired position.
 - The file is trimmed according to your requirements.



Trimmed parts in your clips are temporarily disabled. If you want to enable a trimmed parts again, simply drag back the file to its full size.



Double-click any file to open a **Trim** window in which you can trim the item on an exact frame by frame basis.

→ You have cut or trimmed an audio or video title.

See also

-  Making Movie → 60
-  Preview and Trim Window → 58


4.2.6 Fitting the Display Duration of Pictures

You can adjust the display time for the pictures of a compilation or slide show as desired. You can specify a default display time for still pictures, effects, and transitions that you add to the compilation in the **Default Duration Values** area of the **Application Settings** window. In addition, you can adjust the display time of the pictures already added to the contents area to this new default value.

The following requirement must be fulfilled:

- ▶ The desired files are displayed in the **Video Editing** screen.

To adjust the display duration of single or multiple pictures in a compilation, proceed as follows:

1. If you want to adjust the display duration of a single picture, select the respective item in the timeline.
2. If you want to adjust the display duration of selected pictures, keep pressing the **Ctrl** key on your keyboard pressed and select all respective items in the timeline.
3. If you want to adjust the display duration of your slide show compilation in a timeline track:
 1. Click the **Select track tool** in the right border area of the **Timeline** tab.
 - All clips in the track are selected.
4. Click the **Time stretch**  button.
 - The **Duration** window is opened.



Additionally to the duration itself, you can choose between three insert settings options. The **Shift** entry is selected by default. All items to the right of your selected picture are shifted to the right. The **Overwrite** entry adapts the display duration without moving the following items in the timeline. (If no items are available to the right, the entry remains gray.) The **Use Gap** entry adapts the duration by filling the gap between the selected and the following item in the timeline. (As long as no gap is left, the entry remains gray.)

5. Enter the required display duration in the **Duration** input field.
6. Click the **OK** button.
 - The display duration is adapted in the timeline.
 - You have adjusted the display duration of single or multiple pictures in a compilation.

See also

 Making Movie → 60

4.2.7 Choosing a Movie Template

In the **Themes** window you can choose files and set up basic editing options for your movie. You will find templates for various themes such as birthday or wedding. Each template amends your project with a theme-based intro and outro video and automatically inserts various suitable (text) effects, transitions and background music into the content area.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.



The following requirements have to be fulfilled:

- ▶ The **Video Editing** screen is displayed.
- ▶ You have inserted at least one video title into the content area.

To use a theme-based template, proceed as follows:

1. Click the **Themes** button.
 - The **Themes** window is opened. A list of categories and respective templates is available on the left. The category palettes can be expanded to display the templates in a thumbnail view.
2. Select the desired theme on the left.
3. Add your desired intro title in the **Opening title** input field on the left. Other text attributes such as font and alignment are defined by the template and cannot be modified.
4. Add your desired outro title in the **Closing title** input field on the left. In case the selected template does not contain an intro or outro section, the input fields are grayed.
5. If you want to add music files that are defined in the template to the content area, select the **Apply theme music** check box in the **Music** area.
6. Move the **Balance** slider to adjust the volume level of the audio tracks added by the template in contrast to all other audio tracks available in the timeline.
7. Click the **OK** button.
 - The items of the theme-based template as well as the intro and outro video are inserted into the content area.
 - You have selected a theme-based template.

See also

-  Making Movie → 60
-  Movie Wizard → 52

4.2.8 Inserting Transitions

Transitions can be used to link the individual video clips or pictures that were added to a compilation.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

The following requirement has to be fulfilled:

- ▶ The desired files are displayed in the **Video Editing** screen.

To insert a transition, proceed as follows:

1. Click the **Transition** tab on the **Effect Palette**.
 - The categories of transitions are listed on the left of the tab. If you hover over the respective transition or effect on the right side, an animated preview is shown.
2. Choose a desired category of transitions on the left of the tab.
 - The transition types of the selected group are displayed.
3. If you edit your compilation in the **Storyboard** view of the content area, drag the desired transition from the **Effect Palette** to the respective placeholder between two clips.
 - Media files with transitions are identified in the content area by a colored icon. Media files without a transition are indicated in the content area by a gray icon.
4. If you edit your compilation in the **Timeline** view of the content area, drag the desired transition from the **Effect Palette** onto the respective clip.
 - The transition is added in front of the selected file in the content area.
 - You have inserted a transition.

See also

 Making Movie → 60

4.2.9 Editing Transitions

Transitions can be used to link the individual video clips or pictures that were added to a compilation.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

The following requirement must be fulfilled:

- ▶ The desired transition is added in front of a selected file in the content area of the **Video Editing** screen.

To edit the properties of a transition in a project, proceed as follows:

1. Select the transition in the content area.



If you want to simply remove a selected transition, press the **Del** key on your keyboard.

2. Click the **Properties** palette.
3. Click the button at the left side of the transition's headline.

- An extended area is expanded which shows the respective transition's setting options. The duration is set to one second by default but it can be adapted to your specific needs.
- 4. If you want to adapt the duration of the transition, insert the desired length into the **Duration** input field.
 - A transition is centered between two clips by default but it is possible to move it.
- 5. If you want to change the alignment more to the left (end at cut) or right (start at cut), click the respective button in the transition's headline.
- 6. Adapt the respective transition's settings in the expanded area to your requirements.
 - The changes are adjusted in the content area.
 - You have edited the properties of a transition in your project.

See also

 Making Movie → 60

4.2.10 Adding an Effect

You can overlay the added video titles or pictures of a compilation with effects. Depending on the selected effect, you can customize properties such as intensity and speed.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

The following requirement has to be fulfilled:

- ▶ The desired files are displayed in the **Video Editing** screen.

To add effects to your compilation, proceed as follows:

1. Click the **Effects** tab on the **Effect Palette**.
 - The categories of effects are listed on the left of the tab. If you hover over the respective transition or effect on the right side, an animated preview is shown.
2. Choose a desired category of effects on the left of the tab.
 - The effect types of the selected group are displayed.
3. If you edit your compilation in the **Storyboard** view of the content area, drag the desired effect from the **Effect Palette** to the respective video clip or picture on the timeline.
 - The effect is added to the selected file in the content area. Media files with effects are indicated by a **FX** icon on the **Storyboard** tab.
 - All additional effects of a clip are listed below the basic effects in the lower area of the **Properties** palette. You can customize the specific properties of the effects here.
4. If you edit your compilation in the **Timeline** view of the content area, drag the desired effect from the **Effect Palette** to the respective video clip or picture on the timeline.
 - The effect is added to the selected file in the content area.

- All additional effects of a clip are listed below the basic effects in the lower area of the **Properties** palette. You can customize the specific properties of the effects here.



A **Master Effects** track is also available on the **Timeline** tab. Effects applied to this track are always rendered to the resulting video output of all tracks.

To add a master effect, simply position a desired effect on the **Master Effects** track (like you would add any video clip to the timeline) and customize it like other effects.

- You have added effects to your compilation.

See also

 Making Movie → 60

4.2.11 Editing Effects



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.



The basic effects of video clips, pictures or audio files and the additional effects you added are customized the same way.

The following requirement must be fulfilled:

- ▶ The desired files are displayed in the **Video Editing** screen.

To customize the properties of single effects, proceed as follows:

1. Select the file with the respective effect you want to edit in the content area.
2. Click the **Properties** palette.
 - The list of basic effects and all additional effects added to the file displayed. Effects are rendered top to bottom, you can modify the order of optional effects per the drag-and-drop function.
 - As long as you have not chosen individual key frame positions on a track, the effect settings are valid for the whole clip.
3. If you want to create single key frames that will only enable the effect settings for those positions that were chosen:
 1. Select the **Use key frames** check box in the effect's headline.
 - A key frames track is displayed below the respective main clip on the **Timeline** tab in the content area. Additional controls are displayed next to the check box on the **Properties** tab in the media area.
 2. Position the timeline slider on the timeline and click the **Create key frame** button to add a single key frame.
 - The key frame is displayed on the key frames track.

- Repeat the previous step to add more key frames.



If you want to delete an existing key frame, select the respective key frame and click the **Delete key frame** button. Use the buttons to the left and right (**Go to the previous key frame / Go to the next key frame**) to navigate from key frame to key frame.

- If you want to (temporarily) disable an additional effect in your compilation, disable the option button left of the effect's name in the headline. Enable the option button once more to activate the effect again.
- Click the button at the left side of any effect's headline.
 - An extended area is expanded which shows the effect's individual setting options.
- Adapt the respective effect's settings in the expanded area to your requirements.
 - The changes are adjusted in the content area.
 - You have customized the properties of single effects in your project.

See also

Making Movie → 60

4.2.12 Adding a Text Effect

You can overlay the added video titles or pictures of a compilation with text effects. Depending on the text effect selected, you can customize the various detail settings.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.



A **Master Effects** track is also available on the **Timeline** tab. Effects applied to this track are always rendered to the resulting video output of all tracks.

To add a master effect, simply position a desired effect on the **Master Effects** track (like you would add any video clip to the timeline) and customize it like other effects.

The following requirement has to be fulfilled:

- ▶ The **Video Editing** screen is displayed.

To add a text effect to your compilation, proceed as follows:

- Click the **Text** tab on the **Effect Palette**.
 - The categories of text effects are listed on the left of the tab. If you hover the respective transition or effect on the right side, an animated preview is shown.
- Choose a desired category of text effects on the left of the tab.
 - The text effect types of the selected group are displayed.
- Drag the desired text effect from the **Effect Palette** to a video track on the timeline. You can position the effect in the content area to run parallel with a specific clip.

- The text effect is added to the content area.
- 4. Click the button at the left side of the **Text** headline on the **Properties** palette.
 - An extended area is expanded which shows the setting options for the respective text effect.
- 5. Enter the required text in the **Text** input field.
- 6. Make any additional settings as required depending on the selected effect.
 - The text effect is adjusted to your requirements.
- 7. If you want to change the duration or position of your text effect, proceed as described in the **Moving clips** chapter.
 - You have added a text effect to your compilation.

See also

 Making Movie → 60


4.2.13 Recording a Narration File

You can record your report for single clips in the content area. By default, the narration is recorded to the **Narration** track at the position of the timeline slider, but it can be moved to any free audio track position.

The following requirement must be fulfilled:

- ▶ The **Video Editing** screen is displayed.

To record an audio comment and add it to your project, proceed as follows:

1. Move the timeline slider to the desired position on the timeline.
2. Click the **Narration** button.
 - The **Audio Recording Settings** window is opened.
3. If you want to change the storage location or need to change the device settings for the audio input, make all preparations for the recording now.
4. Click the **OK** button.
 - The recording starts.
5. Record your speech.
 - You can see the recording time in the lower right of the progress window.
6. Click the  button to stop recording.
 - A window informs you about the successful creation and saving of the audio file.
7. Click the **OK** button.
 - The record is added to the timeline.
 - You have recorded an audio comment and added it to your project.

See also

 Making Movie → 60

4.2.14 Creating Chapters in Timeline

You can manually add chapters to the content area of your compilation. You can edit and rename chapters as well as reposition or remove individual chapter markings.

The following requirement has to be fulfilled:

- ▶ The **Video Editing** screen is displayed.

To create and edit chapters, proceed as follows:

1. Position the timeline slider on the timeline and click the **Create Chapter Marker** button in the right border area of the **Timeline** tab.
 - A position marker for a new chapter is displayed above the time scale on the **Timeline** tab.
2. Repeat the previous step to add more chapters.
 - A position marker is added for each chapter. If you add chapters between existing ones, the consecutive numbering is adapted.
3. If you want to move an existing chapter, select the respective position marker and drag it to the required position. Use the buttons to the left and right (**Go to the previous chapter marker / Go to the next chapter marker**) to navigate from chapter to chapter.
 - The chapter is moved to the required position. You can move the position of the individual chapter markers within the compilation up to the next chapter mark.
4. If you want to rename an existing chapter:
 1. Double-click the respective position marker on the timeline.
 - The chapter name display is changed into an input field.
 2. Enter the desired chapter name.
 - The chapter is renamed.



An additional **Rename Chapter Marker** entry is available via the context menu.

5. If you want to delete a chapter, select the respective position marker and click the **Delete Chapter Marker** button. Use the buttons to the left and right (**Go to the previous chapter marker / Go to the next chapter marker**) to navigate from chapter to chapter.
 - The chapter is deleted.



An additional **Delete all Chapter Markers** entry is available via the context menu.

- You have created and edited the chapters.

See also

 Making Movie → 60

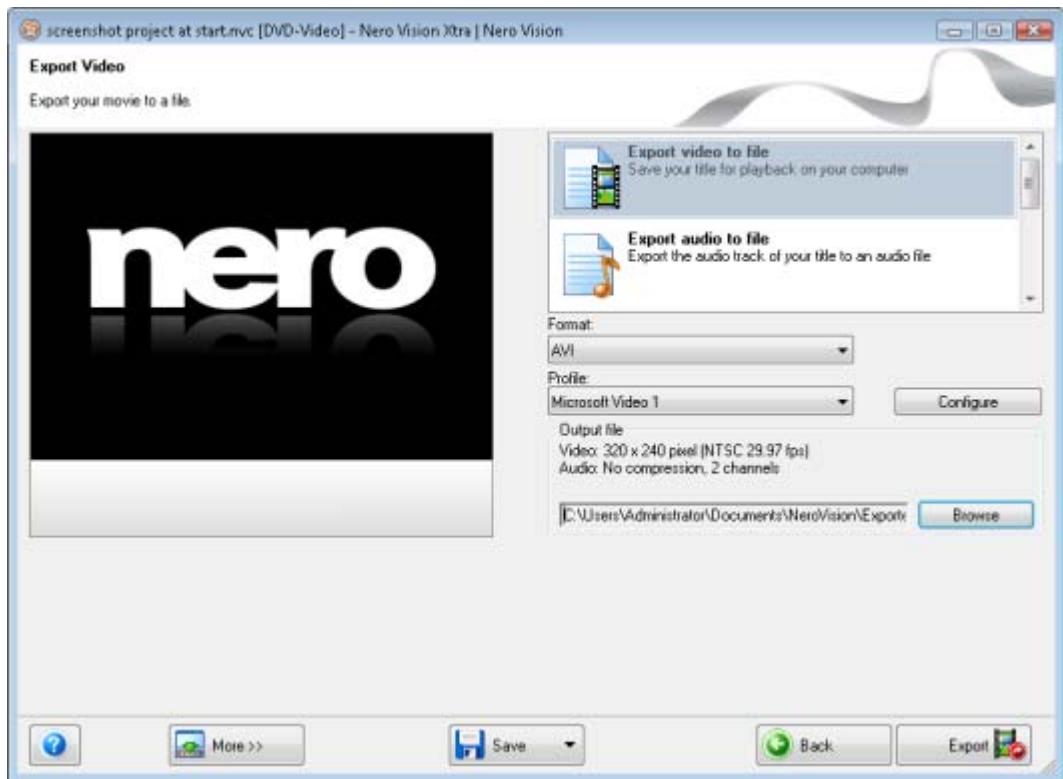
5 Exporting Videos

5.1 Export Video Screen

The **Export Video** screen is displayed when you click the **Export** button in the lower task bar of the main window. It can be divided into three areas: the preview area for playing the movie back, a selection area to the right of that, which lists the export options, and the **Format** and **Profile** drop-down menus in the area below that.

All data that results for the output file is displayed in the **Output file** area. You can click the **Browse** button to select the storage location for the output file. Adapted format and profile drop-down menus are available for each export option. Click the **Configure** button to open a window to adjust the detail settings.

Depending on the export template chosen, the output format, aspect ratio, quality settings, bit rate, resolution, encoding mode and/or audio quality will change.



Export Video screen

The following export options are available in the selection area:

Export video to file	Exports a movie to a video file.
Export video to camera	Exports a movie to a tape in the camera. Nero Vision automatically sets all parameters according to the

	<p>attached camera and the Format and Profile drop-down menus are not available.</p> <p>Only available if a camera is connected to your PC and is on.</p>
Export video and send it as an e-mail attachment	<p>Exports a movie, adjusted to an appropriate file size, to send as an e-mail attachment.</p> <p>The MPEG-1 and Nero Digital formats are available. You can choose between 1 MB, 2 MB, 5 MB or User-defined.</p> <p>The export file can be attached to a new e-mail from the default e-mail application or saved to the hard drive.</p>
Export audio to file	<p>Exports the audio track from a video to an audio file. The WAV format is available.</p> <p>The exported audio file can be edited externally and re-imported into Nero Vision.</p>
Export to Web	<p>Exports a movie to the Internet in a file size adjusted accordingly.</p> <p>Communities normally limit the maximum length of a video file to 10 minutes with a maximum file size of 100 MB. If the movie is too long, an error message is displayed and Nero Vision cancels the procedure.</p>

If you have selected the **Export video to file** export option, the following export templates are available:

AVI	Contains all codecs provided by your operating system.
AVI (DV)	AVI-DV type 1 and 2
WMV	<p>Pocket PC; Broadband; Portable Device; DVD Quality; HD 720p; HD 1080p and HD 1080i</p> <p>Custom - All parameters are set to a medium value but can be customized within the scope of the WMV play.</p>
MPEG-1	<p>VCD compatible - All parameters in the video options are predefined and cannot be changed, with the exception of the frame rate.</p> <p>Custom - All parameters are predefined in accordance with VCD, but can be customized within the capabilities of the MPEG-1 format.</p>
MPEG-2	<p>DVD-Video compatible and SVCD compatible</p> <p>HDV HD1; HDV HD2 (1080i); HDTV 1080i, Editable Blu-ray Disc compatible</p> <p>Custom - All parameters are predefined in accordance with DVD-Video.</p>

	The parameters of all profiles are predefined and can be customized within the capabilities of the MPEG-2 format.
Nero Digital	PSP, MPEG4 3GPP; Nero Digital Standard The parameters of all profiles are predefined and can be customized within the capabilities of the respective profile.
Nero Digital AVC	PSP AVC; PSP AVC (480x272), PSP AVC (720x480), PS3 AVC, iPod/iPhone AVC, Nero Digital AVC, Nero Digital AVC CUDA The parameters of all profiles are predefined and can be customized within the capabilities of the respective profile. To use the CUDA technology, a supported NVIDIA graphic card must be connected to the PC.
AVC	AVCHD compatible To make a disc in AVCHD disc format, a supported DVD burner must be connected to the PC.

See also

- 📖 Exporting Video to File → 77
- 📖 Exporting Video to Camera → 78
- 📖 Exporting Video and Send as E-Mail → 79
- 📖 Exporting Audio to File → 80
- 📖 Exporting to Web → 80

5.2 Exporting Video to File

In the **Export Video** screen, you have various options for exporting a movie that you created in Nero Vision in addition to burning it to disc.

The following requirement has to be fulfilled:

- ▶ The **Content** or **Video Editing** screen is displayed.

To export a movie as a file to the hard drive, proceed as follows:

1. Click the **Export** button in the lower task bar of the main window.
→ The **Export Video** screen is displayed.



In the **What would you like to do next?** selection, choose the **Export Movie** option.

2. Select the **Export video to file** export option in the selection area.
→ The drop-down menus for output format and profile are displayed accordingly.
3. Select the required format in the **Format** drop-down menu and the required profile in the **Profile** drop-down menu.

- The selected export template primarily specifies the output type and playback quality.
- 4. If you want to make changes to the export settings:
 1. Click the **Configure** button.
 - A window is opened.
 2. Make the required changes and click the **OK** button.
- 5. If you want to save the video to another folder and/or under a name other than the name displayed in the **Output File** display panel:
 1. Click the **Browse** button.
 - The **Select a location for the video file** window is opened.
 2. Select the desired folder in the **Location** drop-down menu.
 3. Enter the desired file name in the **File Name** input field and click the **Save** button.
- 6. Click the **Export** button.
 - The export starts. Progress while exporting is displayed in the same window. Once the export is complete, a window is opened.
- 7. Click the **OK** button.
 - Nero Vision automatically returns to the screen that was displayed before the export.
 - You have exported a movie to the hard drive.

See also

 Export Video Screen → 75

5.3 Exporting Video to Camera

In the **Export Video** screen, you have various options for exporting a movie that you created in Nero Vision in addition to burning it to disc.



This feature is only available if a camera is connected to your PC and is on. The camera must be in VCR mode.

The following requirements have to be fulfilled:

- ▶ The **Content** or **Video Editing** screen is displayed.

To export a movie to camera, proceed as follows:

1. Click the **Export** button.
 - The **Export Video** screen is displayed.



In the **What would you like to do next?** selection, choose the **Export Movie** option.

2. Select the **Export video to camera** export option in the selection area.

- The format is automatically adjusted to the camera connected.
- 3. Click the **Export** button.
 - The export starts. Progress while exporting is displayed in the same window. Once the export is complete, a window is opened.
- 4. Click the **OK** button.
 - Nero Vision automatically returns to the screen that was displayed before the export.
 - You have exported a movie to the camera.

See also

📖 Export Video Screen → 75

5.4 Exporting Video and Send as E-Mail

In the **Export Video** screen, you have various options for exporting a movie that you created in Nero Vision in addition to burning it to disc.

The following requirement has to be fulfilled:

- ▶ The **Content** or **Video Editing** screen is displayed.

To export a movie to send via e-mail, proceed as follows:

1. Click the **Export** button.
 - The **Export Video** screen is displayed.
2. Select the **Export video and send it as an e-mail attachment** export option in the selection area.
 - The drop-down menus are displayed accordingly.
3. In the upper drop-down menu, select the required format.
4. In the bottom drop-down menu, select the required maximum file size.
5. If you want to make changes to the export settings:
 1. Click the **Configure** button.
 - A window is opened.
 2. Make the required changes and click the **OK** button.
6. If you want to save the video to another folder and/or under a name other than the name displayed in the **Output File** display panel:
 1. Click the **Browse** button.
 - The **Select a storage location for the video file** window is opened.
 2. Select the desired folder in the **Location** drop-down menu.
 3. Enter the desired file name in the **File Name** input field and click the **Save** button.
7. Click the **Export** button.
 - The export starts. Progress while exporting is displayed in the same window. Once the export is complete, a window is opened.

8. Click the **OK** button.
 - Nero Vision automatically returns to the screen that was displayed before the export.
 - You have exported a movie to send via e-mail.

See also

📖 Export Video Screen → 75

5.5 Exporting Audio to File

In the **Export Video** screen, you have various options for exporting a movie that you created in Nero Vision in addition to burning it to disc.

The following requirement has to be fulfilled:

- ▶ The **Content** or **Video Editing** screen is displayed.

To export a movie's audio track, proceed as follows:

1. Click the **Export** button.
 - The **Export Video** screen is displayed.
2. Select the **Export audio to file** export option in the selection list.
 - The drop-down menus for output format and profile are displayed accordingly.
3. If you want to make changes to the export settings:
 1. Click the **Configure** button.
 - A window is opened.
 2. Make the required changes and click the **OK** button.
4. If you want to save the video to another folder and/or under a name other than the name displayed in the **Output file** display panel:
 1. Click the **Browse** button.
 - The **Select a storage location for the video file** window is opened.
 2. Select the desired folder in the **Location** drop-down menu.
 3. Enter the desired file name in the **File Name** input field and click the **Save** button.
5. Click the **Export** button.
 - The export starts. Progress while exporting is displayed in the same window. Once the export is complete, a window is opened.
6. Click the **OK** button.
 - Nero Vision automatically returns to the screen that was displayed before the export.
 - You have exported a movie's audio track. The exported audio file can be edited externally and re-imported into Nero Vision.

See also

📖 Export Video Screen → 75

5.6 Exporting to Web

In the **Export Video** screen, you have various options for exporting a movie that you created in Nero Vision in addition to burning it to disc.

The following requirement has to be fulfilled:

- ▶ The **Content** or **Video Editing** screen is displayed.

To export a movie to the Internet, proceed as follows:

1. Click the **Export** button.
 - The **Export Video** screen is displayed.
2. Select the **Export to Web** export option in the selection area and click the **Export** button.
 - A window informs you that your video must now be converted to an export file.



Communities normally limit the maximum length of a video file to 10 minutes with a maximum file size of 100 MB. If the movie is too long, an error message is displayed and Nero Vision cancels the procedure.

3. Click the **Yes** button.
 - The video is exported to a file. Progress is displayed in the same window.
 - When first importing to or exporting from the Internet, the **My Nero Login** window is opened. Here you can enter your access data for the **My Nero** Internet community once and then stay logged in for all subsequent visits via Nero Vision.
4. If, for the export to the Internet you wish to make use of the **My Nero** community:
 1. Enter your **Login Name** and **Password** for the **My Nero** Internet community in the input fields.
 2. Enable the **Save account data** check box and click the **OK** button.
5. If you do not want to make use of the **My Nero** community, click the **Cancel** button.
 - The **Export to Internet** window is opened. You can specify all information about the export file. The selected community appears in the drop-down menu at the bottom right.



When starting the export feature, Nero checks whether new configuration files are available. A window informs you if there are any recommended or required updates.

6. If you want to upload to a community other than that displayed in the drop-down menu, select the required community in the **Select Another Community** drop-down menu.
 - The input fields of the selected community are displayed accordingly.
7. Enter a title and brief description of your video in the **Title** and **Description** input fields, as well as any other information depending on the selected community.
8. You must agree to the terms of use for the communities in order to upload files to **My Nero** and other communities. Select the appropriate check boxes at the bottom of the window.
 - The **Upload** button is enabled once you have made all the required entries.

9. Click the **Upload** button.
 - If you have not selected the **My Nero** community, the login window of the respective community opens.
10. Enter your **Login Name** and **Password** in the input fields and click the **OK** button.
 - The export starts. Progress while exporting is displayed in the same window. Nero Vision automatically returns to the screen that was displayed before the export.
 - You have exported a movie to the Internet.

See also

📖 [Export Video Screen](#) → 75

6 Menu

6.1 Levels

A menu can have up to two levels in addition to the intro video. The main or title menu consists of all the video titles in the project. Each video title is represented by a button consisting of a thumbnail and a button text. If a video title has more than one chapter, a video title submenu is generated. Each chapter of the respective video title is represented by a button in the chapter menu.

When making changes, you can adjust the levels of the menu independently. You can select the layout of each menu from existing menu templates. Menu templates are subdivided into individual menu template groups for a better overview.

6.2 Edit Menu Screen

You can select menu templates and/or templates that meet your requirements in the **Edit Menu** screen. In the normal editing mode, editing remains limited to the most important features. Additional customization options are available in **Advanced Editing**.

You can choose the individual form and design of the menu in the advanced editing mode. You can place and edit your own graphical items and text on the menu, modify, delete and create various button options, as well as create links between any buttons, menus and videos.

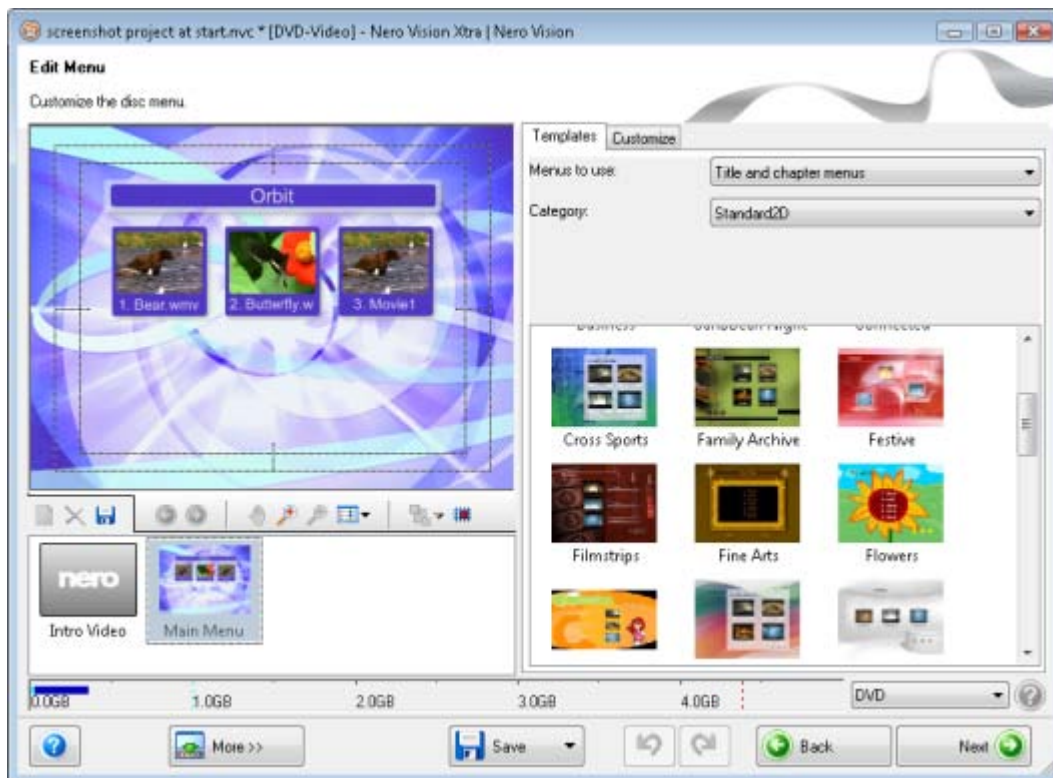


Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

In the preview and compilation area of the screen on the left, the menu items of the title or chapter menus are displayed according to the selected template. If the intro video is selected, the preview shows a still of the video. Here, you can directly edit the individual items of the template. Selected objects are identified by a frame and can then for example be adjusted for size, rotated or moved.

The **Templates** and **Customize** tabs are available on the right. You can also make changes to objects on the respective palettes.

A capacity bar below the compilation area shows how much space your project occupies on the selected medium.







Edit Menu screen

The following buttons are available on the navigation scroll bar in the compilation area:

Create New Menu	Creates an empty menu without links in the layout of the template that was last selected. Only available in Advanced Editing . Not available for Smart3D templates.
Delete menu	Deletes a style item from the template. All items except the background can be deleted. Only available in Advanced Editing .
Save As Template	Saves a template with all changes made. The Save As Template window is opened. If you want to save your own menu template, you have to specify and save the title and chapter menu separately, even if both are based on the same template. Not available for Smart3D templates.
Previous / Next Menu Page	Goes to the next or previous page of the title or chapter menu that was selected in the menu view. If a title or chapter menu consists of several pages, the thumbnails are displayed one above the other.

	Only available in normal editing if a menu has several pages.
Toggle Move Cursor	If the button is activated, it is possible to move desired areas of an enlarged menu page in the visible range of the compilation window with the hand cursor. Only available when the visible compilation area is enlarged.
Zoom In	Enlarges the visible compilation area up to 500%.
Zoom Out	Reduces the visible compilation area to 100%.
View	If the Show Guidelines option is activated, Nero Vision fades in a guideline grid in the compilation area. If the Show Safe Area option is enabled, Nero Vision displays the frame of the safe zone in the compilation area. If the Show Button Numbers option is enabled, Nero Vision assigns each button in the compilation area a number. This option is only available in Advanced Editing .
Order	Changes the arrangement of graphics and text fields of a template. Marked items can be moved to the back or front by one level. They can also be moved to the very back or very front. The background picture always stays on the back level, buttons stay on the front level. Only available in Advanced Editing .
Snap to Guidelines	If the Snap to Guidelines button is activated, items that move in the compilation area automatically line up to the horizontal and vertical guidelines.

See also

-  Templates Tab → 85
-  Customize Tab → 86
-  Save Template as Window → 102
-  Creating Menu → 103

6.2.1 Templates Tab

Select a desired template from the **Standard2D**, **Animated2D** and **Smart3D** categories on the **Templates** tab. In addition, you can save your own templates in the **My Menu Templates** category.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.



If you select a **Smart3D** menu, please note that a graphics card with 3D acceleration must be connected to the computer. The **Advanced Editing** is not available for Smart3D menus.

If problems arise when editing the menu, make sure that you have installed the current version of the graphics driver.

The following drop-down menus are available:

Menus to use	Defines whether the menu should be created as a title and chapter menu or simply as a title menu. You can also create no menu.
Category	<p>Specifies the category, from which the template should be selected. The My Menu Templates option shows saved templates.</p> <p>You can give your videos an appropriate graphic background with a menu template from the Standard2D group. The menu contains a layout for the title and chapter menu.</p> <p>You can give your videos predefined background animations with a menu template from the Animated2D group - including matching intro video and scoring. The menu contains a layout for the title and chapter menu, as well as background music for the intro video and menu pages.</p> <p>You can give your videos a starting animation and three-dimensional menus with a menu template from the Smart3D group. The menu templates are based on dynamic 3D scenes with animated menu transitions and predefined scorings.</p>

See also

 [Edit Menu Screen](#) → 83

6.2.2 Customize Tab

The number of palettes that are displayed on the **Customize** tab depends on the selected mode. Clicking the title bar of the palette closes or opens the palette.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

Nero Vision automatically starts in normal editing mode with the **Compact Menu View**. A thumbnail is displayed for the intro video and title, as well as for each chapter menu. Unused

components remain gray. If a title or chapter menu consists of several pages, the thumbnails are displayed one above the other.

Select the **Advanced Editing** check box to go to **Advanced Editing with Extended Menu View**. The intro video and each page of the individual menus are displayed as thumbnails.



Only go to **Advanced Editing** if you have experience editing menus.

If you select the box, a window appears that indicates you are about to enter advanced editing mode. Links between menus and buttons are not created dynamically based on project content. Therefore, video titles, menus and buttons that are not added after opening advanced editing mode must be manually linked to each other.

Advanced Editing is not available for Smart3D templates.















Edit Menu screen - Customize tab

The following palettes are available:

Properties	Displays a customized area for each menu item marked in the compilation area. You can make any setting changes here.
Content	Lists all titles and chapters of the project in an overview. Not available for Smart3D menus.

	Only available in Advanced Editing .
Buttons	Offers sets of predefined buttons in the Thumbnail buttons , Text-only buttons and Navigation buttons categories. Not available for Smart3D menus.
Objects and Clip Arts	The Standard objects folder offers a selection of pre-defined graphic objects, drawing items such as circles, rectangles or lines, as well as clip arts. The folder also includes an empty text box. You can import your own graphic files into the My objects folder. Not available for Smart3D menus. Only available in Advanced Editing .
Disc / Project	The Disc Settings area offers settings that customize the playback of the disc according to your requirements. In addition you can check the customized navigation of our menus for completeness. In the Project Settings area you can simplify the menu editing by individual additional guide lines.
Template Settings	Offers a number of theme-related versions for Smart3D menus. Only available for Smart3D menus.

See also

-  [Edit Menu Screen → 83](#)
-  [Template Settings Palette → 88](#)
-  [Properties for Background and Intro Video Palette → 89](#)
-  [Button Properties → 92](#)
-  [Properties of Graphic Objects → 94](#)
-  [Content Palette → 96](#)
-  [Buttons and Graphic Objects Palettes → 96](#)
-  [Disc/Project Palette → 97](#)
-  [Select Start Position Window → 98](#)
-  [Edit Background Audio Window → 100](#)
-  [Select Poster Frame Window → 101](#)
-  [Shadow Settings Window → 102](#)

6.2.2.1 Template Settings Palette

If you have selected a Smart3D template on the **Templates** tab, you can customize the menu transitions according to your requirements in the **Template Settings** palette and, depending on the menu template selected, choose between different theme versions.



Only available for Smart3D menus.

The following setting options are available:

Option button Default transitions	Enables all transitions of the selected template.
Option button Custom transitions	Enables the Options button. Clicking this button opens the Transition Settings window that displays all the transitions of the selected template. You can disable individual transitions and/or the background audio of the transitions.
Drop-down menu [Topic]	Defines the required theme version of the selected menu template. The drop-down menu and the number of options depend on the selected template.
Button Options	Opens a window in which you can customize individual properties of the menu independent of a theme. You can also combine theme items here. The drop-down menu and number of options depends on the selected template. Not available for all Smart3D menus.

See also

[Customize Tab → 86](#)

6.2.2.2 Properties for Background and Intro Video Palette

If the background is enabled in the compilation area, the **Properties** palette is divided into the **Background**, **Background Audio**, **Animation** and **Interaction** areas. The **Spreading** area is only available in normal editing mode.



The **Background** and **Animation** areas are not available for Smart3D menus.

If a **Intro Video** is displayed in the compilation area, the **Background** and **Background Audio** areas are also available. The **Linkage** area is also available in **Advanced Editing** mode.

The following setting options are available in the **Background** area:

Drop-down menu Background	<p>Specifies whether a picture or video should be imported into the background of the template or whether the background should be a solid color. In the default settings, the Predefined background entry is selected that provides every template with a suitable background.</p> <p>If you select the Picture file or Video file option, a window opens in which you can select the required file. The path to the selected file is then displayed in the selection area.</p> <p>The number of drop-down menus that are displayed for detailed settings depends on the option selected.</p>
Slider/Input field Position	<p>Moves the selected picture or video to the correct position. Detailed settings (e.g. aligning the position of the same picture in the intro video and on the menu pages) can be performed easily with the aid of the input field.</p> <p>Background pictures are placed on the screen without black borders.</p> <p>Only available for background pictures and videos.</p>
Button Options	<p>Defines the detail settings of the background video. The Select Start Position window opens.</p> <p>Only available for background videos.</p>
Drop-down menu Color	<p>Defines the desired color as the background color.</p> <p>Only available for background color.</p>

The following setting options are available in the **Background Audio** area:

Drop-down menu Audio	<p>Defines an audio file as background music or disables the background music.</p> <p>If you select the User-defined option, a path appears for selecting a required file.</p> <p>The Predefined Audio option, which is stored for each Animated 2D and Smart3D template with the appropriate scoring, is selected in the default settings.</p>
Button Options	<p>Defines the detail settings of the background music. The Background Audio window is opened.</p>

The following setting options are available in the **Animation** area:

Input field Duration	<p>Defines the duration of animation for the respective menu.</p>
--------------------------------	---

Check box Fit to audio duration	If this check box is selected, the respective menu is displayed over the full playback duration of the selected background audio file.
---	--

In the **Interaction** area you can specify whether the menu responds to input when playing back the disc. The following drop-down menus are available:

Highlight color	Defines the color used to highlight marked buttons. You can also specify the Opacity in percent.
Activation color	Defines the color used to highlight enabled buttons. You can also specify the Opacity in percent.
Autorun action	If desired, it specifies a video title or chapter to automatically start after a timeout. As an alternative you can also rotate through the pages of the menu. No automation is selected in the default settings (i.e. the None option is enabled). Not available for Smart3D menus.
Delay	Defines the timeout duration after which the selected automation begins. Not available for Smart 3D menus.

The following drop-down menu is available in the **Spreading** area:

Title/Chapter number per menu	Defines the number of titles or chapters that are shown per menu page. The number per page is freely selectable as long as the maximum number for the selected menu template is not exceeded. If the Evenly entry is selected, Nero Vision divides the number of titles or chapters equally over the menu page. For instance, a total of eight titles are divided to four on a menu page. If the Standard setting is selected in the default settings, then the titles and chapters are automatically distributed so that the maximum number of selected menu templates per menu page is achieved. For instance, in the case of eight titles, and depending on the capacity, six might be positioned on the first menu page and the other two on another.
--------------------------------------	---

The following setting options are available in the **Linkage** area:

Drop-down menu Link to	Defines to which page of the menu the intro video should link to.
----------------------------------	---

Drop-down menu Transition	Defines a transition for the link, if desired.
Button Options	Opens the Transitions window. Depending on the selected transition you can specify the detail settings here. You can also specify the duration of the transition; a period of one second is selected in the default settings.

See also

 [Customize Tab](#) → 86

6.2.2.3 Button Properties

If a button is activated in the compilation area the **Properties** palette is divided into the **Linkage**, **Appearance**, **Transformation**, **Font** and **Text** areas.



In Smart3D menus, the **Linkage** and **Transformation** areas are not available, the **Appearance** area is only available for buttons, not for the header or footer.

To edit a required item, enable it in the compilation area. The highlighted area is identified by a red frame and sizing handles. You have three options when editing a **Thumbnail button** to set the focus. If the focus lies on the entire button, it can be moved or adjusted proportionally in size. If the focus lies on the text item of the button, the length of the text field can be adjusted and moved within the button. If the focus lies on the text in the text item, the input can be edited.

In Smart3D templates, the focus lies on the entire button. Buttons, headers and footers cannot be deleted in Smart3D menus; additional objects cannot be added or moved. They also cannot be adjusted in size. The position marks of the headers and footers are used to simplify editing and are not visible in your menu later on. Even if you do not use headers and/or footers, they need not be deleted.



The **Linkage** area is only available in **Advanced Editing**.

The following setting options are available in the **Linkage** area:

Drop-down menu Link to	Defines where the button should link. All available destinations of the project (video title, all chapters and slide shows) are displayed in the drop-down menu.
Drop-down menu Transition	Defines a transition for the link, if desired.

Button Options	Opens the Properties window. Depending on the selected transition, you can specify the detail settings here. You can also specify the duration of the transition; a period of two seconds is selected in the default settings.
Drop-down menu Button number	Manually specifies the numbering of the buttons. Nero Vision automatically numbers all the buttons of a template. The number is not displayed in the editable text field of a button. When you edit the menu and reposition buttons, Nero Vision maintains the numbering. Any adjustment to the text (e.g. font) is automatically adopted. If a button is assigned a different number (A), Nero Vision automatically assigns the number that is now available (B) to the button with the number (A) that has been selected for the new assignment.

The following setting options are available in the **Appearance** area:

Drop-down menu Display	Specifies what is displayed on the thumbnail of the button: video title, still of a video or picture. If the Display Title or Display Picture option has been selected, clicking the Options button opens the Select Start Position or Select Poster Frame window. If you select the Picture file option, a window automatically opens in which you can select the required picture.
Drop-down menu Text numbering	Specifies the numbering of the buttons displayed on the template. Only the numbering, text on the button, or number and text can be displayed. Nero Vision automatically numbers all the buttons of a template. The number is not displayed in the editable text field of a button. When you edit the menu and reposition buttons, Nero Vision maintains the numbering. Any adjustment to the text (e.g. font) is automatically adopted.
Drop-down menu Format	Defines the style of numbering.
Check box Apply shadow	If the check box is selected, the button is given a shadow. Clicking the Options button opens the Shadow Settings window. You can customize the shading according to your requirements.

The following setting options are available in the **Transformation** area:

Input field	Defines the horizontal position of the marked object in the
-------------	---

Pos. X	compilation area.
Input field Pos. Y	Defines the vertical position of the marked object in the compilation area.
Input field Scale X	Defines the width in percent. Buttons can only be adjusted in Nero Vision in the lock aspect ratio. If the value is adjusted, Scale Y automatically adjusts.
Input field Scale Y	Defines the height in percent. Buttons can only be adjusted in Nero Vision in the lock aspect ratio. If the value is adjusted, Scale X automatically adjusts.
Check box Lock aspect ratio	If the check box is selected, the Scale X and Scale Y values of a graphic object (i.e. width and height in percent) can only be adjusted in the lock aspect ratio. If a value is adjusted, the other value automatically adjusts. Buttons can only be adjusted in Nero Vision in the lock aspect ratio.
Input field Opacity	Defines the opacity of the button.
Input field Rotation	Rotates the selected item.

You can customize the font and size of the text in the **Font** area. In Smart3D templates you can enter an individual title for your buttons in the **Text** area or enter required text in the header and/or footer. In all other template categories, the following drop-down menus are available in the **Text** area:

Text Color	Defines the color of the text.
Horizontal alignment	Defines the horizontal alignment of the text: centered, left or right.
Vertical alignment	Defines the vertical alignment of the text: top, middle or bottom.

See also

 [Customize Tab → 86](#)

6.2.2.4 Properties of Graphic Objects

If a graphic object is activated in the compilation area, the **Properties** palette is divided into **Appearance** and **Transformation** areas.

To edit a required item, activate it in the preview area. The outer highlighted area is identified by red sizing handles. With the aid of the focus the entire surface can be moved or adjusted proportionally in size.

In addition green nodes point on all polygon standard formats (and with lines) mark the corners. All polygons can thereby be edited as well in that individual node points are marked simply by clicking them at which point they can be moved or deleted. New node points can be inserted at any place by a double-click. A surface object must consist of at least three points; a linear object of at least starting and end points.

The following setting options are available in the **Appearance** area:

Drop-down menu Fill color	Defines the fill color of a graphic item. Only available when the focus is positioned on a standard form (drawing item).
Drop-down menu Border color	Defines the color of the margin/frame of a graphic object. Only available when the focus is positioned on a standard form (drawing item).
Drop-down menu Line thickness	Defines the thickness of the margin/frame of a graphic object. Only available when the focus is positioned on a standard form (drawing item).
Check box Apply shadow	If the check box is selected, the button is given a shadow. Clicking the Options button opens the Shadow Settings window. You can customize the shading according to your requirements.

The following setting options are available in the **Transformation** area:

Input field Pos. X	Defines the horizontal position of the marked object in the compilation area.
Input field Pos. Y	Defines the vertical position of the marked object in the compilation area.
Input field Scale X	Defines the width in percent.
Input field Scale Y	Defines the height in percent.

Check box Lock aspect ratio	If the check box is selected, the Scale X and Scale Y values of a graphic object (i.e. width and height in percent) can only be adjusted in the lock aspect ratio. If a value is adjusted, the other value automatically adjusts.
Input field Opacity	Defines the opacity of the graphic object.
Input field Rotation	Rotates the selected item.

See also

 [Customize Tab → 86](#)

6.2.2.5 Content Palette

Only available in **Advanced Editing**.



Not available for Smart3D menus.

On the **Content** palette, all the titles and chapters of the project that you have compiled in the **Content** screen are listed in a navigation tree.

Using the drag-and-drop function, you can link any title in the list to a desired button and thereby define the target of a link. If the title is dragged into the compilation for the first time or again without a specific button marked, Nero Vision automatically creates a default button and links it to the video.



Note that all menu items on the template remain linked when you make changes! If a new link is assigned to a button, the old link is lost (i.e. it is not automatically assigned to another button). The same menu item can be linked via multiple buttons.

See also

 [Customize Tab → 86](#)

6.2.2.6 Buttons and Graphic Objects Palettes



The graphic objects are only available in **Advanced Editing**.

First, you can select the category of the available items in the **Buttons** or **Objects and Clip Arts** palettes. The available buttons or graphics from the selected category are listed in the preview area of both palettes. With the **Apply** button, the view of a button is customized to your menu template or graphics are added.

Available in buttons are the categories **Thumbnail buttons**, **Text-only buttons**, and **Navigation buttons**. The sets of **Navigation buttons** always consist of three buttons (one each for **Back**, **Next** and **Back to Main Menu**).

Available for the graphic objects are the **Standard objects** and **My objects** entries. The default objects include drawing items such as circles, rectangles and lines as well as clip arts. The **My objects** folder contains all pictures that have been imported into Nero Vision.



You can select and combine individual buttons in **Advanced Editing** only. You can also customize existing template buttons and add new ones. Links must be manually assigned to buttons that you add.

See also

 [Customize Tab → 86](#)

6.2.2.7 Disc/Project Palette

The **Disc/Project** palette is divided into the **Disc Settings**, **Project Settings**, and **Button Numbering** areas.

The following pop-up menus are available in the **Disc Settings** area.

Drop-down menu First	Defines the title that is played first after inserting the disc into a player. Only available in Advanced Editing . In normal editing mode, the intro video is automatically played or the title menu is displayed.
Drop-down menu Title Menu	Defines the menu that is displayed when the Title button is pressed on the remote control. Only available in Advanced Editing . In normal editing mode, the title menu is automatically displayed.
Drop-down menu End action	Defines whether the menu is displayed again after playback of a title is complete (enabled in the default settings) or whether the next title (by number) is played automatically.

<p>Drop-down menu</p> <p>Additional folder</p>	<p>Nothing only saves the pictures in the slide show.</p> <p>Original pictures saves the pictures in the original format as well. Original pictures are saved on the disc in the ORIGPICS folder.</p> <p>HTML browsing gallery creates an HTML version of the slide show that can be displayed on any computer with a browser. You can display the HTML browser gallery by opening the INDEX.HTM file on the disc.</p> <p>PC slide show creates an executable file on the disc; this can be opened on any Windows computer. The executable file for the computer slide show has the name slideshow.exe.</p> <p>Only available if a slide show has been inserted into your project.</p>
<p>Button</p> <p>Check Project</p>	<p>Checks the menu for unlinked or overlaying buttons (title and/or chapter), for orphaned menu pages as well as for videos and/or slide shows of the project that are not linked to the menu.</p> <p>A detailed overview of problems with a short error description is listed in a window.</p> <p>Only available in Advanced Editing.</p>

The following setting options are available in the **Project Settings** area:

<p>Drop-down menu</p> <p>Number of guides</p>	<p>Inserts each a further horizontal and vertical guide line into the lattice in the compilation area or removes lines.</p> <p>Nero Vision creates an even lattice network. However, the lines can be moved as desired with the mouse and can be positioned as desired in the compilation area.</p>
<p>Check box</p> <p>Never use black thumbnails</p>	<p>If the check box is selected, Nero Vision ensures that the thumbnails of the buttons show the first frame of the linked video title and not merely a black picture.</p>

The following check box is available in the **Button Numbering** area:

<p>Restart numbering on each menu page</p>	<p>When this check box is selected, the button numbers will start with 1 on each new menu page. When the check box is cleared, the buttons are numbered continuously throughout the menu.</p> <p>This box is selected by default in the default setting.</p> <p>Only available in normal editing.</p>
---	---

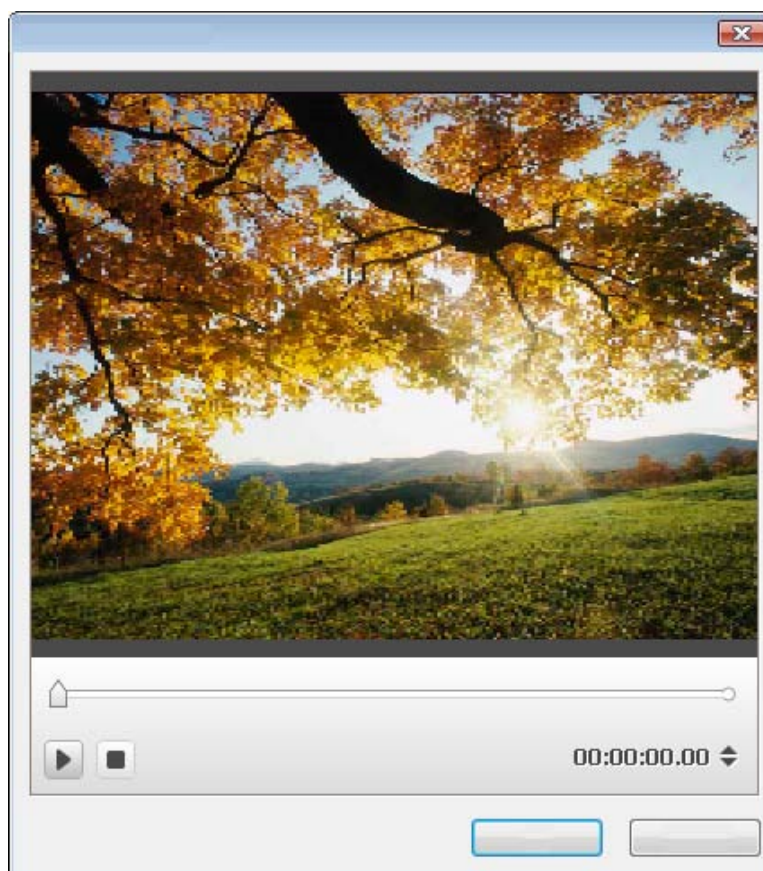
See also

 [Customize Tab → 86](#)

6.2.2.8 Select Start Position Window



In the **Select Start Position** window you can define which section of a linked video is displayed in the background of a menu side, in the background of the intro video or in the thumbnail view of the **Thumbnail** button.



The controller on the navigation strip shows the start position in the video. The duration of the video is automatically customized to the duration of the menu and is displayed graphically by a darker bar on the navigation strip. You can define the desired start position by moving the controller (and bar) on the navigation strip. Or the start position can be defined by entering an exact starting time in the input field below. You can also use the **Position** buttons next to the time code display.



Select Start Position window

Additionally, the following setting options are available:

Button 	Plays the video back in the preview area of the window.
Button 	Stops the preview.

Button 	Fades the audio in or out during playback in the menu (each one second).
Button with slider 	Customizes the sound level of the playback. Click the button to mute the sound.

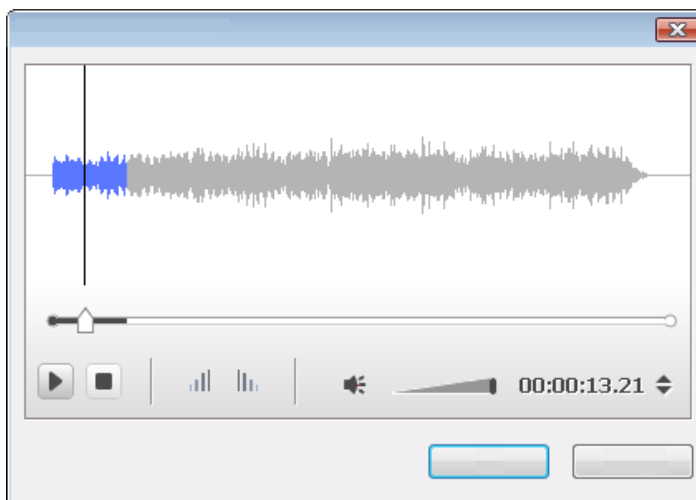
See also

 [Customize Tab](#) → 86

6.2.2.9 Edit Background Audio Window



In the **Edit Background Audio** window you can define which section of the selected audio file is played as the menu's background music. For this purpose, the file is depicted in the top area of the window in wave form.



The controller on the navigation strip shows the start position in the audio file. The duration of the background music is automatically customized to the duration of the menu. You can define the desired start position by moving the controller on the navigation strip. Or the start position can be defined by entering the exact starting time in the input field below. You can also use the **Position** buttons next to the time code display.



Edit Background Audio window

The following setting options are available:

Button 	Plays the audio file.
Button 	Stops playback.

Button 	Fades the audio in or out during playback in the menu (each one second).
Button with slider 	Customizes the sound level of the playback. Click the button to mute the sound.

See also

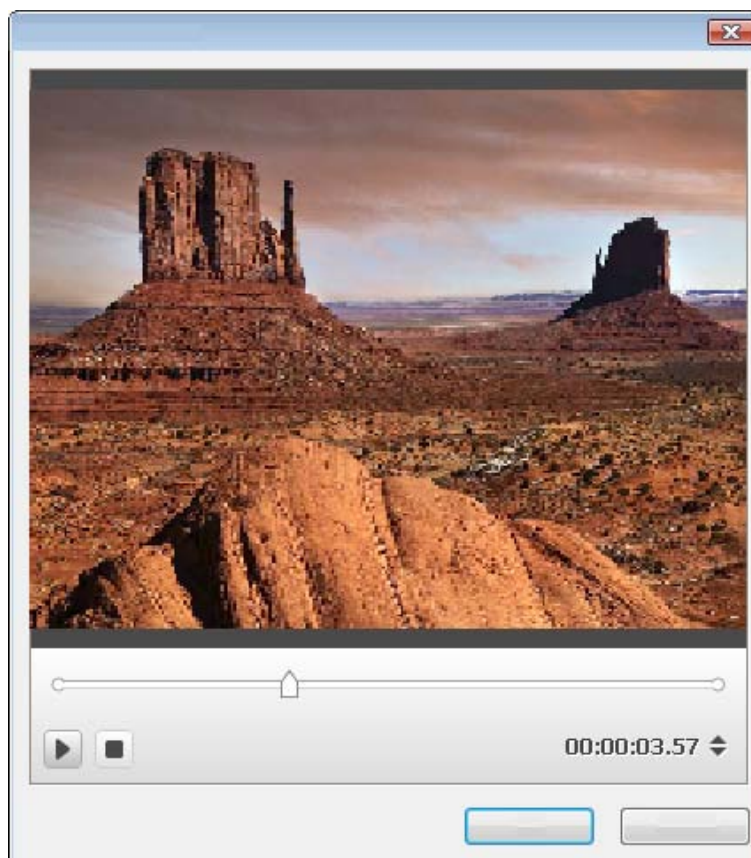
 [Customize Tab](#) → 86

6.2.2.10

Select Poster Frame Window



In the **Select Poster Frame** window you can define which picture of a linked video is displayed in the thumbnail view of the **Thumbnail** button.

The controller on the navigation strip shows the position of the picture in the video. You can specify the picture to be used by moving the controller.



Select Poster Frame window

The following buttons are available:

	Plays the video back in the preview area of the window.
	Stops the preview.

See also

 [Customize Tab → 86](#)

6.2.2.11

Shadow Settings Window

If the **Apply shadow** check box in the **Properties** palette is selected, the selected button or graphic object is given a shadow. Clicking the **Options** button opens the **Shadow Settings** window.

You can adjust the detail settings of the shading at the top of the **Shadow Settings** window. A preview appears at the bottom of the window if you select the **Preview** check box. You can immediately preview what effects a change to the settings will have.

The following setting options are available:

Drop-down menu Light source	Defines the desired angle of the virtual light source in relation to the object.
Slider Opacity	Defines the required shadow transparency in percent. An opacity of 0 means that the shadow is invisible.
Slider Distance	Defines the distance between the object and the shadow (in pixels).
Slider Spread	Defines the scatter degree of the shadow (in percent). The scatter is added to the size of the shadow.
Slider Blur	Defines the blurring degree of the shadow. In the default settings the shadow has an exact contour which gives a blurring degree of 0%.
Drop-down menu Color	Defines the desired color of the shadow.

See also

 [Customize Tab → 86](#)

6.2.3 Save Template as Window

The following drop-down menus are available in the **Save As Template** window:

Intro video	Displays the name of the intro video or No intro video , if no video has been added to the menu template.
Main menu	Defines which menu from the arranged template is saved as the title menu. All menus that are available in the template are also available in the drop-down menu.
Chapter menu	Defines which menu from the arranged template is saved as the chapter menu. All menus that are available in the template are also available in the drop-down menu.
Template name	Defines the name under which you want to save the new template under.
Add to subcategory	Defines where the template is saved. Nero Vision automatically saves created menu templates in the My Menu Templates folder itself. If you want to sort your templates in topic groups, select an existing group or the Create new subcategory option to create a new category.
New subcategory name	Defines the name of a new category. Only available if you have selected the Create new subcategory option in the Add to subcategory drop-down menu.

If the **Store media files with template** check box is selected, Nero Vision saves the media files used in the template with the new template.

See also

 [Edit Menu Screen](#) → 83

6.3 Creating Menu



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

The following requirement has to be fulfilled:

- ▶ The **Edit Menu** screen is displayed.

To create the menu for a project, proceed as follows:

1. Choose in the **Menu to use** drop-down menu on the **Templates** tab whether your disc should have title and chapter menus, title menus only or no menu at all.
2. If your disc consists of video titles with multiple chapters, i.e. if your menu has title and (multiple) chapter menus, repeat the following steps for each menu you wish to edit.
3. Select the desired menu template group in the **Category** drop-down menu.
 - The menu templates of the selected category appear.
4. Select the required menu template.
 - In the preview and compilation area, the menu items of the selected title or chapter menus are displayed according to the template selected.
5. Click the **Customize** tab.
 - The **Customize** tab is displayed. You can edit the selected menu template here.
6. If you want to go to **Advanced Editing** to make changes:
 1. Select the **Advanced Editing** check box.
 - A window is opened notifying you that you are entering **Advanced Editing**.
 2. Click the **Yes** button.
 - The additional features appear.



Only go to **Advanced Editing** if you have experience editing menus. If you select the box, a window appears that indicates you are about to enter advanced editing mode. Links between menus and buttons are not created dynamically based on project content. Therefore, video titles, menus and buttons that are not added after opening advanced editing mode must be manually linked to each other.

Advanced Editing is not available for Smart3D templates.

7. Highlight the menu you want to edit in the **Menu View**.
8. If you want to make changes:
 1. Mark the style item you want to edit in the preview and compilation window.

- Additional palettes may appear or disappear on the **Customize** tab. Clicking the title bar of a palette displays all areas.
- 2. Adjust the required settings on the palettes.
 - Any changes are displayed in the preview and compilation area.
- 9. If you want to save the adjusted menu as a menu template:
 1. Click the **Save As Template** button.
 - The **Save As Template** window is opened.
 2. Enter a name in the **Template name** input field.
 3. Select the **Create new subcategory** option in the **Add to subcategory** drop-down menu.
 4. Enter the name for the new menu template group in the **New group name** input field and click the **OK** button.
 - The customized menu is saved as a menu template.
- You have edited the menu and can now view the entire project in the preview area.

See also

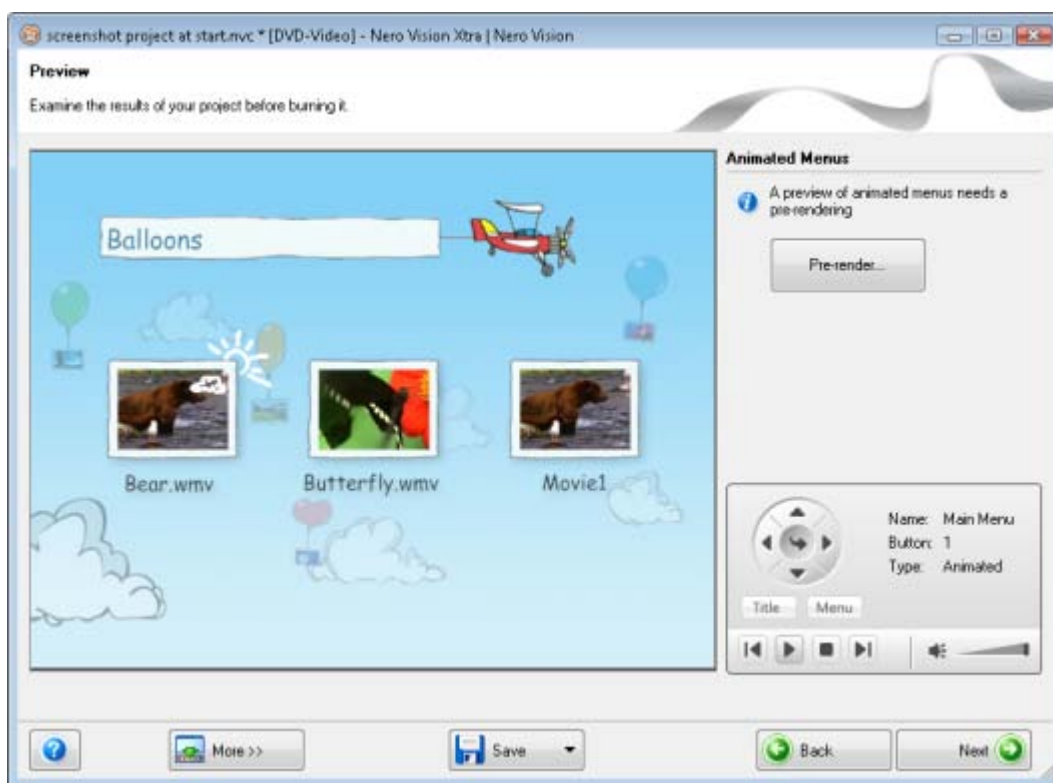
 Edit Menu Screen → 83

7 Preview

7.1 Preview Screen


In the **Preview** screen, you can play back part of a disc to test it before actually burning it. Using the cursor or the remote control, you can test how the disc behaves when played back on a compatible player. In the menu, all of the buttons can be used normally so that you can view your finished work.





If a menu contains animated items, an additional button also appears. Clicking the button plays the background animations. Otherwise, the standard picture is shown as the video background.



Preview screen

The following setting options are available on the virtual remote control:

Button 	Moves the mark up or down, to the left or right. Click the center to confirm the mark at its position and start the marked item.
Button Title	Displays the title menu.

Button Menu	Displays the last menu used.
Button 	Displays the current media title.
Button 	Stops playback.
Button 	Switches to the previous/next chapter.
Button with slider 	Customizes the sound level of the playback. Click the button to mute the sound.

See also

 [Showing a Preview → 107](#)

7.2 Showing a Preview

The following requirement has to be fulfilled:

- ▶ The **Preview** screen is displayed.

To display the preview for a project, proceed as follows:

1. Click the buttons for the desired actions on the virtual remote control.
 - If the menu contains animated items, the **Pre-render** button is displayed.
2. Click the **Pre-render** button.
 - The **Menu Animation Preview** window is opened. While the menu animation is being calculated, the current status appears in the progress bar.
3. Click the **Close** button.
4. If you are satisfied with the preview, click the **Next** button.
 - The **Burn Options** screen is displayed.
 - You have displayed the preview and can now burn your project.

See also

 [Preview Screen → 106](#)

8 Burn Options

8.1 Burn Options Screen

In the **Burn Options** screen you can burn a project as a disc image or write it to the hard disc drive (or save it to memory stick or SD card) as a folder. Depending on the type of project you are working on and the burner connected to the system, a number of different options are available in the **Set the parameters for burning** selection list on the right side of the screen. The **Project summary** area on the left side displays information about the settings and content of the project.



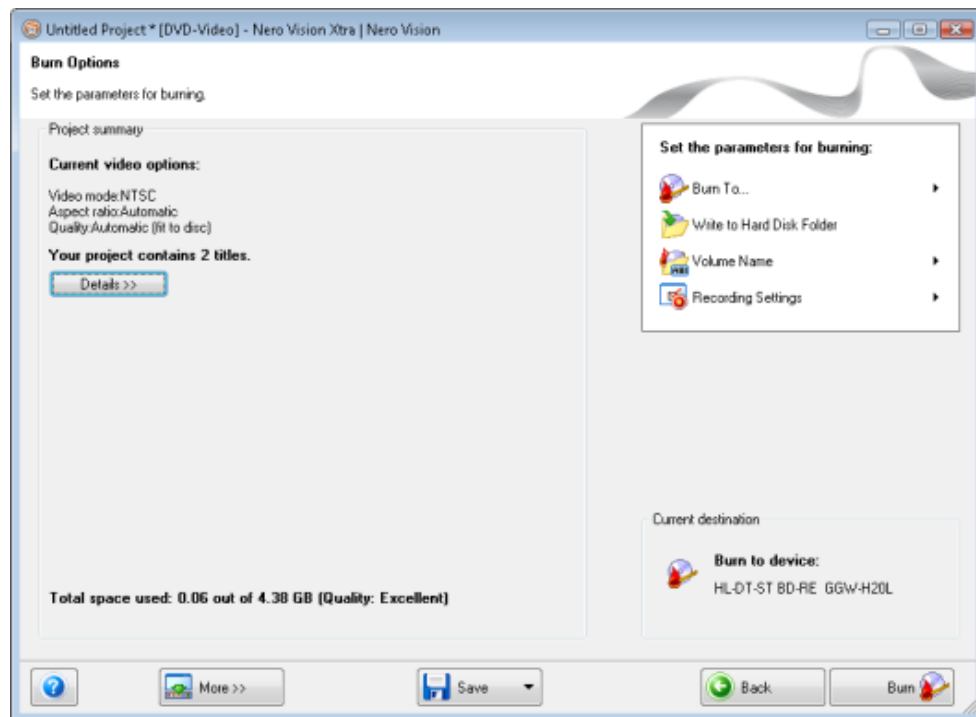
Even if you do not have a drive that is capable of burning DVDs or CDs, you can still use the **Image Recorder** to burn a disc image and save it for future use on your hard drive. Once you have connected the appropriate recorder to the system, you can burn disc images on real discs at any time using Nero Vision.



A **project file** (*.nvc) saves the project data – information about file paths and layout – after you have started work on your project. This means that you can interrupt your work at any time and resume the project at a later point or burn it on disc. The contents of a project file can only be opened with Nero Vision. The file size of a saved compilation is significantly smaller than a disc image.

A **Disc image** (image file) is the precise picture of the project data to be burned. You can burn the finished image as often as you like at a later stage, but it requires just as much space on the hard drive as the compilation to be burned.

As well as being burned to disc or as a disc image, some projects can also be captured to hard disc folders, memory stick or SD card, provided there is enough space.



Burn Options screen

Depending on the type of project you are working on and the burner connected to the system, the following options are available in the **Set the parameters for burning** selection list:

Burn To	Defines the desired recorder. All burners available in the system are displayed. If you want to burn the project as a disc image, select the Image Recorder option. The current destination is shown in the display in the lower right of the screen.
Write to Hard Disk Folder	Opens the Choose a location for the project window. Define the required storage path or folder. It is displayed in the Current destination display in the lower right of the screen.
Write to Memory Stick	Opens the Choose a location for the project window. Define the required storage path or folder. It is displayed in the Current destination display in the lower right of the screen.
Write to SD Card	Opens the Choose a location for the project window. Define the required storage path or folder. It is displayed in the Current destination display in the lower right of the screen.

Volume Name	Displays a dialog box. You can specify a name for the disc.
Recording Settings	Displays a dialog box. You can change the required Settings for capture here.

The following setting options are available in the dialog box of the **Recording Settings**:

Drop-down menu Speed	Only available when burning to a burner.
Check box Determine maximum speed	Before burning, the program verifies whether the burner is capable of burning the session with the selected write speed.
Check box Write	If this check box is selected, Nero Vision carries out burning immediately after a speed test. When writing to a picture file, this check box is automatically enabled.
Drop-down menu Book Type setting	Defines the book type. The Automatic option is selected by default. The drop-down menu is only displayed for supported burners.
Check box Use Burn-at-once	If this check box is selected, Nero Vision burns the files directly to the disc without temporarily storing on the hard drive first. This check box is automatically disabled if the burner does not support Burn-at-once.

The following entries are available in the **Book Type setting** drop-down menu:

Automatic	Automatically defines the most compatible book type for this disc.
DVD-ROM	Sets the book type to DVD-ROM.
Physical disc type	Leaves the book type unchanged as specified on the DVD disc.
Current recorder setting	Applies the book type setting from the burner.

See also

- 📖 Burning a Disc → 110
- 📖 Burning an Image File → 112
- 📖 Writing to Hard Drive Folders → 113

8.2 Burning a Disc

The following requirement has to be fulfilled:

- ▶ The **Burn Options** screen is displayed.

To burn a project to a disc, proceed as follows:

1. Insert a writable disc in the desired burner.
2. Select the **Burn To** entry and the desired burner.
 - The **Burn** button appears in the window in the lower right corner.
3. Select the **Volume Name** option.
 - A dialog area is displayed.
4. Enter the desired name for the disc in the input field. Characters that are not permitted in the disc name are automatically converted to underscores (_).
5. Select the **Recording Settings** option.
 - The **Settings for recording** dialog area appears.
6. In the **Speed** drop-down menu, select the speed that the burner should use to write to the disc.
7. If you want to perform a speed test, select the **Determine maximum speed** check box.
 - Before burning, the program verifies whether the burner is capable of burning the session with the selected writing speed. In addition, it also verifies if all files selected for burning are actually available.
8. If you still want to burn the disc on positive verification, select the **Write** check box.
9. If Nero Vision is capable of changing the book type with your burner and you want to make the changes to the book type, select the required option in the **Book Type setting** drop-down menu.
10. If you want to burn the project directly to the disc without temporarily storing the disc structure on the hard drive first, activate the **Use Burn-at-once** check box.
11. Click the **Burn** button in the lower right of the screen.
 - The **Burning** screen is displayed. The project files are converted into the appropriate format and then burned to the disc. The priority determines how much computing power is assigned to the burn process. Normally, you should not change this setting.
12. If you want to change the priority of the capturing process, select the relevant entry from the **Priority** drop-down menu.
13. If you would like your PC to shut down automatically after successfully burning a disc, select the **Shut down computer when finished** check box.
 - As soon as the burn process has finished, a window is opened.
14. If you do not want to save a log file for the burn process, click the **No** button.
15. If you would like to save a log file:
 1. Click the **Yes** button.

- A window is opened.
- 2. Select the desired folder in the **Location** drop-down menu.
- 3. Enter the desired file name in the **File Name** input field and click the **Save** button.
 - You have burned a disc and can now burn the project again or save it, start a new project or create covers and labels.

See also

 Burn Options Screen → 108

8.3 Burning an Image File



Even if you do not have a drive that is capable of burning DVDs or CDs, you can still use the **Image Recorder** to burn a disc image and save it for future use on your hard drive. Once you have connected the appropriate recorder to the system, you can burn disc images on real discs at any time using Nero Vision.

The following requirement has to be fulfilled:

- ▶ The **Burn Options** screen is displayed.

To burn a project as a disc picture, proceed as follows:

1. Select the **Burn To > Image Recorder** entry.
 - The **Burn** button appears in the window in the lower right corner.
2. Select the **Volume Name** option.
 - A dialog area is displayed.
3. Enter the desired name for the disc in the input field. Characters that are not permitted in the disc name are automatically converted to underscores (_).
4. Select the **Recording Settings** option.
 - The **Settings for recording** dialog area is displayed.
5. If you want to burn the project directly to the disc without temporarily storing the disc structure on the hard drive first, activate the **Use Burn-at-once** check box.
6. Click the **Burn** button in the lower right of the screen.
 - A window is opened.
7. Select the desired folder for the picture file in the **Location** drop-down menu.
8. Enter the desired file name in the **File Name** input field and click the **Save** button.
 - The **Burning** screen is displayed. The project files are converted into the appropriate format and then burned as a disc picture. The priority determines how much computing power is assigned to the burn process. Normally, you should not change this setting.
9. If you want to change the priority of the capturing process, select the relevant entry from the **Priority** drop-down menu.

10. If you would like your PC to shut down automatically after successfully burning a disc, activate the **Shut down computer when finished** check box.
 - As soon as the burn process has finished, a window is opened.
11. If you do not want to save a log file for the burn process, click the **No** button.
12. If you would like to save a log file:
 1. Click the **Yes** button.
 - A window is opened.
 2. Select the desired folder in the **Location** drop-down menu.
 3. Enter the desired file name in the **File Name** input field and click the **Save** button.
 - You have written a disc picture and can now burn the project again or save it, start a new project or create covers and labels.

See also

 Burn Options Screen → 108

8.4 Writing to Hard Drive Folders

The following requirement has to be fulfilled:

- ▶ The **Burn Options** screen is displayed.

To write a project as a folder to the hard drive, memory stick or SC card proceed as follows:

1. Select the respective option from the **Set the parameters for burning** selection list, e.g. **Write to Hard Drive Folder**.
 - The **Choose a location for the project** window is opened.
2. In the folder tree, click the folder where the files are to be saved and then click the **OK** button.
 - The **Write** button appears in the window in the lower right corner.
3. Select the **Volume Name** option.
 - A dialog area is displayed.
4. Enter the desired name for the disc in the input field. Characters that are not permitted in the disc name are automatically converted to underscores (_).
5. Click the **Write** button.
 - The **Burning** screen is displayed. The project files are converted into the appropriate format and then written as a folder to the target folder. The priority determines how much computing power is assigned to the process. Normally, you should not change this setting.
6. If you want to change the priority of the write process, select the relevant entry from the **Priority** drop-down menu.
7. If you would like your PC to shut down automatically after successfully writing to the target folder, activate the **Shut down computer when finished** check box.
 - As soon as the write process has finished, a window is opened.

8. If you do not want to save a log file for the write process, click the **No** button.
9. If you would like to save a log file:
 1. Click the **Yes** button.
 - A window is opened.
 2. Select the desired folder in the **Location** drop-down menu.
 3. Enter the desired file name in the **File Name** input field and click the **Save** button.
 - You have written a project into a target folder and can now burn the project again or save it, start a new project or create covers and labels.

See also

 Burn Options Screen → 108





9 Configuration And Recording Formats

9.1 Application Settings Window

The **Application Settings** window contains the **General**, **Folders** and **Editing** tabs. You can customize Nero Vision to your own personal requirements here.

You can open the **Application Settings** window via the **Configuration** button in the extended area.

See also

-  General Tab → 115
-  Folders Tab → 115
-  Editing Tab → 116
-  Buttons → 13

9.1.1 General Tab

The **General** tab is divided into the **Format of saved media files** and **Options** areas.

The **Pictures** drop-down menu is available in the **Format of saved media files** area. Here you can define the graphics format in which Nero Vision saves media files from external devices and snapshots of videos. **Portable Network Graphics (*.png)** is selected in the default setting.

The following setting options are available in the **Options** area:

Drop-down menu Display tool tips	<p>Verbose - When you move the cursor over a pop-up menu, it displays its function and provides a detailed explanation as a tooltip. This entry is selected by default.</p> <p>Brief - When you move the cursor over a pop-up menu, it displays its function.</p> <p>None - Does not show anything when the cursor is moved over a pop-up menu.</p>
Check box Never show black thumbnails for assets	<p>Does not show any black thumbnails in the content area. Instead, the first non-black thumbnail is found and displayed. This feature can slow down the application. This check box is selected by default.</p>
Check box Enable all supported recorder formats for the Image Recorder	<p>Activates all supported burner formats for the Image Recorder. Some disc formats require a specific burner. With this setting, the Image Recorder enables the creation of all disc formats, not only those supported by the installed burner. This check box is selected by default.</p>

See also

-  Application Settings Window → 115

9.1.2 Folders Tab

The following input fields are available in the **Directories** area of the **Folders** tab:

Temporary files	Defines the folder in which temporary files are stored. The folder should be located on a drive with plenty of free drive space. The temp folder of the user who is logged on is used by default.
Saved picture files	Defines the folder in which imported picture files and video snapshots are stored. The My Pictures folder of the user who is logged on is used by default.
Imported video files	Defines the folder in which imported video files are stored. The NeroVision subfolder of My Documents of the user who is logged on is used by default.

The ... button opens a window in which the folder can be selected for the respective files.

See also

 Application Settings Window → 115

9.1.3 Editing Tab

In the **Default Duration** area of the **Editing** tab, the default duration for still pictures, effects and transitions is listed. For all controls a minimum and maximum value is defined. If you choose a value out of range, the application automatically replaces your input by the next allowed value. The following input fields are available:

Pictures	Sets the default duration of still pictures when you drag them to a track in the timeline in the Video Editing screen. The minimum possible duration is 1 second, the maximum is 60 seconds. Default duration is 4 seconds.
Text effects	Sets the default duration of text effects when you drag them to a track in the timeline in the Video Editing screen. The minimum possible duration is 1 second, the maximum is 60 seconds. Default duration is 4 seconds.
Master effects	Sets the default duration of video effects when you drag them to the Master Effects track in the timeline in the Video Editing screen. The minimum possible duration is 1 second, the maximum is 60 seconds. Default duration is 4 seconds.
Video transition	Sets the default duration of video transitions when you drag them to a track in the timeline in the Video Editing screen. The minimum possible duration is 1 second, the maximum is ten seconds. Default duration is 1 second.

9.2 Recording Format Options Window

You can change the settings that affect the encoding of future projects in the **Recording Format Options** window. The tabs for all supported formats are displayed until you have selected a disc format. After selecting a disc format, only the respective format appears.

You can call up video options at any time from the extended area. The window is also opened if you select **Custom Capturing** and customize the video settings when recording a video.

The **Nero Digital Encoder Configuration** window is opened for Nero Digital format.

See also

- ☰ General Tab → 117
- ☰ [Disc Format] Tab → 118
- ☰ Nero Digital Encoder Configuration → 120
- ☰ Buttons → 13

9.2.1 General Tab

The **General** tab is divided into the **Video mode** and **Nero SmartEncoding** areas.

In the **Video mode** area, the color transmission system is defined specifically. This guarantees that videos can be displayed on the existing playback devices. The following entries are available in the drop-down menu:

PAL	Selects the PAL video mode, which is used in Europe, as also in Australia, South America, and many African and Asian countries.
NTSC	Selects the NTSC video mode, which is used in extensive parts of America and some East Asian countries.
[Country]	Automatically sets the correct video mode for the selected country. If you are unsure about the video mode that is used in your country, select your country from the country list.

The following options are available in the drop-down menu in the **Nero SmartEncoding** area:

Disable	Deactivates SmartEncoding. Video and audio material which is already compatible with the target format is still re-encoded.
Activate	Activates SmartEncoding. Video and audio material which is compatible with the target format is not re-encoded. This saves a lot of time for large-scale projects, so that you achieve your goal much faster.



Nero SmartEncoding is available for video files that use the AVC codec only for encoding the AVCHD-compatible source format into the AVCHD target format.

See also

☰ Recording Format Options Window → 117

9.2.2 [Disc Format] Tab

On the tab of a respective disk format the video options can be customized within the scope of the profile play.

A click on the **Save As** button opens the window with the input field. Here the individual profile settings for further projects can be stored under your own name.

The following setting options are available:

Drop-down menu Video format	Defines the video mode. This guarantees that videos can be displayed on the existing playback devices.
Drop-down menu Aspect ratio	Defines the desired aspect ratio. The entry Automatic that automatically recognizes the aspect ratio for every title on the basis of the starting material is selected by default.
Drop-down menu Sample format	Please note that only experienced users should change this setting. Progressive - Uses the progressive or full-screen procedure in which actual full pictures are used for generating the picture. Interlaced (top field first) - Uses the interlaced or line jump procedure, in which a picture is made up of two separate half pictures, and transmits the top half picture first. Interlaced (bottom field first) - Uses the interlaced or line jump procedure in which a picture is made up of two separate fields, and transmits the bottom field first. Automatic - Encodes the file in the sample format in which the original exists. This entry is selected by default.
Check box Motion-adaptive Deinterlacing	If the check box is selected, then motion adaptive conversion is used in order to improve the picture quality of the videos and slide shows. This check box is cleared by default.
Check box Motion-adaptive Frame Rate Conversion	If the check box is selected, then motion adaptive conversion is used in order to improve the picture quality of the videos and slide shows. This check box is cleared by default.

<p>Drop-down menu Quality setting</p>	<p>Automatic (fit to disc) - Automatically uses the best possible encoding quality in relation to the available storage capacity. Other settings for bit rate and resolution are not available. This entry is selected by default.</p> <p>High Quality, Standard Play, Standard Play Plus, Long Play, Extended Play, Super Long Play - Sets the respective preset quality profile with defined bit rate and resolution.</p> <p>Custom - Enables user-defined settings. Manual setting of the bit rate and resolution is available only for this entry.</p>
<p>Slider Bit rate</p>	<p>Determines the bit rate of the resulting video. The bit rate affects the quality of the video. The bit rate can be determined with the aid of the slider or by customizing the value of the input field.</p>
<p>Drop-down menu Resolution</p>	<p>Selects the resolution from a list of resolutions possible for the disc type and defines the resolution of the resulting videos. The drop-down menu is only activated if the Custom entry has been selected from the Quality setting drop-down menu. The Automatic entry is selected in the default settings.</p>
<p>Check box Super resolution</p>	<p>If the check box is selected, then the Super resolution procedure is used in order to improve the videos and slide shows. This check box is cleared by default.</p>
<p>Option button Target Size</p>	<p>Defines the size of the target file. With this quality setting, you can specify the size of the file either directly in MB or by choosing a media type. The Video Quality option field is selected in the default settings. The option field is only activated in the case that a user profile is laid down.</p>
<p>Slider/Input field Encoding quality fine tuning</p>	<p>Determines the quality level of the encoder to be used. The encoding quality can be determined with the aid of the slider or by customizing the value in the input field.</p>
<p>Drop-down menu Encoding mode</p>	<p>Fast encoding (1-pass) - Encodes the video in a single pass. Encoding is faster, but the quality is inferior.</p> <p>High Quality (2-pass VBR) - Encodes the video in two passes with variable data rate. Encoding takes longer, but the quality is better. VBR stands for Variable Bit Rate and means that individual periods in a video are encoded using different, suitable data rates: Scenes with a lot of movement are encoded with a higher bit rate than scenes with less movement.</p>
<p>Drop-down menu Audio formats</p>	<p>Chooses which audio format is used when recording the project. The Automatic entry is selected by default.</p>

	<p>Dolby Digital (AC-3) 5.1 - Encodes audio data in the Dolby Digital audio format with 6 channel surround sound. (5.1 means: 5 channels with the full frequency range and one bass channel.)</p> <p>Dolby Digital (AC-3) 2.0 - Encodes audio data in the Dolby Digital audio format in stereo.</p> <p>Stereo - Encodes audio in MPEG-1 (layer 2). This option is only available in PAL video mode.</p> <p>LPCM - Encodes audio data in LPCM. This option is only available in NTSC video mode.</p>
--	---



Nero SmartEncoding is available for video files that use the AVC codec only for encoding the AVCHD-compatible source format into the AVCHD target format.

See also

Recording Format Options Window → 117

9.3 Nero Digital Encoder Configuration

In the **Nero Digital Encoder Configuration** window, you can change the settings that affect the encoding of future Nero Digital projects.

The following setting options are available:

Drop-down menu Profile category	<p>Defines the profile category.</p> <p>Once you have selected a category and profile, only the corresponding entries in the drop-down menu are displayed.</p>
Drop-down menu Profile	<p>Creates the profile.</p> <p>Click the Save As button; a window with input field opens. Here individual profile settings for further projects can be stored under your own name.</p> <p>Once you have selected a category and profile, only the corresponding entries in the drop-down menu are displayed.</p>
Drop-down menu Aspect ratio	<p>Defines the aspect ratio.</p>
Drop-down menu Picture Refresh Rate	<p>Defines the maximum number of pictures per second.</p>
Check box Motion Adaptive	<p>If the check box is selected, then motion adaptive conversion is used in order to improve the picture quality of the videos and slide shows.</p> <p>This check box is cleared by default.</p>

Drop-down menu Sample format	<p>Please note that only experienced users should change this setting.</p> <p>Progressive - Uses the progressive or full-screen procedure in which actual full pictures are used for generating the picture.</p> <p>Interlaced - Uses the interlaced procedure, in which a picture is made up of two separate half pictures.</p>
Check box Motion-adaptive Deinterlacing	<p>If the check box is selected, then motion adaptive conversion is used in order to improve the picture quality of the videos and slide shows.</p> <p>This check box is cleared by default.</p>
Drop-down menu Target Size	<p>Defines the size of the target file. Using this quality setting, you can specify the size of the exported file in MB or by choosing a corresponding media type.</p>
Drop-down menu Size	<p>Defines the resolution of the resulting video. The drop-down menu offers a selection from the profile of defined entries.</p>
Check box Super resolution	<p>If the check box is selected, then the Super resolution procedure is used in order to improve the videos and slide shows.</p> <p>This check box is cleared by default.</p>
Area Nero Digital Audio	<p>Stereo - Encodes audio data in MPEG-1 (layer 2) audio format.</p> <p>5 1 Channel Surround - Encodes audio data in Dolby Digital audio format in 6-channel surround, i.e. 5 channels with the full frequency range and one bass channel.</p>
Drop-down menu Encoding mode	<p>Fast encoding (1-pass) - Encodes the video in a single pass. Encoding is faster, but the quality is inferior.</p> <p>High Quality (2-pass VBR) - Encodes the video in two passes with variable data rate. Encoding takes longer, but the quality is better. VBR stands for Variable Bit Rate and means that individual periods in a video are encoded using different, suitable data rates: Scenes with a lot of movement are encoded with a higher bit rate than scenes with less movement.</p>

See also

 Recording Format Options Window → 117

10 Disc Tools

10.1 Erasing a Rewritable Disc

Using Nero Vision you can erase rewritable discs, i.e. discs with the RW specification, as long as your recorder supports this feature. Two erase methods are available for this purpose:

Quick erasing does not remove the data physically from the disc, but instead only makes it inaccessible by erasing the references to existing content. The data can be restored!

Full erasing removes the data from the disc by overwriting it with zeroes. The contents cannot be restored with conventional methods. Repeated full erasing increases the probability that third parties will not be able to reconstruct the contents.

To erase a rewritable disc, proceed as follows:

1. In the **Start** screen, select the **Disc Tools > Erase Disc** selection entry.

→ The **Erase Rewritable Disc** window is opened.



The **Disc Tools** options (**Erase Disc**, **Disc Info** and **Finalize Disc**) can also be started from the advanced area of the main window at any time.

2. In the top drop-down menu, select the burner in which the disc has been inserted.
3. Select an erase method in the lower drop-down menu.



Two erase methods are available:

Quick erasing does not remove the data physically from the disc, but instead only makes it inaccessible by erasing the references to existing content. Please note that the data can be restored.

Full erasing removes the data from the disc by overwriting it with zeroes. The contents cannot be restored with conventional methods. Repeated full erasing increases the probability that third parties will not be able to reconstruct the contents.



Sometimes it can take a long time to erase a rewritable disc completely.

4. Click the **Erase** button.
 - The erase procedure starts.
 - You have erased a rewritable disc.

See also

 Buttons → 13

10.2 Displaying Disc Info

To display information about a disc that has been inserted, proceed as follows:

1. In the **Start** screen, select the **Disc Tools > Disc Info** selection entry.
 - ➔ The **Disc Info** window is opened.



The **Disc Tools** options (**Erase Disc**, **Disc Info** and **Finalize Disc**) can also be started from the advanced area of the main window at any time.

2. Select the burner in which the disc has been inserted from the drop-down menu.
 - ➔ You have displayed information on the disc that is inserted.

See also

 Buttons → 13

10.3 Finalizing a Disc



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.

To finalize a DVD-VR/-VFR (video mode)/+VR/+R or DVD+RW disc with videos and to prevent further processing, proceed as follows:

1. In the **Start** screen, select the **Disc Tools > Finalize Disc** selection entry.
 - ➔ The **Finalize Disc** window is opened.



The **Disc Tools** options (**Erase Disc**, **Disc Info** and **Finalize Disc**) can also be started from the advanced area of the main window at any time.

2. Insert the disc you want to finalize and select the drive where the disc is located in the **Select a recorder** menu.
3. Click the **Refresh** button to display information about the disc you have inserted.
4. In the **Menus to create on the disc** drop-down menu, choose whether you want to create a new menu on your disc, keep an existing menu or not create a menu at all.
5. Click the **Start** button.
 - ➔ You have now finalized a DVD.

See also

 Buttons → 13

11 Technical Information

11.1 System Requirements

Nero Vision is installed along with its suite. Its system requirements are the same. You can find more detailed information on the system requirements under www.nero.com.

- In addition, the following requirements apply:

Special requirements for video authoring with Nero Vision:

- For Smart3D authoring menus: DirectX 9.0 compliant graphics card with 3D acceleration, 16-bit color, and a minimum of 128 MB video memory is required (32-bit, true color, 256 MB video RAM, and support for Shader Model 3.0 is recommended).

Special requirements for working with high-definition content:

- Intel Premium 4 with 3 GHz or faster processor or equivalent AMD processor.
- 2 GB of RAM
- Blu-ray Disc drive with recording capability for data, audio, and video recording.

11.2 Disc Formats Supported

Nero Vision supports various disc formats.

For details on which disc format is available on which discs, refer to the compatibility overview disc format - disc. For details on which disc format for **editable DVD** is available on which discs, refer to the compatibility overview DVD Disc - Editable Disc Format.



Some of the functions mentioned here are restricted or not available in the Essentials version. You can always upgrade your Essentials version at www.nero.com to get the full version with all the functions.



To burn a DVD-Video, DVD+VR/-VFR (video mode) or ACVHD disc, a supported DVD burner must be connected to the PC. To burn DVD-VR discs, a DVD burner must be connected that supports rewritable media. To burn VCD/SVCD/miniDVD discs, you need to have a supported CD and/or DVD recorder connected to your system.

You will find a list of supported recorders on our web page under www.nero.com.



You can find more information on Blu-ray support at www.nero.com/link.php?topic_id=416.



Even if you do not have a drive that is capable of burning DVDs or CDs, you can still use the **Image Recorder** to burn a disc image and save it for future use on your hard drive. Once you have connected the appropriate recorder to the system, you can burn disc images on real discs at any time using Nero Vision.

See also

- 📄 Overview of Compatibility Between Disc Formats and Discs → 125
- 📄 Compatibility Overview - DVD Disc - Editable Disc Format → 126

11.2.1 Overview of Compatibility Between Disc Formats and Discs

The following table provides details of which disc formats are available for which discs:

Disc format	Discs supported
DVD-Video	DVD-R DVD-R DL DVD-RW DVD-RAM DVD+R DVD+R DL DVD+RW
DVD-VFR (video mode)	DVD-R DVD-RW DVD-RAM
DVD+VR	DVD+R DVD+R DL DVD+RW
Video CD (VCD)	CD-R CD-RW
Super Video CD (SVCD)	CD-R CD-RW
miniDVD	CD-R CD-RW
AVCHD	DVD-R DVD-R DL DVD-RW DVD-RAM

	DVD+R DVD+R DL DVD+RW Memory card Hard drive
--	--

11.2.2 Compatibility Overview - DVD Disc - Editable Disc Format

The following table gives details of which disc formats are available for editable DVDs for which discs:

Disc	Supported disc formats for "editable DVDs"
DVD-R	DVD-VFR (video mode)
DVD-RW	DVD-VFR (video mode)
DVD-RAM	DVD-VFR (video mode)
DVD+R	DVD+VR
DVD+R DL	DVD+VR
DVD+RW	DVD+VR

11.3 Key Combinations

The following shortcuts for entering keyboard commands are available in Nero Vision.

The following **General** key combinations are available:

F1	Help.
[Ctrl+S]	Save project.
[Ctrl+C]	Copy.
[Ctrl+X]	Cut.
[Ctrl+V]	Paste.
[Ctrl+A]	Select all.
[Ctrl+Z]	Undo
[Ctrl+Y]	Redo
[Alt+K]	Display key definitions.

[Alt+P]	Edit program preferences.
[Alt+T]	Display page tip.

The following **General** keyboard combinations are additionally available in the **Video Editing** screen:

[Ctrl+C]	Copy.
[Ctrl+X]	Cut.
[Ctrl+V]	Paste.
[Ctrl+S]	Save the active project.
[Ctrl+A]	Select all.
[Shift+Ctrl+A]	Select nothing.
[Ctrl+Z]	Undo
[Ctrl+Y]	Redo
[Ctrl+D]	Timeline settings.
[Ctrl+`+`]	Zoom in.
[Ctrl+`-']	Zoom out.
[Ctrl+0]	100% scaling.
F1	Display Help.

The following **View** keyboard combinations are additionally available in the **Video Editing** screen:

F1	Help.
F2	Rename the selected item.
F5	Open My Media .
F6	Open Properties .
F7	Open Effects .
F4	Switch between Storyboard / Timeline view.
F8	Switch between Timeline view (Minimal / Mixed / Extended).

F11	Full screen mode on / off.
Del	Delete the object.
[Ctrl+I]	Import.
[Ctrl+M]	Open Movie Wizard .
Page up	Jump to previous cut.
Page down	Jump to next cut.
[Ctrl+T]	Show / hide safe area.
[Ctrl+R]	Show / hide rulers.
[Ctrl+P]	Snapshot.
Enter	Renders work area and start playback.

The following keyboard combinations are additionally available for tools in the preview area of the **Video Editing** screen:

C	Cutter.
S	Slip.
R	Roll.
V	Standard tool.
H	Rectangular marquee.
Space	Start / Pause playback.
I	Set Mark In.
O	Set Mark Out.
T	Opens text window.
M	Magnet on / off.
N	Narration.

The following keyboard combinations are available for timeline navigation in the content area of the **Video Editing** screen:

Left arrow key	Move one frame backward on the timeline.
-----------------------	--

Right arrow key	Move one frame forward on the timeline.
[Ctrl+Left arrow key]	Move 5 frames backward on the timeline.
[Ctrl+Right arrow key]	Move 5 frames forward on the timeline.
Arrow key up	Moves one track up.
Arrow key down	Move one track down.
[Shift+Left arrow key]	Select all clips to the left of the starting position.
[Shift+Right arrow key]	Select all clips to the right of the starting position.
[Shift+Down arrow key]	Select all clips downwards from the starting position.
[Shift+Arrow key up]	Select all clips upwards from the starting position.
[Ctrl+Left arrow key]	Move selected clip one frame to the left.
[Ctrl+Right arrow key]	Move selected clip one frame to the right.

The following keyboard combinations are available in the **Edit Menu** screen:

Alt. Gray	Marks a selection of items that can be clicked in the preview and the compilation areas. Items can be deleted from the selection by repeated clicking.
Ctrl	Marks a selection of items that can be clicked in the preview and the compilation areas. Items can be deleted from the selection by repeated clicking.
Shift	Displaces a marked item (when moving the mouse) in distances of horizontal or vertical grid positions.
Mouse wheel	Zooms in or zooms out to the original position in the view of the menu in the preview and compilation areas.
Space	Changes the mouse pointer into a hand cursor with whose aid desired areas can be moved into an enlarged menu page in the visible area of the compilation area. Only available when the visible compilation area is enlarged (Zoom in). No item may be selected at the same time for text processing.
F2	Changes directly into the text processing of a marked item.

12 Index

- (Default) Video Options window..... 117
- Abbreviation 126
- Ad Spotter 39, 54, 62
- Adding a text effect 70, 72
- Adding chapter 21
- Adding files 16, 19
- Adjust track 46
- Advanced editing..... 86, 87, 97, 104
- Advanced menu editing 7, 83, 90, 92, 96, 97
- Analog video 25
- Anchor point 42
- Animated preview..... 42
- Application settings 115, 116
- Arbitrary length 41
- Aspect ratio 118, 120
- Audio device properties 25, 28, 32
- Audio files 61
- Audio inputs 28
- Audio level..... 42
- Audio settings..... 32
- Audio source 28
- Audio track 49, 50
- Autorun..... 91
- AVCHD..... 16, 24, 118, 120, 125
- AVCHD camera..... 24
- Background music 49, 61, 100
- Background videos 90
- Basic effects..... 42
- Bezier interpolation 44
- Bit rate 119, 119, 121
- Book type 110, 111
- Burn image..... 108, 112, 125
- Burn label screen 111, 112, 113
- Burn options 108, 111, 112, 113
- Burn options screen 23, 108, 111, 112, 113
- Burn-at-once 110, 111, 112
- Burning 11
- Burning a disc 108, 111
- Burning speed 110, 111
- Button numbering 98
- Button numbers 93
- Buttons 92, 97
- Buttons drawer 97
- Capacity bar 15, 83
- Capture..... 41
- Capture card 29, 31, 31, 33, 33, 34
- Capture device 24, 25, 31
- Capture settings 110
- Capture to disc on-the-fly 35
- Capture video 18, 26, 27, 35
- Capture video screen 25, 29, 36
- Capture video to hard drive..... 24
- Capturing..... 7, 24
- Capturing template 25
- Capturing video 16, 31
- Catch marker..... 48
- Channel tuning 28, 29
- Channels 29
- Chapter..... 15, 21, 21, 22, 47, 83, 96, 104
- Chapter auto-detect 21
- Chapter marks..... 15, 21, 21, 22
- Chapter menus... 84, 86, 87, 96, 103, 104
- Choose template 67
- Clip arts 41, 88, 95, 97
- Clip handling 50
- Clip marker 48
- Colored marker 48
- Combination track 49, 50
- Combining titles..... 20
- Community 35, 81
- Compatibility overview 124, 125, 126
- Compilation 15

- Compilation area 83, 92, 95, 104
- Configuration 13
- Configure TV Card 29
- Content area 15, 38, 42, 45
- Content drawer 96
- Content screen 15, 21, 21, 22, 23, 35, 61, 77, 78, 79, 80, 81, 96
- Conventions, manual 6
- Converting file 113
- Create chapter 15
- Creating a CD 18
- Creating a DVD 18
- Creating a project 15
- Creating chapter 16, 21, 22, 47
- Creating covers 14
- Creating key frame 44
- Creating labels 14
- Creating subclips 41
- Customize tab 83, 87, 104
- Cut 66
- Cutter 47
- Cutting a movie 66
- Cutting clip 47
- Cutting feature 66
- Cutting video titles 66

- Default tracks 49
- Default video options 117, 117, 118
- Delete 51
- Delete rewritable disc 122
- Deleting chapter 47
- Deleting clip 51
- Deleting effect 44
- Deleting rewritable disc 122
- Deleting titles 20
- Deleting track 49
- Deleting transition 44
- Deleting TV channels 28
- Device for recording 29, 31, 33, 34
- Digital video 25
- Disc format 118
- Disc image 23, 23, 108, 108, 112, 125
- Disc info 13, 122, 123, 123
- Disc settings 88, 97
- Disc tools 122, 123, 123
- Disc/Project drawer 97
- Dolby Digital 120, 121
- Drawing items 88, 95, 97
- DV capture 31, 33
- DV video vamera 24
- DVD+VR 9, 18, 35
- DVD-VFR 9, 18, 35
- DV-HDV camera 24

- Edit background audio 100
- Edit menu screen 97, 104
- Edit Menu screen .. 83, 86, 89, 92, 95, 96, 97
- Editable DVD 7, 18, 35, 126
- Editing clip 40, 50
- Editing movie 16, 20
- Editing slide show 20
- Editing the menu 7, 83, 86, 89, 92, 95, 96, 97, 97, 99, 100, 101, 102, 103, 104
- Editing video 45
- Effect palette 38, 42, 42, 52
- Effects 7, 42, 49, 52, 70, 72
- E-mail export 79
- Enable workspace 45
- Encoding method 121
- Encoding mode 119
- Enlarge 85
- Erasing a disc 13, 122, 123, 123
- Export audio 76, 80
- Export formats 75
- Export options 77
- Export templates 75, 78
- Export to Web 76, 81
- Export video 75, 77, 78, 79, 80, 81
- Export video and send as e-mail 79
- Export video to camera 78
- Exporting the movie 77, 78, 81
- Extended area 13, 13, 14, 27
- Extended timeline view 46

- File type..... 23, 23
- Finalize video 123
- Finalizing 123
- Finalizing a disc..... 13, 122, 123, 123
- Fit to screen 43
- Fitting clips into gaps 50
- Focus 92, 95
- Format of saved media files 115
- Formats 75
- Formats supported 124, 125, 126
- Frame rate..... 28
- Full screen mode..... 40
- Full version..... 7

- General tab 117
- Graphic format 115
- Graphic objects 88, 95, 97
- Graphic objects drawer 97
- Graphics 115
- Guidelines 85, 88, 98

- Hand cursor..... 85
- Help 9
- Hiding track 46

- Image file..... 23, 23, 108, 108, 112, 125
- Image Recorder 108, 112, 115, 125
- Import 41
- Import from the Web 35
- Importing disc..... 16
- Importing files 41
- Importing from the Web 16
- Importing video..... 19
- Insert marker 49
- Inserting transitions 68
- Inserting TV channels 28
- Interaction 91
- Interlace process..... 118
- Interlaced 118
- Internet 35
- Internet Community 35, 81
- Internet export 76, 81
- Interpolation method 44
- Intro 39, 54
- Intro menu 83, 90, 103

- Key combinations 126
- Key frame 43

- Label..... 48
- Lattice 85, 88, 98
- Levels 83
- Linear interpolation..... 44
- Linking 91, 96
- Linking clips..... 50
- List of chapters 15
- List view..... 41
- Locking track 46
- Log file..... 111, 113, 114

- Magnet 48
- Main menu..... 83, 103
- Making movie 16, 20, 45, 61
- Making slide show 16, 20
- Managing TV channel groups 28
- Manual, conventions 6
- Master effects..... 49
- Master track..... 49
- Media area 49
- Memory stick 113
- Menu 83, 86
- Menu animation..... 107
- Menu editing..... 83
- Menu levels 83
- Menu preview 83
- Menu templates..... 7, 83, 85, 86, 97, 104
- Minimal timeline view 46
- Mixed timeline view 46
- Motion-adaptive..... 118
- Motion-adaptive deinterlacing 118
- Movie name..... 58

- Movie options 39, 57
- Movie screen 61
- Movie theme templates 7
- Movie wizard 39, 52, 67
- Moving clip 51
- Music 52
- Music Grabber 39, 56, 63
- Music track 49, 52
- My Media 61
- My Menu Templates 85
- My Nero 36, 81
- My Nero Login 36, 81

- Narration 39, 49, 52
- Narration track 49
- Native capturing 26, 27, 31, 32
- Navigation buttons 88, 92, 97
- Nero CoverDesigner 12, 14
- Nero Digital 120
- Nero Digital Audio 121
- Nero Digital encoder configuration 120
- Nero Image Files 23
- Nero SmartEncoding 117
- Nero Vision Projects 23
- Never use black thumbnails 98
- New track 46
- NTSC 117
- Numbering 98

- Opacity 43, 49
- Opening a disc image 23
- Opening a project 23, 23
- Opening a project or a disc picture 23
- Opening image file 23
- Options 39
 - Movie 57
 - Timeline 57
 - Video editing 57
- Output file 75
- Output format 28
- Outro 39, 54

- PAL 117
- Pan & Zoom 54
- Picture refresh rate 120
- Playback 40
- Position marking 92
- Pre-scan 33
- Pre-scan capture 26, 27, 32
- Preview.. 40, 45, 59, 92, 95, 99, 102, 102, 104, 106, 107
- Preview area 15, 40, 66, 83, 99, 102, 104
- Preview menu animation 107
- Preview screen 106, 107
- Profile 120
- Profile category 120
- Project file 23, 108
- Project settings 88, 98, 98
- Properties 38, 42, 45
- Properties drawer 92, 95

- Quality setting 119
- Quick info 115

- Recognize advertising 54, 62
- Recording format 58
- Recording settings 111, 112
- Reduce 85
- Remote control 106, 107
- Renaming chapter 47
- Renaming chapters 22
- Resolution 58, 119, 121
- Rewritable disc 35
- Roll tool 47
- Rotating clip 43
- Rotation 43

- Safe area 40
- Sample format 118
- Satellite configuration 29
- Save as template 103
- Save template 84

- Saving 23, 105
- Saving project 23
- Saving template 103
- Scaling 43
- Scene detection 39, 41, 54
- Scope of features 7
- SD card 113
- Seamless audio..... 41
- Search for advertising spots. 54, 62
- Search for music clips..... 56, 63
- Selecting a task..... 9
- Selecting clip..... 47, 50
- Selecting poster frame 101
- Selecting start position..... 99
- Selecting track..... 47
- Selecting track backward 47
- Selecting track forward 47
- Shadow settings..... 102
- Shortcuts 91, 92
- Showing a preview 107
- Slip tool 47
- SmartEncoding..... 117
- Snap to guide 40
- Snap to object 40
- Snapshot 40
- Sound tracks 49, 61, 76
- Speed test..... 111
- Spreading..... 91
- Standard forms..... 88, 95, 97
- Standard objects 97
- Standard2D templates 85
- Start screen..... 9, 13, 23
- Stereo..... 120, 121
- Sticky mode..... 13
- Storyboard..... 38, 51, 61
- Subclip 41
- Sub-menu..... 83
- Super resolution..... 119, 121
- Supported capture devices 24
- Supported recorder formats 115
- Target file 119, 121
- Target format..... 26
- Template 39, 53
- Template groups 83
- Template settings..... 89
- Templates..... 83, 85, 103, 104
- Temporary files 116
- Text effects..... 7, 70, 72
- Text-only buttons..... 88, 97
- Theme music..... 54
- Themes 52, 67
- Thumbnail buttons..... 88, 92, 97, 99
- Thumbnail view 41
- Time cursor 45
- Time display 45
- Time position..... 45
- Time stretch..... 39
- Timeline..... 38, 45, 49, 49
- Timeline options 39, 57
- Timeline view 46
- Title..... 58
- Title menus... 83, 84, 86, 87, 96, 103, 104
- Tool tips..... 115
- Track title..... 49
- Transformation 93, 95
- Transitions..... 7, 42, 44, 52, 68, 89, 91
- Transparency 43
- Trimming 59
- Trimming clip..... 51
- TV card..... 24, 28
- TV wizard 28, 29
- User interface 13
- User-defined capture..... 26
- Using key frame 44
- VCR..... 31
- VCR mode..... 78
- Vector graphics 88, 95, 97
- Versions 7
- Video camera 24
- Video capture 24, 31, 33

Video capture screen	31	Volume	42
Video clip.....	41	Volume level.....	54
Video cut	66		
Video Device Properties	25, 28, 29, 33	Wave form.....	100
Video editing	38, 40, 41, 42, 45, 49, 51	Workspace	45
Video format.....	58, 118	Write speed	111
Video mode	117	Writing	111, 112, 113
Video options	13, 117, 117, 118	Writing in the hard drive folders	113
Video settings.....	32		
Video title	58	Zoom	85, 85
Video track	49, 50		
Virtual remote control	106, 107		

13 Contact

Nero Vision is a Nero AG product.

Nero AG

Im Stoeckmaedle 13

76307 Karlsbad

Germany

Internet: www.nero.com

Help: <http://support.nero.com>

Fax: +49 724 892 8499

Nero Inc.

330 N Brand Blvd Suite 800

Glendale, CA 91203-2335

USA

Internet: www.nero.com

Help: <http://support.nero.com>

Fax: (818) 956 7094

E-mail: US-CustomerSupport@nero.com

Nero KK

Rover Center-kita 8F-B, 1-2-2
Nakagawa-chuou Tsuzuki-ku

Yokohama, Kanagawa

Japan 224-0003

Internet: www.nero.com

Help: <http://support.nero.com>

Copyright © 2010 Nero AG and its licensors. All rights reserved.