Object-Tracer

This collection contains these effects:

Transition: Place Scene

Image Processing: Hide Area, Place Image, Spot-Light
Special: Stabilize Image 1, Stabilize Image 2

Title: Place Text

Most effects have the same options and these are briefly explained here.

Object changing:

- A static object is an object that doesn't change during the sequence. The shape stays identical from beginning to end of the tracking.
- A Dynamic object is an object that change during the sequence like a person face which turn. So after every frame we update the reference area to match the new object. "Middle" or "Fast" means the percentage of the new area blend over the old area.

For example: if you track an eye, and if the eye blink during the sequence, you will have to use Dynamic mode. If the eye doesn't blink, then the static mode is enough.

Object moving :

This depends on the movement of the object. If the object moves slowly, you should set the "Slow" setting. This also results in the calculations being carried out more quickly since a smaller area has to be analyzed. If an object moves more quickly, the motion is analyzed within a larger area.

Note:
Please note, that the realtime preview of these effects does not show the reality. Because of this, the preview is disabled and not possible.
On older Smart Edit the preview could not be disabled. For a preview, please use "Full Size".

Place Scene

A scene is placed as a rectangle of your choosing over the other scene. The left scene forms the background and the right scene is reduced in size and superimposed over the other scene.

Reference areas:
These are the corner markers between which the scene is "mounted".

Options:
Define the movement of the base scene. Position the image corners of the scene. The corners should not be too far away from the respective reference points. If you swap the corners around, the scene will be mirrored.

Image size:
Do you want the mounted picture to be positioned exactly (100%) within the reference area or should it appear larger (101%-300%) or smaller (5%-99%)?

Edge blur:
Blur of the edges of the mounted picture

Hide Area
Areas of the image can be hidden or made unrecognizable. Rectangular and elliptical areas with different modes are available.

Reference area:
This allows you to specify the image content that you want to serve as the criterion for motion.

Options:
Besides the options already described at the beginning, there are some more dealing with the type of covering. Depending on the cover-up mode, there might be another option activated.

Cover area:
The area that you want covered up. This area is always selected using a rectangle.

Place Image

This operator positions an image from the image pool into the scene.

Reference area:
This allows you to specify the image content that you want to serve as the criterion for motion.

Select image:
Select any image you like from the image pool. You will find special symbols in the "Images" category of the "Object tracer" product.

Position image:
Position the image anywhere you like and adjust its size as required.

Stabilize Image 1

This allows you to stabilize footage that suffers from camera shake. The principle of this feature involves trying to keep a selected area - the reference area - as still as possible. Please note that, in the case of pan shots, no tracking will take place - use of this function therefore only makes sense for footage in which the scene content hardly moves.

Note: When rendering the effect with "Auto-Scaling" being activated, a black picture is shown for a short while. During this time, the scaled image is being rendered. After this, rendering begins.

Reference area:
This allows you to specify the image content that you want to be used as the stationary reference point for the scene.

Options:
Besides the options already described at the beginning, there are some more settings for the rendering quality and for an optional sharpening of the image.

Auto-Scaling:
If, during stabilizing, the normally invisible edges of the image come into view in the scene, you can activate auto-scaling which results in the scene being magnified so that the edges are not displayed. This setting should only be used if there is only minor image movement, or else the scene will be scaled too much.

Stabilize Image 2

This works in a similar way to "Image stabilizer 1" but uses two reference areas. This allows a rotational movement of the camera (tilt) to also be compensated. The tilt compensation works best if the two reference areas are far apart. As an additional option, you can also rotate the image, for instance, to make the horizon appear level.

Note: When rendering the effect with "Auto-Scaling" being activated, a black picture is shown for a short while. During this time, the scaled image is being rendered. After this, rendering begins.

Reference area 1+2:
This allows you to specify the image contents that you want to be used as the stationary reference points for the scene.

Options:
Besides the options already described at the beginning, there are some more settings for the rendering quality and for an optional sharpening of the image.

Auto-Scaling:
If, during stabilizing, the normally invisible edges of the image come into view in the scene, you can activate the scaling function which results in the scene being magnified so that the edges are not displayed. This should only be used if there is only minor image movement, or else the scene will be scaled too much.

Spot-Light

A kind of light beam is created such as one emitted by a stage spotlight. If you select a suitable reference area, the spotlight can be made to follow an object.

Reference area:
This allows you to specify the image content that you want to be used as the motion criterion for the scene. Options: Besides the options already described at the beginning, there is another setting dealing with the properties of the spotlight.

Spotlight area:
Specify the position and size of the spotlight. The selection area is always rectangular.

Place Text

This title effect allows you to enter any text you like and make it move through the scene while displayed superimposed on a moving object. The text can also be more complex and can comprise several text boxes with images and can even involve several pages. The pages are faded in and out in accordance with the set options. During the computation, the entire text is made to move through the scene within the selected reference area.

Reference area:
This allows you to specify the image content that you want to be used as the motion criterion for the scene.

Transition:
Do you want the text to be faded in and/or out.

Fade time:
Duration of the transition. If the transition is set to 0:00, the text is displayed over the entire scene.