

process overview

We're really excited that you've decided to submit a tip for inclusion in fxguidetv. We want to make the process easy for you, we've created this set of instructions.

First off, you'll first want to come up with a great tip. It's something that will need to be covered in under 4 minutes – and a tip that would resonate with your fellow artists. Generally if you find something cool, the likelihood is that someone else will as well.

Next, you'll want to write up a treatment explaining your tip for us. This should be a paragraph (or more) in length and should be sent to tv@fxguide.com. We'd like to take a look at what you propose before you spend the time creating the tip – as someone else may have offered to do a similar tip.

Once you get the green light, the next step is to make sure you have footage to demonstrate your tip. You must have permission to use the footage shown in your tip – we will require you to sign a release form. The actual footage itself will not be distributed only the screen recording you provide to us. If you need to add a copyright notice/credit, we can super that for you when we edit the program together.

Our delivery format is 16x9 and we want the UI to be legible, so we ask that you set your screen recording size to either 1600x1000 or 1600x900 (it varies based upon the platform and graphics card). This is probably a smaller screen size than your used to working at, but the end result will be much more legible.

You'll next want to make sure you have screen recording software installed and we have tips for that later in this document. As far as applications go, we recommend the following:

Mac: iShowU (<http://shinywhitebox.com/home/home.html>)

Windows: Camtasia (<http://www.techsmith.com>)

For audio recording, you'll want to get the best quality possible. If you already have a pro audio setup, you should use that. For a decent quality recording at an affordable price, we recommend using either the Logitech 350 USB Headset or the Sennheiser PC135, PC136, or PC145 USB headset.

You'll need a copy of Quicktime Pro in order to compress the file for upload to fxguide. You can obtain this at <http://www.apple.com/quicktime/>. It is available for mac and windows.

Next – you'll want to record a test clip and submit it to us to make sure everything is working fine. After you get approval, you can record your complete tip.

That's the overview – now the details....

general guidelines

We've compiled some general hints to help make recordings go more smoothly for you.

- ▶ *Introduction.* Begin the tip with an introduction about yourself and an overview of what you're going to be covering.
- ▶ *Relax.* The recordings can be natural in feel – they don't need to feel they're done by a voiceover talent. Most of us have little idiosyncrasies – so don't be worried about it. It's who we are.
- ▶ *Be professional and friendly.* While relaxed is good, professional is as well. We want to be confident to the students as we all know what we're doing. A lot of "in-jokes" and playground humor are frowned upon and quickly bring down the quality of the tip.
- ▶ *Avoid long periods with a static frame.* When possible, avoid resting on a static frame for too long. Have images up on the desktop. Have a player or flipbook moving while you're talking.
- ▶ *Avoid specific date/event references.* Your tip will most likely be repeated in the future. Be aware that certain mentions in your tip might not make sense in the future.
- ▶ *Production-centric.* Continually consider how what you're teaching is applicable in a production situation. Whenever possible, present setups/imagery as if you are executing a production task. Imagery should be as polished as it would be for an end client. It is fine in circumstances to use "placeholder" material, but this material should be aspirational and of high quality.

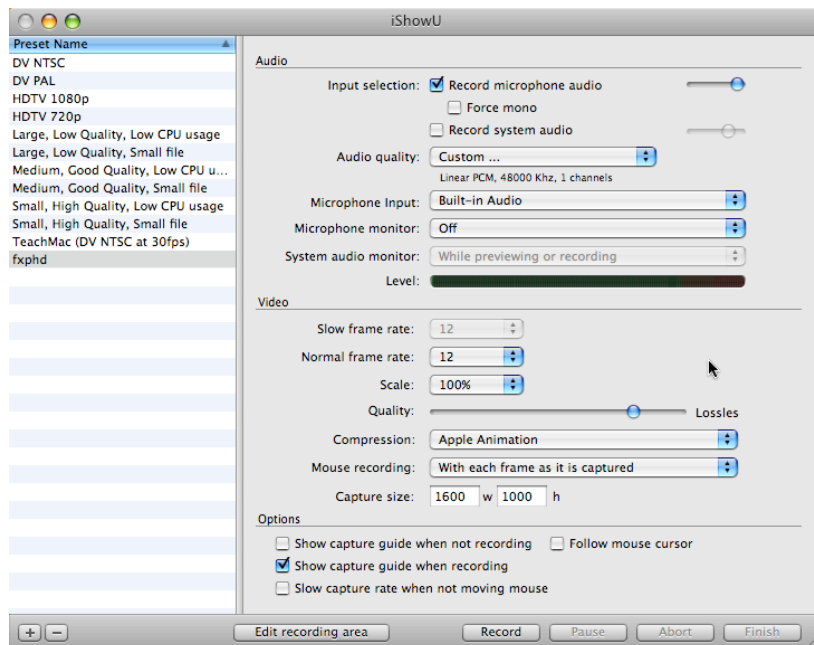
Before recording, clean up your desktop and set your monitor at the correct resolution. A simple desktop background will help the movies compress more efficiently. You can also use a larger screen size and manually enter values for the width and the height of your movie – this way you could have notes on the desktop outside the recording area. Just make sure that all the application menus you need are visible within the region. Before you begin recording, make sure you have enough disk space available to record the movie, as they can take up a great deal of space.

recording your class - macintosh

You'll be recording the microphone track, so make sure you've set your System Preferences to use your USB mic. In general, it seems as though my level setting in System Preferences works well at about the 75% percent level. When speaking at a normal voice level, you shouldn't be peaking too frequently, if at all. This is when distortion occurs.

You'll want to set a fixed size and position the recording area – generally locked to the upper left of the display. Make sure that all the application menus you need are visible within the region. Set your frame rate to be 12, record the microphone audio, capture mouse with each frame. If your class is going to include audio from the application, make sure Record system audio is also checked. So that your voice does not fight your audio track, make sure that the audio you are playing back is at a reduced level. The system audio output level does not change the recording level of the mac audio track.

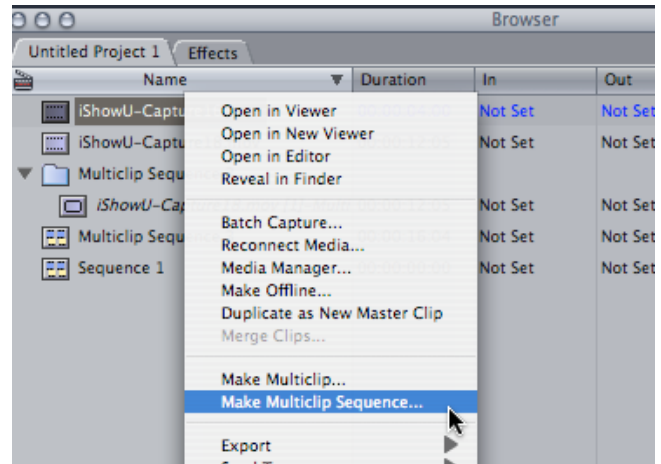
Use the Apple Animation Codec, with the following settings (drag the Quality slider to the left until it just hits "High" and then move back to right to "Lossless"):



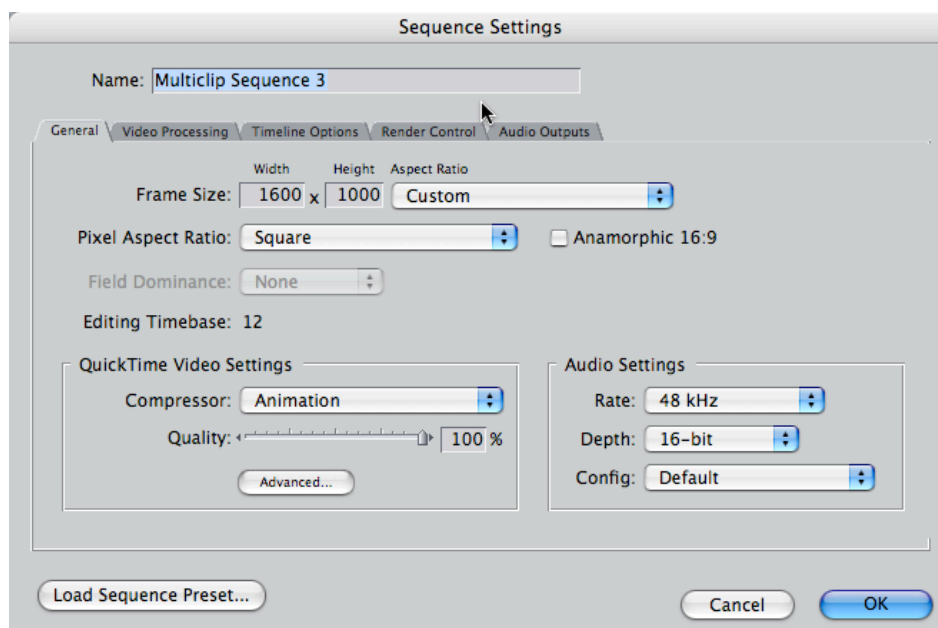
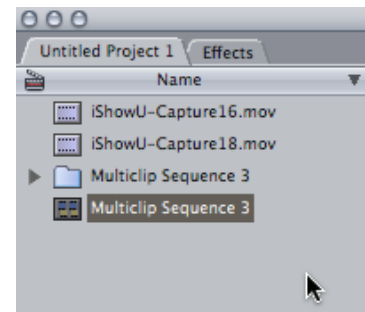
final cut pro setup

One of the issues with Final Cut Pro (prior to Final Cut Studio 2) is that you can't edit at a timebase lower than 24fps in general. But there is a workaround.

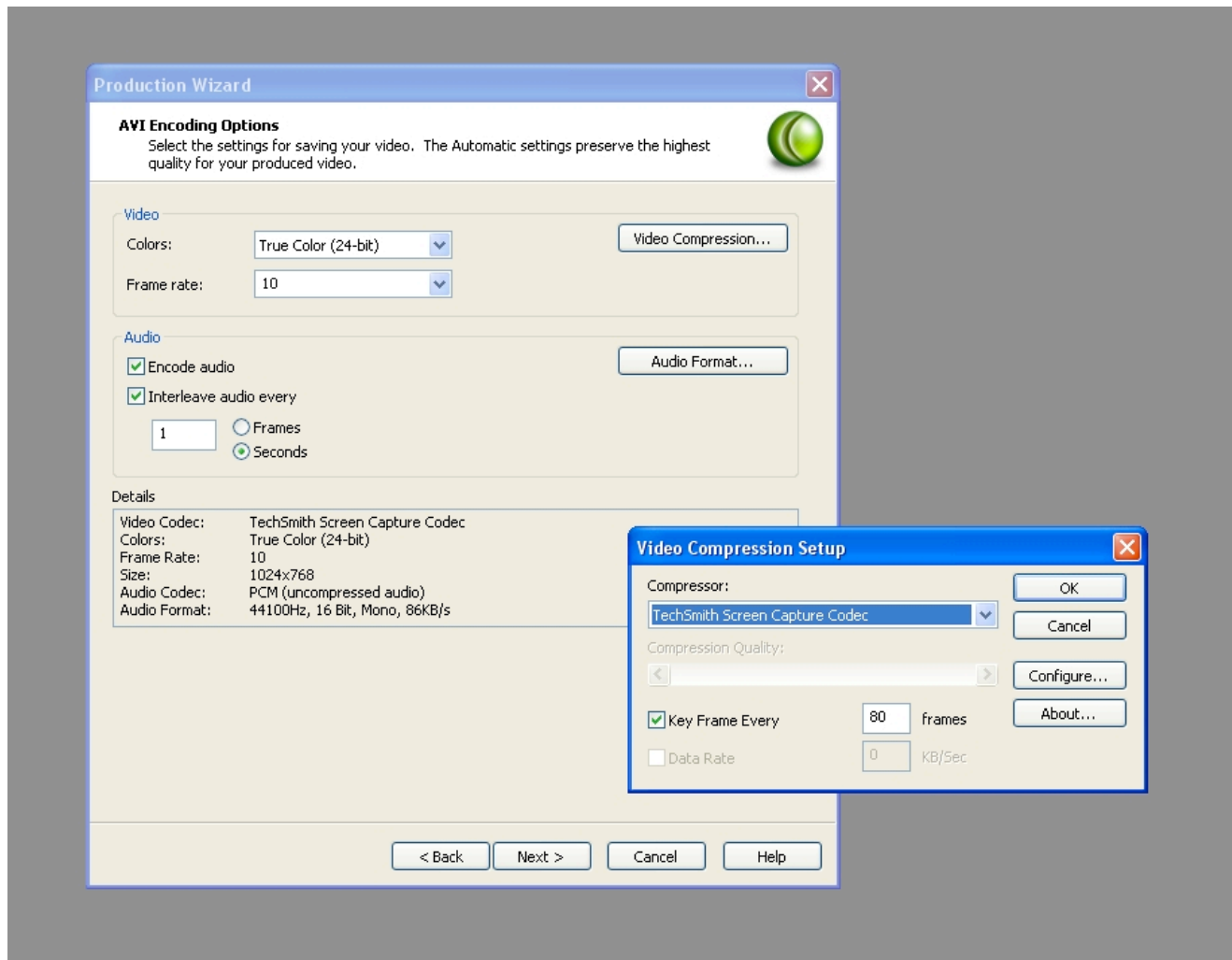
Create a new project and import your 12fps screen captures. Right click on one of them and select "Make multiclip sequence":



You'll now have a new sequence with your resolution, codec, and frame rate set correctly. Use this sequence as your master and edit away.



movie capture - windows



The first step is to clean up your desktop and load the fxphd desktop background (this can be found in the Files section of the fxphd collaboration web site). The simplicity of the background will help the movies compress more efficiently. Set your screen size to the appropriate size. You can also use a larger screen size and manually enter values for the Width and the Height of your movie – this way you could have notes on the desktop outside the recording area. Just make sure that all the application menus you need are visible within the region. You'll be recording the microphone track, so make sure you've set your System Preferences to use your USB Headset. In general, it

In Camtasia, you create a recording by selecting "Record the Screen" in Camtasia Studio. Briefly, the following settings are good options for the New Recording Wizard:

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- ▶ Screen Recording Setup Dialog: select **Region of the Screen**
- ▶ Select Screen Region Dialog: Top Left X=0, Y=0 Dimensions 1024x768
- ▶ Recording Options: Record Audio
- ▶ Choose Audio Settings - Select Your Audio Device
- ▶ Finish - You'll be ready to go

You can now begin capture by pressing F9. If you hit F9 again, this pauses the capture for a bit. Really useful if you have a brain meltdown as you're recording. To resume, press F9. Use F10 to stop capture, at which point you'll be shown a preview of the movie. Click Save and pick a location to save the original movie.

You can use Camtasia Studio to edit your video together if you wish. Due to bugs in the application, we need to do a separate save as an .avi file and then save it as a QuickTime movie. You do not do the QuickTime export from directly within Camtasia.

If you recorded your class or clip in one take, the best way to export an .avi file is by extracting the original movie from the recording file. To do this, **Import Media** in Camtasia Studio (under the Add section). Next, right click on this imported file and select Extract Camrec Contents and pick a place to save the recording files. This will save a .avi file of the original recording. Proceed to the "Final Encoding" section, below.

If you have edited your clips together, select **Produce Video As..** from the File menu. Select AVI video and use the settings shown in the following screen capture image (make sure you set the audio as well). Export as full size (Largest Video Size) and don't use any Video or Marker options. Save your file....this will save an .avi file of your project. Proceed to the "Final Encoding" section, below.

editing your class together

Feel free to use Final Cut Pro to edit your class together. However, in this section we will cover how to edit your class sections together using QuickTime Player. It's really quite simple – essentially cutting and pasting from one movie into another.

- ▶ Open QuickTime Player. Create a new player (File...New)
- ▶ Open your first recording.
- ▶ Navigate to your in point. The left and right arrows on the keyboard move forward one frame and you can jog along the timeline by dragging the triangle that faces down.
- ▶ Mark In. Hit the "I" button to mark your in point. The in-bracket moves to your current frame.
- ▶ Navigate to your out point.
- ▶ Mark Out. Hit the "O" button to mark your out point. The out-bracket moves to your current frame.
- ▶ Copy. This copies the content between the in and out point into the clipboard buffer.
- ▶ Select the "new" player you created in the first step.
- ▶ Paste. This pastes the clipboard content into your new movie. Leave the time marker where it is...this will be where you'll past the next segment.
- ▶ Open your second recording.
- ▶ Repeat

Its not the most flexible professional editor in the world, but it really does work quite well. If you need more resolution to drag forward and back, you can zoom in QuickTime player.

When you're done editing, you will save it as a "reference movie". This is a file that contains pointers to the original files – but doesn't duplicate the media. This is a huge space saver and actually uses far less memory. It is important, however, that you don't delete your original source material – otherwise the reference movie will not work. The steps for saving are:

- ▶ *Make sure your zoom level is set to Actual Size.* Under the View menu, select Actual Size. This is very important because if you save a movie while zoomed out, it will actually save it at this reduced resolution.
- ▶ File.....Save As. Name your file....I generally call it "classname-number-edit.mov" so I know it is an edited version.
- ▶ Click "Save as reference movie"
- ▶ Save

Continue on to final encoding. You'll use this new file to create the master to upload to fxguide.

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final encoding

When ready to export for uploading to fxphd, open your original QuickTime or AVI file in the pro version of QuickTime Player. use the "Export..." command to export a QuickTime movie. Settings in this case:

- ▶ **Video:** 12fps, H.264, Quality (Best). Keyframe every 300 frames, Encoding: Best/Mutli-pass, Data Rate: Auto
- ▶ **Audio:** AAC: 48 Khz, Mono, Best Quality, Target Bit Rate: 128

The resulting movie will be dramatically reduced in file size, yet will be of extremely high quality. The audio rate is high for mono voice recordings, but this ensures we have a very high quality master. This will take a while to compress, so pour yourself a cold one.

upload

Finally, upload your compressed tip to the fxguide ftp site. We'll provide the ftp site for this once we approve your initial submission.