

DVD Studio Pro

When you first open DVD Studio Pro, you will see several windows (figure 16) In the centre is the Viewer window where you can see the video/menu etc that you are working on. On the left, the top window shows the structure of the DVD in either a Graphical layout or an Outline view. Under that window, you will see the Assets window, this is where all of the elements of your DVD will appear when you import them. On the right side of your screen, you will see the top window (Palette) contains Template, Styles etc. These are useful for creating quick and easy menus without having to design the elements yourself. Underneath this window is the Inspector window, this will change to reflect the options available for whatever item you have selected, when you start the application, nothing is selected and the Inspector window shows the Disc properties. Across the top there is also a Toolbar containing some of the more frequently used tools.

Importing your film

Either Right-Click in the Assets window or go to the File Menu & choose Import > Asset(s), find the film that you exported from Final Cut Pro (it should be in your EditShare space, in a folder called Exports) & import that. The film will then appear in the Assets window as two assets, one video & one audio. Ensure both are selected, click & drag them both up to the Graphical window & drop them on top of the Track 1 box. This assigns Track 1 to be that film and a thumbnail image will appear in that button.

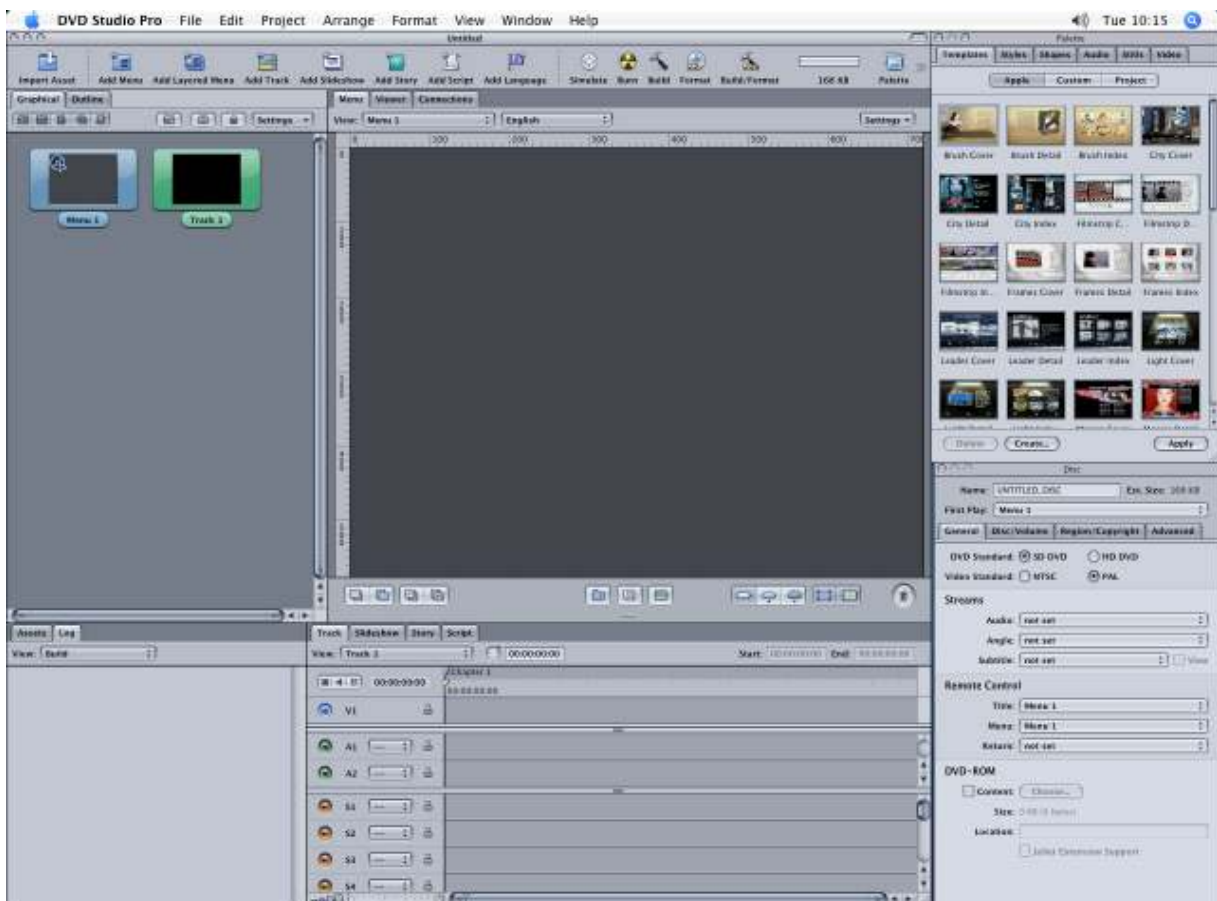


Figure 16

Menu-less DVD

If you just want your film to start playing when the DVD is inserted and not have to bother with menus, you can select the Menu 1 box in the Graphical window & press the Delete key on the keyboard. This will remove the menu from the project. Right click the Track 1 box & set it as First Play.

Menus

If you DO want a menu, do not delete Menu 1 but, instead, click on it & it will appear in the Viewer window. You can now either choose a template to use from the Palette (top right) window or create your own menu from scratch.

To use a template, just double click the template you wish to use and it will be assigned to the active menu, you can then click on any of the parts of the menu to change them e.g. the text, or the buttons. Some of the templates have 'Drop Zones' these allow you to drop in any of your assets & use them as part of the menu (including graphics and video clips).

If you are starting from scratch, you will need to add text & buttons to your menu. To add text, go to the Styles tab of the Palette window where you will see many styles of text. Drag & drop one that seems right, onto your menu, you can always alter its properties afterwards. When the text is on the menu (and active) you will see its properties in the Inspector window, you can change the text in there. To change the Font, colour etc, go to the Format menu where you will see the appropriate menu items.

To add a button, just click & drag out an area on the menu, it will automatically create an empty button. The Inspector window changes to show the properties of this button. In here, you can add text, change the text's alignment etc., you can also add graphics to the button by dragging one of your assets or one of the Shapes etc. from the Palette into it. If you wish the text of the button to highlight when active, you can tick the appropriate button in the Inspector window too.

Once you have a menu with buttons on it, you can assign what the buttons do. Right-click a button and, in the menu that pops up, go to Target, the submenu that pops out will show you all of the possible targets. If you want the button to play your video that you have on Track 1 then, in that submenu, go to Track 1, a further submenu will show you any chapter points you have on that track & you can choose the appropriate one (Chapter 1 if you want to show the entire film).

Buttons can also link to other menus e.g. Chapters menu, Extras menu etc. Create new menu by right clicking in the Graphical window & choose New > Menu. You can then assign a button on the first menu to link to the new menu. Remember to put in a 'Back' button on the 2nd menu so you can get back to the front of your DVD.

Working with Widescreen

If your film is in widescreen (16:9) you will need to create your menus in widescreen too. Select each menu & go to the Inspector window (figure 17), ensure that the Menu tab is selected in there, go to the drop down box next to Display Mode & choose 16:9 Letterbox.



Figure 17

Simulate

Once you have your DVD project set up, save your project & then hit the Simulate button in the Toolbar at the top of the screen, this will show you how your DVD will work once it is made (figure 18). Now is your chance to test that everything works the way it should and that you haven't forgotten anything. Try to make it fail, use the arrow keys to move around the buttons, go in the wrong direction etc. to see what happens, if anything strange happens, close the Simulation window & go back to fix it.



Figure 18

Burning your DVD

When you are happy that the DVD works perfectly, you can then burn it onto a DVD, you have a couple of choices here, the quickest method is to just hit the Burn button in the Toolbar, this will create the DVD structure & burn it onto a DVD without asking for any input from you, it will use the default settings. If you hit Build, it will create the DVD structure & save it to your EditShare space (as long as you tell it to go to the correct place). You will also get the chance to choose from many settings so you have full control over the format, structure etc. This is a good method if you are planning on making more copies at a later date or are concerned that the default settings may not be correct for your DVD. The Format button allows you to burn a previously built DVD structure onto a disk. The final button (Build/Format) is similar to Burn in that it will create the DVD structure & burn it to the DVD except that it gives you all of the options that you get while using Build.