

EDIUS 5

Video Out Plug-ins

Setting Guide

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Manual Explanation

- Information not described in this manual may be displayed in some cases. Make sure to read the text file attached to the disc.
- If there are any variations between the explanation in this manual and the actual application method, priority is given to the actual application method.
- This manual is written for people who have a basic knowledge of how to use a computer. If there are no special instructions, perform the same operation as a normal computer operation.
- In this manual, EDIUS 5, or EDIUS series are called 'EDIUS'.

🗥 DANGER

Health Precautions

In rare cases, flashing lights or stimulation from the bright light of a computer display or TV monitor may trigger temporary epileptic seizures or loss of consciousness. It is believed that even individuals whom have never experienced such symptoms may be susceptible. If you or close relatives have experienced any of these symptoms, consult a doctor before using this product.

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1 Settings for Video Out Plug-in

With EDIUS, you can work while checking effect states, by sending the video signals displayed on the screen with one of the following applications to a video monitor:

- Adobe After Effects
- Adobe Photoshop CS
- NewTek LightWave 3D
- Autodesk Maya
- Autodesk 3ds Max
- Autodesk Combustion
- TVPaint Mirage

To use this function, first install the above application(s) (available on the market) on the PC then install "Canopus Video Out Plug-ins."

Make the following settings before using the Video Out Plug-in.

$\label{eq:constraint} \begin{array}{l} 1 \quad \text{Double-click "VOConfig.exe" in "Tools"} \rightarrow \text{"VideoOut Plug-ins"} \rightarrow \text{"Common" folder in EDIUS DVD.} \end{array}$

The "VOConfig" dialog box appears.

2 On the [Hardware] tab, select the name of the board you use.

| 🖍 VOConfig 🛛 🔊 | < |
|---|---|
| Hardware Monitor | |
| Select hardware for Video Out plugins. | |
| OK Cancel | |

3 Set the items under the [Monitor] tab and click [OK].

The most suitable format for the picture size of the video signal to be output will be selected among the formats supported by the hardware. You can select profiles for output by selecting the video standard, picture size, and aspect settings. Make the monitor setting according to the input format that your video monitor supports. For example, if it supports only NTSC, select [59.94i only].

| 🖍 VOConfi | 8 | × |
|--------------------|---|---|
| Hardware | Monitor | |
| Select y | vour monitor configration. eo Standard © 59.94i only © 50i only © Auto detect | |
| Pict | ure Size C SD only C HD only • Auto detect | |
| Asp (((| ect 4x3 only 16x9 only Auto detect | |
| | OK Cancel | |

- **POINT** The type of video output connectors for the Video Out Plug-in differ between SD and HD signals:
 - For SD: The video signals are output to the component, S-video, and composite connectors.
 - For HD: The video signals are output to the component connectors.

After Effects Video Out Plug-in

You can work while checking effect states, by sending the video displayed in the After Effects Composition window out through the video output connector of the main board or the expansion board to a video monitor.

- Before starting installation, close all the other applications that Notes may be running in the task tray.
 - In order to install, you must log in as a user with administrator privileges.
 - Changes made in "settings" are not reflected immediately. They are reflected once you click inside the Composition window, scrub in the Timeline window, or perform some other operation.
 - If RAM preview playback is not smooth, use the dialog box that opens when you select "Edit" > "Environment settings" > "Cache" to set "Image cache size" to a smaller value.
 - Use the NTSC DV presets or the PAL D1/DV presets to make composition settings, depending on the video standard you are using.

| Frame size: | 720 x 480 (NTSC), 720 x 576 (PAL) |
|---------------------|--|
| Pixel aspect ratio: | D1/DV NTSC (NTSC), D1/DV PAL (PAL) |
| Frame rate: | 29.97 frames/sec (NTSC), 25 frames/sec |
| | (PAL) |

• Set up the render frame output module as follows:

| Output module: | Custom |
|----------------|---|
| Format: | Video for Windows |
| Format option: | Canopus DV Codec |
| Audio output: | Make the following settings; 48.000 kHz |
| | 16-bit stereo, 44.100 kHz 16-bit stereo, 32.000 |
| | kHz 16-bit stereo. |

- Compression and cropping are not supported.
- RAM previews may not be shown out in real time at maximum size.
- Analog output is not possible in the Clip window. To preview clips, use the Layer window. The Layer window can be opened by double-clicking in the Project window while holding down the [Alt] key on the keyboard.

| | [Н | D] | [SD] | | |
|--------------------------|-------------------|-----------------------|---|--------------------------|--|
| Preset | HDTV, 1280×720 | Custom*, 1920×1080 | NTSC D1, 720×486 or NTSC DV, 720×480 | PAL D1/DV, 720×576 | |
| Pixel aspect ratio | Square pixel | Square pixel | D1/DV NTSC (0.9) | D1/DV PAL (1.07) | |
| Frame rate | 29.97 fps | 29.97 fps | 29.97 fps | 25 fps | |

POINT For composition settings, use the following presets, according to the video standard used:

* Select a preset, according to the video standard you are using.

The following settings are recommended for the render cue output module:

| | [HD] | [SD] |
|------------------|--------------------|--------------------|
| Output module | Custom | Custom |
| Format | Video for Windows | Video for Windows |
| Format options | Canopus HQ Codec | Canopus DV Codec |
| Audio | 48.000 kHz 16 bit, | 48.000 kHz 16 bit, |
| output | stereo | stereo |

POINT To install the plug-in, copy "Canopus VideoOut.aex" and "Canopus MenuHook.aex" to the plug-in folder for After Effects. "Canopus VideoOut.aex" and "Canopus MenuHook.aex" are contained in "Tools" → "VideoOut Plug-ins" → "AfterEffects" folder in EDIUS DVD.

1 Start up After Effects and select "Edit" from the menu bar.

Connect the video output connector of the main board or the expansion board with a video monitor, beforehand.

2 From the "Edit" menu, select "Preferences" then "Canopus VideoOut".



rendering

3 Select an option in the "Canopus VideoOut Settings" dialog box.

| Canopus VideoOut | t Settings |
|--|---|
| Enable video ou Maximize Enable video ou | ut at rendering |
| Enable video out | When this is checked, data of the Composition window are output to the monitor. |
| Maximize | When this is checked, the Composition window is fully expanded on the screen. |
| Enable video out at | When this is checked, the video signals being rendered are output to the monitor. |

3

Photoshop Video Out Plug-in

You can output images shown in Photoshop to a video monitor from the video output connector of the main board or the expansion board. This allows you to use images created in Photoshop as video material, and adjust images for the optimum color balance for video.

POINT To install the plug-in, copy "Canopus VideoOut.8be" to the plug-in folder for Photoshop CS. "Canopus VideoOut.8be" is contained in "Tools" → "VideoOut Plug-ins" → "Photoshop" folder in EDIUS DVD.

1 Start up Photoshop, and open the file that you want to output to the monitor.

Connect the video output connector of the main board or the expansion board with a video monitor, beforehand.

2 From the "File" menu, select "Export" then "Canopus Video Out".

| <u> </u> | dobe | Photos | hop Lin | nited Ed | ition | | | |
|----------------------------|---|----------|--------------------------------|---------------------------------|--------|----------|----------|------|
| File | Edit | Image | Layer | Select | Filter | View | Window | Help |
| 0 0 | ew pen pen As | ; | Ct | rl+N rl+O | | | | |
| Cl Si Si Ri Ri | lose ave ave As ave a (evert | Copy | Cti Ci Shft+Ci Alt+Ci | rl+W trl+S trl+S trl+S | | I | | |
| Tn | nort | | | ۰. | | | | |
| E | kport | | | • | Car | iopus Vi | ideo Out | |
| Pa Pr | age Se rint | tup | Shft+Cl Cl | trl+P trl+P | - | 070 LA | Jorean | |

A still image appears on the video monitor.

Note With Photoshop CS2, the "Write Data" command cannot by default be executed from a keyboard shortcut. To set up a keyboard shortcut, registering a new action is required, by selecting "Edit" > "Create new action."

4 LightWave 3D Video Out Plug-in

You can output animations shown in NewTek LightWave 3D to a monitor from the video output connector of the main board.

Connect the video output connector of the main board to a video monitor.

- POINT To install the plug-in, copy "Canopus VideoOut.p" to the plug-in folder for LightWave 3D.
 "Canopus VideoOut.p" is contained in "Tools" → "VideoOut Plug-ins" → "LightWave3D" folder in EDIUS DVD.
- 1 Start up LightWave 3D, and from the "Layout" menu click "Plug-ins" then "Add Plug-ins...".



2 Click "My Computer," "Local disk (C:)," "Program Files," "Canopus," "VideoOut Plugin," then "Canopus VideoOut.p". Then click [Open].



3 Click [OK].



4 From the "Rendering" menu, select "Render Options."

| File ▼ Items 01 | ws ojects L |
|--|------------------|
| Render Options | D |
| Render Current Frame Render Scene Render Selected Objects | F9 F10 F11 |
| ✓ Ray Trace Shadows On/Off ✓ Ray Trace Reflection On/Off ✓ Ray Trace Refraction On/Off ✓ Ray Trace Transparency On/ | Off |
| Enable VIPER On/Off ✓ Auto Frame Advance On/Off | |

5 Check "Show Rendering in Progress," then select "Canopus VideoOut" as the display destination.

| Render Options | × |
|---------------------------|------------------------------------|
| Render First Frame | 1 |
| Render Last Frame | 1 |
| Render Frame Step | 1 |
| Auto Frame Advance | Frame End Beep |
| Show Rendering in Progre | ss Canopus VideoOut |
| Enable VIPER | Image Viewer FP |
| Rendering Output Files | Device Control |
| Render Mode | Realistic 💌 |
| Ray Trace Shadows | Ray Trace Reflection |
| | Ray Trace Refraction |
| | Ray Trace Transparency |
| Extra Ray Trace Optimizat | ion |
| Ray Recursion Limit | 16 |
| Multithreading | 1 Thread 💌 |
| Data Overlay | Off |
| Later | |

6 From the "Rendering" menu, click "Render Current Frame" or "Render Scene."

| LightWave 3D 7.5 - 003.lws |
|---|
| Render Options Network Rendering |
| Render Current Frame F9 Render Scene F10 Hender Selected Ubjects F11 |
| ✓ Ray Trace Shadows On/Off ✓ Ray Trace Reflection On/Off ✓ Ray Trace Refraction On/Off ✓ Ray Trace Transparency On/Off |
| Enable VIPER On/Off ✓Auto Frame Advance On/Off |

Rendering starts.

| R | Render Status | | | | | | |
|---|--|--|---|----------|-------|--|--|
| | Rendering fr Resolution: Motion Blur: Rendering s Frame in pro | ames 0 to 0 752 × 480 Off egment 2/2, pass igress: 0 | Antialiasing: Medium Field Rendering: Off 1/9 | | | | |
| | Abort | Esc | | Continue | Enter | | |
| | | | P | | | | |

7 After rendering is completed, click [Continue].

Video output starts.

| Render Status | | | | | | |
|--|--|--|--|--|--|--|
| Rendering frames 0 to 0 Resolution: 752 × 480 Motion Blur: Off Frame completed Last frame rendered: 0 Rendering time: 2m 30s (150.6 | Antialiasing: Medium Field Rendering: Off seconds) | | | | | |
| Abort Esc | Continue | | | | | |
| | | | | | | |

When the output ends, the "Render Status" dialog box closes and the original screen returns.



5 Maya Plug-in

You can output animations shown in Autodesk Maya to a monitor, via the video output connector of the main board or the expansion board. Connect the video output connector of the main board or the expansion board to a video monitor.

POINT To install the plug-in, copy "CanopusVideoOut.mll" and "CanopusVideoOut7.mll" to the plug-in folder for Maya. "CanopusVideoOut7.mll" and "CanopusVideoOut7.mll" are contained in "Tools" → "VideoOut Plug-ins" → "Maya" folder in EDIUS DVD.

Plug-in registration

1 From the "Windows" menu, click "Settings/Preferences" then "Plug-in Manager."

| le Edit Modify Create Display | Vindow Animate Deform Skeleto | n Skin Constrain Character Help |
|--------------------------------------|--|---|
| Animation General Curves Surfaces | General Editors Rendering Editors Animation Editors Relationship Editors Settings/Preferences | 戸戸ドの Dynamics Rendening PainEffects Doth |
| Wew Shading Lighting Shov | Attribute Editor Outliner Hypergraph | Tool Settings Performance Settings Holievs |
| 5 <u>k</u> | Paint Effects UV Texture Editor | Colors Marking Menus |
| à. | Playblast | Shehres |
| | View Arrangement Saved Layouts Save Current Layout | Plug-in Manager |
| | Frame All in All Views A Frame Selection in All Views F | |
| | Minimize Application Raise Main Window Raise Application Windows | |

2 Check both the "loaded" and "auto load" boxes of "Canopus VideoOut.mll" and click [Close].

| M Plug-in Manager | | | | | | | |
|---|-------------|-------------|--------------------|--|--|--|--|
| Help | | | | | | | |
| ▼ C:/Program Files/Alias/Maya6.0/bin/plug-ins | | | | | | | |
| | | | - All and a second | | | | |
| CanopusVideoOut.ml | ✓ loaded | auto load | i | | | | |
| alarment of | - loaded | - auto load | | | | | |
| CpClothPlugin.mll | ✓ loaded | 🔽 auto load | i | | | | |
| decomposeMatrix.mll | ☐ loaded | 🕅 auto load | i | | | | |
| dwgTranslator.ml | ☐ loaded | 🔲 auto load | i | | | | |
| fltTranslator.mll | Ioaded | auto load | i | | | | |
| Fur.mll | 🔽 loaded | 🔽 auto load | i | | | | |
| ge2Export.mll | ☐ loaded | auto load | i | | | | |
| lges.ml | ☐ loaded | auto load | i | | | | |
| ik28solver.ml | 🔽 loaded | 🔽 auto load | i | | | | |
| mayalive.mll | 🔽 loaded | 🔽 auto load | i | | | | |
| MayaShockwave3DExp | bebeol Troc | auto load | i | | | | |
| MayaToAlias.mll | ☐ loaded | auto load | i | | | | |
| Mayatomr.mll | 🔽 loaded | 🔽 auto load | i | | | | |
| obEvport mil | □ Inaded | E auto load | : 🗹 | | | | |
| Browse | | Close | · | | | | |

Using the plug-in

Be sure to connect your PC to the output devices before performing the vide output.



1 From the tool menu, select "Rendering."

2 From the "Render" menu, select "Render Current Frame."



Rendering starts. When rendering is completed, the video output starts.



6 3ds Max Plug-in

You can output animations shown in Autodesk 3ds Max to a monitor, via the video output connector of the main board or the expansion board. Connect the video output connector of the main board or the expansion board to a video monitor.

POINT To install the plug-in, copy "CanopusVideoOut.bmi" to the plug-in folder for 3ds Max.

"CanopusVideoOut.bmi" is contained in "Tools" \rightarrow "VideoOut Plugins" \rightarrow "3dsMax" folder in EDIUS DVD.

1 From the "Rendering" menu, select "Render."



2 Click [Devices].

If the [Devices] button is not shown in the dialog box, scroll the screen.

| 🜀 Render Scene: Default Scanline Rende 🔳 🗖 🛛 | |
|---|------------|
| Render Elements Raytracer Advanced Lighting Common Renderer | |
| Width: [640] ±] 320x240 720x486 Height: [480] ±] 640x480 800x600 Image Aspect [1:333] ±] @ Fixed Aspect: [10] ±] @ Options: Image Aspect [1:33] ±] @ Fixed Aspect: [10] ±] @ Options: Image Aspect [1:33] ±] @ Fixed Aspect: [10] ±] @ VEffects Image Aspect [1:33] ±] @ Fixed Aspect [1:33] ±] @ [10] ±] @ VEffects Image Aspect [1:33] ±] @ [10] ±] @ [10] ±] @ | Scroll bar |
| Video Color Check Super Black Render to Fields Advanced Lighting Use Advanced Lighting Compute Advanced Lighting | |
| Render Output | |
| Rendered Frame Windd Select Output Device | _ |
| Email Notifications Assign Renderer Production Preset Astronomy ActiveShade Viewport Front Font Font Font | |

3 Select "Canopus Video Out" then click [OK].



4 Click [Render].

| Render Elerr | ients | Raytracer | Advanced Lighti | ng | | |
|-----------------------------------|--------------|-------------|---------------------|----|--|--|
| Corr | mon | | Renderer | | | |
| - | Comn | non Paramet | ers | 1 | | |
| Time Output | | | | 51 | | |
| Single | | Every N | Nth Frame: 1 | | | |
| C Active Ti | me Segment: | 0 To 100 | | | | |
| C Range: | 0 | t To 10 | 0 \$ | | | |
| | File Number | Base: 0 | \$ | | | |
| C Frames | 1,3,5-12 | | | 1 | | |
| - Output Size | | | | 51 | | |
| Custom | - | Aperture | Width(mm): 36.0 | | | |
| Width: | 640 \$ | 320+ | 240 720×486 | | | |
| Height | 480 \$ | 640+ | 480 800×600 | | | |
| - Image Aspec | t[1.333 € | 8 Pixel | Aspect 1.0 | 3 | | |
| Options | | | | 5 | | |
| 🔽 Atmosph | erics 🔽 | Render Hi | dden Geometry | | | |
| F Effects | Г | Area Light | s/Shadows as Points | | | |
| ✓ Displace | ment 🔽 | Force 2-Si | ded | | | |
| T Video Color Check T Super Black | | | | | | |
| F Render to Fields | | | | | | |
| - Advanced Lighting | | | | | | |
| ✓ Use Advanced Lighting | | | | | | |
| Compute | e Advanced I | ighting whe | n Required | | | |
| Production Preset: | | | | | | |
| | | - | | 1 | | |

Rendering starts. When rendering is completed, the video output starts.



7 Combustion Plug-in

You can output animations shown in Autodesk Combustion to a monitor, via the video output connector of the main board or the expansion board. Connect the video output connector of the main board or the expansion board to a video monitor.

POINT To install the plug-in, copy "CanopusVideoOut.fbp" to the plug-in folder for Combustion.

"CanopusVideoOut.fbp" is contained in "Tools" \rightarrow "VideoOut Plugins" \rightarrow "combustion" folder in EDIUS DVD.

\delta combustion File Edit Object Operators Movie Window Help Chrl+N Bit) New... Open... Ctrl+O Open Workspace... Ctrl+Shift+O Import Workspace... Ctrl+Shift+I Save Workspace Ctrl+S Save Workspace As... Ctrl+Shift+S Close Workspace Ctrl+W Import Footage... Ctrl+I Save Image... Ctrl+Alt+S Render Chd+R Ctrl+Shift+R Render to RAM Ctrl+; Exit Ctrl+O

1 From the "File" menu, select "Preferences."

2 From the left menu, select "Framebuffer."



3 In "Framebuffer Type:", select "Canopus Video Out" then click [OK].

Video output starts.

| Preferences | | | | | | |
|--------------|-----|-----------|----------|------------|------------------|--------|
| Host | | | | | | |
| General | F I | Framebuff | er Type: | Cano | pus Video Ou | it 💠 |
| Monitors | | | | | | |
| Mesh | | | | Opt | ions | |
| Capture | | | | | | |
| Framebuffer | | | | | | |
| Animation | | | | Use with R | | |
| Caching | | | i i | | e e e i e elle e | |
| Behavior | | | , P | opoate by | namicany | |
| Colors | | | | | | |
| Safe Zones | | | | | | |
| Transparency | | | | | | |
| Footage | | | | | | |
| General | | | | | | |
| Library | | | | | | |
| Paint | | | | | | |
| General | | | | | | |
| Particles | | | | | | |
| General | | | | | | |
| General | | | | | | |
| Schamatic | | | | | | |
| General | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | F | | | | | |
| | | | | | | |
| | | | | | | |
| | | Reset | Default | | | Cancel |
| | | | | | - k ' | |

Mirage Plug-in

You can output animations shown in TVPaint Mirage to a monitor, via the video output connector of the main board or the expansion board. Connect the video output connector of the main board or the expansion board to a video monitor.

POINT To install the plug-in, copy "Canopus Video Out.dll" to the plug-in folder for Mirage. "Canopus Video Out.dll" is contained in "Tools" → "VideoOut Plug-

ins" \rightarrow "MIRAGE" folder in EDIUS DVD.



1 Set the output size then click [OK].

2 From the "Plugins" menu, select "Canopus" then "Canopus VideoOut".

Video output starts.



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POINT You can set the display options for video output. When you click [Preview Sequence], the currently selected frames will be played back in sequence.

