

Depth study of Adorage - Video Tab

Preamble

Take a look at this video :

I propose here to start a series of four tutorials that should allow you to easily make similar videos.

We begin today by the study of step **Video A + B** in the process of creating an effect in Adorage. I do not pretend to give explanations on all elements of the step, but we will see a good part.

Beforehand, I urge you to read the tutorial [Adorage, first visit](#) to refresh your memory. Likewise, in order to do your testing, you should create a new effect by **right-clicking** the **catalog of effects** and selecting **New effect**.

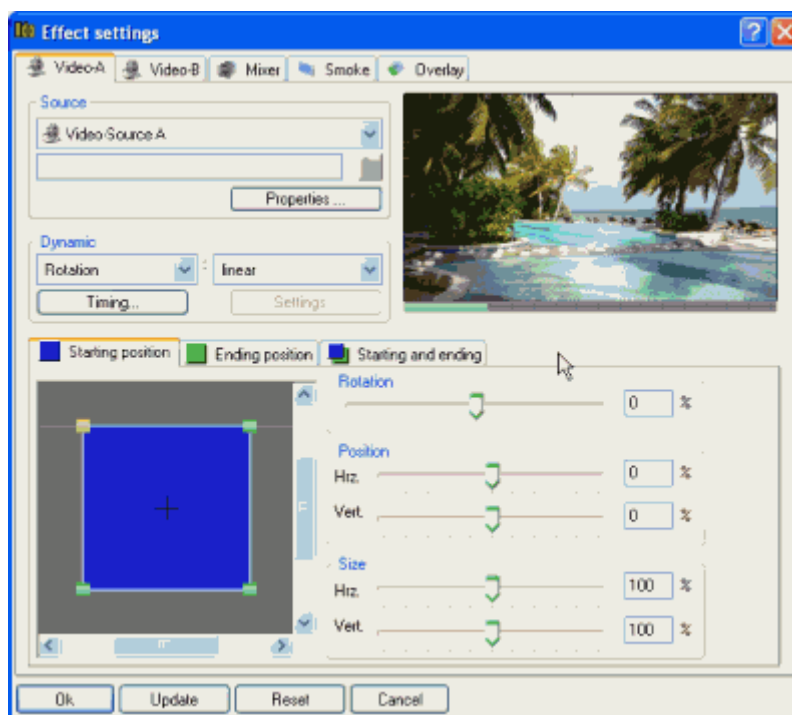
Video A and Video B step

These steps allow you to select the source files in Adorage. If **Video A** and **Video B** are the same then you get an effect, if they are different, it's a transition. In fact, almost, because sometimes there are exceptions.

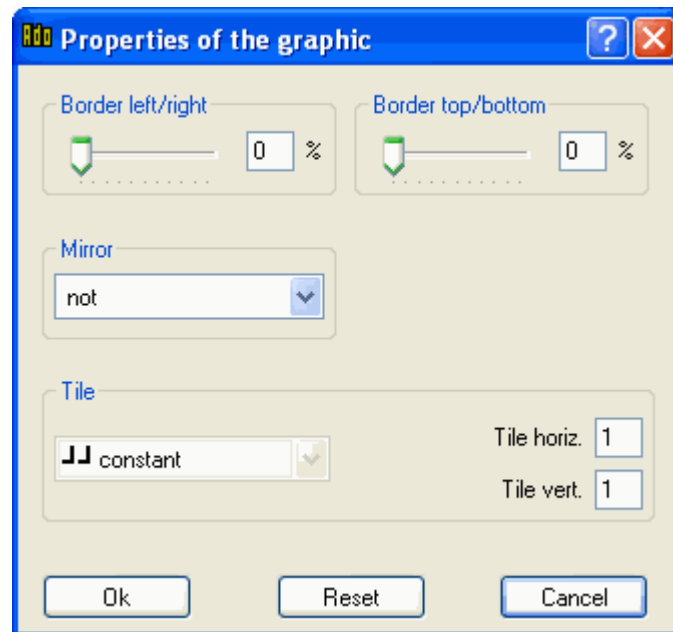
By default, Studio will choose for **Video A** and **Video B** the clip where you want to apply an effect or clips between which you want to make a transition.

For the remainder of the tutorial, **Video A** and **Video B** are from the video OurFunVacation shipped with Studio 12. **Video A** is the end of the part where the little girl looks in the mirror and **Video B** when the pirate flag fleets to the winds.

Open the **Video A** tab. That is what we get :



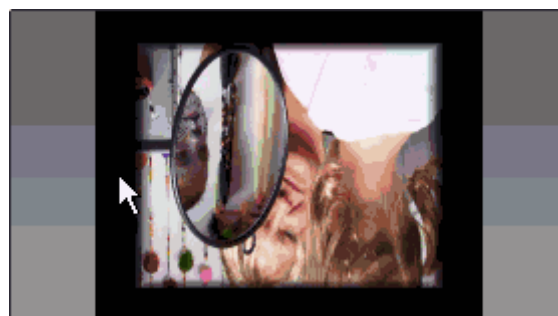
Exploring the **Properties** button :



With ***Border left/right*** and ***Border top/bottom*** you can add black borders to the video :



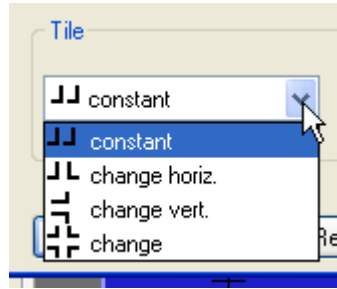
You can apply a vertical, horizontal or diagonal mirror effect to the image with ***Mirror*** :



Finally, with ***Tile***, you can create multi-screen. ***Tile horiz*** on 3 and ***Tile Vert*** on 2 gives this :



You can also apply an horizontal, vertical or both at the same time symmetry to the grid :



Leave one step back. At the bottom of the **Video A** window is a lot of settings that can apply deformations and movements in 2D to the video.

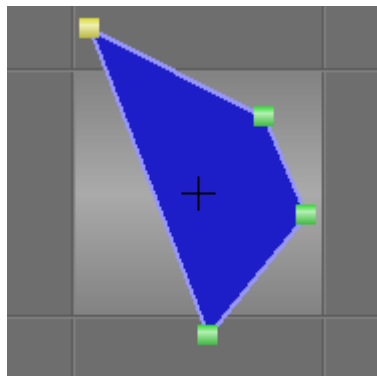
You can resize either horizontally or vertically the image with **Size Hrz** and **Size Vert**.

You can reposition the image with **Position Hrz** and **Position Vert**.

You can rotate the image with **Rotation**.

All this with settings sliders, areas of values to fill or directly with the mouse by manipulating the image in the window at the bottom left. In this case you can even distort the image by stretching its corners.

For example, this :



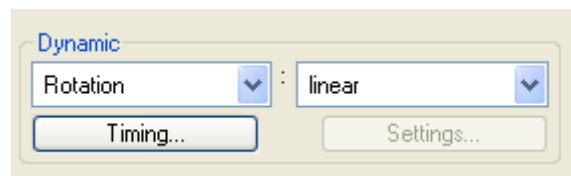
gives this :



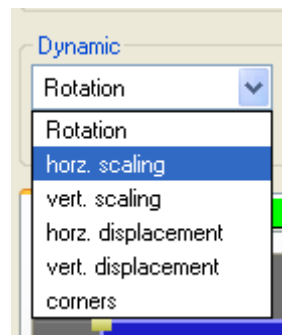
All these manipulations of the image can be set for the start of the animation, its end, or remain constant from beginning to end. For this, you apply the settings to the tabs **Starting position**, **Ending position** or **Starting and ending**, depending on what you need to do.

For example, by choosing different parameters between the starting position and ending position we can get this kind of video :

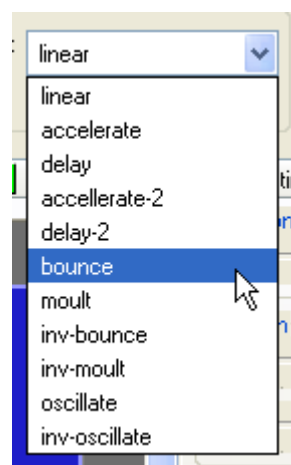
Finally, we can determine how the parameters of the tab **Starting position** will change to reach those of the tab **Ending position** thanks to the **Dynamic** function :



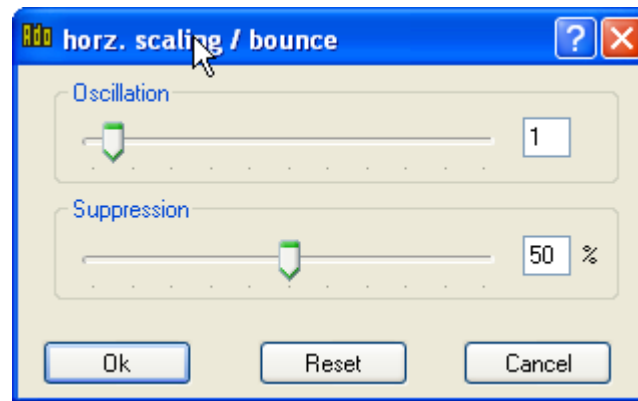
First, you must choose what parameter you want to act. In this example, the **Horizontal scaling** of the video :



Then we choose from a list the type of behaviour of the parameter. Here, **Bounce** :



Finally, by pressing **Settings** you can adjust the strength of the effect (here, the amount of bounce) with the parameters **Oscillation** and **Suppression** :



Consider the following video :

The parameters are as follows: video size to 40 % at start and 80 % at the end.

If we apply the parameters of **Dynamic** described above we get that :

Last point, you can with **Timing** and its **Begin** and **End** sliders determine when and how long the **Dynamic** effect in the clip should apply :

