

## Key Framing in Vegas Movie Studio

The term Key Frame was first used in animation studios. The head animator would draw the key animation frames, other animators would draw the “in between” frames (tweening). The term Key Frame is now also used in video editing, the difference being that the software fills in the ‘between’ frames.

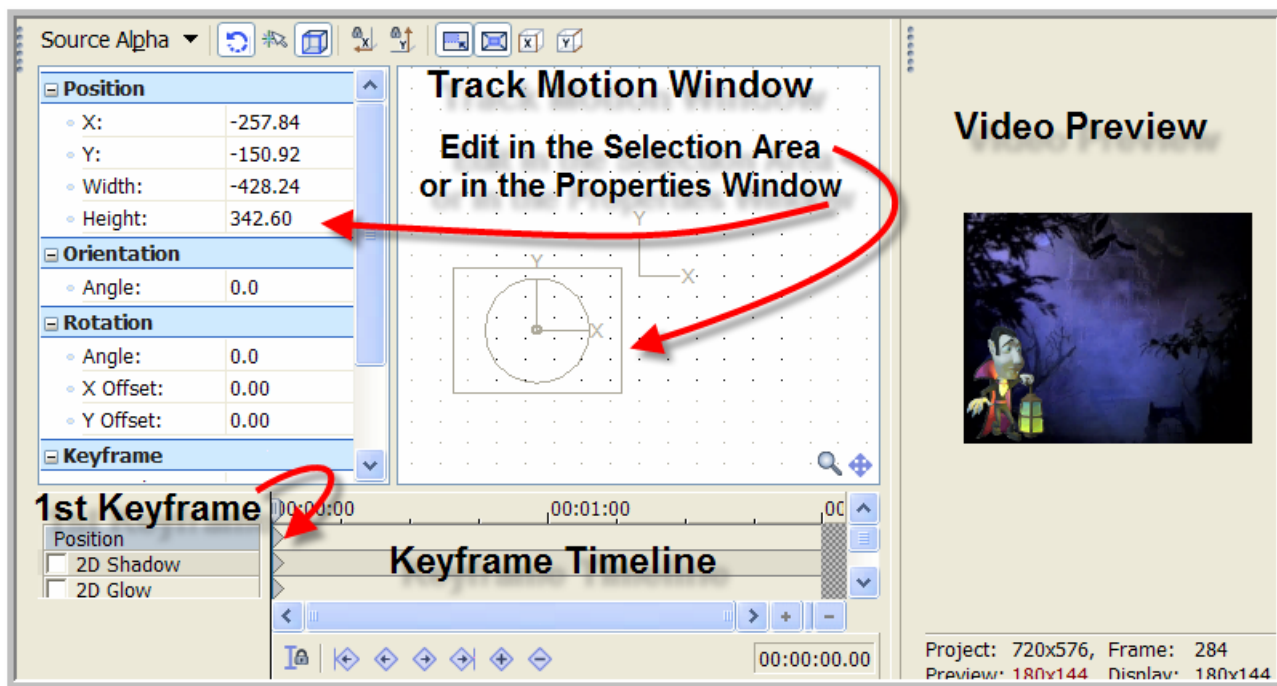
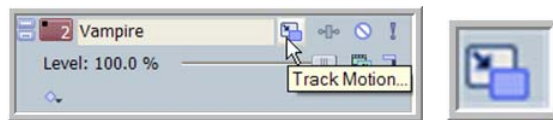
The following picture is from a Year 7 storyboard. The student has added four vampires and an arrow to the storyboard to denote left to right movement.



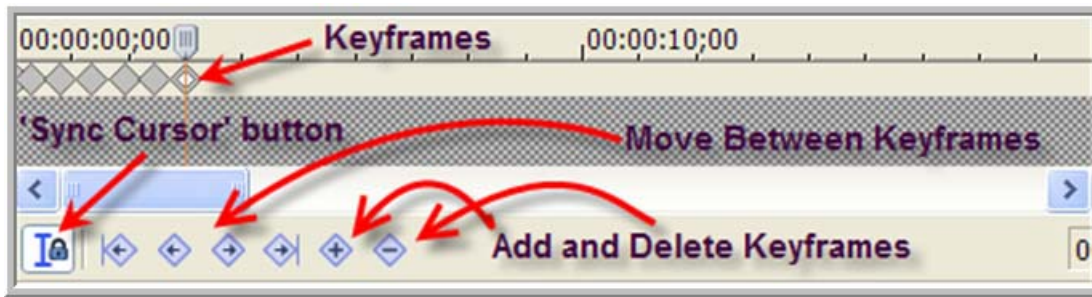
Movement Key Frames can be added using the Event Pan/Crop features or by using Track Motion. This example will use track motion.

The Haunted House video is on track 3. The Vampire clip is an animated gif (from [www.animationfactory.com](http://www.animationfactory.com)) and has an alpha layer which makes its background transparent. The vampire is on track 2.

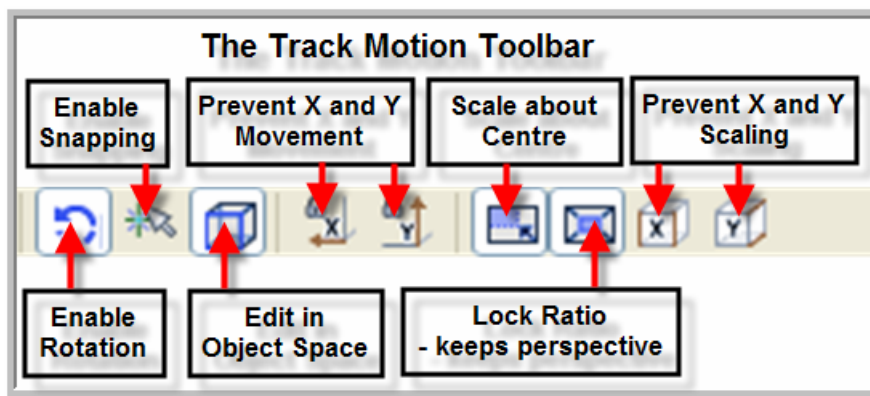
To add keyframes click on the 'Track Motion' button for the relevant track.



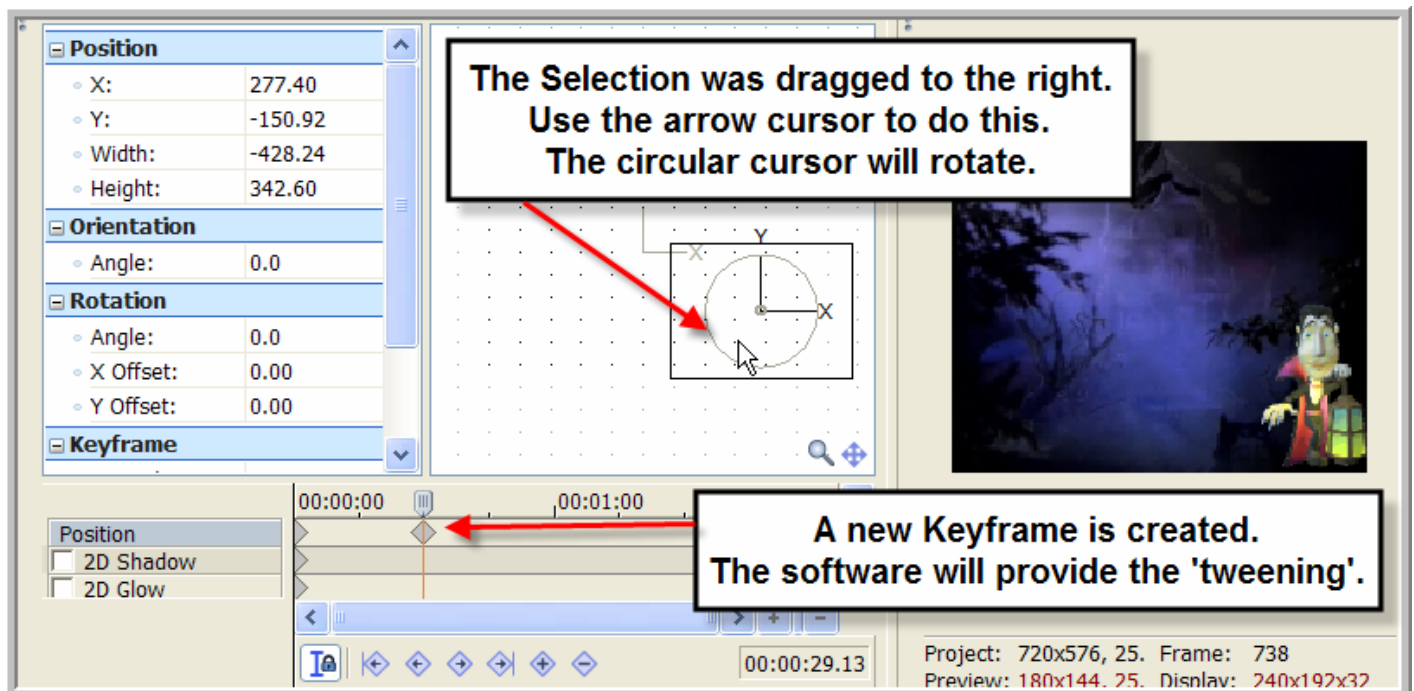
As media has already been placed on the track, a keyframe has been added to the beginning of the Track Motion Timeline. There are 3 tracks in this timeline; Position, 2D Shadow and 2D Glow. The 2D Shadow and Glow tracks need to be checked before they can be used. The Position track is highlighted and has focus. The settings in the Properties window are for the first position keyframe. Numerous Vegas Movie Studio windows and dialogue boxes have a keyframe timeline; the controls are identical for all timelines.



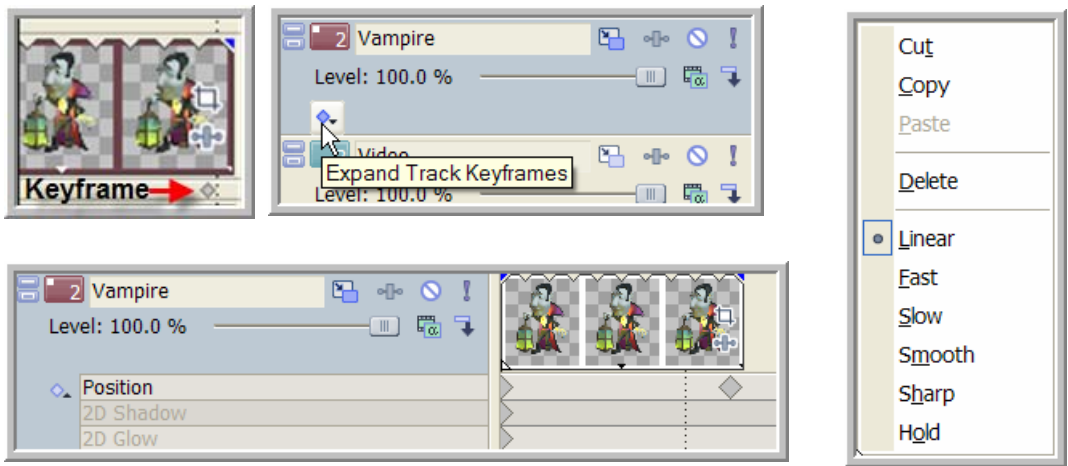
The 'Sync Cursor' button aligns the Keyframe timeline with the playback line in the main timeline. This is an extremely useful tool however it is good practice to turn it off after use so that it is not activated in other windows and dialogue boxes.



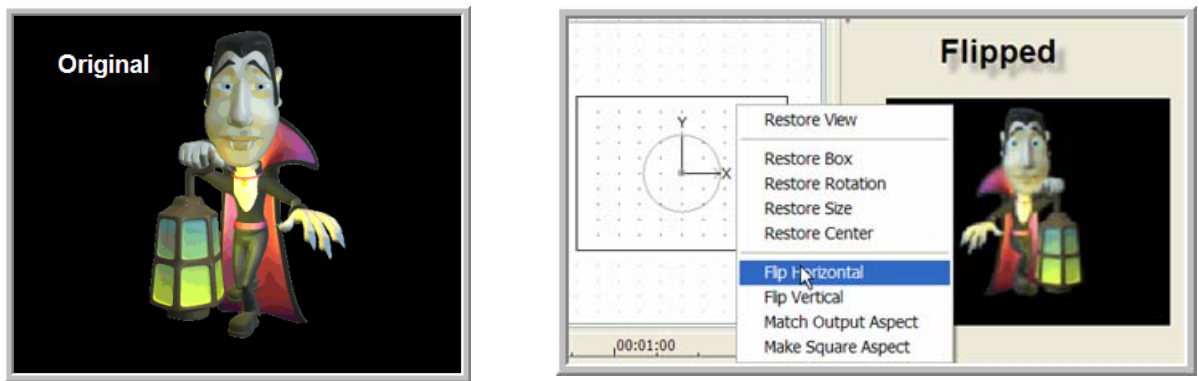
Place the Playback line in the main timeline at the desired position for a keyframe. Then open the Track Motion window, click on the 'Sync Cursor' button and change/edit the position (and size and rotation if required) in the Track Motion Selection area or Properties window. A new keyframe will be created when you make this change.



Keyframes can be moved by dragging. Position Keyframes will also be placed on the main timeline; they can also be dragged. The Keyframe view in the main timeline can be expanded by clicking on the 'Expand Track' button in the track area. Right clicking on a Keyframe will bring up a menu; the type of movement between Keyframes can be determined here. Cut, copy, paste and delete commands are also accessed here.



The Vampire Gif used in this exercise was facing the other direction. The direction can be flipped in the Track Motion or Event Pan/Crop windows. Right click on the image in these windows to access the flip commands.



### Track Motion or Event Pan/Crop?

Track Motion editing affects the entire track however Keyframes can be used to continually change positions and sizes. Track Motion has more flexibility in placement. Event Pan/Crop affects the selected clip and in some situations can be limited when placing clips near edges.

