

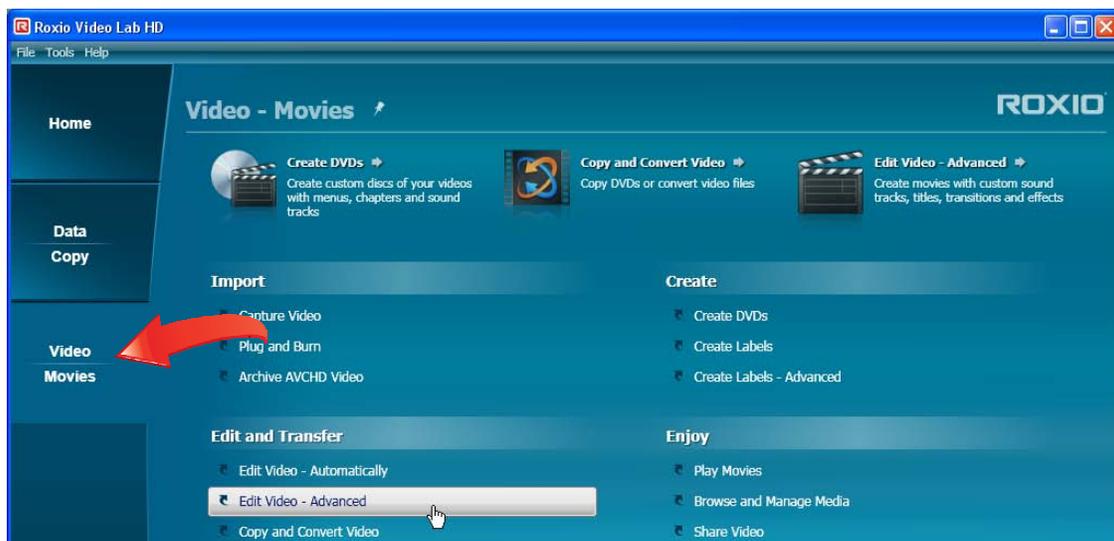


Create 3D Videos in VideoWave – The Easy Way

VideoWave can produce 3D videos from footage shot by 3D camcorders like the Fujifilm FinePix REAL 3D W1, or by converting traditional 2D standard definition and high definition movies into 3D. VideoWave can also convert traditional 2D images into 3D projects, and incorporate 3D images from multiple sources. This tutorial will describe the workflow for creating 3D videos in VideoWave from all these sources.

Getting Started:

1. To start, run Roxio Video Lab HD, click “Video/Movies,” and then “Edit Video – Advanced.”

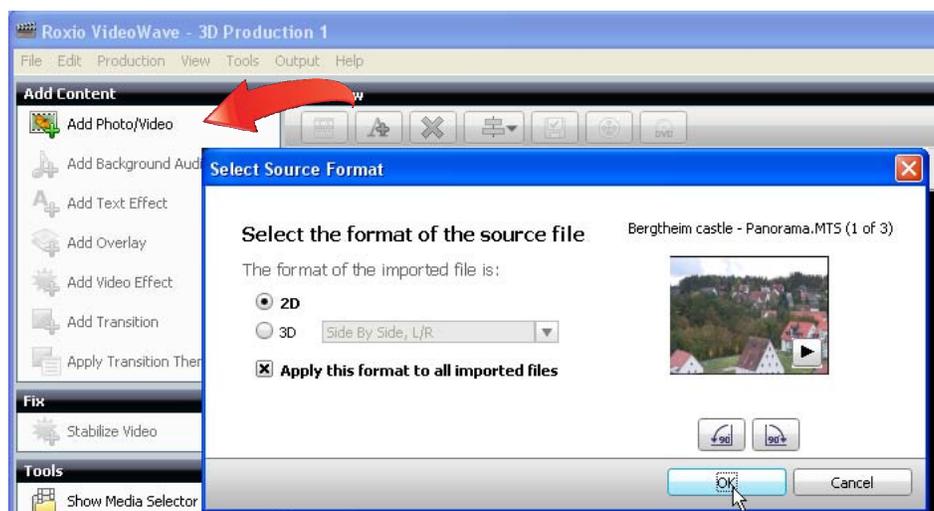


1. **Choose the format for your production.** Roxio VideoWave opens the Welcome to VideoWave dialog. Choose the 3D format that matches the aspect ratio of your primary source material, whether Normal 3D (4:3) or Widescreen 3D (16:9). Click "OK" to open the new 3D project.



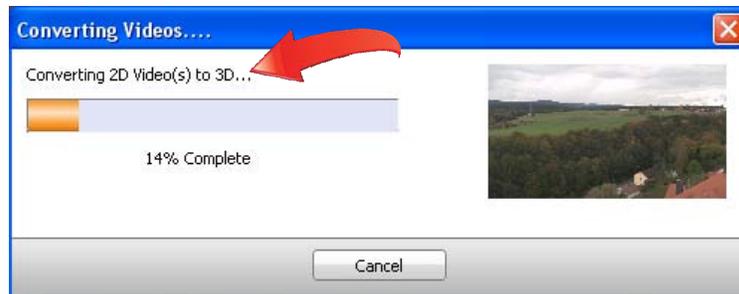
If the Welcome to VideoWave screen doesn't appear when you launch VideoWave (because you previously clicked the "Don't show me this again" checkbox), choose File > New Production from VideoWave's main menu, and choose the desired 3D format.

1. **Importing 2D videos into your project.** Click "Add Photo/Video" on the upper left of the Task pane, which opens the Insert Photos/Videos dialog. Navigate to and choose the 2D video file or files to insert, and click "Open." VideoWave then opens the Select Source Format dialog. Click the Play control in the video thumbnail to preview any video file. Select the 2D radio button and click "Open" to import the file.

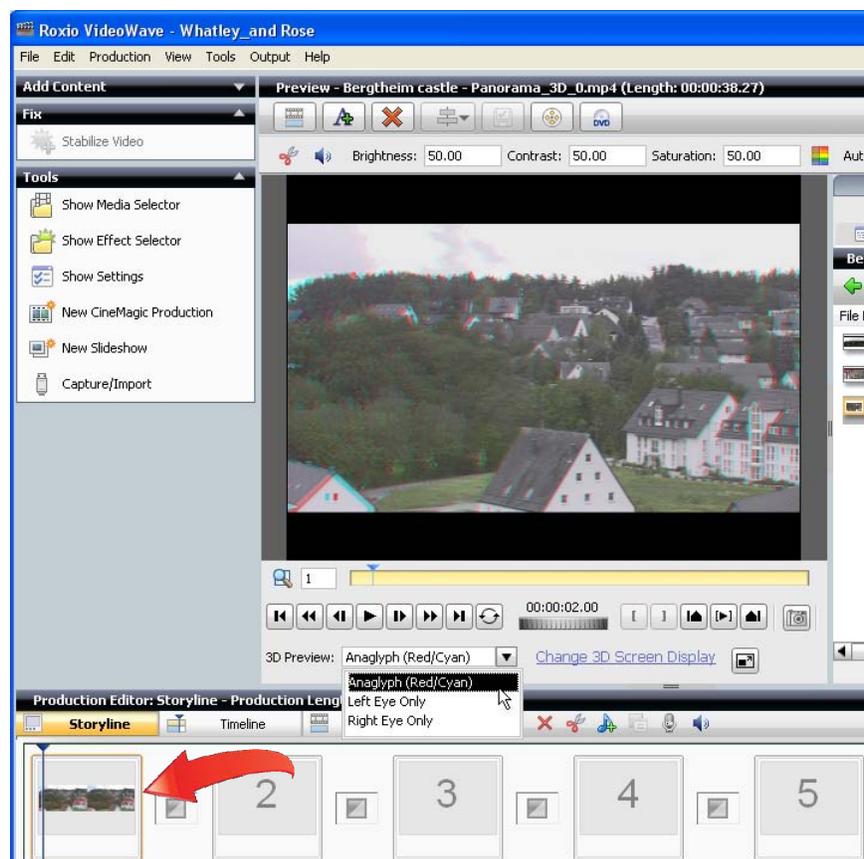


If you selected only 2D files, click the "Apply the selected format to all imported files" checkbox to select this option for multiple files. Note the option to rotate files via the buttons beneath the video thumbnail, and do so if needed.

When VideoWave imports the 2D files, it converts them into a high quality side-by-side 3D file using proprietary image and motion detection algorithms, displaying a Converting Videos dialog. Conversion time will depend upon the length and format of the 2D video file and the speed of your computer.



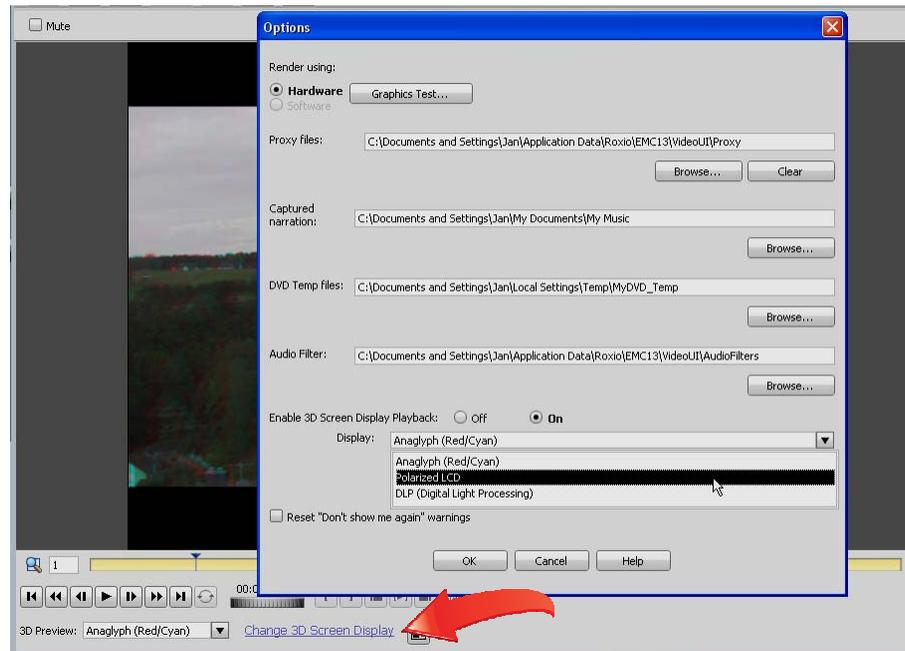
In the thumbnails in the Storyline or Timeline in the Production Editor, the converted 2D video will appear as a side-by-side video, but will appear normal in the Preview pane. Note the 3D Preview list box beneath the video player, where you can choose to preview in Anaglyph (Red/Cyan), Left Eye Only or Right Eye Only.



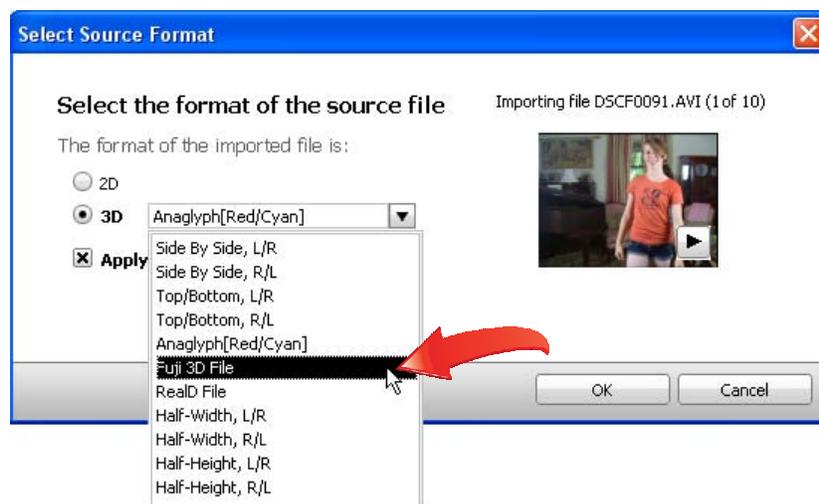
If you select multiple files to import, and didn't click the "Apply the selected format to all imported files" checkbox, VideoWave will repeat this process for each selected file.

1. **Enable hardware-assisted 3D screen display.** If your computer has 3D hardware-assisted screen display, click "Change 3D Screen Display" beneath the Preview pane to open the Options dialog. Towards the bottom of the Options dialog, in the Enable 3D Screen

Display Playback area, choose the “On” radio button, and choose your hardware-assisted display technology. Click OK to close the dialog.



- 1. Importing 3D videos into your project.** Click “Add Photo/Video” on the upper left of the Task pane to open the Insert Photos/Videos dialog. Navigate to and choose the 3D video file or files to insert, and click “Open.” Click the Play control in the video thumbnail to preview any video file. In the Select Source Format dialog, choose the 3D radio button, the correct input format in the drop down list, and click “Open.”

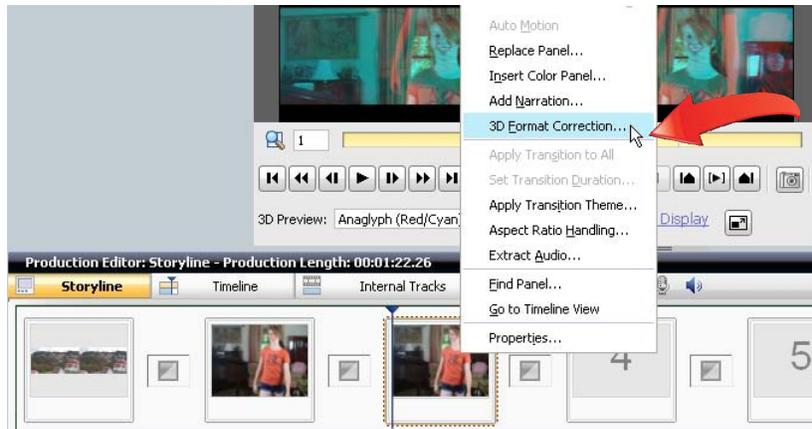


If you selected only 3D files of the same format, click the “Apply the selected format to all imported files” checkbox (beneath the 3D Format list box) to select this option for multiple files. VideoWave automatically tags any 3D files that it creates, so you won’t see this Select Source Format dialog if you re-import 3D files produced by VideoWave.

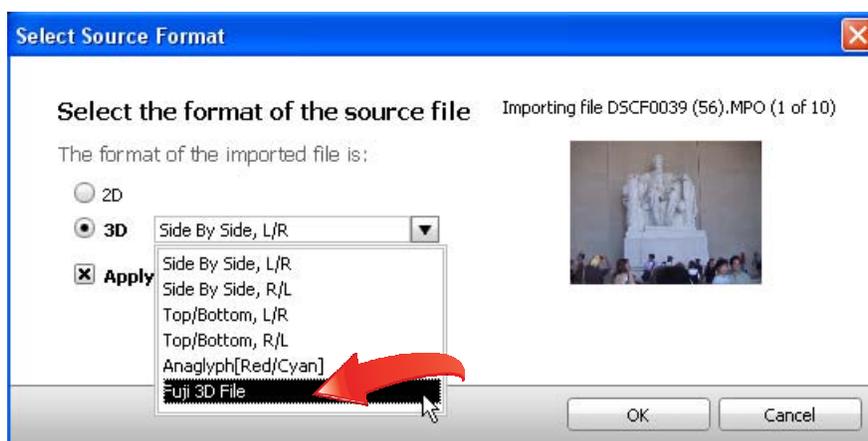
If you don’t know the correct format of your 3D video, check the documentation that came with your camera. If you didn’t shoot the original video and don’t know the source,

play the video file in Windows Media Player or the QuickTime Player, which may reveal whether the format is anaglyph, side by side, or top and bottom. Don't sweat if you're not sure; you'll learn how to fix any import errors in the next step.

- 1. Correct any 3D import errors.** If, after import, the video looks distorted in VideoWave's Preview pane, right-click the video in the Storyline or Timeline and choose 3D Format Correction, which will open the Select Source Format dialog shown above. Try another format and click OK, repeating as necessary until the video appears normal.



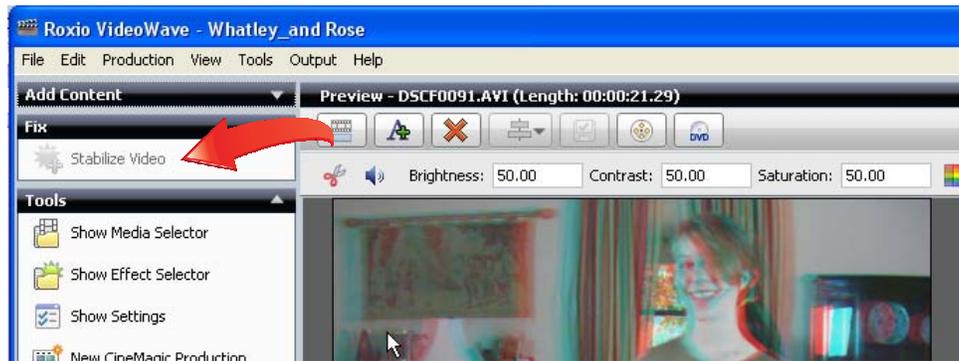
- 1. Importing 2D and 3D images into your project.** Click "Add Photo/Video" on the upper left of the Task pane, which opens the Insert photos/videos dialog. Navigate to and choose the image file or files to insert, and click "Open." In the Select Source Format dialog, choose either the 2D or 3D radio button, and if 3D, choose the correct input format from the list box. Click "OK" to import the image. If you selected only image files of the same format, click the "Apply the selected format to all imported files" checkbox (beneath the 3D Format list box) to select this option for multiple files.



If you select multiple files to import, and didn't click the "Apply the selected format to all imported files" checkbox, VideoWave will repeat this process for each selected file.

- 2. Editing 3D projects.** For the most part, you edit 3D productions the same way you edit 2D productions, adding transitions, effects, titles and the like. However, some effects, like

Stabilize Video and rotation, are not available in 3D productions, and will be grayed out in their respective control panels.



Beyond these limitations, there are some caveats, which include:

- Any effect that blurs edges in a video, like blurring or film grain, or otherwise distorts the content, like ripple or relief, may lessen the perception of depth in the 3D video.
- Color adjustments on video to be distributed in anaglyph format may interfere with the Red/Cyan coloring used to produce this output.
- When outputting in Red/Cyan anaglyph format, VideoWave will convert some reddish colors to black, which is a technology limitation of the Red/Cyan anaglyph format.
- In general, be conservative in your first few 3D projects until you learn how to maximize your 3D videos. Then start spreading your creative wings.

3. **Share your video.** You've got the basics on 3D production. For details on outputting your 3D project, don't miss our separate tutorial on Choosing How to Output 3D.

