

Vegas User Group – VUGNotes 3

Transitions, Overlays and Titles

1 Transitions

- ❖ The default transition is a crossfade.
- ❖ You turn on automatic crossfades by using **Options/Automatic Crossfades** (or by clicking on the Automatic Crossfades button).
- ❖ You insert a crossfade simply by overlapping two events. It shows on the timeline by two lines crossing over within the overlap area.
- ❖ You can change the type of crossfade by right clicking in the transition region and choosing **Fade Type** from the short-cut menu.
- ❖ With a default transition in place you can change it to any of the Vegas (or third party) supplied transitions. If necessary use **View/Transitions** to display the transitions window.
- ❖ Drag the window to the centre of the work area so that you can easily see the contents.
- ❖ To add a transition, choose what you want from the lists and drag it into the transition region.
- ❖ Most transitions have a great many whistles and bells. Be sure to experiment. You can change the properties of a transition by clicking on the transition icon in the transition region.
- ❖ Change from transition to another by dragging the new transition on top of the old one in the transition region.
- ❖ To change back to the default transition, right click in the transition region, and choose **Transition/Insert Crossfade**, or just place the cursor in the transition region and press the / key in the numeric keypad.

2 Overlays

An overlay is one or more video tracks on top of the primary video track. In Vegas, the primary video track is the lowest track in the stacking order. Titles are a special case of overlays.

Vegas combines the overlay track(s) with the primary video track to determine what you (the viewer) see. In reality, there is an infinite number of ways of combining multiple video tracks, so what you see depends very much on what you intend, what you know how to do, or maybe just plain luck!

Here are some of the ways two video tracks can be combined.

- ❖ Transparency
- ❖ Resizing combined with transparency
- ❖ Making one colour (or a range of colours) selectively transparent – this is chromakeying. Apply the Chromakey Filter from the Video FX palette and choose the colour that you wish to make transparent. Tip: Use the eyedropper tool.

- ❖ Making very bright or very dark parts selectively transparent – luminance keying. Use the Mask filter from the Video FX palette. Click on the Invert box to switch between black or white as the transparent part of the image.
- ❖ Selectively masking parts of an image by colour or luminance (it's really the reverse of chromakeying)
- ❖ Compositing. This is very powerful. For example, if you have a very contrasty scene such as something shot against the light, you can make a very significant improvement as follows: Duplicate the event and place it in an overlay track. With the overlay track apply the following effects one after the other: Black and White, Invert, Gaussian Blur. Change the compositing mode to overlay.

3 Titles

Titles are just a special case of overlays. Using the titler is very easy, but there are just one or two non-obvious tricks.

To delete a line, select it and press the Delete key
To insert a line, select the line and press the Insert key.
You can alter line spacing by changing the leading.

Tip of the day: from Alf Morley:

With Vegas running, switch to Word and use it to make up your titles. Select the text and then choose Edit/Copy (Ctrl – C). Return to Vegas and select a line in the Title box. Choose Edit/Paste (Ctrl – V).

This is what makes the Vegas User Group so good – sharing tips, tricks and techniques!