

# **Bogart 11**

# **OPERATION MANUAL**

ADDENDUM FOR BOGART V10 FOR WINDOWS AND LINUX

**MACRO**SYSTEM

#### **Contact Information**

Deutschland

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Please note, therefore, that you back up your footage prior to commencement of use of the device. We recommend you not to delete the video material, or to create a backup copy.

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# 1. Welcome to Bogart 11

Thank you for choosing Bogart 11.

We hope that the Macro-System meets your editing expectations. If this is your first time at video editing, we think you will soon understand the system and enjoy working with the Bogart editing process. If you have previously had some experience with other editing systems, e.g. linear (analog) or digital computer systems, you will need to change a little. However, we feel that switching to Bogart SE editing will be worthwhile, given its ease of use yet having many worthwhile possibilities. We are convinced that video editing with Bogart will provide lots of fun.

This manual is an addendum to Bogart version 10. If you are a Bogart first time video user in the UK, you will also need the manual for Bogart version 8, dependent upon on the system, Linux (Casablanca3) or Windows (Casablanca4) - versions.

The Bogart manuals have become so extensive, that we decided to create this supplement manual, as an addition to the respective software versions, otherwise run the risk of overlooking the changes. Users of Bogart can refer to the basics in the previous manuals, with the changes described here for version 11.

# 1.1 What's new in Bogart 11?

First a brief overview of what is new followed by more detailed explanations.

## Settings / check for update.

- · WINDOWS only: If the PC is online, updates are available from "Settings" "Search for update".
- · WINDOWS only: hardware test available under "system".

# **Project Settings:**

•The "Select Project" function now has a list of "last used projects" including projects in other hard drives using (store 'n' share or disk juggler).

## Import:

- · Import: if the expert menu is active, using "AV correction" now also has RGB options added.
- · As an alternative to the manual format settings, there is now an "Archives" function where settings can be saved and reused. "Use format archives" must be switched off to enable this archive.
- · WINDOWS only: files existing comments are now being applied.

## Edit:

- · Below the scene bin / timeline preview window, on the right, a comments tab has been added.
- · A new scene bin search using PowerKey. "CTRL+f" enables a search by scene comment. Key F3 moves forwards to the next scene with the same comment, SHIFT+F3 moves backwards.
- The scene bin can be sorted now by name, length and recording time. Manual sort is of course not possible.
- The scenes selection (e.g. in Arabesk) remembers the last selected scene and activates them automatically when next accessing.
- · New buttons top left on in the Edit menu, to jump to the previous or next chapter mark.
- · New buttons move the storyboard from the marker +/-1 one frame, using the mouse.
- · Scenes can now be split in the storyboard at the position of the orange marker.
- The Edit / Range menu button now has a "split" button. There, you can review the whole storyboard in full screen and split scenes.
- · The storyboard "Search" of a split scene in the scene bin now opens a Find/Restore options box.
- The automatic display when scrolling the "Storyboard Plus" timeline can now be switched off in the Edit screen "User interface settings" menu.
- "This will delete at least one audio sample..." messages have been reduced as far as possible.
- · When playing the storyboard in the small window, using the "Play preview" marker button, there is now a storyboard time position display running below.
- · In the "Edit" screen the new "SB +" button is a shortcut for turning the "storyboard plus" feature on or off.

#### Effects:

- The last set duration of a transition effect is saved and applied to the next added transition effect.
- · The "Still Scene" effect now has a "Default" option where pre-set times are available, like edit new.
- · The existing "Special" "Blur" effect now has improved quality.
- The existing effect "Pattern 3" allows the input and fading in/out of graphics.

# Titling:

- The font selection now has a "Favourites" section, similar to "Special Effects".
- The "New" "Pattern" image pool has a number graphics added as image options.

## Audio-Edit:

- · A split function has been added to the "Record Edit", similar to the video split, since Bogart 10
- · WINDOWS only: new audio effects added, with yellow icons.

## Audio-Mix (Dubbing):

- The mixer tab now includes a button "Automatic correction" which reduces the audio volume in other tracks to eliminate over modulation.
- · Splitting of audio samples using the position marker (except for the original sound in track 1).
- In the tab "Envelope", there is a new button "Add point at marker position", which inserts a new point at the orange mark on the active sound track.
- · "Influence" this enables all clips in a track to be given the same volume correction and fade options.
- · WINDOWS only: new audio effects with yellow icons have been added.

Note: The changes in the Edit menu and in audio dubbing, using a touch-screen, require a screen resolution of at least 1,280 x 720 pixels, since on smaller screens the resolution is insufficient for clearly defined menus, the timeline, the tab control and 9 audio tracks to be visible. We recommend a screen resolution of 1920 x 1080 pixels.

# Export:

- · Multiple exports in various formats, qualities, etc. can now be inserted into a "queue". The selected formats can be saved as archive and reloaded. The export queue is then executed in one action.
- · In the export menu, as in the Audio Mix, the storyboard has the ability to automatically remove over modulation.

#### Miscellaneous:

- · WINDOWS only: After backing up, exporting... a Windows Explorer window with the target folder can now be opened with a new button.
- · WINDOWS only: The Windows Pro package now recognizes compatible graphics cards with H.265 encoder (Settings / System / Information + Hardware Test).
- · WINDOWS only: export formats which support chapter marks (eg MKV, MP4, ..) recognize the chapter marks, which were set in the Bogart STORYBOARD (not from Arabesk). Players which support such chapter marks (VLC, MPC-HC,..) allow chapter +/- or direct selection of chapters.

## **1.2** What is Bogart for Windows?

The software edits non-linear. All video and audio data is stored on the hard drive of the system and there it can be split into individual scenes. These scenes can be trimmed and effects added as necessary before adding to the "storyboard" to build up a completed film sequence. Then many different effects, titles, etc. can be applied as well transitions and other effects placed between scenes. A titling function with a complex selection of different fonts is also available to scenes within in the storyboard.

Audio dubbing with up to nine (stereo) tracks is available, for adding to or replacing the original audio, adding audio effects, music and voice over commentary.



# 1.3 Registering

If you have purchased a Casablanca device please register with the enclosed registration card! This allows us to offer you a better service and better care.

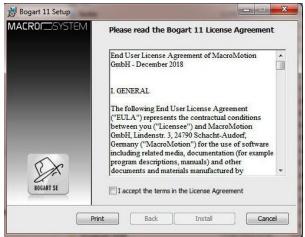
As a thank you, you get the unlock code for the Bonus Effects that were installed with Bogart. The registration is binding and there is no disclosure of your information to third parties. Please also register even if you are registered with another MacroSystem device.

You can do this with your dealer or distributor. If you have just purchased Bogart 11 software, you should also register your machine

You can download a DE registration form on the internet at <a href="http://www.macrosystem.de/de\_de/support/registrierung.html">http://www.macrosystem.de/de\_de/support/registrierung.html</a>

## 2. Installation

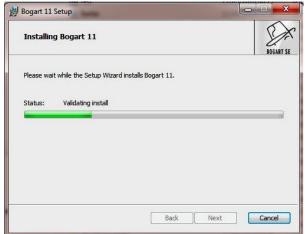
# 2.1 Bogart for Windows



Bogart is continuously being developed; therefore before the first installation, check our homepage to see if a newer version is available. For the installation of Bogart software, you require a Microsoft Windows 7 ©, Windows 8 © or Windows © 10, operating system.

Bogart should be installed and run as the Administrator. The program is generally installed on your boot partition, usually the hard drive C:\. The video and audio material is also stored on this partition.

You need at least 24 GB of free hard disk space. Bogart resevers16 GB hard disk space for completing a project. This means a hard drive cannot be completely filled with video material.



To install Bogart, start the installation file Bogartinstall\_11x.msi. Then, follow the instructions that guide you through the installation.

After the installation, you will need an unlock code for Bogart 11 (bronze Edition) and if necessary enable for the Silver Edition or Gold Edition to Bogart with varying functionality. If you do not have an un-lock code, you can test the software together with the silver and Gold Edition with the help of demo functionality (Chapter 2.5) for free with the DEMO version of B4W v11.



The unlock code of an Operation System Edition is undertaken after the installation and start-up of the Bogart program.

After you have completed the installation, you will find a start icon for Bogart on your desktop. Double clicking the icon will start the program and will display the main menu. The main menu is the control centre for accessing the operating system and also the various program elements. After performing a clean installation of the program, it will need to be unlocked before it can be used. See page 10 of this document for the unlocking process.

If the name of the desktop icon "Bogart" is changed, updates or uninstalls cannot be performed using this icon. Therefore when downloading an update a new icon will be added to the desktop and the original icon must be deleted manually.

The System Software is read at start up from the hard disk. Under certain circumstances, the supplied software version on the CD/DVD is newer than the installed version. To check this turn the machine on and after the welcome message the main menu appears and if you can see, top right, which version you are on. If you can't see your version then click on Settings and you can compare the version number on the CD/DVD with the number indicated bottom left of the screen.

## 2.2 Bogart Linux - installation of CD / DVD

Bogart Linux is always installed from a CD / DVD. The installation is done with the trackball / mouse or the keyboard. The installation will either be output to a monitor connected via VGA, DVI, HDMI or Scart, depending on your last selected monitor setting (with new HDD VGA). It is usually possible to switch the display from one monitor to another using the "v" key on a USB keyboard or on the screen.

To do this, press the "v" key repeatedly until your monitor displays the menu. At the same time, the installation menu is always displayed on VGA. If you want to reinstall the main software "Bogart SE" or as an update, you can do this as follows.

The Bogart Software installation CD / DVD is a Boot / Start media, which means that the installation is not done inside the system in the "Install Product" menu, but the device, must be booted with the installation media inserted. So the CD must be inserted before the actual boot in the designated drive. Inserting the CD for devices without control buttons on the front panel (Ultra Upgrade, TOPAZ, KARAT): To insert the CD / DVD, turn on your device. Immediately after the indicator light on your DVD drive lights up, press the eject button of the drive and insert the CD and close it again.

Inserting the CD for devices with front panel buttons (S-4000 (PRO), S-2000, S-4100, DVC, ...): If there is already a system on your hard disk, wait until it has been started, open the DVD drawer via a button located in the menu or the front button on the device. If there is no system on your hard drive (such as a new hard drive), press the eject button on the front of your device several times immediately after powering up. The drawer will then open and you can insert the installation medium. Close the drawer afterwards. If this opens automatically again, simply turn off your device directly. To do this, press the front panel buttons, if your device has them, OK and ON / OFF simultaneously for 4 seconds or the main switch indicated in the hardware manual. Your system will turn off. Now turn your device on again.

It is now booted from the CD / DVD and the menu-driven installation appears.

Then follow the installation instructions. In order to be able to select the options, click on the desired function (or the symbol in front of it) with the trackball (mouse) or press the key shown on the keyboard before the option.

Depending on your equipment, the installation can optionally be output to SCART, Video, HDMI or DVI. This setting is of course only possible in the first menus presented on-screen when booting from the CD/DVD. However, if you do not see an installation menu after booting from the installation, even after a long wait, this could be because it is currently being output on an unused video output. In such a case, press the "v" key on your connected USB keyboard, or use the mouse pointer to move the menu item to redirect video output to another output. Before the installation can be carried out, your hardware will be analysed and if necessary, adjusted.

The installation starts with the language selection. Here it is possible to carry out the installation in English or German. You can also switch the output of the menu presentation here between HDMI, DVI or SCART.

After selecting the language, a note will be displayed indicating that you need a valid unlock code to activate Bogart in order to activate the software after installation. If you have the necessary activation code, you can continue with the installation.

If you do not have an unlock code, you should cancel the installation.

Note: You do not enter the unlock code of an edition during the installation, but you will be prompted at the Start-up of Bogart. If you do not enter an unlock code, you will not be able to use the system and it will shut down automatically.

If you do not have a running Bogart System on your hard drive you can only install the software and not update it - as there's nothing to update. If a running Bogart system already exists on your hard disk, you will automatically be offered the update option first.

Note: You can enter the unlock (licence) code of your current version after an install, but only after the re-start of Bogart. If you don't enter the unlock (licence) code, you can no longer use the system, since it turns off automatically. If you do not have running Bogart system on the disk, only a reinstall of the hard disk is possible. However if there is already a current Bogart System on your hard disk the update installation will automatically be offered first.

If you want to perform a new installation in any case, you can switch accordingly. During the installation, you will see a progress bar and no further entries are possible. After the installation, you receive a message, whether it succeeded or failed.

In any case, the DVD tray opens automatically and you will be asked to remove the media. With the device turns off press the OK button to close the drive again and to finish the installation. Now again turn it to start Bogart.



Note: Should an error be encountered during installation but want to perform a reinstall, just leave the installation media in the drive and exit the installation with "OK". Then start the unit and thus a new installation.

After you have started your device again, it takes a while until all necessary data is loaded. Then Bogart main menu appears. The main menu is so to speak the control centre from which you can get in the individual areas of the video post-production. Having performed a clean installation of your software you first need to enable Bogart. To do this, you will be redirected to the corresponding menu (Chapter 03). The start-up phase is now finished and you can now begin the video editing process.

# 2.2.1 Prepare an installation medium

You can buy products (add on programs), either from a CD/DVD or a USB stick to install. The following describes the installation process, dependent upon which medium you are using.

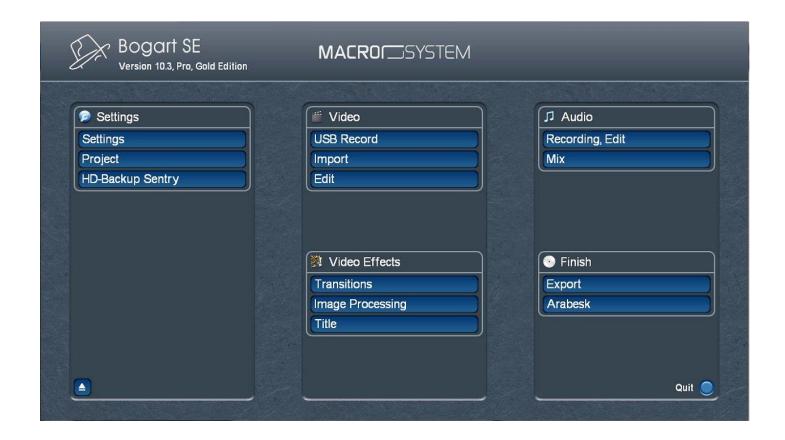
## CD preparation:

If you have received a CD/DVD from your dealer, it can be inserted directly into the unit for program installation. However, if the programs have been downloaded from MacroSystem or your dealer, they will be either an ISO or a ZIP file. An ISO file can create a CD/DVD using a suitable burning program.

# **USB** preparation:

When you insert a USB stick with the "add on" program you want to download, first open the ZIP file(s) before you copy to the stick otherwise they can't be read by Bogart. There are usually two files and three directories. Please copy this all the un-zipped files onto your USB stick into the main directory (i.e. front page). Then insert the USB stick into your device before opening the menu "Install Product". If necessary you may have to re-open the Install Products menu until the product or products are listed. If you insert the USB stick, whilst you are in the "Install product" menu the list of products may not be updated.

When receiving a USB from your Dealer or down loading a program to a USB device, it will be a zipped folder. Right click the folder and click "Extract All" from the drop down list. In the box that opens select the destination, e.g. the same USB or a folder in the main file system. There will now be an un-zipped folder with the same name. With B4W right click this folder and from the dropdown box, click "Install". The new program will now be listed in the "Install product" list. For generation 3 units insert the USB or DVD into the machine and the program will now be listed in the "Install product" list.



## 2.3 Activation of the system and additional software.



Selecting "Settings" – "System" – "Install product" opens the menu left, displaying all the installed software programs. Some products are already installed with the Bogart software and only require activation from this menu.

There are many additional programs, which can be purchased, to expand the functionality and versatility of the editing system. These programs comprise of the Bogart SE versions, other effects, specialised programs, etc.

Once installed, these programs can be activated by purchasing the access code from your dealer.

Additional products can be installed by opening the corresponding (\* .msi) file. This will install the product on your computer. Next the product can be activated in Bogart. All products need to be unlocked - as well as the included bonus effects (have you already registered?). To do this, start Bogart and go to the "Settings" menu, then to the "System" menu and start the "Install product". For the Bronze Edition, select the Settings menu, Product List, then Install Product. This will display a list of installed products. The term behind the product provides information about the condition of this installation. If you have already installed a product as a demo, you do not need to reinstall this product. In this case, you can activate this directly with the activation code.

You have the code, start Bogart, open the system preferences and activate the product. You are then prompted to enter of the license code. There are three "States" that a product installed on your system can be:

- (Active): the product, effects, font packs etc. are unlocked and fully usable.
- (Demo): the product, effects, font packages etc. are displayed in the product list. However, accessing these effects in the "Editing"- "Special" menu they are marked with a red dot and when played in the scene bin or storyboard they have "demo" lettering flashing on the scene.

• (hidden): The product is not displayed in the "Editing"- "Special" menu of the Bogart SE editing software.

Now in the "Install Product" list, select the product, effects or font package to be activated and click on the "activate" tab. This opens a menu "Product Unlock", displaying the product name, machine serial number and keyboard to enter the appropriate licence number. After clicking "OK" to activate the product returning to "Install Product" showing the product as (Active) and the effect can be used. If a code has not been purchased, clicking "Demo" or "Cancel" the software as a demo version is installed and can be used as a demo version or "hidden" again.

Please note that the license number works only with your devices serial number.



Note: If you also have another user on a Windows system, with Bogart installed, you require extra unlock codes, since each product is assigned to a specific Bogart serial number.

## 2.4 The Bronze, Silver and Gold Edition.

Bogart SE is available in three options: bronze, silver and gold. These versions have some features in common, but silver and bronze do not have all the options of the gold. The bronze or silver edition can be upgraded anytime to silver or gold to benefit from the full functionality.



The active Bogart version is displayed in the main menu top left below "Bogart SE"

In this guide, we describe the functionality of all editions. Features included in the silver or Gold Editions only are marked with the corresponding symbols below.

Silver



Gold





Notes marked with this symbol apply to both the Gold and Silver editions.

# 2.5. Demo Function (Bogart for Windows).

The Bogart 11 editing software can be tested in full (including the silver and gold version) as a demo. For this purpose, apart from the Bogart full version, there is a "BogartInstall\_11.x\_Demo\_DE.msi". If you want to test Bogart 11, please install this file. After installation, you will see in the top left corner of the main menu that you are in the demo version.





You can use the demo version with the full version, although not recommended as the results have the demo mark (Bogart Hat with the word Demo) all over the scene.



The installation of the full version is required to enable Bogart 11. It then creates an individual serial number, which is associated with the PC + user account. Only an unlock code can be ordered with this serial number. The demo version has no serial number and therefore cannot be activated. This means that projects that were edited with the demo version cannot be subsequently used. The demo runs completely separately and in parallel to the full version.

Advantage: The B4W demo version can be installed parallel to an older Edition of Bogart for Windows and tested. This has no influence on current projects in the non-demo version. If you installed the software B4W and other additional B4W add ons, it may sometimes be necessary to delete them as they're "in" the demo version of B4W

## 2.6 Delete Software and Products

In certain circumstances it may be necessary to uninstall the Bogart software and individual products as follows.

# **Bogart for Windows**

The deletion of the software takes place via the product-specific de-installation. You can select these via the Windows Start menu or via the Windows program. Please note, however, that deleting an additional product means that the corresponding effect will no longer be available in Bogart. If you have used such an effect in your storyboard and it has not yet been rendered, it will not be available after the un-install.

# **Bogart Linux**

Additional products can be deleted under Bogart Linux or on a Casablanca3 system, as opposed to Bogart for Windows, directly in the "Install product" section. If you select a product and then select the "delete" option, the product in question is deleted after a confirmation prompt.

If you should need this product again, you will need to reinstall it from a DVD or USB stick.

In this section we will outline what is new in Bogart 11, subdivided by individual menus. The described changes mainly affect both the Linux (Casablanca3) and Bogart for Windows operating systems.

Additions that only affect Bogart for Windows will be marked with this icon.



# 3. Settings

# 3.1 Environment Settings



Select "Settings" from the main menu, then "Search for update" bottom option in the settings menu below.

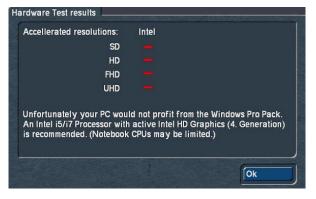


The editor must be on-line to use this facility and will offer the download of operating and program updates. The system will display "Bogart is up to date" if none are available or "No internet connection if not online.

# 3.1.2 Hardware Test (only ...)



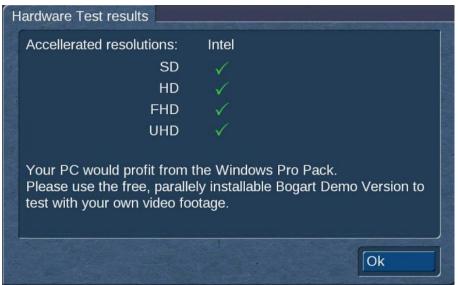
This is located by "System" – "Hardware Test". This tests the computer hardware to run Bogart for Windows software. After a short time, the system displays how suitable the hardware will work with the Pro package for Bogart Windows or which data formats can be processed faster. See the windows below.





The test checks if the system in question is likely to achieve an acceleration in the project resolutions SD, HD, Full HD and UHD - or not.

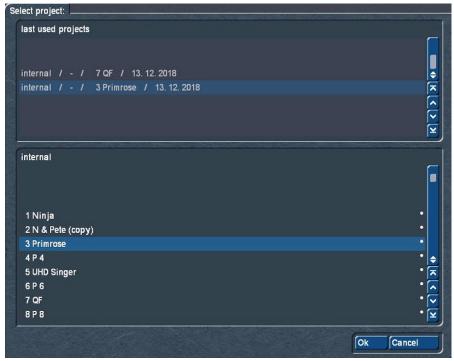
The results range from unfortunately not suitable (see above left) with the recommendation of what is required to make it suitable or suitable (see above right) with recommendation for possible accelerations using the free check demo version, before deciding the purchase of the Windows PRO package.



If your system is equipped with a NVIDIA graphics card, the hardware test also determines if and in which resolutions this card can assist you in exporting H.264 or H.265 files.

# 3.2 Project Settings

In the "Project settings" menu, you specify the settings for your current or any other project. This affects, for example, the project name, image size and any other relevant project settings.



In the "Select project" window, not just the projects on the working hard drive are displayed, but also the "last used projects" on any hard drive.

This lists chronologically all the projects together with the last date of use, regardless of whether these projects are on the internal hard drive or have been created with the help of the Disk Juggler (Windows) or store 'n' share (Linux), on external hard drives.

Also in this "History" section, you can select the project which you would like to edit next, even if it's on another hard drive. This is useful when using B4W Disc Juggler or Bogart Store 'n' Share and multiple external hard drives, as long as you remember the name of the project you require then you no longer need to remember the name of the external hard drive as this shows you which drive to connect. The inability to find projects on external hard drives should now be considered a thing of the past with this Bogart 11 feature.

```
Select project:

last used projects

3000 GB intern / Support / 23 3840x2160p30 UHD1 30 NTSC / 13. 11. 2018

3000 GB intern / Support / 19 1920x1080p50 AVCHD2 PAL / 13. 11. 2018

3000 GB intern / Support / 1 PiP-Studio 3 / 14. 11. 2018

3000 GB intern / Demo Material / 26 QuadCam SD Theater (copy) / 14. 11. 2018

3000 GB intern / Support / 7 1280x720p24 / 14. 11. 2018

3000 GB intern / Langzeit Tests / 1 2017 / 19. 11. 2018

3000 GB intern / Test / 1 P 1 / 27. 11. 2018

3000 GB intern / Demo Material

1 TEST
```

## 4. Video

# 4.1.1 Import / Tone Correction



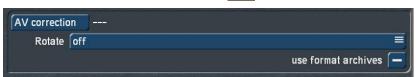
Importing video via "Main menu" – "Import" – "Import-Settings", selecting "AV correction" opens the menu below where numerous settings can be applied to the material, before importing. The changes made when applying these settings are displayed in the window to the right.



It is possible to change the brightness, contrast, saturation and gamma values from -20DB to +20DB.

New in Bogart 11 is the option to also change the colour components of the video image. This saves time if a whole series of video requires colour correction as opposed to amending each scene using "Special".

# 4.1.2 Import / Format - Archive



In the AV correction there is a switchable option "use format archives". When this switch is check marked, settings made to a scene will be applied the next time the same type of scene is imported. This enables the same adjustments to be applied to a whole series of scenes.

Alternatively by closing "automatic" format archives (dash mark), a manual archive is available, in which multiple sets of settings can be stored and applied as required to other scenes.

## 4.1.3 Import / general

Another innovation of Bogart 11 (only **!!**): Comments that have been given to individual photos or files are also imported into Bogart.



## 4.2 Edit

Below is the main editing menu, where cutting, trimming and arrangement of scenes takes place. Under Bogart 11 several changes have been made in the Edit menu, which will be explained in the order of the numbered buttons.



- (1) In the "Editing" screen, switching between the standard "storyboard" and "storyboard-plus" modes can now be achieved by clicking the "SB+" symbol at the top of the screen.
- (2) The "User interface settings" button, bottom left, directly opens the menu (right), "change user interface (GUI)". Bogart 11 has an additional function in this menu "Storyboard Plus display" with the option of "direct" or "click" settings.

Previously the preview only displayed the scene when the timeline was clicked, which some users found irritating. Changing this setting to "direct" the display will change as the pointer scrolls through the timeline. For those that still prefer the "click" mode, holding the Caps shift key whilst scrolling the pointer through the time line will also change the preview screen as in the "direct" mode.



- (3) After placing markers in the storyboard, say for use in Arabesk as chapter points, it is sometimes difficult to later find those points when required. Bogart 11 has two additional buttons that will jump the storyboard forwards or backwards to the next or previous chapter point.
- (4) Two new buttons have been added to the storyboard plus editing function which move the timeline marker forwards or backwards one frame at a time. This is especially useful if using the new "split" function in Bogart 11.
- (5) The new storyboard button "Split" splits the scene at the position of the orange marker. This option has a number of alternatives for editing a storyboard scene e.g. splitting and deleting the beginning or end of a scene without having the need to first trim the scene in the scene bin and then replace in the storyboard.

Another use would be to split the scene in the storyboard and insert a new scene between the spits, instead of using the insert process. Before Bogart 11, splitting and trimming a scene in the storyboard could only be done in the scene bin and then replace the storyboard scene with the split or trimmed scene bin scenes. Before this new option it took roughly 10 mouse clicks to achieve what can now be done in 3 clicks. Other uses for splitting scenes in the storyboard could be to add a comment or title scene at an appropriate place or to alter the length of a scene to fit an audio sample, by inserting another scene / title.



As can be seen in the centre image above, splitting in the storyboard does not change the overall time, it just replaces the larger scene with two smaller scenes. The split scenes have the same name with suffixes :1 and :2. Any split scene can be further split, but the suffix numbers will change to match the split position in the complete scene, even if splitting the first split, see the far right scene above.

Unlike splitting in the scene bin, where the sequence would be constantly growing digits (1.5.2.6 or Rest, Rest, Rest) the splits remain simple suffixes in sequence of where they are made in the original scene.



When a scene of the series is removed (above left "rental station: 4"), the sequence number is also removed to show this scene is missing. Dividing later scenes, the numbers continue to grow (above right).



If a scene before the missing sequence is later split, the following sequence will increase by one. Therefore the removed scene will also move up by one e.g. the missing scene will now be "rental station 5" as in the above example.

(6) In the section "Range" there is now also a "split" button.



This enables the entire storyboard to be seen in full screen and to be split as required.

(7) If clicking "Search" with a split scene active in the storyboard, the box below opens asking what should now be done.



"Modify" – replaces the original scene in the scene bin with a trimmed version of the full scene to match the split version. This trimmed scene can be untrimmed as required in the scene bin.

"New scene" – places a created new scene of the split scene, behind the scene bin full version.

"No"- locates the original full uncut scene in the scene bin.



Basically the storyboard can be built up in different ways. The basic method most often chosen is to split the original material into individual scenes, trim each as required and then add to the storyboard.

Another method is, in the scene bin trim a large scene, insert the trimmed section into the storyboard, re-trim the large scene again, insert in the storyboard, etc. The result is a storyboard with many scenes, but only one or very few scenes in the scene bin, which of course will be trimmed to the last added storyboard scene.

The disadvantage of this method before Bogart 11: When clicking search of a trimmed scene in the storyboard it finds the scene, but only with the last set trim points, because it may exist in the scene bin in a completely different state of trim. Bogart 11 "remembers" the in/out trim points of each scene that was



inserted into the storyboard and opens the search options box (see left), the same options as in the scenes split in the storyboard (see page above).

**(8)** Clicking the "Sort" button opens the options box (right). The scene bin clips can now be sorted with the options shown

"Original" is based on the recording order or reflects what the users have "organised" during the work on the project, including re-sorting, creation of new scenes, special effects, etc.

Sorted "by name" and "by length" are organised alphabetically from A to Z or from short to long.

original by name by length by record time

"by recording time" evaluates the recording data registered by the cameras and sorts the entire archive chronologically.

This can be very useful for travel movies or other real-time movies. For example, video scenes and photos are sorted clean "one behind the other" and make the selection easier. Of course, edits created with "Special" will be at the bottom of chronological sorting. Manual sorting is no longer possible for all "sorted" clips. Of course, there is the possibility to first sort by coarse-cut "by recording time" and then switch back to "original".



(9) Comments can now be added similar to the group, in the Editing screen preview image display. This is an option which is activated in the "Change user interface GUI" (see (2) page 16).

Adding comments to a scene can be beneficial when searching for a scene in the scene bin, since with Power Key, "CTRL+f" will locate a scene using the scene name or scene comment.



(10) This button plays the storyboard starting from orange marker in the time line, shown by the red arrow, whilst also displaying the run time under the preview window, shown by the green arrow. The orange marker follows the current time line, moving in the direction of the yellow arrow, along with the storyboard.

The 'This will delete at least one audio sample...' messages have been reduced as far as possible. If an audio clip is "unlocked" in the area that is "shortened" by changes in the storyboard, the audio clip will remain at its previous position with its beginning. If there is another audio clip behind the affected audio clips, the affected audio clip may be shortened at it's Out-point.

## 4.3 Effects

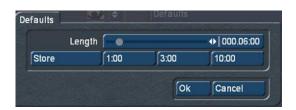
## 4.3.1 Transition effects

Bogart 11 now "remembers" the effect length setting for each individual transition effect, which will be automatically applied when the transition is next used.

# 4.3.2 Special effects

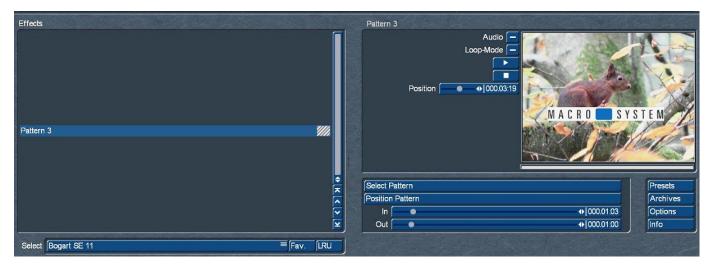


The still scene effect now has a "Defaults" button, with options for setting and storing the still scene time, similar to when creating a new scene.



The special effect "Blur" produces better results, thanks to an improved algorithm.

The new special effect "Pattern 3" has been introduced, which enables fading in and out of graphics on a scene. This effect has great potential for adding information or detail to a scene, (see example image below). "Select Pattern" – enables masks, patterns or images from the various products (see also the next chapter 4.4), to be superimposed onto a scene with defined size and position. The pattern can also be faded in or out of the main scene as required.



# 4.4 Titling

From the "Titling" main menu, selecting "Enter/edit text" - "Font" opens the "Choose font" menu (Right). By selecting a font in the "All" box and then "add to favourites", also places this font in the "Favourites" box. Repeat this for other frequently used fonts..





The **image pool**, in "New - Pattern" – "Bogart SE" has been extended to include ovals, rectangles, stars, and a pair of binoculars in the "pictures" section. In the "Select Pattern" bin, the ovals are displayed as circles when shown in the format screen, however they are oval when used.

These images can also be as wallpapers patterns.

## 5 Audio

## 5.1 Record Edit

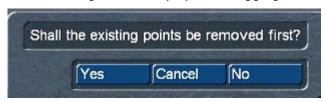
## 5.1.1 Split

The audio split now has additional functions similar to the video split, introduced in Bogart V10. After selecting a sound sample in the "Audio Record, Editing" screen and then the "Split" menu, you'll see the "Slit Sample" function below, with the audio envelope to be split (1) at the top. Centre left (2) is the name of the soundtrack and right of the track name (10) the total time length of the sound sample. The red line and pointer, initially below and left of the audio envelope is the first frame of the audio sample, with (3) far right of the slider displaying the frame time position from the red marker.



Button (4) starts playing the audio sample from the position of the red marker, which travels left to right, indicating the visual current position on the audio sample, with (3) displaying the red marker time position from the start of the sample. Button (7) stops the play, with the red marker now positioned at the stop point. This can be continued with no splitting taking place. The red marker can be repositioned to the start or any other time by clicking on the red marker and dragging or by click / holding the slider (12) and dragging.

There are two options for splitting the sound sample, the first mainly used when accurate splitting is not necessary. Start playing the sample with button (4) and the "Use" button (5) to use the sample or (6) to drop the sample. This process can be stopped at any time using button (7). Clicking (4) again will open the query box (right), selecting "No" sets the system at the red mark and continues, "Yes" resets back by removing all the sample split points.





This rough audio splitting can be fine-tuned using buttons (8) "go to previous point" or "go to next point" as appropriate. Next clicking button (9) "move active point" and use the mouse to move that point to the desired position. During this process the audio can be heard, with the time from the start of the sample displayed in (3) and the cut sample length shown (10). Also an enlarged visual display of the wave form is displayed in window (11).



To remove a cut point, move the red marker to that point and click button (14) "remove active point". Clicking button (15) "remove all points" opens a dialog box asking for confirmation.

The second method of splitting is by clicking and holding the slider button (12), or clicking the red Marker triangle and scrolling to the required split point, guided by the played audio and / or the visual audio display window (11). Fine tuning of the split point can be made using the single frame movement buttons (13). When satisfied with the split point position, use the buttons (5) or (6) to drop or use the samples as appropriate. An alternative to using the drop / use buttons, keyboard shortcuts "u" for "Use" and "d" for "Drop".

Clicking "Use" (5) generates a dividing point with the audio sample left of the red marker changing to dark blue and given a title suffix of .1. Subsequent used sections are suffixed .2, .3 etc. Clicking "Drop" (6) generates a red section with no title markings. Any split section, including dropped sections, can be further divided if required by moving the red marker as appropriate and clicking "Use" or "Drop", as required.

Following completion of the audio splitting the next step is to define how and where the splits are to be placed. **(16) "In Scene Bin"** opens the options window, with the following results.

**No** – The splits will not appear in the "Record, Edit" bin. This also changes the "In Storyboard" **(17)** option to "separate".



**Separate** – the use and remaining splits will be placed in the "Record, Edit" bin below the un-split sample.

**Joined** – the use and remaining splits will be placed in the "Record, Edit" bin under the un-split sample, but all joined together as a single audio sample.

(17) – "In Storyboard" the audio samples will be placed in the storyboard as black scenes with the corresponding audio, as follows.

**No** – no splits will be added in the storyboard and the "In Scene Bin" **(16)** will automatically change to "separate", if "no" was the active option.

**Separate** – the use and remaining splits will be placed in the storyboard as separate scenes.

**Joined** - the use and remaining splits will be placed in the storyboard as a single scene.

Once all the options have been defined, clicking "Spilt" (18) will complete the set actions.

However, if later in the editing process changes to the audio splits are required, or all the splits have say been deleted in the "Record Edit" bin, selecting the original audio sample in the "Record, Edit" bin and then select "Split" (18), opens the sample, with all the splits set up in the previous exercise. The advantage of this process is that further changes can be made to the audio split at any time in the editing process, without having to start from scratch.

If after splitting the audio sample the "Cancel" button **(19)** is clicked, this will return back to the "Record Edit" screen with none of the splits added to the "Record, Edit" screen. However, if selecting "Split" again the cuts will still be in place in the "Split Sample" screen.

Split audio sections placed in the "Record Edit" bin, audio "Mix" or "Edit" story board will have the original sample name followed by the split number, e.g. Name.1 – Name.2 etc. and Name.Rem for any remaining un-split audio.

Deleting the project will of course delete any audio splitting.

# 5.1.2 Special – Audio-Effects (only [ ] )

Bogart 11 for Windows has introduced a whole range of special effects, which enable audio and music to be enhanced and influenced. Here are the effects in detail. Select the audio track in the Record, Edit bin and then "Special"





Chorus introduces an effect on the audio sample. The audio echo delay has 3 stages, with adjustable input and output settings.

- -Input signal: 0-100% output signal: 0-100%
- delay: 1/2/3





Echo - produces an echo to the audio sample. The echo effect can be varied by setting the volume gain, echo delay and decay, as follows.

-Input signal: 0-100% - output signal: 0-100% - delay: 1-9999ms

- decay: 1-100%

# 5.1.2.3 B11 Declick



Replaces click or short duration unwanted sounds in the audio sample. Samples that are detected as noise are replaced by interpolated samples.

-Window size 10-100 MS (default 55) - sets the duration of each sound to be detected.

- -Overlapping: 50-95% (default 75) greater than the default value can be set for better removal of noise, but makes the process slower.
- -Auto regression: this value determines the quality of the calculated samples with interpolation 0-25% (default 2), but does not automatically improve the quality.
- -Threshold: 1-100 (default 2) this can be set to detect the number of clicking noises. The lower, the value, the greater the number of noise samples will be identified.

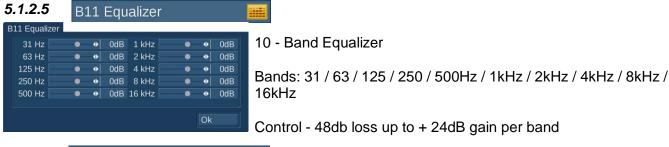


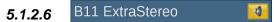


Clipped samples are removed and replaced it by interpolated samples.

-Window size 10-100 MS (default 55) sets the range, through which each distorted samples

- Window overlap: 50-95% (default 75)
- AutoRegression: 0-25% (default 8) threshold: 1-100 sets the threshold value that can will find clipped samples. The higher the value, the less is identified as de-clipped.







Linear separation of the left and right sound channel, with a kind of "Live" effect of the signal can be generated.

A factor of "0" leads to a Mono signal, the channels are ultimately replaced with-10000, at 10000, the signal remains unchanged.

Differential coefficient:-10000 to + 10000 (default 2500) clipping: Yes/No

Creates a "Flanger" effect, a special effect which is used typically in electronic music and sound effects.

No settings, here you should test on a short piece.

Effect, produces a "hass effect" this is commonly used in Mono - tone pieces and generates artificial stereo signals.

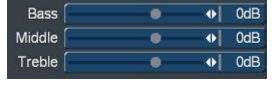
No settings, here you should test on a short piece.



Edits the music sample with predefined sound profiles. 5 sound profiles: Rock/pop/classical/jazz/dance.



Jazz Dance



Enables adjustment of the bass, mid and treble of the audio, a simplified form of the equaliser. Bass/mid/treble control: control 48db damping to + 24db gain.



Creates a phaser effect on the piece of music, which can be used for the alienation of instruments or the human voice. The effect is similar to the flanger. No settings, here you should test on a short piece.

#### B11 StereoWiden 5.1.2.12 13

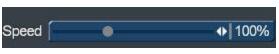


With the Stereo Widen effect the music sample can be improved.

- -Delay: 1-100ms (default 20): delay between left and right channels.
- -Feedback: 0-90% (default 30): Specifies the gain of the delayed signal of the left channel to the right and vice versa.
- -Cross feed: 0-80% (default 30): Specifies the percentage of the "Cross feeds" of the left in the right channel with inverted phase. The

higher is the value, the more signals that are equivalent in left and right channels, are suppressed. -Dry mix: 0-100% (default 80): indicates the level of the original signal.





Adjusts the speed of the sound, without changing the tone. -Speed: 50%-200% values less than 100% slow the music sample, while correspondingly larger values increase the speed.

10 5.1.2.14 **B11 Tremolo** 



Creates a tremolo effect on the audio sample, which continuously at short intervals the dynamics, so the volume of the signal is modulated.

-Frequency: 5-20000 Hz (default 5): to generate the tremolo effect, the rate should stay below from 20 Hz. With more than 20 Hz other effects are produced - depth: 0-100% (default 50%)

#### **B11** Vibrato 40 5.1.2.15



Produces a vibration effect on the audio, which dynamically changes the pitch and the volume as opposed to the tremolo. -Frequency: 5-20000 Hz (default 5) depth: 0-100% (default 50%)

# 5.1.3 Special – New Music (only







Creates a new piece of music with different types of noise.

Colour: White/Pink/Brown/Blue/Violet Background Information for physicists :-)):

White noise: 0 dB / octave constant, same noise energy per Hertz.

Pink noise:-3 dB / octave taking off, proportional the quotient of frequency 1. Brown noise:-6 dB / octave taking off, proportional 1/square of the frequency.

Blue noise: + 3 dB / octave is increasing, proportional frequency.

Violet noise: + 6 dB / octave is increasing, proportional the square of the frequency.

## 5.2 Audio-Mixing (Dubbing)

This is the area where audio tracts e.g. original background, music, voice over, etc. together with audio effects are added and volume balanced as required.

# **5.2.1 Mixing**



(1) The Mix screen can be fast switched between the standard storyboard view and the "Storyboard plus" view above, using the SB+ button. In the settings (2) there are choices for seeing the preview image by hovering the mouse directly over the time line "directly" or only shown when clicking the time line "Click".

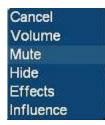
The position marker (3) can now also be positioned in the mixing screen by clicking the timeline, with fine poisoning achieved using buttons (4) moving the marker forwards or backwards on frame at a time.

Button (5), the scissor symbol splits the audio sample, (except the original track). This together with the position button (4) enables exact cutting of the audio sample.

The above can be very useful, if say a small scene is to be inserted, but the commentary audio was recorded as a single piece. These new features make audio editing much faster and more convenient.



(6) Clicking any barred button next to an audio track opens the menu to the right. The "Influence" option has been added. This option enables the volume and fade of all the clips in the selected audio track to be adjusted in one operation. The tracks are selected by clicking the box to the right of the "correction" tab, as seen right and then the volume of other tracks corrected as required.



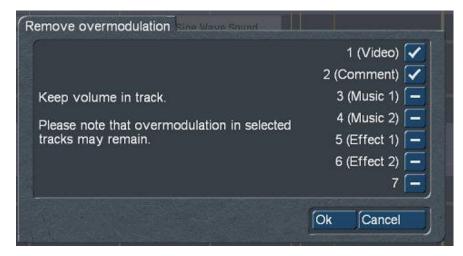
An example of this powerful tool: On the commentary track are numerous commentary samples and we require the other tracks to be reduced in volume during the voice over. Activate "influence" on the commentary

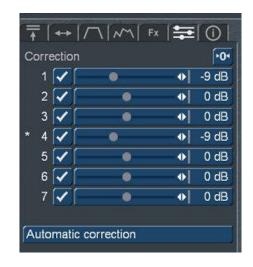
track which opens the menu to the left. Click the "correction" track box, select track 1 and set the volume e.g. -10dB and fade in/out as required. Repeat for any other audio tracks that need to be adjusted and click "OK". The result is that all audio will be reduced in one step during the commentary periods.

#### 5.2.2 Automatic Correction

The "Mixer" tab in Bogart 11 includes an "Automatic Correction" to remove over modulation in the overall audio mix.

If an audio track has been selected, as shown with an asterisk in the picture right and the "Automatic correction" button is clicked, all the other tracks are lowered in volume to eliminate over modulation.





If the active audio track is empty i.e. has no audio samples added, then clicking "Automatic correction" will open the dialog widow (left Image). Here the tracks that are required to remain at the current audio levels can be made active with a check mark and

all other tracks will be reduced in volume to prevent over modulation after clicking "OK".

In the above example, the original sound and the comment track have been selected as those that will not be reduced in volume, with all other used tracks to be adjusted as necessary.

However, the combined volume of the selected tracks may well over modulate the audio, hence the warning note. So it usually makes sense to activate just one track and let all others be automatically reduced so that over modulation is avoided in the auto correction process.

The automatic correction is by no means perfect for every situation, but can quickly remove all over modulation, saving a lot of otherwise manual work. Readjusting tracks manually can then be undertaken for final fine tuning as necessary.

## 5.2.3 Audio effects

Some audio effects already described in section 5.1.2 can also be accessed in the audio mix function. These are the effects that can be used for complete tracks, as well as individual samples.

The effects "Tempo, Click and Unclipping" cannot be used in the audio mixing, as the calculation of complete soundtracks with these effects is not possible.

# 5.2.4 Insert envelope audio control points



In the "Envelope" tab left a new button (7) has been added "Add point marker position", which enables audio envelope points to be added at precise time positions in the audio envelope.

Firstly select the audio track and position the orange marker on the active audio envelope, then use the "move the marker one frame" buttons to precisely position the marker. Finally use button (7) to add the audio control point to the audio envelope.

If you want to hear the sound while making the changes, the speaker (Scrubbing On / Off) button must be switched on in the lower left mix menu.

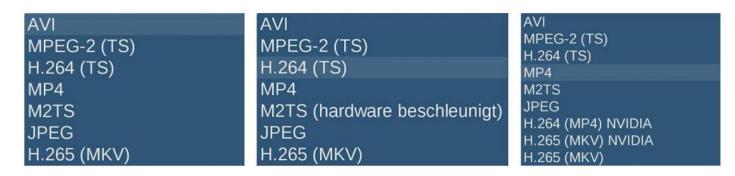


# 6 Export

# 6.1 Export formats (only [ ] )

After selecting "Opt" – "Exporting scene" then "Mode" in the upper left hand window, the available options for scene export are displayed and can be selected as appropriate.

The Casablanca3 devices have not changed in terms of export formats.



On the Bogart for Windows systems there are some changes with Bogart 11 in the formats, depending on how Casablanca4 or the PC is equipped and whether the WinPro option has been activated or not. The left hand window above shows the export format selection of older PC's without Intel hardware acceleration, but with the Windows Pro package activated. Windows Pro package adds the H.256 export in Bogart 11. The H.256 codec used in the process was developed above all to reduce high-resolution video material with constant quality in the data rate. Many modern TV sets can play H.265 files directly from a USB source (stick, memory card, hard disk). The H.265 mode requires frames (p) and is therefore not available in interlace (i) projects. If you want to create a H.265-file you have to convert your "i" project into a "p" project first.

The middle window shows an export format selection of a more modern PC with Intel hardware acceleration and Windows Pro package, which can export a M2TS file faster, using hardware acceleration. Right, the format selection of a PC without hardware acceleration, but with built in NVIDIA graphics card, which allows a H.264 and H.265 format with accelerated by the graphics card output. How high the time gains through the various hardware accelerations depends heavily on the processor and the graphics card performance and must be tested - preferably with a short reference storyboard - on your own system.

Section 3.1.2 covers the various possible accelerations in the various project resolutions.

Only .: Export formats that support chapter marks (for example, MKV, MP4) replace the chapter marks set in the storyboard (see chapter 4.2, point (3)). Software players that support such chapters (VLC, MPC-HC) allow direct access to chapters. This only applies to chapters set in the storyboard. Chapters set in the Arabesk program will not be recognized during export.

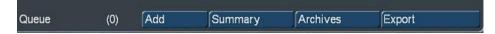
#### 6.2 Over Modulation Removal

In the export menu in Bogart 11, audio over modulation in the storyboard can be corrected. Tracks can be selected that will not be reduced in volume (e.g. comments) with all other tracts adjusted to eliminate over modulation.

# Remove overmodulation 1 (Video) 2 (Comment) 3 (Music 1) 4 (Music 2) 5 (Effect 1) 6 (Effect 2) 7 Ok Cancel

# 6.3 The Export Queue

In Bogart 11 it is now possible to export several versions of the same project in different qualities and formats, useing the "export queue".



This option enables several format versions to be exported in one operation, for example overnight, a considerable saving in editing unavailability.

With "Paste" a previously defined export is added to the queue, the number to the left of the insert button (in the picture above a "(8)") indicates how many exports are already in the queue waiting.

With "Overview" you can (see pic on the right) show which exports you have defined in the queue.

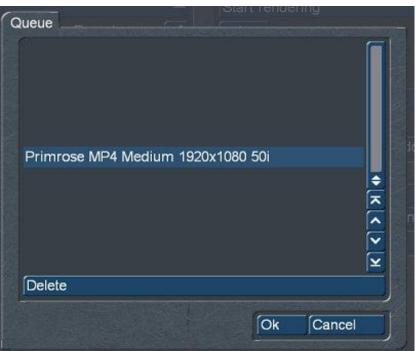
You can select formats, resolutions and areas of a storyboard to the queue; however, this only applies to one project.

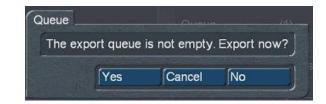
To export material from different projects, material can first be saved to archive and then exported.

The queue calculation is started with the "Export" button to the right of the "Archive" button.

When leaving the export function, when not empty.

Queue is short in demand (see picture right). The queue or the exports defined in it are exported with "Yes", with "No" the menu is exited and the queue is deleted.





## 7 Miscellaneous

Only . After backing up or exporting a scene / audio sample, the confirmation window now has an "Open Folder" button, which opens the destination folder in Windows Explorer.



Only . With Bogart 11 you now have access to so-called "shortcuts" that allow you to control many functions of the Bogart software. Pressing the "F2" key will display all currently available commands on the Bogart Work screen, "F1" will open a screen listing all commands available in the menu.

# **8 Preliminary Conclusions**

We hope that with this manual we have explained to you the new features of Bogart 11. If we have not succeeded in this, if you miss something in this manual or if you have any suggestions as to how we can improve our instructions - and also our software - please let us know! As usual, we are working on the next steps and developments of all our video editing software while you are reading this manual.

But first of all, have fun and enjoy working with it !!!



queue

MacroMotion GmbH

www.macrosystem.de

Dalco

www.dalco.co.uk

Dyson Video Services

www.dysonvideoservices.co.uk

Macro US

www.macrosystem.us