


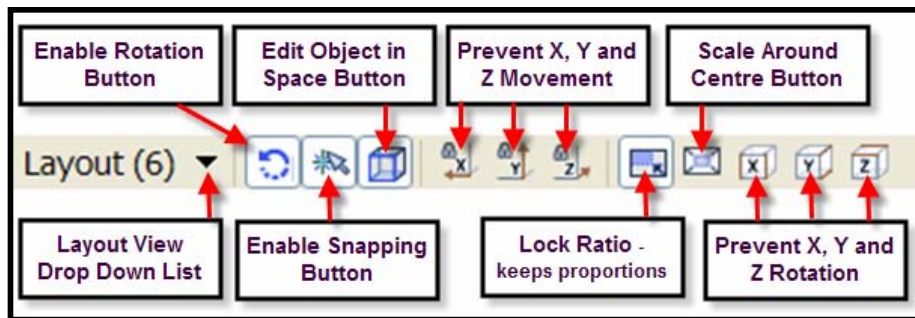
3D Source Alpha in Vegas


The 3D Source Alpha function enables movement and rotation on the X, Y and Z axes.

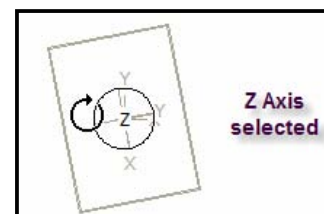
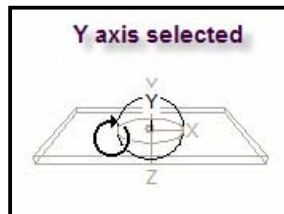
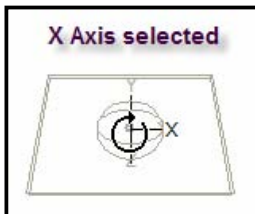
1. Add a video clip to a track and click on the tracks compositing mode button,  then select '3D Source Alpha' from the drop down list. Click on the track motion button to access the 3D settings.



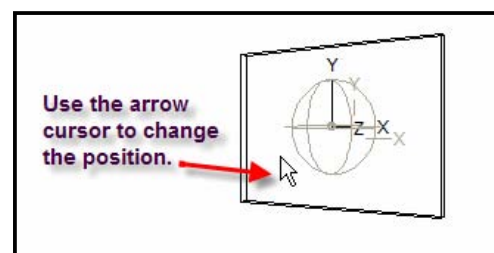
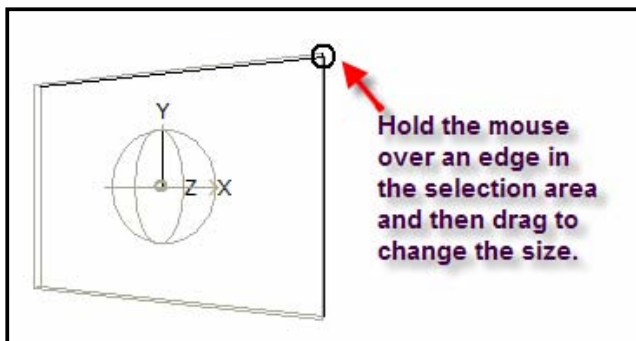
The 3D Track Motion Tool Bar



2. Hold the mouse over the selection area until your cursor changes into this shape.  The axis letter will be displayed as **Bold** when selected. Experiment with X, Y and Z rotations by dragging the cursor.

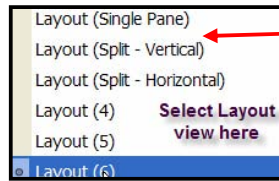
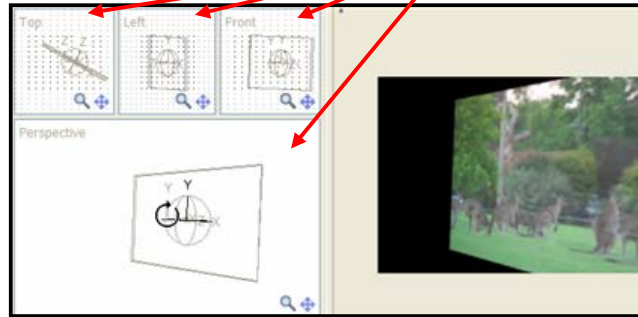


3. Experiment with the size and position settings by dragging the cursor.



Settings can also be edited in the Properties window or any of the Layout Panes.

3D Source Alpha Properties Window	
Position	
X:	-60.68
Y:	32.91
Z:	31.34
Width:	623.00
Height:	498.40
Depth:	24.92
Orientation	
X:	0.0
Y:	-24.8
Z:	0.0
Rotation	
X:	0.0
Y:	-10.0
Z:	0.0



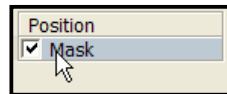
Layout Options are accessed from the 'Layout Drop Down' menu on the toolbar.

3D Source Alpha Exercise

1. Start a new Vegas project and add the 'Blue Door' photograph to a track. Open the 'Event Pan/Crop Event' window, right click on the image and select 'Match Output Aspect' to crop the image.



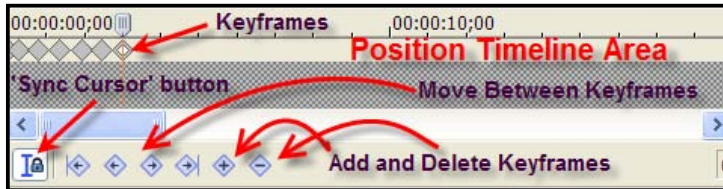
2. Click in the 'Mask' check box and then select the 'Anchor Creation Tool'.



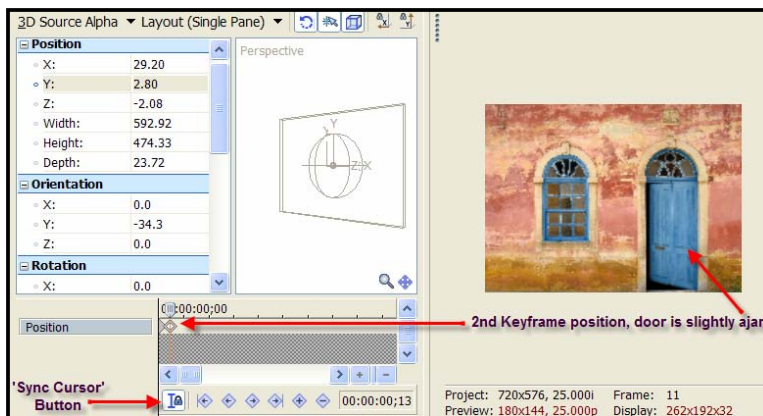
3. Draw a mask around the blue door. Then right click in the track area and select 'Duplicate Track'. Open the new tracks (track 2) 'Event/Pan Crop' window and set the 'Path Mode' to 'Negative'.



- Your task is to open the door on track 1. Click on the 'Compositing Mode' button on track 1 and select '3D Source Alpha'. Then click on the track motion button. You will need to add keyframes to gradually open the door. Turn on the 'Sync Cursor' button at the bottom of the track motion window. This button synchronises the position in the track motion timeline with the playback line in the main timeline area. As you have already placed media on the track, there will be one keyframe at the beginning of the position timeline area. This keyframe defines the track motion settings for the blue door.



- Click in the position timeline to the right of the first keyframe and change the X, Y and Z settings so that the door appears to be slightly ajar. A second keyframe will appear in the position timeline when you change these settings. Click to the right of the second keyframe and open the door a bit wider. Continue these procedures until you have added six keyframes and the door is completely open. Turn the 'Sync Cursor' button off when you have finished. Playback your work and make further adjustments if required.



- Insert a third video track and add the vampire clip. Use track motion to position the vampire in the doorway.



Extension Work 1

Copy and paste your keyframes onto the timeline, in reverse order, to close the door after the vampire appears. Right click on a keyframe to access the copy and paste menu.

Extension Work 2

Start a new project. Use the '2 door' photograph. Gradually open both doors and put characters in the doorways.



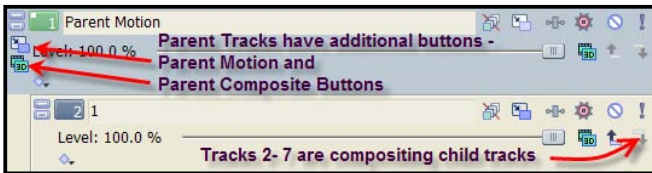
- Track 1 – Door 1 masked – Positive
- Track 2 – Door 2 masked – Positive
- Track 3 – Both Doors Masked – Negative
- Track 4 – Character 1
- Track 5 – Character 2
- Additional Tracks for house interiors

Blue Door Photograph by 'Bricolage'
 2 Door Photograph by 'Leo Reynolds'


 From www.creativecommons.org

Exercise 2

1. Open the 'Cube' Vegas file. This file has eight tracks. The 1st track is a parent track to tracks 2 – 7 and controls the cube rotation. Tracks 2 – 7 are used for the six sides of the cube. Track 8 is a background track. Tracks 1 – 7 have their compositing mode set to 3D Source Alpha.
2. Add six video clips to tracks 2 – 7 to form the cube faces. Add a background to track 8.
3. Click on the Parent Motion button on track 1.



4. Add keyframes to the Parent Motion Position timeline to resize, move and rotate the cube.

This file uses the following settings (the parent orientation, rotation and offset settings (in red) are settings for the first keyframe).

	Parent	Cube 1	Cube 2	Cube 3	Cube 4	Cube 5	Cube 6
Position X	0	0	0	0	0	264	-264
Position Y	0	288	-288	0	0	0	0
Position Z	204.39	0	0	288	-288	0	0
Width	256.24	528	528	528	528	528	528
Height	279.96	576	576	576	576	576	576
Depth	279.96	28.8	28.8	28.8	28.8	28.8	28.8
Orientation X	154.7	0	90	0	0	0	0
Orientation Y	39.2	0	0	0	0	-90	90
Orientation Z	161.7	0	0	0	0	0	-360
Rotation X	0	90	0	0	0	0	0
Rotation Y	94.1	0	0	0	0	0	0
Rotation Z	0	0	0	0	0	0	0
X Offset	0	264	0	0	0	0	0
Y Offset	0	0	0	0	0	0	0
Z Offset	0	0	0	0	0	0	0

This cube file has been adapted from the 'Cube with Shadow' demonstration file that comes with the Vegas software.

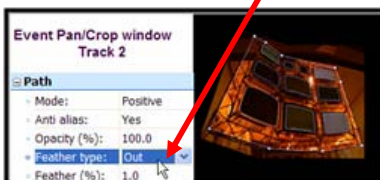
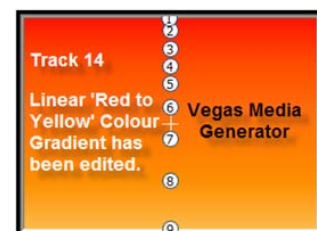
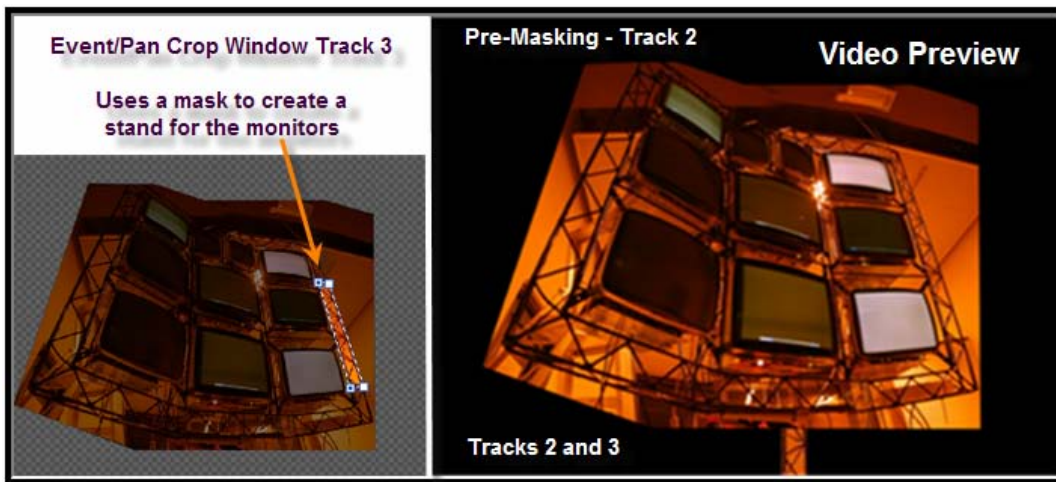
Extension Work 1

Create your own geometric shapes using a Parent Track, Child Tracks and 3D Source Alpha Compositing.

Extension Work 2

The 'Monitors' photograph has ten television screens. Mask out the screens and put video footage in each screen. Use a Parent track to rotate the tracks. In the following example I have used 14 video tracks and 1 audio track. Tracks 1 – 13 use 3D source alpha compositing. Tracks 2 – 13 are child tracks. Tracks 4 – 13 have a small amount of the 'Medium Sphere Out' video effect (Video FX Tab, 'Spherize' category).

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|------------------------|--------------------------|-----------------------|
| 1. Parent Motion | 2. 'Monitors' Photograph | 3. Monitor Stand |
| 4. Monitor 1 Footage | 5. Monitor 2 Footage | 6. Monitor 3 Footage |
| 7. Monitor 4 Footage | 8. Monitor 5 Footage | 9. Monitor 6 Footage |
| 10. Monitor 7 Footage | 11. Monitor 8 Footage | 12. Monitor 9 Footage |
| 13. Monitor 10 Footage | 14. Background | 15. Audio Track |



'Monitors' Photograph by Danja Vasiliev
 Downloaded from www.creativecommons.org

Lesson by Briona Gill