Bogart V6

Addition to the manual V5

for Casablanca

MACRO SYSTEM

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For this reason, you should make a backup of your video footage before you start using the device. We recommend that you do not delete the video footage and that you create a backup copy beforehand.

Since it is possible that changes were made to the software after the manual was prepared, the functions shown and described in this manual might differ from the software.

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1 Welcome

Thank you for choosing Bogart 6!

This manual only describes the new features that have been added since Bogart version 5. If you have updated from Bogart 4 or earlier, you will find a complete explanation of all functions in the manual Bogart version 5

1.1 What is new in Bogart 6?

Here you get an overview of the new and enhanced features in Bogart version 6.

Title Studio LE replaces the Titler from previous versions and contains many improvements in the operation and display.

NTSC projects can now be alternatively applied to PAL projects. This enables the import and processing of the corresponding video material.

USB mouse support allows the use of a mouse alternative to the trackball.

AV-Data Import and Export allows the exchange of video and audio data between a Casablanca device and a PC with Bogart version 6 (Gold Edition).

2 Titel-Studio LE

Title Studio LE offers extensive features for creating titles for example, the opening or closing credits in your movie.
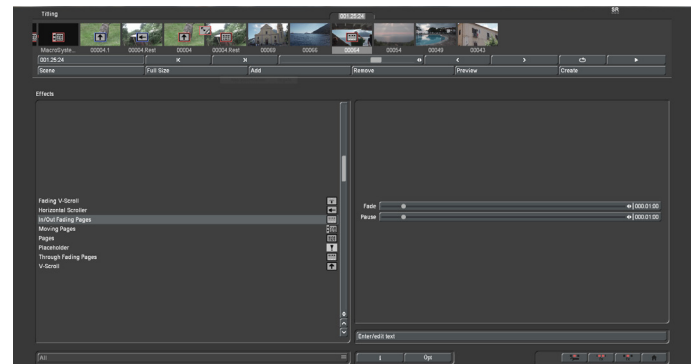
In Bogart version 6 Title-Studio LE replaces the standard Titler of earlier Bogart versions. This version has compared to the optional expansion Title-Studio limited functionality. You can use Title Studio LE it to add a text to a scene and have it rendered with a title effect. Title Studio shows you in its menu what you will see after the title has been calculated. This is called WYSIWYG, except when entering a moving text. All common text formatting is also supported.

Note: If you like to edit a title from an older project created before updating to Bogart version 6, this will open the title menu from the previous Bogart version. Only when you insert a new title effect Title-Studio LE opens.

2.1 Installation and Start

Title-Studio LE is part of the Bogart basic installation and can be used without further activation.
To start the Titler, go to the menu Bogart „titling". Choose the scene in the storyboard, your title should appear on. Then select the desired title effect from the Effect list. Start entering text using the menu „Text Input / Modify".
If you have activated Title-Studio as demo version the text on the button will show „Enter Text / change (title-Studio Demo)".
If Title-Studio is already activated (the full version), then the button will show the text „Enter Text / change (title-Studio)".
After the start you will see the main menu of Title-Studio Lite. Behind it is the first image of the scene to which the title effect will be applied. A text has already been displayed on top of this scene image.
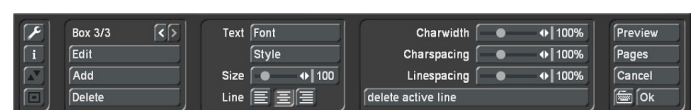
This can be either the standard text, or the most recent text you have deleted. It will be displayed in different positions, depending on the project settings. The quality displayed in

the „Enter Text / Edit" menu is independent from the project settings and based on the current screen resolution. Thus, the preview in the „Enter Text / modify" may show a higher quality than is achieved in computing.

In order to enter a completely new text, you should delete pages and/or boxes that are no longer needed. In order to delete several pages, you must open the Pages menu and click on Delete. It is not possible to delete the last page. In order to delete several boxes, return to the title menu and delete the boxes in the left part of the menu, until only one remains.

You can now start with the design of your title.

2.1.1 Text operators and text input

There are actually three types of effects, such as a text can be displayed. Within these types, there are many variations.

2.1.1.1 Page operator

A page operator is a text display that adapts a text to the size of a scene. The text written on a page must therefore be linked within the page.

Text is always entered in a selected text field, the so-called box. A box delimits an area in which a text can be written. The text that is being entered is scrolled up in the box when more text is entered than can be displayed in the box. That makes it possible later on to format the text in such a way that it fits within the box limits. Should the text still be longer than is possible to display within the box, it will be cut at the end.

A page operator can therefore use several pages and several boxes per page for formatting purposes.

2.1.1.2 Scrolling titles

A scrolling title is a text that scrolls vertically over a scene. This makes it possible to display a longer text, rendered visible thanks to the scrolling. Here, text is also entered in a box that represents the text field. The text in this box is scrolled up, when it becomes longer than the box can display. Since this is a scrolling title, this does not pose any problems. When it is calculated later on, the text is scrolled over the scene, rendering it completely visible. Hence, the box only marks the left and right positions of the text in the scene. The text is scrolled over the entire height of the scene, within those limits.

The box does not put limits on the height of the area in which the text should be seen scrolling.

It is not possible to create a background for the box of a scrolling title. Should you nevertheless need a background that is distinct from the scene for the scrolling title, you should create it beforehand with another effect. It is possible to use several pages and boxes for scrolling titles. This gives you the possibility to position the text in a scrolling title in a distinct position.

2.1.1.3 Ticker tape

When you choose a ticker tape, the title will be scrolled horizontally over the scene. Here too the text input must be entered in a box, which goes against the nature of a ticker tape. Should the text still be longer than the box can contain, it will be scrolled upward. This is a display that is nothing like the resulting ticker tape. Please do enter the text in this form. It will be displayed as lines in a ticker tape later on.

There are two ways to format the text.

If you write your text without indicating the end of lines (Return/Enter), the text will be rendered in the ticker tape as a single sentence.

When you insert an end-of-line (Return) in your text, this will start a second sentence in the ticker tape that will be displayed seamlessly after the first sentence.

It is not possible to create more than one page in a ticker tape. It is also not possible to use a box background. It is possible to display more than one box. The boxes will be displayed in the position determined by their relationship to each other in the titler.

2.1.2 The main menu of Title Studio LE

When working with lower screen resolutions, the Title Studio menu will be displayed in a reduced version. The options that remain hidden in smaller versions can be made visible by clicking on Extended.

On the right side of the main menu of Title Studio, is the Preview button. Click on this button to apply your title effect to the scene and you will be shown a small preview, enabling you to evaluate how your text looks.

You can leave Title Studio by clicking on the OK button in the bottom right corner. This will save all changes you have applied to the text. You can then let the machine calculate your title effect, or restart Title Studio at a later time. If you click on the Cancel button, all changes to the title will be rejected and the situation as it was before the last time the titler was started will be kept.

The Pages button will be described further in its own chapter.

Text can be entered via an external keyboard, connected to the device, or via the on-screen keyboard, built into Title Studio. This can be opened by clicking on the button next to OK. The on-screen keyboard menu can also be used to apply text formatting which is also available in the main menu. Especially when using symbol fonts the on-screen keyboard is very helpful to select a particular symbol.

The settings in the middle are described in their own chapters. On the left side of the menu, there is a column of three buttons.

Click on the „i" button to find the version of Title Studio you are using. It will also show you if you have used fonts that are only installed as demo versions in your text box. This is useful in case you mistakenly used a demo font while experimenting

and you don't know where it is (an empty line or even a space is enough). Try to find this location. In large texts, this becomes a difficult undertaking. It is easier when you select the entire text and choose a single uniform font. Unfortunately, this will change areas that have been modified separately.

Several menus can change their position. This is the function of the two buttons on the left side of the menu. When you want to edit the part of the title that is covered by the menu, or when you want to have a better view of the scene in its entirety, you can use both these buttons. The menu can be positioned close to the lower or the upper screen border. Use the button with the double arrow to move the menu to the opposite border. The other button in the menu reduces the menu to a minimum to allow you to view nearly the complete scene with the title uncovered.

The button with the wrench opens a menu with the option to show a grid, which may help to position text panels more accurately.

2.1.3 Text input and formatting

You can enter and edit text via an externally connected keyboard, the keyboard of the laptop, or the on-screen keyboard of the titler. Click on the keyboard symbol at the bottom right of the menu to open this keyboard.

To change the font size and shape, make sure the cursor is positioned in the row, where you would like to make your changes. The look of the whole paragraph will be changed. If you only want to change the formatting of one line, this particular line must have been completed with a paragraph mark (Return / Enter).

Note: with the full version of Title-Studio activated, you always have to select the text before you can change it. So you can perform formatting of single words up to the complete text.

Text style

When you want to change the look of a text by changing its font, shape or color, make sure the cursor is positioned within the text (see above) and click on either the button „Style" or „Font".

Click on the Font button to open a window in which you can choose a font and set a font size (10-500 points). You can choose the font by clicking on one, or by using the scroll bar in the same way as in the effect list. Next to the fonts in the list, there are also different symbols. Most of the fonts that come with the program are marked with an „A". This means that they contain all usual Western European characters). Fonts that have a face next to them (one is included in the package) do not contain letters and punctuation marks, but images or symbols. Fonts that are marked with „A+" also contain Eastern European characters. These fonts are available as extension

products. Fonts marked with „A-" are not always complete and may contain deviations from the usual fonts.
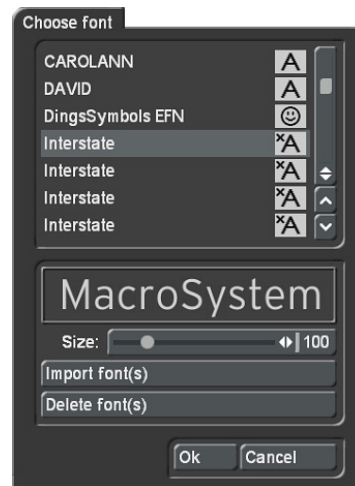
The size of the font is determined with the slider. The display shows a preview of the current font type and font size as applied to „MacroSystem". In addition to using installed fonts, you can also directly import your own fonts. Only TrueType fonts can be imported. To do this, click in this menu on the „Import font(s)" button. This will lead you to a selection menu in which you can select and confirm the storage medium that contains the fonts. You will get a list of available fonts. The currently selected font will be shown in a preview. This way, you can use the multi-select function to select the fonts you want to import. You can import a maximum of 100 fonts. Once you have check marked all fonts you want to import, click on OK to start importing them. After this, the fonts will be included in your font selection. These fonts are listed with their font name. They are marked by an „A" with a superscript „x". Should you have installed too many fonts, you can remove the superfluous ones by clicking on the „Delete font(s)" button. You should then mark the ones you want to delete and click on OK to delete them.

Open the „Style" menu to change the look of your text. On the top right side you see a preview of your text settings. Press "Color" for the color box or "Pattern" to open the "Select pattern" screen. In this screen you can select a pattern of your choice. The mode (positive/negative) and alpha value can also

be specified. Even with a text style, it may be useful to work with transparency.

Clicking on "OK" in "Select pattern" confirms your settings and you are returned to the "Style" menu. Now you can see the "Outline" button. With the aid of the slider next to it, define the strength of the outline with values between 0 (not active) and 6 (strong). The "Color/Pattern" button leads you to the image pool, in which you can decide if the outline is to consist of a pattern or color.

In the box below, you should see the "Shadow" button. Use it to determine a width between even values of 0 to 20. The "Direction" and "Color" of the shadow can also be determined. The slider for "Blur" allows you to change the outline of the shadow to a blur type effects and thus make it look more realistic.

In the right area of the screen, you can see the function "Italic". You can activate it by selecting the empty box next to it. The button "Smooth" is use to apply a slightly smeared look to the text. It also may help to weaken any unwanted artefacts resulting from video compression.

Below, you can see the "3D" option. The strength of the three-dimensional effect can be set with even values between 0 and 20 using the slider. The effect makes the letter look as if they had a certain thickness. If you use higher values, make sure to set a character space of around 120% so that the 3D effect does not interfere with the letters themselves. The "direction" can be set to four different possibilities. The arrow pointing towards the left top direction is recommended.

The structure of the effect can be set using the "Color/Pattern" button. It is recommended to use a tone similar to the text color, yet with brightness between this and the background color's.

Below left, in the "Style" screen, you can see the "Archives" button. The Archives allow you to save the styles you have created. You will also find some examples of styles that come with the software. The Style screen can be closed by pressing the "OK" button (meaning that you confirm the settings made) or by pressing "Cancel".

Lines

In addition to formatting the font, it is also possible to format the entire text line or paragraph. It is possible to change or set the distance between characters of a line, the distance between lines, the character width and the formatting of sentences.
In the main menu of Title Studio, you have the ability to change the font size of the selected text. Below that, you will find four buttons to format the line. Use the buttons to indicate whether

the text should be left aligned, centered, and right aligned or justified.

Depending on the screen resolution, there is a Block button below the line settings that you need for marking and moving text. In the smaller menu display, there is also an Extended button. This button opens a menu that will be included in a neighboring menu panel if you are working in higher resolutions. The Extended menu can also be found in the on-screen keyboard display. Here you can set line distances and widths.

Note: When you have opened the Extended menu, settings will only be applied after you have closed the menu with OK.

Buttons that are used to set percentage values, allow for values between 50% and 200% to be set and are preset to 100%. Use the function Charwidth to change the width of letters and punctuation marks of a line. Since this can also be applied to a part of a line, you must first mark the range to which the width should be applied. You can then enter the desired percentage in Charwidth. The changes will immediately become visible in the text. The letters are now -depending on the percentage-wider (>100%) or narrower (<100%), which has a corresponding effect on the complete line.
The Charspacing function stretches or compresses a line, while the width of the individual letters stays the same. Mark a range for which you would like to set the distance, and set the desired distance percentage with Charspacing. Depending on the percentage you have set, the line will be stretched (>100%) or compressed (<100%).
If you need to change the distance between lines, you must mark the lines you wish to modify. Use Linespacing to make this modification. If you choose a setting smaller than 100%, the lines will be pushed closer together, while a larger percentage will increase the distance between them. This setting will, of course, also adjust the lines below the lines you marked to the new settings.
This part of the menu also contains the „delete active line" function. This function deletes the line in which you are currently located.

Pages
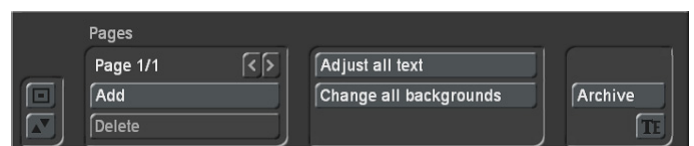
Several title effects offer support for the display of more than one page. If your text is divided in several pages, you can maintain this structure in Title Studio. To do this, click on Pages on the right side of the main menu of Title Studio. This will open a smaller menu in which you can insert and move more pages.

In the top left of the menu, you can see the text information: Page x/y. This means that page x is currently displayed and that the document has y pages. This will usually start as: Page 1/1.

Add: The Add button in the menu will add a new page at the end of the document.

<: Use this button to switch to the previous page.

>: Use this button to switch to the next page.

Delete: To delete a specific page, select this page and click on this button. The current page will be deleted without asking for confirmation. Careful, this page is now irreversibly lost.

Archive: Use this button to archive a single page. This will enable you to use it in another document, or to keep it as a backup copy. Click on this button to open a new menu with the following buttons:

Load: Select a page archive among the ones that have already been saved, and confirm by clicking on OK. The page will be loaded and appended to your existing document as a new page.

Save: Open the text field in the next menu to enter the name under which this page should be archived. Confirm the save by clicking on OK.

Delete: Select an archive among the existing ones that you want to delete, and confirm your selection by clicking on OK.

Adjust all text: Aligns all text on all pages.

Change all backgrounds: Changes the background on all panels of the active page.

Note: It is not possible to enter a text in this menu. To write a text on a page, you must first exit the menu. Some title effects, such as ticker tape or scrolling titles, cannot use more than one page. They will only use the first page for display.

Boxes

Each document cannot only contain several pages, but also several boxes on every page. A box can be compared to a sheet of paper on which you can write. It is also possible to paste several sheets over each other, so that one page consists of several parts, the so-called boxes.
Use the left part of the main menu of Title Studio to insert boxes. This is also where you will find information about how many boxes are included on the page and which one is currently being modified. This is the meaning of „Box 2/2".

Add: Insert an additional text box on this page. A new box always has a standard size. Besides this, the table will have a slightly grayed background to increase visibility. The background can only be changed with „Edit".

*<:* Use this button to switch to the previous box.

>: Use this button to switch to the next box. You can also use the trackball pointer to click directly on a box in order to change to that box.

Delete: Use this button to delete the currently selected box from the page. This irrevocably deletes the box. It is not possible to delete the last box on a page. The button is inactive in that case.

Note: If you have placed several boxes on a page, in such a way that they overlap each other, you will only be able to directly edit the part of a box that is not covered by the one that lies on top of it. Should you have, for example, two boxes and you activate the lower one, you will only be able to change the dimensions of the box using the part of the border that is not overlapped. The table that you have activated is not automatically pulled forward to the foreground. Only the part that is really visible can be edited directly. If you click with the mouse pointer in the other part, the box on top will be activated.

Editing Boxes
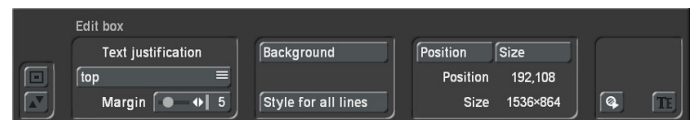
Should you want to shape a box further, or change its size, click on Edit. This will open a new menu that will enable you to set a background and text borders for the box. This is also the place where you can format your text for the entire table. The „Edit box" menu offers you the following functionality: These text-formatting functions can be applied to the box as a whole:

Text justification: This is used to determine how your text is to be positioned in the box. You can choose between having your text positioned against the upper border or lower border of the box, or to have it centered at an equal distance from the upper border and the lower border. This function is not active in any case, since it is not compatible with scrolling titles i.e.

Margin: With this slider you set the distance from the text to the (upper, lower, left and right) border of the box.

Tip: Since it is not directly possible to color a border, you must place two boxes of different size on top of each other and give both of them a background. The larger box will then act as a border around the smaller text box in front of it.

Background: Use this to define the background of the box. This setting will only be active when the chosen title effect includes the use of a background for the box. The background is the area on which your text will be displayed. Please refer to the „Formatting with colors, patterns or materials" chapter for a description of the design possibilities. Please read about the function there.

Should you not want to use a background for your box, but prefer to place your text directly on the scene, you should choose a color or a pattern as your background and then set the alpha value to 0% in the selection menu. This will make the background of the box completely transparent, regardless of the color you have chosen.

Style for all lines: With a click on this button, you will transfer the style of the active line to all other lines of this particular box. It is not possible to transfer the style to other boxes with this function.

Position: Click on this button to change the location of the box. This will give you extra options with which you can center the box directly, put it in the middle of the page, or move it manually (Change).

Size: Open this menu if you wish to change the size of the box. This will give you the following choices:

Minimum: The box is reduced as much as possible without hiding text and while keeping the border settings intact. The position of the box remains unaffected.

Maximum: The box is enlarged to the maximum extent possible (overscan). This means that the box is now as large as the scene. The position of the box may be changed as a result.

Visible: The box is enlarged to the size of the visible video area. This means that the box is now as large as the „Visible area". The position of the box may be changed as a result.

Change: This allows you to use the trackball to manually change the height and width of a box. The position of the box remains unaffected.

You can also use the trackball to change the size and the position of the box directly.

Move the arrow on the screen with the help of your trackball to the dashed line of your box. As soon as you reach the line, the arrow will change. Depending on where on the line the arrow is located, its shape will be different.

On a line, you get a double arrow, pointing up/down or left/right. If you click with the left mouse button in this location, you will be able to move the frame in the directions indicated.

If the arrow is located on one of the corners of the box, you will get a different view. You will now get a diagonal double arrow. When this arrow is displayed, click with the left mouse button to simultaneously change the height and the width of the box. Only the upper left corner of the box is behaves in an excepti-

onal way. Here, you will get a mouse pointer with arrows that point in four directions. If you click with the left trackball button now, you will be able to move the box in its entirety. The size will remain unchanged.

Click the button „Import Text" to import text you have already written and saved into a file. After clicking this button, a browser will open, so that you can select and load the desired text document.

Title effects in detail

Title effects can be selected in the effect list. This list contains several effect options. For many of them additional attributes can be modified, as will be shown in the following:

Moving pages: The direction in which the title is scrolled (over one or more pages) into ("into") or out of ("out of") the page is specified here. Any one of eight directions can be given. In addition, the "Movement" can be set up to 12 seconds.

Fading V-Scroll: The text scrolls from the bottom to the top through the picture. The scroll speed depends on the scene length and the text length (the text scrolls fast enough so that it moves entirely over the screen within the duration of the scene). The title enters the screen in a transparent state, becomes clear (solid) in the center of the screen, and again more and more transparent as it scrolls out of view. You can set the height "Fading height" of this fade-in and fade-out from 10-200 pixels.

In/out fading pages: All pages are faded in and out in sequence. The "Fade" indicates when the title should be faded in (up to 12 seconds) and the "Pause" indicates the duration between two pages.

Horizontal scroller: The text moves across the screen from right to left at the bottom of the screen. In the Text-entry menu you can enter as many letters as you wish for the text. There is a slider below the video you can use to move the text further.

V-Scroll: The text scrolls from the bottom to the top through the picture. The scroll speed depends on the scene length and the text length. The text scrolls at a speed so that it scrolls entirely over the screen within the duration of the scene. Several pages can be inserted.

Pages: All document pages are displayed in sequence. Display is done without fading and pauses. The display time is such so that the entire scene is affected.

Through fading pages: All document pages are crossfaded one after another in sequence. The speed can be set from 0-12 seconds in "Fade".

3 Working with NTSC projects

Basically there are two television standards: PAL and NTSC. PAL uses a refresh rate of 50 Hz and NTSC a rate of 60 Hz. With Bogart 6 you now can create a new project either in PAL or NTSC.

Note: Mixing PAL and NTSC footage is not advisable. Due to the different frame rates, this video would always have in some places a bucking.

To set up a project for PAL or NTSC, choose the menu „Project" and click the button „Format". Now you can setup your project corresponding to the footage you would like to import. You can choose between a HD-project (HD=High Definition) with the resolution 1920x1080, 1440x1080 and 1280x720 or a SD project (SD=Standard Definition) with the resolution 720*576 (PAL) or 720*480 (NTSC).
When choosing an SD project you additionally can switch the ratio between 4:3 and 16:9. HD projects only allow the ratio 16:9. With our add-on software „Cinemascope" installed, you can also switch the ratio to 21:9.

Note: Setting up the Format is only possible if you create a new project or if you choose an empty project.

4 Using an USB-Mouse

Bogart 6 is optimized now also for the use with an USB-Mouse alternative to the Trackball.

Since there are several computer mice and touchpads available, we only can give a general overview about the functionality of the different buttons. Pleae refer to the manual of your mouse regarding any the programming of keys. If your mouse has more than 2 buttons you probably can use all functions described in the Bogart user manual including the ones dedicated to the small trackball buttons.

(1) The left button (selection button) is used for selecting. You press a button on the screen by positioning the cursor over the on-screen button and pressing (clicking) this button.

(2) The right button (cancel button) returns you to the previous state, canceling or stopping the current operation. Pressing this button without having selected anything will return you to the previous screen. Pressing the cancel button when you are making settings cancels anything you have just set and reinstates the prior settings. If you are playing or recording video, then clicking the cancel button will cause playback or recording to stop.

(3) The scrollwheel is used to scroll through lists. You can do that by positioning the curser within the particular list or the Storyboard.

(4) Move the mouse to position the screen cursor or, in the Trim and Split screens, to scroll through the video. This is also used to change the settings of sliders (scroll bars).

Note: When using the mouse or touchpad, sliders will show a special symbol with a double arrow. Clicking on it, the symbol will change into a „rocker" which allows you to vary the movement in acceleration and direction on the associated controller. So you do not need to make any long movements with your mouse.

The differnce between the behavior of a Trackball and a Mouse (exemplary when using a selection button)

Selection buttons are indicated with three small, white horizontal bars in the upper right corner.
Clicking with the left trackball button opens a list of different options. When using a mouse, click and hold the left mouse button to open the list.
You can scroll among the options with the trackball (by rolling the ball up and down). The currently active field will be highlighted. Clicking on the left trackball button then activates the selected option. When using the mouse you only have to

release the left mouse button.
Clicking on the right trackball button cancels the operation and restores the original situation. Still hold the left mouse button when clicking the right button will cause the same effect with a mouse.

5 AV-Data-Im-/Export

G Bogart 6 will give you the option to export or import the scene bin, the storyboard and the audio tracks of your project completely or separate from each other to exchange this files with other Bogart systems (Casablanca or PC).
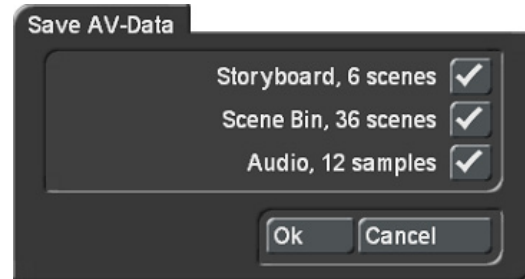
To export or import AV data of a particular project, open the Project Settings menu. There you will find the buttons for „Save AV data" and „Read AV data".

Save AV-Data: Use this menu to save the scene bin, the storyboard and the audio tracks. Select the data to be backed up and click the button „Ok".

Read AV-Data: Click this button if you would like to import data from another Bogart system.

Note: With „Save AV-Data" and „Read AV-Data" the corresponding project files will be exported or imported in their original format without any further coding. This means, the export and import of data is quite fast (depending on the used media) and without the loss of quality. In this menu inserts, effects or dubbing will not be saved.