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Titolo	Sony Vegas Pro 11 beginner's guide [[electronic resource]] : edit videos with style and ease using Vegas Pro // Duncan Wood
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Lingua di pubblicazione	Inglese
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Note generali	"Learn by doing : less theory, more results." Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Acquainted with your New Best Friend: Vegas Pro 11 Overview; A note on your computer; System requirements; Getting help; Online Help; Interactive Tutorials; Getting to know the windows: Exploring the Vegas Pro 11 interface; The Vegas Pro 11 windows; Customizing the User Interface; Time for action - customizing the Vegas User Interface; Beginner's Guide to Vegas Pro 11 Media; Video Killed the Radio Star; Summary Chapter 2: Let the Magic Begin: Beginning the Project and Acquiring MediaCreating a project; Project Properties; Standard Definition versus High Definition; PIXEL ASPECT RATIO; FIELD ORDER; FRAME RATE; MATCH MEDIA SETTINGS; Time for action - using the supplied clips to set Project Properties; Time for action - setting Project Properties from scratch; The Preview monitor; Importing media clips; Time for action - importing media; Importing from other sources; The Smart tool and media clips; Keyboard Shortcuts; Summary; Chapter 3: Video Editing Concepts and Application

Editing: A light history lesson
Time for action - creating a second version of our project; What makes a good edit or cut; Time for action - selecting edit points in our media clips; Method two: Multicamera tool; Time for action - creating edits with the Multicamera tool; Event panning and cropping tool; Time for action - making a creative zoom with the Pan / Crop tool; Time for more action - removing an unwanted shadow; Slow and fast motion; Time for action - using slow motion as a creative tool; Summary; Chapter 4: Essential Editing Tools; Important preliminary points

Video effects (a.k.a. FX)
Time for action - applying global FX to our media; Global FX (another option); Time for action - applying FX to individual clips; Time for action - removing the muted media clips; Transitions; Time for action - using transitions; Media generators; Time for action - media generators; The advent of 3D editing; Summary; Chapter 5: Eye Catching Titles, Text, and Effects; Titles and text; Time for action - working with the SONY Pro Type Titler; Time for action - animating our title; Creating opening or closing titles
Time for action - making a series of credits with the Sony Pro Type Titler
Transitions: The key to a smooth flow; Time for action - creating effective transitions; Production values; Summary; Chapter 6: Color Correction Techniques; A note on our project; What are White Balance and Level Correction?; Time for action - using the White Balance tool; Level correction; A lesson on levels; Time for action - using the Levels plugin; Another way of looking at changes to levels and colors; The Waveform scope; Time for action - practical use of Levels and the Waveform scope; The RGB Parade scope
The Histogram scope

Sommario/riassunto

Edit videos with style and ease using Vegas Pro
