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medi@expertTM series 006



Working with medi@maze : part 2

With medi@maze, you can combine video, audio and picture files into presentations. Using medi@maze helps you plan and implement your movie storyboard in an intuitive, straightforward and flexible way.

Use it to create a slide show with your vacation pictures, organize your web cam capture files, convert your PowerPoint presentations to Video CD and a lot more.

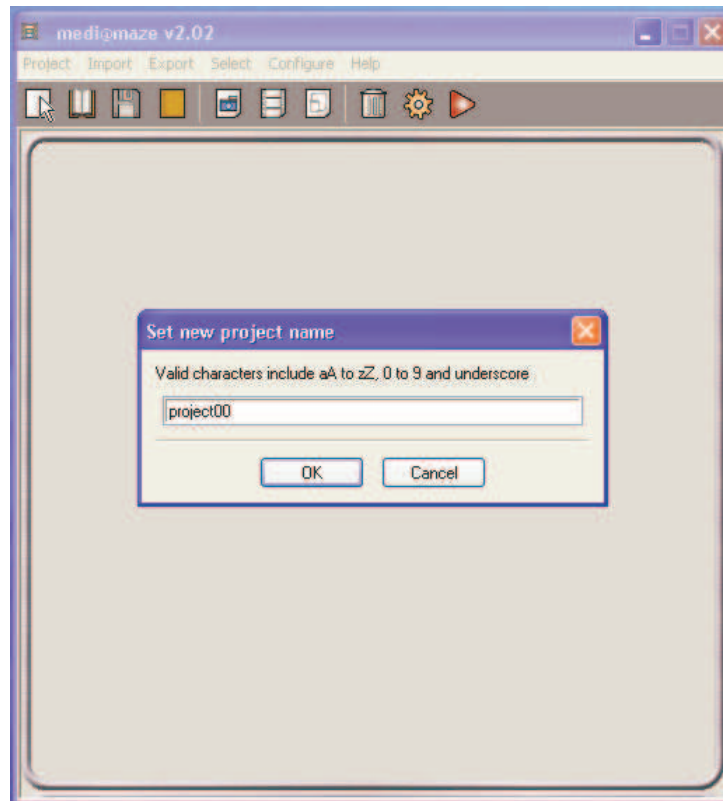
Requirements

medi@maze – Media editing tool by Anetac Software.

Creating a project

The first course of action when working with medi@maze is to create a project, which is a description in computer memory of how your imported data is to be manipulated.

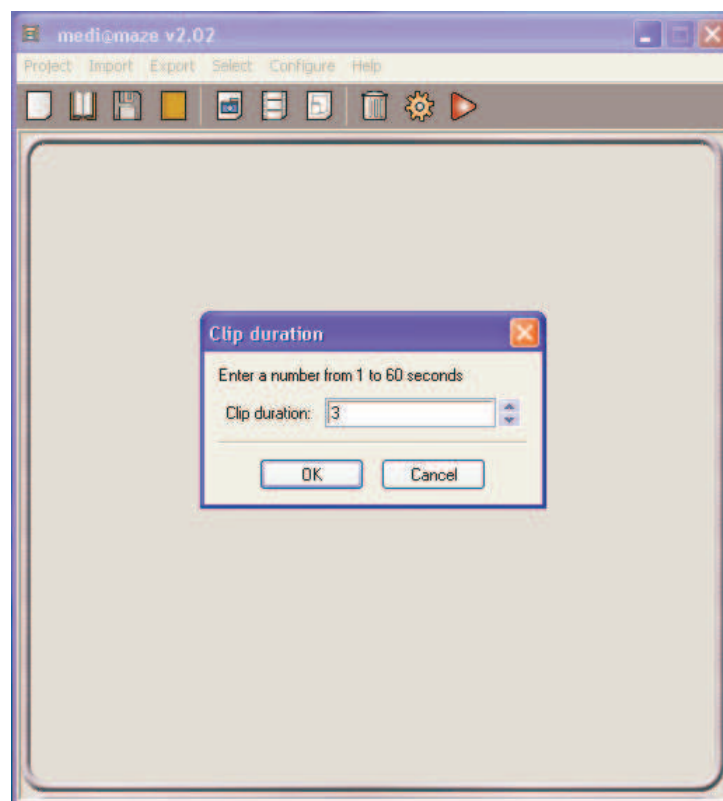
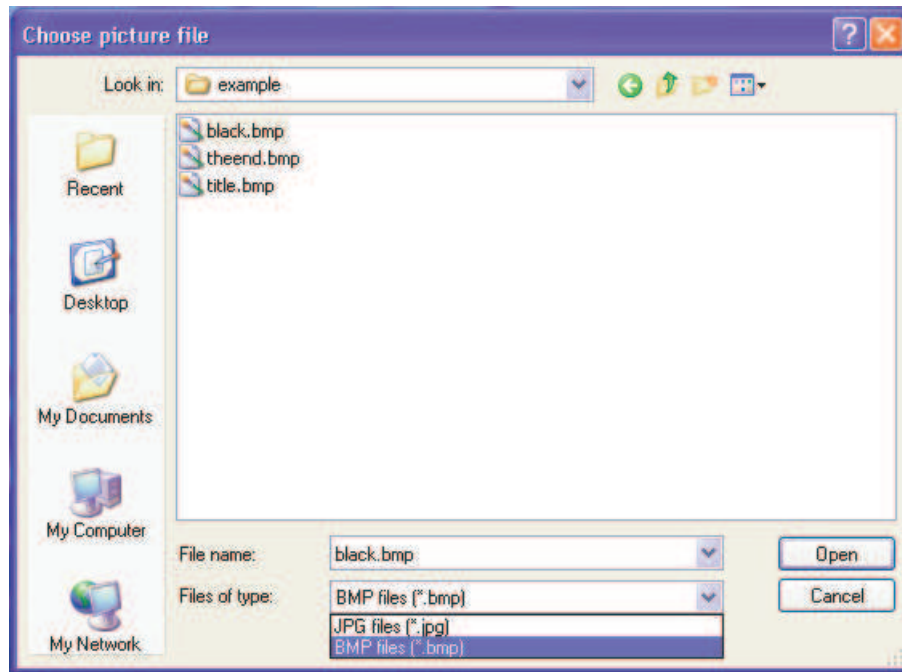
Create a new project with the  toolbar button. You will be asked for a new project name. You may select one of your own, or keep the name generated by the program (project00).



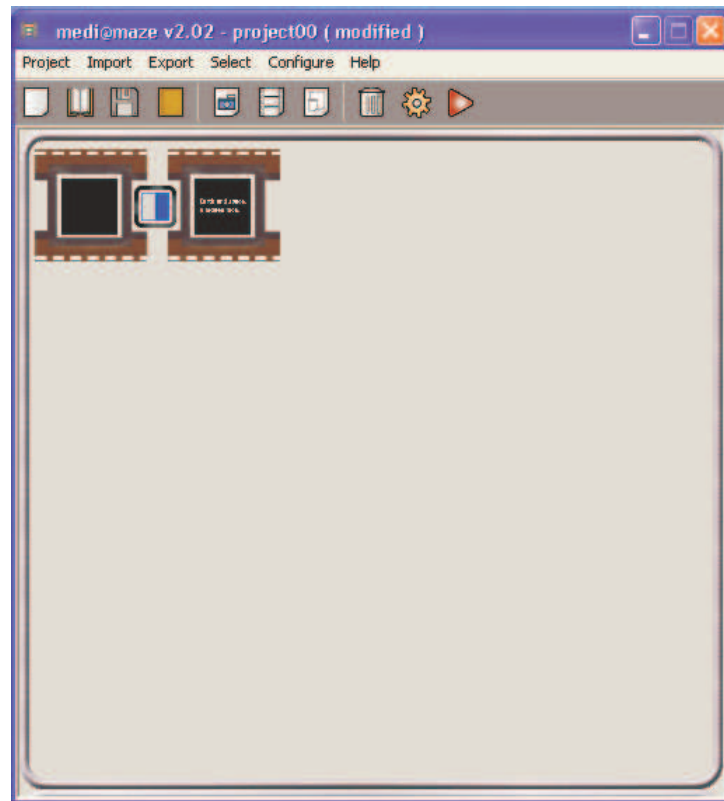
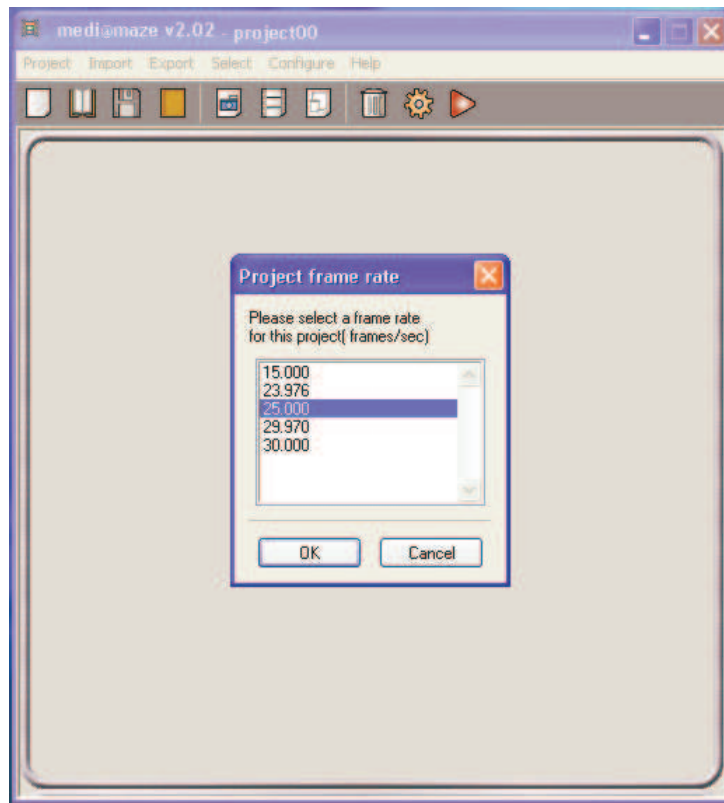
Importing picture files

The  button is used to import picture files into the active project's canvas layout. Pressing this button brings up a custom picture input dialog box with an optional audio file merge specification box.

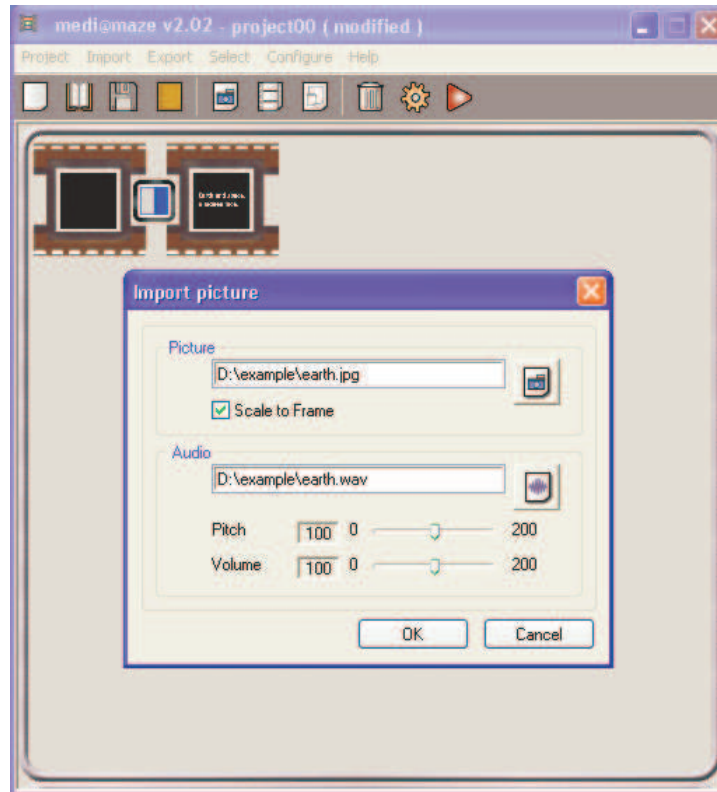
Set the filter selection to "BMP Files". Find and import "black.bmp" and "intro.bmp". In this example, the path to these files is "D:\example\". You will be prompted to enter a clip duration value for these media clips.



Since this is your first media file import and it happens to be a picture file, you will be prompted for a frame rate value. This value will be used for the entire project and subsequent media clip imports will be adjusted to follow suit.



Each picture file has an associated audio track of the same name. When you import a picture with associated audio, the length of the audio file is used for the resulting imported clip length. Import “earth.jpg” and indicate “earth.wav” as the audio track to merge.

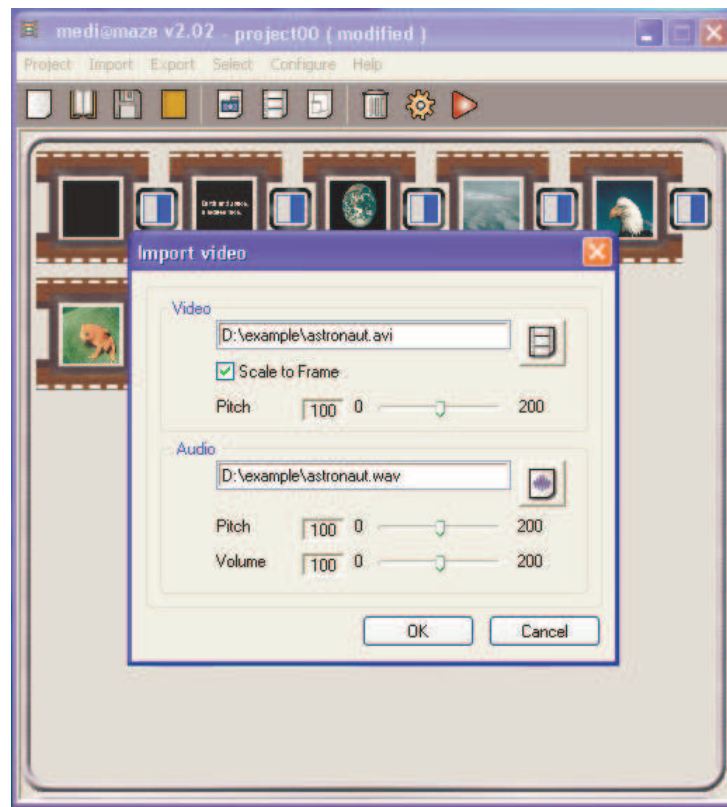


Repeat this import procedure for skyview.jpg/.wav, eagle.jpg/.wav, frog.jpg/.wav and lizard.jpg/.wav.



Importing video files

Using the  button for the next media clip import, we're going to import the "astronaut.avi" video segment and simultaneously merge in the "astronaut.wav" audio track information with it.

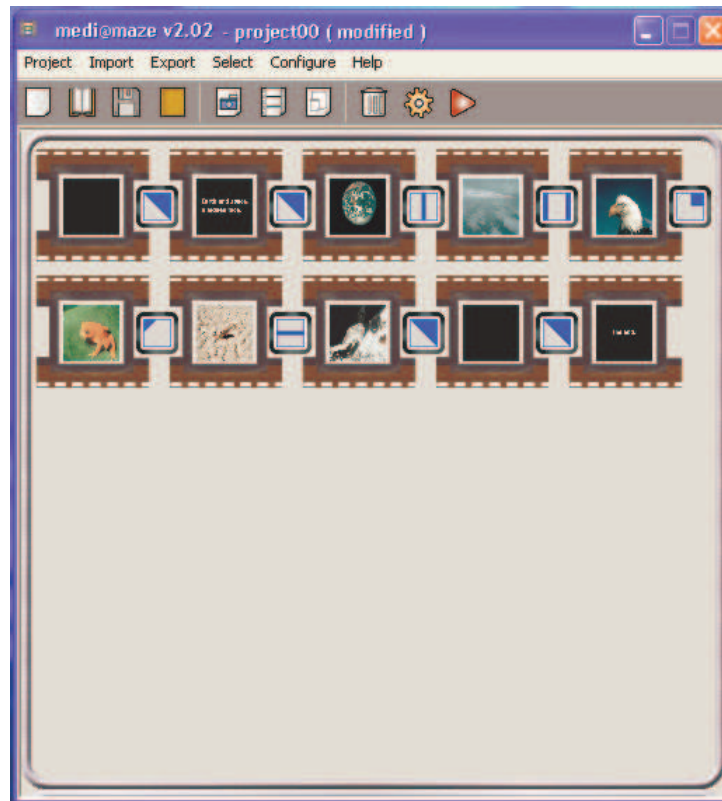


Round up, render and export

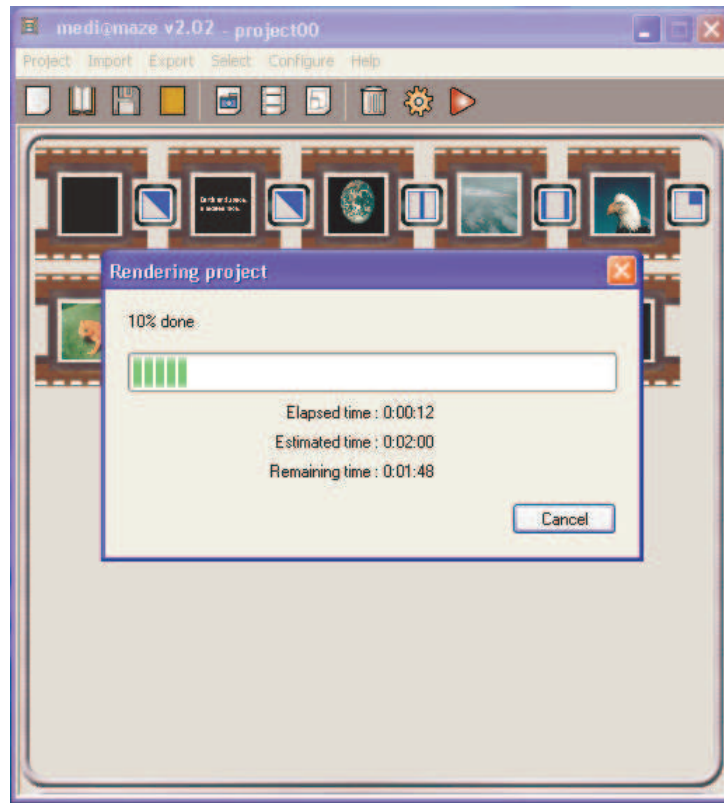
Rounding up, the last media clips to import are a second copy of “black.bmp” (imported earlier) and the end title clip, “theend.bmp”.



In order to apply your changes, the project must now be rendered. By default, there is no transition between imported media clips. You can change this by clicking on the transition buttons located between your media clips and selecting new transitions.

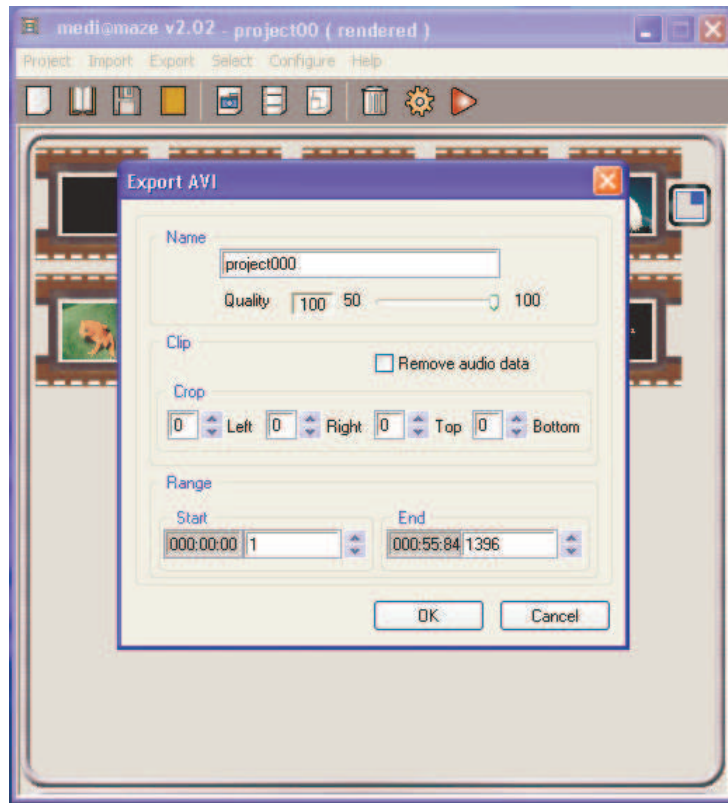


Render your project by clicking on the  button.



Once your project has been rendered successfully, you can export the entire project as one Motion JPEG AVI file. Other medi@maze export options include MPEG-1 and MPEG-2 video, a range of pictures from the active project or an option to save the active project audio information to a WAV audio file.

For this example, choose the “Export | Avi” pull down menu option. You will be asked for a new export file name. You may select one of your own, or keep the name generated by the program (project000).



After this step, a Motion JPEG encoded AVI file of your entire project should be located in your configured “Export” directory.

This is the end of working with medi@maze, part 2. Here, we created a simple presentation using audio, video and picture files. We hope this information has been useful. Next, we’re going to look at how medi@maze can be used to convert a PowerPoint presentation to a video disc.

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