

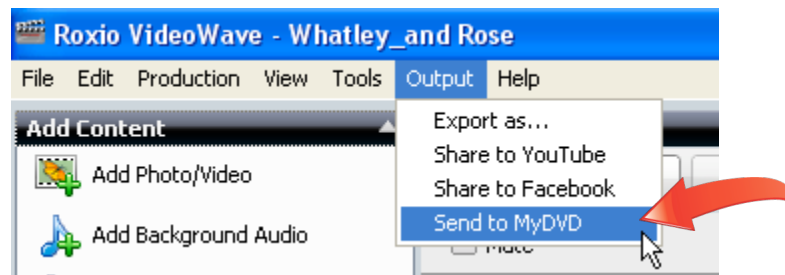


Choosing How to Output 3D

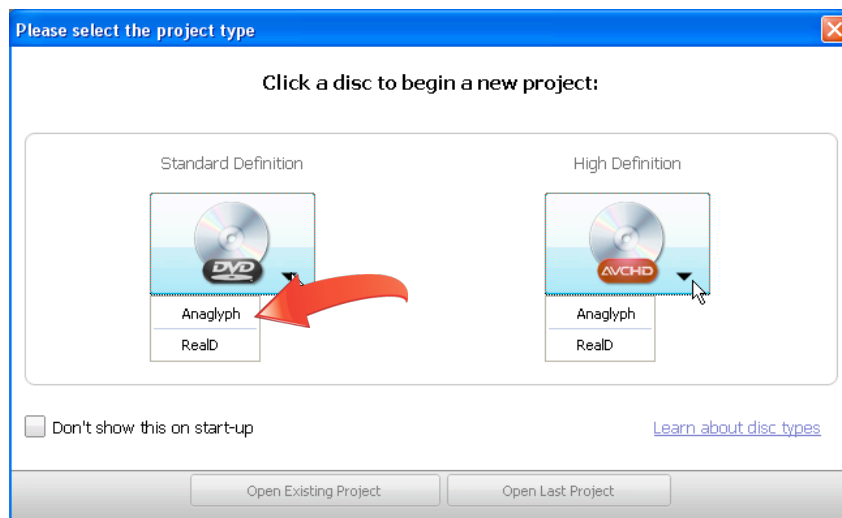
After producing your 3D movie in VideoWave, you have a number of output options, including producing a 3D DVD in MyDVD, sharing via YouTube or exporting 3D files in various formats. This tutorial will work through those options.

Creating a 3D DVD in MyDVD:

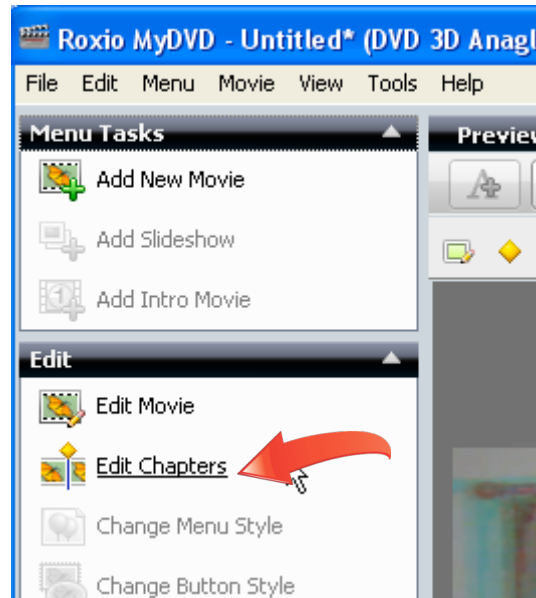
1. **Send the project to MyDVD.** To start, finish editing your project in VideoWave, and then choose "Output" and "Send to MyDVD."



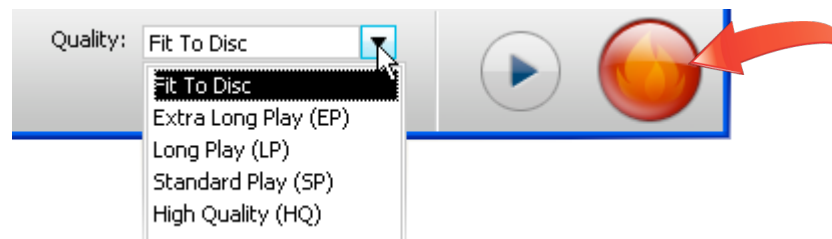
2. **Choose the format for your production.** Choose whether to produce a standard definition DVD that will play on any DVD or Blu-ray player, or a High Definition AVCHD Disc, which renders HD content onto a traditional recordable/rewriteable DVD, but can only play on a Blu-ray Disc player. Then, choose Anaglyph if you will be viewing the disc on a standard computer monitor or television, or RealD if you will be viewing the disc on a system equipped with RealD viewing technology.



3. **Produce your DVD.** 3D DVDs have no menus, and the discs will start to play immediately after being placed in the drive. Within MyDVD, you can add additional movies to your projects, edit any movies in VideoWave or create chapters so viewers can navigate from chapter to chapter using their DVD's remote controls.

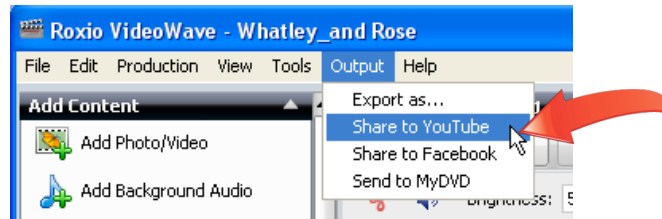


4. **Preview and record your DVD as normal.** After finalizing your DVD, select the desired quality options, preview and record as normal.

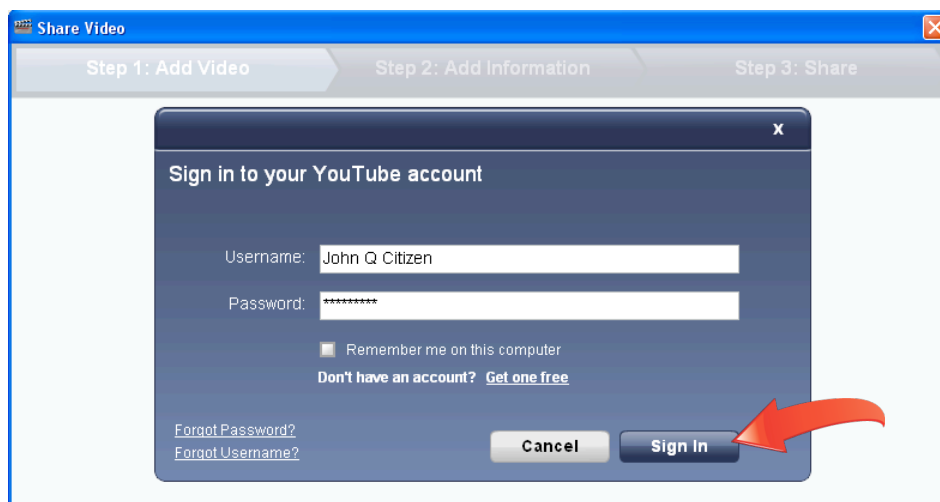


Sharing to YouTube:

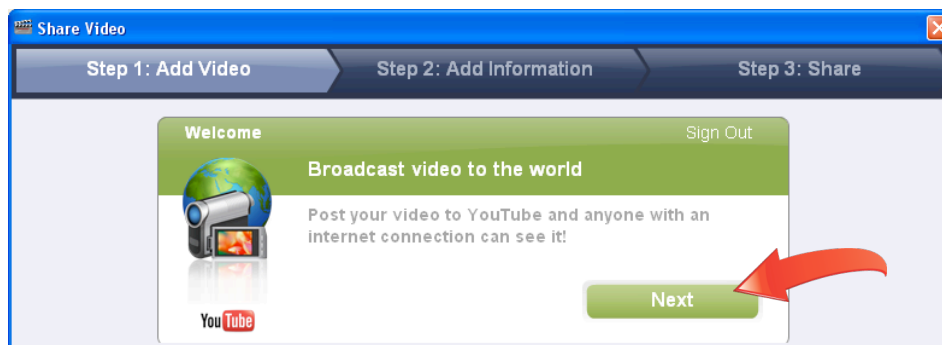
1. **Share to YouTube.** From within VideoWave, to upload your video to YouTube, choose "Output" and "Share to YouTube."



2. **Sign into your YouTube account.** VideoWave opens the Sign into your YouTube account screen. Enter your Username and Password, and click "Sign In." Or, if you don't have an account, click Get One Free and create an account. Then, enter your Username and Password, and click "Sign In." If you'd like, click the "Remember me on this computer" checkbox, and you won't have to enter this information the next time you upload a file to YouTube.

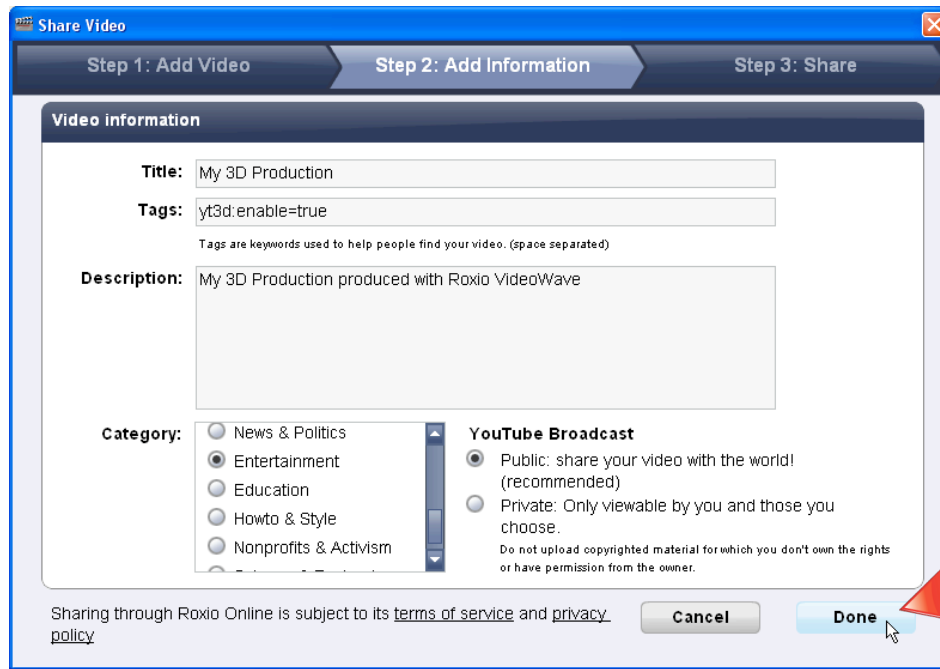


3. **Click Next in the YouTube Welcome screen.**

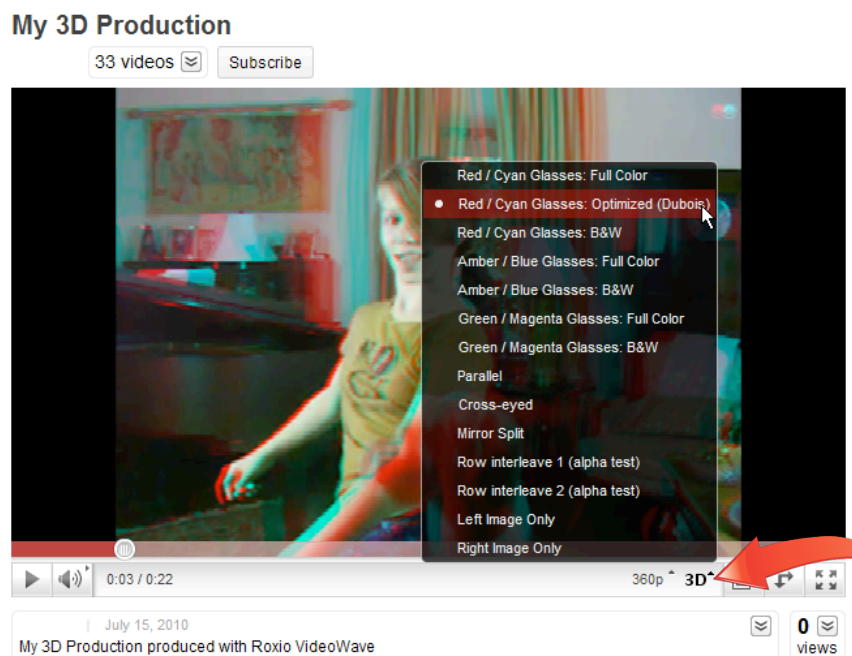


4. **Enter video information.** Complete the video information screen, adding a title, any additional tags, inserting a description, choosing a category and opting whether to

make the video public or private. Note that VideoWave automatically inserts the yt3d:enable=true tag that tells YouTube that your video is in a 3D format. Click Done when finished entering this information.

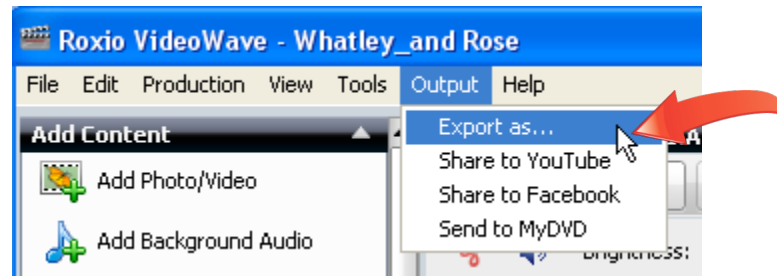


5. Wait for your video to render and upload, and for YouTube to process your video, and then watch your video on YouTube. Go to your YouTube account page and wait (and don't forget your 3D glasses). VideoWave will display several status screens informing you that your video is being rendered and uploading, and then YouTube must process the video before you can view it. Once available, choose the format that matches your 3D display technology, and enjoy your video.

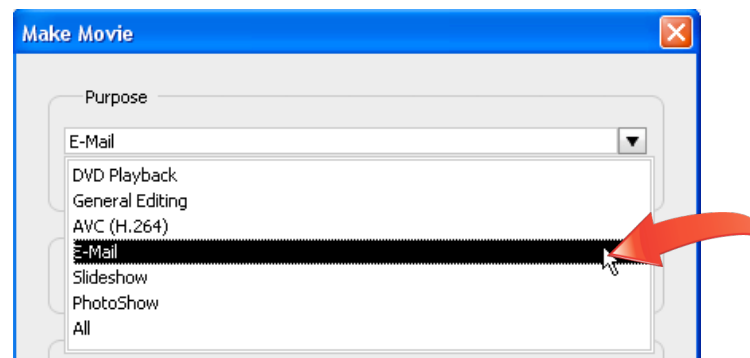


Saving 3D Files:

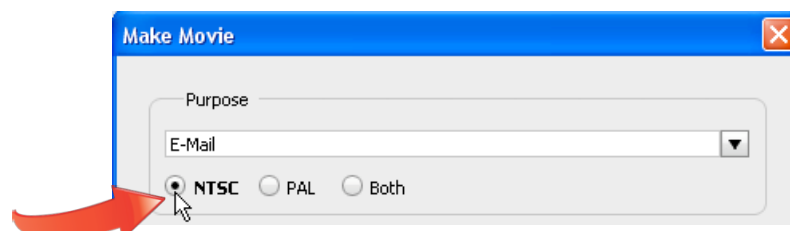
1. **Open the Make Movie Screen.** From within VideoWave, to create a 3D file, choose "Output," and then "Export as..." Click Yes if VideoWave asks if you want to save your project.



2. **Identify how you intend to use the file.** In the Make Movie dialog, click the Purpose drop down list and choose how you intend to use the file. For maximum flexibility regarding encoding choices, choose "All."

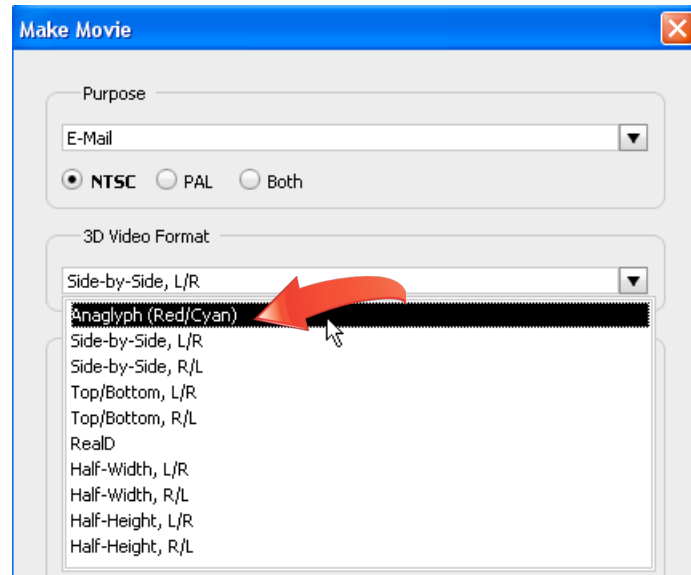


3. **Choose a video standard.** In the Purpose box, click the "NTSC" radio button to limit template choices in the Video File Quality list box (see Step 5 below) to those appropriate for files to be viewed in the US and Japan, the "PAL" radio button for template choices appropriate for files to be viewed in Europe, or the "Both" radio button to access both NTSC and PAL templates.

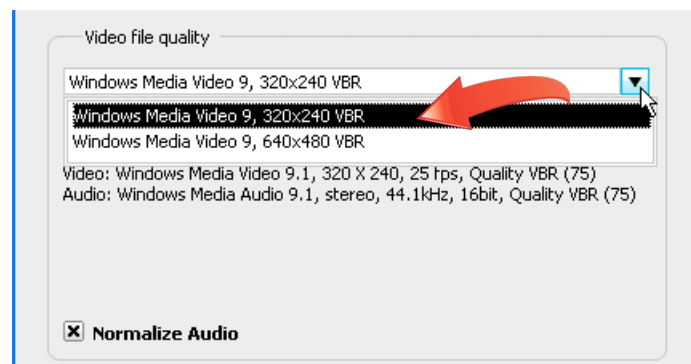


This selection matters primarily when producing a file to be included on a DVD. When producing for email or uploading to a web site, choose the standard that matches the video included in the project, which is usually NTSC in the US and Japan, and PAL in Europe. All viewers, irrespective of location, should be able to view NTSC or PAL files in both formats so long as they have the necessary player.

- 4. Choose a 3D video format.** In the 3D Video Format list box, choose the desired 3D format. Specifically, choose the format that matches the 3D display technology that you (or your viewers) will use to display the file. For example, the NVIDIA 3D Vision system uses Side-by-Side, L/R, while YouTube expects a file in Side-by-Side, R/L. The most commonly available 3D viewing system is Anaglyph (Red/Cyan). If you're not sure what format to use, check the documentation of your display system.

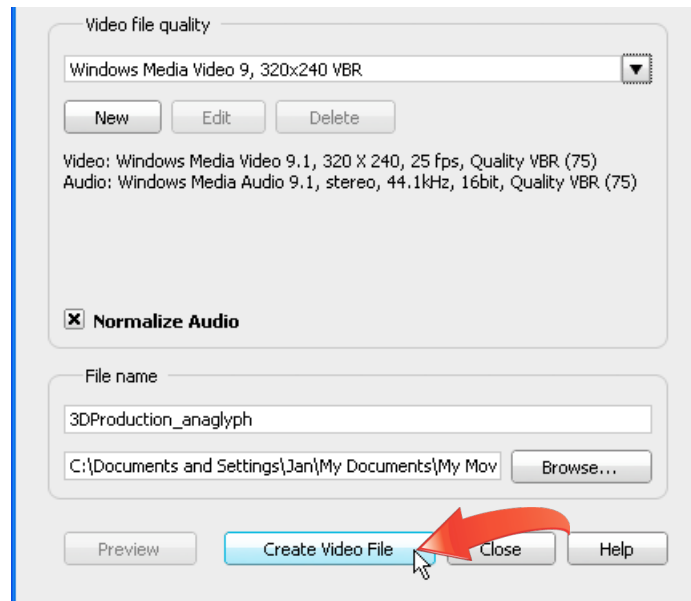


- 5. Choose a quality template.** In the Video file quality box, click the template drop down list, and choose the desired quality template. After selecting the template, VideoWave will display the encoding parameters beneath the drop down list.



- 6. Check the Normalize Audio checkbox.** The Normalize Audio function (see screen above) improves the audio quality of your production by scanning the audio and adjusting the settings to provide the full dynamic range. Click the "Normalize Audio" checkbox to enable this function.

7. **Start rendering the file.** Review all encoding parameters, and if acceptable, customize the output file name if necessary, and click Browse to change the storage location. Click "Create Video File" to start encoding.



8. **Wait for rendering to complete and enjoy your file.** VideoWave will first normalize your audio (if selected) and then start rendering the video file. No further action is required on your part; but you can stop the rendering by clicking "Cancel."

