Cinescore™
Professional Soundtrack Creation

Revised April 13, 2006

After Cinescore software is installed and you start it for the first time, the registration wizard appears. This wizard offers easy steps that allow you to register the software online with Sony Media Software. Alternatively, you may register online at http://www.sony.com/mediasoftware at any time.

Registering your product will provide you with access to a variety of technical support options, notification of product updates, and special promotions exclusive to registered Cinescore users.

Registration assistance

If you do not have access to the Internet, registration assistance is available during normal weekday business hours. Please contact our Customer Service department by dialing one of the following numbers:

Telephone/Fax	Country
1-800-577-6642 (toll-free)	US, Canada, and Virgin Islands
+608-204-7703	for all other countries
1-608-250-1745 (Fax)	All countries

Customer service/sales

For a detailed list of customer service options, we encourage you to visit http://mediasoftware.sonypictures.com/support/custserv.asp. Use the following numbers for telephone support during normal weekday business hours:

Telephone/Fax	Country
1-800-577-6642 (toll-free)	US, Canada, and Virgin Islands
+608-204-7703	for all other countries
1-608-250-1745 (Fax)	All countries

Technical support

For a detailed list of technical support options, we encourage you to visit http://mediasoftware.sonypictures.com/support/default.asp. To listen to your support options by telephone, please call 608-256-5555.

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Chapter 1 | Introduction

Welcome

Cinescore software is a breakthrough in professional soundtrack creation, automatically generating fully composed, multigenre, production music perfect for movies, slideshows, commercials, and radio productions.

Using Cinescore software, you can arrange audio and video on the timeline, and then you can let Cinescore work its magic to create a soundtrack that you can tailor to fit your exact needs.

System requirements

In order to use Cinescore software, your computer must satisfy the following minimum specifications:

- Microsoft® Windows® 2000 (SP4) or XP
- 1.5 GHz processor
- 512 MB RAM, 1 GB recommended
- 200 MB hard-disk space for program installation
- 1.7 GB hard-disk space for optional installation of themes and audio transitions
- Windows-compatible sound card
- CD-ROM drive (for installation from a CD only)
- DVD-ROM drive (for installation of themes and audio transitions)
- Microsoft DirectX® 9.0c or later (included on application disc)
- Internet Explorer 5.1 or later (included on application disc)

Technical support

The Web site at http://mediasoftware.sonypictures.com/support/default.asp has technical support, reference information, program updates, tips and tricks, user forums, and a knowledge base.

Installing Cinescore software

1. Insert the application disc. The setup screen appears (if AutoPlay is enabled for your CD-ROM or DVD-ROM drive).

   If AutoPlay is not enabled, click the ▣ Start button and choose **Run**. Type D:\setup.exe, where D is the drive letter of your CD or DVD drive, and follow the on-screen prompts to complete the installation.

2. Click **Install Cinescore 1.0**, and then follow the on-screen prompts to install the appropriate version of Cinescore for your computer.

> **Note:** *Windows Installer is used for all versions of Windows. Windows Installer is installed and then you are asked to restart your system.*

Installing Adobe Reader

In order to view the Quick Start Manual, you will need to install the Adobe Reader software. It has been included on the application disc in the **Extras\Adobe Reader 6.0\English** folder for your convenience.

1. Place the Cinescore application disc in the drive. AutoPlay launches the Setup menu.

> **Note:** *If AutoPlay is not enabled, click the **Start** button and choose **Run**. Type **D:\Extras\Adobe Reader 6.0\English\ adberdr60_enu_full.exe**, where D is the drive letter of your CD-ROM or DVD-ROM drive. Follow the instructions in the dialogs to complete the installation.*

2. Choose **Browse**, and then browse to the **\Extras\Adobe Reader 6.0\English** folder on the application disc.

3. Double-click the **adberdr60_enu_full.exe** icon, and follow the instructions in the dialogs to complete the installation.

Using online help

You can access three varieties of help:

- Online help
- What'sThis? help (also referred to as context-sensitive help)
- Show Me How tutorials

Online help

To access online help, choose **Contents and Index** from the **Help** menu or press F1.

> **Note:** *To view online help, Internet Explorer 4.0 or later must be installed on your system. Internet Explorer is included on the Cinescore CD-ROM for your convenience.*

The online help window has four tabs that you can use to find the information that you need.
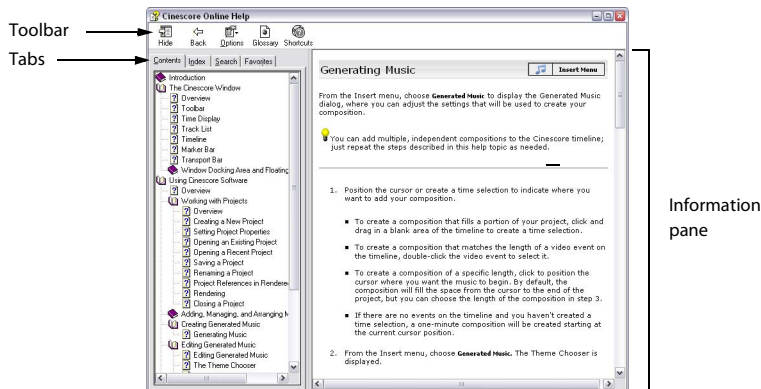
The **Contents** tab provides a list of available help topics. Double-click a closed book ( ) to open the pages and then click a topic page ( ).

The **Index** tab provides a complete listing of the help topics available. Scroll through the list of available topics or type a word in the **Type in the keyword to find** box to quickly locate topics related to that word. Select the topic and click Display .

The **Search** tab allows you to enter a keyword and display all of the topics in the online help that contain the keyword you have entered. Type a keyword in the **Type in the word(s) to search for** box and click List Topics . Select the topic from the list and click Display .

The **Favorites** tab allows you to keep topics that you revisit often in a separate folder. To add a topic to your favorites, click Add on the **Favorites** tab.

What'sThis? help

What'sThis? help allows you to view pop-up descriptions of menus, buttons, and dialog boxes.

1. Click the **What's This Help** button ( ) in the toolbar or the question mark ( ) in the upper-right corner of a dialog box. Alternately, you can choose **What's This?** from the **Help** menu or press Shift+F1. The cursor changes to a question mark icon (?).

2. Click an item in the program's interface. A pop-up description of the item appears.

Help on the Web

Additional help and information is available on the Sony Media Software Web site. From the **Help** menu, choose **Sony on the Web** to view a listing of Web pages pertaining to Cinescore software and Sony Media Software.

Show Me How tutorials

You can learn more about many of the features in Cinescore by using the interactive Show Me How tutorials installed with the software.

By default, Show Me How tutorials display upon startup of the application. However, you can access them at any time from the **Help** menu by choosing **Show Me How**.

> **Tip:** *To disable automatic display of the Show Me How tutorials, clear the* **Show at Startup** *check box at the bottom of the tutorial window.*

Overview

Cinescore software is designed to be an easy-to-use program. Many operations, menu items, and shortcut keys are consistent with other popular Microsoft Windows software applications.

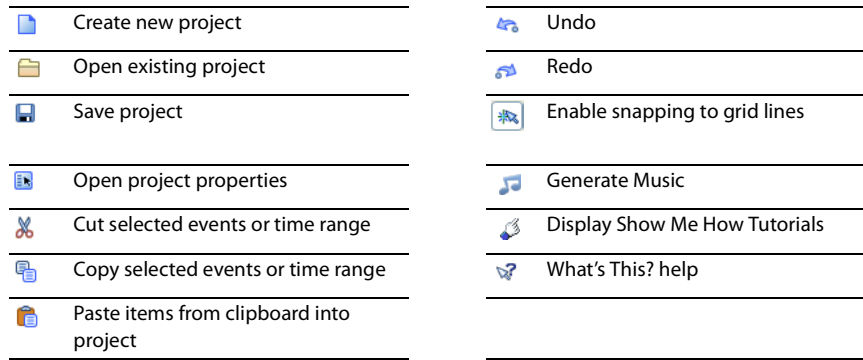The following sections provide a graphical tour of the Cinescore workspace.

Main window

This is the window that appears when the software is opened. The work area is subdivided into three primary areas: the track list, the track view (or timeline), and the window docking area.You can resize the track list, track view, and window docking area by dragging the dividers between them.
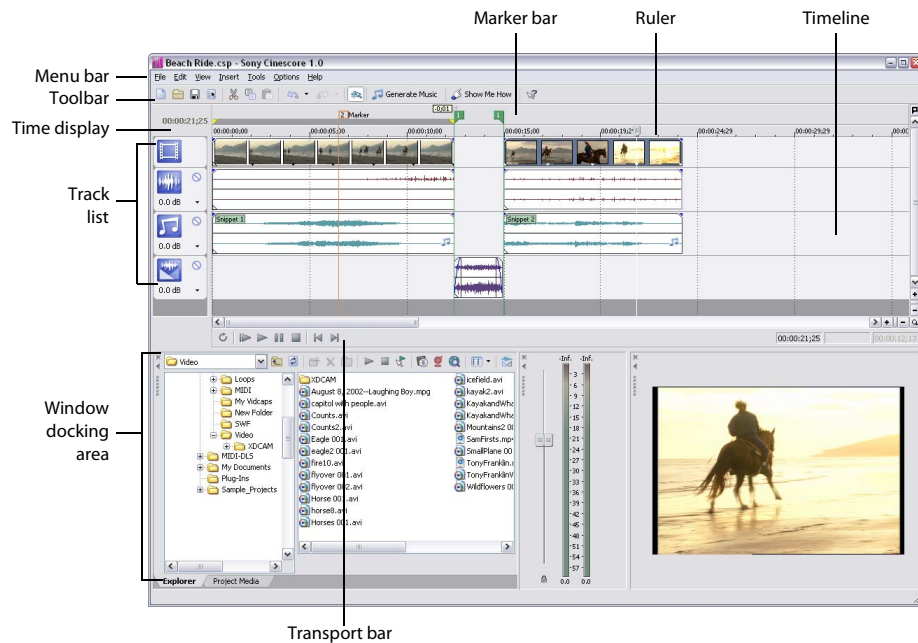
Toolbar

The toolbar allows you to quickly access the most commonly used functions and features. From the **Options** menu, choose **Customize Toolbar** to specify which buttons are displayed.

▯	Create new project	↩	Undo
🗁	Open existing project	↪	Redo
💾	Save project	▨	Enable snapping to grid lines
▤	Open project properties	🎵	Generate Music
✂	Cut selected events or time range	✎	Display Show Me How Tutorials
▤	Copy selected events or time range	❔	What's This? help
📋	Paste items from clipboard into project		

Time display

The Time Display window reflects the cursor's position on the timeline and the end point of a time selection.
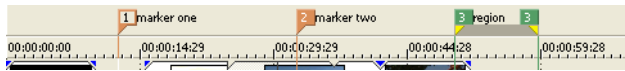
Ruler

The ruler is the timeline for your project. You may specify how the ruler measures time: seconds, measures and beats, frames, etc.


Marker bar

The marker bar is the area where you can place markers and regions along the project's timeline. These informational tags can serve as cues or reminders highlighting important events in your project.
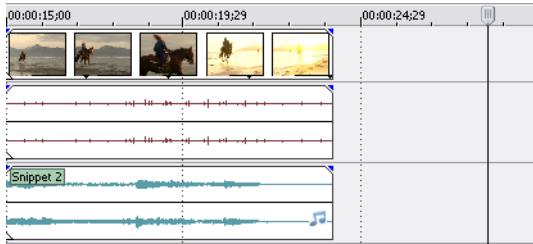

Track list

This displays the tracks in your project and contains controls used to determine track mixing.*For more information, see Audio track header on page 23*.
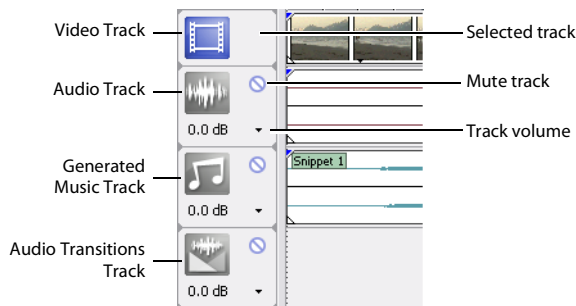
Timeline

All arranging and editing is done in the timeline or track view. This area contains all of a project's events. *For more information, see Using the track view on page 22*.


Transport bar controls

The transport bar contains the playback and cursor positioning buttons frequently used while working on and previewing your project.

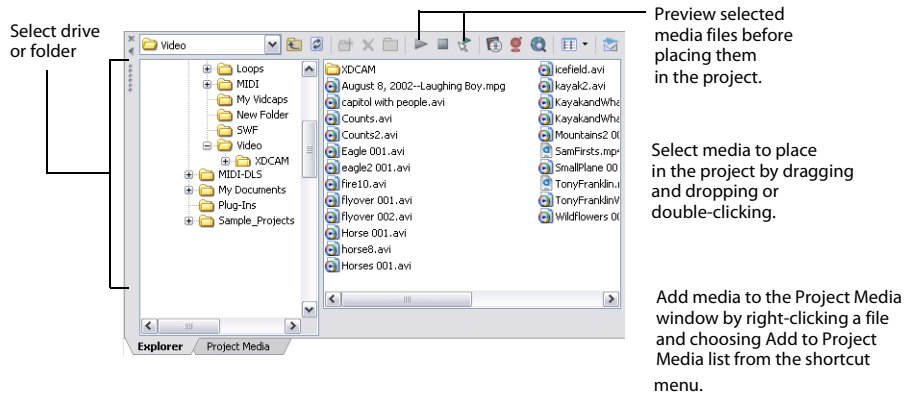|				
↻	Loop playback		■	Stop playback
▶	Play from beginning of project		◄	Move cursor to start of project
▶	Play project from cursor position		►|	Move cursor to end of project
‖	Pause project playback			

Window docking area and floating window docks

This area allows you to keep frequently used windows available but out of the way while you are working with a project. Windows can be docked next to each other, subdividing the docking area, or they can be docked in a stack in the window docking area or in a separate floating docking window. When stacked, each window has a tab at the bottom with its name on it. Click the window's tab to bring it to the top.

Close window
Expand window

Drag the handle away from the docking area to float the window.
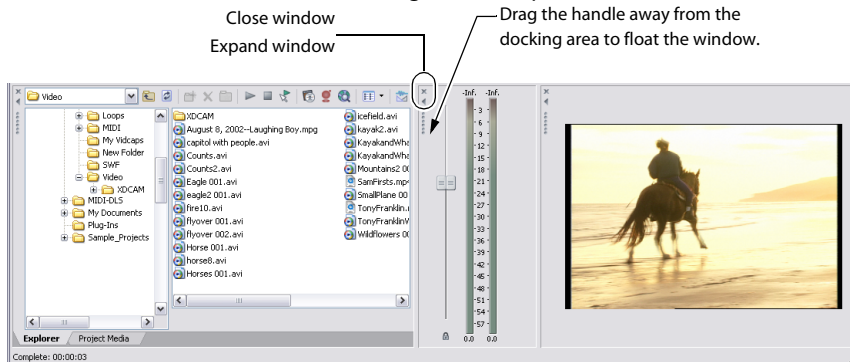
- To dock a window, drag it to the docking area.
- Drag the handle on the left side of a docked window to remove a window from the docking area and float it.
- To prevent a window from docking when you drag it, hold the Ctrl key.
- To expand a docked window so it fills the docking area, click the **Maximize** button (◄). Click again to restore the window to its previous size.
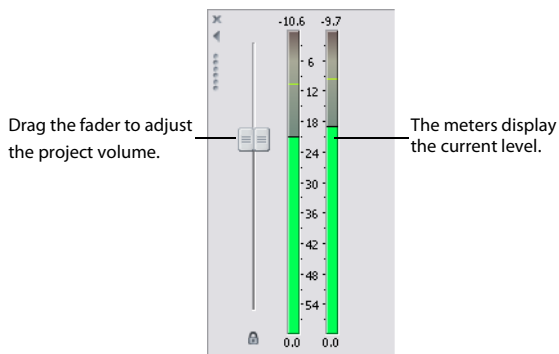- To remove a window from the docking area or a floating dock, click the **Close** button (✕).

Explorer window - Alt+1

The Explorer window is similar to the Microsoft Windows Explorer. Use the Explorer window to select media files to drag to the project timeline or add to the Project Media list. You can also use the Explorer to perform common file management tasks such as creating folders, renaming files and folders, deleting files and folders. Use the **Start Preview** (▶) and **Auto Preview** (🐾) buttons to preview files before adding them to the project.

Select drive or folder

Preview selected media files before placing them in the project.

Select media to place in the project by dragging and dropping or double-clicking.

Add media to the Project Media window by right-clicking a file and choosing Add to Project Media list from the shortcut menu.

Mixer window - Alt+2

The Mixer window allows you to adjust the volume of your project.

Drag the fader to adjust the project volume.

The meters display the current level.

Video Preview window - Alt+3

This window displays a project's video during project editing and playback. *For more information, see Playing your project on page 24.*

Video appears during project playback or as the cursor is moved during editing.
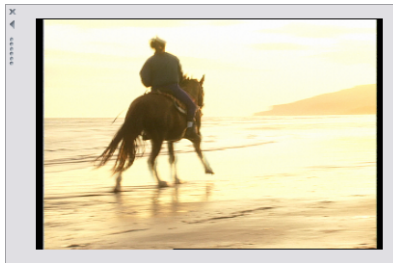
Tip: *To change the video preview quality, choose* **Preview Quality** *from the View menu, and then choose a setting from the submenu. This setting is used for previewing only and has no effect on the final rendered video. Decreasing the preview resolution can allow the Video Preview window to display a higher frame rate if your computer is unable to display full-frame-rate video.*

Project Media window - Alt +4

The Project Media window helps you organize the media files you're using in a project. The information about these files is displayed in a highly flexible database that can be instantly sorted. *For more information, see Using the Project Media window on page 15.*
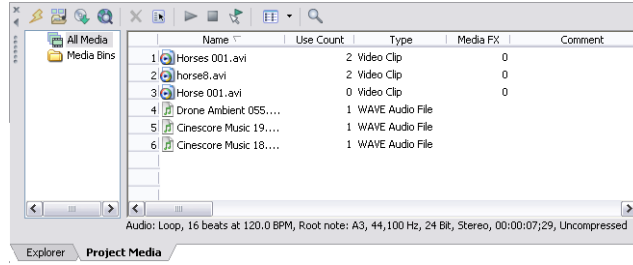
Chapter 2 | Getting Started

Cinescore® software is a new way of creating video scores. Whether you are an experienced musician author or an inspired novice, Cinescore will help you add a musical score to a video in four simple steps:

1. Create a Cinescore project.

2. Add a video to the timeline. *For more information, see Adding media to the timeline on page 19*.

3. Generate music, and then fine-tune the composition to suit your taste. *For more information, see Creating generated music on page 47*.

4. Render your video. *For more information, see Creating a movie on page 26*.

Creating projects

The process of creating a multimedia production can be a complicated undertaking, involving hundreds of shots, voiceovers, and music beds. Organization is a critical issue in this process. In the software, organization is handled by a Cinescore project file (.csp) that saves information about source file locations, edits, cuts, and insertion points. This project file is not a multimedia file, but is instead used to create (render) the final file when editing is finished.

Because Cinescore software edits a *project* file and not the original source files, you can edit without worrying about corrupting your source files. This not only gives you a strong sense of security, but it also gives you the freedom to experiment.

1. From the **File** menu, choose **New**. The New Project dialog appears.

2. Enter your project settings on the various tabs.

   - The **General** tab allows you to select the video and audio settings for your project.
   - The **Summary** tab allows you to enter any relevant information and reminders about your project.

3. Click **OK**.

4. From the **File** menu, choose **Save**. and choose where you want to save your project (.csp file).
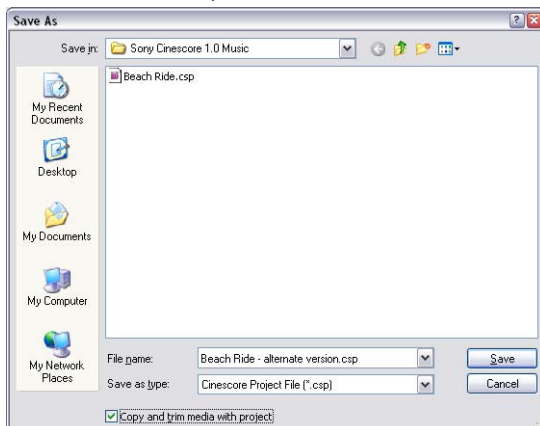
You can change project settings at any time while working on a project. From the **File** menu, choose **Properties** to change any of these settings.
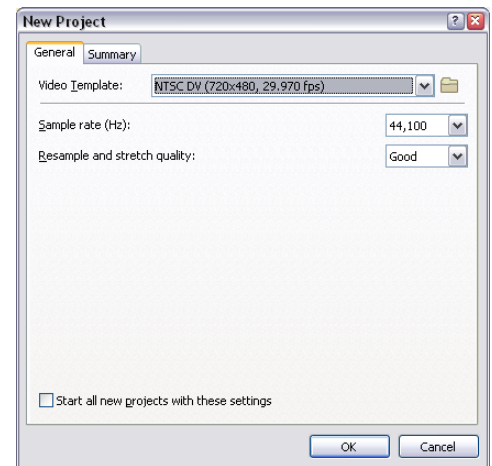
Saving a project

When you save your work, it is saved in a project file. Project files are not rendered media files.

1. From the **File** menu, choose **Save**.

The first time you save a project, the Save As dialog appears. In subsequent saves, the dialog is bypassed, your existing file name is retained, and your project is updated to include any implemented changes.

2. Select the drive and folder where you want to store the project.

3. Type the project name in the **File name** box.

4. Click **Save**.

> **Tip:** *Select the* **Copy and trim media with project** *check box to save the project file and copies of the media files to a common location.*

Renaming a project (using Save As)

After you have been working with your project, you can use the **Save As** command in the **File** menu to save a copy of a project with a new name. This is useful for backing up different versions of a project.

Getting media files

You can add media from a variety of sources to your project.

Selecting media

Cinescore software supports a wide range of media file types. You may select any of the media file types listed below to add to your project.

Format	Extension	Definition
CD Audio	.cda	Audio format used on compact discs.
ATRAC Audio	.aa3, .oma	Audio format developed by Sony, including ATRAC3™, ATRAC3plus™, and ATRAC Advanced Lossless™ formats.
Audio Interchange File Format	.aif	Standard audio format developed by Apple® and used on Macintosh® computers.
GIF	.gif	256 index color, lossless image and animation format widely used on the Internet.
JPEG	.jpg	True color, lossy Internet image format.
MPEG-1 and MPEG-2	.mpg	Video files encoded using a lossy audio/video compression.
MP3 Audio	.mp3	Highly compressed audio file.
OggVorbis	.ogg	A patent-free audio encoding and streaming technology.
Photoshop	.psd	Adobe® Photoshop® proprietary image format (flattened).
Portable Network Graphic	.png	True color or indexed color, lossy or lossless Internet image format.
QuickTime™	.mov, .qt	QuickTime standard audio/video format.
Shockwave Flash	.swf	Multimedia file format developed by Macromedia.
Sony Perfect Clarity Audio®	.pca	A proprietary lossless audio compression format from Sony Media Software.
Sony Wave64	.w64	Sony Media Software proprietary Wave64™ audio file that does not have a limited file size (unlike Windows WAV files that are limited to ~2GB).
TARGA	.tga	True color, lossless image format that supports alpha channel transparency.
Video for Windows®	.avi	Standard audio/video format used on Microsoft® Windows®-based computers.
Wave (Microsoft®)	.wav	Standard audio format used on Microsoft Windows-based computers.
Windows Bitmap	.bmp	Standard graphic format used on Microsoft Windows-based computers.
Windows Media® Audio	.wma	The Microsoft audio-only format used to create files for streaming or downloading via the Web.
Windows Media Video	.wmv	The Microsoft standard used for streaming audio and video media via the Web.

Previewing a media file

You may preview files before placing them in your project. The Explorer window has a mini-transport bar with **Play**, **Stop**, and **Auto Preview** buttons ( ).

> **Tip:** *You can use the same mini-transport bar buttons in the Project Media window to preview files in the Project Media list.*

1. Select a file in the Explorer window.

2. Click the **Play** button (▶) to listen to the file.

3. Click the **Stop** button (■) or select a different file to stop previewing the file.

> **Tip:** To automatically preview selected files, click the **Auto Preview** button (![icon]) on the Explorer window's transport bar.

Using the Project Media window

Media files, both video and audio, tend to be the largest files on your hard drive. It is therefore not always easy to move them around and impractical to store multiple copies of these files. You can add media files to the Project Media list to organize them before any editing begins. Once you begin working on a project, all files you add to the timeline are automatically included in the Project Media list. From the **View** menu, choose **Project Media** to open this window if it is not already visible.
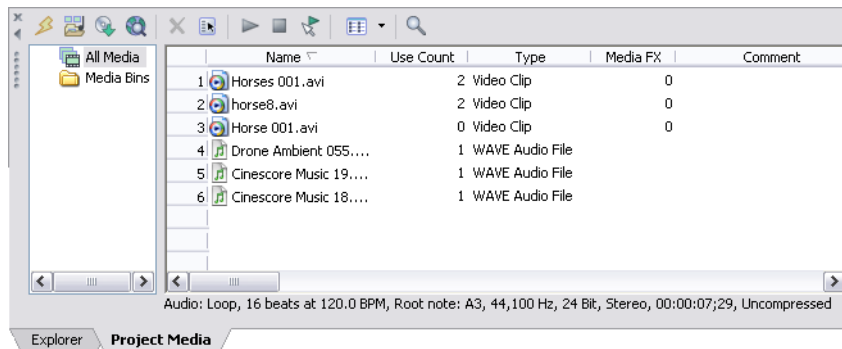
Using Project Media views

You can control the information that is displayed in the Project Media window by clicking the **Views** button (![icon]) and selecting a view. The purpose of each view is explained below.

View	Description
List	Displays a simple listing of the file name of each file in the Project Media window.
Detailed	Displays all the properties for each file. The information is presented in a table format. You can customize the information displayed:
	Reorder columns (fields) by dragging the column label to a new position.
	Hide a column by dragging the column label off of the Project Media window. To display a hidden column, right-click the Project Media window, choose **View** from the shortcut menu, and choose the column name from the submenu.
	Sort the files in the Project Media list according to a category by clicking the column label for that category.
	Use the Comments field to add your own annotations to a file's entry in the Project Media list. Double-click the field to enter text. This information is saved with the project and is not saved with the media file itself.
Thumbnail	Displays the first frame of a video file.

Adding media to the Project Media list

You can add media to the Project Media list without adding it to the timeline by importing the file.

Adding media to the Project Media list from the Explorer window

1. Navigate to and select a file to add to the Project Media list. You can use Ctrl or Shift to select multiple media files.

2. Right-click the file and choose **Add to Project Media list** from the shortcut menu. The selected file is added to the Project Media list.

Replacing media in the Project Media list

You may replace a file in the Project Media list with a different file. When changing the media file that an event contains, every occurrence of the event on the timeline is updated with the new media file contents.

1. Right-click a file in the Project Media window.

2. Choose **Replace** from the shortcut menu.

3. In the Replace Media File dialog, browse for and select the file that you want to replace the current file.

4. Click **Open**. The selected file replaces the old file in the Project Media list, and any events in the timeline containing the old file are updated to contain the new media file.

Extracting audio from a CD

You can extract tracks from a CD and add them to the Project Media window as .wav files.

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1. Insert the audio CD.

2. In the Project Media window, click the **Extract Audio from CD** button ( ). The Extract Audio from CD dialog appears.

3. From the **Action** drop-down list, choose the method you want to use for extracting the CD audio:

   - Read by track - Use this option to choose the tracks you want to extract from the CD.
   - Read entire disc - Use this option to automatically extract all tracks on the disc. The entire CD is extracted into one new file in the Project Media list.
   - Read by range - Use this option to extract audio from a specified range of time.

4. If you chose either the **Read by track** or **Read by range** option, specify the track(s) or range to extract:

   - For **Read by track**, click the track(s) you want to extract in the Tracks to read list. Use the Ctrl or Shift keys to select more than one track. Each track is extracted into a separate file in the Project Media list.
   - For **Read by range**, enter a time in the **Range** start field and either the **Range end** or **Range length** fields. The range of audio is extracted into one new file in the Project Media list.
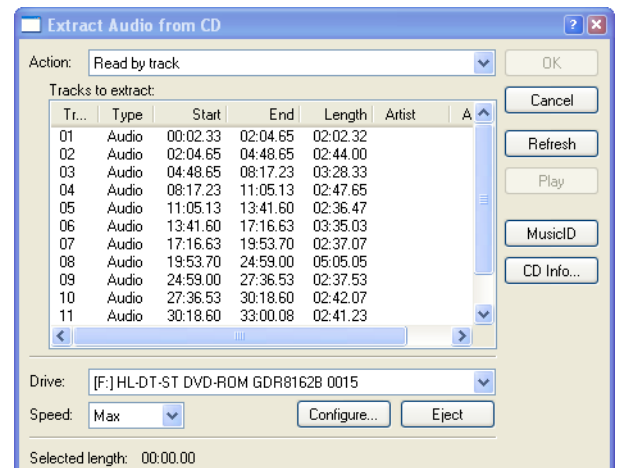
> **Note:** *If you want to extract multiple tracks to a single file, choose **Read by track** from the **Action** drop-down list to select your tracks, and then choose **Read by range** from the **Action** drop-down list. The appropriate time range for the tracks you selected will automatically be inserted and the time range will be extracted to a single file.*

5. From the **Drive** drop-down list, choose the drive containing the audio CD from which you want to extract.

6. From the **Speed** drop-down list, choose the speed at which you want to extract the audio. If you experience any problems extracting audio, you can try decreasing the selected speed, or you can click **Configure** to adjust the **Audio extract optimization** setting.

> **Note:** *To eject the CD at any time prior to beginning the extraction process, click the **Eject** button.*

7. Click OK. The Save As dialog appears.

8. Select a name and location for the new WAV file.

9. Click Save to begin extracting the audio.

The track is extracted and a progress meter is displayed to indicate the percent complete. Once extraction is complete, the new WAV file appears in the Project Media window.

The option of automatically naming extracted tracks is provided for you. To enable this option, choose **Preferences** from the **Options** menu, and on the **CD Settings** tab, select the **Autoname extracted tracks** check box.

Obtaining or editing CD information using Gracenote

If Cinescore can access information about a track or CD (either from the file or CD itself, or from a local cache), it automatically reads and displays this information when you insert a CD or browse your computer. However, if this information is not available, the software can retrieve information over the Internet from Gracenote® MusicID™.

Once Cinescore obtains information from Gracenote MusicID, it is saved to a local cache so the information displays more quickly the next time the tracks are displayed.

If the software cannot connect to Gracenote and the appropriate CD information is not available on your computer, the tracks are simply listed numerically. In this case, you can edit CD information and submit it to the Gracenote Media Database.

> **Note:** *Using Gracenote requires an active Internet connection. For more information on using Gracenote , refer to www.gracenote.com/.*

Obtaining CD information

1. Insert a CD in your drive.

2. Click the **MusicID** button in the in the Extract Audio from CD dialog, or browse to the CD and click the 🖼 button in the Explorer window. *For more information, see* Extracting audio from a CD *on page 16*.

   Gracenote MusicID attempts to obtain matching CD information and displays artist, album, and track data:

   - If the service locates an exact match, this information is automatically displayed. No additional action is necessary.
   - If the service locates multiple possible matches, the Match dialog is displayed. Proceed to step 2.

3. Choose a method for completing the CD information:

   - If none of the possible matches is appropriate, click the **Submit New** button. The Gracenote CDDB Disc Information dialog is displayed, allowing you to complete information for the CD and submit it for inclusion in the Gracenote Media Database. For help on submitting CD information, click the **Help/Guidelines** button in this dialog.

     When you are finished typing information, click the **OK** button to submit your data.
   - Select the appropriate match from the list and click the **Accept Match** button. The artist, album, and track information is displayed based on your selection in the right side of the PC pane.

**4.** You're now ready to extract tracks.

Editing and submitting CD information

1. Insert a CD in your drive.

2. Select a track and click the **CD Info** button in the Extract Audio from CD dialog, or browse to the CD and click the 🔴 button in the Explorer window. The Gracenote CDDB Disc Information dialog is displayed. *For more information, see* Extracting audio from a CD *on page 16*.

3. Use the Gracenote CDDB Disc Information dialog to edit information about the CD. For help on submitting CD information, click the **Help/Guidelines** button in this dialog.

4. When you are finished entering the information, click the **OK** button to submit it for inclusion in the Gracenote database.

Adding a still-image sequence

If you've exported a video clip as a still-image sequence using another application (a 3D-rendering application, for example), the sequence can be added to the Project Media list and treated as a single media file. Each image in the sequence will be displayed for one frame in the event.

1. Click the **Import Media** button ( ) in the Project Media window. The Import Media dialog appears.

2. Choose the folder where the sequence you want to open is stored.

3. Select the first image in the sequence (or the image you want to start the event).

4. Select the **Open still-image sequence** check box.

5. In the **Range** field, enter the number of the last image you want to open. For example, if you'd selected AnimationOne_00001.tga in step 3, you could enter 120 in this box to create a new image sequence using AnimationOne_00001.tga to AnimationOne_00120.tga.

6. Click **Open**. The still-image sequence is added to the Project Media list.
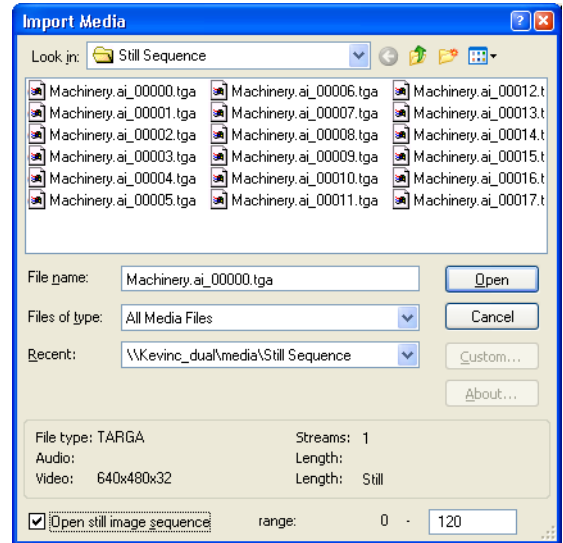
Sorting media with bins

The detailed view of the Project Media window helps you sort your media files using their attributes, but for more control, you can create bins. Bins are folders within projects that you can use to organize your media files.

Media bins are virtual folders that are saved with your project. They do not affect the way media is saved on your computer.

Creating bins

Right-click the parent bin where you want to create a new bin and choose **Create New Bin** from the shortcut menu.

Adding media to a bin

1. Browse your existing bins to find the media file you want to move. The All Media Folder contains all media files in your project.

2. Drag a file from the right-hand pane to a bin.

Searching media bins

1. Right-click in the Project Media window and choose **Search Media Bins** from the shortcut menu. The Search Media Bins dialog is displayed.

2. Use the drop-down lists in the Search Media Bins dialog to set your search conditions and click the **Search** button. The selected bin and all sub-bins will be searched.

3. Click the **Search Results** icon to view the matching files.

> **Hint:** *Right-click the* **Search Results** *icon and choose* **Save as Bin** *from the shortcut menu to save the results of your search as a new media bin.*

Adding media to the timeline

Media files may be added to your project from the Explorer or Project Media windows by double-clicking them or by dragging them. Either method places the media file in an event in its entirety in the timeline.

Dragging a media file to the timeline

You can create a new event by dragging a media file to a blank area on the timeline. Tracks can contain multiple events, so you can place different events next to each other on a track.

Note: *Video is always added to the video track, and you can add audio to the Audio, Generated Music, or Audio Transitions track.*

1. Locate a media file in the Explorer or Project Media windows.

2. Drag the media file to the timeline.

   An event for the media file appears where you released the mouse.

   Video will be added to the Video track wherever you drop it. If the video contains

   an audio stream, the audio will be added to the Audio track automatically.

   You can drag audio files to the Audio track, the Generated Music track , or the

   Audio Transitions track .

Double-clicking a media file

This method places the event at the cursor's position in the selected track (for audio only; video is always added to the Video track).

Once an event is placed, you can move it from one track to another or change its position on the timeline.

Inserting audio transitions

From the Insert menu, choose **Audio Transition** to add an audio transition or sound effect at the cursor position on the

Audio Transitions track .

Tip: *You can also right-click the timeline and choose* **Insert Audio Transition** *from the shortcut menu.*

1. Click to position the cursor where you want to add the audio transition.

2. From the Insert menu, choose **Audio Transition**. The Insert Audio Transition dialog is displayed.

3. The default Audio Transitions folder (specified on the Audio tab of the Preferences dialog) is displayed.

4. Navigate to the folder that contains the file you want to use:

5. Choose a drive and folder from the Look in drop-down list.

6. Select a file in the browse window or type a name in the **File name** box. Detailed information about the selected file appears at the bottom of the dialog box.

7. Click **Open**.

   An event representing the selected file is added to the timeline at the cursor position, and the file is added to the Project Media window.

Inserting generated music

From the Insert menu, choose **Generated Music** to add a generated composition at the cursor position on the Generated Music track ▮.

> **Tip:** *You can also right-click the timeline and choose* **Insert Generated Music** *from the shortcut menu.*
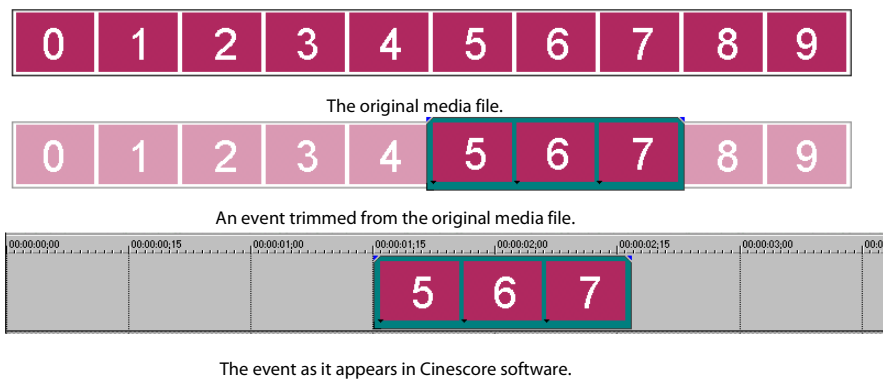
For more information, see Generating music on page 47.

Working with events

Events are the most basic objects in a project. An event is something that happens in time, has a specific duration, and can be video or audio.

Understanding files and events

The objects you work with are referred to as media files and events.

- **Files** are objects that are stored on your hard disk. In Cinescore software, you will work with media files, such as music and video files. These files are neither operated on nor changed. You can access files from the Cinescore Explorer window.
- **Events** are periods of time on the timeline that act as windows into media files, either whole or in part. When you drag a media file onto the timeline, you automatically create an event that contains that file's contents. An event can contain video, audio, still images, or generated media. The event window may contain only a small portion of a much larger media file. A single media file can be used repeatedly to create any number of different events, since each event can be trimmed independently.

The original media file.

An event trimmed from the original media file.

The event as it appears in Cinescore software.

Audio events are created from audio files on your computer (e.g., WAV, MP3) or can be a part of a video file (e.g., AVI). You can change many characteristics of an audio event, such as speed, volume, and equalization. Audio events can be mixed with other audio events.

Video events are created from video files captured to your computer (typically AVI, MOV, QT) or images (BMP, JPEG, PNG, or TGA).

Moving events along the timeline

You can move events along the timeline individually or as a group. Events may overlap each other or be placed on top of each other. You can crossfade overlapping events automatically or with envelopes.

Moving an event

You can move an event along the timeline within a track or move it to a different track.

1. Drag the event along the timeline.

   If you move the event along the original track's timeline, the event's appearance (color) remains the same.
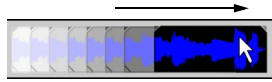
   However, you may move an audio event to a different track. When you do, the event appears as a simple outline and you will see its original track and position on the timeline. Once you release the mouse, the event assumes the new timeline position and track color.

Original track position

New track and position
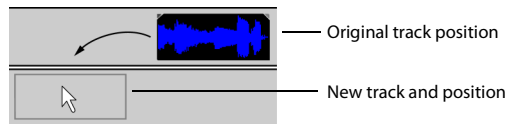
2. Release the mouse to place the event.

Moving multiple events

You can move multiple events along the timeline within a track or move them to a different track. Selected events do not need to be within the same track. Hold the Ctrl key or the Shift key while clicking events to select them. To select all events on the track after a given event, right-click the event and choose **Select Events to End**. *For more information, see Selecting multiple events on page 27*.

Moving events by small increments

To move an event more precisely, click the event and press 4 or 6 on the numeric keypad to nudge it by small increments. The amount of movement caused by each nudge is determined by how far the timeline is zoomed in or out. You can also click the event and press 1 or 3 on the numeric keypad to nudge the event by frames.

Moving grouped events

Groups allow you to move multiple events within their tracks as a single unit. While you can create your own groups as needed, groups are automatically created for you when video files with associated audio (e.g., AVI) are added to a project. When you add these video files, the audio portion of the video file is inserted into the timeline as a separate audio event. The video and audio events are grouped and can be moved as a single unit within their respective tracks.

To move grouped events, drag any event in the group to a new position.

Working with tracks

A project consists of a video track and multiple audio tracks. The *track view* is the timeline in which all events appear. The *track list* provides information about the track and contains controls that affect all events in the track.

Using the track view

Numerous options are provided for viewing and navigating in track view.

Scrolling and zooming

There are several ways to scroll and zoom in the track view.

- Click the scroll bar arrows or drag the scroll bars to move up and down the tracks or to move forward and back along the timeline.
- Click the **Zoom** buttons (+ −) to reveal more or less of the timeline.
- Drag the edge of the scroll box, found on the scroll bar, to zoom.
- Press ↑ and ↓ to zoom in and out along the timeline.
- Click the **Zoom Edit Tool** (🔍) button in the bottom-right corner of the timeline. In this mode, drag on the timeline to draw a rectangle that defines the zoom region.
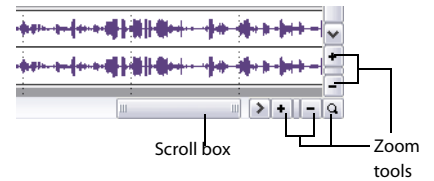
Mouse wheel control is also supported. The default behavior of the wheel is to zoom horizontally.

- Shift+wheel scrolls horizontally (through time).
- Ctrl+wheel scrolls vertically.
- Ctrl+Shift+wheel moves the cursor in small increments.
- Ctrl+Shift+Alt+wheel moves the cursor in one-frame increments.

Zooming directly controls the accuracy of your editing. Each video event has thumbnail representations of the frames within the event. Depending on how far you have zoomed in on a video event, a thumbnail can represent the entire event or a single frame in the event.

> **Tip:** *You can choose to display frame numbers, time, or timecode on video event thumbnails on the Video tab of the Preferences dialog.*

Changing track height

You can change the height of individual tracks by dragging their borders in the track list. In the example below, the video track is fairly large to show the details of the scene while the audio tracks below are displayed at their default size

Press ~ to restore all tracks to their default height.
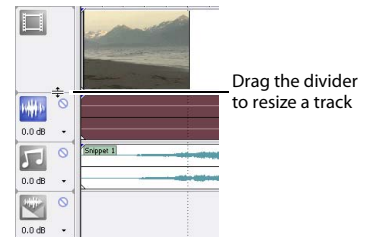
Audio track header

Button or Control	Name	Description
	Track icon	Track icons identify the Audio track, Generated Music track, and Audio Transitions track.
	Mute	Temporarily mutes playback of the track so that you can focus on other tracks.
	Volume fader	Controls the audio track volume relative to the other tracks.
		Click the down arrow next to the track's volume display to display the **Volume** fader, and then drag the fader to adjust the volume.
		If the track has a volume envelope, the track volume is added to a track's volume envelope so the envelope is preserved, but with a boost or cut applied. For example, setting the track volume to -3 dB has the same effect as decreasing every envelope point by 3 dB.
		When adjusting the mix of your tracks, remember to look at the meters on the Mixer. Because you are adding the volumes of all of the tracks together, it is easy to clip the audio output. Make sure that the meters never display the red **Clip** indication during playback.

Volume or pan envelopes

You can change an audio track's volume or position in the stereo field throughout a project using envelopes.

Adding or removing volume or pan envelopes

1. Select an audio track.

2. From the Insert menu, choose **Audio Envelopes**, or right-click in the timeline and choose **Insert/Remove Envelope** from the shortcut menu.

3. From the submenu, choose **Volume** or **Pan**. A check mark is displayed for the envelopes types that are used on the selected track.

If you want to change the track's volume or pan setting throughout the track, edit the envelope in the timeline.

Adding envelope points

Once you add an envelope to a track, you may add points to it. These points are used to edit the envelope line in order to automate the control.

1. Place the mouse pointer on the envelope's line. The pointer changes to a hand icon (✋).

2. Right-click and choose **Add Point** from the shortcut menu or double-click to add an envelope point. A square point appears on the envelope line.
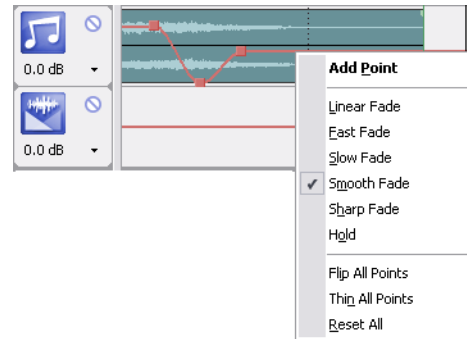
Deleting envelope points

You can delete a point by right-clicking it and choosing **Delete** from the shortcut menu. If you want to delete all envelope points, right-click a point and choose **Reset All** from the shortcut menu.

Moving envelope points

Once you have added envelope points, you can raise and lower them to different levels along the timeline, or you can adjust the envelope's location along the timeline by dragging it right or left. You can move one point at a time, even during playback and check the results in real time. If snapping is enabled, the envelope point snaps to time divisions as you drag. Hold Shift while dragging to override snapping.

1. Place the mouse pointer on an envelope point. The pointer changes to a hand icon (✋).

2. Drag the point to the desired position. As you move an envelope point, a ToolTip displays both the point's location on the timeline and its decibel level/percent pan.

3. Click the **Play** (▶) or **Play From Start** (▶) button to play the project and check the timing of the envelope.

Changing envelope fade curves

You can set the type of fade curve used after each envelope point: linear, fast, slow, smooth, sharp, or hold. You can select either a point or a portion of the envelope to set the fade curve. If you select a portion of the envelope, the fade curve is applied to that envelope segment. If you select a point, the fade curve is applied to the segment of the envelope after the selected point.

1. Right-click a point or a portion of the envelope to display a shortcut menu.

2. From the shortcut menu, choose the curve type.

Playing back and previewing

Playing your project

The transport bar allows you to play back your entire project or portions of your project based on a time selection or the current cursor position.

If your project includes video, make sure the Video Preview window is displayed for playback: from the **View** menu, choose **Video Preview** or press Alt+3.
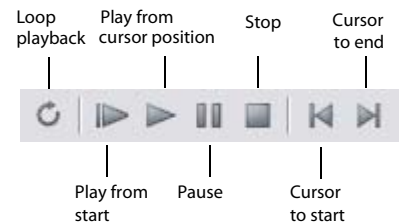
Playing an entire project

1. Click the **Play From Start** button (▶) to begin playback at the beginning of the project.

2. Click the **Stop** button (■) to stop playback.

Most of the time, you will only want to preview a small portion of the project to perfect a section. You can do this by creating a time selection.

Playing a time selection

1. Place the mouse pointer above the ruler on the marker bar. The mouse pointer changes to include a left/right arrow cursor (⬚↔).

2. Drag to select the time region. To increase or decrease the time selection, drag its start and end points. The time selection is highlighted and the loop bar appears above the ruler on the timeline.

3. Click the **Play** button (▶) to begin playback. Only the non-muted tracks and events within the time selection play back.

4. Click the **Loop Playback** button (↻) to continually play back the events within the time selection. Click the button again to toggle this feature off.

5. Click the **Stop** button (■) to stop playback.

By looping the playback, you can repeatedly watch the same section of the project over and over as you make changes to filters and effects in real time. You can define selection areas automatically, depending on what you would like to preview. *For more information, see Selecting a time range on page 28.*

Playback reference

The following table describes all the transport bar buttons and their keyboard equivalents. You may use these playback functions at any time while working in your project..

> **Note:** *The use of many multimedia keyboards is also supported for controlling playback.*

Button	Keyboard	Function
↻	Q	Turn on/off loop playback during time selection playback
▶	Shift+Space	Begin playback from the start of the project
▶	Space	Begin playback from cursor position
❚❚	Enter	Pause playback, cursor stops and holds at pause position
■	Space or Esc	Stop playback, cursor stops and returns to prior cursor position
◼	Ctrl+Home	Place cursor at the beginning of project
▶	Ctrl+End	Place cursor at the end of the project

Scrubbing

Scrubbing is a type of timeline playback that gives you precise control over the speed and direction of playback. Both linear and logarithmic scale scrubbing are allowed.

Scrubbing with the playhead

The playhead (🮲) above the timeline can be dragged back and forth to shuttle forward or backward from the cursor position to locate an edit point.

Drag playhead to scrub

> **Tip:** *Set in and out points while dragging the playhead by pressing the I and O keys.*
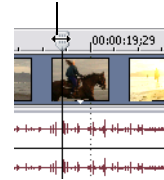
Scrubbing on the timeline

The second way that a project can be scrubbed is by positioning the mouse pointer over the timeline cursor at a location that is not over any events and pressing Ctrl. The cursor changes to a speaker icon. Now, when you left-click, the cursor icon changes again to a pan/scrub icon. Drag the mouse left or right to scrub the timeline.
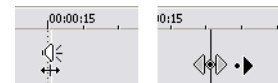
Press Ctrl over timeline cursor

Left-click and drag to scrub

Scrubbing with the keyboard

Three letters (JKL) are used as a keyboard scrub control.

Press J for reverse and L for forward playback. Press K to pause playback.

There are several ways to adjust playback speed:

- Adjust the **JKL / shuttle speed** selection on the **Editing** tab of the Preferences dialog.
- Hold K while pressing J or L to emulate a shuttle knob mode. Press K+J to turn the knob to the left or K+L to turn the knob to the left. Press K again or Space to return to normal mode.

Keyboard scrub letters

J	K	L
Reverse	Pause	Forward
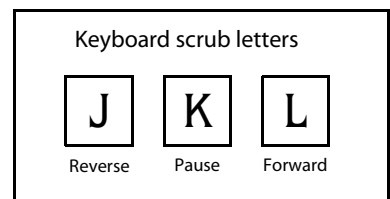
Rendering a project

Rendering refers to the process of creating a new media file from a Cinescore project. The project file is not affected (overwritten, deleted, or altered) during the rendering process. You may return to the original project to make edits or adjustments and render it again.

Creating a movie

To create a movie, you render the project into an appropriate media file output. The final output format depends on the destination of the new media file. Some examples are AVI, MOV, and WMV.

1. From the **File** menu, choose **Render As**.
2. In the Render As dialog box, choose the appropriate option from the **Save as type** drop-down list.
3. Choose a setting from the **Template** drop-down list or click **Custom** to select custom compression settings.
4. Enter a name and browse for a destination for your file.
5. Click **OK**.

Chapter 3 | Basic Editing Techniques

Cinescore® projects are multitrack compilations of events that occur over time. The events in your project are references (pointers) to source media files. Cinescore software is a nondestructive editor, so editing events in your project does not alter the source media files in any way.

Getting around

When editing and playing back the project, the cursor identifies where you are along the project's timeline.

Moving the cursor

Use the following keyboard commands to move the cursor in the timeline.

Description	Keys	Description	Keys
Go to beginning of project	Ctrl+Home or W	Move left/right to marker(s)	Ctrl+Left/Right Arrow
Go to end of project	Ctrl+End or E	Move to marker #	0-9 keys (not numeric keypad)
Go to beginning of selection or view (if no selection)	Home	Move left/right to event edit points including fade edges (see figure below)	Ctrl+Alt+Left/Right Arrow
Go to end of selection or view (if no selection)	End	Nudge cursor on timeline	Left or Right Arrow
Move right by grid marks	Page Down	Move left/right one frame	Alt+Left/Right Arrow
Move left by grid marks	Page Up	Move left/right one frame	Ctrl+Alt+Shift+Mouse wheel
Go to	Ctrl+G	Center in view	\

Event edit point cursor jumps

Changing focus

Focus is used to describe which objects have the attention of a program. For example, when you click a file in the Project Media list, the Project Media window has focus. To instantly switch the program's focus to the track view (timeline), press Alt+0 or, from the **View** menu, choose **Focus to Track View**.

In Cinescore software, it matters which track has focus when you perform a task. For example, when you double-click a media file in the Explorer, it is inserted into the track that has focus. You can click a track on its track number to make it the focus track. A blinking white line under the track number and shading in the track list indicates a track has focus.

Making selections

You have the flexibility to select one or more events, a time range, or events *and* a time range. All selection options can apply to a single track or to multiple tracks.

To select an event, click it.

Selecting multiple events

You can select multiple events in your project using several methods.

> **Tip:** *Once you have selected multiple events, you can group them together.*

Selecting nonadjacent events

1. Hold the Ctrl key.

2. Select the events by clicking them.

To deselect an event, simply click it again to toggle the event selection on or off.

Selecting a range of events

1. Hold the Shift key.

2. Click the first event that you want to select.

3. Click the last event that you want to select.

    All events between the first and last selected events are highlighted and selected.
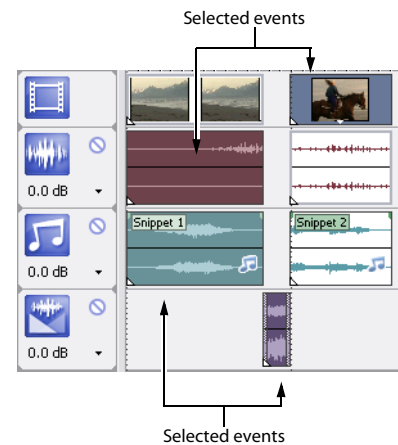
Selected events

Selected events

Selecting all events to the end of the track

1. Right-click an event. A shortcut menu appears.

2. From the shortcut menu, choose **Select Events to End**. All events on the track after the selected event are selected.

Selecting all events that refer to a specific media file

Right-click a file in the Project Media list and choose **Select Timeline Events** from the shortcut menu. All events that use the selected media file in the active take are selected.

Hold Ctrl or Shift while choosing **Select Timeline Events** from the shortcut menu to add the events to the current selection.

Selecting a time range

Time selections are indicated by a shaded box and a bar that appears on the top of the timeline. You can use the time selection bar for playing back a smaller portion of your project or to apply cross-track edits.

Time selection

Only the events within the time selection are affected by edits or played back.

Dragging to select a time range

1. Position the mouse pointer above the ruler (on the marker bar). The mouse pointer changes to a left/right arrow cursor ($\leftrightarrow$).
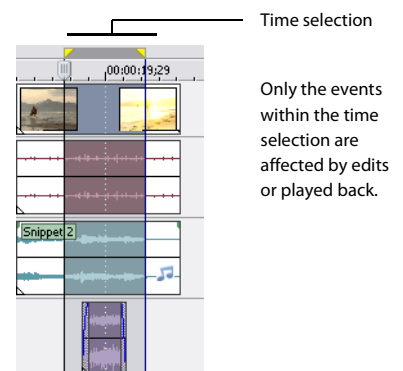
2. Drag to select a region. All events, or portions of events within the region are highlighted.

3. Drag the yellow handles on either end of the time selection to increase or decrease your time range selection.

> **Tip:** *You can move the entire selection range by dragging the time selection bar.*

Selecting a time range during playback

1. Click the **Play** (▶) or the **Play From Start** (▶) button to begin playback.

2. Press I where you want the time selection to begin.

3. Press O here you want the time selection to end.

4. Click the **Stop** button (■) to stop playback.

Using shortcuts for time selections

These shortcuts can speed up the process of making precise time selections.

Description	Shortcut
Set time selection duration equal to an event's duration	Double-click the event
Extend selection to the end of the currently selected event edge	Ctrl+Shift+Alt+Right Arrow
Extend selection to the beginning of the currently selected event edge	Ctrl+Shift+Alt+Left Arrow
Drag a time selection on an event without selecting/deselecting the event	Ctrl+Shift+drag on the event

> **Tip:** *Press Backspace to recall the last five time selection areas.*

Looping playback

If you want to play back the time range, click **Play** (▶) to play only the events within the time range. Click the **Loop Playback** button (↻) or press Q to toggle loop playback on and off. Cinescore software continually plays back the portion of the timeline within the time selection when loop playback is toggled on.

Selecting events and a time range

Selecting a time range does not automatically select events. Excluding locked events, all items within the time range play back and are affected by **Edit** menu commands. However, you may select specific events to edit, and then select a time range.

1. Select the events you wish to edit. *For more information, see Selecting multiple events on page 27*.

2. Place the mouse pointer above the ruler (on the marker bar). The mouse pointer changes to a left/right arrow cursor (↔).

3. Drag to select the region. Notice that events that were not initially selected in step 1 remain unselected (not highlighted).
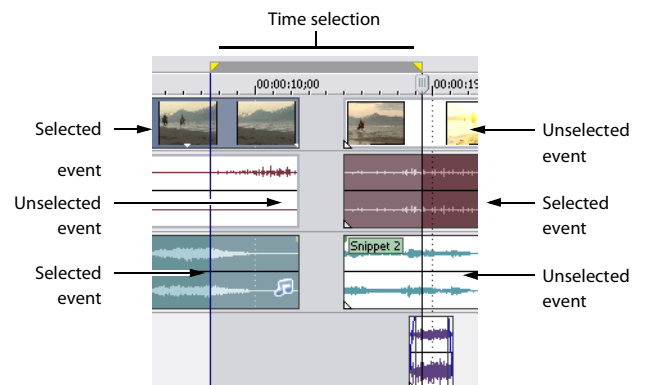
Selecting tracks

Click a track header to select it. Hold Ctrl or Shift to select multiple tracks.

Editing events

Copying events

You can copy events, or portions of events, to the clipboard and paste them into your project. You may copy a single event or multiple events. Copying preserves the original event information, edits, and other modifications.

1. Select the events to be copied. *For more information, see Selecting multiple events on page 27*.

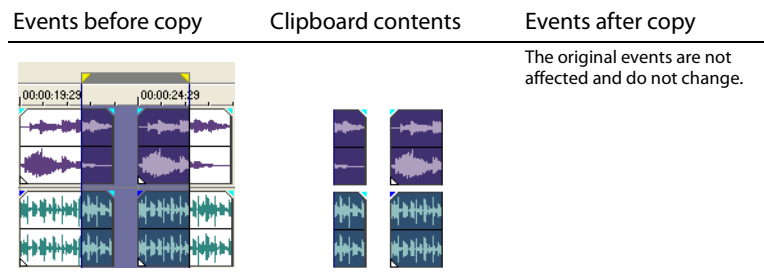**2.** Select a time range, if applicable.

3. Click the **Copy** button (🗐).

Copying selected events

When copied, selected events are reproduced and placed on the clipboard. Time information is also placed on the clipboard.
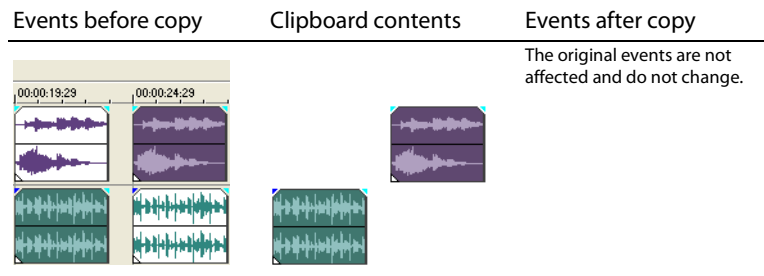
Copying a time selection

Events within the time selection and across all tracks are reproduced and placed on the clipboard. Time information is also placed on the clipboard.

Copying a time selection and events

Events and portions of selected events within the time selection are reproduced and placed on the clipboard. Time information is also placed on the clipboard.
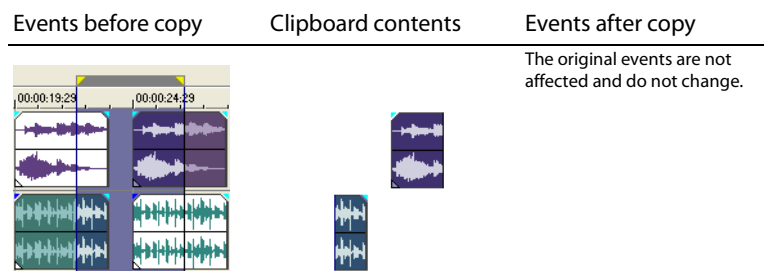
Cutting events

Cutting events removes them from their respective tracks, but places the cut information (events and time) on the clipboard. Once on the clipboard, you may paste the information into your project.

> **Tip:** *You can apply a ripple edit after cutting. For more information, see* Applying post-edit ripples *on page 38*.

1. Select events or a time range. *For more information, see* Making selections *on page 27*.
2. Click the **Cut** button (✄).

Cutting selected events

When cut, selected events are removed from the timeline and placed on the clipboard. Time information is also placed on the clipboard.
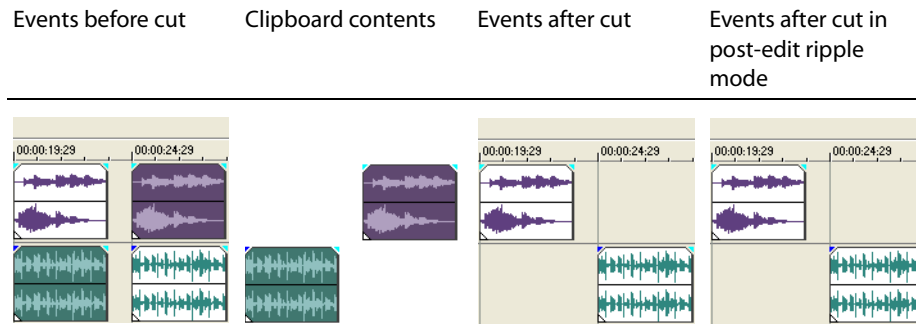
Events before cut   Clipboard contents   Events after cut   Events after cut in post-edit ripple mode

Cutting a time selection

Events within the time selection are reproduced and placed on the clipboard. Time information is also placed on the clipboard. When cutting a time selection, ripple edit mode affects the position of material on all tracks or affected tracks after the cut.
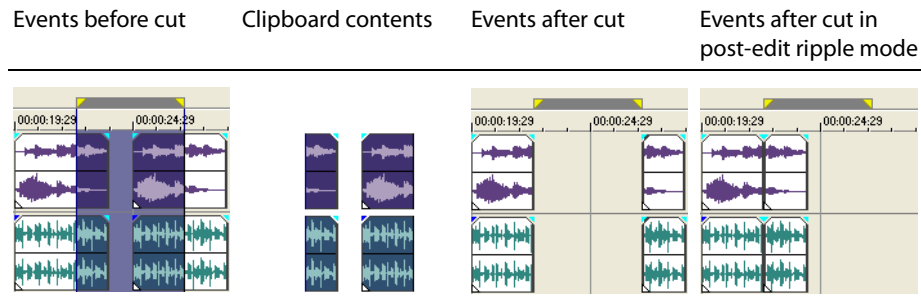
Events before cut   Clipboard contents   Events after cut   Events after cut in post-edit ripple mode

Cutting a time selection and events

Events and portions of selected events within the time selection are reproduced and placed on the clipboard. Time information is also placed on the clipboard. When cutting a combination of time selection and event selection, post-edit ripple mode affects the position of material on all tracks or the tracks of selected events after the cut.

Events before cut   Clipboard contents   Events after cut   Events after cut in
                                                                                  post-edit ripple mode
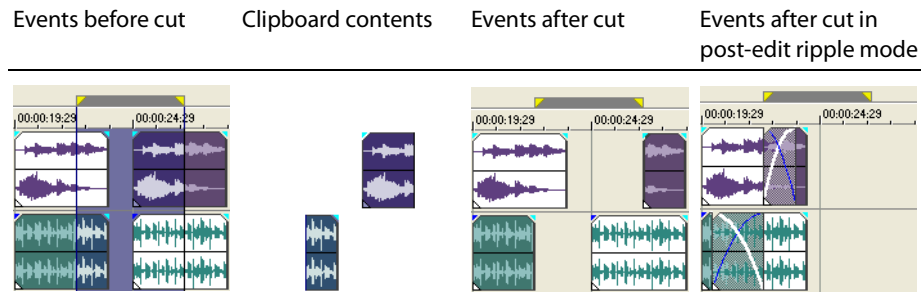
Pasting events

Once information is copied to the clipboard, you may choose a variety of ways to paste the clipboard items. Items are always pasted from the cursor's position along the timeline.

When post-edit ripple mode is enabled, material is pushed down the track to make room for pasted material. The exact behavior of the ripple depends on what is being pasted, and the type of ripple edit you chose to perform. If one or more events are pasted, only those tracks where pasted material appears are ripple edited.

> **Tip:** *You can apply a ripple edit after pasting. For more information, see* Applying post-edit ripples *on page 38.*

1. Move the cursor to the desired location on the timeline.

2. Click either the track number or within the track where you want to paste the event. This track is the focus track; there can be only one focus track at a time.

> **Note:** *If you are pasting multiple events from different tracks, new tracks are automatically created as needed.*

3. Click the **Paste** button (📋).

   Clipboard events are pasted at the cursor position on the track. Existing track events can be overlapped with newly pasted information.

Punching-in and crossfading events

You can insert events into the middle of (on top of) existing events without altering the timing of the project. When the inserted event ends, the original event continues playing as if it had never stopped.

You can choose the duration of crossfades for punched-in audio events.

1. From the **Options** menu, choose **Preferences**. The Preferences dialog appears.

2. Click the **Editing** tab.

3. Select **Quick fade length of audio events**. Specify a duration for each transition.

Events that have previously been inserted or punched-in are not affected by this change. The concept of punching in and out only applies when you are inserting an event that is shorter than the event that it is being inserted into. In the following illustration, every frame is numbered so that you can see how the original event continues after the inserted event ends, as if it continued to play underneath the original.

Punched-in event
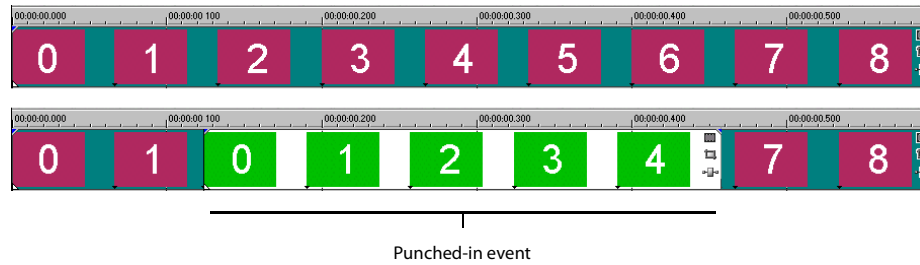
Duplicating events

Duplicating is a combination of copying and pasting in one action. The process is like moving the event to a new position while leaving a copy behind.

1. Press Ctrl.

2. Drag the event you want to duplicate to the place where you want the new event to be positioned.

Trimming events

This section describes simple ways to trim events.

> **Tip:** *You can apply a ripple edit after trimming an event. For more information, see* Applying post-edit ripples *on page 38*.

Trimming an event

During the trimming process for a video event, both the last thumbnail image on the event and the Video Preview window show the last frame in the event, allowing you to edit events very accurately.

1. Move the cursor over the edge of the event. The cursor changes when properly positioned (↔).

2. Drag the edge of the event to trim it.

Since a multimedia file often has both a video and an audio component, both events are trimmed (or extended) as a group unless you ungroup them.

Trimming grouped events at the same time

Trimming an event beyond its end

You can trim an event beyond its end, extending it as a result. Once extended, the event loops as a default. A notch indicates where the looped event repeats.

Alternately, you can turn looping off and make the last frame of an event's media repeat for the duration of the event (a freeze frame). A notch appears at the point in the event where the video ends and the freeze frame begins.

Trimming adjacent events

You can trim adjacent events simultaneously. Press Ctrl+Alt while dragging the common edge between two adjacent events. The trim adjacent cursor appears (⟷).

Press Ctrl+Alt over the
boundary between two events...   ...and drag left...   ...or right to trim both events at once.
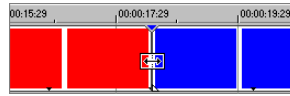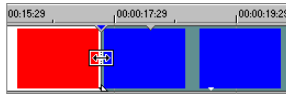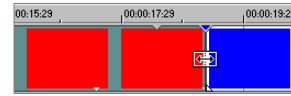
Trimming a time selection

Trimming events removes all media *outside* the time selection. The removed information is not placed on the clipboard. Trimming is different from cutting in that the events *within* the time selection are preserved.

1. Select a time range. *For more information, see* Selecting a time range *on page* 28.

2. Press Ctrl+T or, from the **Edit** menu, choose **Trim.**

The material *outside* the time selection (across all tracks) is removed from the project. However, the time information (space) between events is not removed.

Events before trim	Clipboard contents	Events after trim
	Trimmed information is not placed on the Clipboard.	
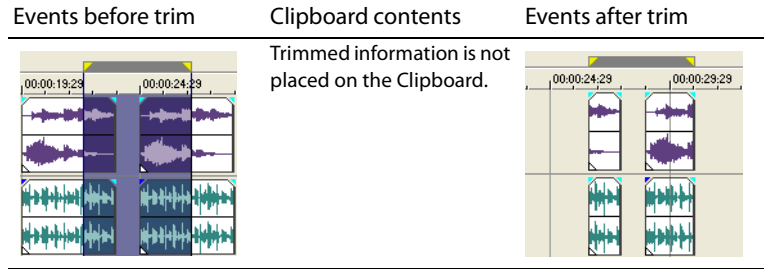
Trimming a time and event selection

1. Select the events to be trimmed.

2. Select a time range. *For more information, see* Selecting events and a time range *on page* 29.

3. Press Ctrl+T or, from the **Edit** menu, choose **Trim.**

Only the portion of selected events *outside* the time selection is trimmed. Unselected events remain. The time information (space) between events is not removed.

Events before trim	Clipboard contents	Events after trim
	Trimmed information is not placed on the Clipboard.	
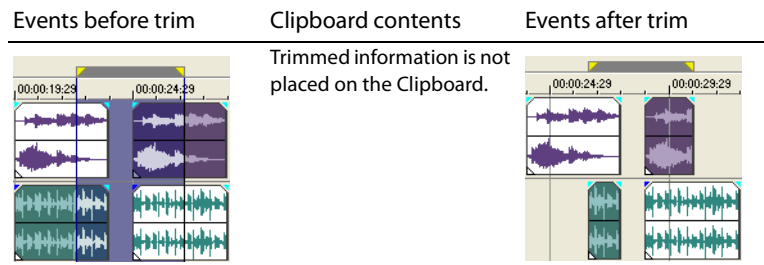
Edge trimming events using the keyboard

With this method, you can quickly jump through your project and adjust cuts until they're perfectly synchronized. If you have an external multimedia controller, it's even easier.

1. If you want downstream events to ripple as you trim, click the **Auto Ripple** button ( ) to turn on Auto Ripple mode.

2. Select the event you want to trim.

3. Press 7 or 9 on the numeric keypad to move the cursor to the event edge you want to trim. 7 selects the beginning of an event or moves to the previous event edge. 9 selects the end of the event or moves to the next event edge. A red bracket is displayed to indicate which event edge will be trimmed.

> **Note:** *You can also perform this step using the [or] keys.*

4. Use the 1, 3 and 4, 6 keys on the numeric keypad to trim the current event edge:

- Press 1 to trim one video frame left, or press 3 to trim one video frame right (or hold Ctrl+Shift+Alt while rolling the mouse wheel).
- Press 4 to trim one pixel left, or press 6 to trim one pixel right (or hold Ctrl+Shift while rolling the mouse wheel). Depending on the current zoom level, the trim duration will vary.

> **Note:** *Pressing 5 on the numeric keypad exits edge-trimming mode. If you are not in edge-trimming mode, 1, 3, 4, and 6 on the numeric keypad to nudge events on the timeline by frame (1 and 3) or by pixel (4 and 6).*

5. Repeat steps 3 and 4 as necessary.

Splitting events

You are allowed to create multiple, independently functioning events from a single event by splitting it. Splitting creates a new ending point for the original event and creates a starting point for the newly created event.

Splitting an event does not alter the original media. The original media file's information is there, but is omitted for playback based on where the event's starting or ending point occurs on the timeline.

When split, the two new events are flush against one another. The two events can be moved independently.

One event

Split position

Two events after split
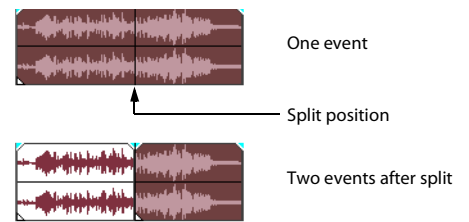
Splitting an event

1. Select the event(s) to be split. *For more information, see Making selections on page 27.*

2. Place the cursor at the timeline position where the split will occur.

3. From the **Edit** menu, choose **Split**, or press S.

The two new events can be moved independently.

Splitting all events at the cursor

All events are split at the cursor's position (unless an event is locked). The split occurs across all tracks (if no events are selected).

Events before splitting   Events after splitting
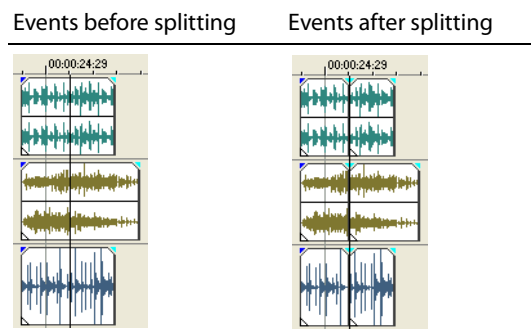
Splitting selected events

Only the selected events are split at the cursor's position.

Events before splitting   Events after splitting
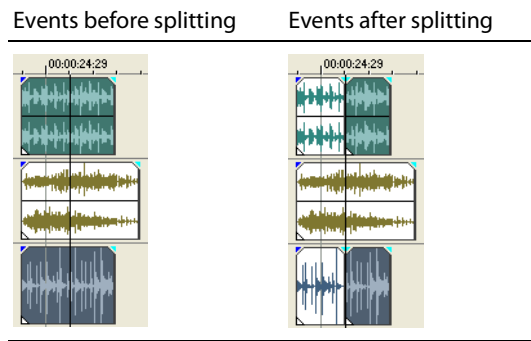
Splitting a time selection

Unless locked, all events within the time selection are split at the starting and ending points of the time range, meaning that two splits are made. The split occurs across all tracks.

Events before splitting   Events after splitting
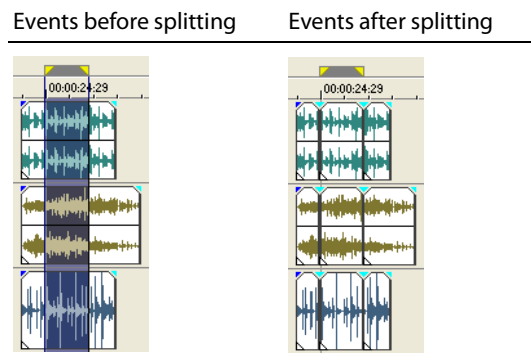
Splitting a time selection across selected events

Only selected events within the time selection are split at the starting and ending points of the time range.

Events before splitting   Events after splitting
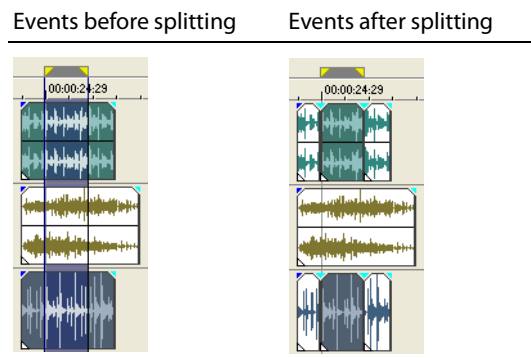
Slipping and sliding events

To help you picture what happens when you slip and slide events, think of an event as a window to a media file. The window can display the entire media file or a small section. When the window displays only a portion of the media file, you can move either the window or the underlying media to adjust the media that is played by an event:

- When you **slip** an event, your event maintains its place on the timeline, but the media file moves in the direction you drag.
- When you **slide** an event, the media file maintains its place on the timeline, but the event moves in the direction you drag.

The original media file.

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

The event on the timeline with original frames.

| 5 | 6 | 7 |

Slipping the event two frames to the right.

| 3 | 4 | 5 |

Slip-trimming the event two frames to the right.

| 3 | 4 | 5 | 6 | 7 |

Sliding the event two frames to the right.

| 7 | 8 | 9 |
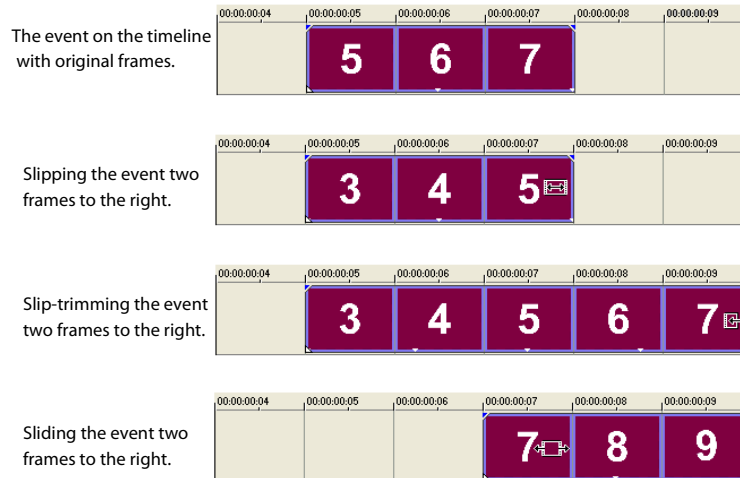
Tip: *You can also slip or slide grouped events (at the same time) or slide a crossfade between two events.*

Shifting the contents of (slipping) an event

Press Alt while dragging an event. The slip cursor appears (↔).

As you drag the event, the contents of the event shift, but the event does not move. You can use this technique when you want to maintain an event's length and position, but have the event play a different section of the source media file.

Slip-trimming an event

Press Alt while dragging the right or left edge of an event. The slip-trim cursor appears (←⊡).

As you drag the event edge, the media moves with the event edge.

Sliding an event

Press Ctrl+Alt while dragging an event. The slide cursor appears (←⊡→).

As you drag, the relative position of the media remains fixed on the track, and the event position changes. You can use this technique when you want to maintain an event's length, but have the event play a different section of the source media file at a different point in your project.

Tip: *You can apply a ripple edit after slip-trimming or sliding an event. For more information, see Applying post-edit ripples on page 38.*

Deleting events

Deleting an event removes it from its track. Multiple events can be deleted and time selections can be used to modify the process. Ripple editing also applies to delete actions. Deleting operates exactly like a cutting operation, but the removed information is *not* placed on the clipboard. *For more information, see Cutting events on page 31*.

1. Select the events to be deleted.

2. Press Delete.

Applying post-edit ripples

You can apply a post-edit ripple that affects either the edited track(s), the track(s) and certain project elements, or everything in the timeline. The power lies in the fact that you can apply this post-edit ripple to a wide variety of editing tasks, such as trimming, crossfading, cutting, pasting, and deleting events. You can also choose to apply your ripple edits manually or automatically.

You can ripple the contents of the timeline following an edit after performing these tasks:

- trimming (pg. 33), slip-trimming (pg. 37), and sliding (pg. 37) events
- time compressing/stretching events
- cutting events (pg. 31)
- pasting events (pg. 32)
- deleting events (pg. 38)

Ripple editing also affects how material is added from the Trimmer window.

The original four events
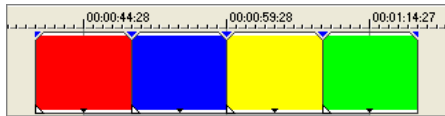
Trimming the second event
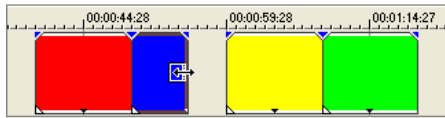
After applying a post-edit ripple, the third and fourth events close the gap
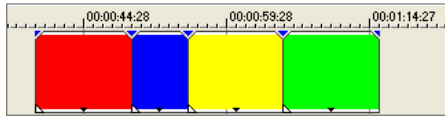
A quick and easy method is also provided for shuffling a sequence of events on a track. Decide that the third event in a series should really be the second instead? You can drag the event to a new position and instruct the software to shuffle the events into their new order.

Applying a post-edit ripple manually

1. Perform one of edits discussed above. Above the timeline, an arrow indicates where the post-edit ripple will occur and the direction the affected events will move.

2. From the **Edit** menu, choose **Post-Edit Ripple**, and choose a command from the submenu:

   - **Affected Tracks** ripples only the track(s) where you performed the edit.
   - **Affected Tracks, Bus Tracks, Markers, and Regions** ripples the track(s) where you performed the edit and ripples any envelopes on those tracks. This command also ripples any markers or regions in the project.
   - **All Tracks, Markers, and Regions** ripples all tracks and all envelopes on those tracks. This command also ripples any markers or regions in the project.

   The timeline is rippled after the edit according to the option you choose.

> **Tip:** *You can press F after an edit to ripple the affected tracks, or you can press Ctrl+F to ripple markers and envelopes too. To ripple everything after an edit, press Ctrl+Shift+F.*

Shuffling events

A quick way to change the order of a sequence of events in a track is provided. Right-click and drag an event to a new location in the track and choose **Shuffle Events** from the shortcut menu that appears. The events are shuffled into the new order.

The original four events
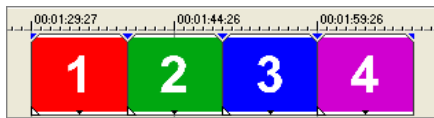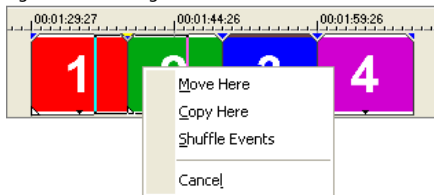
The four events after the shuffle
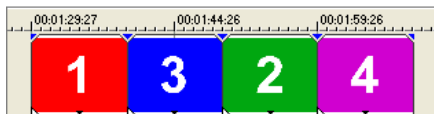
Crossfading events

You are allowed to crossfade between two events on the same track. For audio events, crossfading fades out one audio event's volume while another event's volume fades in. For video events, crossfading creates a transition between two events, one fading out while the other fades in. Lines appear indicating how and when the event's volume or transparency is being affected.

Fade in volume line

Fade out volume line
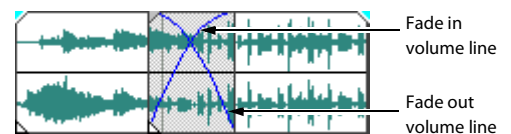
Using automatic crossfades

The automatic crossfade feature turns the overlapping portions of two events into a smooth crossfade. This feature is turned on as a default.

Events before crossfade

Events after crossfade

Drag one event to overlap the other
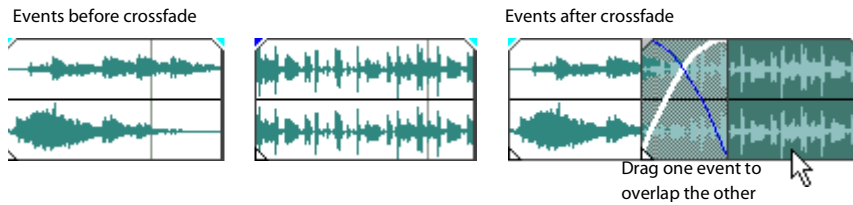
Manually setting a crossfade

An automatic crossfade is not inserted if a shorter event is placed on top of and within the same time frame of a longer event. In this case, the longer event begins playing, then the shorter event plays, and then the longer event resumes playing at the timeline position. You can manually create a crossfade to fade in and out of the shorter event.

1. Place the mouse pointer on one of the shorter event's handles. The envelope cursor appears (⬅🔲).

2. Drag the handle to the desired position.

Events without crossfade

Events with manual crossfade
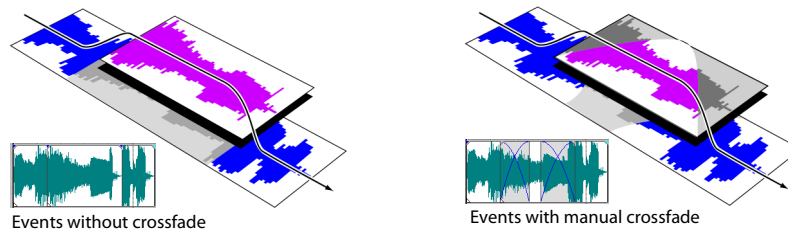
This is a fast and effective method of inserting a voiceover on top of a background music track (although the music fades out completely) or to replace a bad section of audio. *For more information, see Punching-in and crossfading events on page 32*.

Changing crossfade curves

You can change the crossfade curves that are used to fade in and out between two events.

1. Right-click anywhere in the crossfade region to display a shortcut menu.

2. From the shortcut menu, choose **Fade Type**, and choose the desired fade type from the submenu.

Sliding a crossfade

You can slide a crossfade between two events without affecting the total length of the two overlapping events. This process is similar to sliding and slipping events. *For more information, see Slipping and sliding events on page 37*.

Press Ctrl+Alt while dragging the overlapping area between two events. The slide crossfade cursor appears (🔲).

As you drag, the relative position of the media remains fixed on the track, and the crossfade position changes, effectively trimming the edge of the event in the direction you drag. You can use this technique when you want to maintain the length of two combined events but want the transition to occur earlier or later.

Two events with a crossfade.

Sliding the crossfade to the left...

...and to the right.
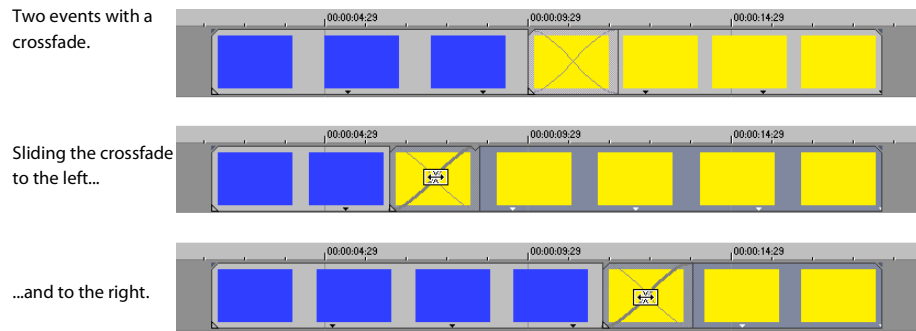
Using undo and redo

You are given unlimited undo and redo functionality while working on your project, even to the extent of being able to undo changes made before the last time a project was saved (but not closed). While you are working with a project, an undo history of the changes that you have performed is created. Each time you undo something, that change is placed in the redo history.

When you close the project or exit the software, both the undo and redo histories are cleared.

Using undo

Pressing Ctrl+Z or clicking the **Undo** button ( ) reverses the last edit performed. Repeatedly using the keyboard command or toolbar button continues undoing edits in reverse order, from most recent to oldest. In addition, you may undo the last edit by choosing it from the **Edit** menu.

Undoing a series of edits

You can undo a series of edits by using the drop-down list on the **Undo** button.

1. Click the arrow to the right of the **Undo** button ( ).

2. From the drop-down list, choose the edit that you want to undo. Items above it (subsequent edits) are selected automatically. Your project is restored to the state prior to those edits.

Use the mouse to select a series of edits.
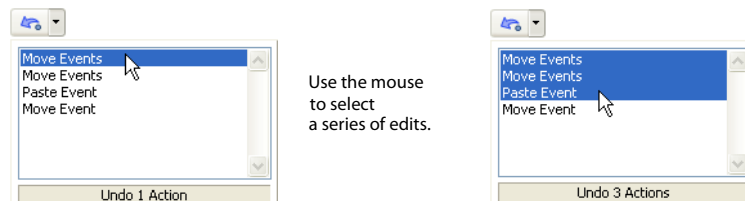
When you undo an edit or a series of edits, they are added to the redo history. This feature allows you to restore your project to a previous state.

> **Tip:** *From the* **Edit** *menu, choose* **Undo All** *to undo all edits in the history. All edits are undone and added to the redo history.*

Using redo

Pressing Ctrl+Shift+Z or clicking the **Redo** button (![redo icon]) redoes the last undo performed. Repeatedly using the keyboard command or toolbar button continues redoing undos in reverse order, from most recent to oldest. In addition, you may redo the last edit by choosing it from the **Edit** menu.

Redoing a series of edits

You can view the redo history by clicking the arrow on the right side of the **Redo** button (![redo icon]). The top item in the list that appears is the most recent undo edit. If you redo a specific edit that appears farther down the list, all subsequent edits above it are redone as well.

When you redo an edit or a series of edits, they are added to the undo history again. The redo history is cleared when a new edit is performed.

Clearing the edit history

You can clear both undo and redo histories without closing your project or exiting the software. Once the histories have been cleared, a new edit history is created as you continue working on the project. While clearing the edit history is not usually necessary, it can free up disk space. To clear the edit history, choose **Clear Edit History** from the **Edit** menu.

Adding project markers and regions

Several types of project markers are provided that identify parts of your project, serve as cues, and provide additional functionality:

*   **Markers** are points that you mark along the project's timeline. They are typically used to mark locations in the project for later reference or to mark timing cues.
*   **Regions** are ranges of time that you mark along the timeline. Regions identify ranges of time for your reference and can function as permanent time selections.

> **Tip:** *You can use ripple editing to automatically move markers and regions as you edit in the timeline. For more information, see* Applying post-edit ripples *on page 38.*

Working with markers

Markers are useful for identifying and navigating to specific locations in longer projects. As you place markers in your project, they are automatically numbered (up to 99) in the order that they are placed. Markers appear as orange tags above the ruler. You may name them and reposition them along the project's timeline.
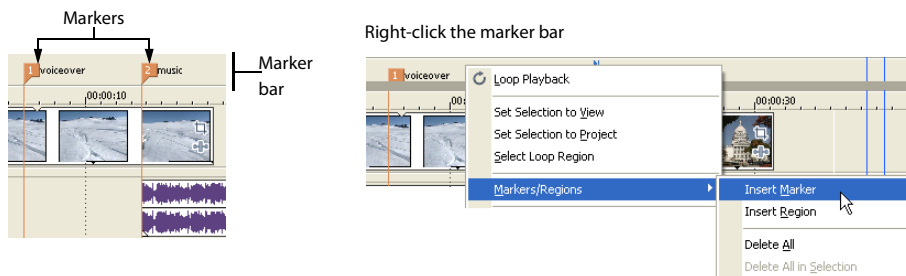
Inserting a marker at the cursor

1. Position the cursor where you want to place the marker.
2. From the **Insert** menu, choose **Marker**, **or** press M.
3. Type a name for the marker and press Enter. If you do not want to name the marker, simply press Enter.

Inserting a marker during playback

During playback, press M. The marker appears on the marker bar. You may name the marker after it has been set.

Naming (or renaming) a marker

1. Place the mouse pointer on the marker you want to name or rename. The pointer changes to a hand icon ( ).

2. Right-click to display a shortcut menu.

3. From the shortcut menu, choose **Rename**. A text box opens next to the marker.

4. Type the marker name.

5. Press Enter to set the marker's name.
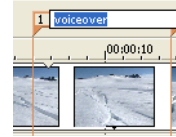
You can also double-click an existing name or double-click the space just to the right of a marker to rename it.

Moving markers

You can reposition a marker by dragging it on the marker bar.

Navigating to markers

You can jump the cursor to any marker on the timeline by clicking the marker. You can also jump to a marker by pressing the number keys along the top of the keyboard (*not* the numeric keypad).

> **Tip:** *Jump the cursor to the next or previous marker by pressing Ctrl+Right Arrow or Ctrl+Left Arrow.*

Deleting markers

1. Place the mouse pointer on the marker that you want to delete. The pointer changes to a hand ( ).

2. Right-click to display a shortcut menu.

3. From the shortcut menu, choose **Delete**. The marker is removed from your project.

The tags are not renumbered as you remove them. For example, if you have five markers in your project and delete markers 3 and 4, the remaining markers will be listed as 1, 2 and 5. However, as you add markers again, Cinescore software begins numbering the missing sequence first, in this case 3 and 4, then 6, 7, 8, etc.

Deleting all markers and regions

1. Right-click the marker bar.

2. From the shortcut menu, choose **Markers/Regions**, and choose **Delete All** from the submenu.

Working with regions

Regions identify ranges of time and provide a way to subdivide your project. A region is defined as the area between two region markers that share the same number. Regions can function as semi-permanent time selections. You can view region information in the Explorer by clicking the arrow next to the **View** button ( ) and selecting **Region View**.

Inserting regions

1. Make a time selection. *For more information, see *.

2. From the **Insert** menu, choose **Region**, or press R.

3. Type a name for the region and press Enter. If you do not want to name the region, simply press Enter.

Region markers display at the beginning and end points of a time selection.
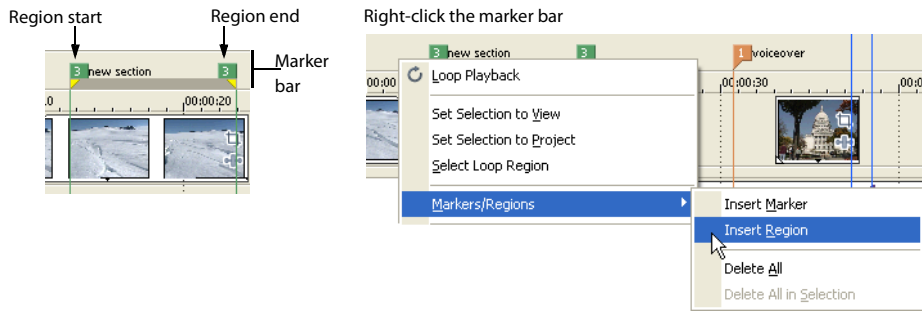
Moving regions

Drag a region marker to reposition it. To move both region markers (start and end markers) at once, hold Alt while dragging a region marker.

Naming regions

1. Place the mouse pointer on the left region marker you want to name or rename. The pointer changes to a hand icon ( ).
2. Right-click to display a shortcut menu.
3. From the shortcut menu, choose **Rename**. A text box appears next to the region marker.
4. Type the region's name.
5.   Press Enter or click anywhere in the track view to set the name.
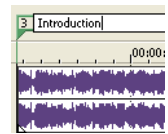
Selecting regions

You may select the events, across all tracks, within the region for editing or playing back.

1. Right-click one of the region markers to display a shortcut menu.
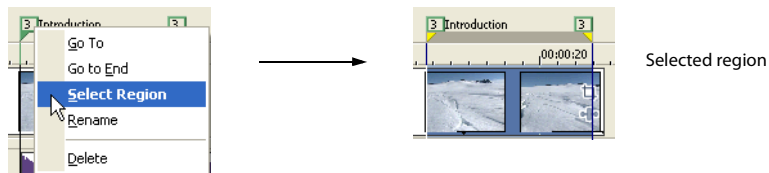
2. From the shortcut menu, choose **Select Region**.

> **Tip:** *You can also select a region by pressing a number on your keyboard (not the numeric keypad) or by double-clicking a region marker.*

Navigating to regions

You can move the cursor to the start or end of a region by clicking either region marker. You may press Ctrl+Right Arrow or Ctrl+Left Arrow to move the cursor to the next or previous region markers.

Right-click a region marker to display a shortcut menu that allows you to navigate to the beginning (**Go to Start)** or the end (**Go to End)** of a region.

Deleting regions

1. Place the mouse pointer on the region marker's starting or ending point. The pointer changes to a hand icon ( ).
2. Right-click to display a shortcut menu.

3. From the shortcut menu, choose **Delete**. The region is removed from your project.

The tags are not renumbered as you remove them. For example, if you have five regions in your project and delete region 3 and 4, the remaining regions are listed at 1, 2 and 5. However, as you add regions again, Cinescore software begins numbering the missing sequence first, in this case 3 and 4, and then 6, 7, 8, etc.

Deleting all regions and markers

1. Right-click the marker bar.

2. From the shortcut menu, choose **Markers/Regions**, and choose **Delete All** from the submenu.

Using an external audio editing program

Cinescore software is a nondestructive editing environment, which means that the original source files remain unchanged by any editing done in the software. Destructive (constructive) edits that modify the actual source media file may be done in a separate application such as Sound Forge® software from Sony Media Software. By setting up a separate audio editor, you can quickly access the program from Cinescore software via the **Tools** menu or by pressing Ctrl+E.

Setting up an audio editing program

If you already have Sound Forge software loaded on your computer when you installed Cinescore software, the installation should have detected it and made it your default audio editing program. However, if you do not have Sound Forge software or want to specify a different audio editor, you may do so in the Preferences dialog.

1. From the **Options** menu, choose **Preferences**. The Preferences dialog appears.

2. In the Preferences dialog, click the **Audio** tab.

3. Click the **Browse** button to the right of the **Preferred audio editor** box. The Preferred Audio Editor dialog appears.

4. From this dialog, navigate to the application to use for editing audio files.

5. Select the application's executable icon (.exe) and click **Open** to set the application as your default audio editor.

    The application's path displays in the **Preferred audio editor** box.

Opening an audio editor from Cinescore software

All events in your project are references to media files on a storage device. When you edit an audio event in an audio editor, you can choose to open the original media file or a copy of the file.

Opening a file in an audio editor

You can directly edit the media file to which an audio event is referenced. Any changes you make and save in the audio editor are permanent and are reflected in the event in your project.

1. Select the event to be edited.

2. From the **Tools** menu, choose **Audio**, and choose **Open in Audio Editor** from the submenu. Your selected audio editing application opens the event's referenced media file.

3. Make the necessary changes and save the file in the audio editor. If you keep the media file's name and location the same, its event is updated immediately in your project. However, if you change the media file's name or location (by using Save As), you must import the edited (new) file into Cinescore software.

Opening a copy of a file in an audio editor

You can also create a copy of an audio file and open it in an audio editor. Opening a copy of a file has the advantage of preserving the original file unchanged.

1. Select the event to be edited.

2. From the **Tools** menu, choose **Audio**, and choose **Open Copy in Audio Editor** from the submenu.

3. Make the necessary changes and save the file in the audio editor.

After editing the sound file and saving, the new file replaces the original contents of the event and is added to the Project Media window ("Take *X*" is added to the end of the filename to distinguish it from the original file). If you want to return to the original event, you can drag it from the Project Media window to the timeline.

Chapter 4 : Working with Generated Music

The previous chapters showed you how to create a project, add media to the Cinescore® timeline, and edit events on the timeline. At this point, your movie is looking — and sounding — good; now you just need to create a score.

Creating generated music

Setting the composition start time and length

Position the cursor or create a time selection to indicate where you want to add your composition.

- To create a composition that fills a portion of your project, click and drag in a blank area of the timeline to create a time selection.
- To create a composition that matches the length of a video event on the timeline, double-click the video event to select it.
- To create a composition of a specific length, click to position the cursor where you want the music to begin. By default, the composition will fill the space from the cursor to the end of the project, but you can choose the length of the composition later.
- If there are no events on the timeline and you haven't created a time selection, a one-minute composition will be created starting at the current cursor position.

Generating music

1. From the Insert menu, choose **Generated Music**. The Theme Chooser is displayed.
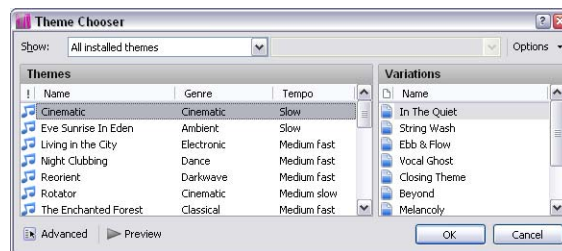
2. Use the Theme Chooser to select the media and musical variations you want to use to generate music:

   a. The Themes pane displays the available themes on your computer. Click the name of the theme you want to use.

   A *theme* is a group of related musical ideas that can be combined to create a composition.

   > **Tip:** *You can use the top portion of the Theme Chooser dialog to filter the list of displayed themes or install/uninstall/download themes.*

   b. The Variations pane displays the available versions of the selected theme. Click the name of the variation you want to use.

   A variation is a preset combination of the starting section, mood, arrangement, tempo, and intensity.

   You can preview the selected theme/variation combination by clicking the **Preview** button [▶].

   > **Tip:** If you want to create your own variations, click the **Advanced** button to display the Variation Settings pane. *For more information, see Creating or editing variations on page 52.*

c. Click **OK**. The Insert Generated Music dialog is displayed, and the selected theme is loaded.
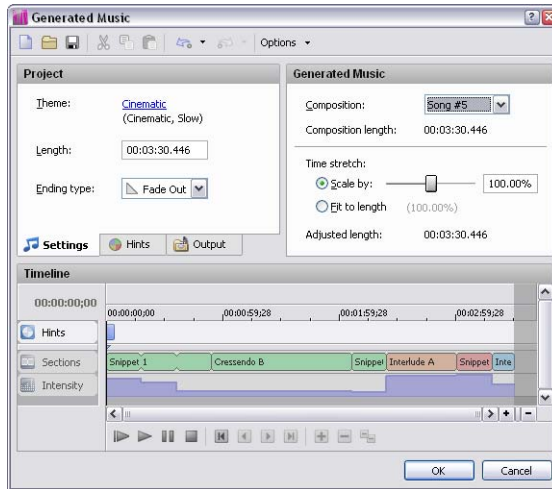
3. The Project pane of the Insert Generated Music dialog shows the basic settings that will be used to generate music.

a. The **Theme** field displays the selected theme that will be used to generate your music along with its genre and tempo.

You can click the name of the theme to display the Theme Chooser, where you can choose a new style or a variation on the current theme. *For more information, see Creating or editing variations on page 52*.

b. The **Length** box displays the length of the current timeline selection.

If you want to change the length of the composition, you can edit the contents of this box. The composition will be added at the beginning of the timeline selection (or at the cursor position if no selection exists).

c. Choose a setting from the **Ending Type** drop-down list to indicate how the composition should end:

Setting	Description
Normal	The composition will match the **Length** setting as closely as possible while providing a musical ending.
Fade Out	The composition will match the **Length** setting as closely as possible with a gradual fade to silence.
	This setting will produce the best results when you want to match the **Length** setting.
Loop	The composition will match the **Length** setting as closely as possible while allowing the end of the composition to loop smoothly into its beginning.
	This setting is useful if you're scoring a video that plays and repeats indefinitely, such as an information kiosk or a DVD menu.
Abrupt	The composition will match the **Length** setting as closely as possible, ending on the next beat. Note that the end of the composition may not correspond with the end of a musical measure.

Notes:

- *Not all ending types are available at all times. Depending on the current theme, starting section, or composition length, some settings may not be available.*
- *If you're generating music to match a small selection, use the **Fade Out** or **Abrupt** setting to create the best possible match between the composition and the selection.*

4. The Generated Music pane allows you to fine-tune sound and tempo of your music.

a. When you generate music, multiple versions of the composition are created. Choose a setting from the **Composition** drop-down to select the version you want to use.

When you choose a new composition, you'll notice that the song in the Timeline pane changes. Click the **Play from Start** ▶ or **Play** ▶ button to audition the current composition.

b. Use the **Time stretch** controls to make fine adjustments to the composition length.
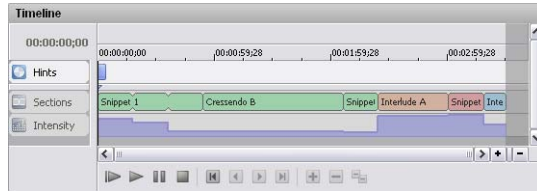
Select the **Scale by** radio button and drag the slider to make the composition longer or shorter. As you adjust the length, the composition's tempo changes.

Note: *The available range of tempo adjustment depends on the selected theme.*

Select the **Fit to length** radio button if you want to adjust the tempo automatically to match the value in the **Length** box.

The Timeline pane at the bottom of the Generated Music dialog displays the sections that were used to create the composition, and the intensity curve represents the density of the music, defined in terms of the number of instruments or sounds included, how loud these are in the mix, and the musical complexity of each instrument's performance:
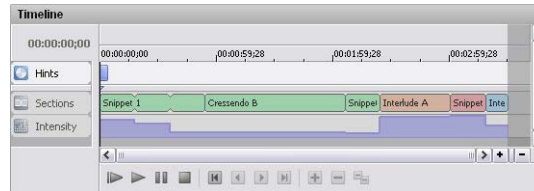
5. Click **OK** to create your composition and add it to the Generated Music track in the main timeline.

If you want to change the file name and folder where the composition is created, click the Output tab in the Project pane and set new values in the **Output name** and **Output folder** boxes.

> **Tip:** For even more control over your composition, you can use hints to change the sections, mood, tempo, or intensity. *For more information, see Using hints on page 53*.

Editing generated music

After you've added generated music to your project, you have two options if you want to edit the composition.

- If you want to recreate an existing composition, choose **Generated Music** from the Edit menu, and then choose **Recreate** from the submenu.

  The music is regenerated, and the event in the timeline is updated to match the new composition length.
- If you want to edit an existing composition, choose **Generated Music** from the Edit menu, and then choose **Edit** from the submenu. The music is regenerated, and the event in the timeline is updated to match the new composition length.

Recreating or editing a composition doesn't overwrite the original composition. A new media file is added to the Project Media window, and the event in the timeline is updated to use the new media file. If you want to return to the original composition, you can drag it from the Project Media window to the timeline.

Recreating generated music

1. Select an event on the timeline

2. From the Edit menu, choose **Generated Music**, and then choose **Recreate** from the submenu (or click the **Recreate Generated Music** button on an event).

Recreate generated music

The Generated Music dialog is displayed, and the Timeline pane displays the updated composition.

3. Use the Generated Music dialog to change the settings that will be used to generate music. *For more information, see Editing generated music on page 50*.

4. Click **OK** to recreate your composition and update the event in the timeline.

The updated event will match the **Adjusted length** setting: the beginning of the event remains fixed, but the end of the event will move to accommodate the new event length.

Editing generated music

1. Select an event on the timeline.

2. From the Edit menu, choose **Generated Music**, and then choose **Edit** from the submenu. The Generated Music dialog is displayed

3. The Project pane of the Generated Music dialog shows the basic settings that will be used to generate music.

    a. The **Theme** field displays the selected theme that will be used to generate your music along with its genre and tempo.

    You can click the name of the theme to display the Theme Chooser, where you can choose a new style or a variation on the current theme. *For more information, see* Creating or editing variations *on page 52*.

    b. The **Length** box displays the length of the current timeline selection.

    If you want to change the length of the composition, you can edit the contents of this box. The composition will be added at the beginning of the timeline selection (or at the cursor position if no selection exists).

    c. Choose a setting from the **Ending Type** drop-down list to indicate how the composition should end:

Setting	Description
Normal	The composition will match the **Length** setting as closely as possible while providing a musical ending.
Fade Out	The composition will match the **Length** setting as closely as possible with a gradual fade to silence.
	This setting will produce the best results when you want to match the **Length** setting.
Loop	The composition will match the **Length** setting as closely as possible while allowing the end of the composition to loop smoothly into its beginning.
	This setting is useful if you're scoring a video that plays and repeats indefinitely, such as an information kiosk or a DVD menu.
Abrupt	The composition will match the **Length** setting as closely as possible, ending on the next beat. Note that the end of the composition may not correspond with the end of a musical measure.

Notes:

*   *Not all ending types are available at all times. Depending on the current theme, starting section, or composition length, some settings may not be available.*
*   *If you're generating music to match a small selection, use the* **Fade Out** *or* **Abrupt** *setting to create the best possible match between the composition and the selection.*

4. The Generated Music pane allows you to fine-tune sound and tempo of your music.

    a. When you generate music, multiple versions of the composition are created. Choose a setting from the **Composition** drop-down to select the version you want to use.

    When you choose a new composition, you'll notice that the song in the Timeline pane changes. Click the **Play from Start** or **Play** button to audition the current composition.

    b. Use the **Time stretch** controls to adjust the length of the composition.

    Select the **Scale by** radio button and drag the slider tto make the composition longer or shorter. As you adjust

the length, the composition's tempo changes.

> **Note:** *The available range of tempo adjustment depends on the selected theme.*

Select the **Fit to length** radio button if you want to adjust the tempo automatically to match the value in the **Length** box.

The Timeline pane at the bottom of the Generated Music dialog displays the sections that were used to create the composition, and the intensity curve represents the density of the music, defined in terms of the number of instruments or sounds included, how loud these are in the mix, and the musical complexity of each instrument's performance:

5. Click **OK** to generate a new composition.

The event in the timeline is updated to play the new composition, but the event length is unaffected.

If you want to change the file name and folder where the composition is created, click the Output tab in the Project pane and set new values in the **Output name** and **Output folder** boxes.

> **Tip:** For even more control over your composition, you can use hints to change the sections, mood, tempo, or intensity. *For more information, see Using hints on page 53*.

Using themes

When you generate music with Cinescore, you work with themes and variations.

A *theme* is a group of related musical ideas that can be combined to create a composition. Each theme can contain multiple variations.

A *variation* is a is a preset combination of the starting section, mood, arrangement, tempo, and intensity.

Installing themes

When you obtain new themes, you need to install them before you can use them to create music.

If you purchase a theme disc, the disc includes an installer you can use to install its themes. Perform the following procedure to install downloaded themes.

1. Open the Theme Chooser:

- If you're creating a new composition, the Theme Chooser is displayed when you click the **Generate Music** button 🎵 on the toolbar.
- If you're editing an existing composition, right-click an event on the timeline and choose Regenerate Music from the shortcut menu. Then, in the Project pane of the Generated Music dialog, click the name of the theme to display the Theme Chooser.
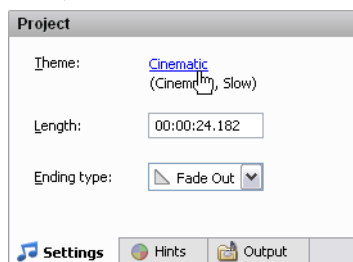
2. Click the **Options** button at the top of the Theme Chooser, and then choose **Install Themes** from the menu.

3. Click the **Browse** button at the top of the Install Themes dialog and browse to the folder that contains the themes you want to install.

4. Select the themes you want to install, and then click the **OK** button.

Creating or editing variations

By using variations, you can customize how the generated music will sound at the beginning of the composition and create presets that you can use in other Cinescore projects.

1. Open the Theme Chooser:

- • If you're creating a new composition, the Theme Chooser is displayed when you click the **Generate Music** button 🎵 on the toolbar.
- • If you're editing an existing composition, right-click an event on the timeline and choose Regenerate Music from the shortcut menu. Then, in the Project pane of the Generated Music dialog, click the name of the theme to display the Theme Chooser.
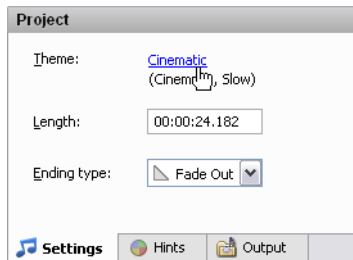
2. Click the **Advanced** button 📄 at the top of the Theme Chooser to display the Variation Settings pane.
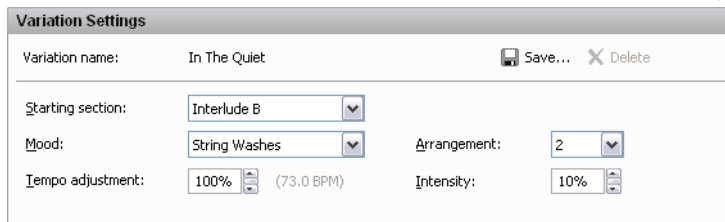
3. The Variation Settings pane displays the settings for the selected variation. Adjust the settings as needed:

Item	Description
Starting section	Each theme contains multiple musical sections. A section is a defined element of a composition, such as a verse, chorus, or bridge.
	Choose a setting from the drop-down list to specify the section that will be used to start your composition.
Mood	Each theme can contain multiple moods. Each mood can change the instrumentation, sound, feel, or phrasing of the theme. Depending on the selected theme, a mood could contain different melodies, rhythms, instruments, and so on.
	Choose a setting from the drop-down list to specify which mood you want to use.
Arrangement	Each mood can contain multiple arrangements. Each arrangement specifies how the instruments in the mood are combined as the intensity changes.
	Choose a setting from the drop-down list to specify which arrangement you want to use.
Tempo adjustment	Type a value in the box or use the spin control to speed up or slow down the tempo of your composition. A setting of 100% represents the original tempo of the theme.
	The available range of tempo adjustment depends on the selected theme.
Intensity	Intensity refers to the density of the music defined in terms of the number of instruments or sounds included, how loud these are in the mix, and the musical complexity of each instrument's performance.
	Type a value in the box or use the spin control to adjust the amount of instrumentation in the composition.
	A setting of 100% uses all instruments in the theme; decreasing the setting reduces the number of instruments.

You can preview the selected style/variation combination by clicking the **Preview** button ▶.

4. Click the **Save** button 💾 to save your changes as a new variation. You'll be prompted to type a name for the variation.

5. Click the **Delete** button ✕ to delete the selected variation. Only user-created variations can be deleted. User-created variations are displayed with a gray icon 🗋 in the Variations pane.

Using hints

Hints give you additional control over the composition.Do you want to change the music to fit a scene partway through your source video? By adding hints, you can customize the section, mood, tempo, or intensity of a composition throughout its length.

All compositions contain at least one hint at the beginning of the timeline in the Generated Music dialog: this hint contains information about the settings you chose when you generated your composition.

Hints are suggestions that Cinescore uses to modify the choices it makes when generating music. When you add a hint, the composition does not change exactly at the hint's position on the timeline; rather, Cinescore will try to make the change at the next musical opportunity. In the following image, notice how each change occurs at the nearest section change.
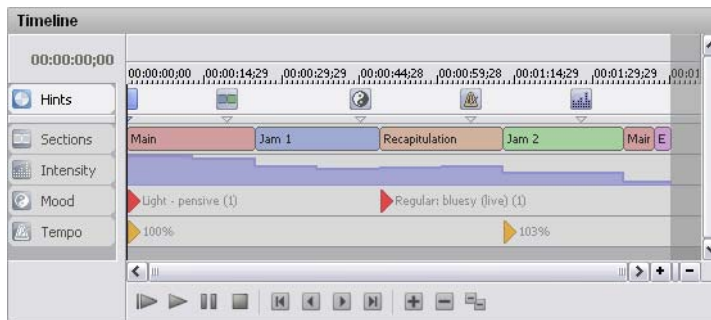
When you view the generated music on the Cinescore timeline or in an audio editor, you'll notice that hint markers are added at the location where you placed a hint on the timeline to request a change. Cue markers are added at the location where a hint is applied in the composition:
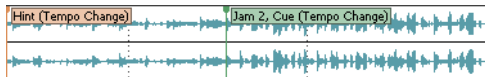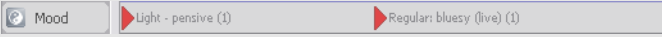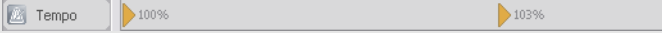
Editing the first hint
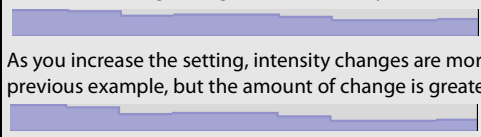
The hint at the left edge of the timeline contains information about the settings you chose when generating your music. Editing these controls has the same effect as editing the settings in the Variation Settings pane in the Theme Chooser. *For more information, see Creating or editing variations on page 52.*

1. Select an event on the timeline.

2. From the Edit menu, choose **Generated Music,** and then choose **Edit** from the submenu. The Generated Music dialog is displayed.

3. Click the first hint in the timeline to select it. The Hints tab is displayed in the Project pane. Adjust the settings as needed.

You can preview the selected settings by clicking the **Play from Start** ▶ or **Play** ▶ button below the timeline.

Item	Description
Starting section	Each theme contains multiple musical sections. A section is a defined element of a composition, such as a verse, chorus, or bridge.
	Choose a setting from the drop-down list to specify the section that will be used to start your composition.
	The composition's sections are displayed in the Sections track in the Timeline pane:
	Click the ⊞ button to expand the controls if you want to modify how Cinescore chooses and arranges sections.

Item	Description
Randomness	This setting determines how randomly Cinescore arranges the sections in your composition. With a low setting, the sequence of sections will be more predictable (1-1-2-1-1-2-1-1-2. . . for example); as you increase the setting, the sequence will be more random (1-2-2-1-1-1-2-1-2. . . for example). The theme composer determines how the Randomness control affects section order for each theme. Select the value and click the ⌄ button to display a slider that you can use to adjust the value. When you set **Randomness** to 100%, the **Variance** setting has no effect.
Variance	This setting determines how much adjacent sections vary from each other and how often sections in the composition repeat. With a low setting, adjacent sections will sound similar and are more likely to be repeated; as you increase the setting, adjacent sections will sound different and are less likely to be repeated. The following example demonstrates how sections are arranged with increasing Variance settings. These images are provided for illustration only; the theme composer determines how the Variance control affects section order for each theme: 0% Section 1 3% Section 1 / Section 2 / Section 3 9% Section 1 / Section 2 / Section 3 / Section 4 / Section 5 / Section 6 18% Section 1 / Section 3 / Section 4 / Section 3 / Section 2 / Section 3 36% Section 1 / Section 3 / Section 1 / Section 4 / Section 3 / Section 2 72% Section 1 / Section 7 / Section 2 / Section 6 / Section 4 / Section 6 Select the value and click the ⌄ button to display a slider that you can use to adjust the value.
Mood	Each theme can contain multiple moods. Each mood can change the instrumentation, sound, feel, or phrasing of the theme. Depending on the selected theme, a mood could contain different melodies, rhythms, instruments, and so on. Choose a setting from the drop-down list to specify which mood you want to use. Mood changes are displayed on the Mood track in the Timeline pane: Mood ▶ Light - pensive (1) ▶ Regular: bluesy (live) (1) The first mood, **Light - pensive (1)** means that the selected mood is Light - pensive, and arrangement 1 is selected.
Arrangement	Each mood can contain multiple arrangements. Each arrangement specifies how the instruments in the mood are combined as the intensity changes. Choose a setting from the drop-down list to specify which arrangement you want to use.
Tempo adjustment	Type a value in the box or use the spin control to speed up or slow down the tempo of your composition. A setting of 100% represents the original tempo of the theme. The available range of tempo adjustment depends on the selected theme. Tempo changes are displayed on the Tempo track in the Timeline pane: Tempo ▶ 100% ▶ 103%
Intensity	Type a value in the box or use the spin control to adjust the amount of instrumentation in the composition. Intensity refers to the density of the music defined in terms of the number of instruments or sounds included, how loud these are in the mix, and the musical complexity of each instrument's performance. The intensity curve is displayed in the Intensity track in the Timeline pane: Intensity Click the ⊞ button to expand the controls if you want to modify how Cinescore varies intensity over time.
Mode	Determines how Cinescore varies intensity over time. Click the current setting and click the ⌄ button to choose a new setting. • **Generate:** Generates an intensity curve that varies over time. • **Hold:** Maintains the current hint's intensity level until the next hint. • **Linear:** Intensity changes gradually from the current hint's intensity to the next hint's setting.

Item	Description
Variance	When you choose **Generate** from the **Mode** drop-down list, the **Variance** setting determines how frequently the intensity changes. With a low setting, intensity changes are slow and less frequent; as you increase the setting, intensity changes are faster and more frequent.
	The following example demonstrates how intensity changes with increasing **Variance** settings. These images are provided for illustration only; the theme composer determines how the **Variance** control affects intensity changes for each theme:
	0%
	10%
	20%
	40%
	80%
	Select the value and click the ⌄ button to display a slider that you can use to adjust the value.
Range	When you choose **Generate** from the **Mode** drop-down list, the **Range** setting determines how much the intensity changes.
	With a low setting, changes in the intensity curve are subtle.
	As you increase the setting, intensity changes are more dramatic (note that the basic curve is similar to the previous example, but the amount of change is greater).
	Select the value and click the ⌄ button to display a slider that you can use to adjust the value.

Adding hints

To add a hint, click in the Timeline pane to position the cursor, and then click the **Insert Hint** button ⊞. A new, blank hint is added, and you can edit the hint to adjust its settings.

Tip: *You can also double-click in the Hints bar to insert a new hint.*

Deleting hints

To delete a hint, select it in the Timeline pane, and then click the **Delete Selected Hints** button ⊟. You can hold Ctrl or Shift to select multiple hints.

Click the **Delete All Hints** button to remove all hints from the timeline.
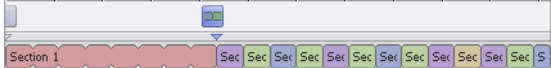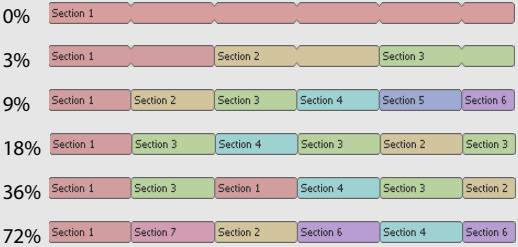
Note: *The first hint is required to create a composition and cannot be deleted.*
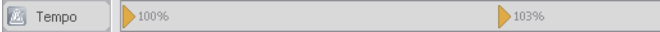
Editing hints on the timeline

Hints that follow the first hint allow you to suggest changes in the composition.

Click a hint in the timeline to select it. The Hints tab is displayed in the Project pane, and you can adjust the settings.

You can preview the selected settings by clicking the **Play from Start** ▶ or **Play** ▶ button below the timeline.

Item	Description
Section Change	Each theme contains multiple musical sections. A section is a defined element of a composition, such as a verse, chorus, or bridge. Choose **Yes** if you want the hint to suggest a section change, and then use the **Deviation**, **Randomness**, and **Variance** controls to modify how Cinescore chooses and arranges sections. Choose **No** if you do not want the hint to suggest a section change. The composition's sections are displayed in the Sections track in the Timeline pane: Using section-change hints, you can modify how frequently sections are changed throughout the composition. In the following example, the first portion of the composition has a low **Variance** setting, so a single section repeats. In the second portion of the composition, the section-change hint has a high **Variance** setting, so the section changes frequently:
Deviation	This setting determines how much the first section after the hint can deviate stylistically from the preceding section. With a low setting, section changes will be subtle; as you increase the setting, section changes will be more dramatic. The theme contains information about similarities between sections, and Cinescore uses this information to determine which sections it will use. Select the value and click the ⌄ button to display a slider that you can use to adjust the value.
Randomness	This setting determines how randomly Cinescore arranges the sections in your composition. With a low setting, the sequence of sections will be more predictable (1-1-2-1-1-2-1-1-2. . . for example); as you increase the setting, the sequence will be more random (1-2-2-1-1-1-2-1-2. . . for example). The theme composer determines how the Randomness control affects section order for each theme. Select the value and click the ⌄ button to display a slider that you can use to adjust the value. When you set **Randomness** to 100%, the **Variance** setting has no effect.
Variance	This setting determines how much adjacent sections vary from each other and how often sections in the composition repeat. With a low setting, adjacent sections will sound similar and are more likely to be repeated; as you increase the setting, adjacent sections will sound different and are less likely to be repeated. The following example demonstrates how sections are arranged with increasing Variance settings. These images are provided for illustration only; the theme composer determines how the Variance control affects section order for each theme: 0% 3% 9% 18% 36% 72% Select the value and click the ⌄ button to display a slider that you can use to adjust the value.
Mood Change	Each theme can contain multiple moods. Each mood can change the instrumentation, sound, feel, or phrasing of the theme. Depending on the selected theme, a mood could contain different melodies, rhythms, instruments, and so on. Choose a mood from the drop-down list if you want to use the hint to suggest a mood change. Mood changes are displayed on the Mood track in the Timeline pane: The first mood, **Light - pensive (1)** means that the selected mood is Light - pensive, and arrangement 1 is selected.
Arrangement	Each mood can contain multiple arrangements. Each arrangement specifies how the instruments in the mood are combined as the intensity changes. Choose a setting from the drop-down list to specify which arrangement you want to use.

Item	Description
Tempo Change	Choose **Yes** if you want to use the hint to suggest a tempo change, and then use the **Amount** control to indicate the desired tempo change. Choose **No** if you do not want the hint to change tempo. Tempo changes are displayed on the Tempo track in the Timeline pane:
Amount	Type a value in the box or use the spin control to speed up or slow down the tempo of your composition. A setting of 100% represents the original tempo of the theme. The available range of tempo adjustment depends on the selected theme.
Intensity Change	Choose **Yes** if you want to use the hint to suggest an intensity change in your composition, and then use the **Amount**, **Mode**, **Variance**, and **Range** controls to indicate how you want to change intensity. Choose **No** if you do not want the hint to change intensity. The intensity curve is displayed in the Intensity track in the Timeline pane: Using intensity-change hints, you can modify how frequently intensity is changed throughout the composition. In the following example, we used four hints to adjust the intensity curve: • The first hint is set to **Hold** with an **Amount** setting of 50%. • The second hint is set to **Generate** with an **Amount** setting of 100%, a **Variance** setting of 50%, and a **Range** setting of 100%. • The third hint is set to **Linear**, with an **Amount** of 65%. • The last hint is set to **Linear** with an **Amount** setting of 0% to set the final intensity.
Amount	Type a value in the box or use the spin control to adjust the amount of instrumentation in the composition. Intensity refers to the density of the music defined in terms of the number of instruments or sounds included, how loud these are in the mix, and the musical complexity of each instrument's performance.
Mode	Determines how Cinescore varies intensity over time. Click the current setting and click the ☑ button to choose a new setting. • **Generate:** Generates an intensity curve that varies over time. • **Hold:** Maintains the current hint's intensity level until the next hint. • **Linear:** Intensity changes gradually from the current hint's intensity to the next hint's setting.
Variance	When you choose **Generate** from the **Mode** drop-down list, the **Variance** setting determines how frequently the intensity changes. With a low setting, intensity changes are slow and less frequent; as you increase the setting, intensity changes are faster and more frequent. The following example demonstrates how intensity changes with increasing **Variance** settings. These images are provided for illustration only; the theme composer determines how the **Variance** control affects intensity changes for each theme: 0% 10% 20% 40% 80% Select the value and click the ☑ button to display a slider that you can use to adjust the value.
Range	When you choose **Generate** from the **Mode** drop-down list, the **Range** setting determines how much the intensity changes. With a low setting, changes in the intensity curve are subtle. As you increase the setting, intensity changes are more dramatic (note that the basic curve is similar to the previous example, but the amount of change is greater). Select the value and click the ☑ button to display a slider that you can use to adjust the value.

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