



A Tutorial Guide for Students



**Title V Cooperative Grant
Software Available for
EPortfolio Enrichment**





User Tutorial

This section provides a walk-through tutorial to simulate the process you will follow when you use the Juicer for your editing projects. This tutorial assumes that you have read the information provided herein and understand the basic steps of using Digital Juice products and the Juicer (for example, this tutorial will not cover the steps for adding items to the Batch Window, but will instead simply instruct you on the workflow process of using the Juicer).

The details here will focus specifically on a start-to-finish process of using various Digital Juice products with the Juicer. If you need help remembering how to execute any of the steps mentioned, please refer back to the information in the previous sections.

We are going to simulate a project that we intend to be viewed from computer CD-ROM and also available from a web site. We will work with a Type 1, Type 2 or 3, and two Type 6 items.

Step-By-Step:

- Install the Juicer from the Juicer CD and launch the software.
- Install all corresponding catalogs for your Digital Juice products.
- Customize the workspace by moving/resizing the windows to your liking.
- Set your viewing option for the Product Browser.
- Use the Product and Volume drop menus, on the Product Browser, to view the contents of the Digital Juice products you installed.

- Select items directly from the thumbnails in the Product Browser or use the Keyword List to search for specific kinds or themes of items.

If you have Jump Backs, select a Jump Back after you have browsed or searched the content you want to use (if you do not have Jump Backs, a Motion Back or Editor's Toolkit background will suffice, since these are all Type 1 items).

- Add the Jump Back to the Batch Window twice, using any one of the methods described previously. We will set one for the CD-ROM and make one suitable for web site delivery.
- Now use the Add To Favorites button to create a Favorites list. We will use this to group all of the items we plan to use for this project.
- Use the Product and Volume drop menus to select 103_MDElement from the Editor's Toolkit 2 (Type 3 item), disc 9 (if you do not have Toolkit 2, select 003_AniOverlay from Editor's Toolkit 1, disc 1, since this is a Type 2 item and is therefore similar to Type 3).
- Add the item from Step 9 to your Favorites list, so that it is grouped with the Jump Back you



selected.

- Use the Keyword List drop menu to display the keywords for the BackTraxx audio files.
- Spot select the atmospheric and driving keywords to add them to the search function, then search for those items using the Find button.
- Spot select the 08_Atmospheric_19 Brazil and 08_Atmospheric_29 Dream of the Sandman tracks from BackTraxx 1 (Type 6 items), then add them to your Favorites list.

You should now have a Type 1, a Type 2 or 3, and two Type 6 items in your Favorites list.

- Add the remaining items in your Favorites list to the Batch Window.
- Highlight the Type 1 element in the Batch Window to customize the settings for the project.
- Expand the Batch Window so that the Render Settings tabs are visible.
- Customize the length so that it is approximately half the duration of the original length (example: change an 30-second Jump Back to 15 seconds).
- Since we are doing a CD-ROM delivery project, leave the Fields setting set to None (Progressive).

- Set the Resolution to 720x480 DV resolution.
- Set the FPS setting for 30 fps, which is the standard for DV.
- Switch to the Effects tab and click the Cross Dissolve Loop check box.
- Adjust the Loop slider so that the value is one second (00:01:00).

The Cross Dissolve defaults to a two-second setting, unless the custom length you specified is less than two seconds. In this case, it will default to half the value of the length you specified.

Setting the Cross Dissolve for one second means that our animation will start to loop at the last second of the animation. So, if our length is cropped from 30 to 15 seconds, and our Cross Dissolve is set to one second, our animation begins to loop at 14 seconds.

You may also manually enter the Cross Dissolve value in the data field, if you prefer.

- Switch to the Output tab. Leave the Save As file format set to QuickTime.
- Click the Save As Settings button and select the Settings button on the Movie Settings pop-up window.
- Select the DV/DVCPRO – NTSC codec from the drop menu.
- For your Save Location select the Select Save Location option from the drop menu and create a new folder named Project 1 (example: Save Location set for your C: Project 1 directory).



Repeat steps 17 through 25 for your second Type 1 item, this time setting the Resolution to 320x240 and the FPS to 15, so that the rendered file is better suited for web delivery. Also, select the Cinepak codec from the Save As Settings button options to give the animation a more web-friendly compression.

- Highlight the 103_MDElement or 003_AniOverlay in your Batch Window and switch back to the Settings tab.
- Leave the Length at full-length and Fields set to None (Progressive).
- Now click the Element Mode check box to activate Element Mode.
- Resize the item using the drag/resize boxes at the corners of the image in the Preview Window. Change the resolution (displayed in the Preview Window and in the Element Resolution data fields) until the item is 800x300. If you have trouble making the change precisely, then manually enter the value into the Element Resolution data fields.
- Once the resolution is set, click the Element Position drop menu to center the item.
- Switch to the Effects tab and select the Horizontal Flip check box.
- Switch to the Output tab.
- Keep the Output default settings, since the Animation codec is a 32-bit codec (which is necessary for alpha channel support).
- Highlight either of the audio files in the Batch Window and switch back to the Settings tab.

For this project, let's assume we want to use one of the audio tracks for the CD-Rom delivery and the other for web delivery. We will set the first one for web delivery.

- Select the standard web sampling rate from the Rate drop menu (web standard is 11 kHz).
- Select Mono Channel for web-based content.
- Select the standard Sample Width for web content (8 bits).
- Repeat steps 36 through 38 for the CD-ROM delivery audio track, this time selecting CD-Audio standards (44 kHz Rate, Stereo Channel, and 16 bits Sample Width settings).
- Click the Render All button to begin rendering the files to your Project 1 folder.