



Bogart 10

Addendum to Bogart 9 manual

for Windows

Contact Information

Germany

MacroMotion GmbH
Lindenstraße 3
24790 Schacht-Audorf, Germany

www.macrosystem.de

Support Forum (Multi-Language)

www.macrosystem.de/forum

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For this reason, you should make a backup of your video footage before you start using the device. We recommend that you do not delete the video footage and that you create a backup copy beforehand.

Since it is possible that changes were made to the software after the manual was prepared, the functions shown and described in this manual might differ from the software.

Bogart 10 Addendum

Thank you for purchasing the Bogart 10 software update! In addition to the large Bogart 9 manual, this addendum will describe all additional functions and features. Please use the Bogart 9 manual as a reference on the basic usage.

A brief overview of the new functions, sorted by section (details can be found on the following pages)::

SETTINGS:

- The automatic loop playback with the envelope activated (in trimming / splitting, etc.) can now be deactivated (Settings / User Interface). (Editions Silver and Gold)
- If you have not set a manual window resolution for Bogart, the resolution is now automatically set to 'high' instead of 'medium'

PROJECT:

- Progressive projects are now "standard", and now available even in the inexpensive Bogart Bronze Edition.
- If you wish to import a video file and do not know the format of the file, there is now a "Set format from file" button in the project settings menu. Once the button is pressed, the Windows Explorer is launched. There the video file is selected and the project format is set. Then you can proceed to the Import Menu to capture the footage. (Gold Edition)

IMPORT:

- The arrangement of the controls in the import menu has been structured more clearly.
- When importing, you can directly assign a group name for all imported scenes. (Gold Edition)
- When importing, you can directly assign a name for the scenes to be imported, which are then named and numbered appropriately (for example, hotel = hotel.1, hotel.2, etc.). (Gold Edition)
- The import of 50 / 60p material into a 50 / 60i project now produces more fluid movements.
- When importing interlaced material into a progressive project without an active expert menu, the Deinterlacer is now always activated.
- If you import into an empty project and scenes do not match the current settings, the project format and file format are now specified in detail.

EDIT:

- The additional "Storyboard PLUS" display combines the easy-to-use storyboard mode with the clarity of a timeline-based effect display.
- In the Storyboard "Plus" display the effect tracks can be individually switched on / off with the colored symbols above.
- By clicking on an effect in the Storyboard "Plus" track, you can switch directly to the effect range or the effect settings.
- Position marker also in the Edit menu (with Storyboard Plus display) for playback from any storyboard position.
- The Edit menu (with active Storyboard PLUS) has now the ability to play the storyboard inside the small preview window on the right.
- The play marker in the Storyboard Plus display can be moved to the exact position, using the key combination Alt +/-.
- The effect menu buttons on the navigation bar now have a colored marker, matching the Storyboard "Plus" display.
- Title effects can now be applied over long-term effects and these can be used simultaneously in a scene.
- The Split menu also provides an "extended" view that makes cutting long scenes much easier, clearer and more convenient.
- Inserts in the storyboard are now displayed with background and insert scenes thumbnails. An additional frame around the insert picture and an icon above the scene provide good visibility.
- Trimming in the Edit Menu Preview window can now also be done with audio. (Gold Edition)
- The project can now be changed directly in the Edit menu by clicking on the project name on the right, above the preview image.
- In full-screen playback, the play menu can now be hidden and restored by clicking in the video. (Bogart Windows only)
- The 4-image display in the trim menu now uses the space better and offers correspondingly larger images. (Editions Silver and Gold)
- For playback in the Edit menu, you can now set a 'lead time' with 'Opt', so that hard cuts can be checked quickly.
- In the Edit menu, there is now a "Search" button in scene bin, which will find the selected scene in the storyboard.
- In the Edit menu, several scenes can now be selected and renamed at once.
- In the trimming menu, the duration of the "In point + out point playback" can be set to 1-10 seconds.

EFFECTS:

- In all the effect menus, there is now a "gear" button, which renders all effects in the currently visible range. (Editions Silver and Gold)
- The length of effects can now be changed directly by clicking on the corresponding effect icon in the storyboard.
- Range / 'Storyboard' in the image processing / titling menu does not spare out any transition effects and use the whole scene..
- If the endless preview is switched off, the position of the preview still image can be set freely with a slider. (Gold Edition)

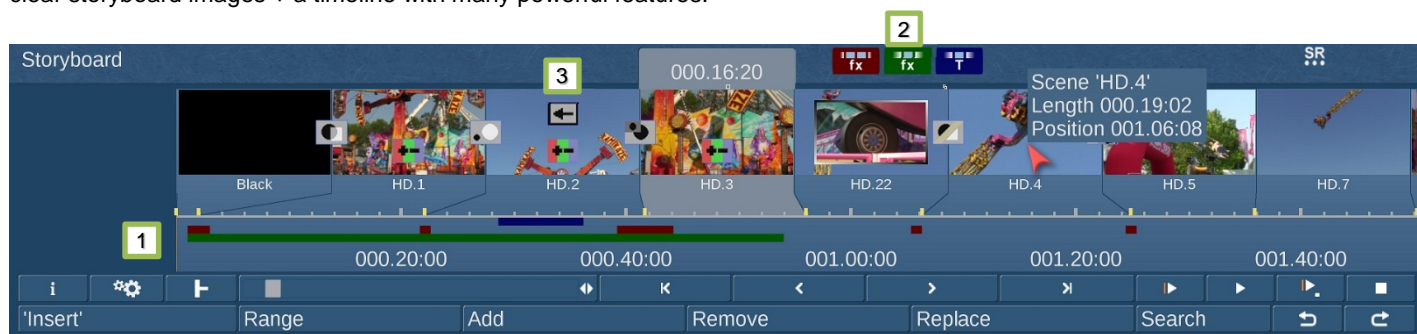
AUDIOMIX:

- The Audio Mix now offers a storyboard "PLUS" mode, which combines the advantages of the simple storyboard view with the advantages of a zoom able timeline.
- In the Audio Mix, the position of the play marker can now be switched to "Manual" (small needle in the lower left). This no longer automatically jumps to audio clips when changes are made.
- The volume correction for audio clips can now be made via the tab 'Mixer' (sound track active = Mixer for entire audio track, audio clip active = Correction for other tracks).
- The overmodulation test in the Audio Mix can now be applied to the visible area or the complete storyboard. (Editions Silver and Gold)
- In the Audio Mix, the sound mixer settings for corrections of track 1-9 can be transferred to other audio clips using "Memory-Save" (MS) and "Memory-Recall" (MR). (also with PowerKey)

VARIOUS:

- Settings / System can now be used to query system information, which is then saved on the desktop. (If requested by the technical support)

With Bogart 10 the design of all work areas is revolutionized. So far, editing programs use either a simple "Storyboard" mode, which is easy to use - or a "Timeline" mode, which allows a better overview, but especially in short scenes it is often difficult to recognize the scene thumbnails. The new Bogart 10 Storyboard "Plus" design combines the advantages of both editing ways and offers big and clear storyboard images + a timeline with many powerful features.



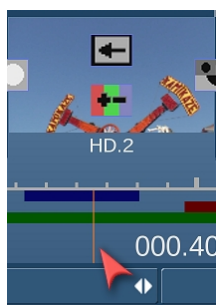
Below the storyboard, the timeline (1) shows the length and position of all scenes and effects in the correct ratio. Lengths of transitions and effects that are only in parts of scenes or extend over several scenes are visible in the timeline at a glance as colored bars.

The transition, image effects and title-effect menus are now provided with a colored marker on the top left, which corresponds to the assignment in the timeline, and also facilitates the correct selection of switches in the lower navigation bar. With three colored buttons above the storyboard "Plus" (2), the display of transitions, image effects and title effects in the timeline can be quickly faded in and out. The remaining are then displayed enlarged accordingly.

Experienced Bogart users will have noticed in the picture (3), that now all title and image composing effects can be used on scenes simultaneously. Title effects are always rendered over a possible image composing effect.



If you want to change the time or position of an effect, or change its settings, just click on its colored bar in the timeline (hovering will show the effect name and length). You can go to the effect settings or directly change the time range of the effect. So you can make many changes from the Edit menu without having to change menus permanently. A real time saver!

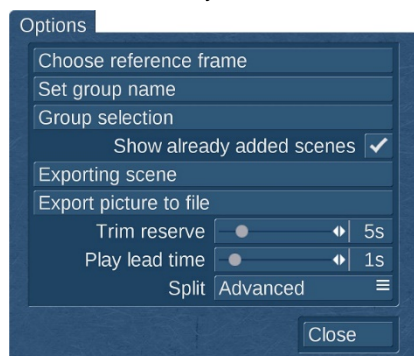


Time can also be saved now, because you do not have to play long scenes many times from the beginning to check them or are looking for a specific part. With Bogart 10 just move the mouse cursor over the timeline and the images of the respective position are automatically displayed in the preview window. Clicking in the timeline, a red play marker can be placed anywhere, and playback is either possible in full-screen mode, or in the small preview window of the Edit and Audio Mix menus. For this purpose, correspondingly new playback switches are available. Play from the play marker in full screen, play from the beginning of the marked scene in full screen, and playback from the play marker in the small window.

You can now trim scenes directly in the scene bin within the small preview window with or without its audio.



As a further novelty of the v10, there is now also a search button in the scene bin, which finds the selected scene in the storyboard.



And for the control of hard cuts, you can now set a pre-roll time in the Edit / Options menu (Play lead time).

For example, it is now possible always to start playback x seconds before the actual beginning of the selected storyboard scene, in order to check the connecting cut.

Also in the options menu there is a new selection to switch between "Standard" split and the brand new "Advanced" split. If you like working with the splitting function, you will love this new feature after a short familiarization.



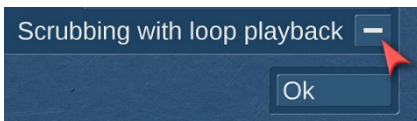
The "Advanced" Split menu always displays two images. The last frame of the selected cutting point and the first frame of the next scene. Maneuvering within one big recorded scene is very easy. The new menu offers the option of driving through the entire scene by clicking in the graphical time bar or by using the position slider bar. Especially for long passages a significant speed advantage.

With Use / Drop the corresponding points are marked and these marks can also be subsequently changed at any time via a switch (1) or drag any cutting mark directly in the graphic bar. If desired, the cut parts can be transferred to the scene bin (or not) as separated single scenes (with or without trim reserve) or as one joined scene (without the dropped parts).

no
separate
joined
separate without trim reserve

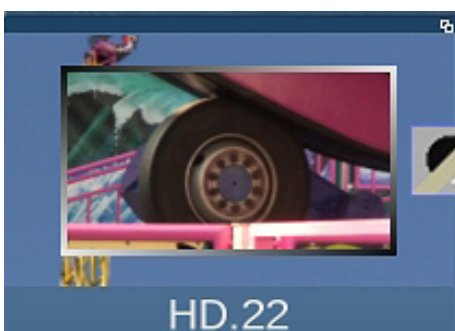
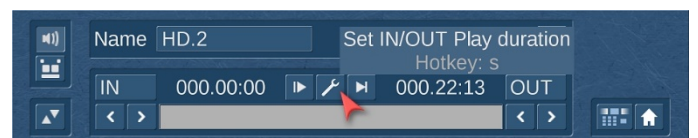
You can also choose whether the cut parts shall be added into the Storyboard (or not) as separate or just one joined scene. Bogart will remember all the cutting decisions you made and if you have overlooked something, you can simply delete the wrong scenes in the bin, enter the advanced trim menu again, make changes and hit Split scene again.

no
separate
joined



By the way, in trim, split and other parts of Bogart, where the automatic playback in endless mode (that begins when the audio envelope is turned on and you stop moving the mouse, while searching for an In or Out point...), this sometimes annoying function can also be disabled in Bogart 10. You will find this inside Settings / User Interface.

In trimming mode itself, the display of the 4-window mode has been revised. This now shows much larger pictures and so spares the eyes. As a further innovation, the playback duration time for the "In" + "Out" points is now adjustable.



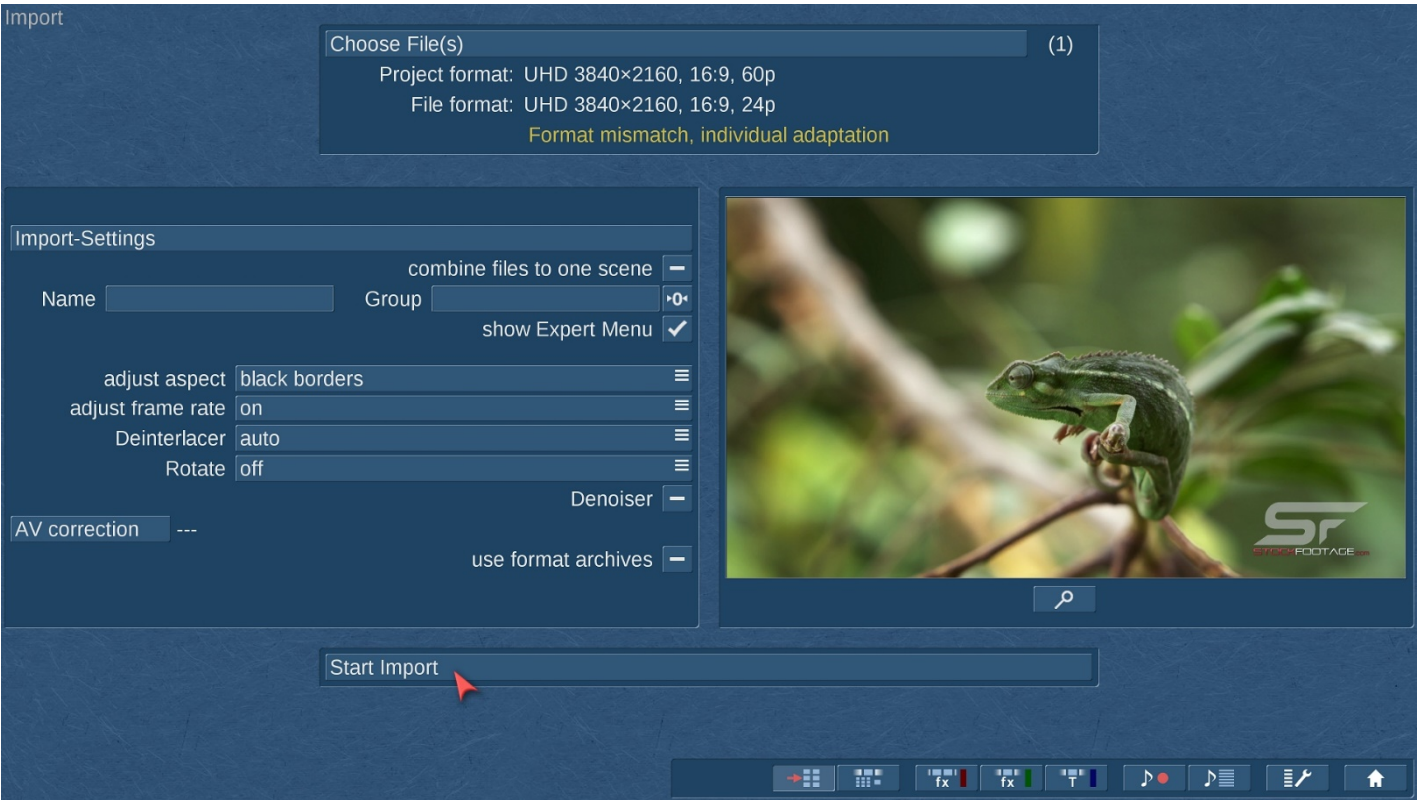
A big help to find insert scenes is their new representation in the storyboard.

Previously these were only marked with a small icon and hardly anyone could have an idea, what part of the scene they were covering. Not very suitable for a fast workflow.

Now in Bogart 10, the background scene and the small insert image will be displayed simultaneously. So you don't have to guess that's in the background any more.

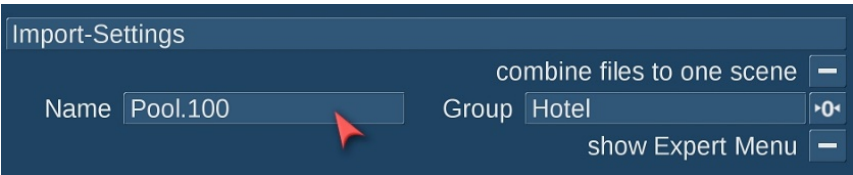
An additionally gradient frame around the small scene and an icon above the scene now helps to detect insert scenes much better.

Also on the wish list of Bogart fans was to make the import menu workflow clearer. This has been realized with Bogart 10:

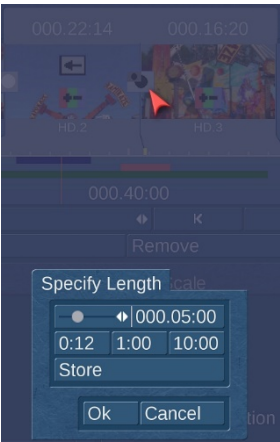


You can now work your way simply from top to bottom, which facilitates the workflow. Doing this, you will also find nice new features:

You can now assign a "Name" and a "Group" directly in the Import menu. For example, all "Pool" scenes shall be numbered from 100 upwards and will be Pool.100, Pool.101, Pool.102,... and so on. Also the scenes in this example will get the group setting "Hotel". In the Edit menu, filtering to specific groups will improve in big, complex projects.



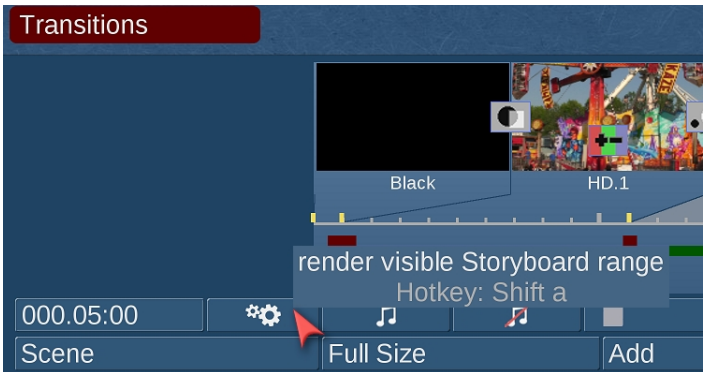
In the effect menus, which also benefit from the clearer Storyboard "Plus" design, there are three new Bogart 10 features:



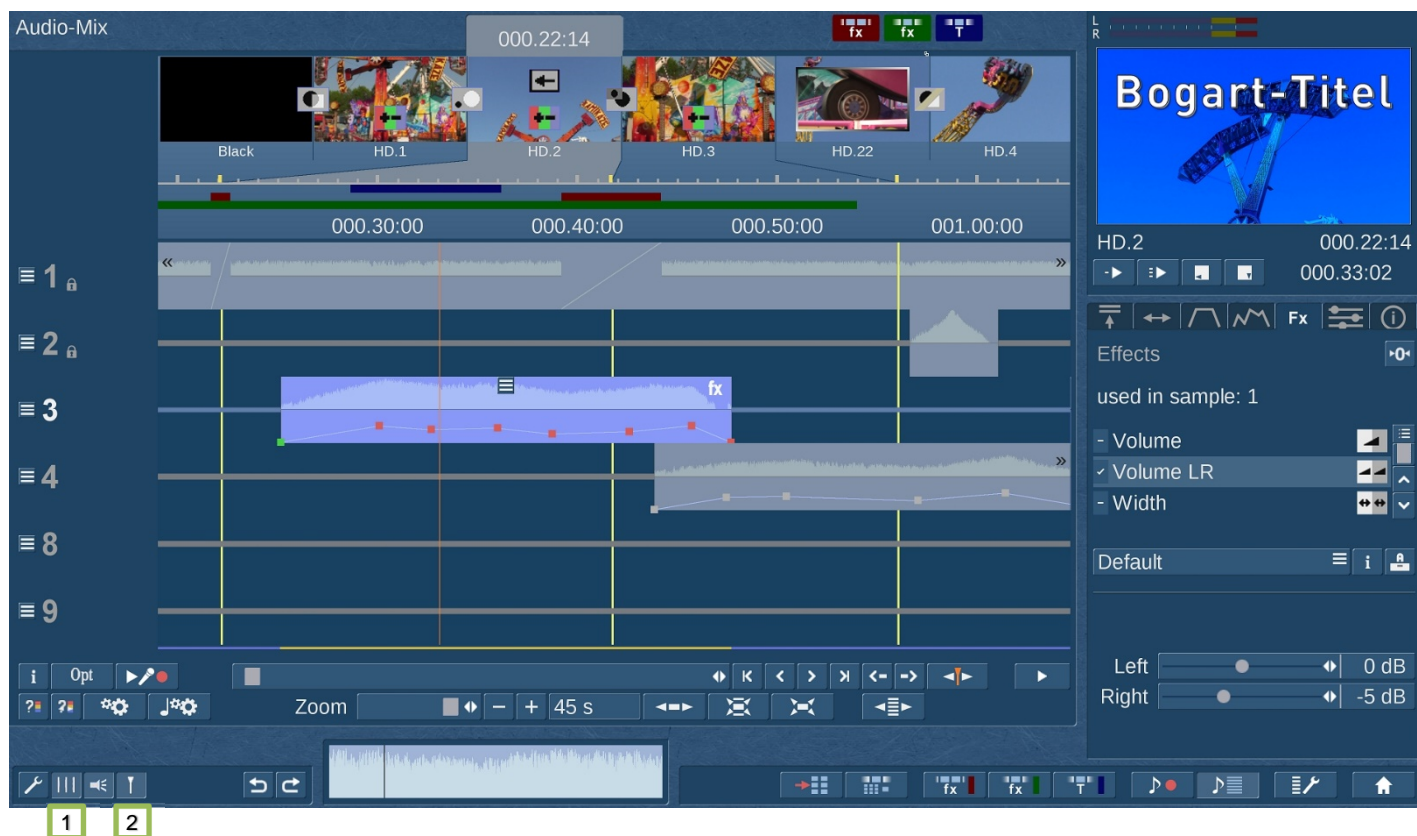
Until now, if you had to change the "Effect Time", it was necessary to move the mouse to the far left edge of the screen to click on the effect time. Now you just have to click on the current scene, right in the middle of the effect area to opens its range / length setting.

Also the preview (especially of image composing- or text effects) of certain positions within a scene got enhanced. If the Loop-Mode playback feature is turned off, you can use the new "Position" slider to see the effect in the small preview window.

The third feature is a button to render the visible range within the effect menus. Now when title and image composing effects can be used together, a nice function to render both effects without waiting for the whole storyboard rendering.



For the Audio-Mix menu, the new Storyboard "Plus" presentation variant (which is available in addition to the normal storyboard and the timeline mode), is also a really big benefit. Usage is a combination of both modes, described in the Bogart 9 reference manual.

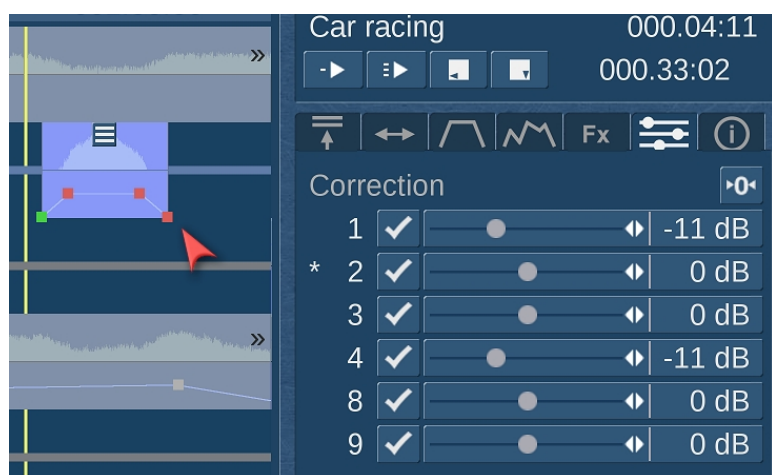


Especially here, the combination of storyboard thumbnails and zoom-enabled audio timeline in the "plus" view is a big advantage.

You can clearly see the scene thumbs and the exact time reference of original audio and any audio clips. For beginning with the Audio-Mix in Bogart 10, it is recommended to turn on the scene raster at the bottom left (1) and gain an overview of the displayed area when entering the Audio-Mix by using the zoom slider smoothly.

Also on the bottom left there is a "needle" (2). With it, you can switch the red play marker to manual mode. In manual mode, the red play marker always stays at the set position – while in automatic mode (needle not pressed) it will jump to any clicked audio sample. No matter if: inserting / deleting / moving / trimming scenes, the play marker always remains in its place in manual mode and is also synchronized with the edit menu in this mode.

To adjust it, simply click anywhere in the timeline above the tracks, or hold down the Alt key and press +/- on the main keypad to move it precisely forward/backward. If you bought and licensed a Shuttle TT Jog-wheel, holding down Alt turning the wheel of the Shuttle-TT also works great. Elegantly having fast forward and reverse within Bogart SE never was easier.



Due to the direct editing of audio envelopes, the dubbing in the Audio-Mix menu can now be done much faster and thus easily.

Quick handling is also supported by an enhancement for the "Mixer" tab. This will have two functions from now on.

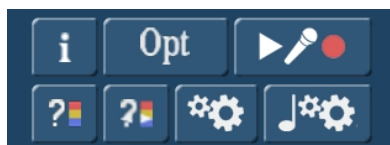
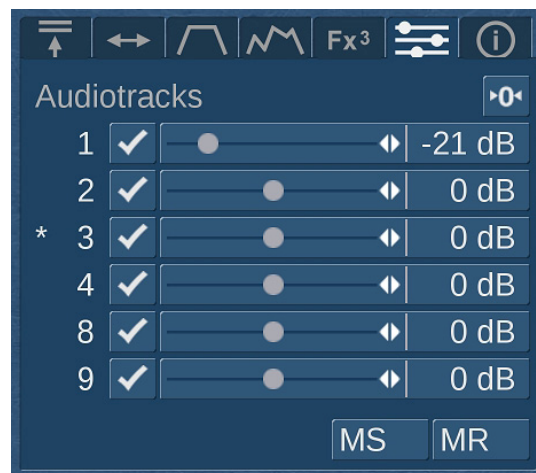
If you click on a soundtrack (in an empty area) the Mixer is in the "Soundtrack" mode and regulates (like in Bogart 9) the volume levels of all audio tracks.

But if you click on an audio sample, the mixer changes to the "Correction" mode. This function corresponds to the previous "Correction" in the "Fade" tab, whereby the constant switching of the correction track before you can perform a volume change is omitted. Now, all corrections are visible and done in one mixer window.

For a long time on the wish-list was the option to copy the “Correction” settings from one audio sample to any other. Using an audio “comment” sample to reduce the original audio and reduce other tracks with music and/or special audio effects and being able to transfer one setting to every other added recording is now possible with Bogart 10.

Find the buttons MS (Memory-Store) and MR (Memory-Recall) in the Mixer tab. Those buttons sound familiar? You will find those also on most calculators to store a value and recall them later. “MS” will store the correction of track 1-9 and selecting any other audio sample, you can recall those settings 1:1 with “MR”.

The last new button to mention in the Audio-Mix menu is the test for over-modulations. Earlier this function used to check the whole storyboard from the beginning to the end and offered the jump to the first over-modulated section. With a growing storyboard, this operation could really take some time and many users ignored this important feature.



Now, a new button is available to check only the visible range of the Audio-Mix. So now a very quick check is possible whenever a section has been finished. Since only the visible range is tested, this function will not jump anywhere, but only inform you and display a red button if the current range has a problem. Correct it and check again until the over-modulation is gone, before continuing with the next scenes.

Those additional features of Bogart 10 will speed up the workflow in the Audio-Mix menu, even it may take a while when getting used to the new design and functions. Users who never worked with Bogart or other editing software before have a benefit. Learning something completely new is faster than changing a common handling. But be sure that you will get used to it.

Note: This supplement to the Bogart 9 manual is not an official publication of MacroMotion GmbH. This was the result of beta testing by S.H.I.E.L.D. Agency e.U. and described features may differ from the final software version. Errors and mistakes are therefore reserved.

