

MotionStudios

Vasco da Gama 3 **Vasco da Gama 3 HDPro**

Creative Route Planning

User Handbook Version 3

Information

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Foreword and News in Vasco da Gama 3 / HDPro

Dear Customer, thank you for choosing our Vasco da Gama 3 software.

Vasco da Gama 3 offers a series of new functions for the PC for increasing your video production values.

This operation manual will introduce you to the expansive capabilities of the software and give you tips for using it effectively in practice. This manual is divided into the main sections *Installation and Fundamentals* and *Creating Routes with Vasco da Gama 3*.

At the end of the manual you will find a small glossary, in which technical terms are explained. If you find a term in the text that you don't understand, you can check the glossary.

We wish you much enjoyment with your new Vasco da Gama 3 software.

Your MotionStudios Team

The new functions in Vasco da Gama 3:

- * Video secure area can be set by 5-25 %
- * DeInterlace filter with settable sharpness and efficiency.
- * Completely new user interface
 - This has the advantage that the maps are more in the centre and show a better contrast.
 - The legibility of the text is considerably increased (sharper text, better contrast).
 - Colour scheme identical to many video cutting systems.
- * Conversion of the program to Unicode. As a result, special characters of other countries are possible, e.g. Asia, Africa etc.

- * Complete redevelopment of the camera model, now also making centre camera zooms possible.
- * Modified text input. Input occurs directly in the map, which corresponds to the WYSIWYG principle.
- * Copy&Paste of texts from other programs is now also implemented.
- * Texts can be aligned left, right or centred.
- * Objects and text objects can now be displayed statically. They do not move with the map.
- * Display quality of the calculated text is considerably improved
- * And many other improvements which make working with Vasco da Gama easier.

More functions in Vasco da Gama 3:

- * Optimized display quality
- * Show/hide text and objects at a stop
- * Continuously adjustable window size
- * Videos can now be saved as individual frames as well
- * Acceleration and deceleration at stops
- * Freely positionable text and objects
- * Undo function
- * Realistic light and shadow effects
- * Use various font styles at the same time
- * Use your own 2D objects as stop and header objects
- * Change line width, colour, style, etc. at stops
- * Expanded object animation, including particle effects for things like realistic smoke from a steam locomotive
- * Multi-line texts

- * Embedding of your own photos at stops
- * Simulation of animated curved flight paths, takeoffs, and landing of objects
- * Objects scalable up to 200%
- * Fixed camera mode for non-moving maps
- * Project names are displayed at the top of the window (in windowed mode only), as well as whether changes were made.
- * Quick save button
- * Window size can be set variably in windowed mode
- * Copy camera position with Ctrl-D
- * The video can now be saved as individual frames, too, in JPEG, TGA, PPM or BMP, especially interesting for ScreenPlay.
- * Vasco da Gama 3 now includes a motorhome as an object
- * Route line can fade over time (2 modes)
- * Language selection is manually adjustable

Weietr Funktionen von Vasco da Gama 3

HDPro:

- * Object and Map Magnification up to 400%
- * Expanded dual monitor support
- * Expanded preview window
- * Support for HDV, HDTV, and resolutions up to 2880x2304 pixels
- * Route replay with exact time display
- * Create multi-routes

Chapter

1.1

Installation of Vasco da Gama 3 / HDPro

This chapter is mainly about the installation of the Vasco da Gama 3 software.

Vasco da Gama 3 /HDPro Installation

In your Vasco da Gama 3 software package are the instructions, a registration card with serial number, and a CD. Before you start working with Vasco da Gama 3, the software must be installed.

Note for PC Configuration:

Your PC should have at least an 800MHz processor, 256MB RAM system memory, and a 3D-capable graphics card. Also use one of the following operating systems: Windows98SE, WindowsME, Windows 2000 or Windows XP.

Your desktop resolution should be at least: 1024x768 Pixel, 24/32Bit colour depth. DirectX9.0 must also be installed beforehand. A current version of DirectX9.0 is on the installation CD.

First, place the installation CD in your CD/DVD drive.

The Vasco da Gama 3 - Installshield Wizard starts automatically (Fig.1.1.1.).



Fig.1.1.1

Now click *Next*.

You will now see information in the assistant (Fig.1.1.2) on which software should be installed.



Fig.1.1.2

Click on Next again.

The license agreement (Fig.1.1.3) now appears. In order to use Vasco da Gama 3, you must confirm by clicking *I accept the License Agreement*.

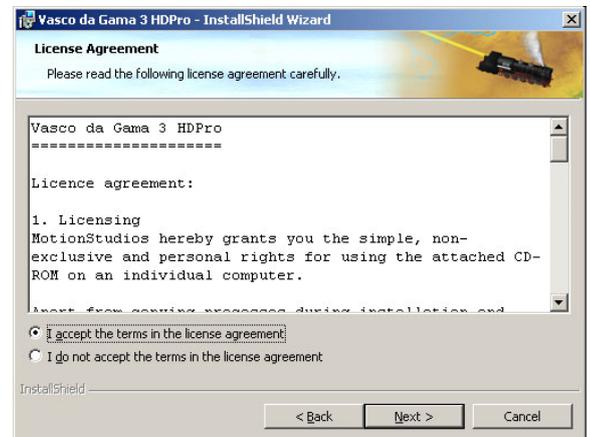


Fig.1.1.3

If you do not accept the license agreement, the installation is halted.

Click on *Next* again.

A dialog now appears (Fig.1.1.4) requesting you to enter the *User*, the *Organization* and the *Serial Number*.



Fig.1.1.4

The *Serial Number* is found on the back cover of the manual.

Note:

Take care to enter the serial number exactly as it appears. Otherwise Vasco da Gama 2 will not be enabled.

You can also determine whether only you want to use the software, or whether others should also be authorized to use the software.

Click on *Next* again.

In the following dialog (Fig.1.1.5), you can set the target directory for installation.

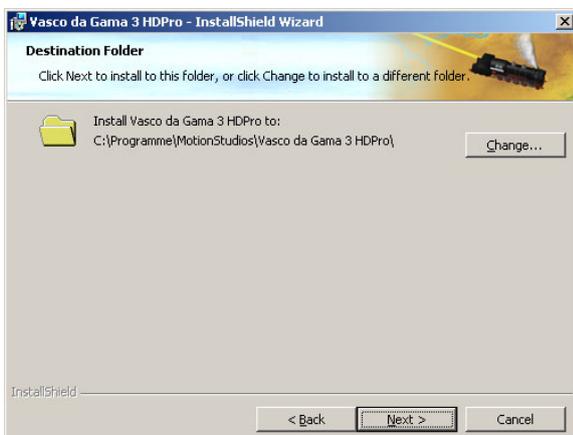


Fig.1.1.5

Here you can *Use the Default Path* or click on *Browse* to select your own path.

Then, click on *Next*.

A dialog (Fig.1.1.6) is now displayed that summarizes all the selected settings.

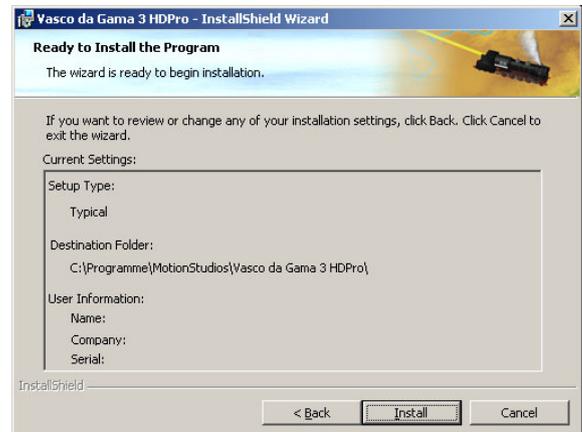


Fig.1.1.6

Using the *Back* button, you can go back and change any of the settings. Now click on *Install*. The installation begins (Fig.1.1.7).



Fig.1.1.7

The installation takes some time to complete. After installation is complete (Fig.1.1.8), click on the *Finish* button.



Fig.1.1.8

If you want to run the Vasco da Gama 3 Software automatically after installation, then leave the checkbox *Start Program* checked. DirectX9.0 installation may start automatically after Vasco da Gama installation is complete. Follow the instructions on the screen.

1.2

What is Vasco da Gama 3/ HDPro and basic settings

In this chapter, the focus is on the basic functions and the user interface of Vasco da Gama 3 software, a creative tool for editing an interesting travel video.

You can use it to recreate your vacation route – that is, you can fly or drive through your trip, step by step, using extensive mapping materials and various 3D objects (such as airplanes, vehicles, or ships).

You can set stops (such as a layover stop on a trip), and later insert your actual video footage from a video editor.

The video project created in Vasco da Gama 3 is then exported as a DV.avi. When creating the DV.avi file, you can insert separations that correspond to stop points in the video. Several scenes are then stored in the created file, which can be edited further individually in your video cutting system.

Vasco da Gama 3 HDPro Basic Settings

What is Vasco da Gama 3?

Vasco da Gama 3 allows you to create travel routes and export them as a DV.avi file.

These video files can then be imported into a video editing program.

For instance, using 3D objects (airplanes, ships, etc.) and a large selection of geographic map materials, you can recreate your vacation trip exactly the way you made it.

Basic Settings

After successfully completing installation of the Vasco da Gama 3 software, start it using the icon that was placed on your desktop.



The Vasco da Gama 3 HDPro – Working User Interface (Fig.1.2.1) appears.



Fig.1.2.1

1. Display of map materials and creation of a route in the working monitor (Fig. 1.2.2)
 Here you create the path of your travel route.

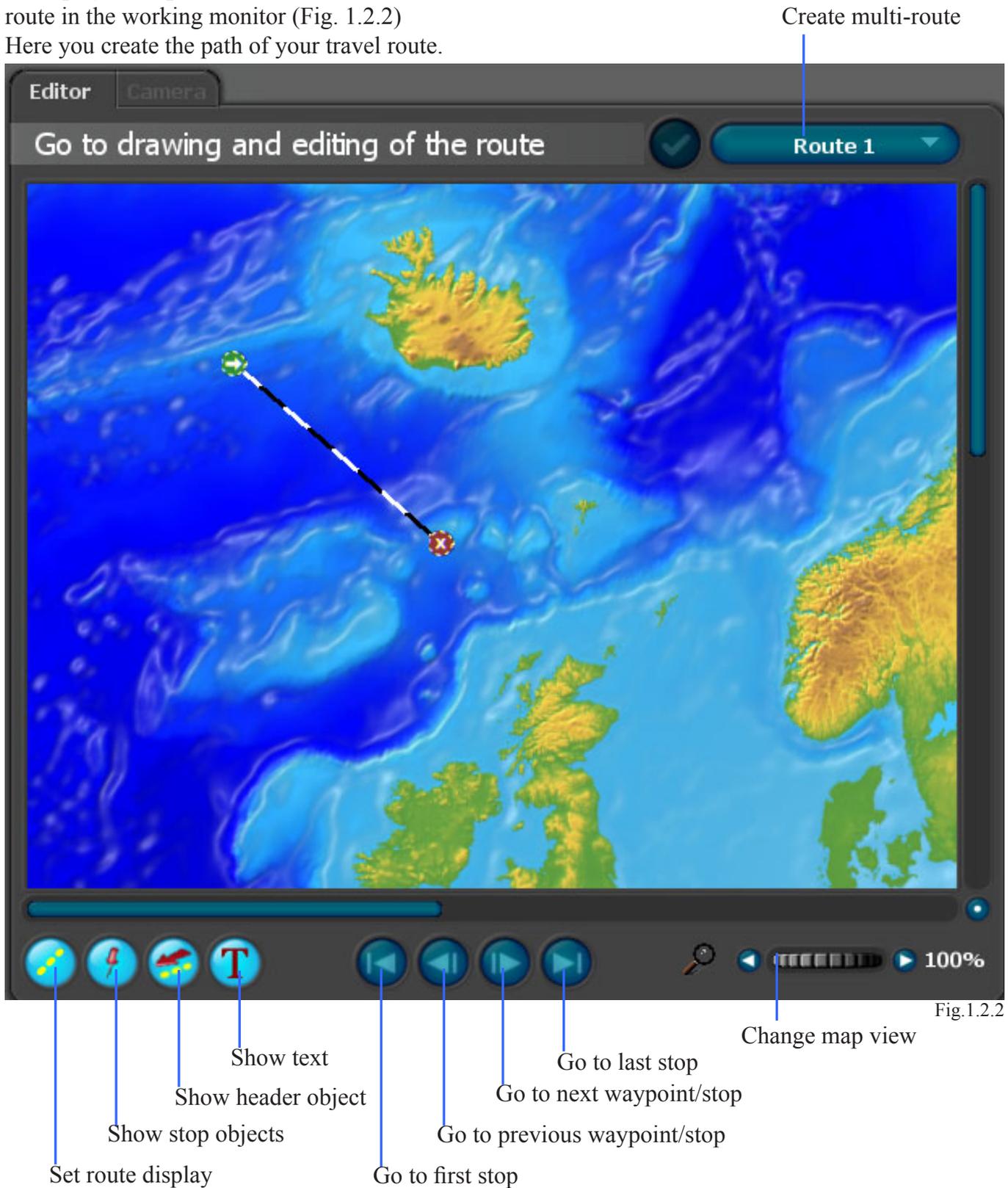


Fig.1.2.2

The current route is displayed on the map (Fig.1.2.3).



Fig.1.2.3

It consists of station marks that are connected by a dashed line. Using the mouse, you can edit this route. The points can be moved, or deleted, and new ones inserted.

Fig.1.2.3 shows a route with a start and end point. The station points each have a symbol with a different meaning:

-  Start Travel Route (starting point)

-  End Travel Route (stop; this automatically creates a video when the video ends)

-  Waypoints affect the route line path

-  End of Travel Route (end point)

The colour green indicates that the point is active. Only one point is active at a time. Using the mouse, you can activate the points. You can also move the point to any desired position on the working monitor.



The colour red indicates that the point is inactive and is not being edited at the moment.

To insert additional points in the existing route, click with the left mouse button on the dashed line between the start and end points. You can move it to any desired position, or change it to a stop point.

If you want to remove a point, mark it with a mouse click (turns green), then click on it again, this time with the right mouse button. The point is removed.

Start and end points cannot be removed.

Changing the working monitor:

Create your route in the *Route Editor*. The points are shown here with dotted lines. You can move them as desired. Additional points can be added. To see how a travel route is created, see the example in the next chapter, *Basic Settings*.

In the *Camera* view, you can see the route you created as it will appear in the final video. Camera travel paths and zooms can be defined here.

A camera symbol appears if the station point is a waypoint for the camera.

Displays of visible map materials (Fig.1.2.4):
 At the lower and right edges of the working monitors are *Scroll bars*, with which you can adjust the visible portion of the displayed map.
 At the lower and right edges of the working monitors are Scroll bars, with which you can adjust the visible portion of the displayed map.

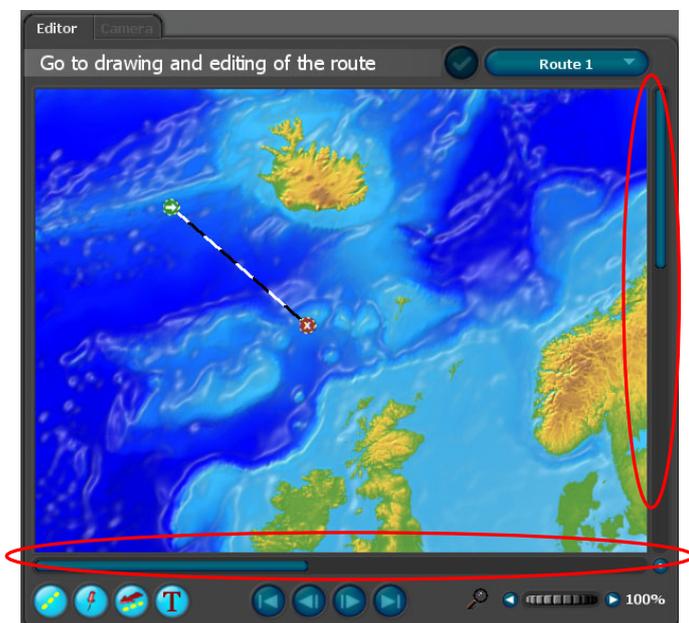


Fig.1.2.4

Using the circular button (Fig.1.2.5), you can move the map view.

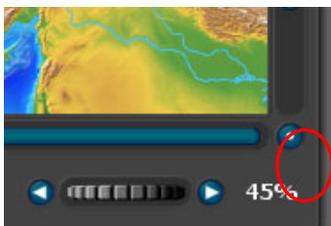


Fig.1.2.5

Click on the button and hold down the left mouse button, then move the mouse. You will see that the map follows your movements.

2.1 The time bar (Fig.1.2.6) provides control over the time progress of the video you create. Use the blue bars to do this. The time display is divided as follows:

Minutes: Seconds. Frames per Second



Fig.1.2.6

2.2 The project toolbar (Fig.1.2.7) at the bottom of the working screen contains buttons for opening, saving, previewing, info, and exiting Vasco da Gama 3.



Fig.1.2.7

- Create a new project
- Open an existing project
- Save the current project
- Save the current project as another file
- Save the current map
- Save the current project as a video
- Display a preview of the project
- To project settings
- Reset all values (Undo)
- To the main program settings
- Help
- Info
- Exit

Note:

The term *button* is used throughout the rest of the tutorial !

3.1.1 The *Route* register, settings for stops and waypoints (Abb.1.2.8), the *Stop/Waypoint Menu*



Fig.1.2.8

Points

Type:

If you have activated a stop or waypoint by clicking it, you can now change its type.

Line:

Line paths can be *rounded* or *square*. If you select square paths, a straight line appears to or from the object. A round line path is shown in Fig.1.2.9.



Fig.1.2.9

A square line path is shown in Fig.1.2.10.



Fig.1.2.10

Stop Time:

Here you can set the amount of time that a header object (such as an airplane) remains at a stop, until the trip continues to the next stop. If the stop time is longer than 2 frames, then Vasco da Gama 3 can create a cut in the middle of the stop time. This simplifies the later insertion of other video clips during the stop, using a video editor.

Time Point:

Another control has been added to the *Stop/Waypoint* menu, where you can select the general time calculation of a route. This control depends on the setting in the *Project Window* in the *Time Calculation* area (see Project Settings, p. 32). Using *Relative Time points* and *Absolute Time points*, appropriate times can also be set at stops. When *Entire Route* is selected, the switch is always deactivated. With *Relative Time Points*, a time is set from stop to stop. With *Absolute Time Points*, the exact time since the start of the route is entered. All stop times and fades for the object are added in.

Additional Line Settings:

Line Control:

This can be selected as follows (Fig.1.2.11).



Fig.1.2.11

Colour:

With local or global line control selected, you can change colour settings. Click on the *Select Colour* button. Select your desired colour for the route line Abb.1.2.10 in the colour selection dialog (Fig.1.2.12).



Fig.1.2.12

Click on *OK* to apply the colour setting.

Style:

You can then select a *Line Style* (Fig.1.2.13).

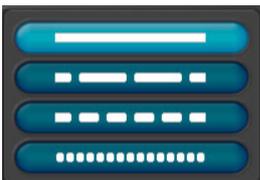


Fig.1.2.13

Note:

When the options *Keep Settings* and *Off* are selected in the settings for line control, it is not possible to select the colour or style.

Camera Settings:

Position:

The camera position can be changed only if the Manual *Camera Control* option (in the *Global/Menu Camera Settings* register) is activated. The simplest mode is *Centred*, since it ensures that the stop remains in the centre of the image. *Manual*, on the other hand, gives you the ability to position the camera anywhere, using the control elements in the map area. The third available option is *Off*.

If this is selected, the camera moves from the previous stop to the next stop, without approaching the current point in any special way.

3.1.2 The *Route* register, settings for stops and waypoints (Abb.1.2.14), the *Stop/Waypoint Menu*

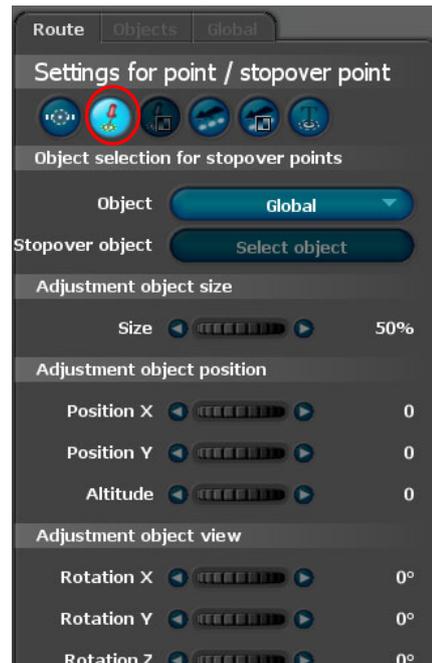


Fig.1.2.14

Select Objects for Stops:

Object:

When the options *Off* and *Global* are selected, no settings can be changed in this menu.

For each individual stop on your travel route, you can attach a different object here. Select the option *On*. Additional settings are now activated (Fig.1.2.15).



Fig.1.2.15

Stop Object (always still):

Here you can now select a suitable object (Fig.1.2.16).

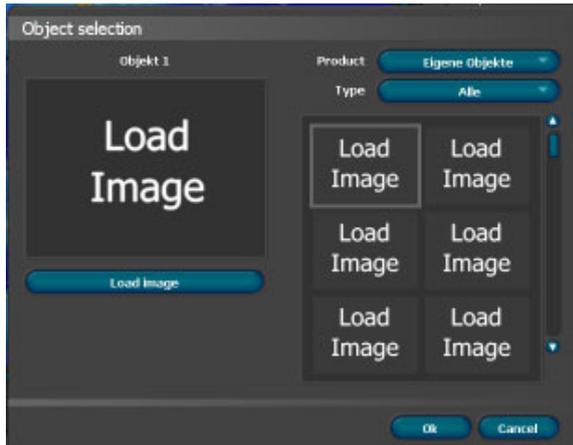


Fig.1.2.16

Using the *Load Picture* button, you can import your own images here.

You can also import objects that have already been installed. Click on the Button *My Objects* button, then on *Vasco da Gama* 3. 2D objects appear in the *Type* area (Fig.1.2.17).

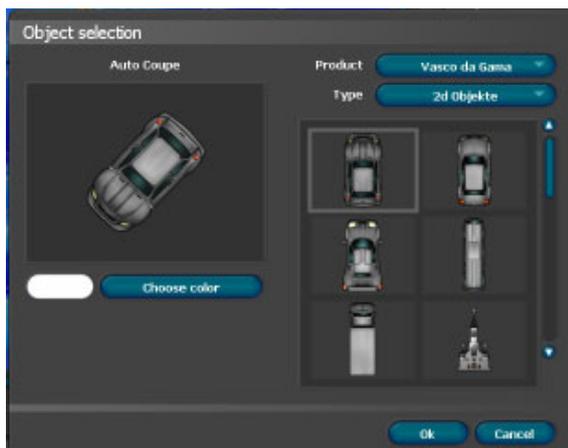


Fig.1.2.17

It is also possible to open additional object categories. Click on the *2D Objects* button (Fig.1.2.18).

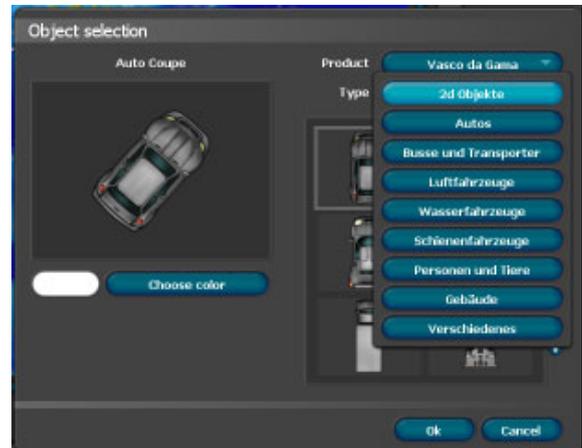


Fig.1.2.18

Now select, for instance, a suitable airplane from the *Aircraft* category (Fig.1.2.19).

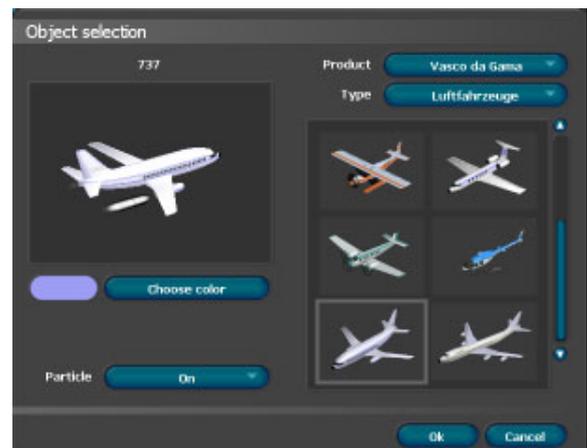


Fig.1.2.19

Now you can select colour settings for the airplane as well. Use the *Select Colour* button. The *Particles On* or *Off* options can also be selected.

When finished with settings, click on the *OK* button. The selected object is inserted.

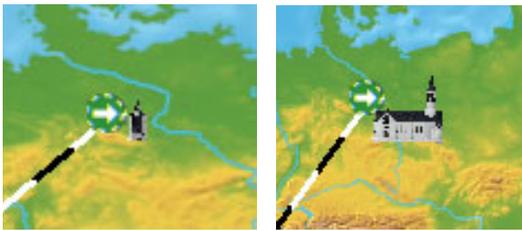
Note:

For objects that are to be used as headers (moving objects), orient the image with the travel direction upward.

Set Object Size

Size:

Here you can adjust the size of the object (up to 400%) (Fig.1.2.20).



Before (at 10%) After (at 80%) Fig.1.2.20

Set Object Position

Horizontal, Vertical, and Height:

Using these controls, set the exact position of the object at the selected point.

Set Object View

Angle X, Angle Y and Angle Z:

Using these controls, you can orient the object in the X/Y/Z directions (Fig.1.2.21).

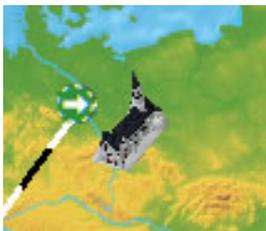


Fig.1.2.21

3.1.3 The *Route* register, settings for stops and waypoints (Abb.1.2.22), the *Show/Hide Stop Menu*

This menu is activated when an object at the stop is selected



Fig.1.2.22

Set Object Fade

Fade-in Effect:

To select a fade, click on the *Fade-in Effect* button. A selection of fades appears (Fig.1.2.23).



Fig.1.2.23

Select, for instance, *Soft Fade*.

Fade-in Time:

Here you can adjust the time for the object's fade.

Fade-out Effect:

To select a fade, click on the *Fade-out Effect* button. A selection of fades appears. Select, for instance, *Soft Fade* again here.

Fade-out Time:

Here you can adjust the time for the object's fade.

Additional Stop Time

Stop Time:

Here you can set an additional stop time for the object at a stop/waypoint. The object remains visible for the duration of the stop time at the stop, plus the time that you set here.

3.1.4 The *Route* register, settings for stops and waypoints (Abb.1.2.24), the *Header Object Settings Menu*



Fig.1.2.24

Select Objects for the Header Object

Header Object (moving Object):

Vasco da Gama 3 can also display a 3D Object at the head of the route. This can be the means of transportation that you are using, or the way that you symbolize travel. At each stop, you

have the choice of changing the object (for instance, change from an airplane to a ship.)

If you do not, the previous object will remain in use.

If the *Keep Settings* setting is selected, you cannot change the object and its characteristics any further in this menu.

Click on the *Keep Settings* button. The following selection appears (Fig.1.2.25).



Fig.1.2.25

You can select a different header object with *New Object*, select *Change Settings* to modify the currently selected object, select *Off* to turn off the header object. Using the *Off* setting, for example, you can turn off the previously selected header object for a section of the route that you select.

Activate *New Object*.

Select:

Select an airplane, using the *Select Object* button in the following *Object Selection* dialog.

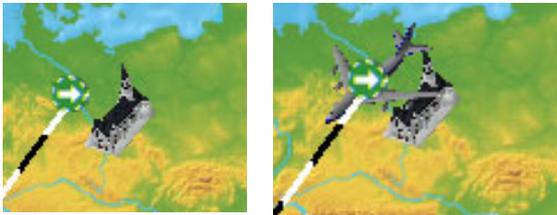
Auto Direction:

This automatically sets the direction in which the airplane (for example) should fly. Its representation exactly follows the line path to the next stop.

Set Object Size

Size:

Here you can adjust the size of the object (up to 400%) (Fig.1.2.26).



Before (at 10%) After (at 80%) Fig.1.2.26

Set Object Position

Horizontal, Vertical, and Height:

Using these controls, set the exact position of the header object at the selected point.

Set Object View

Angle X, Angle Y and Angle Z:

Using these controls, you can orient the header object in the X/Y/Z directions (Fig.1.2.27).

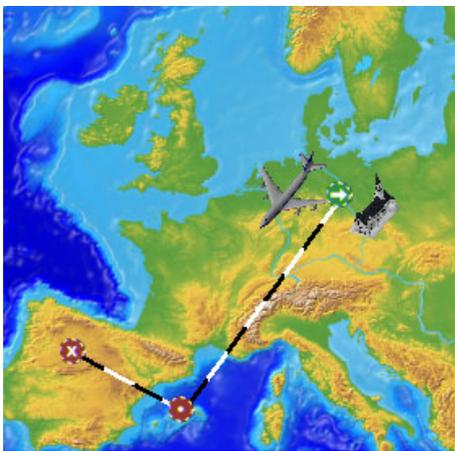


Fig.1.2.27

3.1.5 The *Route* register, settings for stops and waypoints (Abb.1.2.28), the *Header Object Fading and Movement Menu*

In this menu, you can fade the header object in and out at the stop. Also new in Vasco da Gama 3, the header object can be accelerated and decelerated

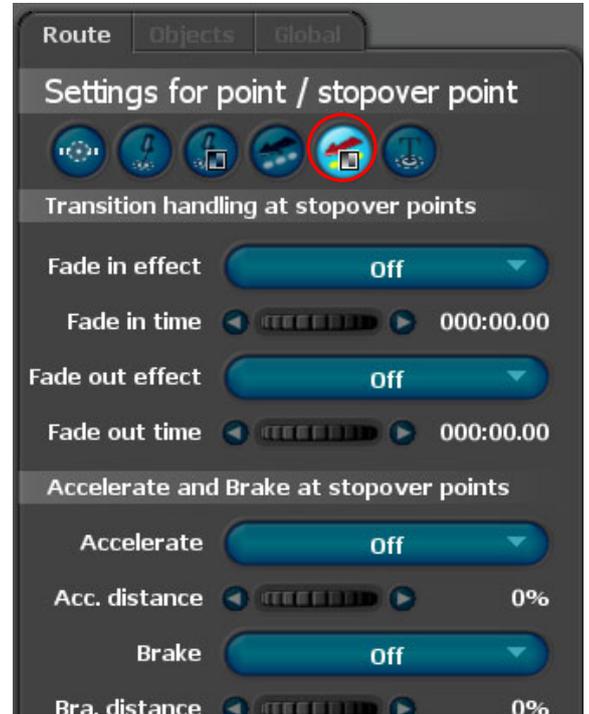


Fig.1.2.28

Fading In and Out at Stop

Fade-in Effect:

To select a fade, click on the Fade-in Effect button. A selection of fades appears (Fig.1.2.29).



Fig.1.2.29

Select, for instance, Soft Fade.

Fade-in Time:

Here you can adjust the time for the object's fade.

Fade-out Effect:

To select a fade, click on the Fade-out Effect button. A selection of fades appears. Select, for instance, Soft Fade again here.

Fade-out Time:

Here you can adjust the time for the object's fade.

Acceleration and Deceleration at Stops

Acceleration:

To define an acceleration, click the *Off* button. Now select the option *On*.

Acceleration Path:

Using this control, you can define an acceleration. Check the behaviour in the preview. Use the button



on the project toolbar; a window opens and shows the route path so far, with the acceleration that you just selected for the header object at the start point.

Deceleration:

To define deceleration for the header object before a stop, click the *Off* button. Now select the option *On*.

Deceleration Path:

Using this control, you can define deceleration for the header object. Check the behaviour in the preview. Use the button



on the project toolbar; a window opens and shows the route path so far, with the deceleration that you just selected for the header object before the first stop.

3.1.6 The *Route* register, settings for stops and waypoints (Abb.1.2.30), the *Stop Text Menu*

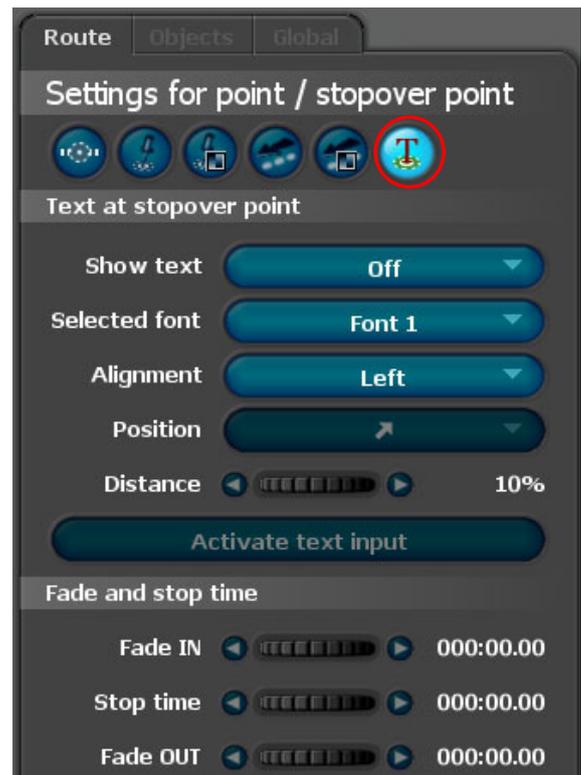


Fig.1.2.30

Each stop can be labelled with a text element. This allows, for instance, stations to be described that do not yet have names on the map.

Text Entry for the Stop

Display Text:

Here you select whether to insert a text element at the stop. The text element can also be made to fade when switched on (*On with Fade*). The text is then faded in softly.

Font:

Many fonts are available here. You can use up to 5 different fonts in the project. You can enter your desired text for the stop in lines 1-5. This is then integrated in the current map in the working monitor.

Alignment: Here you can specify the orientation of the text (is only a good idea for a multi-line text).

Left: The text is aligned to the left.



Middle: The text is aligned to the middle.



Right: The text is aligned to the right.

**Position:**

Using the Position button, the text can be positioned within the map.

Distance:

This sets the distance between the text element and the stop.

Activate text input:

You can use this to activate text input. A blinking symbol appears in the editor where you can now enter the corresponding text. The following key combinations will be helpful to you when entering text:



„Pos 1“: You can use this to get to the beginning of the text line.

„End“: You can use this to get to the end of the text line.

„Delete“: You can use this to delete the characters to the right.

„Delete“: You can use this to delete the characters to the left.

„Arrow downward“: You can use this to go down in the text.

„Arrow upward“: You can use this to go up in the text.

„Esc“: You can use this to undo an entry.

„Return“: You can use this to end text input.

„Control - C“ (Ctrl - C): You can use this to copy the text of a line into the file.

„Control - V“ (Ctrl - V): You can use this copy the text from the clipboard into a text line.

With the last two key combinations you can simply select texts from another program and at them to Vasco da Gama 3 (HDPro). Here you can also add Asiatic characters and have them displayed. To do this, you must of course select a font type which also includes these characters!

Check the appearance and position of the text element in the preview. Use the button



on the project toolbar; a window opens and shows, among other things, the text element that you just integrated at the route start point.

Fade and Stop Times (Fig.1.2.31)

These settings are active only if you have selected the option *On with Fade* under *Display Text*.



Fig.1.2.31

Fade In:

Here you can define the fade-in time for the text element.

Stop Time:

With this control you can set the time for displaying the text

Fade Out:

Here you can define the fade-out time for the text element.

3.2.1 The *Objects* Register, Header and Global Object Settings, (Abb.1.2.32), the *Free Object Settings Menu*

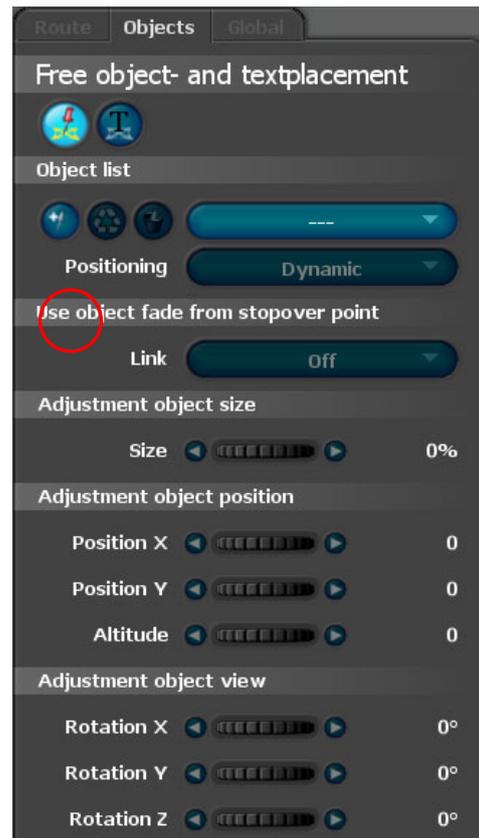


Fig.1.2.32

In this menu, you can select objects from the object gallery that you can position (adjust) *freely* on the map in the working monitor.

Note:

*Stops and waypoints can be selected in the *Objects* register, but not moved.*

Select Object

Object:

Click on the *New* button, and select a suitable object.

Once the object is selected, the buttons *Modify* and *Delete* become active.

New:

You can now indicate the positioning of the objects. Here the dynamic position stands for objects which move with the map. Static objects, on the other hand, stay at the selected position, even if the map moves. Thus, for example, images at the top left can be positioned into the corner and stay in this position through the whole process.

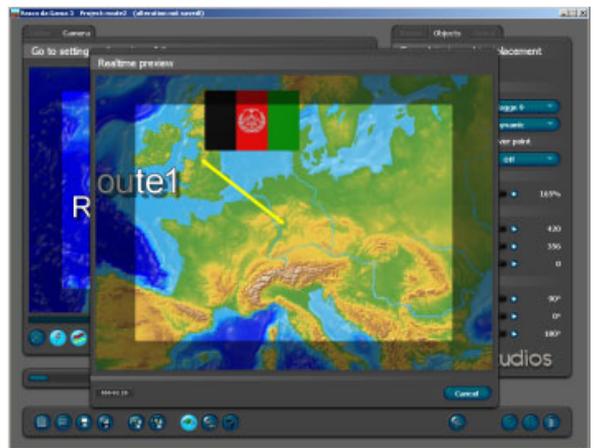
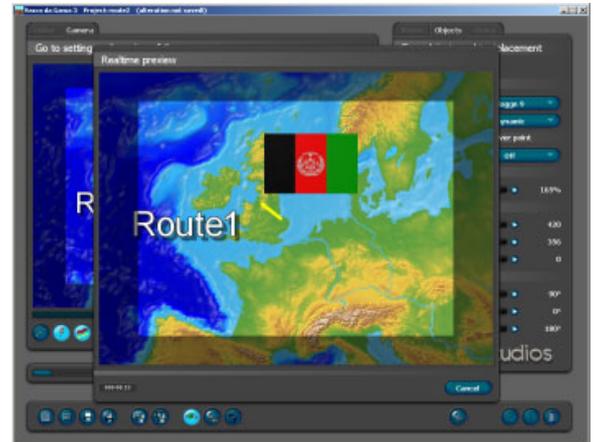
Attention:

Static objects (3d objects, images or texts) can be edited only in camera mode because here it is only possible to indicate position. When editing in editor mode, all static objects are hidden and are no longer visible. If you would like to edit the static objects, switch to camera mode. On the other hand, objects are shown in editor mode and can be edited.

Positioning:

Dynamic: The selected object is set to a dynamic position. The dynamic objects move with the map.

All other settings are identical for both positioning types.



Static: The selected object is set to a static position. The static objects remain in the selected fixed position in the video and do not move with the map. This is particularly suited for subtitles and standing images (for example at the top left in the corner).





Set Object Position

Horizontal, Vertical, and Height:

Here you can set the exact position of the free object within the map. The position of the object can also be adjusted using the mouse in the working monitor.

Set Object View

Angle X, Angle Y and Angle Z:

Using these controls, you can orient the object in the X/Y/Z directions (Fig.1.2.34).



Fig.1.2.34

Use Object Fade from Active Stop

The following settings are only active if an object is selected.

Link:

Using the associated button, you can turn *On* and *Off* the link to an existing object blend effect at the active stop.

Set Object Size

Size:

Using these controls, set the size of the free object (Fig.1.2.33).

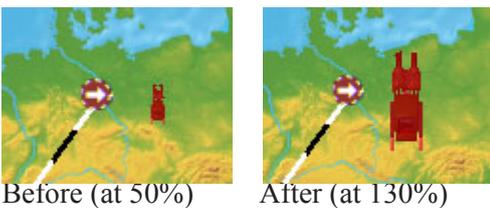


Fig.1.2.33

3.2.2 The *Objects* Register, Header and Global Object Settings, (Fig.1.2.35), the *Free Text Settings* Menu



Fig.1.2.35

In this menu, you can place text that you can position *freely* on the map in the working monitor, independent of waypoints or stops.

Textobjekt Auswahl

:

Die Buttons „*Neu*“ und „*Löschen*“ wurden durch kleine Symbol-Knöpfe ersetzt.

Neu:

Es kann jetzt die Positionierung der Text angegeben werden, dabei steht die dynamische Positionierung für Texte, die mit der Karte mitwandern. Statische Objekte hingegen bleiben an der gewählten Position stehen, auch wenn die Karte sich bewegt. So können zum Beispiel Bilder links oben in die Ecke positioniert werden und bleiben den ganzen Verlauf an dieser Position stehen.

Achtung:

Statische Objekte(3d Objekte, Bilder oder Texte) können nur im Kameramodus bearbeitet werden, da nur hier eine Positionsangabe möglich ist! Beim arbeiten im Editormodus werden alle statischen Objekte ausgeblendet und sind somit nicht sichtbar. Wenn Sie die statischen Objekte bearbeiten möchten, schalten Sie in den Kameramodus. Dynamische Objekte werden hingegen auch im Editormodus angezeigt und können bearbeitet werden.

Positionierung :

Dynamisch: Das gewählte Objekte wird auf eine dynamische Positionierung eingestellt. Die dynamischen Objekte wandern mit der Karte mit.

Statisch: Das gewählte Objekt wird auf eine statische Positionierung eingestellt. Die statischen Objekte bleiben an der gewählten festen Position im Video stehen und wandern nicht mit der Karte.

Besonders für Untertitel und stehende Bilder (zum Beispiel links oben in der Ecke) geeignet.

Alle weiteren Einstellungen sind für beide Positionierungsarten identisch.

Select Text Object

Object:

Click on the *New* button, thereby creating a text number. Clicking repeatedly on *New* creates additional text numbers. They can be seen under *Object* (Text number 1, 2, 3 ...)

Fade Text Object from Active Stop

Link:

Using the associated button, you can turn *On* and *Off* the link to an existing object blend effect at the active stop.

Font and Text Settings

Font:

Select *Font and Size* in the *Global* Register, *Text Attributes* Menu. Many fonts are available here. You can use up to 5 different fonts in the project. The current selection is applied as a font.

Note:

*You can change the font **Font 1** in the *Global* register, *Text Attributes* Menu as desired, then also use the font **Font 1** in the *Objects* register, *Settings for Free Text* Menu.*

Enter text in *Line 1* (using the font *Font 1*). This is then displayed in the current map in the working monitor with the selected font and size. The *Text Number 1* is updated to this new text (e.g., in Line 1) ile1) when you enter it. Additional text (using fonts 2-5) can be added with the *New* button. Do the same as for creating Font 1.

Setting Text Object Position

Horizontal / Vertical:

Here you can set the position of the text within the map. These settings can also be made manually using the mouse in the working monitor.

3.3.1 The *Global* Register, Header and Global Object Settings (Abb.1.2.36), **the Line Settings Menu** In the *Global* register, you control settings that affect all points on your travel route at once. The settings are then applied globally. This is in contrast with the *Route* register; there, the settings affect only the currently active point in your travel route.

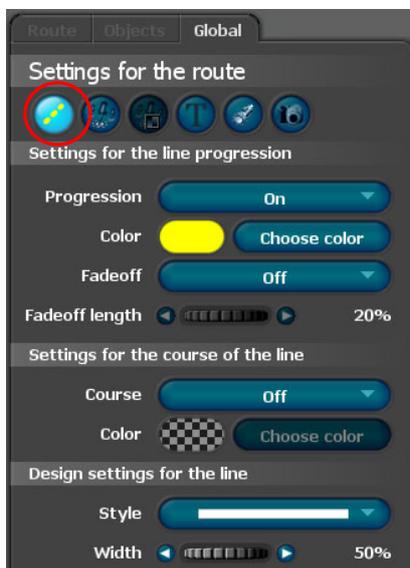


Fig.1.2.36

Line Path Settings

Path:

Here you can switch the *Line* function *On* or *Off*. This line shows the path of the travel route. For instance, when you choose an airplane as the header object, then the motion of the plane from point A to point B draws a line.

Colour:

Using the *Select Colour* button, you can pick a colour for the path line. The standard is a yellow line.

Fade Out:

Here you can choose from 3 conditions: *Off*, *On (fixed)* and *On (continual)*.

Selecting the setting *Off* turns off the path line for the entire trip path. With the other settings, it is shown only immediately following the header object. You can see the difference at a stop with stop time. With *fixed*, the line stays as it is; with *continual*, however, the line continues to fade out.

Fade-out Length:

Only active if a fade-out *On (fixed)* or *On (continual)* was previously selected.

This setting determines how long the route line stays on before it fades out.

Line Route Settings

Line Route:

If this option is set to *On*, then the complete route is shown as a line. If the travel line is also turned on, then the path is overdrawn during route travel.

Colour:

Using the *Select Colour* button, you can pick a colour for the route line.

Line Drawing Settings

Style:

Click on the *Style* button. Here you can select from various forms for the route line (Fig.1.2.37)



Fig.1.2.37

Width:

This control defines the line width.

3.3.2 The *Global* Register, Header and Global Object Settings (Fig.1.2.38), the *Global Stop*

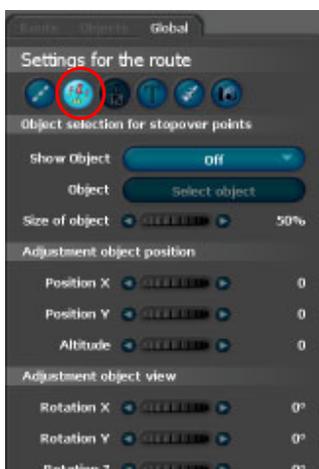


Fig.1.2.38

Select Objects for Stops:

Display:

If the option *Off* is selected, no further settings can be made in this menu. All controls are inactive.

In this menu, you can attach a fixed (global) object to each stop on your travel route. Select it as the *Global* stop object. Select the option *On*. Additional settings are now activated (Fig.1.2.39).

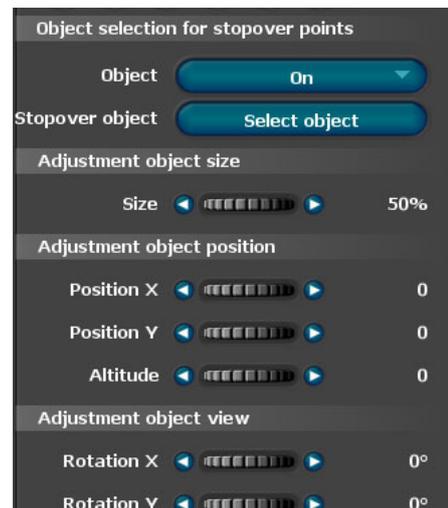


Fig.1.2.39

Stop Object (always fixed):

Using the *Select Object* button, you can select a suitable object.

Size:

Here you can set the object's size.

Set Object Position

Horizontal, Vertical, and Height:

Using these controls, set the exact position of the object at the selected point.

Set Object View

Angle X, Angle Y and Angle Z:

Using these controls, you can orient the object in the X/Y/Z directions.

3.3.3 The *Global* register, Settings for Stops and Waypoints (Abb.1.2.40), the *Global Overdraw Settings Menu*

This menu is activated when a global object is selected.



Fig.1.2.40

Set Object Fade

Fade-in Effect:

To select a fade, click on the Fade-in Effect button. A selection of fades appears (Fig.1.2.41).

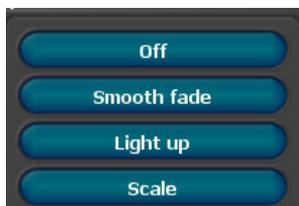


Fig.1.2.41

Select, for instance, Soft Fade.

Fade-in Time:

Here you can adjust the time for the object's fade.

Fade-out Effect:

To select a fade, click on the *Fade-out Effect* button. A selection of fades appears. Select, for instance, *Soft Fade* again here.

Fade-out Time:

Here you can adjust the time for the object's fade.

Additional Stop Time

Stop Time:

Here you can set an additional stop time for the object at a stop/waypoint.

3.3.4 The *Global* register, Settings for Stops and Waypoints (Abb.1.2.42), the *Text Attributes Menu*



Fig.1.2.42

In this menu, you can adjust settings for the inserted text in the map in the working monitor.

Setting Fonts

Font:

Click on the *Font 1* button. Fonts 1-5 are displayed.

Note:

Pay close attention here to the link in the *Route / Text Settings for the Stop* register. To select *Font 1* under *Font* in this menu, you must also select *Font 1* in the *Global / Text Attributes / Font* register. Only if these match will the change be shown on the inserted text in the working monitor.

Load:

With this function you can load previously saved font settings. As a result, you can use previously saved settings for other projects and do not have to search for them again every time.

Save:

With this function you can save the font settings which you would like to continue to use.

Text Drawing Settings

Font:

Click on the *Select Font / Size* button. A dialog appears for changing the font, font size, and font pitch (Fig.1.2.43).

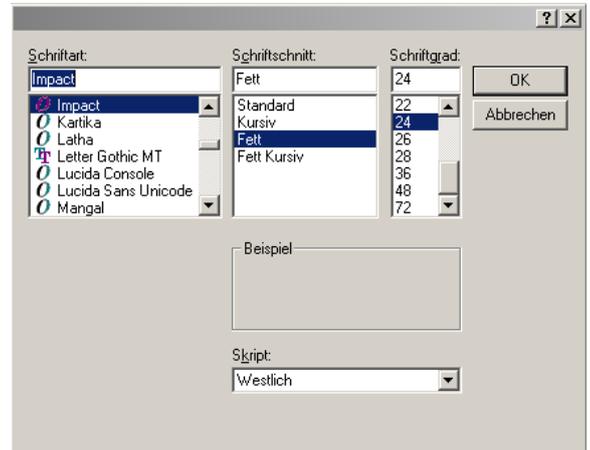


Fig.1.2.43

Here you can now select a suitable font.

Font Colour:

Click on the *Select Colour* button to define the colour of the text in your map.

Frame Settings

Frame:

Here you can determine whether to place a frame around the text that is available in the map. There are 4 options available (Fig.1.2.44).

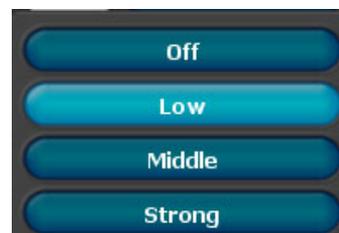


Fig.1.2.44

Frame Colour:

Click on the *Select Colour* button to define the colour of the *Text Frame* in the *Colour Selection* dialog (Fig.1.2.45).



Shadow Settings

Fig.1.2.45

Shadows:

Shadows can be turned *On* or *Off*.

Shadow Colour:

Click on the Select Colour button to define the colour of the text shadows in your map.

Angle / Spacing / Soft focus:

Using these controls, you can change additional characteristics of the shadow.

3.3.5 The Route register, Settings for Stops and



Fig.1.2.46

Waypoints (Abb.1.2.46), the *Light, Shadows, and Particles Menu*

In this menu, you select global settings for light, shadows, and the use of particles. This applies to all objects used in your travel route.

Light Settings

Light:

The use of the *Light* option can be turned *On* or *Off*.

Direction:

Here you can set the direction of the impinging light

Light Colour:

Click on the Select Colour button to define the colour of the light that shines on the objects integrated in your map.

Shadow Settings

Shadows:

The use of the *Shadows* option can be turned *On* or *Off*. When *Shadows* is turned on, each object is given a shadow.

Shadow Colour:

Click on the *Select Colour* button to define the colour of the object shadows in your map.

Length:

This control defines the shadow length. Each movement of the control causes a change in the object shadow in the working monitor.

Particle Usage Settings

Particles:

These options can be activated, for example, for use with airplanes. Particles simulate the airplane's contrail.

3.3.6 The *Global* register, Settings for Stops and Waypoints (Abb.1.2.47), the *Camera Settings Menu*



Fig.1.2.47

Vasco da Gama 3 follows the path of a travel route with a virtual camera. You can adjust how it is controlled here.

Camera Control:

Vasco da Gama 3 offers three selections for camera control: *automatic and manual*. In your first Vasco da Gama 3 projects, it is recommended that you use automatic camera control. In this mode, Vasco da Gama 2 sets the camera so that it follows the route.

You can simply change the magnification for each point on your route.

In the third variant, there is only one camera position that applies to the entire route, so fixed camera positions are also easily achieved.

Camera Points:

Using this option you can select whether only stops, or all points can be used as sites for camera control.

If only stops (including start and end points) are used as sites, then the camera cannot be edited at route waypoints. The associated controls are then darkened. In addition, a camera symbol is displayed in the map area, next to the buttons for scanning through the waypoints, only if the current route point is a camera site.

4. Main Program Settings:

Move to the program's project toolbar. Start the *Settings Dialog* with the



To the Main Program Settings button. (Fig. 1.2.48)

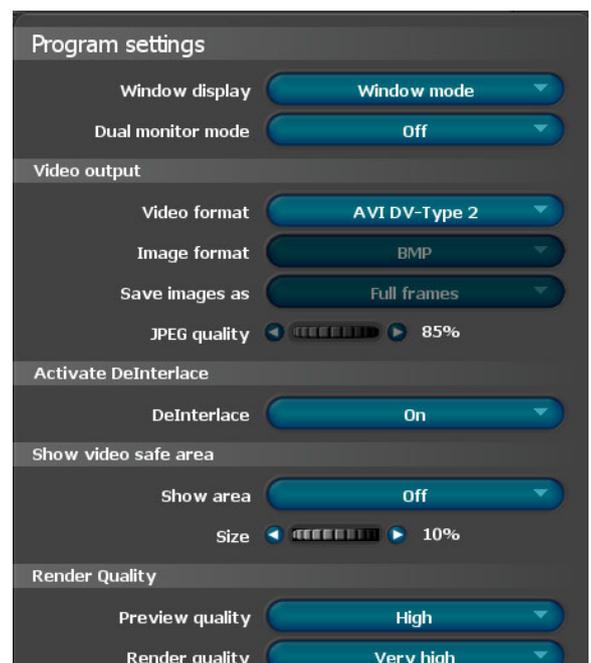


Fig.1.2.48

Here you can adjust basic settings, including the *Window Display Size (Fullscreen)*, and *Video Output Format (AVI DV Type 2)*.

A *Dual Monitor Mode* button has been added to the main settings. Here you can switch to Dual Monitor operation. An extra preview window opens on the right side (in the second monitor.) This mode is not only used for dual monitor operation, however, but is also interesting for a PC monitor with resolution $\geq 2048 \times 768$.

You see two new buttons with *DeInterlace* and *Video Secure Area*. If you set the button to „off“ for DeInterlace, no DeInterlace filter is used when saving the video. With very detailed maps or inscriptions the result can be the known PAL/NTSC Interlace flickering. If the button is on „on“, a window appears when you save where you can carry out the settings for DeInterlace. Also see the DeInterlace window on page 50.

Activate the secure area for the video. Display the button area and the *secure area* is shown in camera mode and in the preview. The non-secure area is darkened. If the button is on „OFF“, the video secure area is not displayed. Here you should note that the video-secure area is not used when saving the video. You can therefore continuously work with the video secure area without later affecting the video. With the size area adjuster, you can set the secure area in the video from 5%-25%. The greater the selected value, the greater the dark edge around the video which is considered a video non-secure area.

The selection was expanded with another format for the video output format. For images you can activate the option Individual Pictures. Then the option Image output format becomes active. Here you can select between the formats BMP, PPM, TGA and JPG. You can then determine whether half-images should be saved as full-images. The JPEG quality can also be modified using the adjuster. For preview quality you should select High (only select the option Very High for very fast PC's). For Rendering Quality, however, you should select Very High. Then you have optimal preview quality but also very high video quality after you create your travel route.

Note:

For less powerful PC systems, select high or normal Quality. This guarantees that the preview can be shown in real time.

You can use *DV-RAW* if you want to insert Vasco da Gama videos in, for example, Apple Macintosh programs, such as iMovie or FinalCutPro. Quicktime can also use this format.

AVI (DirectShow): With this video output format, you can create HDTV content. When you save the video, another window appears where you can select your Codec. This format also writes files larger than 2GB.

As a final possibility, Vasco da Gama 3 can create files in *video for Windows* format. This format should no longer be used. The video output format „AVI (DirectShow)“ was created for this purpose. This format is only available for old video cutting systems due to compatibility reasons. Thus, only file sizes up to 2 GB are possible!

You can import your travel video in the following video software versions:

Compatible Video Editing Software:

Adobe® AfterEffects® Adobe® Premiere Elements® Adobe® Premiere Pro® Adobe® Premiere Pro® 1.5
Adobe Premiere 6 / 6.5® Adobe AIST MovieDV 6.0
AIST MoviePackPro 4.0
AIST MovieXone 4.0
Canopus Edius 2.5
Canopus Edius 3 (using Vfw Codec)
Canopus Let's Edit Canopus Let's Edit 2 (usingVfw Codec)
Magix Video deLuxe 2003/2004
Magix Video deLuxe 2004/2005
Magix Video deLuxe 2005/2006
MainConcept EVE 2.0
MainConcept MainActor 5
MainConcept MainVision Pinnacle Commotion 4.1
Pinnacle Edition 5 / 6
Pinnacle Studio 9 / 10 (Plus)
ProDad Heroglyph PureMotion EditStudio 5
Quicktime SonicFoundry Vegas 4.0
Ulead MediaStudio® 7
Ulead VideoStudio® 6
Ulead VideoStudio® 7
Ulead VideoStudio® 8
Windows® Movie Maker

Under *Language and Help Settings*, you can select *German* or *English*. When the *Automatic* option is selected, the version of Windows in use (German or English) automatically determines which language the software uses. Activate the *Mini Help* menu.

For creation of a travel route, it is recommended that the settings shown in Fig.1.2.49 be used.

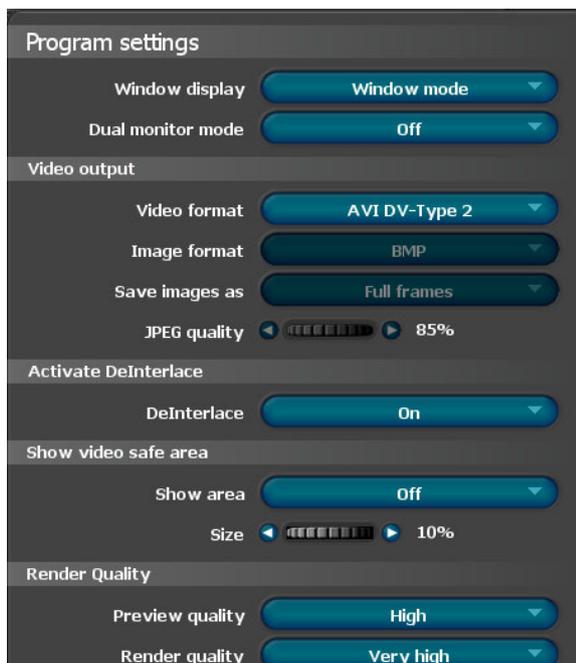
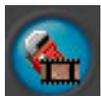


Fig.1.2.49

When finished with settings, click on the *OK* button.

5. Project Settings:

Start the *Project Settings* Dialog with the



To the Project Settings button (Fig.1.2.50).

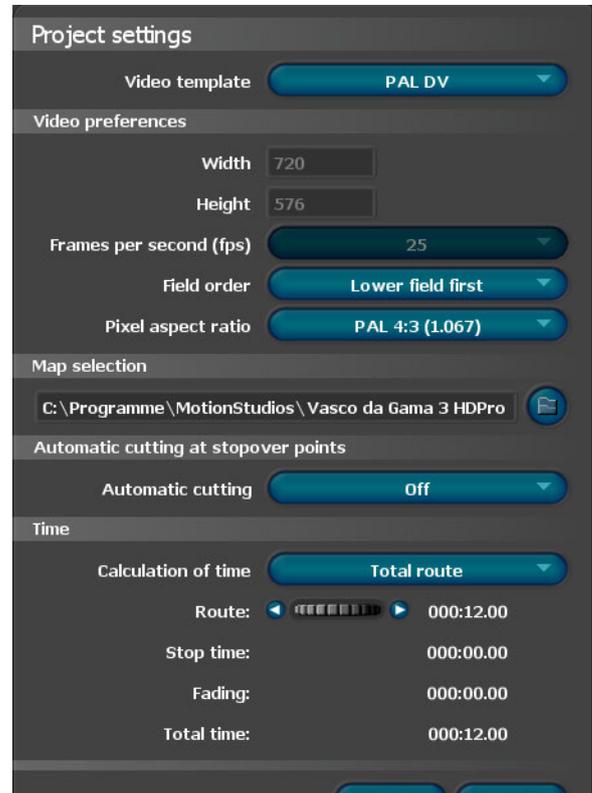


Fig.1.2.50

Here you can adjust settings for the project, such as *Select Video System* (PAL/NTSC DV or PAL/NTSC Widescreen, or native s format), as well as *Video Settings* (video format 720x576, frames/sec, etc.) You can also adjust settings for *Image Type* (lower half image first) and *Ratio* (PAL 4x3/NTSC 4x3 or PAL 16x9 / NTSC 16x9 and support for HDV (16x9), HDTV and resolutions up to 2880x2304 are now possible.)

You can also *Import a Map* here. Click on the folder symbol.



The *Open* dialog appears for selection of the appropriate map (Fig.1.2.51).

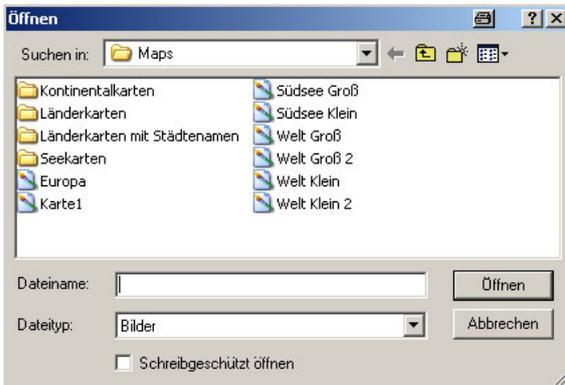


Fig.1.2.51

Note:

You can, of course, also import a map that you have created yourself. Pay attention to the format when creating it. Formats such as: *.png, *.bmp, *.jpg, *.pcd, *.pcx, *.pnm, *.psd, *.sgi, *.tga and *.tif can be imported.

The option *Automatic Cut at Stops* is recommended. It creates a video clip for each travel segment between 2 stops. This has the advantage that you do not need to insert cuts later when processing the video. The entire video is thus generated in several video clips, and each clip would be a travel segment (from stop to stop.) *Automatic Cuts* take place only if a stop time is entered.

Nur bei HDPro verfügbar:

In the *Time Calculation for Entire Route* area, you see 3 selection options:

1. *Entire Route* gives the time calculation for an entire route.
2. Using *Relative Time* points and 3. *Absolute Time* points, appropriate times can also be set at stops (use the *Time Point* controller in *Register Route-> Stop and Waypoint Settings*).

With *Relative Time Points*, a time is set from stop to stop. With *Absolute Time Points*, the exact time since the start of the route is entered.

All stop times and fades for the object are added in. The minimum travel time from stop to stop is

1 second.

If previous segments are shortened or lengthened under *Absolute Time Points*, then all later stops have their time points automatically adjusted, for example:

<i>Absolute Time Point</i>	<i>Relative Time Point</i>
Start:	0 Sec
H1:	5 Sec
H2:	10 Sec
H3:	15 Sec
H4:	20 Sec

If the stop *H2* is now change to 12 sec, then the table looks like this:

Start:	0 Sec
H1:	5 Sec
H2:	12 Sec
H3:	17 Sec
H4:	22 Sec

The time points always refer to the arrival time. This means that object fade and stop times at each stop point are not considered here.

A second example, with 2 sec stop time at *H2*:

<i>Absolute Time Point</i>	<i>Relative Time Point</i>
Start:	0 Sec
H1:	5 Sec
H2:	2Sec 10 Sec
H3:	17 Sec
H4:	22 Sec

If the stop *H2* is now changed to 12 sec, then the table looks like this:

Start:	0 Sec
H1:	5 Sec
H2:	2Sec 12 Sec
H3:	19 Sec
H4:	24 Sec

This concludes the basic settings and project settings in Vasco da Gama 3 HDPro

1.3

Creating a Travel Route with Vasco da Gama 3 / HDPro (Europe)

In this chapter, you will create the following travel route.

The trip starts in Hanover, by plane to Mallorca, from Mallorca by ship to Malaga, from Malaga onward by plane to Faro (Portugal).

The Travel Route from Hanover to Faro via Mallorca and Malaga

1. Creating a Travel Route

After selecting the map of Europe, it is positioned in the working monitor such that the travel route from Hanover to Faro is completely visible (Fig.1.3.1).

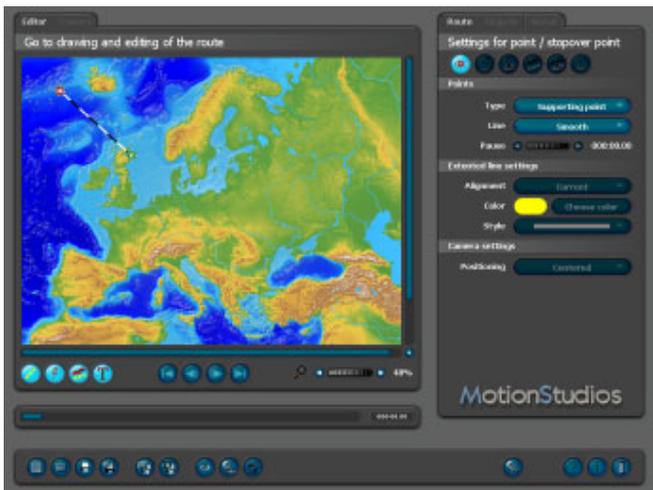


Fig.1.3.1

Now set the *Start Point* at Hanover (Fig.1.3.2).

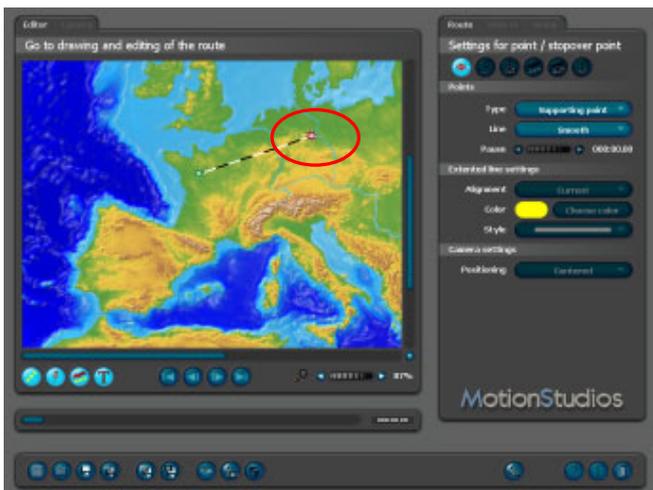


Fig.1.3.2

Then set the *End Point* to Faro in South Portugal (Fig.1.3.3).

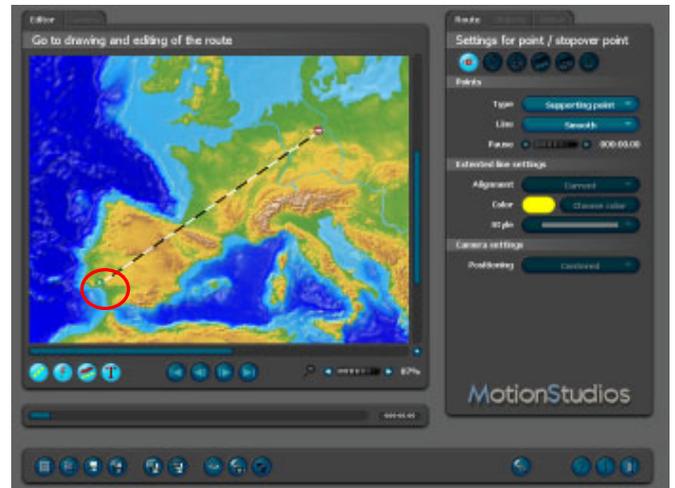


Fig.1.3.3

Set a *Stop* directly on the black/white dashed line in the working monitor (Fig.1.3.4).



Fig.1.3.4

Hold the left mouse button and drag it to the island of Mallorca (approximate position of Palma de Mallorca at the south of the island, Fig.1.3.5).

Note:

You can also set more end points at any time. The previous endpoint then automatically becomes a waypoint or stop. The route can thus easily be expanded. The end point does not really have to be the end point.



Fig.1.3.5

Click on the *Start Point Hanover*, and change to the *Route* register (Fig.1.3.6).

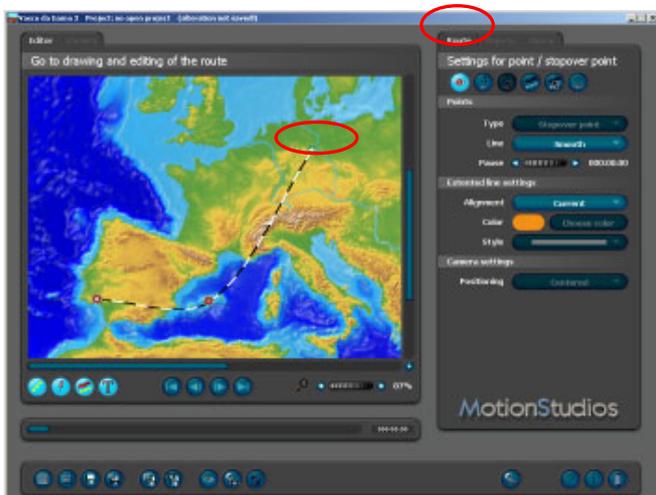


Fig.1.3.6

Click on the *Menu / Object Selection for the Header Object*



and then select the *New Header Object* condition under the *Header Object* menu (Fig.1.3.7).

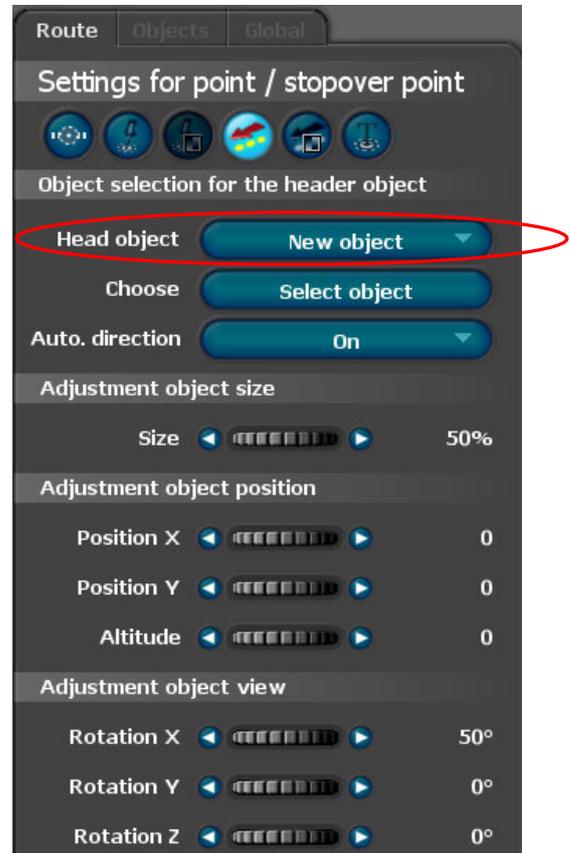


Fig.1.3.7

Click on *Select Object* in the *Select* menu item. In the *Object Selection* dialog (Fig.1.3.8),

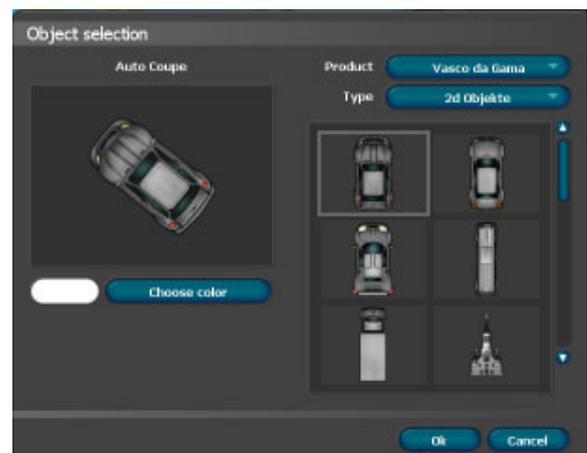


Fig.1.3.8

select a new object (such as an airplane, Fig.1.3.9).

Click on the *2D Objects* button under the *Type* menu item, and select *Aircraft*.

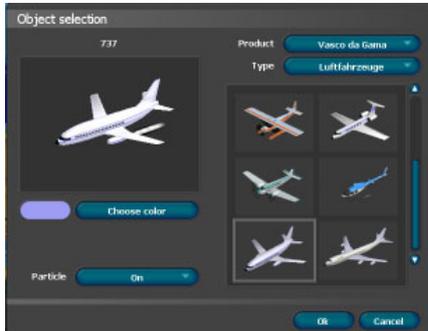


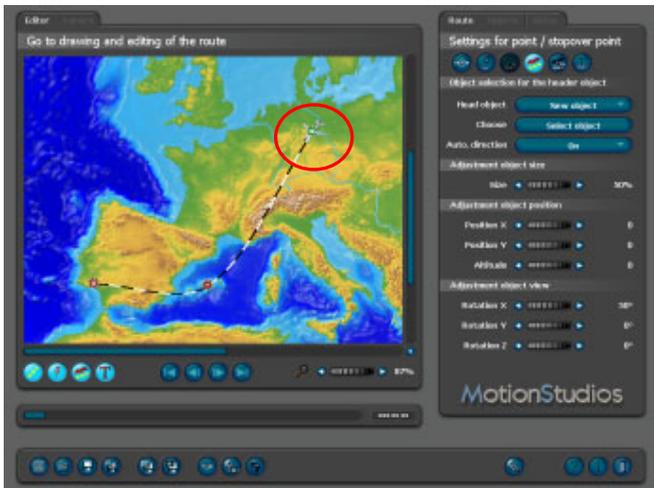
Fig.1.3.9

Here you can also *Change Colours* for the airplane, and turn on the *Particles* (contrails) option.

Clicking on *OK* inserts the airplane into the project.

An airplane now appears on the working monitor (Fig.1.3.10).

Fig.1.3.10



Set the object size using the *Object Size Setting* menu item. Use the associated controller. The airplane's appearance in the working monitor is set to match.

Now you can start a preview; use the *Display Project Preview* button



An additional preview monitor opens and simulates the flight from Hanover to Faro. Since

no characteristic have been set for the stop at Mallorca, the airplane flies directly.

Now the airplane shown in Hanover should fade in. Click on the *Menu/Header Object Fading and Movement* in the *Route* register.



Click on the *Fade-in Effect* button, and select the fade type (such as soft fade), then set the time for the airplane's fade-in. Move the mouse on the controller for *Fade-in Time*, and set the time to one second (Fig.1.3.11).



Fig.1.3.11

Now you can start a preview; use the *Display Project Preview* button in the project toolbar.



An additional preview monitor opens and displays the airplane fade-in at the *start point*.

Now create the *City Name* Hanover. Click on the *Menu/Text at Stop* button



and set *Display Text* to *On*, then enter the name *Hanover* in the text field *Line 1* (Fig. 1.3.12).



Fig.1.3.12

Now position the text wherever you like. Use the *Position* function. Using the *Distance* controller, define the distance between the text and the start point (Fig.1.3.13).

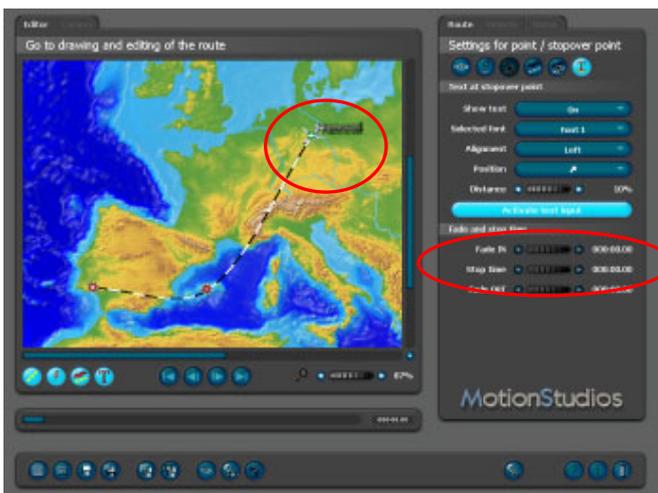


Fig.1.3.13

Now another object (such as a building) can be set at the start point, Hanover, if desired. Change to the *Route* register, click on the *Menu/Object at Stop* button. The *Object at Stop* dialog appears (Fig.4.2.14).



Fig.1.3.14

First, select the *On* setting in the *Object Selection at Stop*, using the *Object* button (Fig.1.3.15).

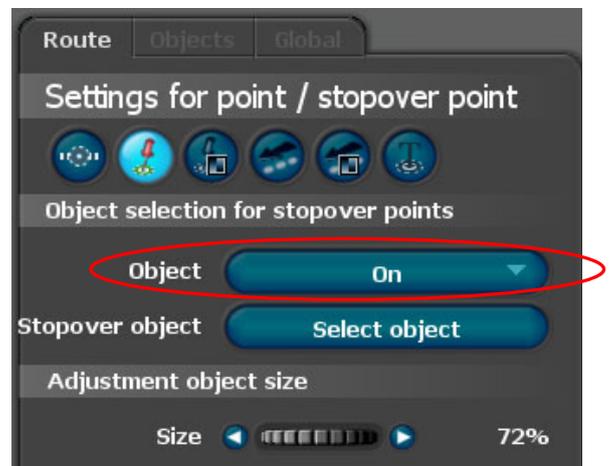


Fig.1.32.15

An object is now inserted at the Hanover start point. The selection *Global* indicates that the global stop object from the global settings was used. Now select, for instance, a suitable building, using the *Select Object* button (Fig.1.3.16).

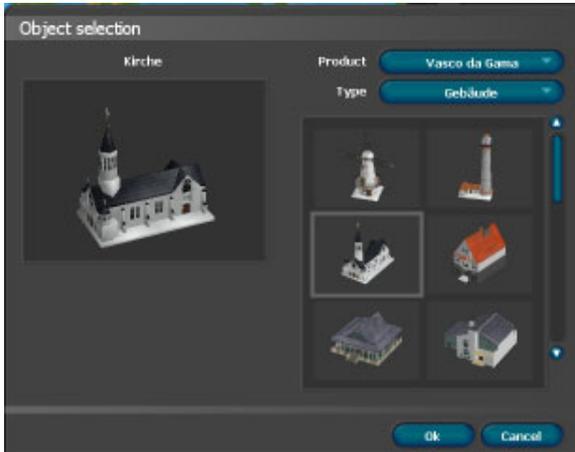


Fig.1.3.16

Clicking on *OK* inserts the building into the project.

You can then set the exact position of the building using various controllers (Fig.1.3.17).

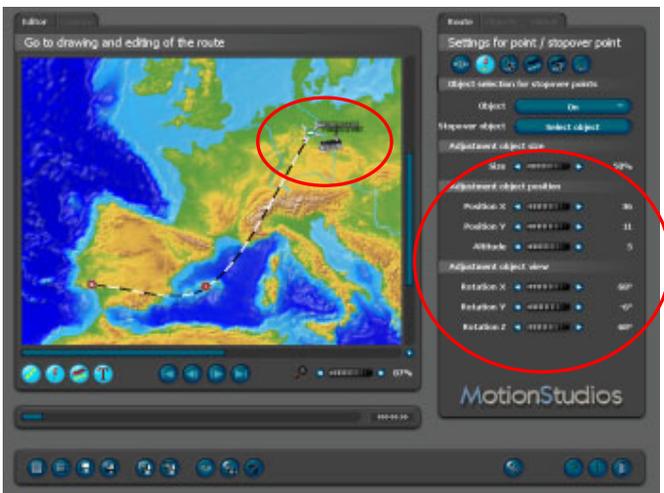


Fig.1.3.17

The settings for the *Hanover Start Point* are thus completed. Save your project.



Now click on the *Stop Mallorca* in the working monitor (Fig.1.3.18).

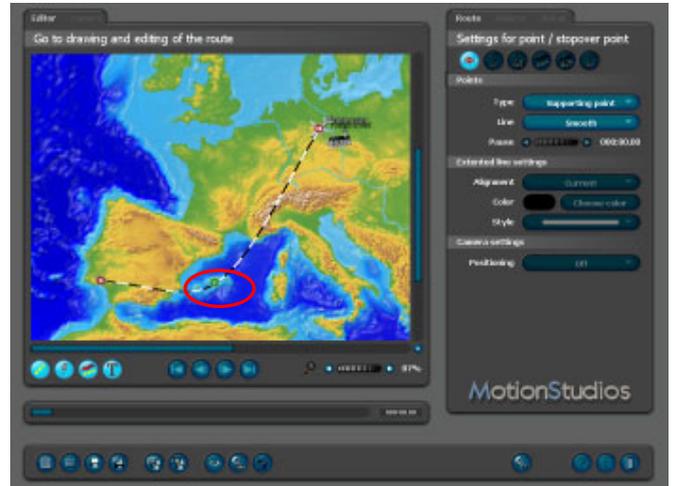


Fig.1.3.18

The *Route* register appears, with the menu *Stop/Waypoint* (Fig.1.3.19).



Fig.1.3.19

Here, select the type *Stop* (Fig.1.3.20).



Fig.1.3.20

Now change to the *Header Object* menu in the *Route* register.



Do not set *Keep Settings* in the *Header Object* area at first; instead, click on *New Object* (Fig.1.3.21) and then on *Select Object*.



Fig.1.3.21

Now select a new object (such as a ship.) Using the *Size* button, the size of the ship can be changed.

Now you can start a preview; use the *Display Project Preview* button.



An additional preview monitor opens and shows the previous progress of the travel route. In Mallorca, the airplane changes to a ship. Now the airplane shown in Mallorca should fade out. Click on the *Menu/Header Object Fading and Movement* in the *Route* register.



Click on the *Fade-out Effect* button, and select the fade type (such as soft fade), then set the time for the airplane's fade-out. Move the mouse on the controller for *Fade-out Time*, and set the time to one second (Fig.1.3.22).



Fig.1.3.22

Now the ship shown in Mallorca should fade in. Click on the *Menu/Header Object Fading and Movement* in the *Route* register.



Click on the *Fade-in Effect* button, and select the fade type (such as soft fade), then set the time for the ship's fade-in. Move the mouse on the controller for *Fade-in Time*, and set the time to one second (Fig.1.3.23).



Fig.1.3.23

In this menu you can also define an *Acceleration* and a *Deceleration* for the header object, if desired. Use the appropriate controllers for this. Now you can start a preview; use the *Display Project Preview* button.



An additional preview monitor opens and displays the airplane fade-out at the Mallorca stop, as well as the ship fade-in.

Now create the *Island Name* Mallorca. Click on the *Menu/Text at Stop* button



and set *Display Text* to *On*, then enter the name *Mallorca* in the text field *Line 1* (Fig.1.3.24).



Fig.1.3.24

Now position the text wherever you like. Use the *Position* function. Using the *Distance* controller, define the distance between the text and the *stop point* (Fig.1.3.25).

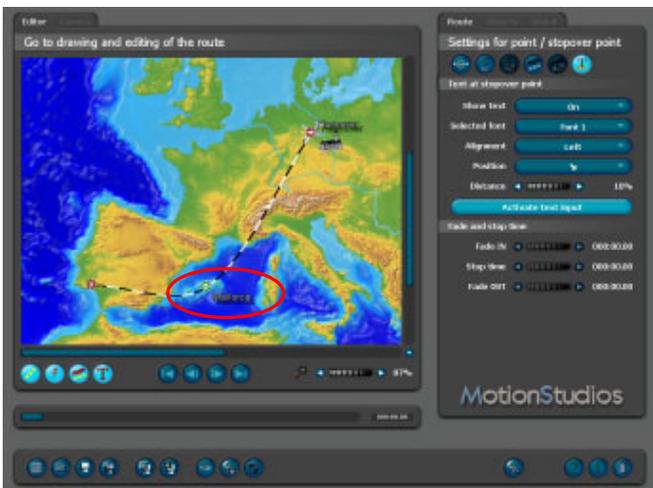


Fig.1.3.25

The settings for the Mallorca Stop Point are thus completed. Save your project.



Now insert another stop point between Mallorca and Faro (Fig.1.3.26).



Fig.1.3.26

Drag this to the approximate position (depends on map) on the Andalusian Mediterranean coast of Spain (Fig.1.3.27).



Fig.1.3.27

Now click on the Stop Malaga in the working monitor (Fig.1.3.28).

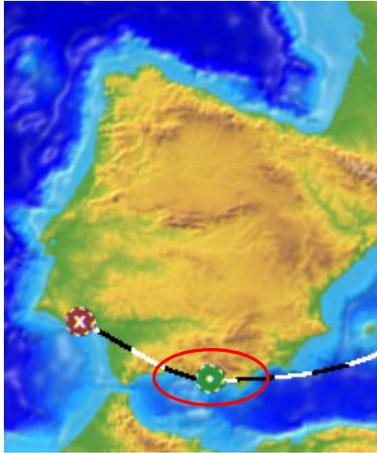


Fig.1.3.28

The *Route* register appears, with the menu *Stop/Waypoint* (Fig.1.3.29).



Fig.1.3.29

Here, select the type *Stop* (Fig.1.3.30).



Fig.1.3.30

Now change to the *Header Object Settings* menu in the *Route* register.



Do not set *Keep Settings* in the *Header Object* area at first; instead, click on *New Object* (Fig.1.3.31) and then on *Select Object*.



Fig.1.3.31

Now select a new object (an airplane.) Now you can start a preview; use the *Display Project Preview* button.



An additional preview monitor opens and shows the previous progress of the travel route. In Malaga, the ship changes to an airplane. Now the ship shown in Malaga should fade out. Click on the *Menu/Header Object Fading and Movement* in the *Route* register.



Click on the *Fade-out Effect* button, and select the fade type (such as soft fade), then set the time for the ship's fade-out. Move the mouse on the control wheel for fade-out time and set the time to one second (Fig.1.3.32).



Fig.1.3.32

Now the airplane shown in Malaga should fade in. Click on the *Menu/Header Object Fading and Movement in the Route* register.



Click on the *Fade-in Effect* button, and select the fade type (such as soft fade), then set the time for the airplane's fade-in. Move the mouse on the controller for *Fade-in Time*, and set the time to one second (Fig.1.3.33).



Fig.1.3.33

Now you can start a preview; use the *Display Project Preview* button.



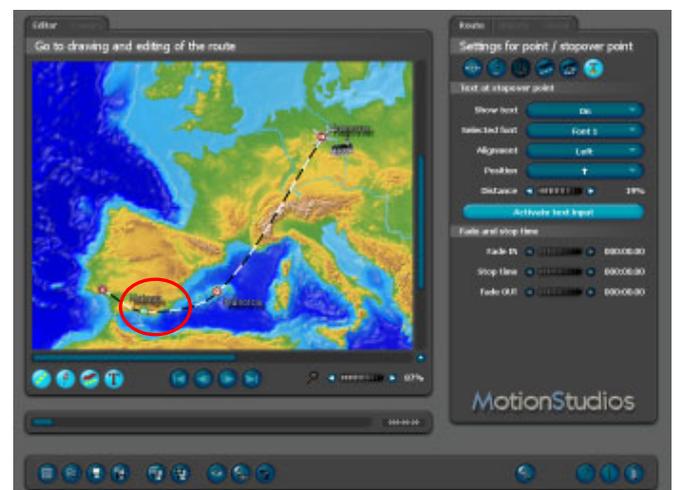
An additional preview monitor opens and displays the ship fade-out at the Malaga stop, as well as the airplane fade-in.

Now create the *City Name* Malaga. Click on the *Menu/Text at Stop* button and set *Display Text* to *On*, then enter the name *Malaga* in the text field Line 1 (Fig.1.3.34).



Fig.1.3.34

Now position the text wherever you like. Use the *Position* function. Using the *Distance* controller, define the distance between the text and the stop point (Fig.1.3.35).



A Fig.1.3.35

The settings for the Malaga Stop Point are thus completed. Save your project.



Finally, the following settings are set for the end point of the trip in *Faro*. Now click on the *Stop Faro* in the working monitor (Fig.1.3.36).



Fig.1.3.36

The airplane is first faded out. Change to the *Route* register, click on the *Menu/Header Object Fade and Movement* button.



Click on the *Fade-out Effect* button, and select the fade type (such as soft fade), then set the time for the ship's fade-out. Move the mouse on the controller for *Fade-out Time*, and set the time to one second (Fig.1.3.37).



Fig.1.3.37

Now create the *City Name* Faro. Click on the *Menu/Text at Stop button*



and set *Display Text* to *On*, then enter the name *Faro* in the text field Line 1 (Fig.1.3.38).



Fig.1.3.38

Now position the text wherever you like. Use the *Position* function. Using the *Distance* controller, define the distance between the text and the stop point (Fig.1.3.39).



Fig.1.3.39

Now you can start a preview; use the *Display Project Preview* button.



An additional preview monitor opens and now shows the complete travel route from Hanover to Faro.

The settings for progress on the travel route from Hanover, via Mallorca and Malaga, to Faro, are thus completed.

Of course, you can set other buildings, for instance, at the various stops. Here you would do the same as for integrating it at the start point in Hanover.

Now, however, you can adjust more settings for the travel route. For instance, change the yellow-coloured progress line (Fig.1.3.40).

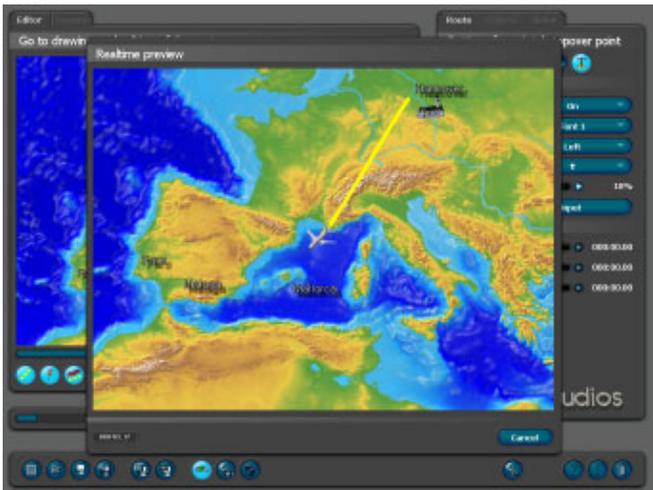


Fig.1.3.40

Click in the *Global* register (Fig.1.3.41)



Fig.1.3.41

and select another progress shape for the travel route. Click the *Style* button in the *Line Drawing Settings* area, and select a dotted line form (Fig.1.3.42).

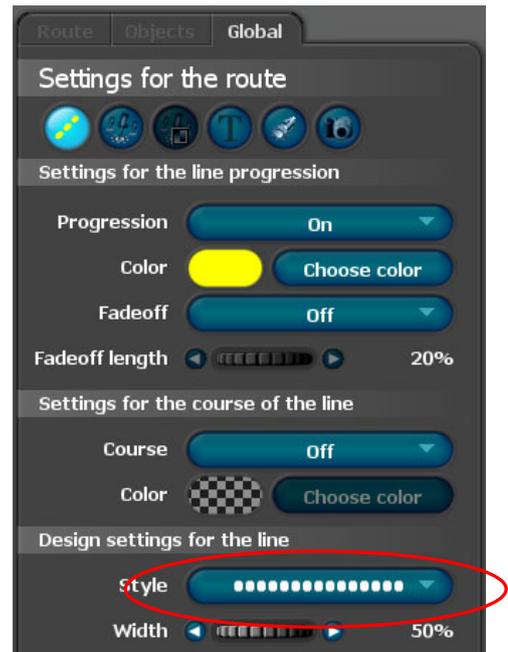


Fig.1.3.42

You can also change the *Progress Line Colour* from yellow to red. Click on the *Select Colour* button in the *Line Drawing Settings* area. Select the colour red in the following dialog (Fig.1.3.43).



Fig.1.3.43

and close the dialog with *OK*.

You can also change settings for *Font*, *Frame*, and *Shadows* in the *Global* register (Fig.1.3.44).



Abb.1.3.44

The *Objects* register is not needed to create the travel route from Hanover to Faro.

Now the project can be saved as a video. To do this, click on the button. Save the project as a video on the project bar and indicate the file name in the following dialog box and click on Save. The



DeInterlace window opens:

Before you save a video you can decide whether a DeInterlace filter should be used for the video. The DeInterlace filter causes areas in the video which are heavily subject to flickering to be edited accordingly so that the flickering is minimised. Here a special adaptive DeInterlace filter is used so that only areas are edited which exceed a certain threshold value. Here a special DeInterlace filter is used so that only areas are edited which exceed a certain threshold value. This has the advantage that the image sharpness is primarily preserved and flickered is still greatly reduced.

DeInterlace:

Off: The DeInterlace filter is not used for the video to be saved.

On: The DeInterlace filter is used.

Threshold Value:

The threshold value indicates from which value the DeInterlace filter should engage. The higher the value, the more the video is affected by the filter.

Effect:

A certain threshold value is reached or exceeded, the video is edited in this area. The effect indicates how intensively the video should be edited in this area. The higher the value, the more intensively the video is edited and thereby any flickering is resolved. However, this value should not be set too high because the image sharpness can suffer.

The video is then created after you click on the „ok“ button.

Then save the project with that button.



Note:

You can also use city maps as map material. These can then be travelled precisely with an appropriate object. You can use rounded curves, or square ones (such as street corners).

You can then import the video you created into your video editing software.

The travel route can be attached to the current video project.

1.4

Creating a Travel Route with Vasco da Gama 3 / HDPro (Germany)

The trip in this chapter starts in Hamburg, by plane to Frankfurt a. M., from Frankfurt it continues by car to Munich.

Once again, text fade-ins, object acceleration and deceleration can be seen in the example.

The Travel Route from Hamburg To Munich via Frankfurt

1. Creating a Travel Route

Before you begin creating the travel route, you need to select an appropriate map. Click on the *To the Project Settings* button.



The *Project Settings* dialog opens (Fig.1.4.1).

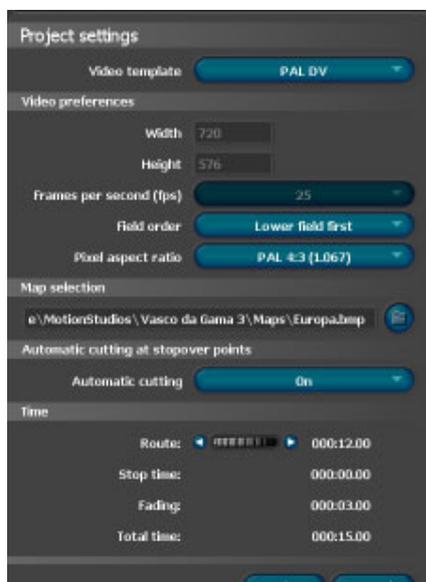


Fig.1.4.1

Click on the folder button in the *Select Map* area. The *Open* dialog appears. Select the *Map of Germany* from the *Maps* folder (Fig.1.4.2). Then click on *Open*

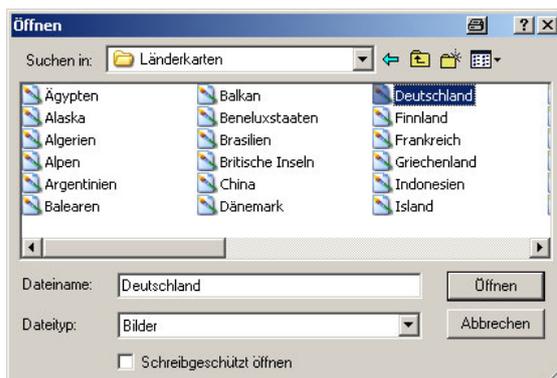


Fig.1.4.2

The *Map of Germany* is transferred to the Vasco da Gama 2 working monitor (Fig.1.4.3). Once again, locate the start and end points.

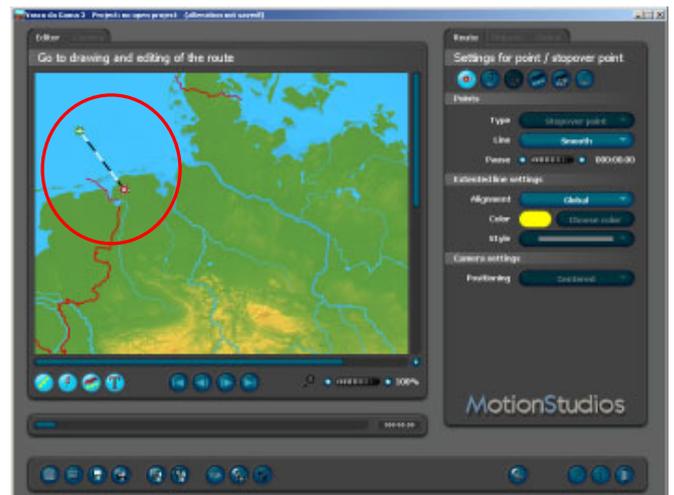


Fig.1.4.3

Now begin creating the travel route from Hamburg via Frankfurt to Munich.

First, set the Start Point at Hamburg (Fig.1.4.4).

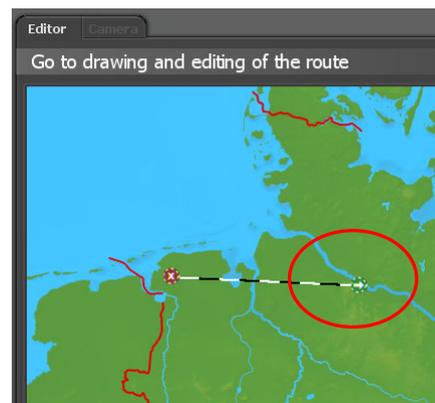


Fig.1.4.4

Then, set the End Point to Munich (Fig.1.4.5).

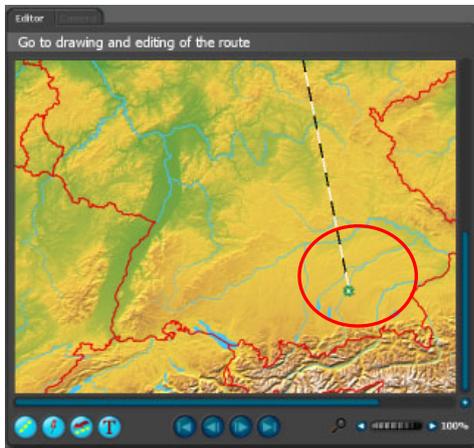


Fig.1.4.5

Now set a *Stop Point* at *Frankfurt*. Simply click on the dashed route line between Hamburg and Munich. A *stop* is created. Move it into position at Frankfurt on the map (Fig.1.4.6).



Fig.1.4.6

Note:

Using the Zoom controller on the working monitor, you can adjust the view of the Map of Germany such that you can see all travel points (stop points).

In order to assign the same object to *all* stop points within the Map of Germany, change to the *Global register*, in the menu *Global Stop Object* (Fig.1.4.7.)



Fig.1.4.7

Select the *Display* option in the *Select Object for Stop* area. Then select a suitable stop object. Click on the *Select Object* button. The *Object Selection* dialog opens. Change to the *Miscellaneous* folder in this dialog, and select, for example, the object *Stick* (Fig.1.4.8).

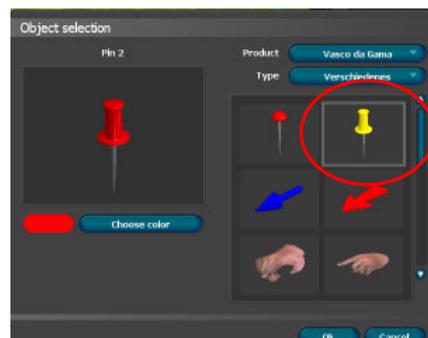


Fig.1.4.8

Accept the object with *OK*.
Using the *Display Project Preview* button,



a preview of the project starts. You see the object *Stick* at each stop point (Fig.1.4.9).

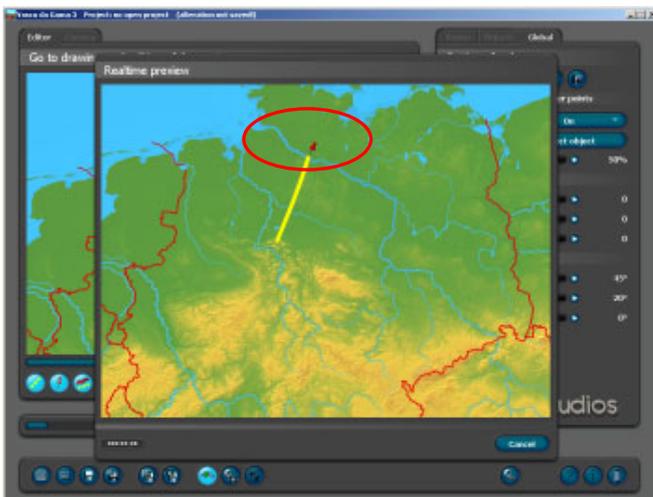


Fig.1.4.9

If, for instance, a *Stick* does not display in *Frankfurt*, it is because this is still defined as a way-point. To change it to a stop, select the *Stop/Way-point* menu in the *Route* register. Select the point *Frankfurt (turns green)*, and pick the *Stop* option (Fig.1.4.10). Now Frankfurt also has a *Stick*.



Fig.1.4.10

Now change back to the *Start Point Hamburg* (turns green.) Now select an appropriate travel object (such as an airplane) in the *Header Object Settings* menu in the *Route* register (Fig.1.4.11).

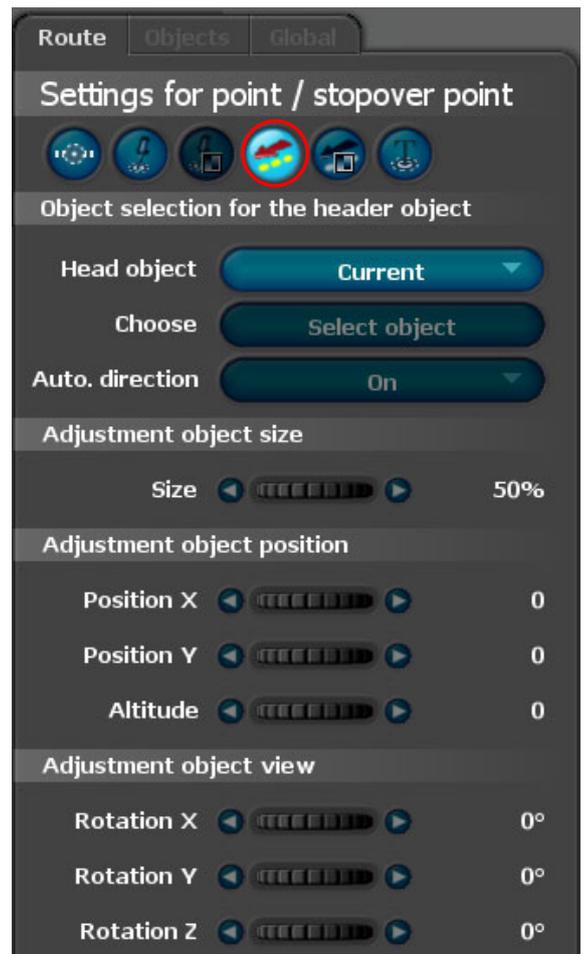


Fig.1.4.11

Click on the *Keep Header Object* button and select *New Object*. Then click on the *Select Object* button, and find an airplane in the *Object Selection* dialog. The airplane is shown at the *Start Point in the working monitor* (Fig.1.4.12).

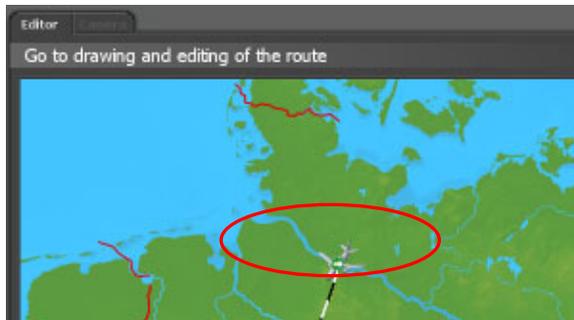


Fig.1.4.12

You can now adjust other settings for the *airplane* (e.g. size, position, and view.) Selecting the option *Automatic Direction On*, the airplane is automatically oriented in the direction of the route line.

Change to the *Menu Header Object Fade and Movement* (Fig.1.4.13)



Fig.1.4.13

Select a *Fade-in Effect*, such as *Soft Fade*. Leave the *Fade Time* at the default setting of 1 second. In the *Header Object Acceleration and Deceleration* area, turn on *Acceleration* for the airplane. Also set an *acceleration path* of 20%, using the controller (Fig.1.4.14).



Fig.1.4.14

Using the *Display Project Preview* button,



a preview of the project starts. You can see how the airplane accelerates at the start point.

Now change to the *Text at the Stop* menu (Fig.1.4.15).



Fig.1.4.15

Here you can integrate the name of the start point of this travel route.

Activate the *Display Text* option in the *Text at Stop* area. Select On with Fade (Fig.1.4.16).



Fig.1.4.16

In *Line 1*, enter *Hamburg*, and then move the visible text in the working monitor, using the *Position* button and the *Distance* controller. Selecting *On with Fade* means that the *Fade and Stop Times* menu are active at the bottom of the menu (Fig.1.4.17).



Fig.1.4.17

Here you can set the *fade-in time, text stop time, and fade-out time*, using the associated controllers. Using the *Display Project Preview button*,



a preview of the project starts. You can see how the characteristics of the text *Hamburg* change.

The settings for the Hamburg Start Point are thus completed.

Save your project.



Click on the *Frankfurt Stop* to activate it (turns green) in the working monitor. Now select an appropriate travel object (such as a Roadster) in the *Header Object Settings* menu in the *Route* register (Fig.1.4.18).

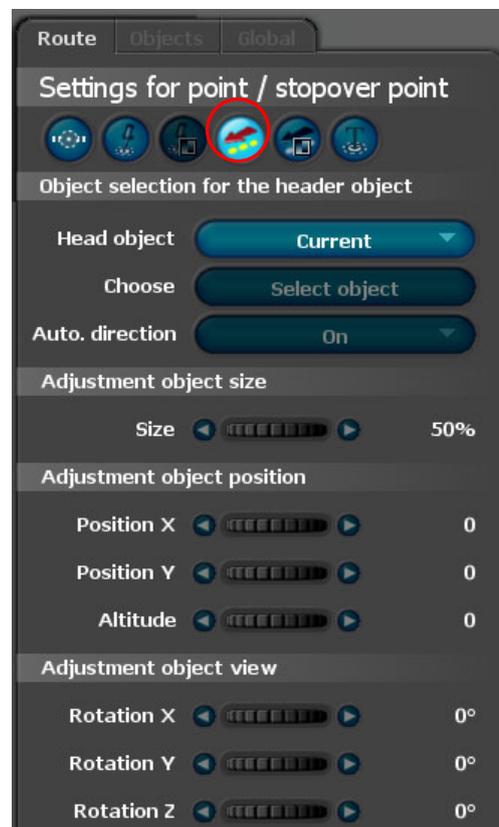


Fig.1.4.18

Click on the *Header Object* button and select *New Object*. Then click on the *Select Object* button, and find a *vehicle* in the *Object Selection* dialog. You can now adjust other settings for the vehicle (e.g. size, position, and view.)

Change to the *Menu Header Object Fade and Movement* (Fig.1.4.19).

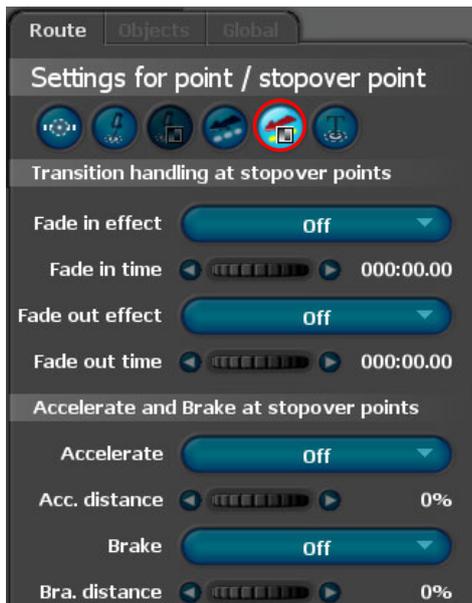


Fig.1.4.19

Select a *Fade-out Effect*, such as *Soft Fade*. Leave the *Fade Time* at the default setting of 1 second.

Note:

This setting still applies to the airplane arriving at the Frankfurt stop.

Select a *Fade-in Effect*, such as *Soft Fade*. Leave the *Fade Time* at the default setting of 1 second. This setting applies to the *vehicle* starting at the Frankfurt stop.

In the *Header Object Acceleration and Deceleration* area, turn on *Deceleration* for the arriving airplane. Also set a *deceleration path* of *20%*, using the controller (Fig.1.4.20).



Fig.1.4.20

Using the *Display Project Preview* button,



a preview of the project starts. You can see how the airplane decelerates at the *Frankfurt stop point*.

Now change to the *Text at Stop* menu (Fig.1.4.21).



Fig.1.4.21

Here you can integrate the name of the stop point of this travel route.

Activate the *Display Text* option in the *Text at Stop* area. Select *On with Fade* (Fig.1.4.22).

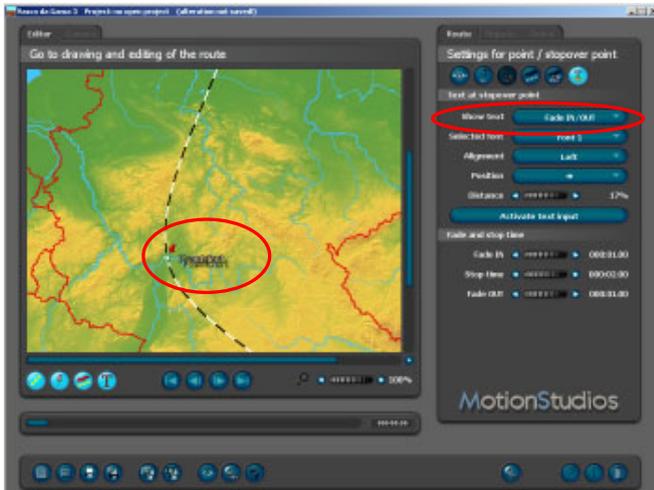


Fig.1.4.22

In *Line 1*, enter *Frankfurt*, and then move the visible text in the working monitor, using the *Position* button and the *Distance* controller. Selecting *On with Fade* means that the *Fade and Stop Times* menu are active at the bottom of the menu (Fig.1.4.23).



Fig.1.4.23

Here you can set the *fade-in time*, *text stop time*, and *fade-out time*, using the associated controllers. Using the *Display Project Preview* button,



a preview of the project starts. You can see how the characteristics of the text *Frankfurt* change.

The settings for the *Frankfurt Stop Point* are thus completed.

Save your project.



Click on the *Trip End Point in Munich* (turns green) in the working monitor (Fig.1.4.24).

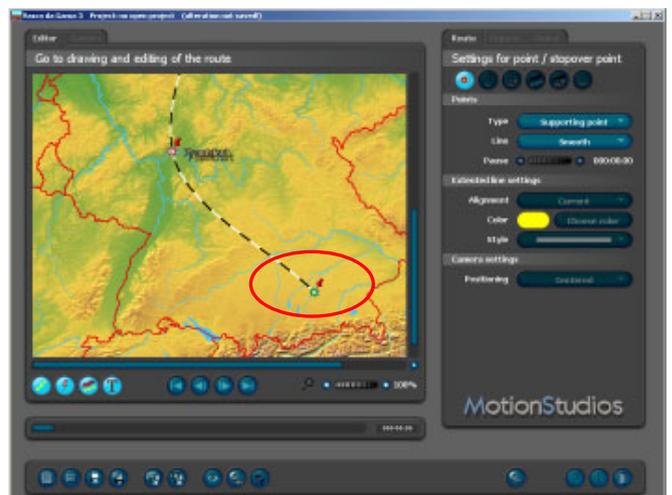


Fig.1.4.24

Change to the *Menu Header Object Fade and Movement* (Fig.1.4.25)



Fig.1.4.25

Select a *Fade-out Effect*, such as *Soft Fade*. Leave the *Fade Time* at the default setting of 1 second. This setting still applies to the vehicle arriving at the Munich End Point.

Now change to the *Text at Stop* menu (Fig.1.4.26).



Fig.1.4.26

Here you can integrate the name of the end point of this travel route.

Activate the *Display Text* option in the *Text at Stop* area. Select *On with Fade* (Fig.1.4.27).



Fig.1.4.27

In *Line 1*, enter *Munich*, then move the visible text in the working monitor, using the *Position* button and the *Distance* controller. Selecting *On with Fade* means that the *Fade and Stop Times* menu is active at the bottom of the menu (Fig.1.4.28).



Fig.1.4.28

Here you can set the *fade-in time*, *text stop time*, and *fade-out time*, using the associated controllers. Set the *fade-out time* to *zero* (Fig.1.4.29).



Fig.1.4.29

The name *Munich* will not fade out. Using the *Display Project Preview* button,



a preview of the project starts. You can see how the characteristics of the text *Munich* change. The settings for the End Point at Munich, and for the entire travel route, are thus completed. Save your project.



Finally, start the creation of the video using the button *Save Project as Video* in the project toolbar.



You can then import the video into your video editing software. Here the travel route can be integrated into the current video project.

Multiroutes with Vasco da Gama 3 HDPro

1. Creating a Multi-Travel Route

Multiroutes are several routes (up to 10 routes) that can be created within a map at the same time. Each of the routes is generated independently of one another.

To create multiroutes, change to the working monitor (Fig.1.4.30).

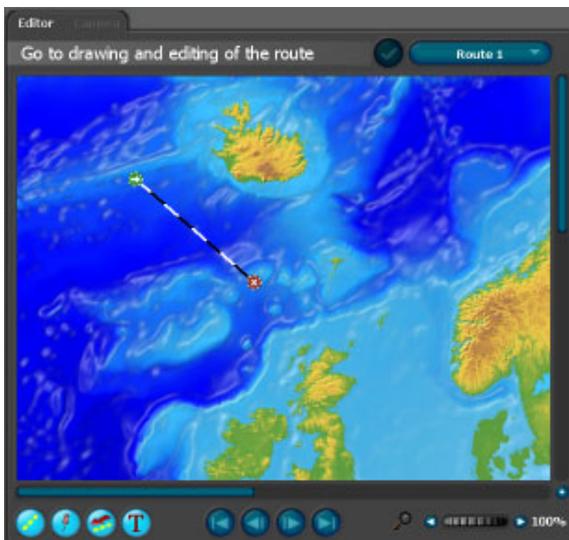


Fig.1.4.30

Now use the *Route 1* button at the top of the working monitor (Fig.1.4.31).



Fig.1.4.31

The *Route 1* refers to the available route (marked with a start and end point) in the working monitor.

Now set the map in the working monitor to the desired view (Fig.1.4.32). Use the Zoom controller (below the working monitor) and the scroll bars to adjust the map.



Fig.1.4.32

First set an exact position for *Route 1*, and a stop point along the route.

Now select an appropriate travel object (such as a bus) in the *Header Object Settings* menu in the *Route* register. The trip in *Route 1* is taken by this object. You can adjust other settings for the object size, position, and view. The travel route then appears as follows (Fig.1.4.33).



Fig.1.4.33

Using the *Display Project Preview* button,



a preview of the project starts (Fig.1.4.34).

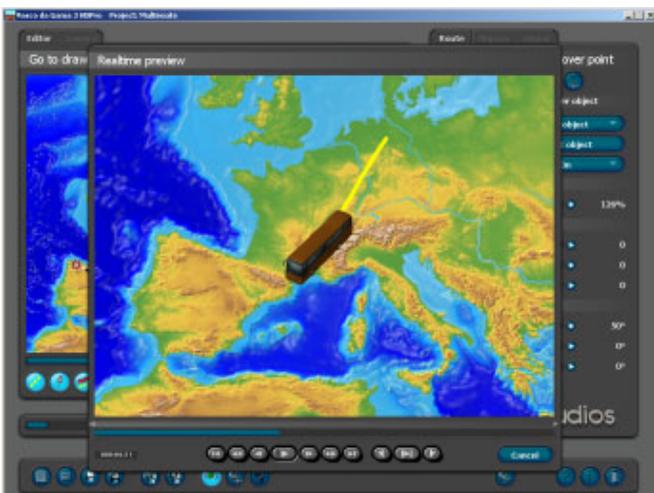


Fig.1.4.34

The new navigation toolbar in the Vasco da Gama 3 HDPro preview monitor (Fig.1.4.35).

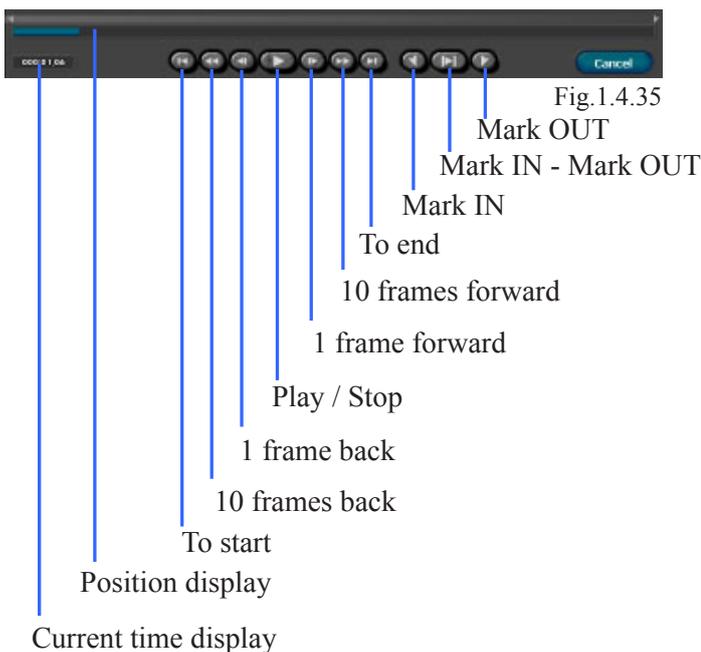


Fig.1.4.35

Now insert another route. Click above the working monitor, on *Route 1* and select *Route 2*. To transfer the route to the working monitor, click on the button directly



next to the *Route 2* button (current setting). *Route 2* is integrated in the working monitor. First set an exact position for *Route 2*, and a stop point along the route. Now select an appropriate travel object (such as an airplane) in the *Header Object Settings* menu in the *Route* register. The trip in *Route 2* is taken by this object. You can adjust other settings for the object size, position, and view. Afterward, the second travel route looks like this (Fig.1.4.36). The first route is also visible.

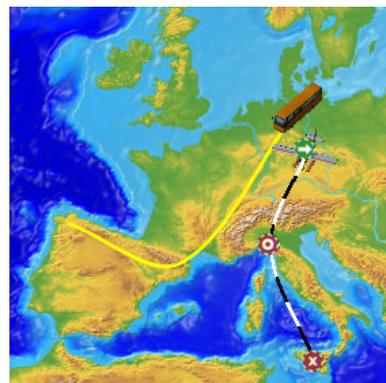


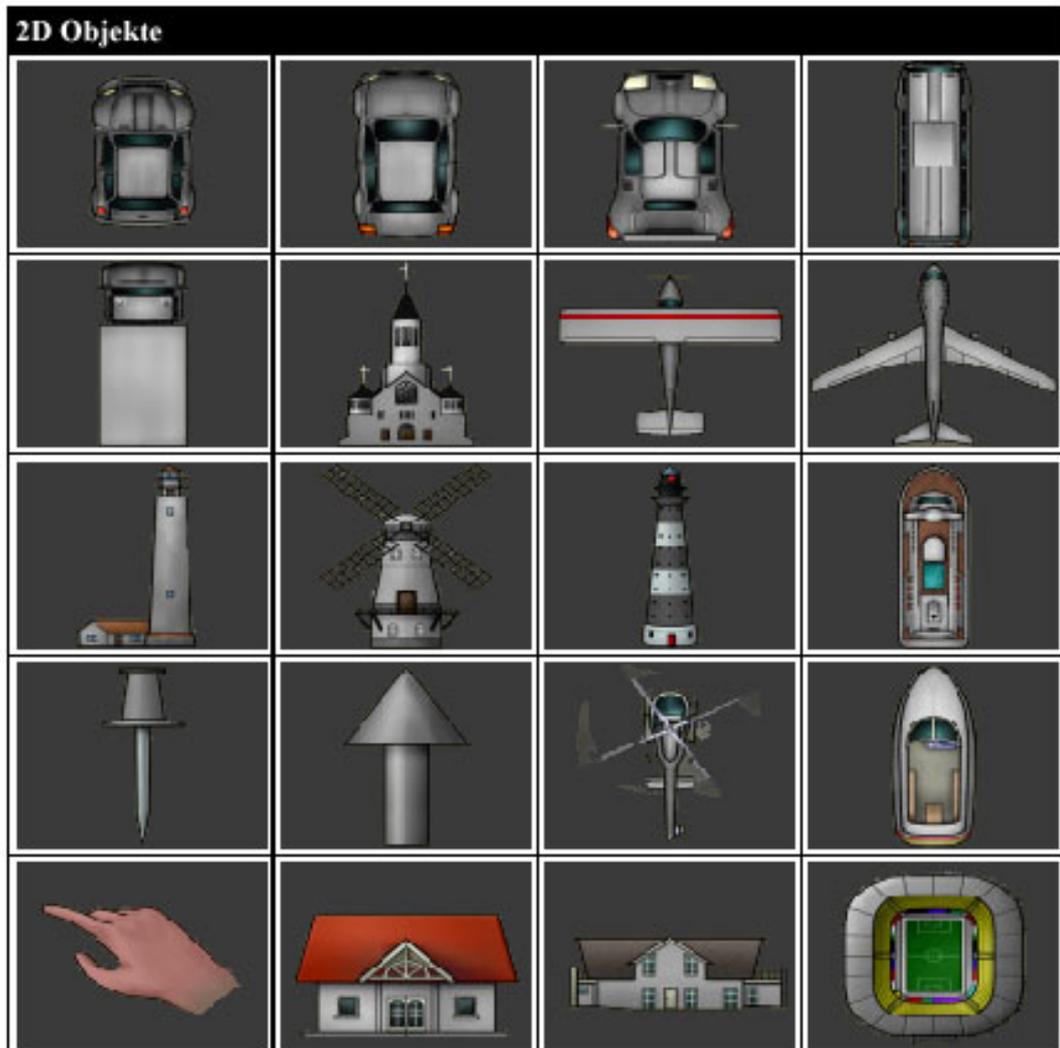
Fig.1.4.36

You can, of course, add more routes (up to 10 routes) in the working monitor at the same time. Once again, you can insert objects at the stop points on the routes in used in the working monitor. Follow the steps outlined in the previous chapters.

The *Multiroute* functions are available only in Vasco da Gama 3 HDPro.

3D Object Galerie

2D Objects



Cars



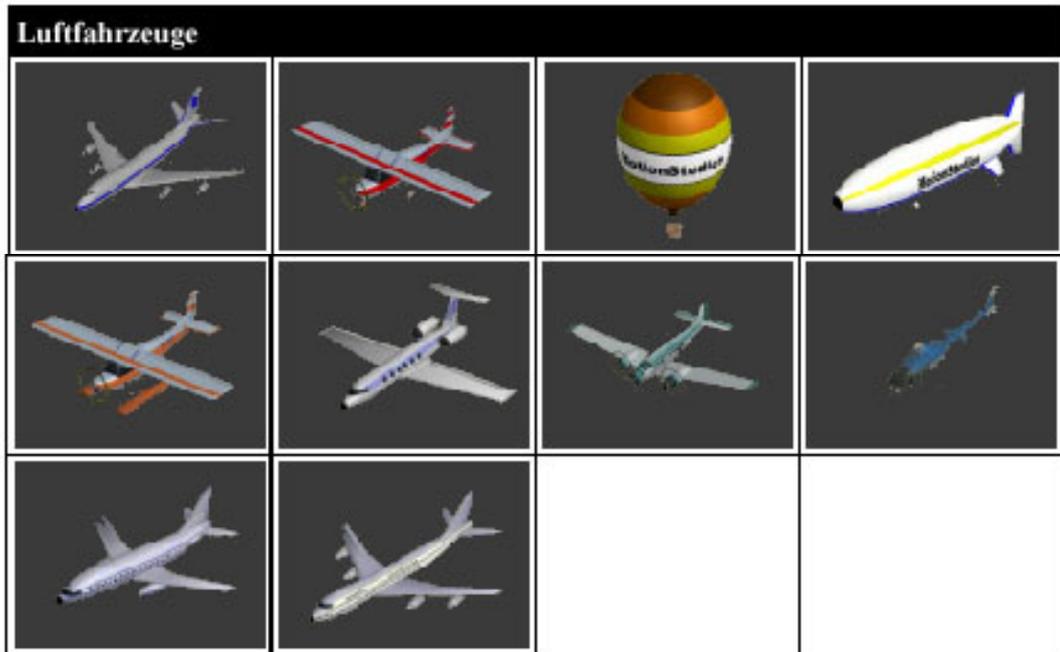
Cars



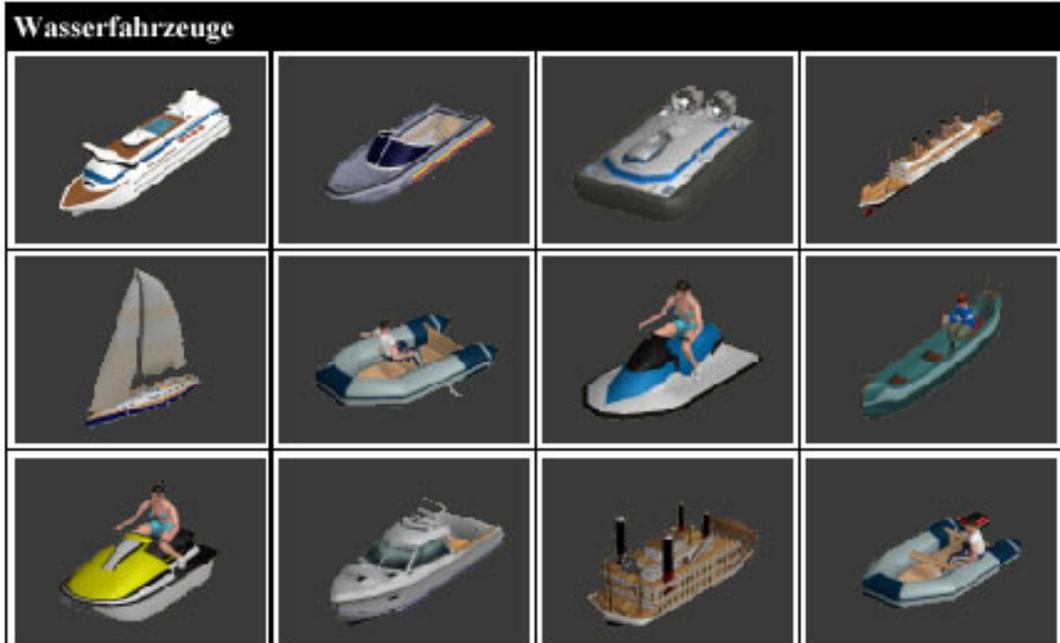
Busses and Vans



Aircraft



Watercraft



Trains



People and Animals

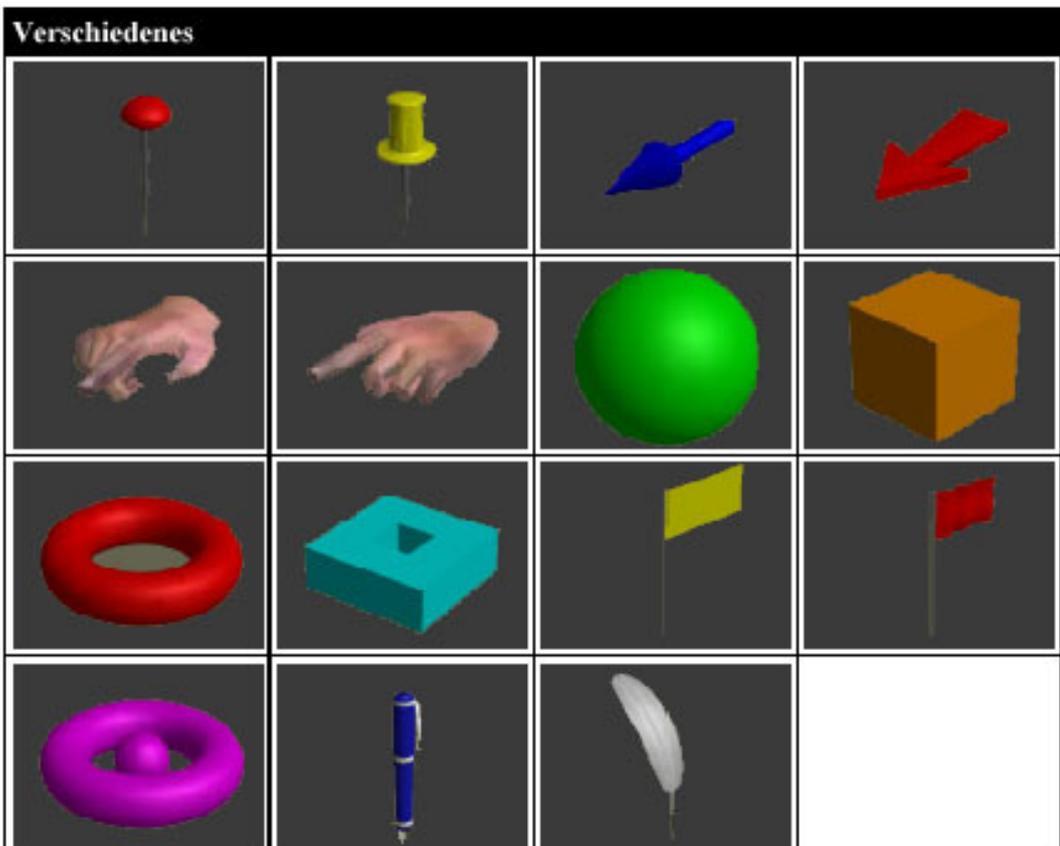


Buildings





Miscellaneous



Keyboard Shortcuts

Vasco da Gama 3 is operated, except for text entry, using the mouse. However, there are also keyboard commands. The simplify operation for the advanced user, since some actions can be carried out more quickly.

Vasco da Gama 3 has the following keyboard commands:

Ctrl - C (Copy Key)

With Ctrl – C, the most important data about a stop are copied to the clipboard.

Ctrl - D (Copy Camera)

This keyboard shortcut copies the camera position and settings to the clipboard.

Ctrl - V (Paste)

This copies the clipboard (from Ctrl-C or Ctrl-D) to the stop.

Ctrl-Z (Undo)

The Undo Function (Reset)

Ctrl - I (Insert Key)

This inserts a Stop/Waypoint in the map. The mouse position is important with this command. The data from Ctrl-C are used.

Page Up: (Pre Key)

This keyboard shortcut activates the previous Stop/Waypoint.

Page Down (Next Key)

This activates the next Stop/Waypoint.

Home: (First Key)

Activates the Start Point.

End: (Last Key)

Activates the End Point.

Insert: (Set Waypoint)

This places a waypoint on the map. The mouse position is important.

Delete: (Delete Key)

Using Delete, you can delete the active Stop/Waypoint.

Esc: (Cancel)

An action can be interrupted with this key. For Example: If a free object is moved with the mouse, as long as you have not released the mouse button, you can press the ESC key. The procedure is interrupted, and the object returns to its original position. The same thing can be accomplished by pressing the right mouse button while the left is still pressed.

Quality Settings

This chapter deals mainly with graphics card settings. Quality improvements in the objects integrated in your travel route can be obtained. The higher the AntiAlias-Faktor, the better the object will appear while calculating.

A problem with this is that, if you are using, for example, a graphics card with 64 MB, the 4x anti-aliasing factor is maybe just barely usable, depending on the desktop resolution and the Vasco da Gama 3 window.

Test your graphics card settings to see which settings are possible, and which are not. Start with a small anti-aliasing factor, then increase the factor step by step.

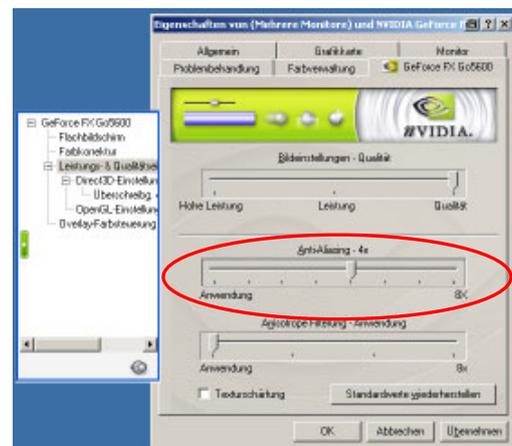
If Vasco da Gama 3 does not display the calculation correctly, or long processing times result (several seconds for a picture,) then the graphics card does not have enough memory! Most graphics cards that have 32 MB or less do not even allow anti-aliasing. In conclusion, the more memory the graphics card has on board, the higher the anti-alias factor can be set and still get better results with Vasco da Gama 3.

Die AntiAlias settings are changed in the settings for the graphics card. If, for instance, you use a GeForce chip-based graphics card (Nvidia), the do the following to change Anti-aliasing Settings:

1. Click on the Desktop with the right mouse button.
2. Select *Properties* in the pull-down menu. The *Display Properties* dialog opens.
3. Click on the *Settings* tab.
4. Click on the *Advanced* button.
5. The *Monitor and Video Card Properties* dialog opens.
6. Select the tab, for example, *GeForce (+ graphics card type)*

7. A dialog for detailed graphics card settings opens. Click on the menu item *Performance and Quality*.

8. A controller for setting the *Anti-Alias Factor* appears. Set it to the setting here. (See Fig.)



For ATI and Matrox graphics cards, the anti-alias factor settings are also made in the *Monitor and Video Card Properties* dialog.

A small sample calculation may help: The Desktop has 1600x1200 Pixel at 32Bit. Without Anti-Alias, therefore, $1600 * 1200 * 4$ pixels would be needed to grab one buffer, without textures of 3D objects. This makes 7.680.000 Pixel (ca. 7.4 MB). At 4x AntiAlias, this becomes 122.880.000 Pixel (ca. 117.2 MB), since the width and height are multiplied by 4.

Note:

It is recommended that you upgrade to a PCIExpress graphics card, since they are particularly well-suited for video editing. The reason is that the bottleneck AGP Bus is no longer a choke point. PCI Express is significantly faster and data can therefore be read from the graphics card much more quickly. Depending on the model, up to 2-10 times as fast!!

Troubleshooting

If Vasco da Gama 3 has a problem when starting, or while working on a problem, this is reported to you in an error message.

Most error messages will never see the light of day. These error messages refer to tight system resources, such as working memory. If your Windows system is configured properly, then it will send data to the hard drive (virtual memory) when needed. This type of error therefore only occurs with a full hard drive. It is generally recommended that you ensure that enough free memory is in place on the *C:\Partition* (50 MB are enough).

Vasco da Gama 3 requires a powerful graphics card. If the program does not start for you, or gives an error message immediately after start, please contact our support.

If you create videos in the *Video for Windows* format, your video may not be correctly created. In this format, extreme compression algorithms are used, which sometimes don't work with all programs. In such cases, try the DV format type 2 or 1.

Support

More help with problems with Vasco da Gama 3, and information on current software updates, can be found on our website, or sent by mail:

Internet Page: <http://www.motionstudios.de>

Email: support@motionstudios.de

Please note that you must be a registered user of Vasco da Gama 3 Software to take advantage of our support. In order that we can process your email request quickly, please send the following information:

Vasco da Gama software version number:

This is found in the information window, which you can call up by pressing a button on the toolbar.

Your serial number:

This number is on the registration card, and on the back cover of the booklet. It is displayed in the information window as well.

Your address:

Please also send us your address, so that we can compare it with your registration data.

Glossary

16:9

Widescreen format, also used in theatres. There are also lots of TV sets with widescreen format.

4:3

Screen format of most TV sets. The image is only slightly wider than it is high

AVI

The standard file format for videos on Windows systems. The AVI format describes the construction of the file, and can accept different video formats Thus AVI is also called a container format.

DV

Digital video, standard for digital notation of videos with a camcorder.

NTSC

Video standard used primarily in the USA, but also in countries like Japan, e.g. 720x480 pixels at a refresh rate of 60 Hz

PAL

This video standard is used mostly in European countries, e.g. 720x 576 pixels at a refresh rate of 50 Hz

RAW-DV

This is not a 'real' file format. A file with video data as RAW-DV contains only blank video data, without a file header in which additional data, such as video resolution, is noted.

RGB

Additive colour model consisting of the components Red, Green, and Blue. If all three sections are null, the colour black results. With all three at the highest brightness, the result is white. Thus the designation 'additive' – white is

made by adding colour components together.

Video for Windows

Standard video format for Microsoft Windows Systems. Files in this format typically have the extender '.avi'. Video data can be stored in such a file using different processes.

Widescreen (2,35:1)

Wide screen, also known as Cinemascope and Panavision. This format is somewhat wider than the 16:9 widescreen format of modern TV sets.

Zoom

Enlarge (more details) or reduce (better overview) part of an image.

FAQ

I have installed the demo version but the message appears that the D3D9.dll file is missing when I activate the program.

For Vasco da Gama you also need DirectX 9.0c. You can get this for free at the Microsoft website. Here is the direct link:

<http://www.microsoft.com/downloads/details.aspx?FamilyId=0A9B6820-BFBB-4799-9908-D418CDEAC197&displaylang=en>

Graphic card drivers for Matrox G550 and G450

Here is the link for the graphic card driver for the Matrox G550:

ftp://ftp.matrox.com/pub/mga/archive/2kxp/2002/2kxp_586.exe (6.48MB)

Before you can install the graphic card drivers, you should first de-install the old drivers to be sure that all components are correctly installed.

How can I make an object run along the route.

Actually it is very easy. There is a difference between stop objects and head objects. Stop objects only stand at stop points and therefore do not move.

If you use a header object, it moves along the line. You can place a stop object at every stop point. For example, if you would like to fly an airplane along the line, do the following.

1. Select the starting point (Important because header objects start with the selected break point!)
2. Select the map tab „Route“ at the top right.

3. Select the menu „Header objects“ (That is the button next to the stop objects, i.e. the 3rd blue button.

4. Now set the „Header object“ from „Keep Settings“ to „Change“

5. Select object

Finished. It should work now.

I cannot change the colour for some objects although there is a button to do this.

Simply go to the installation directory of Vasco da Gama and print out the directory with the „3dpool“ directory. To do this, select the „Properties“ menu item.

Further down you will find the „Attributes“ area. Here you can remove the check for write-protected and then click on the „Apply“ bottom (bottom right in the corner). Now another window opens where you can select the setting for all directories and sub-directories as well as files and confirm with „Ok“. You can now change the colours for the objects.

I have the Vasco da Gama SE version. It says in the manual you can load you own map material but it doesn't work.

It is not possible to load you own map material with Vasco da Gama SE; that is the only restriction. The ability to load your own map material is limited only to the full versions.

Is there a version of Vasco da Gama or comparable software for Mac, for Final Cut Pro? Can you give me a tip?

No. The only way to use Vasco da Gama for Mac or for Final Cut is to install Vasco da Gama onto a Windows PC and to transfer the videos you have created onto a Mac and edit them there with FinalCut.

The PDF help file will not start via the „help button“ on the main menu.

It is possible that the program „Adobe Acrobat Reader“ is not correctly installed or the file extension „.pdf“ was not assigned correctly so that the help file is not being recognised correctly and therefore cannot be displayed.

You should therefore re-install the Adobe Acrobat reader. This should solve the problem. <http://www.adobe.com/de/products/acrobat/readstep2.html>

Unfortunately, the program Vasco da Gama, SE 1.02 will not install on my computer. During installation I keep seeing a message that the file of country map cannot be read. How can I remedy the problem?

Please extract the ZIP file with an extra zip program, e.g. WinZip or PowerArchiver. Unfortunately, the problem has to do with the internal Windows zipper because unfortunately it cannot deal with the German umlauts „öäü“ in directory names. Extract the contents of the zip file. Then everything should function normally

Although you would like to offer extensive map material, some people would like to use their own extracts from maps and auto-routes. I use sections from Microsoft World Atlas and also from the Map&Guide route planner. In the modified AVI, the inscription of the city names or the map section vibrated or shook in an unsightly manner. With your labelled country maps, that is not your case. Can you give me a tip on making adjustments ? I have already converted the sections in each direction like changing the pixel ratio and the file format, without success.

Your map material seems to have too many details and the fonts are too small. Try the following: edit the map material with a drawing program and edit it with a „blurry“ filter (the best one is one which can only be set to vertical editing). While the picture becomes a bit less sharp, the video no longer shakes. Another way would be to minimise the shaking by editing the video you created with a DeInterlace or a similar product in your video cutting program „Shaking“ or „flickering“ in the video is unfortunately an idiosyncrasy of PAL television which results from the Interlace process.

Can you import your own objects (and from which programs)?

Only images/graphics can be imported as objects, i.e. only 2D objects. The most common graphics formats are supported here, e.g. BMP, PNG, JPEG, TGA, TIFF etc.

Unfortunately the program Vasco da Gama, SE 1.02 was not installed on my computer. During installation I keep seeing a message that the file of country map cannot be read. How can I remedy the problem?

Please extract the ZIP file with an extra zip program, e.g. WinZip or PowerArchiver. Unfortunately, the problem has to do with the internal Windows zipper because unfortunately it cannot deal with the German umlauts „öü“ in directory names. Extract the contents of the zip file. Then everything should function normally

Where can I set the HDCAM format 1920x1080? Supposedly the VdGHDP goes to 2880x2304 but you can't find it anywhere.

First you have to select the video format „Video for Windows“ or „DirectShow“ (V2.10 and later). This enables other templates in the project setting, among which you can now select HDTV 1920x1080i. The video format DV AVI type 1/2 is only designed for PAL/NTSC and cannot save a HDTV resolution.

What do you do to be able to see the dual monitor mode on 2 monitors?

The dual monitor mode only works if one or both monitors has/have a resolution of 2048x768. If not, the program switches automatically back to SingleMonitor. You can carry out this setting in the main settings of VdG.

I have used Vasco da Gama 1.0 for some time and it has worked so far. After a period of around 6 months, I wanted to start the program again and received the message: Init Direct 3D: Failed to create a texture with size 128. Nothing changed after I ran repair from the program CD. I have completely uninstalled the program and then re-installed it. Now I get the error message: Init Direct 3D: Create Map Texture. Now the program is indicating the error to me and closing. In Windows XP, the test runs were all carried out under system information with a result of „error-free“.

He has the Matrox G550 graphic map and has installed the newer drivers for them, resulting in this error. He should re-install the new drivers:
ftp://ftp.matrox.com/pub/mga/archive/2kxp/2002/2kxp_586.exe (6.48MB)

Unfortunately I am not able to integrate my projects into „Let's Edit 2“. My attempts were all via the provided formats: AVI 1; AVI 2; WIn etc. Let's Edit then displays : „This AVI format is not supported“. Even changing to the „detection settings“ was not successful.

The following applies for Let's Edit 2 and Edius 3 (both by Canopus): Select „AVI (DirectShow)“ as a video output format and then select the Canopus DV or HDV Codec when saving the video.

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