iShowU Studio

Introduction & Quick Start

iShowU Studio is a non-linear video editor for Mac OS X, with a specific focus on screencasting. This manual provides insights into its design; as well as a comprehensive tools reference.
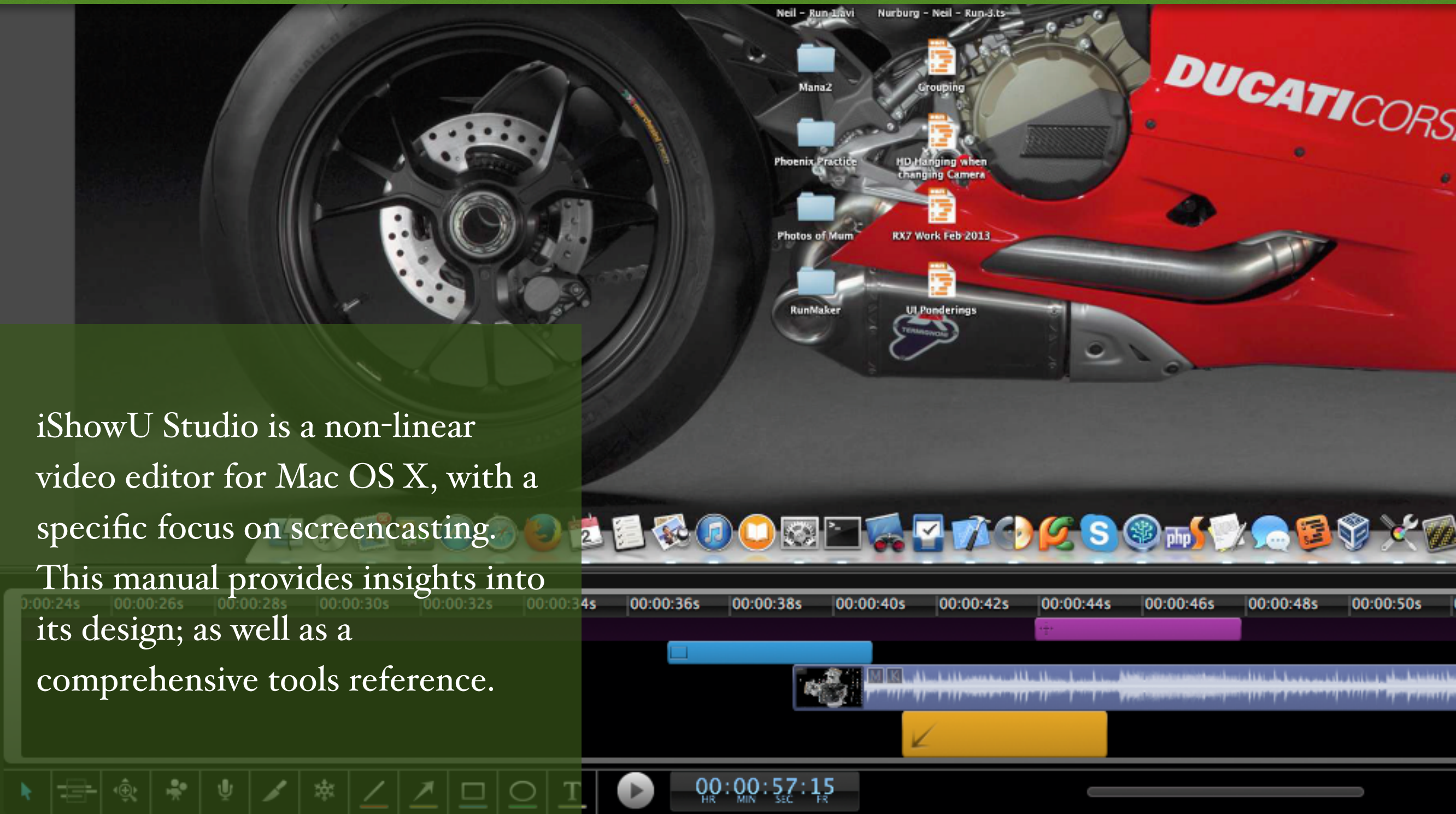
About this Manual

Note to PDF viewers: The PDF version of this manual does **not** include the movies of the iBooks version.

For the full "manual experience" please download the iBooks version of the manual, which includes many small videos that accompany the textual descriptions.

Introduction

What is iShowU Studio?

Simply put, iShowU Studio is an editor for video, otherwise known as a non-linear video editor. That sounds fancy but just think of cutting up bits of video with scissors.

iShowU Studio will let you capture footage directly from your computer screen, along with audio and video from a connected camera. When you've finished recording you can then edit this footage *before* publishing it.

This is a powerful concept. Think of it as a word-processor for video, and you're on the right track!

In a nutshell, iShowU Studio will let you perform the following kind of workflow:

1. Recording the screen / yourself
2. Editing: trimming, adding further media (stills, video, audio), freezing part of the composition, pan/zooming the camera during playback, scaling, rotating and moving various objects, adding shapes such as text, arrows and boxes, and more.
3. Publishing either to a OS X / iDevice compatible movie file, or YouTube or Vimeo.

Non Linear Editing

A fancy name for sure. Check out this Wikipedia article if you're interested as it provides some history of the phrase.

In essence, a NLE performs non-destructive editing of source media.

Quick Start

Lets walk through a recording from start to finish, so you can see just how easy this all is.

1. Start **iShowU Studio**. Assuming this is your first recording; you'll see a dialog similar to [Figure 1.1](#)

2. Select a Microphone and Camera if you have them available; and then click the red record button.

3. You'll see a countdown timer. When this disappears, you're recording!

4. Fire up iTunes, or Finder, or simply move the mouse around your screen.

5. When you've got enough "footage of awesomeness", press *CMD-Shift-2* or choose "Stop Recording" from the iShowU Studio File menu.

Figure 1.1 The record dialog
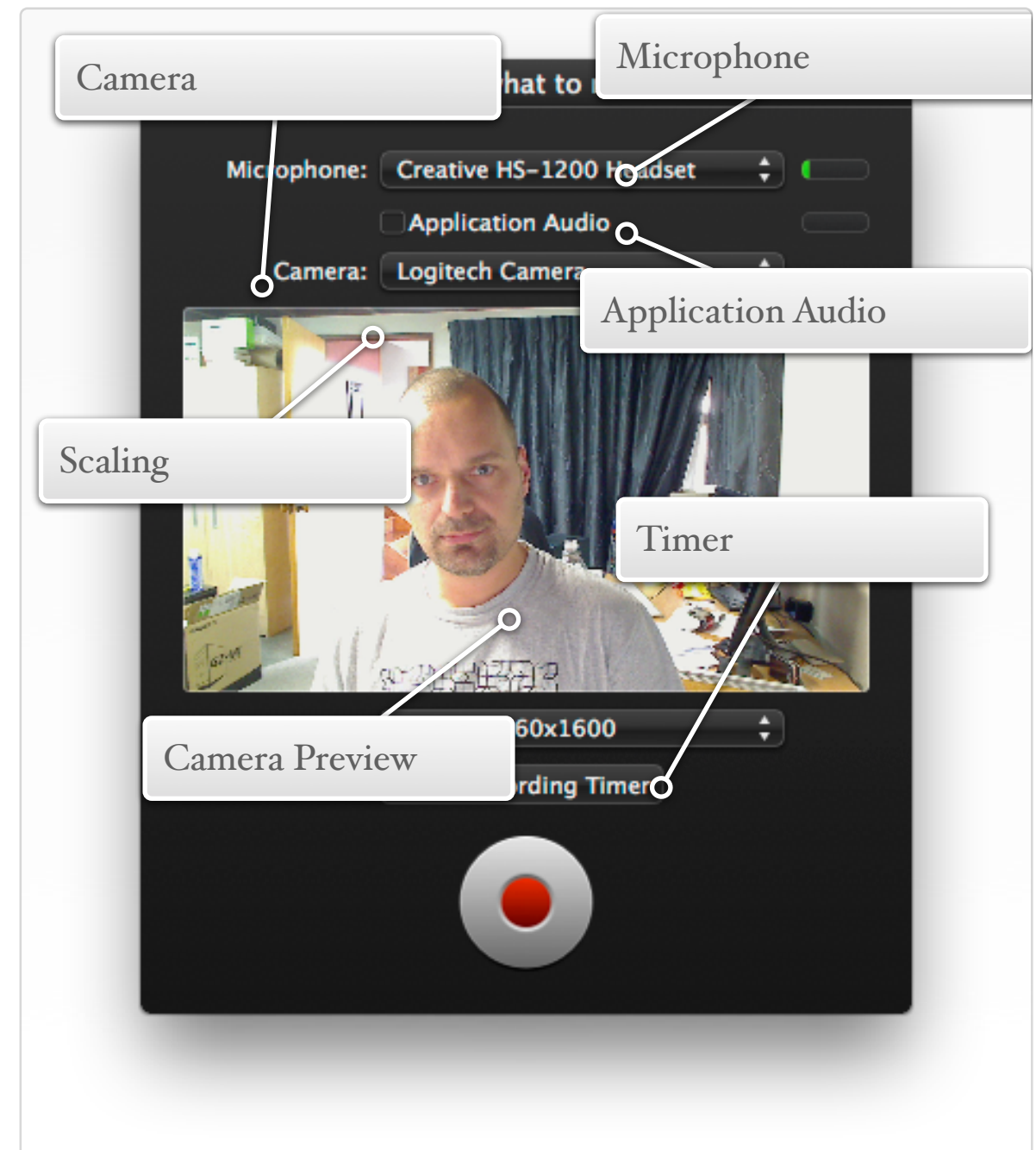
When you stop the recording; a new window will open containing your recorded footage.

Figure 1.2 Sample of footage after recording.

From here you can perform the typical edits you might expect: trimming, cut, copy, paste, addition of new media, and so on.

Here's a taster of some of the tools to get you started. Please refer to the reference section for a more thorough description of each tool.
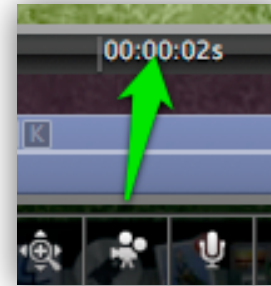

Timeline: This is the bar with numbers, above the blue "track". You can click & drag the mouse on this to move the playhead.
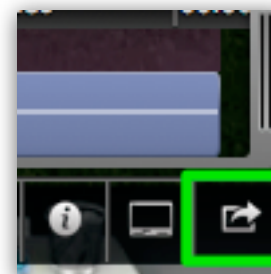

Track View: The area underneath the timeline, and inside the grey rectangle. This expands vertically as required, when more objects are added.
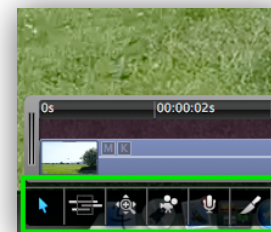
Tools: Commonly used tools are below the track view. Click to select and use. For shapes; press *CMD-2* to cycle between different types.
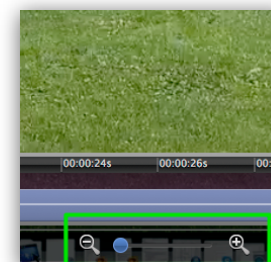
Zoom: If your recording is long and you want more "time" detail, you can zoom in the timeline.


Share: To share your project with the world, use the Share tool. This will composite and encode your project into a number of different formats. YouTube and Vimeo are also supported directly.

A Quick Edit

Lets make a few quick edits and share the project, to get a feel for iShowU Studio. In my sample footage; I'm practicing some heli flying on a simulator. I want to capture just a couple of the good bits and send those to a friend.

First, we'll trim off the front and back portions; as we don't want these:

Movie 1.1 Trimming the front and Back
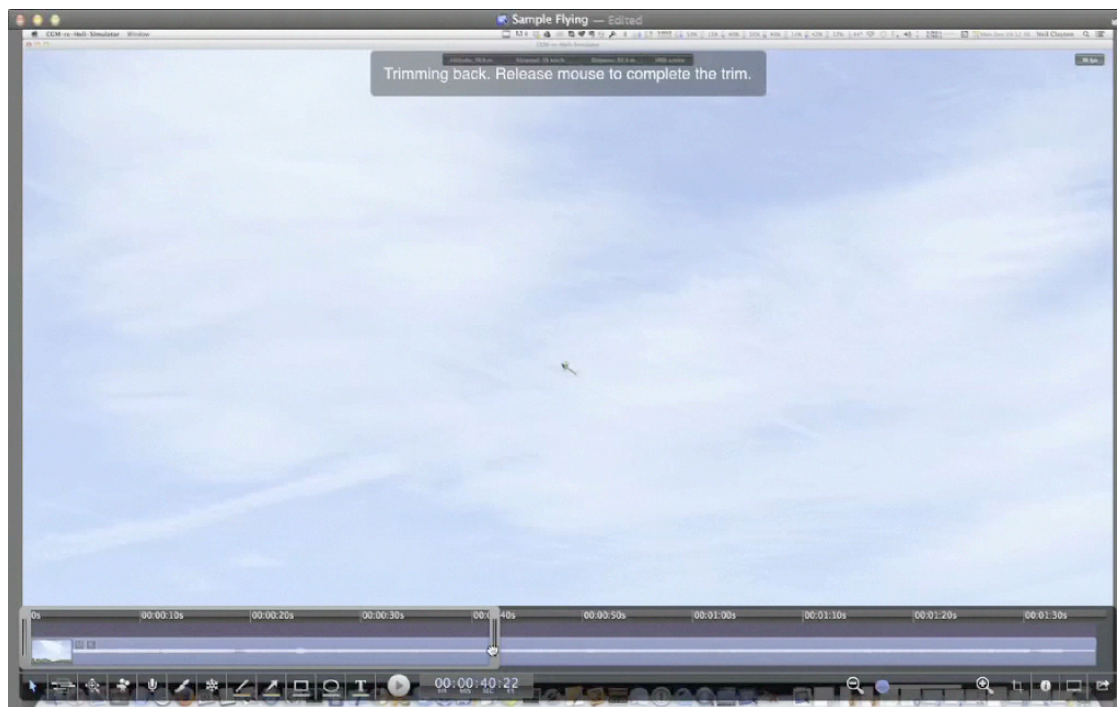
Now lets point to the amazing piece of flying by adding an arrow and a short "description":

Movie 1.2 Adding an arrow object and text object
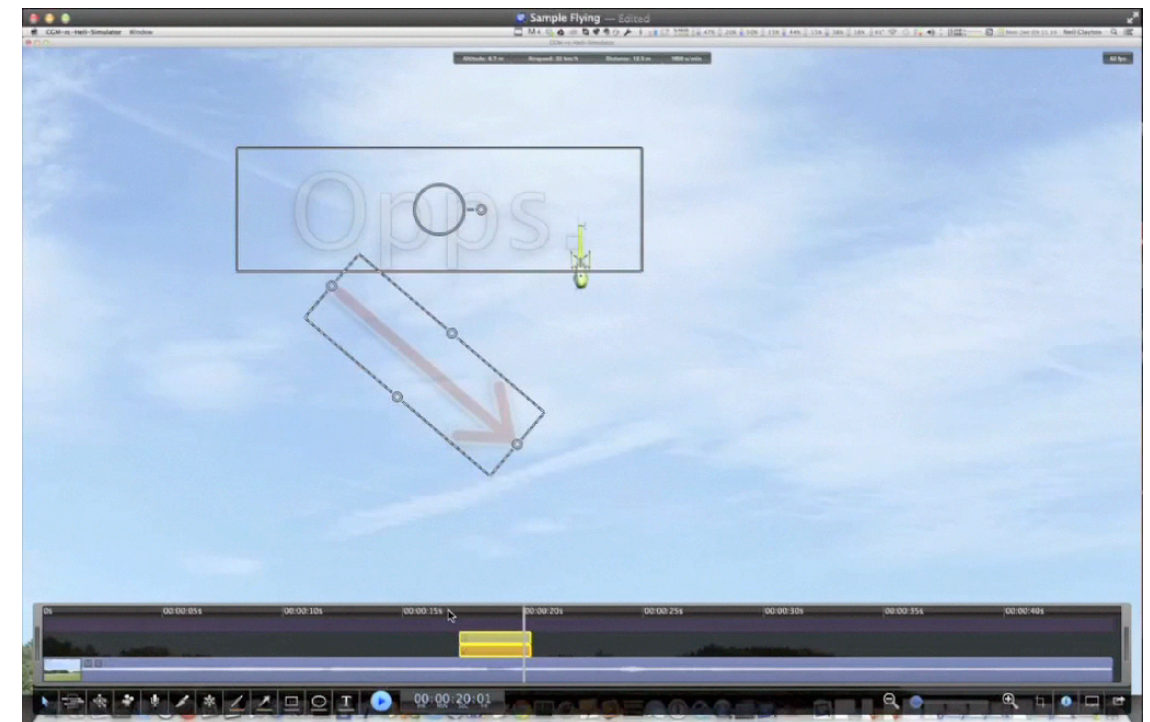
Steps:

1. Add an arrow and text object (shortcut: *CMD-2)*.

2. Modify timings by dragging the object edges, then bring up the properties window and set a fade in/out opacity.

3. Double check by playing back to see that it looks Ok.

Finally, we share the movie to YouTube. This is a simple as clicking the share button and selecting "YouTube" from the list on the left hand side. Fill in a title and description, click Share and iShowU Studio will do the rest.

You can also see all of the publication history by going to **Menu | Edit | Show Info**. This will provide a history of all uploads; their links and also a button to remove each published video if you wish.
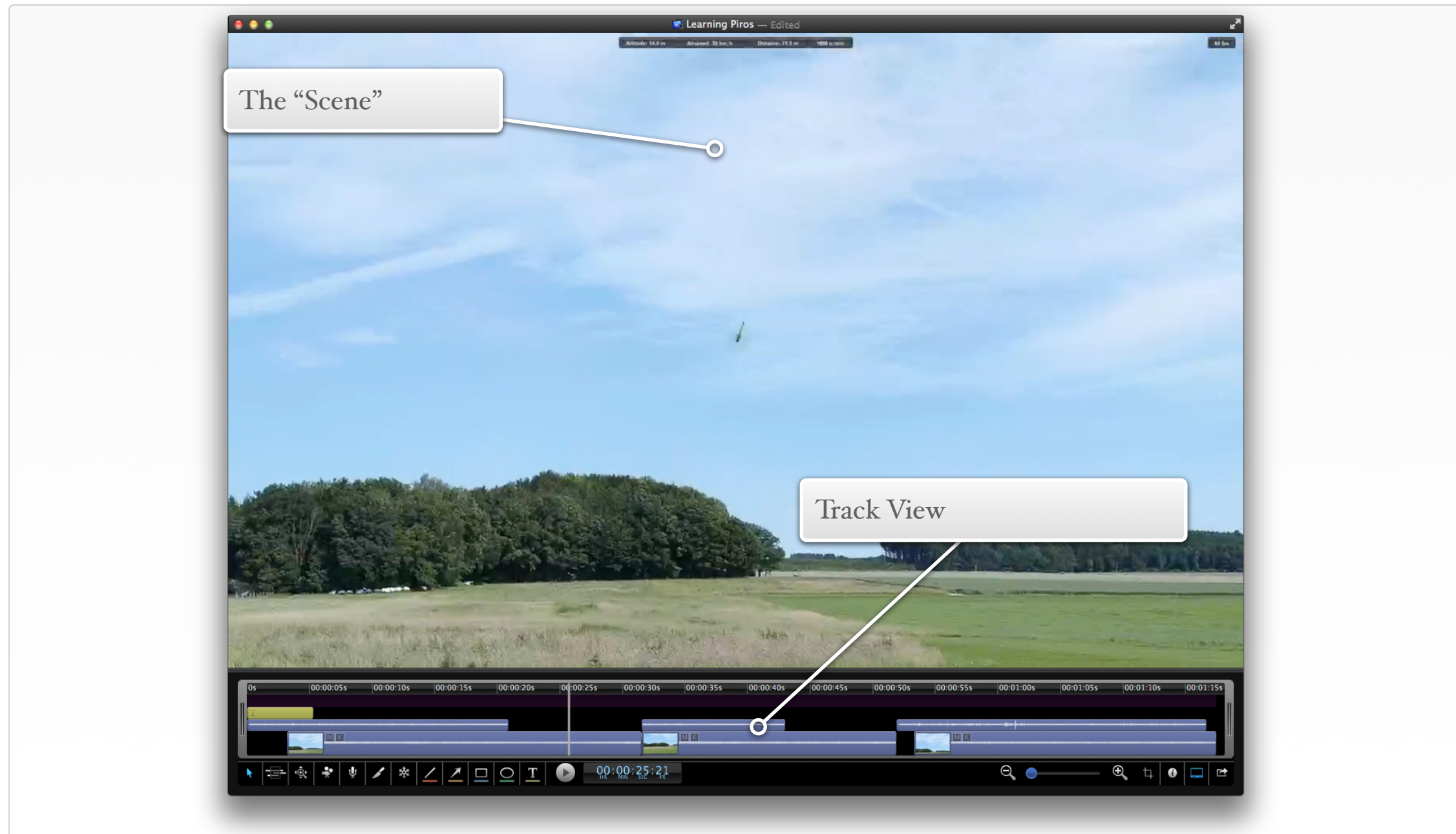
Movie 1.3 Sharing the final composition

Tools Reference

Interface Overview

Figure 2.1 iShowU Studio Main Interface

The "Scene"

Track View

Navigation Quick Start

It's much easier to *show* how navigation works. So for this section we've got two example videos, one on scrubbing the playhead (moving the scene in time, so you can see what you want) and one on selection of objects, multiple selection and moving/inserting objects already in the project.

Movie 2.1 Is that the time?

Moving existing Objects

Objects can be moved by clicking, and dragging the object. Note that the default movement mode gives **priority** to objects already in the timeline. This means that as you move the selected objects around, they *flow around* objects already in the track view.

Sometimes however you want or need to insert new tracks. To do this, simply hold the CMD (⌘) key. This gives dragged objects **priority** over existing objects. In other words; these are placed on the timeline first and other objects must flow around them. Try it out, it's neat :)

Movie 2.2 Selecting and Moving within the track view / scene
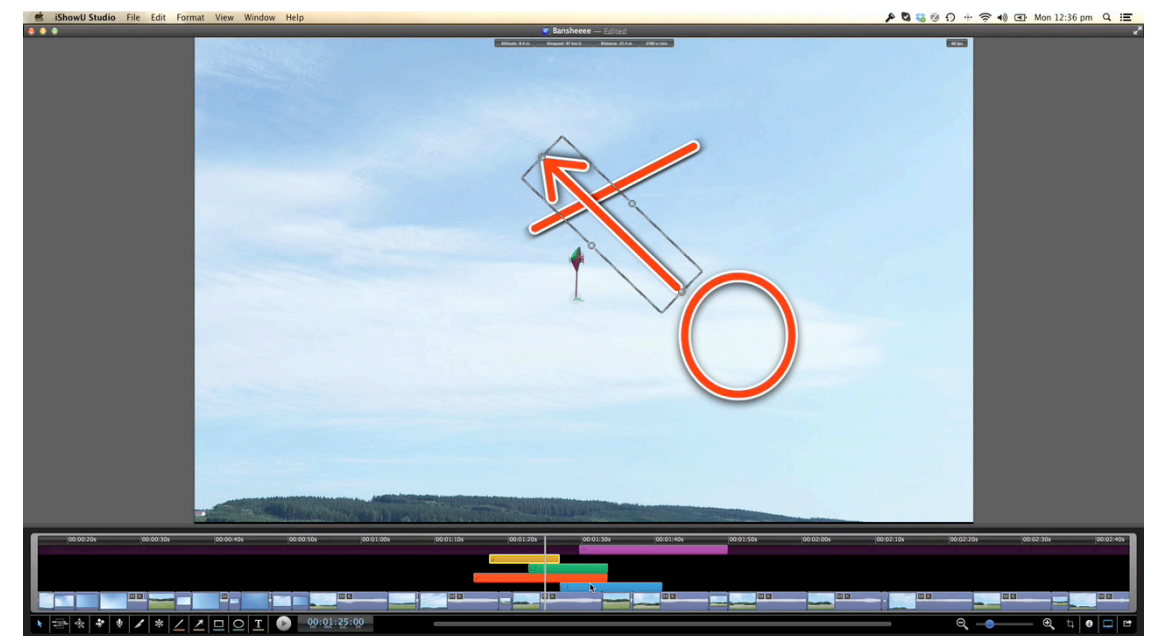
Creating a Recording

One of the key design ideas with iShowU Studio was to reduce the number of questions asked up front, and to enable the user to decide as late as possible what they wanted to do with various recordable ... things.

An example is keypress or mouse clicks. Rather than asking up front, iShowU Studio *always* records these events, and lets you enable them at your discretion, as you see fit.

This has the advantage that you can more or less forget about them, and then *if you need them* enable them.

Recordings / Projects

iShowU Studio is a document based app. That means that each recording you make is held in its own on disk file, and you can have multiple recordings open at once. Just like a word processor.

To create a new recording, choose the **File | New...** menu item from the menu bar, or simply press ⌘N.

You will see the recording window:
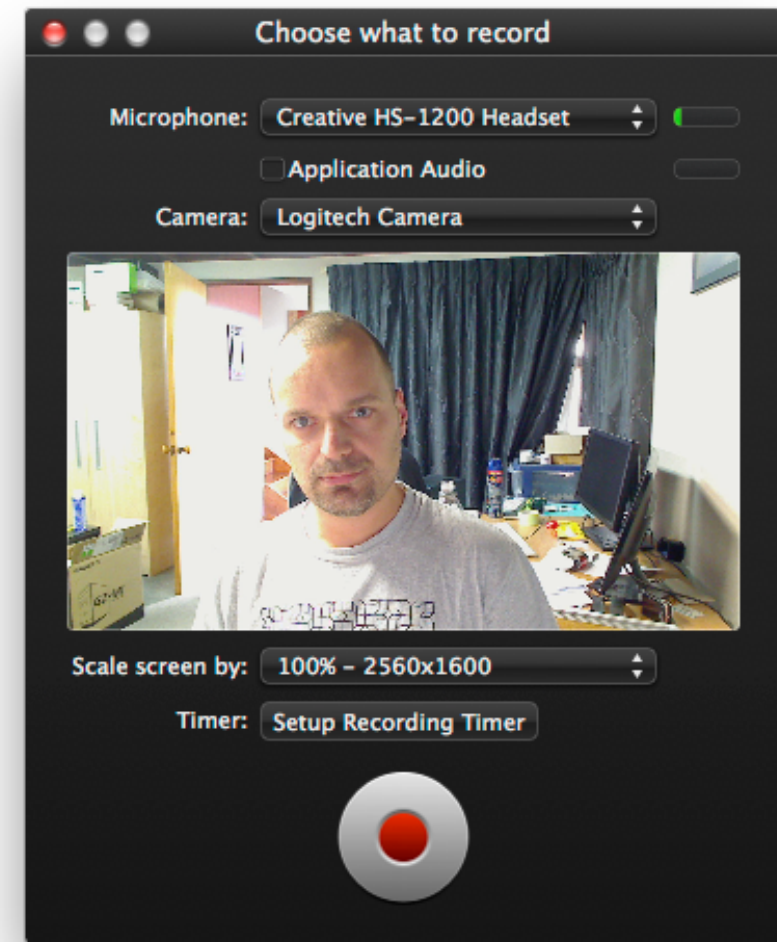
That's me, writing this manual :)

As you can see, there's not much there, just the essentials.

1. **Microphone**: Studio can record two tracks of audio at once. The microphone is one of them, and is generally used to record spoken voice, although that's just convention. There's no reason you couldn't record a line-in from some outboard desk, for example.

2. **Application Audio:** This represents the sounds being played by various apps running on your computer. It requires a special sound driver called **Soundflower** to work. Don't worry if you don't have it though because as soon as you click to enable Application Audio, Studio will prompt you to install it (it's packaged with the app).

   Note: Some apps struggle with Soundflower, meaning they don't output their audio to it. For up to date information, please visit our support site, http://support.shinywhitebox.com.

3. **Camera:** Want to see yourself in the recording? Choose a camera.

4. **Scaling:** This is a bit of an advanced option serving a dual purpose. It enables you to scale down the capture (it's not reversible, scaling is performed at recording time). This is useful for a few reasons:

   1. **Smaller:** It reduces the size of the project. Not so much a problem for owners of recent machines with hardware H.264 encoders (which Studio will use by default), but older machines such as the Early 2009 MacPro don't have hardware encoders and so Studio defaults to using JPEG. This is great because you get a fluid recording, but the files produced are *huge*. In my testing, I would see about 1/2 GB *per minute*. However; I could get considerably smaller files if I reduced my capture size to 50%.

   2. **Known Publishing Target:** Sometimes you just don't need 100%. Case in point: I'm learning to fly RC helicopters and am often recording flights to show friends my progress. These will be sent at 720p - so there's no need to record at the silly size of 2560x1600 when all I'm going to do is scale it down later. I record at 50%, get a better frame rate, a smaller video and the entire encoding process takes about 50% of the time.

   3. **Quicker:** Encoding smaller files is always faster. While a 2009 Mac Pro is reasonably beefy, it can struggle to run an intensive app such as a 3D RC heli simulator *and* record 1/2GB of footage to disk at the same time. Reducing the scale reduces the load; giving me far smoother results from that machine.

5. **Recording Timer:** This is used to record footage a short time in the future. Examples include "tonight at 6pm" and "tomorrow morning at 2am". You can set it up to record at most 24 hours in advance, for any duration from a minute to 24 hours.
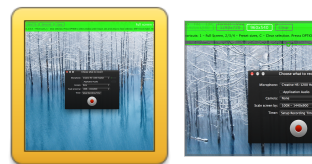   *The Recording Timer exists in iShowU Studio 1.0.2 onwards.*

Selecting the Area to Record

From version 1.1.1 of iShowU Studio, it is possible to select a sub-region of the screen being recorded. This makes it easy to record, for example, a single window.

Gallery 2.1 The "selection area" interface
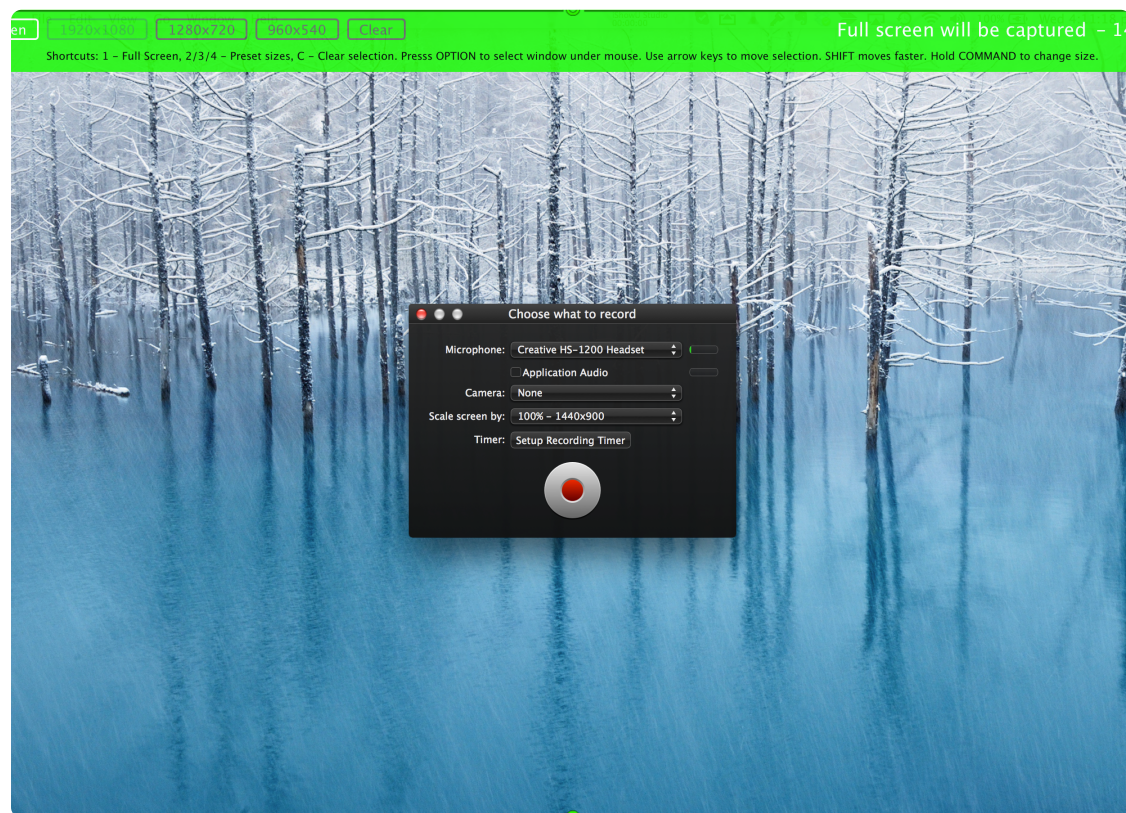
Full screen selection, just like v1.0 of iShowU Studio

General Usage

In general, you can simply draw the capture area you want. To do so you need to **Clear** the current selection (press C or press the *Clear* button at the top).

In the darkened area you can then click & drag the mouse (from top left to bottom right) to select what you wish to record.

Modifying the Selection

The capture area can be modified a number of ways:

1. Moving it with the mouse. Just left-click and move the area. The cursor changes to a "hand" showing you that you're in the right place to do this.

2. Using the arrow keys. You can shift the entire area left, right, up and down by pressing the respective arrow key. Holding **shift** at the same time will move by 10 points instead of 1 point.

3. Using the arrow keys + **CMD**. This will change just the size of the capture area (it's width and height). Can be used in conjunction with the **shift** key to change size more rapidly.

4. Easy shortcuts. Use the 1/2/3/4 keys to select full screen and a number of preset selection rects easily.

5. Hold **option** to select windows. Move the mouse over any window and press the **option** key. This will select that window. You can move the mouse around at the same time. Whichever window is under the mouse will be 'selected'.

Projects & Sub-regions

Here's some tips as to how iShowU Studio behaves when you select a sub region.

1.   By default, a new project will have a size exactly the same as the sub region. If you select an area that is 450x783, then that will be the size of the project. This can be changed in the Project Info panel.

2.   By default, the project will have a crop size matching the sub region. This can be changed by using the crop editor.

3.   By default, if you record the camera, it'll be put at the "top right" of the recorded footage. You can move & scale this in any way you like.

4.   When adding new footage to an existing project (CMD-Shift-N or File | Add New Recording...), that footage will be placed into the center of the scene at its natural size. The camera will be placed according to (3) above.

Recording Timer

By default, the timer is disabled, and looks like the image below:

Figure 2.2 A disabled recording timer.
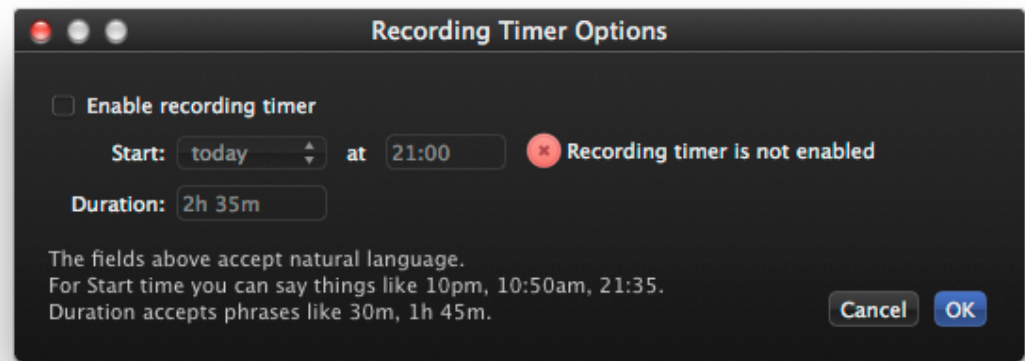
To begin using the timer, Click the "**Enable recording timer**" checkbox. You then need to enter a start time, and duration.

Start Day: Select from either today or tomorrow. At present the timer is designed to model one/two days in advance. This may change in the future if **enough people request it**.

Start Time: This is any time of the day, expressed in HH:MM form. There's some flexibility here, with *10pm* being the same as *10:00pm* and the same as *21:00*.

Duration: This can be entered with hours and minutes. Here are some examples: *2h 35m*, or *4h* or just *55m*.

In the following figure, we've enabled the recording timer to start at 9pm and record for two hours and 35 minutes.
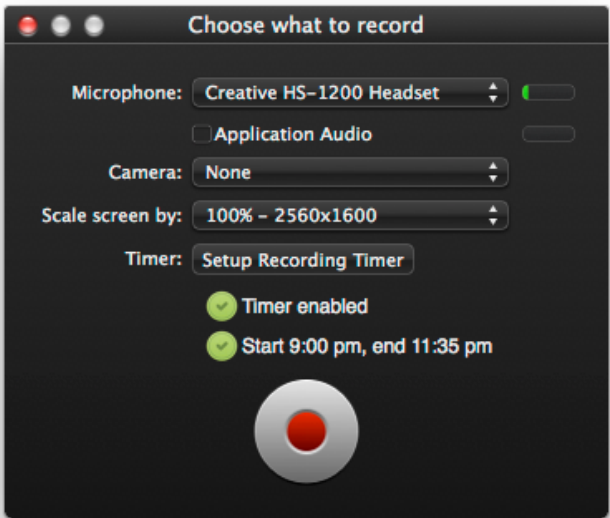
Here's what that looks like:
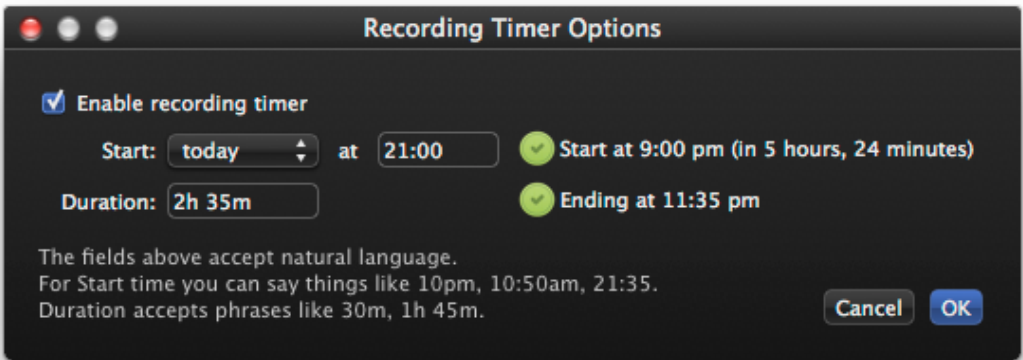
Use the green/red bullet points to guide you. They tell you if what you've entered is OK (makes sense to Studio itself), and what the start/end times will be.

When you press OK, the main recording dialog will change and tell you that the timer is enabled, along with appropriate feedback.

To set the timer and make it active, press the record button.

Scheduled Recordings

With the current release of iShowU Studio you can have only one scheduled timer active at one time.

When you press record with a timer enabled, you will see a countdown appear at the top right hand side of the screen that'll be recorded.
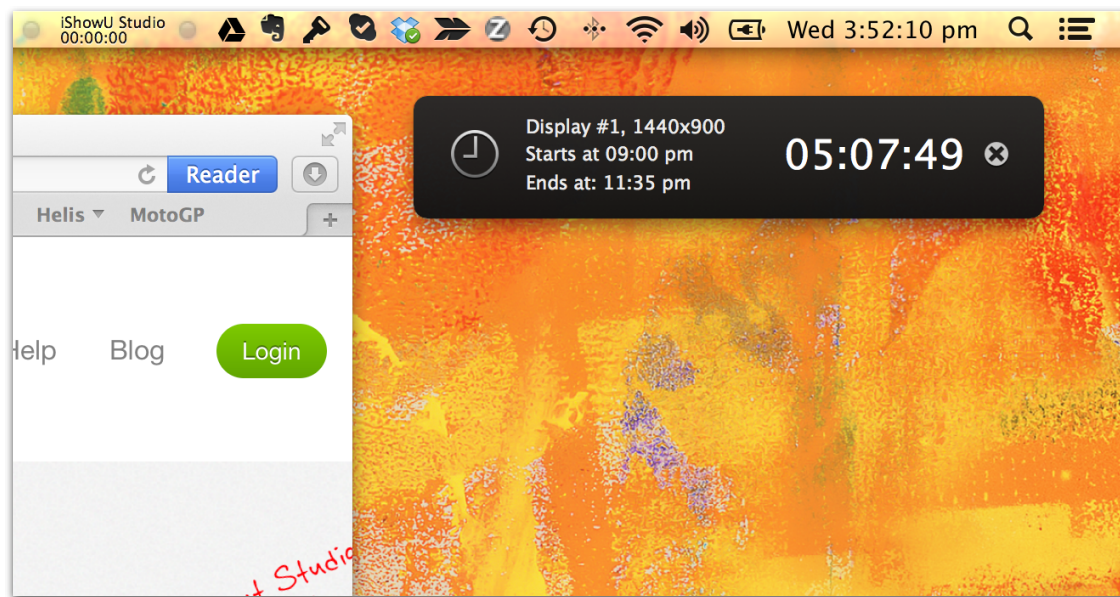
This countdown window indicates the screen that'll be recorded as well as how much time remains until recording begins. You can cancel it at any time by pressing the **cross/delete** button to the right hand side.

Note: iShowU Studio must be running for a schedule to be able to start. If you quit iShowU Studio, scheduled recordings *will not run*.

H.264 hardware encoder

This was mentioned above. If you don't know what it is, don't worry. All you need to know is that it's awesome and you want one.

Recent Mac's include hardware that can encode H.264 movies. This is great news because:

1. It takes the encoding load away from the CPU, freeing it for more important things like running your apps.

2. H.264 files are about 5-20% the size of JPEG, sometimes less.

Note: As far as we are aware, this hardware encoding wizardry is built into only recent MacBook Pro and iMac machines. It does not exist in the most recent (at the time of writing, Early 2014) MacPro. For more detail than you probably care for, see **this article at Wikipedia**.

Want to know if you've got one? Go to the iShowU Studio Preferences, it'll tell you!
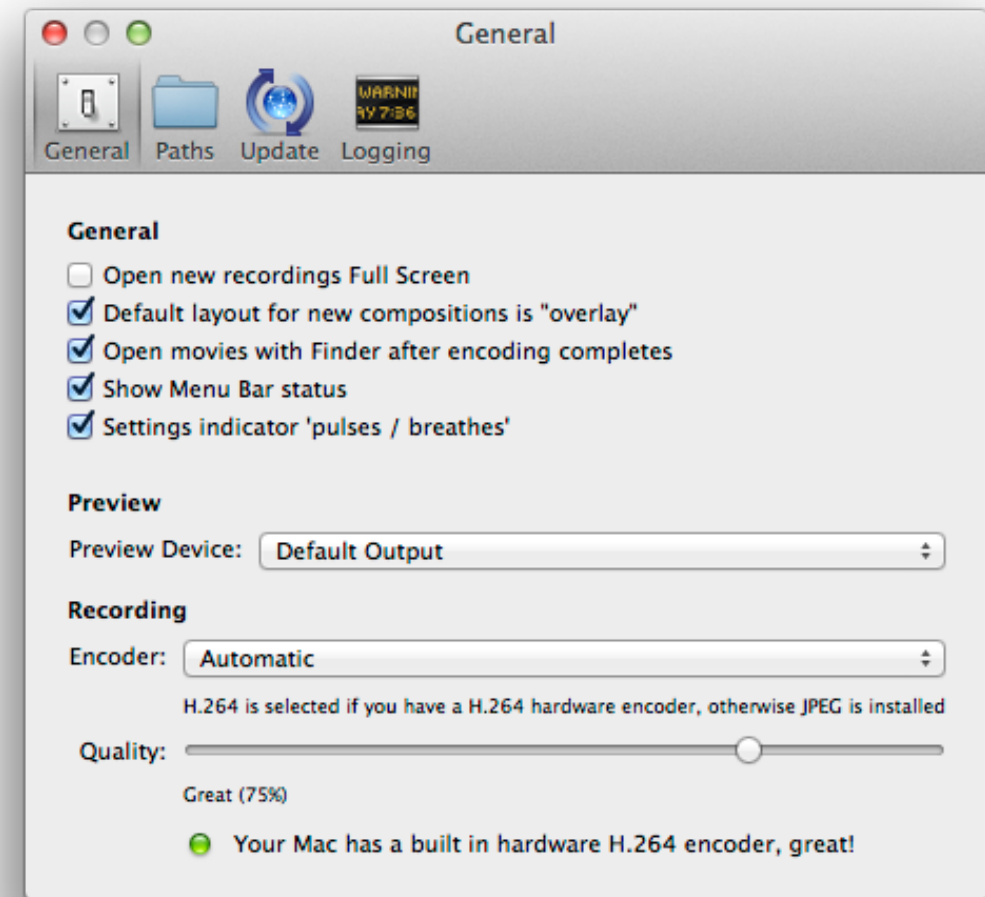
Green light of Joy: The lucky owner of this preferences dialog has a hardware encoder available.

Multiple Display Support

iShowU Studio supports multiple displays, in that you can choose which display you want to record from.

You can record from just one display at a time. To choose a different display, just move the mouse to it. The settings window will move to whatever display your mouse is on. That's the display that'll be recorded!

Note: When selecting displays, iShowU Studio **must** be the active application. If it's not, the settings window will stay where it is, and won't move.

This is intentional to let you use other apps while Studio is active, without the settings window zooming all over the place as you move your mouse.

Editing

The tools described here are designed to let you arrange your composition how you see fit. For "objects" (such as shapes, and other media) see the Shapes section.
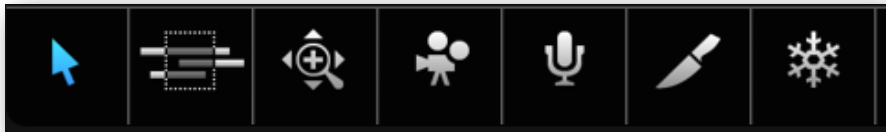
Note that many of the tools have shortcut. To learn what these are, just drop down the **Edit** menu.
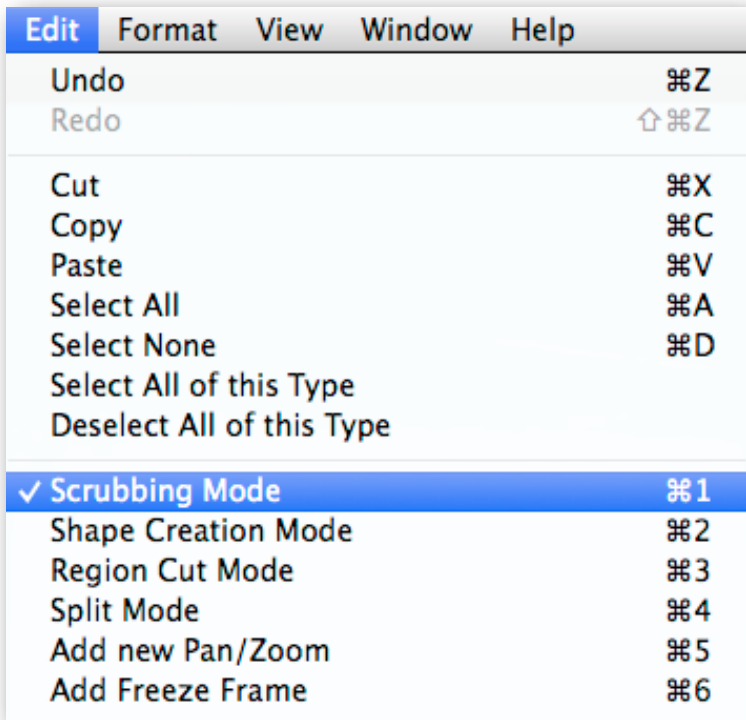
Arrow / Pointer

This is the default tool, and lets you both navigate and select objects. There are three key areas in Studio:

1. **The timeline:** This is the area with the HH:MM:SS markers inside. It represents the length of the composition in time. If you click and drag here, you can move the playhead

2. **The track view:** This is the area directly underneath the timeline, where all of your objects (be they visual or audio based) are shown. If you click with the arrow tool in this area; you select objects in the scene. You may also click and drag to select many objects using a lasso.

3. **The scene:** This is the visible area showing your recording. The "movie" part of the interface; if you will. You can both click or click & drag (aka: lasso) in this area to select objects much like you would in the track view.

Modifiers

When selecting objects, use the **SHIFT** key to add to the existing selection. This is a quick way to select a number of objects at once.

Basic Navigation

Selecting

To select objects, click them in the track view, or in the scene. You may add objects to the current selection by holding the **SHIFT** key as you click.

Moving

Objects can be moved in two ways:

1. **In time:** You can click and drag and object to move it in time. Make sure you click away from its edges; as object edges are reserved for resizing.

2. **Within the Scene:** You can move an object in your scene simply by clicking and dragging it, much like almost any editing app on the planet.

Resizing

All objects can be *resized* in time via the track view. Actually, that's probably not the most accurate word to use. While it does visually look like you're resizing an object you are either changing:

1. its start time *and* where the media begins; or

2. its duration *and* where the media ends.

If you drag the left hand side of an object, you are adjusting the start time. Not only that, you are adjusting where that object will begin playing media from its underlying asset (be that a movie, or audio).

If you drag the right hand side, you are adjusting both the duration of the object, as well as how much of the objects underlying asset will be played back.

It's easier to understand by example. Create a new recording (⌘N) and then perform the following steps:

1. Move the mouse over the left hand side of the object representing the screen, until you see the vertical 'resize' bar:
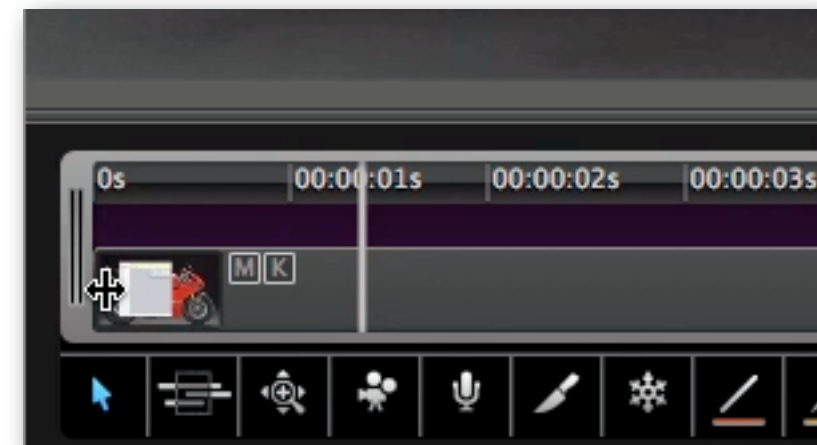
2. Now click and drag. This will change the *start position* of the object, as well as what it begins playing.

3. Move it half way along the timeline. You'll see that the segment now immediately shows what was going on roughly half way through your test recording.

You can of course now move the object around in time. This is another way that you can create sub-clips from larger clips. Think of it the same as trimming the entire project, but just for a single object.

Trimming

If you want to discard footage from the front or end of the project, simply click & drag either the left or right grey trim bar, then release.

The relevant sections will be cut from the composition and the remaining content ripple-shifted left in time to take up the gap.

Movie 2.3 Sample of trimming the left hand side

Note: The appropriate edge must be visible in order for the trim handles to show up. If you're trying to trim and you can't see the handles, make sure the track view is showing the extreme left/right of the project, or zoom out all the way.
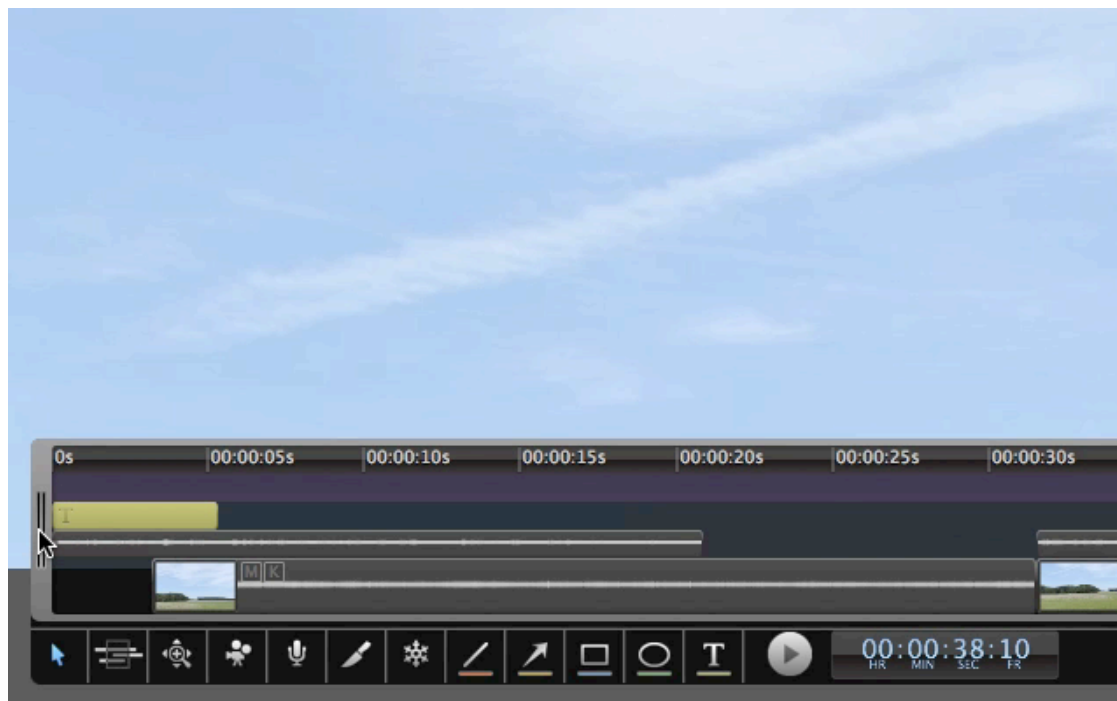
The Scene

You can click and move objects in the scene just like most other "object" based editor tools around these days. Just place the mouse over an element (object) and left click to select it. Dragging is as you'd expected as well.
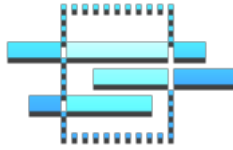
As with the track editor, you can hold the **SHIFT** key while clicking to add objects to the existing selection.

Snapping: You can snap various parts of objects to other things in the scene by holding down the **OPTION** key as you drag. Yellow lines appear as parts of the object snap to other key geometries within the scene.

Region Cut

This tools lets you cut *vertically* out of the timeline. It always cuts everything top to bottom (i.e: you can't region cut just a few tracks). It's used to cut out complete sections that you don't want, and at the same time performs a ripple delete.

Note: A ripple delete is a delete, followed by a "shifting left" of all objects that were on the right hand side of the deletion point.

A cut can take two forms depending upon the object being cut:

1. **Non-Shape Objects:** All objects in the timeline based on real media (movies, pictures or audio) are split twice. One split for the left hand side of the region, and the other split for the right hand side of the region. The center piece is then deleted.

2. **Shape Objects:** Because shapes are virtual objects; there's no need to actually cut them. Shapes simply have their durations reduced.

Usage

1. Choose the *Region Cut* tool (same icon as you see top right of this page).

2. Select the region you wish to cut by clicking + dragging (like the lasso selection) within the track view.

3. Press the **Cut** button in the context menu that has appeared above the track view.

Here is an example:

Movie 2.4 Cutting using the Region Cut tool
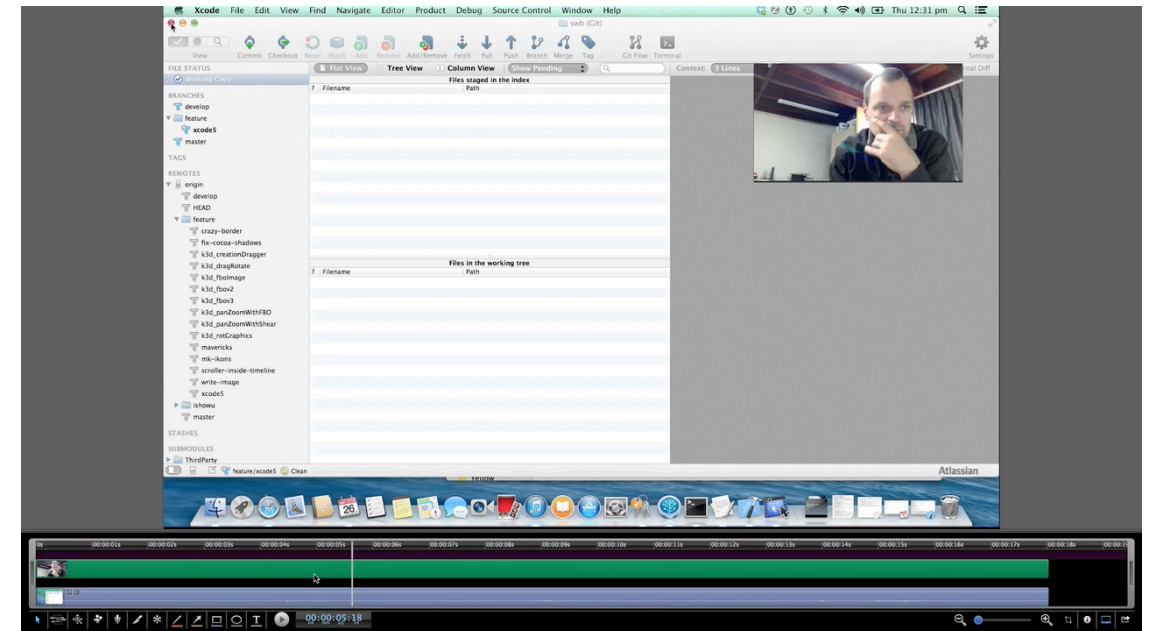
In this example I'm cutting out the part in the video where I'm playing with the Keychain App. Not because I really care, but it does make a reasonable example!

Add existing Media to Project

This tool lets you add existing movies, pictures or audio to your project.

Note: When you add media to your project, it is **always** copied into the project. See the Media Manager section for details on how to remove media that is no longer in use.

Usage

1. Click the "Add Media" tool.

2. A standard OS X file open dialog will appear.   Find and choose the media file you wish to add.

3. Click the **Open** button.

Selected files will be copied to the project and then added to the timeline at the current playhead location.

iShowU Studio will check all media before copying it into the composition, and will bring up a warning if the media cannot be used. It's quite safe to just try adding anything. If iShowU Studio can't use it, it'll tell you immediately.

Adding new Audio

The "add audio" tool lets you add a new audio recording to the project at the current playhead location. It can also be used to insert a freeze frame of the exact audio duration into the project at the same time, which is very useful if you want to explain something complicated.

Normal Usage

1. Click the **Add Audio** tool. You will see the audio context view appear above the track view.
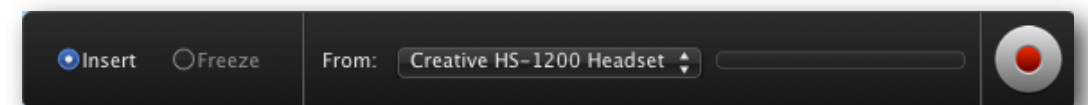
2. You can choose the audio device to record from, using the popup menu.

3. "Freeze" is used to insert a freeze-frame with the exact duration of the audio - that'll be covered next. Choose "Insert" for now.

4. Click the red record button. You are now recording. Click the black stop button to finish and add the audio into the project.

Freeze Frame Usage

This is best explained using video. This next clip shows how audio can be recorded, and a freeze frame made in one operation. It is important to note here is that the freeze frame

operation will be performed **on everything.** Freeze frame is performed using every object that intersects the playhead.

The essential steps are:

1.   Move the playhead to where you want the freeze frame.

2.   Use the **Add Audio** tool as per normal usage.

When done; you will see that the project has been split, and freeze-frames of each relevant object inserted starting at the playhead. Your audio will sit above the frozen objects.

When inserting audio, small fade out/in ramps are set on any audio that's frozen. You can change these if required via the standard Properties dialog.
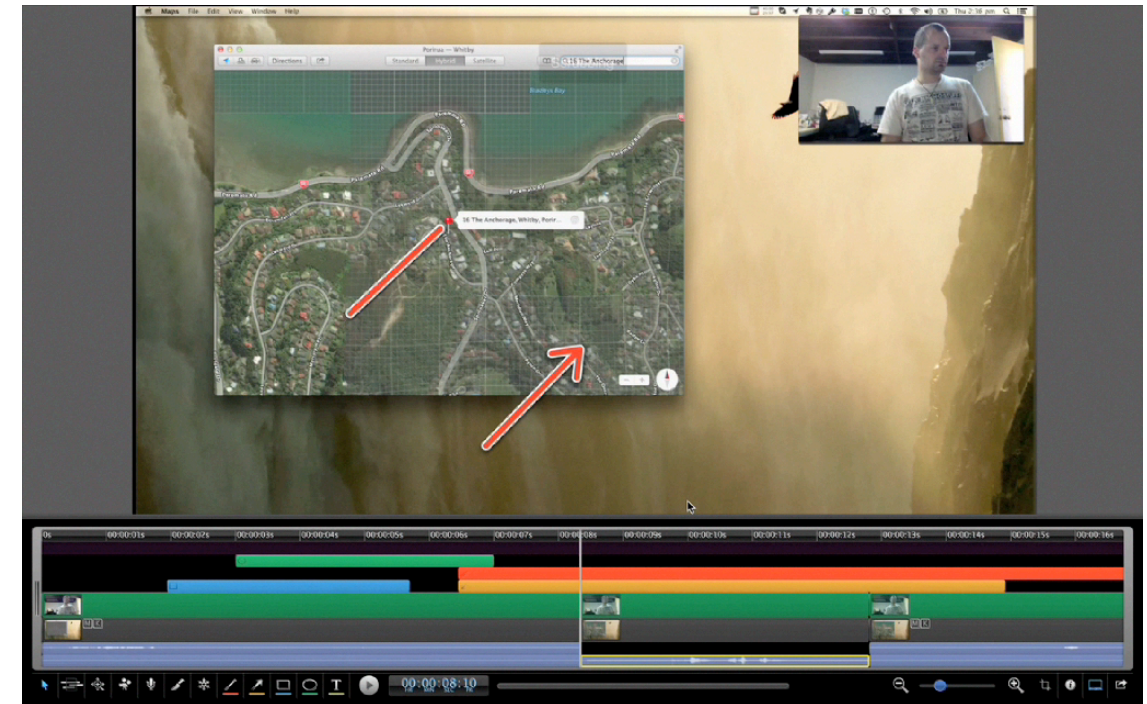
Notice how the freeze frame operation takes into account every object that intersects the playhead. You may notice that *virtual* objects such as shapes were not split; but rather had their *durations extended*. This is intentional behavior.

Split

The split tool is like a knife. It lets you split objects anywhere you like.

Usage

1. Click the split tool to enable 'split' mode.

2. There are now *two* playheads, the normal grey playhead and new *red* playhead that follows your mouse.

3. Click anywhere on an object to split the object at that point.

4. Click anywhere on the background of the track view (the black part where there are no objects) to split vertically across the entire project.

5. Press ESC to exit split mode and return to scrubbing mode.

Freeze Frame

This tool is similar to the Add New Audio tool, except that no audio is involved. It's the "freezing" part of that tool.

You can use it to insert pauses into the composition, either to slow down what is happening so a viewer has time to understand; or simply to pad out footage to line up with other media. It's really up to your imagination :)

It's super simple to use

1. Click the Freeze Frame tool. You will see a context dialog appear asking you how long you'd like the freeze to be.

    Duration: ━━━●━━━━━━━━ 2.70s Cancel Add
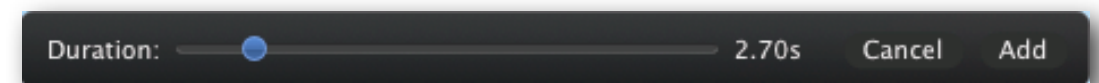
2. Click the Add button to insert, or ESC to cancel.

Note: Like the Add Audio tool, freezing is an operation that works on all objects that intersect the playhead.

Freezing Selected Objects

There is also a function to freeze only selected objects, instead of the across the entire project.

Just select the objects that you want to split and freeze. The operation is otherwise the same as the freeze-frame discussed above.

Note: If the playhead doesn't intersect with any selected object, no freeze operation will be performed.

Show/Hide Mouse Cursor

Sometimes you want to show the mouse cursor, and sometimes you don't. iShowU Studio provides this option on each screencast segment, independently.

The easiest way to toggle the cursor visibility is via the quick access action buttons on each segment.

There are three buttons on each screencast segment.

- P : Pointer Visibility - shows or hides the mouse cursor in the relevant segment.

- M : Mouse Animation Visibility - shows or hides animations for mouse clicks for the relevant segment.

- K : Keyboard Composition Visibility - shows or hides any associated keyboard composition animation for the segment.

Pointer Visibility

iShowU Studio automatically records the current mouse cursor during recording. By default pointer visibility is enabled, but you can disable this using the [P] option above.

Mouse Animations

Included in the recording is "click data". That is, Studio knows when and what buttons you pressed on the mouse/pointing device over time. You can enable an animated effect for these clicks by enabling this option.

Keypress Animations

Finally, iShowU Studio also records keypress information during the recording. You can visualize these keypresses by enabling this option.

A keypress segment operates much like other text segments. You can change all of the same properties such as text color, background color and so on.

Keypress segments may not always be visible. If there were no keys being pressed around the time of the playhead, there may not be anything on screen.

If you want to edit the segment even if you can't see it, you can easily select it by right clicking on the screencast segment, and choosing "Edit Keypress Segment".

Note on Passwords: Don't be alarmed about the keypress recording. OSX *never sends* key events to iShowU Studio for password fields. So, iShowU Studio never sees what you are tying in a password field.

Crop

iShowU Studio captures the entire screen. Sometimes however you want to produce a movie that shows less than that. Perhaps just an app, or some other smaller part of a window that is visible in the recording.
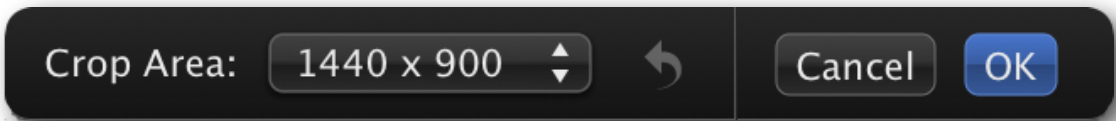
Crop, to the rescue!

The crop button is highlighted above. It sits just to the left of the project info button, and to the right of the zoom tool.

Your First Crop

When you select the crop tool, you'll see a context UI appear with various preset crop rectangles:

Use the dropdown to select different preset crop sizes. You will see these sizes reflected in the main scene UI. Here's an example of me setting crop area of 640x480 on an original recording:
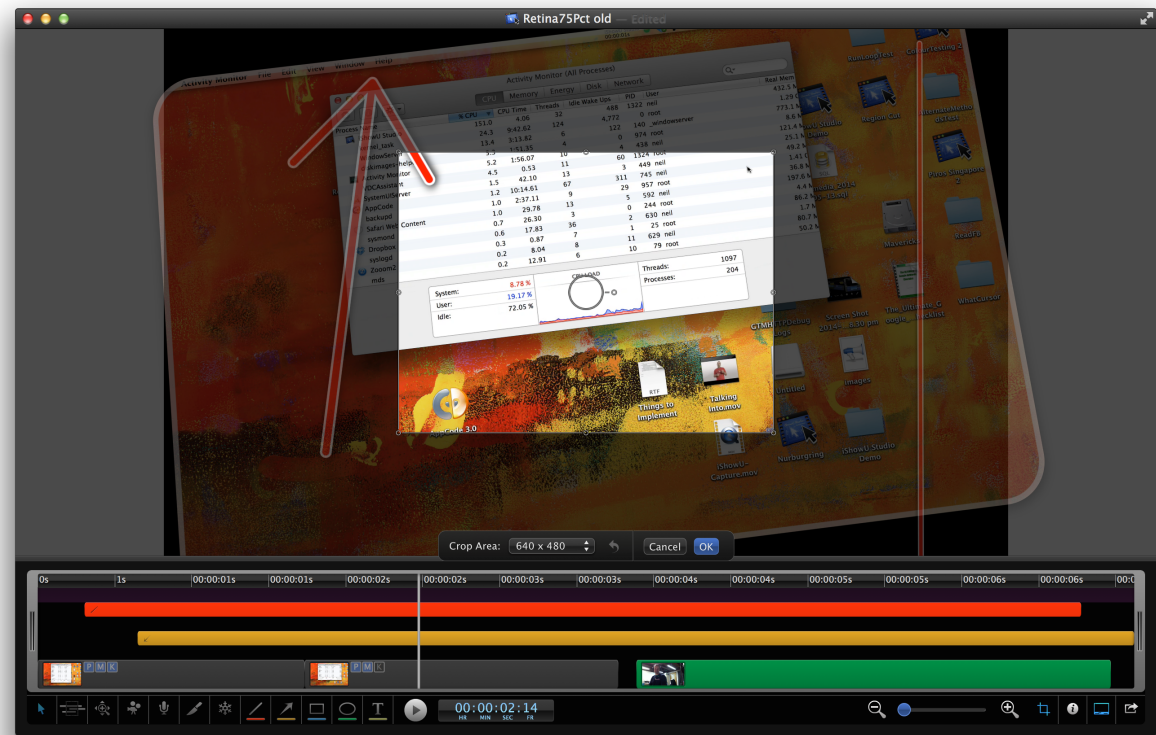
As you can see, the area outside of the crop rectangle has been darkened, indicating that it will no longer be included in the final render.

As with other objects in the scene, you can drag the crop rectangle around, and also drag it's corners to change its shape. When you're satisfied press the OK button to set the crop rect.
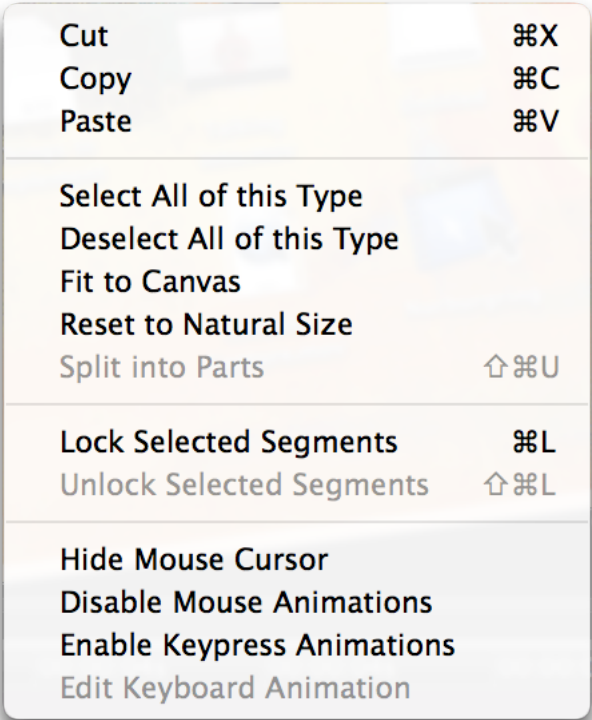
Right Click Context Menu

At any time, you can right click an object in the scene or right click the object in the timeline. You will be presented with a context menu.

From here there are a few operations worth pointing out.

Locking

Segments can be locked, which is often useful for backing tracks or backgrounds that you don't want to be changed while editing the rest of the project.

Cut	⌘X
Copy	⌘C
Paste	⌘V
Select All of this Type	
Deselect All of this Type	
Fit to Canvas	
Reset to Natural Size	
Split into Parts	⇧⌘U
Lock Selected Segments	⌘L
Unlock Selected Segments	⇧⌘L
Hide Mouse Cursor	
Disable Mouse Animations	
Enable Keypress Animations	
Edit Keyboard Animation	

A locked segment can not be moved, resized, rotated, or scaled. Neither can it be cut, region cut, deleted, split or frozen.

It *can* have other properties changed on it however, for example border widths colors and so on.

To lock a segment, simply click on it, bring up the context menu and then select the **Lock Selected Segments** item.

Locked segments are shown in the timeline with a small padlock. In addition, locked segments don't have resize handles in the scene view.

Fit to Canvas

If you want to reset the size of the object to the current canvas, here's an easy way to do it without dragging the object around manually. Just select this item and the selected objects will be resized to fit the canvas. **Note:** this operation doesn't reset the rotation of the object.

Reset to Natural Size

Use this to reset the scaling on an object. The object will be resized to match its underlying media.

Select All of this type

Say you want to change the mouse cursor option on all screencast segments. If you've many of them, rather than selecting each one - just select one and use this operation to select the rest.

Objects of the same **type** will be selected. Examples of independent types are arrows, lines, rectangles (i.e: shapes) and text. Each movie segment is also it's own type. So if you select a movie, and then this option, only segments referencing the *same movie* will be selected.
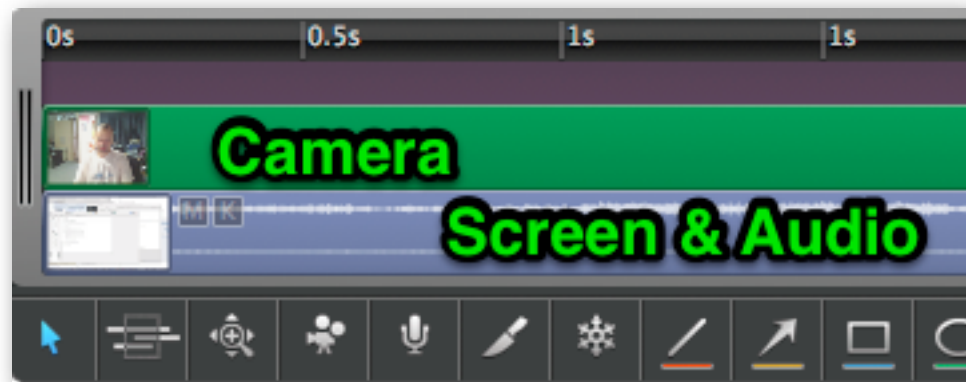
Special Objects

There are a small set of objects that while they appear in the track view, behave a little differently to standard video, audio, picture or shape objects.

"Screencast" objects

When you create a recording; both the screen, camera, keyboard, mouse and audio are recorded - all at the same time. By default, iShowU Studio will represent this in two objects / tracks.

1. **Screen & Audio:** The primary track contains both the screen plus up to two audio tracks.

2. **Camera:** Above the primary track is the camera track (or object). This is shown in green.

The **Screen & Audio** track can be split apart into separate tracks. To do this:

1. Select the **Screen & Audio** object.

2. Use the menu item **Edit | Split into Parts…**

This will create (in this example, according to Figure 2.3) three separate objects. One for the screen, and two to represent the audio tracks.

Note: Take some care if you use this option, as at the time of release it is not possible to recombine the tracks. You can of course *undo* the action, or add the object again, but there's no specific command to "un-split" the tracks.

Figure 2.3 Camera and Screen & Audio tracks

Mouse animations, pointers & keyboard compositors

iShowU Studio records both cursor shapes *(v1.0.2+)*, keypress and mouse information during recording. You can enable visualization of these by turning on the respective option.

- P : Pointer Visibility - shows or hides the mouse cursor in the relevant segment.

- M : Mouse Animation Visibility - shows or hides animations for mouse clicks for the relevant segment.

- K : Keyboard Composition Visibility - shows or hides any associated keyboard composition animation for the segment.

Pointer Visibility

Sometimes you want to show the mouse cursor, and sometimes you don't. iShowU Studio provides this option on each screencast segment, independently.

The easiest way to toggle the cursor visibility is via the quick access action buttons on each segment.

Figure 2.4 The "Quick Access" action buttons

Mouse & Keyboard Animations

Mouse animations appear directly on the screen object within the scene.

Keyboard animations are represented as another object. This object does appear within the scene, but does **not appear in the track view**. Its lifetime and visibility are intrinsically linked to the screen object itself. If you resize (see Resizing) the screen object then the keypress animation object is resized as well.

If you want to have keyboard or mouse animations show for only part of the lifetime of the screen object, split the screen object and toggle the M/K options as needed.

Customizing Keyboard Animations

A keyboard animation object is very much like every other object in Studio, having its own properties (borders, colors, background color etc) that can be modified.

To select the keyboard animation, either click it within the scene (if you can see it), or if it's not immediately visible right click the the **screen & audio** object and choose **Edit Keyboard Animation** from the context menu.
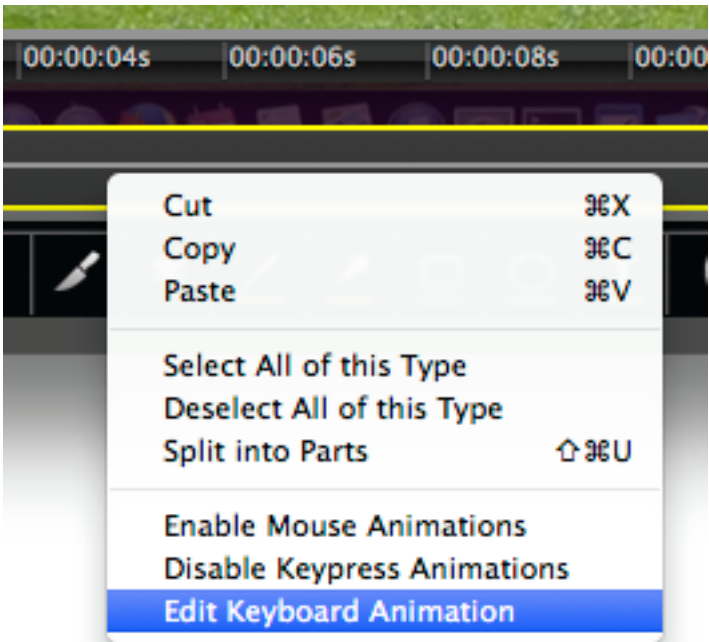
This context menu item will select the object within the scene, and bring up the standard properties editor. From here adjusting the look of the animation is just like adjusting any other object.

Changing Multiple Segments at Once

When you want to change these options in bulk, you don't have to click the action button on each segment individually.

Instead, select the segments you want to modify, then right click. This will bring up a context menu that will let you change the options for all segments at once. Here's an example:
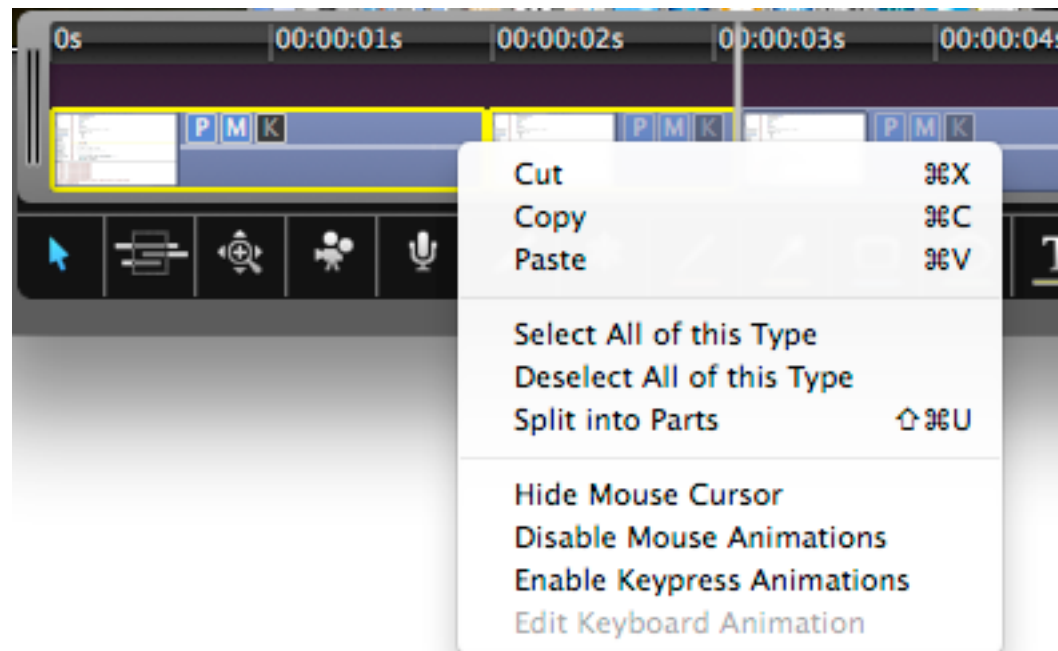
Here I can choose to hide all cursors, disable mouse animations and so on. The action will apply to all selected segments.

Painless Pan Zoom

One of the goals with iShowU Studio was to make zooming in to highlight an area *easy*. The PanZoom tool in Studio looks like another media object, but instead of showing something within the scene, it modifies the camera position.

PanZoom is made conceptually of four control points over time. The control points are the small blue "dots" above the blue line. They exist at the four points of the ramp, and are:

1.	"In" start position - this is where the camera starts its pan/zoom operation. Typically it's the default origin, the camera being centered over the main screen object.

2.	"In" end position - This is where the camera zooms to. It defaults to a 2x zoom with a slight offset to give you a hint as you scrub the video / use this tool for the first time.

3.	"Out" start position - Where the camera will be as the zoom out phase of pan/zoom begins.

4.	"Out" end position - The final position of the camera after pan zoom completes.

The default settings for a PanZoom object is to zoom in from the current camera position 2x, and then zoom back out to the original position.

In the PanZoom figure above, you can see the four control points marked with vertical blue lines. The PanZoom has an "in" duration of 0.7s, a hold time of 1.1s and a "out" duration time of 0.7s.

Choosing Control Points
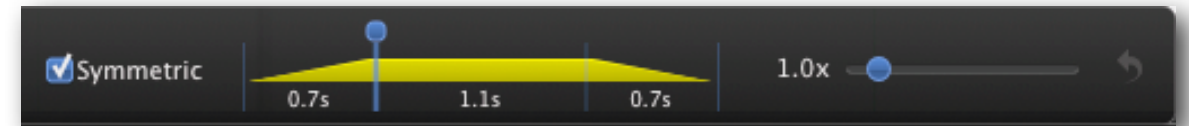
Operations on PanZoom control points operate on the *selected control point*. This is the point with the blue blob above it in the zoom control. In the figure above, the 2nd point is selected.

Movie 2.6 Selecting control points in the PanZoom editor
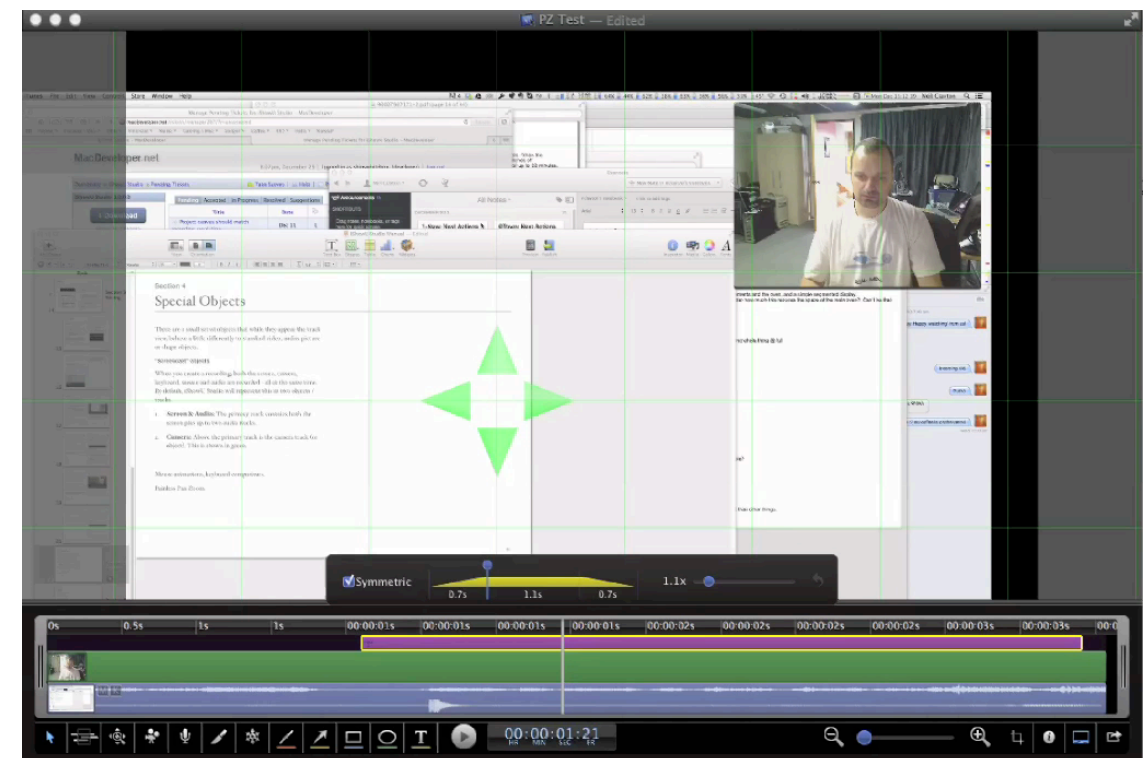
See the video below for a demo of how you change control points, simply by clicking at the top of the zoom control.

Adjusting the zoom

The zoom level *of the selected control* point is adjusted by moving the zoom slider on the right hand side of the zoom control.

You will see the zoom change in the scene in realtime.

Movie 2.7 Changing the zoom level
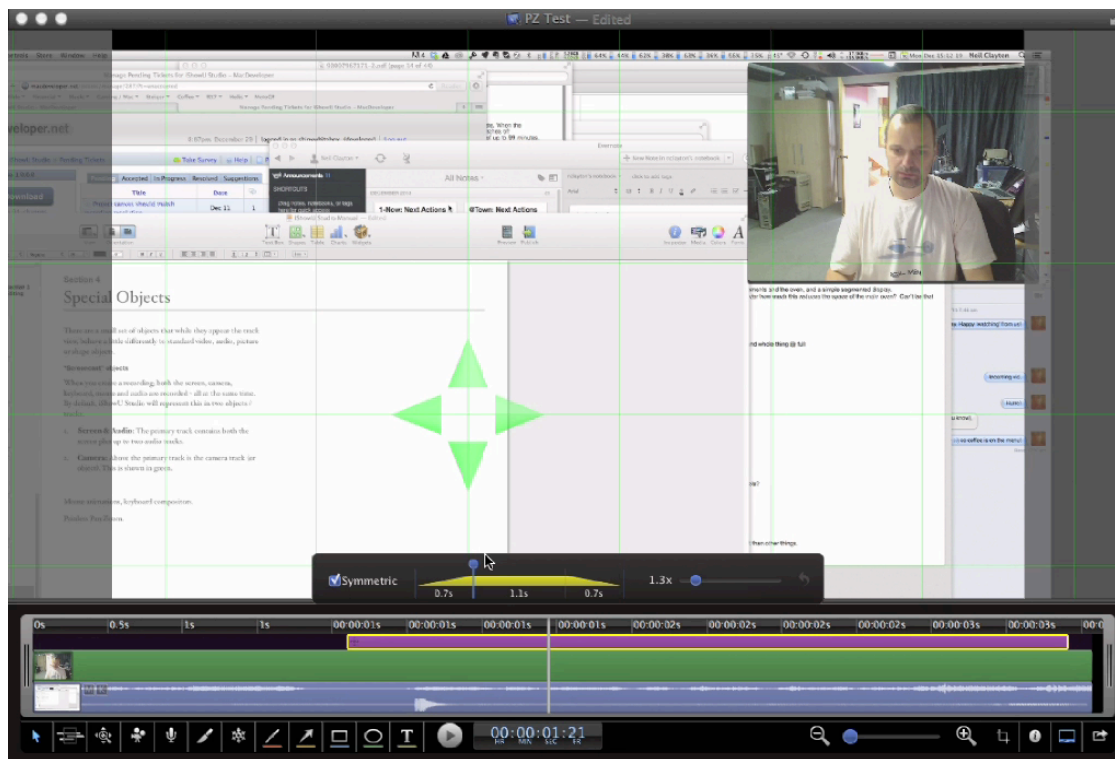
Adjusting the pan

To change the position of the camera, click on the scene and move the green arrows around using the mouse. The green arrows represent the *center of the scene*.

It's very useful to preview what the PanZoom will look like, as you play with and adjust camera positions and zoom. To preview, just click on the timeline bar and press SPACE to toggle playback. You can press SPACE again to stop playback.

Alternatively; you can simply drag the playhead by clicking + dragging on the timeline directly. Either of these approaches will show exactly what the pan zoom camera animation will look like.

Note: When moving the scene in this mode (with the green arrows showing), you're not moving the objects. You are instead moving the camera.

Symmetric / Asymmetric

Generally, it makes sense for Most PanZoom animations to be symmetric. It yields a more consistent animation experience to the viewer of your composition, and it's a little easier for you, the editor, to adjust as well.

But sometimes you'll want to change the position of the camera *while it's zoomed in*, or perhaps change how long the camera takes to zoom out. This is easy to do using **asymmetric** pan zoom.

By default, PanZoom's are created in **symmetric** mode. In this mode, any changes to one "side" (left/right) of the pan zoom is reflected on the other. If you change a duration, or zoom amount, that change is always reflected on the opposite side.

Asymmetric mode disables this behavior, and lets you setup different positions and zoom amounts for any of the four control points.

Note: If you want to reset the PanZoom back to its default, press the **reset** arrow on the right hand side of the PanZoom editor. It's the little half-circle anti-clockwise arrow.

Shapes

Studio contains a number of visual objects that help you point out important points within your composition.

These objects are *virtual* in that they are not backed by any real media (i.e: a picture, or movie) but are drawn by Studio in realtime.

About the only place where this is visible is in freeze-framing; where currently instead of splitting the object in two, iShowU Studio extends it instead.

The objects offered by iShowU Studio at launch include:

1. Line

2. Arrow

3. Rectangle

4. Circle

5. Text

Each of these is placed on the canvas in the same way: select the appropriate object (by clicking the corresponding tool in the

toolbar at the bottom of the track view, or by pressing CMD-2 until the right object cycles into use), then either:

1. Click on the canvas to place the object at the click point with a default size; or

2. Click + Drag to "draw" the object how you would like it

Shape objects can be resized after initial placement, so don't worry if you don't get it exact when you first create the object.

All properties of shapes are modified using the iShowU Studio Properties Editor. Select one or more shapes, and click the "i" symbol on the lower right hands side of the document.

Figure 2.5 Properties button location
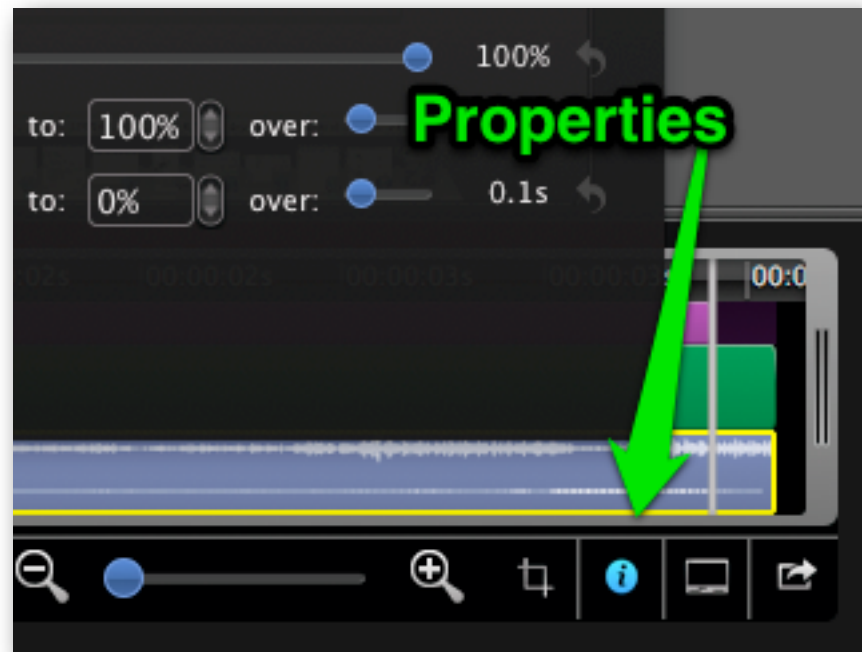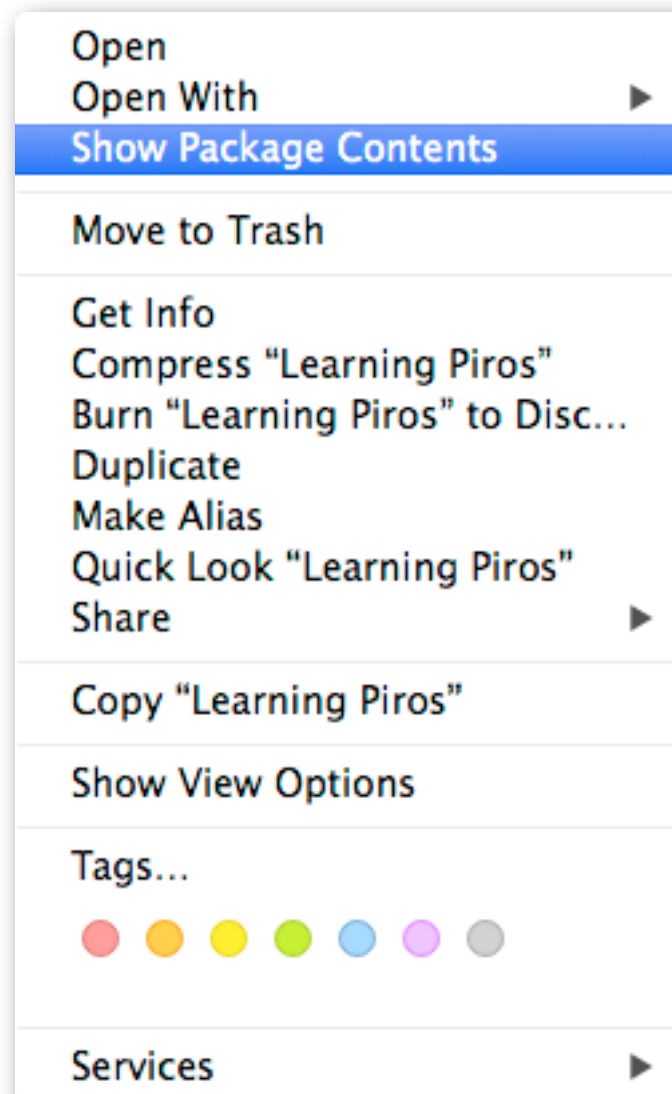
Media Manager

Introduction

When iShowU Studio captures media, it stores it directly within each project. A project in iShowU is a "bundle" of files, represented by the applications icon.

You see inside if you want (but don't touch anything; if you do; you will break your project!). Lets see what's inside, using Finder.

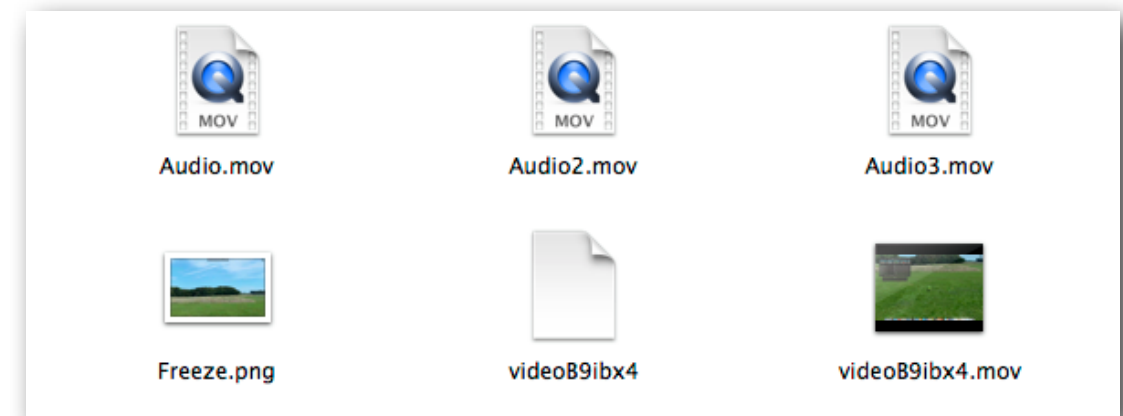Right click on a project and choose "Show Package Contents".

You'll see an **assets** folder (this is subject to change later). Double click to open that folder.

In the example I'm going to show next, I've performed a freeze frame - so there's some additional picture and

audio media files.

Figure 2.6 Contents of a sample iShowU Studio project

As you can see, there's a movie file (the one with the funny name), some audio and a freeze frame shot.

Marvelous, but what about the media manager?

This background is provided so you better understand what the media manager is showing you. It's effectively showing you the same view (but not *quite,* you'll see in a moment).

Before we go on; there's one thing it'll help to understand: The screen, two audio tracks and camera track are **all contained in that one movie file**, in this case the file videoB9ibx4.

This is important; because the iShowU Studio media manager will show the screen and audio as *separate icons*; but in fact all the video/audio data is coming from this one movie.

Figure 2.7 Media Manager for the project/assets as shown previously
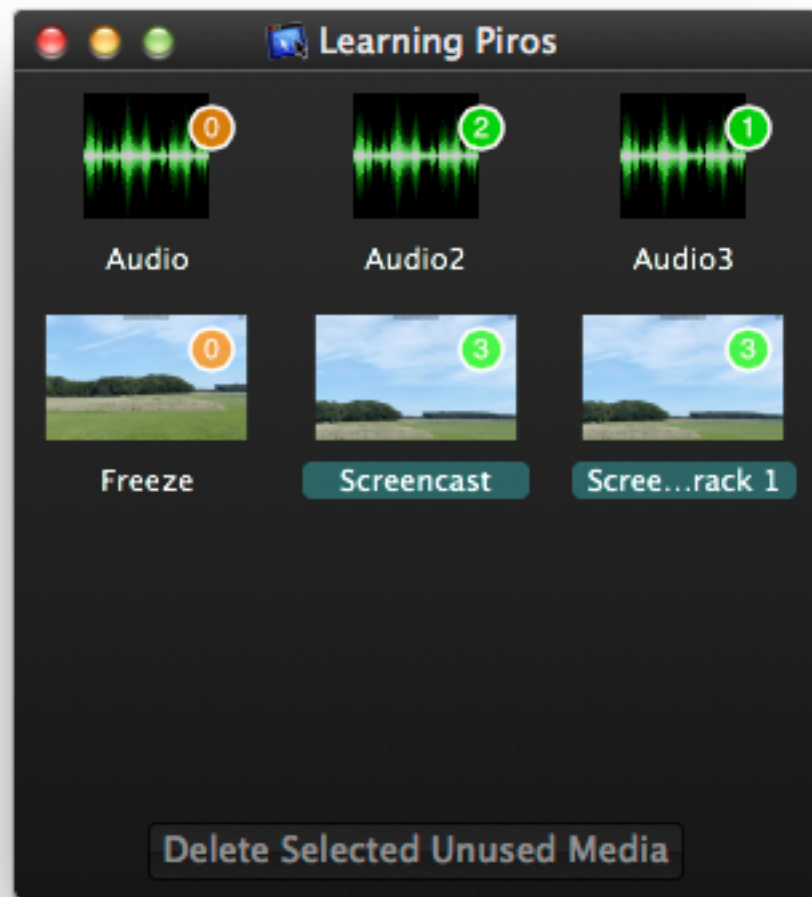
The real reason to explain this is so you understand what the coloring means on the media manager.

Notice that there are two turquoise colored items. These are the *virtual* **screen** + **audio** track and the **camera** media objects. They don't really exist as objects; they exist as tracks inside that single movie file mentioned earlier.

Dragging / Reuse

Any of the objects here can be dragged onto the scene directly, to reinsert or reuse the object.

1. **Screencast**: This is the entire screencast and all of its audio tracks. If dragged onto the scene, it appears as a combined screen + audio object, with its own M/K toggle buttons.

2. **"Screencast Vid Track #n (alias)"**: These *virtual* media objects represent individual video tracks within the primary video file. There will typically be one screen track and one camera track.

Orphaned Objects

Objects with a orange circle are not in use. Contrast this with objects with a green circle and a number. The number indicates how many objects in the composition are using the media. Note that in this case 3 objects are using the **screen** + **audio** media.

You can clean up / delete objects that are not in use. This removes them from the project folder (the assets folder explored previously).

The easiest way to do this is simply select **all** objects and then press the **Delete Selected Unused Media** button. Have no

fear that you'll remove or delete media in use. This action will only delete *unused* media (with the orange circles) from the project.

Gestures

People use gestures—such as tap, drag, and pinch—to interact with apps and their iOS devices. Using gestures gives people a close personal connection to their devices and enhances their sense of direct manipulation of onscreen objects.

iShowU Studio can record gestures, helping to make iOS recordings more personal and instructive.
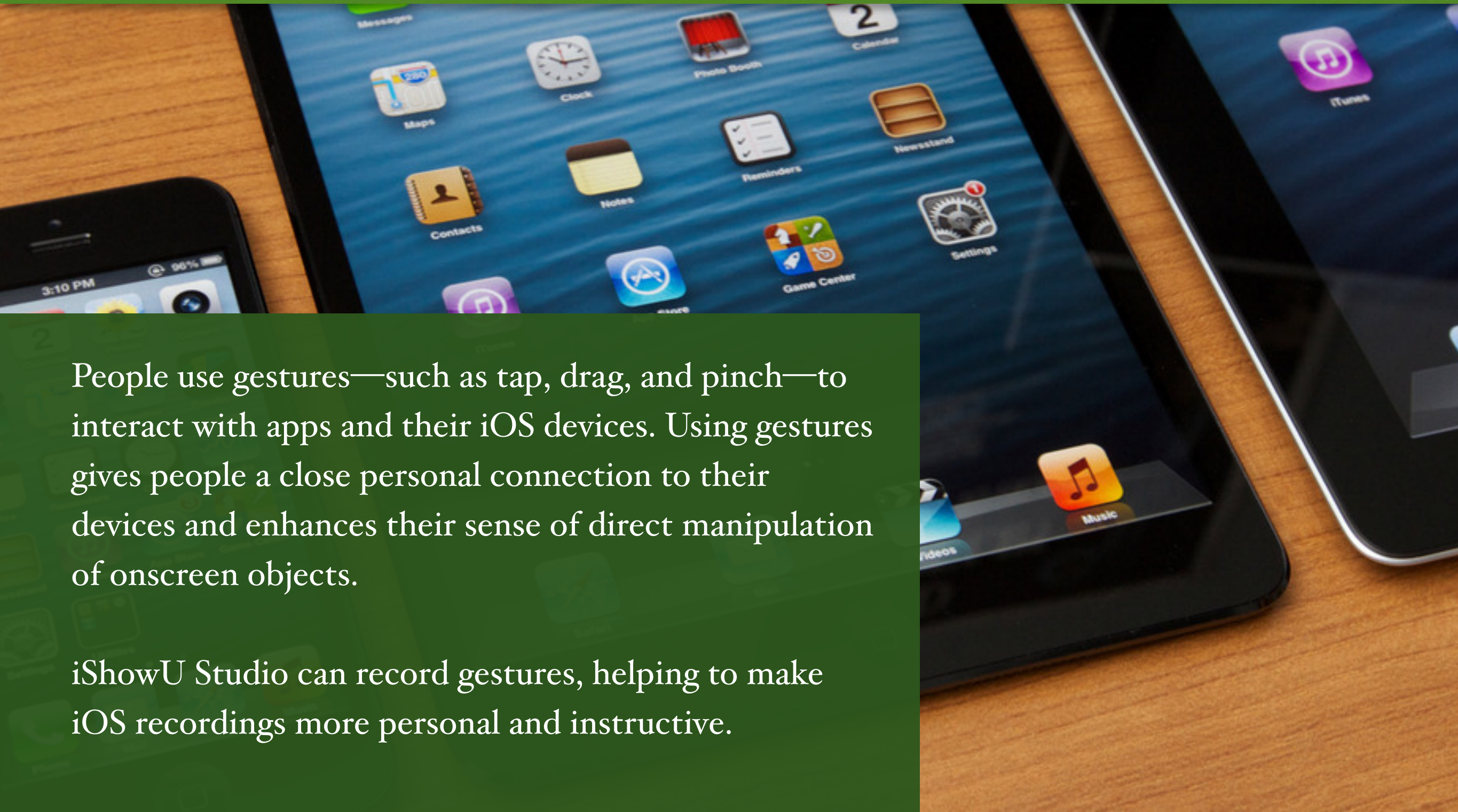
Gestures

The title page quotes directly from Apple's Human Interface Guidelines, with *"Using gestures gives people a close personal connection to their devices and enhances their sense of direct manipulation of onscreen objects."*

From version 1.2.0 onward, iShowU Studio can record gestures, helping to make iOS recordings more personal and instructive.

This chapter will take you through the recording process, including what's required, and the two methods of putting gestures into your project.

The iShowU Studio Gesture Template Manager
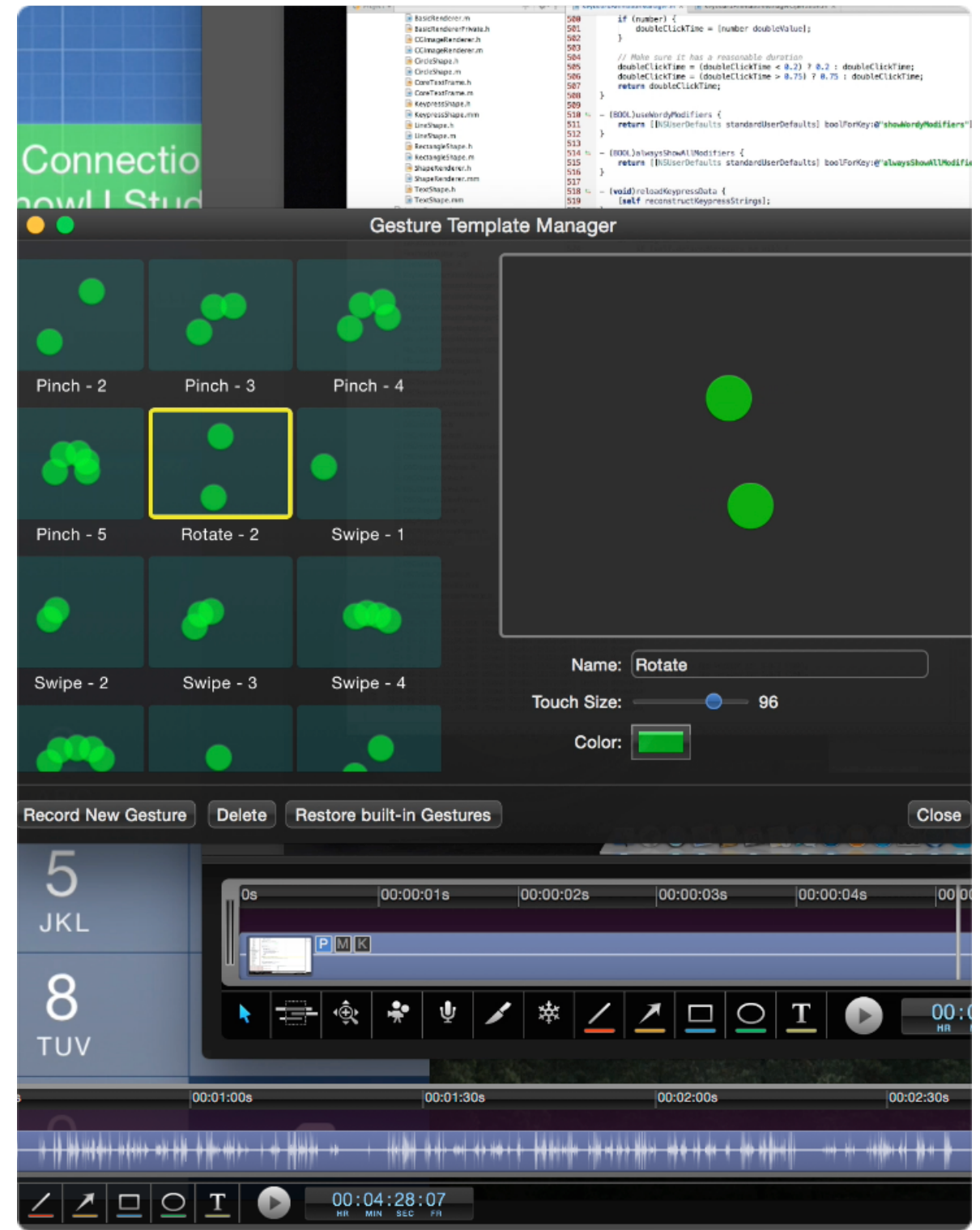
A little teaser - the template manger within iShowU Studio!

What is a Gesture?

If you've an iPhone or iPad or other touch device, you've already used *gestures*. A gesture is simply the physical act of touching the device to invoke some kind of software response.

Touch itself is a gesture. As is swiping or pinching on screen to delete something (in the case of a swipe) or perhaps zoom in on an area (in the case of a pinch).

So why would you want them?

Gestures and Gesture Recording exist purely to make recorded iOS movies have more meaning to the end user.

Lets take an example: You write an app that allows you to crop/ move and zoom a picture before exporting a finished shot. To demonstrate this you create a movie of the app - but wait... ***the movie doesn't contain gestures!***

The viewers of your movie can't **see** what you are doing. This is where Gestures comes in.

iShowU Studio lets you place pre-recorded gestures directly on top of your recorded footage. If the pre-recorded gestures don't suit your needs you can also record your own!

Adding a gesture to a composition is very simple. Choose **"Edit | Add Gesture Segment"** from the menu.

You can change the size, color and gesture type from the gesture section of the properties panel.

Movie 3.1 Placing a 'touch' gesture
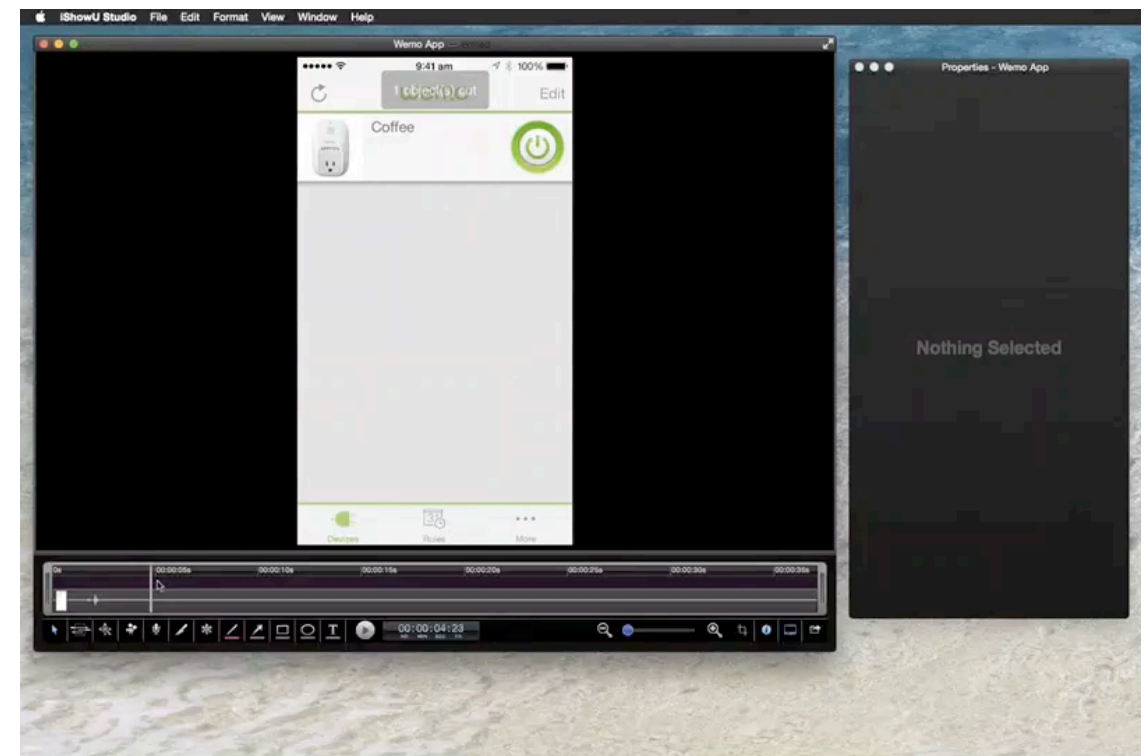
Here's an example of me placing a touch gesture onto a recording of the 'wemo' app (belkin wireless switches, if you didn't know)... that's how I turn on my coffee machine!

Modifying the Gesture Size

A gesture object is a representation of touch and movement. Gestures, like other objects, can be resized. However there is a difference: when you resize a gesture, you resize the *area that the gesture animates within*.

A great example is a 'swipe'.

If you resize a swipe, you are really changing the start/end positions of the swipe gesture. Lets see this in action:

Movie 3.2 Modifying a swipe to represent a Delete action
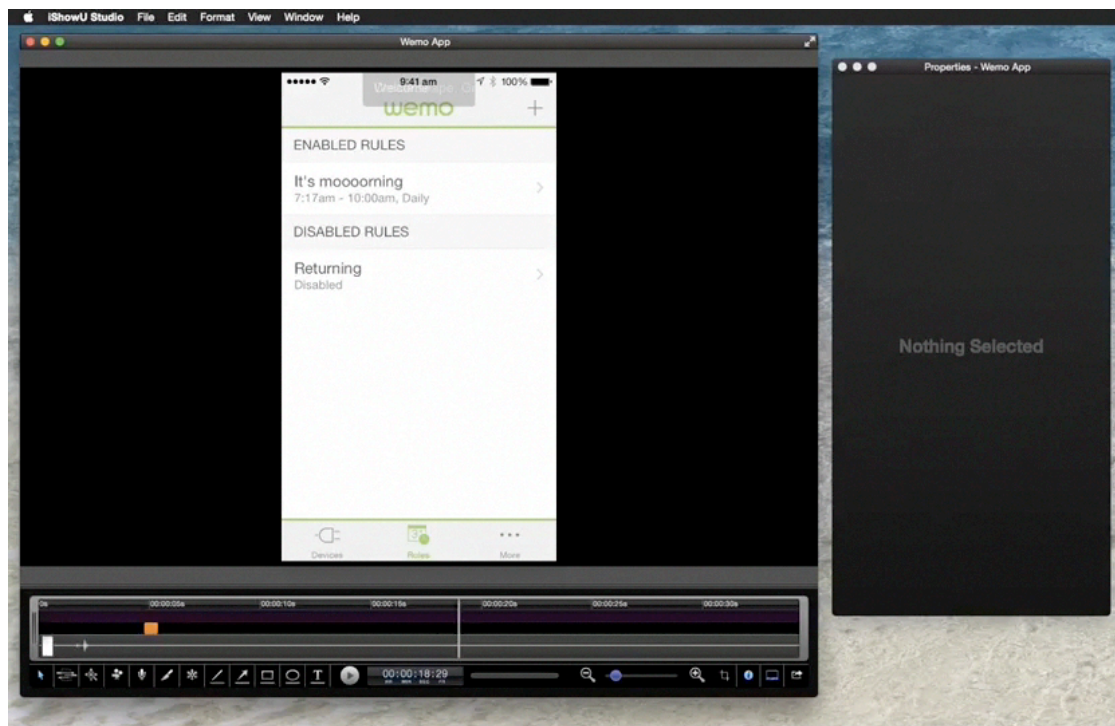
Changing a Gesture's Duration

When a gesture is placed onto the timeline, it has a default duration which is how long the gesture took in realtime when it was first recorded.

You can change this by dragging the left or right edges of the gesture segment in the timeline.

To make a gesture longer drag an edge of a segment so that it takes longer on the timeline. Do the opposite to make the
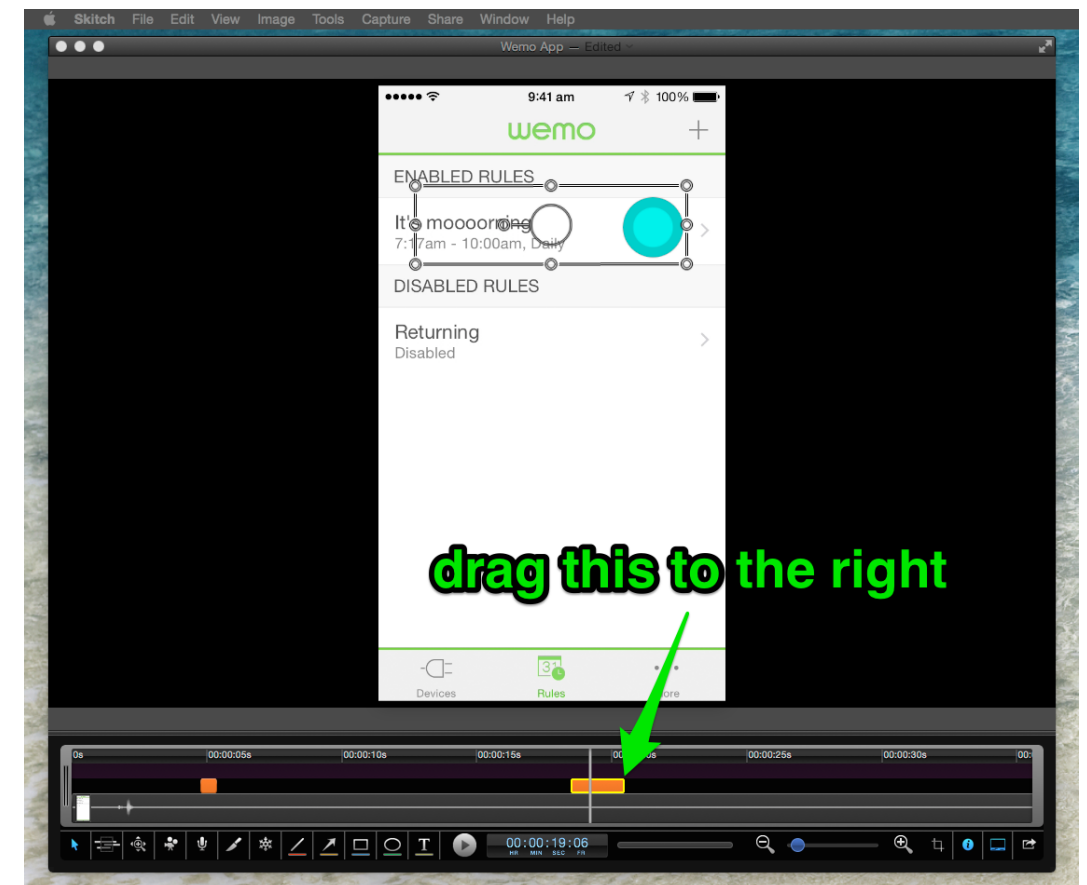
segment quicker (i.e: playback over a shorter period of time).

Changing a Gesture's type / Reset To:

The final field on the properties panel section relating to gestures is called **Reset To**:

Use this to change the type of the gesture to another from the GTM. Note that using this ***completely resets*** the gesture object with new movement data from the GTM.

Important Note

Careful when selecting this option. You are throwing away the current gesture animation and replacing it with a new one. This is *100% fine and dandy* when working with gestures from the GTM, but you want to be aware that when you're working with gesture recorded directly from a device you are deleting that recorded gesture. If it's not in the GTM, it'll be lost.

In all cases, you are *replacing* the gesture animation with another from the GTM. If you recorded a gesture directly, that gesture is being thrown away and replaced with one from the GTM!

Note: Don't forget Copy/Paste! If you want to quickly put another gesture onto the timeline, select an existing gesture and copy/paste using CMD-C / CMD-V.

Gesture Recording

What do you do if none of the built-in gestures work for you? Easy! Record your own. There are two ways to do this:

1. Record a new gesture directly into the timeline

2. Record a new gesture into the Gesture Template Manager

Gesture Recording - Requirements

For both methods of recording, you must have:

1. OS X Yosemite

2. An iOS device with a lightning connector (the small one, **not the 30pin**).

3. The iShowU Studio Gesture Recorder iOS App. The URL is http://itunes.com/apps/ishowustudiogesturerecorder

Due to the above requirements, Gesture recording isn't available on Mavericks, or for older 30-pin based iOS devices.
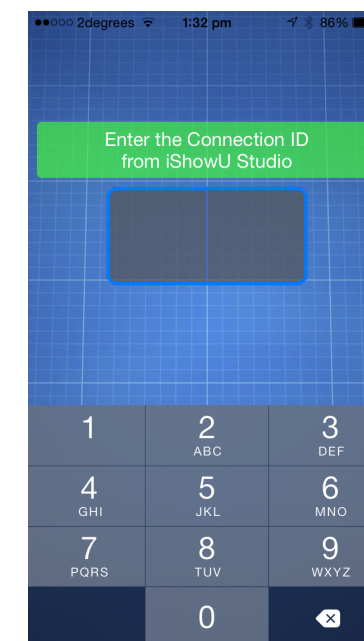
Recording Directly into the Timeline

This is a quick way to get a gesture directly into your project.
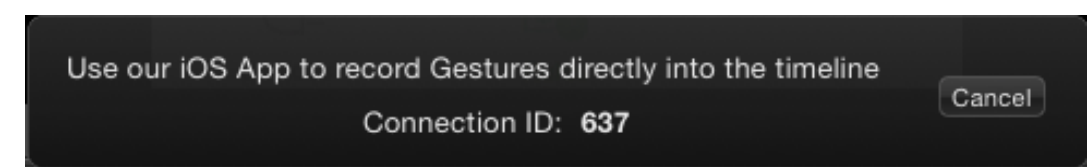
To begin, choose **Edit | Record new Gesture Mode**.

This places iShowU Studio into a gesture recording mode. To record a gesture, follow these steps:

1. Start the Gesture Recording app on your iOS device. You will see a screen like this one


2. Enter the connection ID that is shown in iShowU Studio, in the gesture context. This is sitting directly above the timeline.

3. Once you've entered the connection ID, you should see a canvas with a record button.

4. Touch the record button to begin. **Note:** recording doesn't actually start until you touch the device and begin the gesture, so take your time.

5. Release all fingers to stop recording. You will see the new gesture inserted directly into the iShowU Studio timeline at the current playhead position.
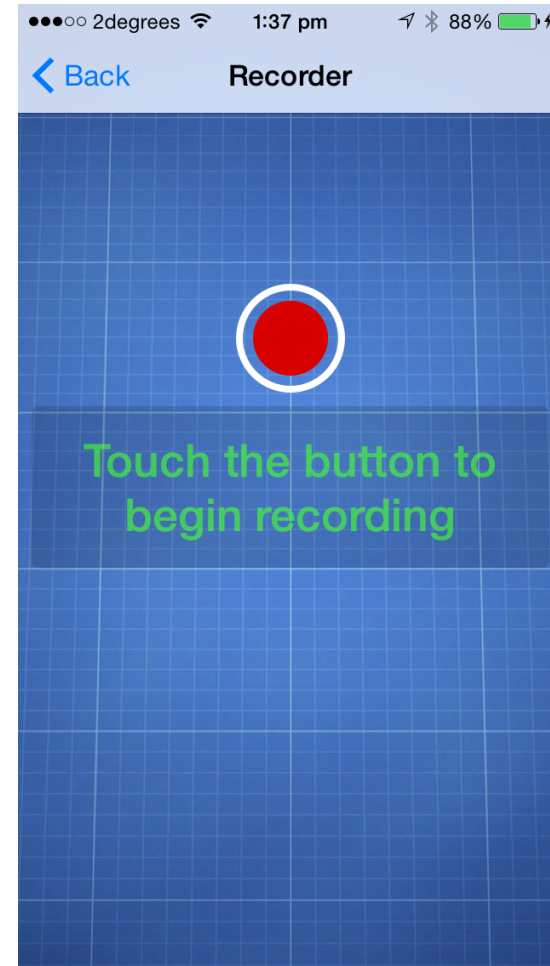
Movie 3.3 A demo of the gesture recorder
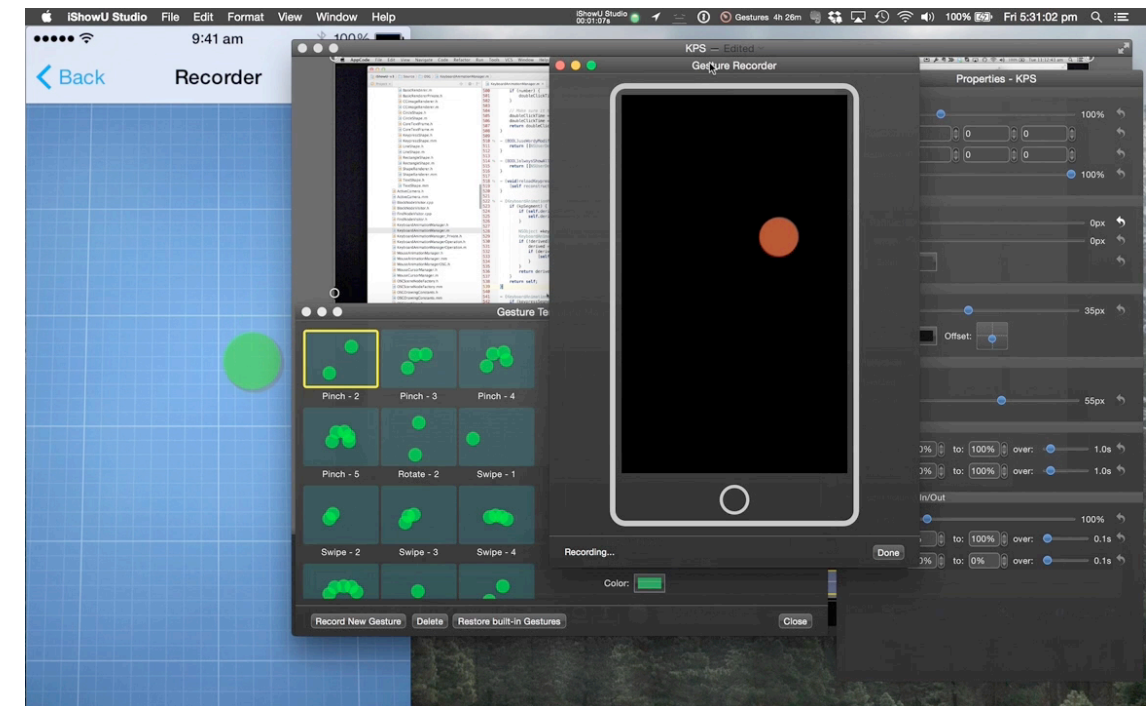
The above video shows the connection process, usage of the Gesture Template Manager and also recording directly into the timeline.

The Gesture Template Manager

The Gesture Template Manager (GTM) is a stash of pre-recorded gestures. It's where you can record new gestures, name them & change their initial color properties.

All gestures from the GTM show up under the "Reset To:" field of the gesture section in the properties panel.

The most important key concept when working with gestures is that when you place a gesture into a composition, or you copy/paste a gesture - that gesture **is a copy**. Once a gesture has been placed into a composition, it becomes it's own object. It is no longer tied to the GTM.

Implications:

1. If you change the size or color of a gesture in the template manager, **the change does not propagate to all gestures in your projects**.

2. Likewise, if you change the color or size or type of a gesture in a project, **the change is not propagated to gestures within the GTM.**

3. If you delete a gesture from the template manager, **your projects are not affected,** conversely if you delete a gesture from a project the GTM isn't affected either.

Using the GTM

The GTM is very simple. From it you can add / remove / rename gestures. Just click on a gesture to see a preview of it, and also edit it's properties.
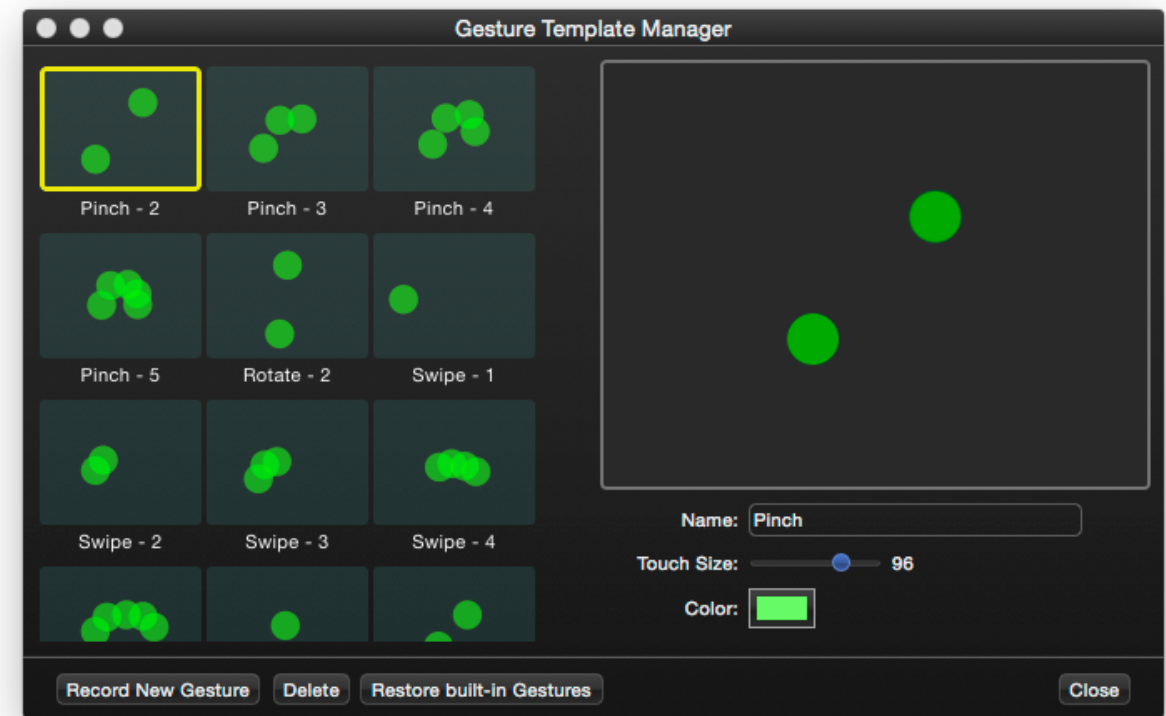
1. **Renaming a gesture**: Just enter a new name into the Name field and press Tab or Return. The gesture is renamed immediately. This the name that appears in the "reset to:" dropdown within the properties panel.

2. Deleting: Select gestures you don't want, then press the **Delete** button. These gestures will be removed from the GTM. If you have used these gestures in projects, *your projects are safe - nothing will be removed from existing projects.*

3. **Restoring Built-Ins**: What if you got over enthusiastic when deleting gestures, and deleted the built-in's as well? No problem: click this and it'll restore **just the built in gestures**. Any existing custom gestures will not be affected.

4. **Recording new Gestures into the GTM**: Aha! Lucky last. See the next section.

Recording new Gestures into the GTM

This is very similar to recording a gesture directly into the timeline, except that the gesture is placed into the GTM rather than being placed into a project.

Other than that the process is identical.

New gestures have a somewhat generic name of "New Gesture". You should change this to something that reflects what the gesture does / means.

What if want to change a property of all of my gestures?

This is actually very easy. If you recall from a previous part of the manual, there is a selection mode called "Select all of this type". To change the properties of all of your gestures, just do the following:

1. Select a single gesture, then right click it to bring up the context menu.

2. Choose "Select All of this Type" from the menu that appears.

3. Open up properties (if it's not already showing) and change the gesture properties. The changes you make will be applied to every selected gesture (which at this point, is all of them). Done!

Sharing

Exporting movies to disk, or sharing your composition to the world. It's in here!

Sharing

Being able to edit and modify a project isn't much use unless you can share it with others. iShowU Studio exports to common formats, and includes the ability to produce media that is immediately compatible with various "iDevices" (i.e: you don't have to recompress it to get it to play correctly on an iPad or iPhone).

In addition, iShowU Studio can upload directly to both YouTube and Vimeo.

Exporting to a File

To export to a file, click the **Share** button on the bottom right of the project window to bring up the sharing options window, and choose the **Movie File** option on the left hand side.

When using this option, the final movie is (by default) placed into the **Movies/iShowU Studio** folder, within your home folder. You can easily navigate to this by:
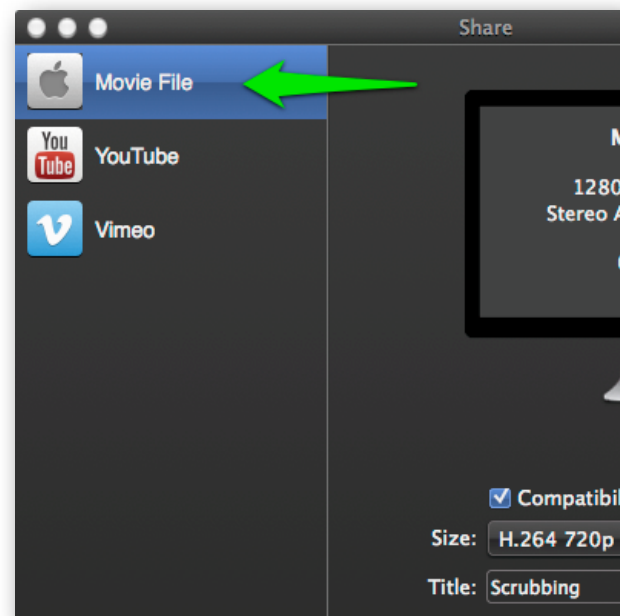
1. Opening Finder

2. Pressing CMD-H to make sure you're at your home folder

3. Double click the **Movies** folder

4. Double click the **iShowU Studio** folder

Exporting to YouTube / Vimeo

The process of exporting to either of the provided two upload services is identical to that for a file, aside from having to authenticate the service first.

Authentication to upload services is done using a mechanism called oAuth. This enables iShowU Studio to act on your behalf, without requiring the transmission or storage of usernames or passwords. This has a couple of key advantages over the more traditional username & password combination you may have seen in the past:

1. No passwords are stored by iShowU Studio, at all.

2. You can revoke iShowU Studio's access to the upload service at any time (in other words; you've more control).

Example - Authenticating to YouTube

This video shows what to expect when giving iShowU Studio access to YouTube. It's normally quite straight forward, but is certainly a different workflow to what you may be used to if you've never used *oAuth* before.

Requirements

Before you begin, log into YouTube and make sure that you have created a video channel. It is not possible to upload to YouTube (at least, not with the new magic oAuth method) unless you have a channel setup.

Here's what my test account looked like (I went to **Dashboard** | **Video Manager**):

You can see that YouTube wants me to create a new channel. So, please go ahead and do this before trying to upload with iShowU Studio.
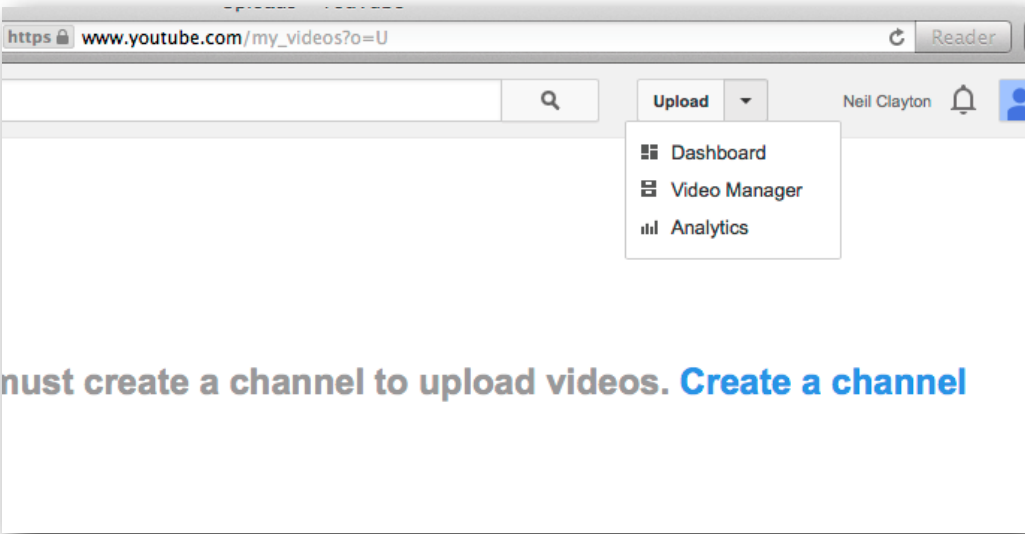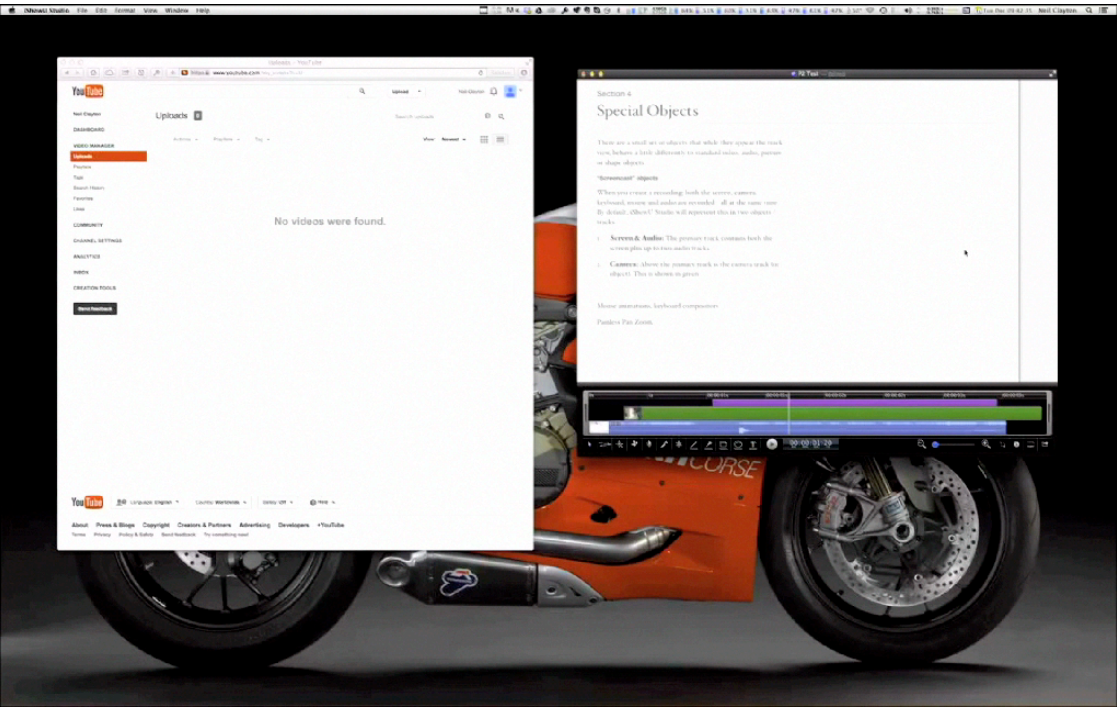
After you've created a channel, you're video manager on YouTube will look like this:
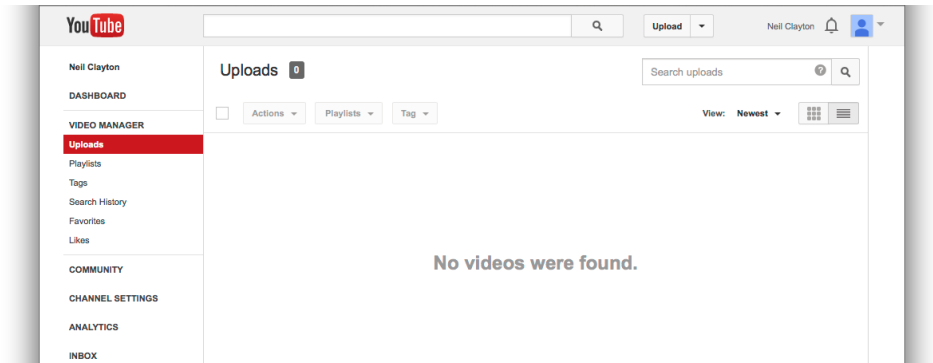
Now we're all ready to go! The following video shows the authentication process between iShowU Studio and YouTube.

Movie 4.1 Giving iShowU Studio access to YouTube

Steps:

1. Fill in the title and description

2. Click the **Share** button

3. Look over to the browser window that opens, log into YouTube, and press **Accept** to given iShowU Studio permission to access your account.

What happens if no channel is setup?

If you do not do this; expect to see the following message from iShowU Studio as it attempts to upload:

A problem occurred while uploading, Your YouTube account is 'unlinked'. Please log into YouTube via your browser and setup your account so that uploads are possible.

You'll only have to do this once, then YouTube upload should work fine.

Send to Support   OK