PDNews
Monthly news from the PD world

In this issue:

Snippets

Intel 8th Gen i9 - April 3rd News

"Intel® Hyper-Threading Technology delivers multitasking support in the latest generation of Intel Core processors. For the enthusiast, the fully-unlocked 8th Generation Intel® Core™ i9-8950HK processor provides the opportunity to tweak the platform performance to its fullest potential and enjoy hardcore mobile gaming and VR experiences. "

Editor's Note.

OK, I finally got around to editing Issue 9.

My apologies to Ynotfish and The Shadowman, who both had their copy ready and waiting on the due date at the end of February. The delay has all been down to me!!

In the end it was a lesson in patience and step by step learning to get to grips with how to record 2 audio streams to 2 different software re-corders simultaneously. After spending several hours in February, the logic completely escaped me and I had a hissy fit and chucked in the towel.

I returned, determined not to be beaten, but failed again in mid March. Then I went back to basics and approached the issue step by step, and all was revealed. Not the complex way I was initially trying, but a much simpler way. It paid to take the time to really understand the software I was using and to grasp the functionality that I required. It had completely passed me by, in my first rush to solve the problem, and the simplest solution was staring me in the face, straight out of the screen.

Bit like video editing really?

My thanks to forum members :

The Shadowman - for his ongoing Newbie Room series

Ynotfish—for his article of LUTs

Screen Recorder 3 has just been released.

"The All-in-One Solution for Gameplay and Screen Capture"

"It is the only all-in-one solution for recording or streaming gameplay, vlogging, or sharing screen content with an online audience."

NVIDIA drops 32bit OS support.

"The end is now nigh, and NVIDIA has laid out all of the details on its support website. First and foremost, NVIDIA plans to drop all 32-bit GPU driver support on the GeForce side effective this month. Security releases will continue to be issued until January 2019. What this means for those stuck on 32-bit OSes is that they will lose access to Game Ready updates, and any features that may be introduced to GeForce Experience in the future."

Nikon's 1 stop shop?

One payment and you're a filmmaker!!

"Behold the ultimate DSLR video outfit: a full-frame 4K UHD D850, a trio of superb f/1.8 prime lenses, an Atomos Ninja Flame external recording monitor, hotshoe and wireless mics and enough battery power for up to 70 minutes of video recording."

$5,499.95

Announced in Nov 2017 the 8C-B60A hasn't got any cheaper @$77,000. Time to save up??

ViewSonic VP3278-8K

"The 32-inch monitor has a resolution of 7,680 by 4,320 pixels. It also boasts of life-like color reproduction with a high level of accuracy, performance, and uniformity for consistent image reproduction."

LUTS INFO

Some Useful (general) Reading & Viewing

The Ultimate LUT Guide - https://www.groundcontrolcolor.com/lut-guide.html including this video - https://www.youtube.com/watch?v=XgL1Z7tsBz8

LUTs: What You Need to Know - https://lutify.me/essential-steps-in-color-grading-when-using-luts/?utm_source=autoresponder&utm_medium=email&utm_campaign=mailster_get_the_most_out_of_luts

LUTs for Noobs - https://www.youtube.com/watch?v=UjQSaz_YgSE

What is a LUT? - http://www.fallenempiredigital.com/blog/2012/12/04/luts-part-1-what-is-a-lut/

Tutorials:

CyberLink PDR - https://www.youtube.com/watch?v=s4Z4-oi07iI

CyberLink CDR - https://www.youtube.com/watch?v=ivwJjGaFQ2I

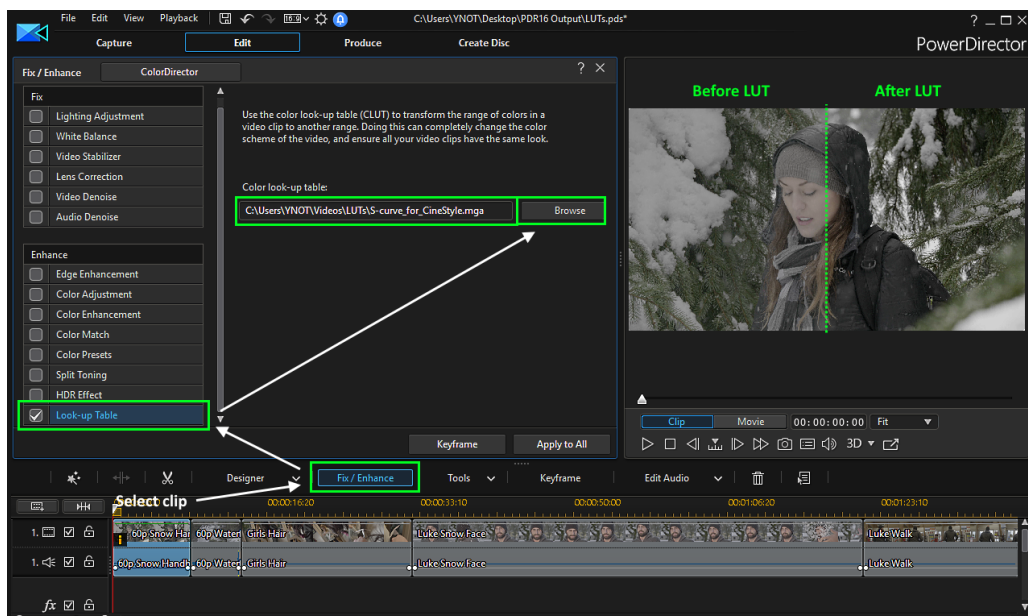PowerDirector University - https://www.youtube.com/watch?v=-XI4uXWY5Ts

APPLYING LUTS

LUTs compatible with PDR16 and CDR: 3DL, CSP, CUBE, M3D, MGA, RV3DLUT, VF
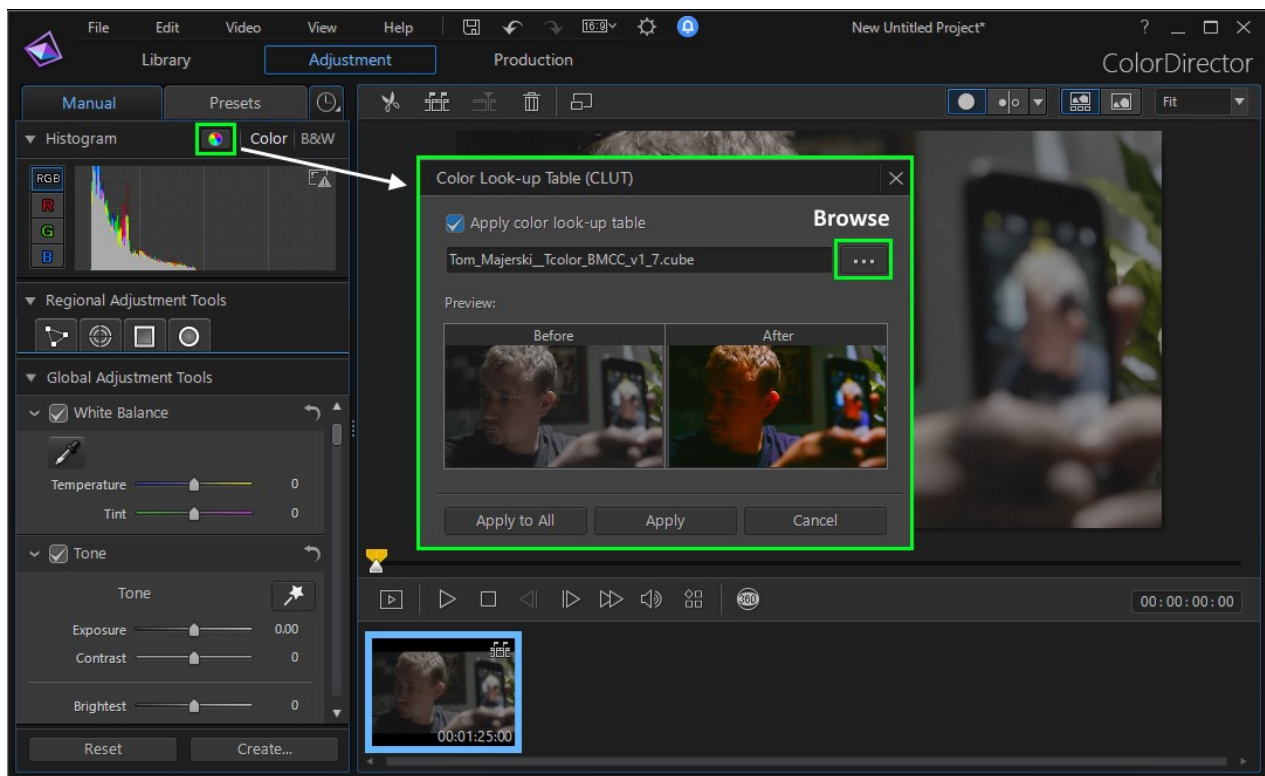
To apply a LUT in PDR16:

1. Select the video clip in the timeline

2. Click on Fix/Enhance button.

3. Check Look-up table check box.

4. Click Browse button navigate to LUT in folder.

5. Apply/Apply to All

To apply a LUT in CDR:

1. Select the video clip on the storyboard

2. Adjustment > Manual tab

3. Select the Apply color look-up table button, in Histogram.

4. Check Apply color look-up table

5. Browse > Navigate to LUT in folder

6. Apply/Apply to All

The following page gives links to sites and sources of free LUTs

FREE LUTS

Free LUTs – these links have links to other sites

https://www.premiumbeat.com/blog/29-free-luts-for-video/

https://filmora.wondershare.com/video-editing-tips/free-luts-resources.html

https://jonnyelwyn.co.uk/film-and-video-editing/free-film-luts-for-editors-dits-and-colorists/

https://medium.com/ross-flies-drones/free-luts-resources-for-mavic-pro-bf1897587b37

Free LUTs

https://lutify.me/free-luts/ - provide email 3D LUTs

https://filtergrade.com/free-cinematic-luts-video-editing/ Cinematic LUTs

https://www.groundcontrolcolor.com/free-luts.html - provide email

http://juanmelara.com.au/blog/print-film-emulation-luts-for-download - film emulation

https://www.colorgradingcentral.com/ - provide email – cinematic

https://www.smallhd.com/community/movie-looks-download - movie looks

http://deluts.businesscatalyst.com/deluts-free-lut.html

https://www.rocketstock.com/free-after-effects-templates/35-free-luts-for-color-grading-videos/ 35 vintage/cinematic LUTs.

https://luts.iwltbap.com/ - variety of LUT styles with variants (~100)

https://fcpxfree.com/collections/luts - separate LUTs & packs

https://nofilmschool.com/2014/05/make-footage-shine-free-cinematic-looks-adobe-speedgrade-premiere-pro-cc

https://motionarray.com/blog/10-free-luts

https://www.cinema5d.com/download-grade-our-sony-a6300-footage-4-free-luts-by-james-miller/

http://www.sonduckfilm.com/tutorials/davinci-resolve-free-lut-color-correction-pack-giveaway/

https://www.rocketrooster.ninja/cinema-colour.html - LUTs provided in different formats

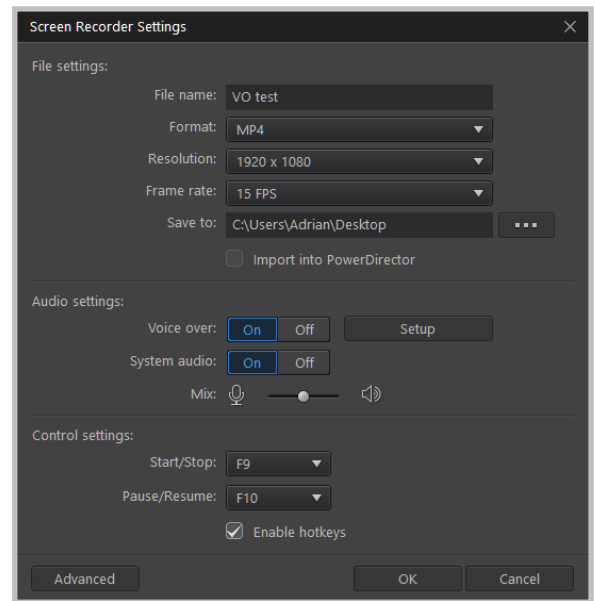https://macphun.com/luminar/marketplace - 15x 3D & 4x Cinematic LUTs

Simultaneous recording of 2 separate audio streams

The Issue

Say you need to capture a screen, maybe a game or just a video, but you need to capture both the system audio and the mic for your VO/commentary or whatever.

Simple, just open up Screen Recorder (in this case SRC 2), make sure both system audio and mic are checked and off you go.

All being well, you get a nice crisp screen capture with a mixed down audio stream—ready to drop into PDR for editing

But what if you want the mic to be recorded as a separate file, not mixed down, but simultaneously with the screen capture, so that you can then drop in your screen capture video, but have your VO as a separate file so that editing of both can be finely tweaked independently.
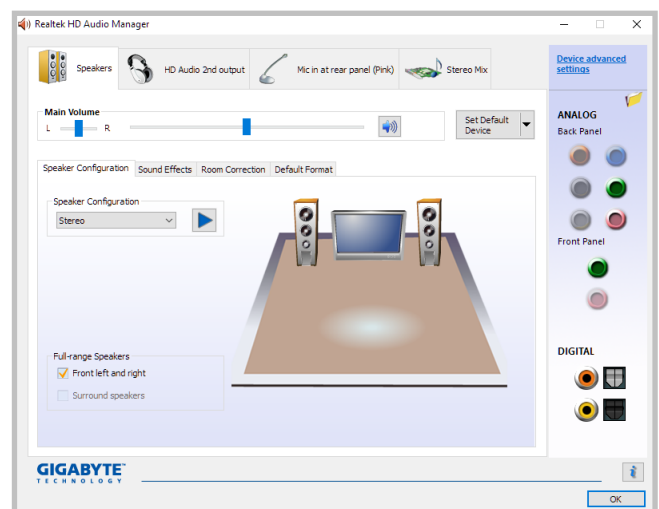
Not so easy!

The Logic

We all know that most systems have multi-functional audio inputs and outputs—sometimes all on the rear of a system, sometimes on the front, or sometimes a mixture. Most audio system managers allow these audio i/o ports to be configured by the user.
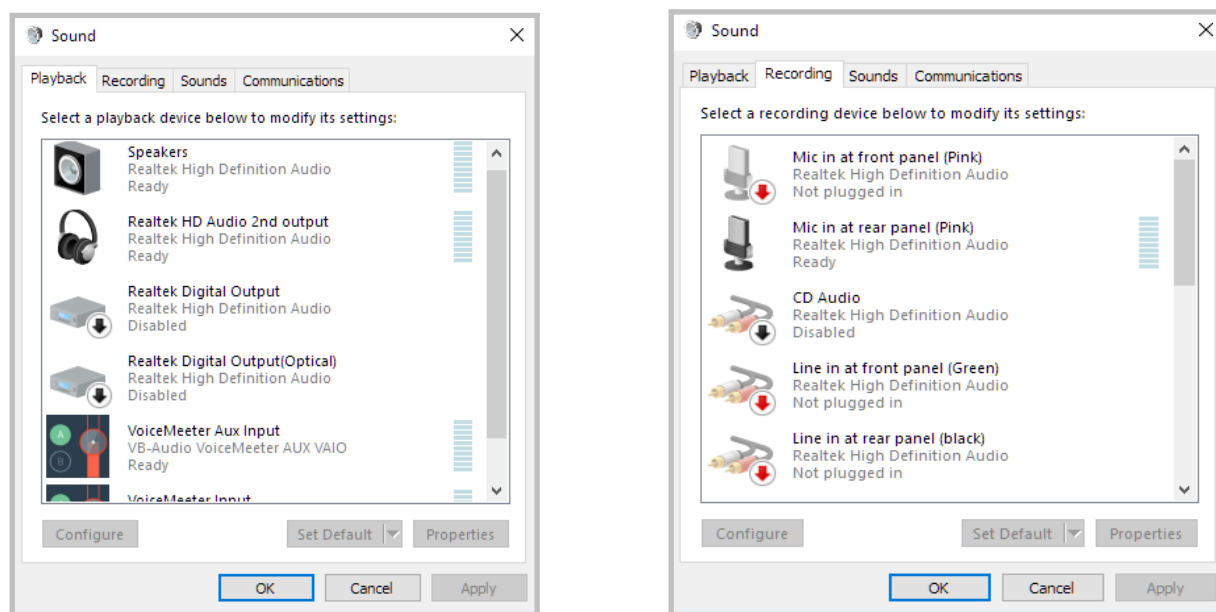
Something like this from RealTek.

Note: Laptops will have a serious disadvantage here, they tend not to have the same number of ports as a desktop and the following method will not easily work!!

Windows also allows audio ports to be configured :

Something like this (rt click the speaker icon on the taskbar or via Control Panel>Sound) :

So, between these two audio management systems, we should be able to configure stuff to work as we want it?

Well, sort of—but not for what we want. Yes, we can get physical inputs like a mic to be configured to a port and physical outputs like speakers or headphone to be attached to separate ports but what then?

The problem arises in getting the differing inputs— for example system audio from a video game and also a mic (or two), to be routed to differing outputs so that they can be recorded independently. We could probably do this with a complicated hardware setup, recording to external audio systems which can then be transferred to our video editing system, but we want something slicker.

Enter the virtual mixer

This is a piece of software that can have several inputs, both physical and virtual, and can route those inputs to separate outputs, both physical and virtual. Cunning, but quite complex!

There are differing systems around, but I'm going to use VOICEMEETER banana here. It is free to use via donationware.

If you want to try this technology, be prepared for a bit of reading and experimentation because the logic is both simple and sophisticated (as I found out by not going slowly and learning as I went!). Systems and audio managers are different, and your own system audio needs to be clearly understood first, before launching out to implement this very cool bit of kit.

In this article, I cannot go into how to install and set up VOICEMEETER on your system, but there are many tutorials that walk you through it. I will try to explain the basics and the principles as I go along, but please take your time and work slowly at it.

Some hints gained along the way :

- *Where something can be named to be meaningful then do so, it's easier to understand Koss Headphones Front than Audio Device aux 1.*

- *Keep a clear head on what you are trying to achieve.*

- *Keep your folders etc. clean and logical.*

- *Make changes one at a time.*

- *Some changes will freeze things temporarily or until rebooted—re-assigning audio ports on the hoof might well confuse the media player in mid-stream!*
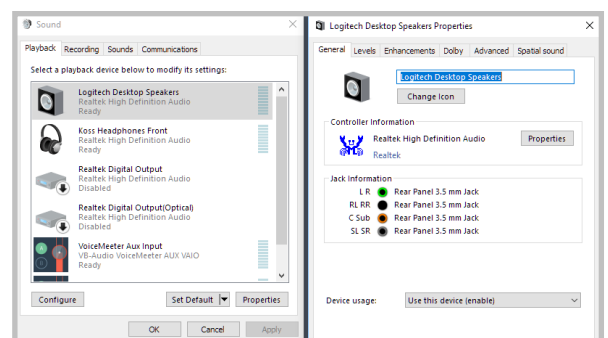
OK, off we go.

VOICEMEETER Interface

This is after I have installed and set up the mixer.

Notice that the Hardware Input 1 is called "VideoMic Pro rear" and the Hardware Outs A1 and A2 are also properly named. The mixer picks up these names from the Windows Audio Manager, or we can name them "on the mixer" by rt clicking the title Hardware Input 1 etc.

This simple setup is the one that will do our job, but there are so many more options and uses for this mixer that anything you learn will be a great asset.

Very basically, I have allocated my mic to Hardware Input 1, my speakers to Hardware Out 1 and my headphones to Hardware Out 2. My system audio is automatically allocated to either Virtual Input B1 or B2, depending on my choices in setting up the mixer. In my case I selected B1. B2 is not in use.

You will also see that I have routed the output from my mic to A2 which is the Koss headphones and I have routed the system audio output to A1, my Logitech speakers. Each of the inputs and the outputs have their own faders and audio manipulation facilities—like EQs, differing modes etc. but these are not for us at present. Let's keep it simple.

In some ways, this is not necessarily the optimum configuration, but which configuration you choose might depend on your preferences. My logic for this demo was to listen to my VO on the headphones (be careful of delays, echo etc.) whilst turning down the desktop speakers, so the mic doesn't pick up the system audio. You might choose differently. Actually, any input can be routed to any, or all, outputs by selecting the appropriate buttons A1,A2 or A3 (or even to other inputs but the logic gets complicated then!)

So where are we now in getting to our goal? Well, our physical and virtual inputs are allocated and routed to our choices of outputs. Now we need to grab them and record them.

Hold on for the next step!

To some extent the screen capture of video and system audio is straightforward. Start your Screen Recorder, make sure the Mic VO is unselected, and record away as normal. You have control of volume on your A1 desktop speakers via the sliders, faders etc. in the mixer and nothing more is needed (basically).

But the key to our quest is to route the VideoMic Pro to another independent recorder. This could theoretically be Audacity or some other recorder, but there is a really simple method!

Look carefully at the mixer—it has an old fashioned cassette player/recorder! How amazingly useful!

So, configure the recorder to pick up the Hardware Input 1 VideoMic Pro and job done.

Rt Click on the Input button on the cassette and select your input (one or more if you wish to mix sources) but here only Input 1 is necessary. You can choose pre–, or post– , fader as well, whichever suits your purpose, so you can begin to see the possibilities?

Choose your output folder and file prefix, type and bitrate etc.

Close the configuration window and when you press record, whatever is coming into Input 1 will be recorded to your location and file.

So, using PDR Screen Recorder to capture your game and system audio and also simultaneously recording any commentary or VO to the mixer recorder, allows you to have your standard Screen Recorder file and your VO file available to be independently edited and synched up in PDR.

Is it worthwhile? Up to you, but using a virtual mixer is fascinating and the possibilities are complex and versatile, so it's worth a play.

Do take it slowly, I didn't and it drove me mad!

The Newbie Room

The place to come if you are new to PowerDirector, video making and editing.

Visit here to pick up some new and useful tips.

<u>A COMMON PROBLEM FOUND WITH POWERDIRECTOR</u>

<u>No Audio / Audio Missing / Where's My Audio?</u>

The above are common titles of threads by PowerDirector users (not always Newbies) when for some, as yet unknown, reason the audio in the project falls silent.
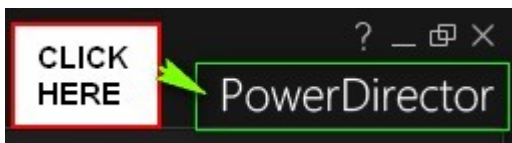
As much as the forum membership enjoy assisting fellow editors, there are a few things that the new PowerDirector user can explore before requesting help.

The Latest Patch

Sometimes something as easy as locating and downloading the latest patch for your version will rectify PD problems. This can be especially necessary if the user hasn't installed any patches since the time of the original installation.

To check you have the latest patch, click on "PowerDirector" in the top right-hand corner of your editor.

Once the build number has been established click here to visit the Cyberlink update web page*. If the latest patch has a higher number than the user's, download the patch and install it. This action is essential to keep PowerDirector working at peak performance. The user should note that patches are generally issued for full versions only and not OEM versions.

*N.B. Update (patch) notifications are posted on the opening page of the various PowerDirector forums.
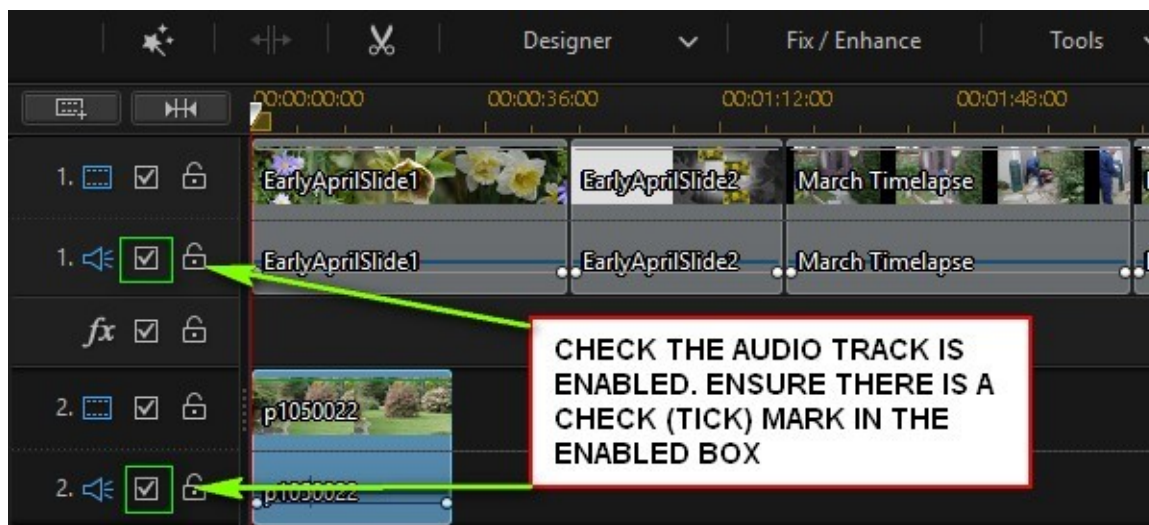
OEM (Original equipment manufacturer) versions of PowerDirector can generally be found when new hardware is purchased, such as a new computer. They are generally watered down software designed to tempt the user to upgrade to a full version. In most cases these OEMs cannot be upgraded with a patch. Attempting to do so will often result in an error mes-

Enable The Audio Track

Once PowerDirector has been upgraded to the latest build, the next step is to check that the audio track has not been disabled by mistake. To do this ensure there is a check or tick mark in the boxes shown below.
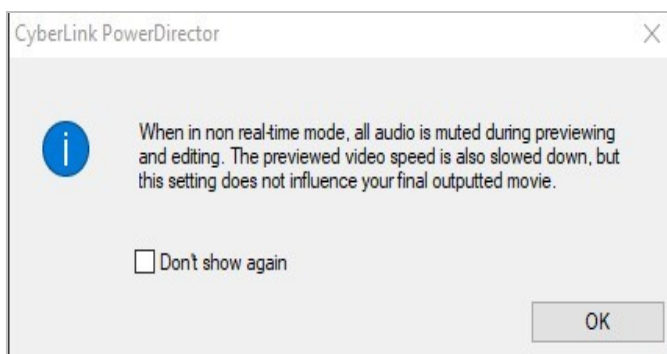

Non Real-time Preview

If the timeline audio tracks are checked, the next thing to look at is the Non Real-time preview setting.

Selecting the Non Real-time preview setting mutes the audio and displays the preview at a reduced speed to assist editing.

This is particularly useful when editing HD video. When Non Real-time is selected the speaker icon has a diagonal line through it. This is a visual indication that muted video has been selected.

To regain the audio select Real-time editing. After selecting Non Real-time a warning message will be given.
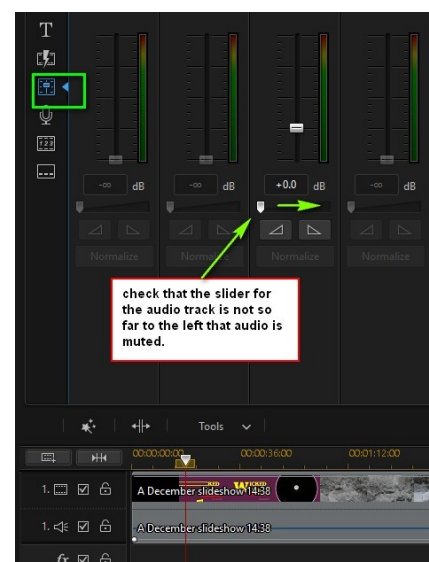
Volume Setting

With Real-time preview selected, the speaker icon can be selected to adjust volume. Ensure that the volume is at a level that can be heard. This volume adjustment is for the speakers on the workstation and does not affect the project volume levels.

Audio Mixing Room

Check in the Audio Mixing Room that the Audio Gain slider is not so far left that audio is muted.

Windows Volume Mixer

If problems are still being experienced, the user may have inadvertently muted the Windows Volume Mixer. To check the setting (ensure PD is open) right click on the speaker icon in the Windows taskbar and open the Volume Mixer. If the speaker icon at the bottom of the PD column is muted, click on it to unmute. In most cases, however, if the volume is muted in Windows Volume Mixer the speaker icon in PD will show as audio being muted, but check it anyway.

PowerDirector Trial and Free Versions

Check that the version of PowerDirector you are using can actually handle the type of audio you are attempting to edit. A recent case study showed that an editor didn't provide enough information when requested by members of the forum. PowerDirector had been downloaded, but no audio was available.

On further investigation it was found that the downloaded version was in fact a free LE (limited edition). The LE version did not support Dolby Digital audio files. Subsequently, it was discovered that the files in question were in fact Dolby Digital and the result, therefore, was no audio.

Trial versions can have similar limitations, so the moral here is to give the forum members as much information as possible when starting a new thread. In this particular case, had the version been identified as a limited edition the query would have been solved much earlier.

Codecs

In most instances, one of the checks shown above will reinstate the missing audio, but occasionally there will be times when your audio just will not respond.

Your operating system needs both audio and video codecs to be able to play the various files loaded into PowerDirector. Sometimes a required codec will be missing, resulting in a loss of audio or video.

This problem is easily rectified by downloading and installing the **K-Lite Codec Pack**. Further reading can be obtained here .

The K-Lite codec pack advantage is that it is very comprehensive and regularly updated.

System Check

Perhaps the most obvious, but sometimes overlooked reason for audio problems is the users system itself. Always check that the files actually play on another media player installed on your system. The VLC media player is a useful tool for this purpose. VLC Player However, if you are planning to work with H.265 material you will require a viewer that can handle HEVC H.265. Here are some*: Win10 Films & TV, GOM Player, MPC-HC, WMP & POT player.

* information courtesy of **ynotfish** after extensive testing.

Final Solution

If all the above fails, visit us on the forum and start a new thread requesting help. Remember to give as much information as possible, but keep it concise and to the point.

Free Things

Nice set of time lapse and HDR clips from Beachfront B-roll

Some free Epic SFX stuff—including a take on how to formulate an epic movie trailer. From The Beat

Some good Glitch SFX from Rocketstock

Film burns and transitions from Spoon Graphics

Interesting Info.

Fade to Black - The smoothest dissolve transition there is.

"If you read any editing textbook, you'll learn that editing should be invisible."

"In the book *In The Blink of an Eye*, Walter Murch argues that editing should proceed with natural human reaction."

"Yet, fading out to black (or white) is seemingly unnatural. Other than falling asleep (or passing out), when else do we see something fade to black?"

Read a bit more here.

10 Tips from TED

An interesting insight into what makes a good edit of a TED talk.

"Editors have a deep understanding of how people think, feel, remember and learn, and we use this knowledge to build powerful, moving stories and experiences. The best editing decisions come from empathy ……….."

Personally I find the last tip is often forgotten - Take some space from your edit.

"After spending some time with the same edit, it's easy to become desensitized to the material. So it's important to step away."

Read the full article here.

3 Creative In-Camera Transitions

"All you need is a camera and a bit of pre-planning."

"….the invisible cut, the whip pan, and crossing the frame….."

Read the full article here.

Places to visit

Tutorials—inc. PDR16

- Official CyberLink Tutorials

- PD University

- Hans van Kempen's Starter Course [for Dutch users]

- Also many of PDtoots tutorials are useful to PD users.

- Jimlowa's Tutorials http://sharperturtle.com

- PowerDirector Tutorials

Members Resources Websites

- GodfreyZA's Templates: http://oneclickmobi.com/powerdirector-templates/

- Barry Gill's resource page: http://www.bgillcyberstudio.com/
  barry_gill_cyber_studio_002.htm

- Eric Matyas music page: http://soundimage.org/

Useful Documents

- Future Suggestions:

  - Q2 2017 wishlist

  - Q3 2017 wishlist

- Guide to Good Posting : Before Posting

Resources

- DirectorZone

  - Effects, particles etc.

Request for sample video files

Barry The Crab's site has a wide selection of interest to editors, including sample files from many camera sources to trial or work with, donated by other members etc.

HE NEEDS MORE SAMPLES TO KEEP THE COLLECTION UP TO DATE!!

Please consider visiting and uploading samples that are not already available, it will help support a good service.