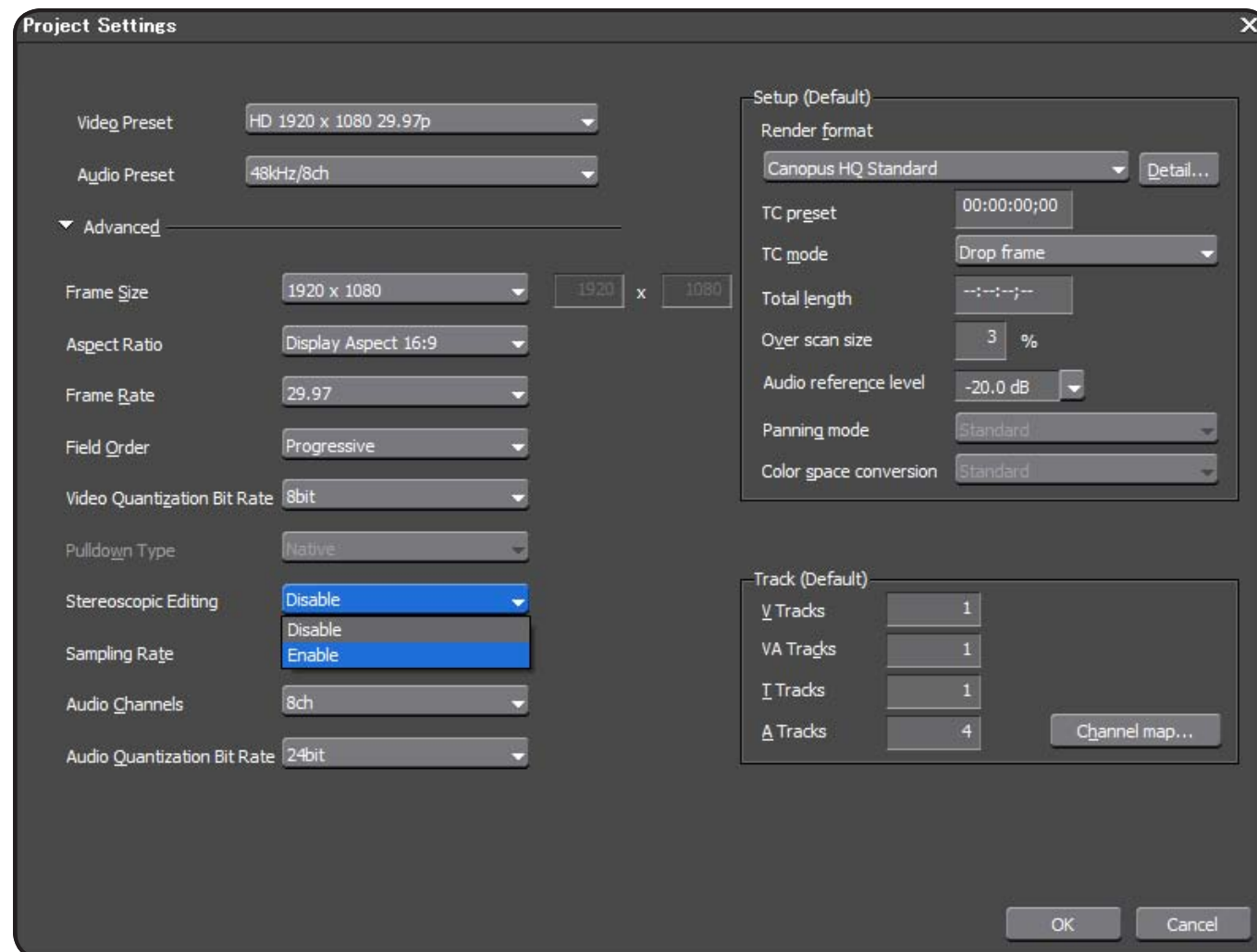


EDIUS 3D QuickStart Guide

This manual is a simple guide to the new 3D editing function in the EDIUS® 3D Preview Version

PREPARATION FOR 3D EDITING

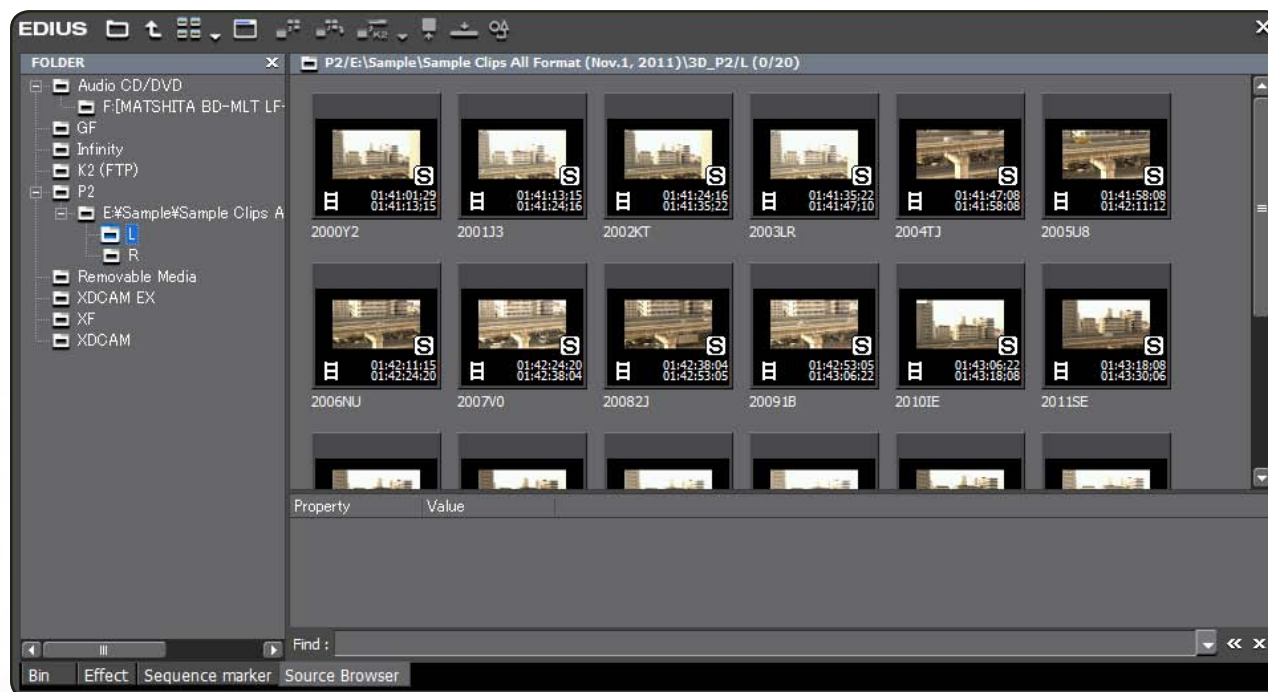


You can create a custom 3D preset to avoid going through these steps every time. Start EDIUS and select [Settings] → [Project Preset].

Click “Application” on the category tree and select “Project Preset”. In details, set [Stereoscopic] to [Enable].

- Start EDIUS and go to [Project Settings] → Set [Stereoscopic Editing] to [Enable].
- Select a preset and check [customize], and click [OK].
- Or start EDIUS and select [Settings] → [Project Settings]. Select [Change current settings] and open [Project Settings].

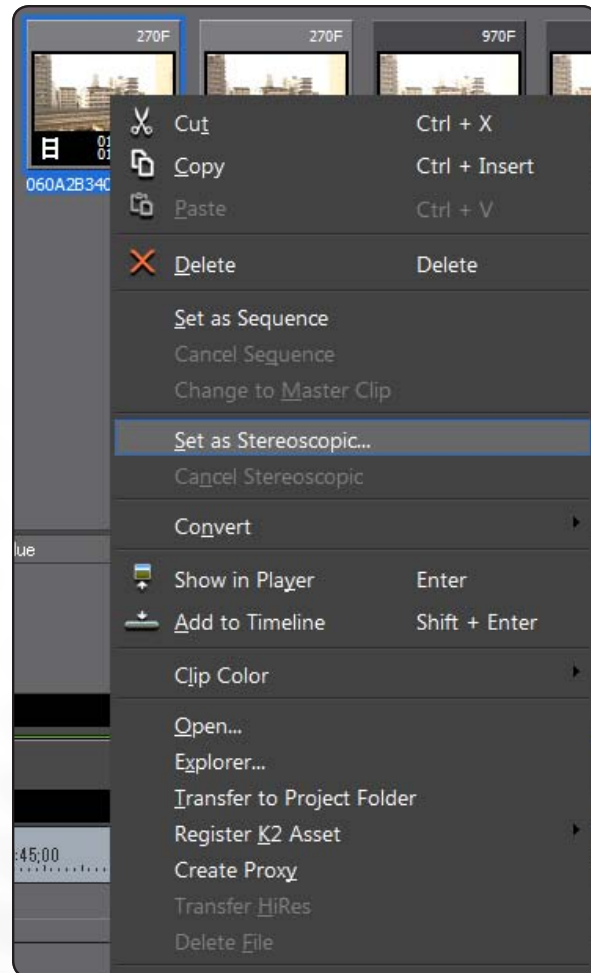
CLIP FILES ON THE TIMELINE



- Select the 3D clip to edit.
- 3D clips on removable media can be imported via the Source Browser. Individual left and right clips can be imported in the bin and converted to a 3D clip.
- 3D clips detected automatically in the Source Browser are 3DA1 (Panasonic), MVC (Sony, Panasonic, JVC), and 3DP2 (Panasonic) files.
- For 3DA1 stereo clips, a stereoscopic folder is added in the Source Browser, alongside the two left and right folders.

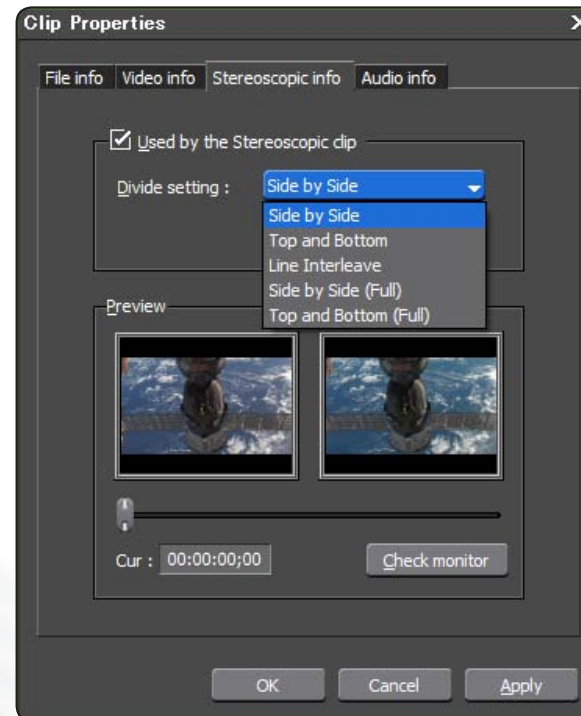
GENERATING 3D CLIPS FROM SEPARATE LEFT AND RIGHT CLIPS

To combine separate left and right clips into a stereoscopic clip, select the two clips in the bin, right-click and select [Set as stereoscopic] from the menu.



Properties

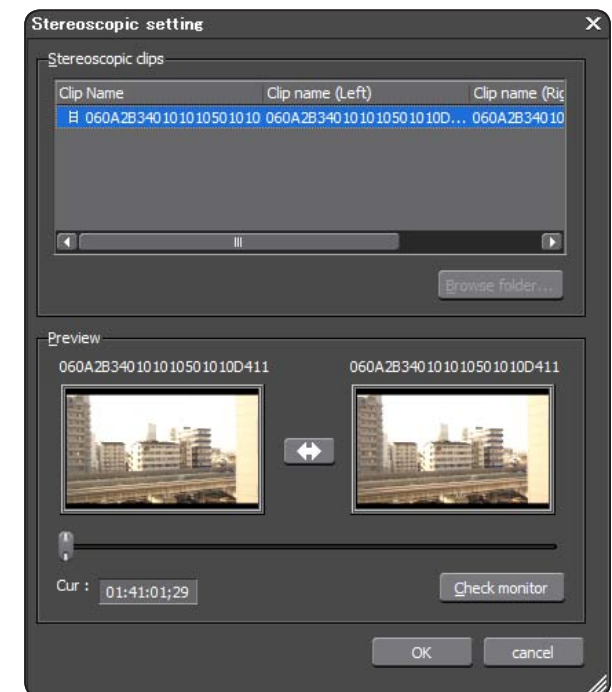
If you have a single clip that has 3D images (such as side by side), you can set it as a stereoscopic clip in the clip properties.



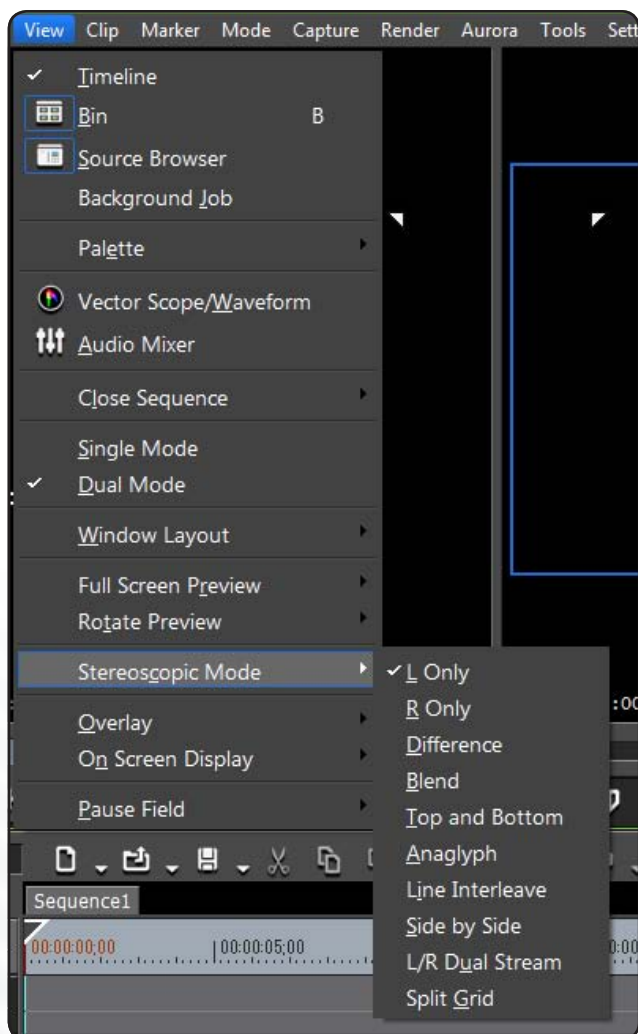
Stereoscopic Setting

In the Bin window, you will select two clips and right-click to select "Set as Stereoscopic (clip)."

In the Stereoscopic Settings dialog box, you can assign which clip is left-eye and which is right-eye. You can also select how the two clips are synchronized: clip start point, internal timecode, or by user-supplied clip In point.



CHANGING THE 3D PREVIEW MODE



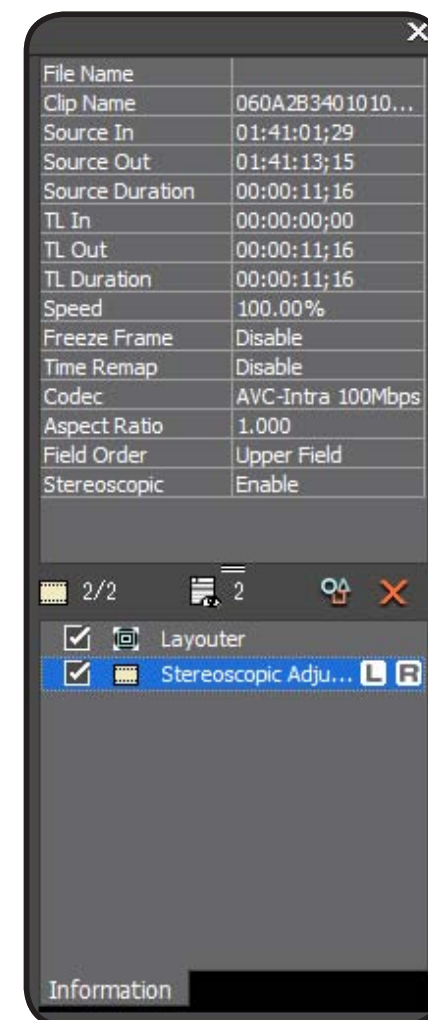
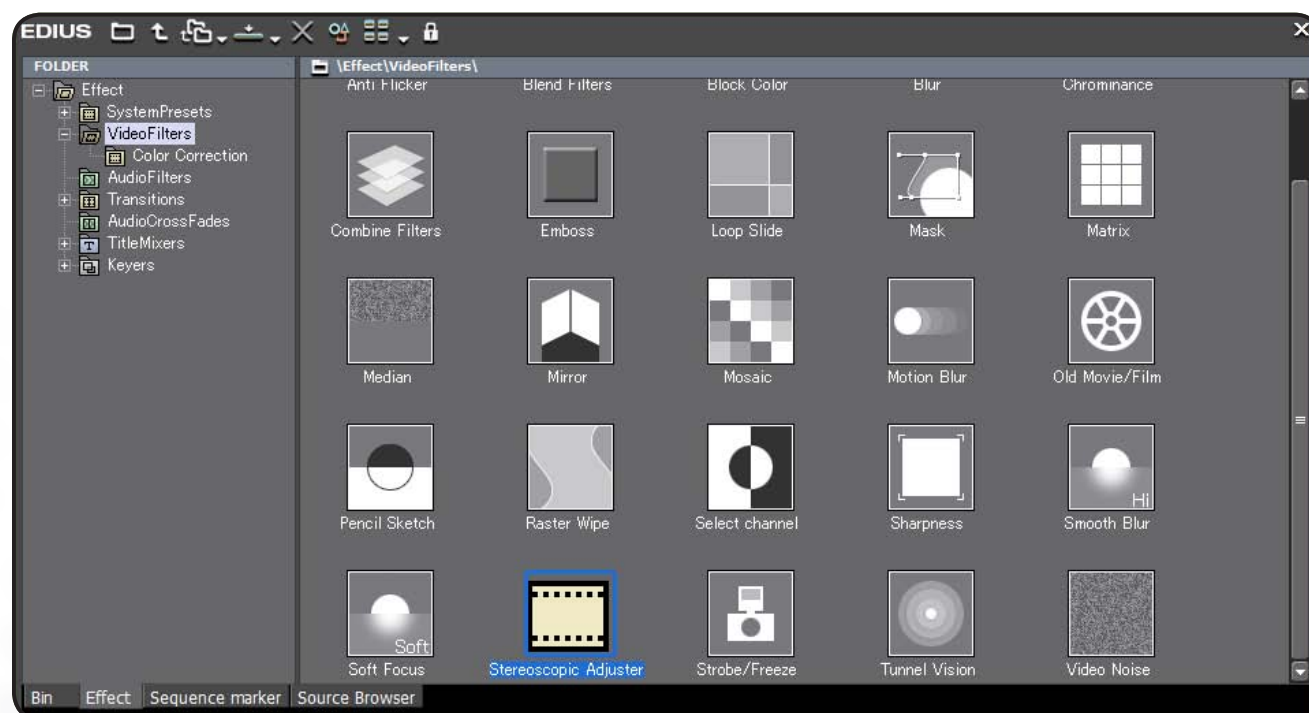
To change the 3D preview mode, go to [View] menu and select [Stereoscopic mode].

- If your system is compatible with NVIDIA 3D vision, you can select [L/R dual stream] mode. See separate document for details.
 - Go to [Settings] → [User Settings] and select [preview] to set to use the NVIDIA 3D Vision.
 - 3D vision is supported only in D3D full screen mode.
 - 3D Vision is supported only on the primary monitor.

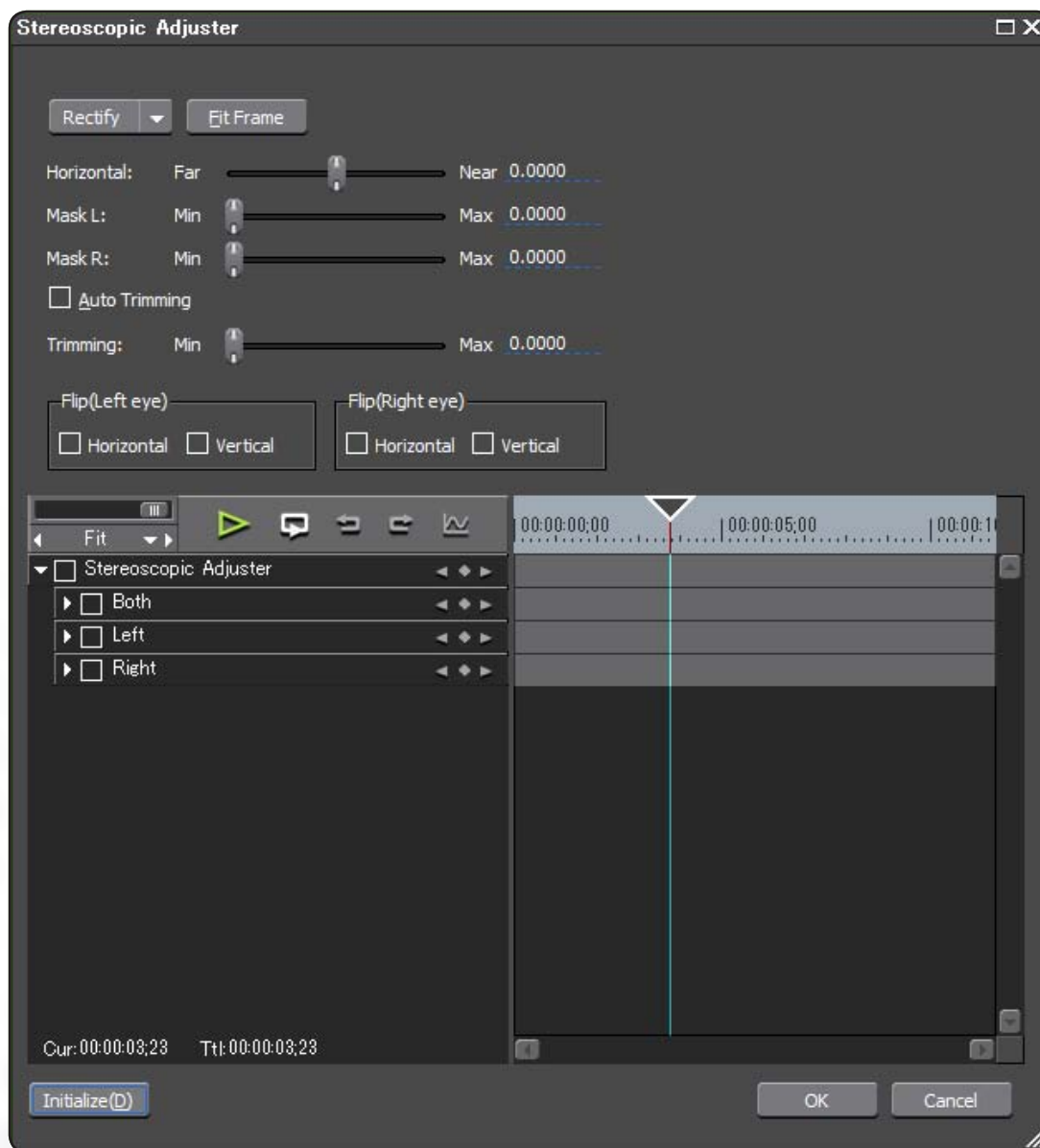
APPLYING VIDEO FILTERS

Video filters can be applied to 3D clips.

By clicking on the [L] [R] buttons on the information palette, you can apply filters to the left or right image.



ABOUT THE STEREOSCOPIC ADJUSTER FILTER



Rectify

Click here to automatically adjust the left and right image. Click the drop down box to select left or right image to align.

Fit Frame

Click here to automatically zoom in the image, to erase black areas on the edge.

Horizontal

Move the slider to adjust the convergence of the left and right image.

Mask L/R

Click here to mask the edges on the left or right image, when a object is showing only on either left or right.

Auto Trimming

Check here to automatically trim the black areas on the edge.

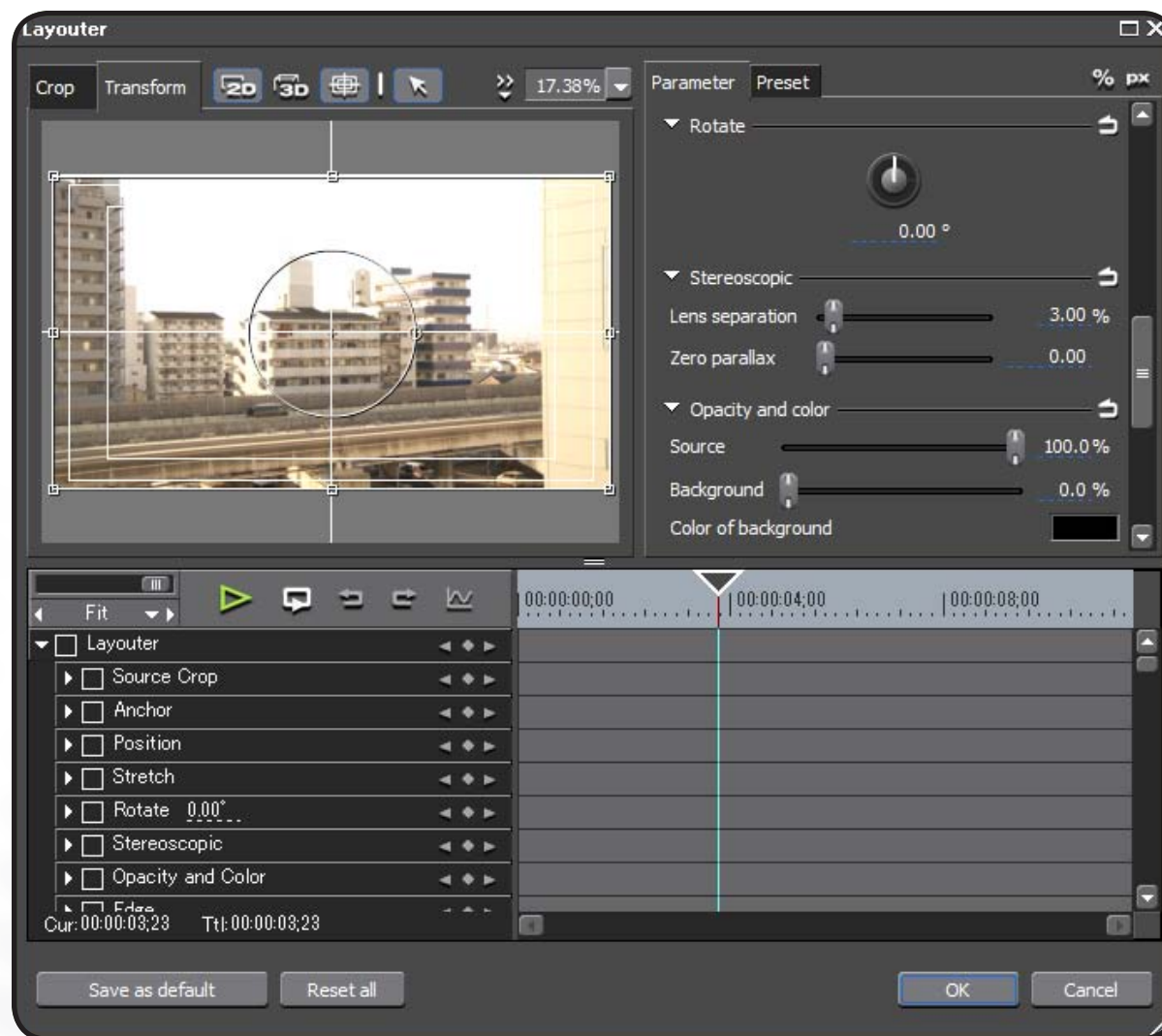
Flip (Horizontal)

Click to flip left or right image.

Flip (Vertical)

Click to flip the left or right image.

LAYOUTER 3D FUNCTIONS



New settings are added in the layouter.

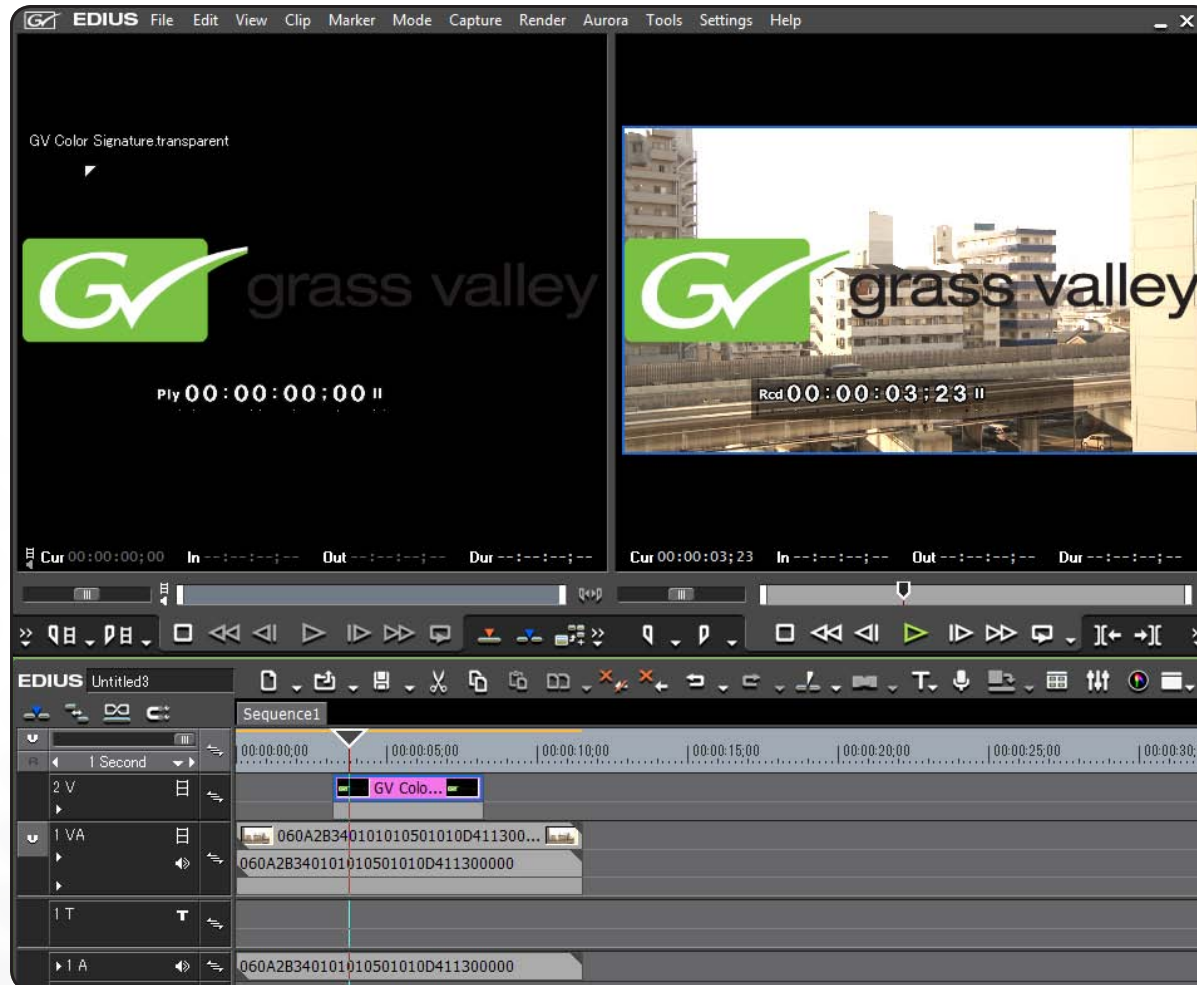
Lens separation

The distance between cameras on either side is specified. Set the relative value to the full height of the frame.

Zero parallax

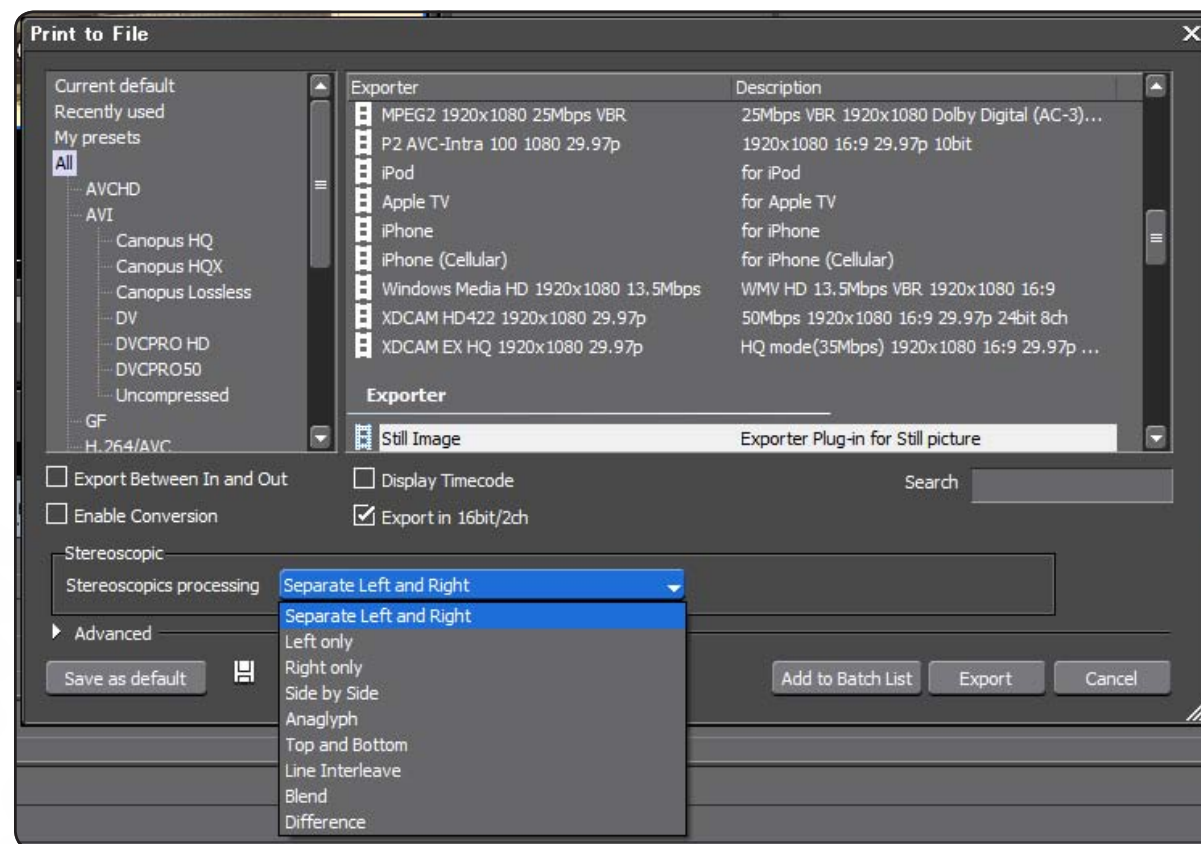
Specify the distance to the plane where there is zero convergence.

3D CLIPS WITH ALPHA INFORMATION



You can place 3D clips with alpha information, created in other 3D graphic software.

EXPORTING TO 3D FILES



Exporter 3D settings:

You can select the 3D format to export in the [Print to file] dialog box.

Notes:

- [Stereoscopic] setting will not appear if the project is not set to 3D.
- 3D Blu-ray export is not supported.

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