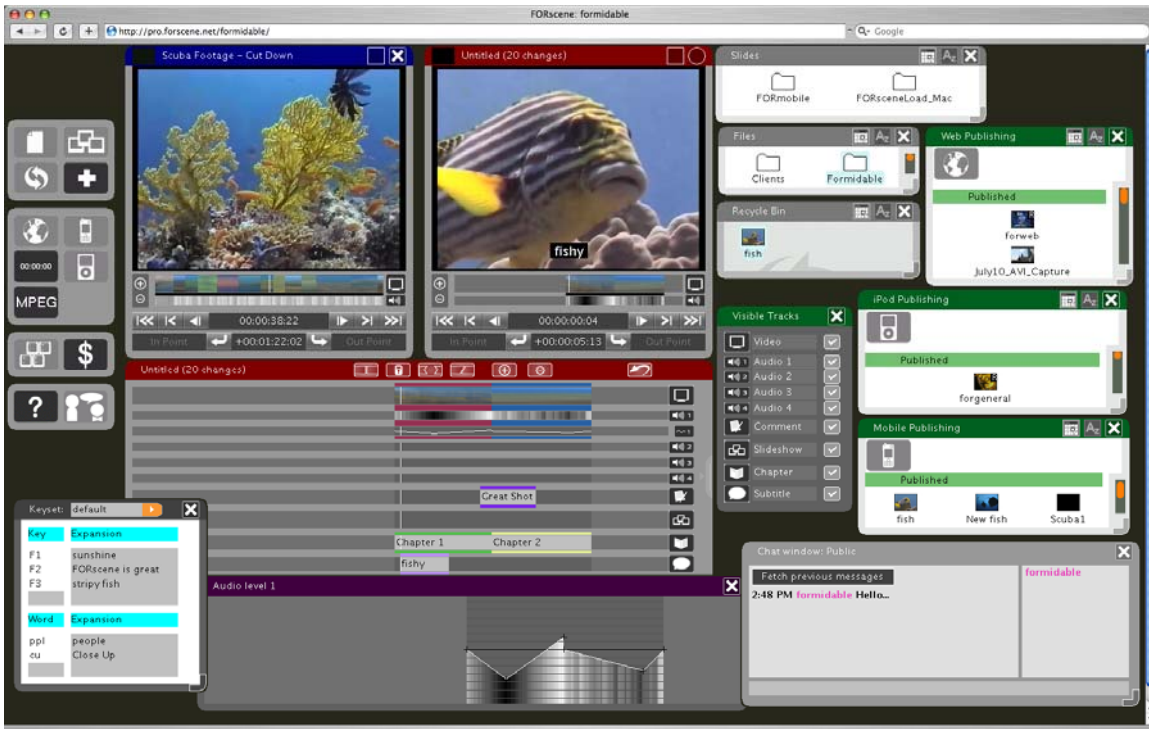




# How to use FORscene

## Navigation and Assembly Editing



Distributor of FORscene editing

344 Bloor Street West, Suite 401, Toronto, Ontario, M5S 3A7 Canada 416-784-3509 [info@formidabletechnologies.com](mailto:info@formidabletechnologies.com)



FORscene is proprietary technology of Forbidden Technologies plc – [www.forbidden.co.uk](http://www.forbidden.co.uk).




### Set up:

- Check to ensure your machine meets the minimum requirements. FORscene runs on Windows PC and Macs. We recommend a CPU with 3GHz and 512MB RAM, though FORscene will work on less powerful computers. You will also need a reliable broadband internet connection, and Java.
- Configure the Java memory setting by reviewing the instructions at: <http://www.forbidden.co.uk/products/scene/help/17/>



### Log in to account:

1. Close down all other applications
2. Open a web browser and log on to the account management page: [www.forscene.net](http://www.forscene.net)
3. Enter account name and password
4. Select which account you would like to log into by clicking on the “edit” button.

### Watch a video:

1. Find the video you want to watch in the “Files” window. (This will be open when you launch FORscene or can be accessed by clicking on the Files button (  ) on the top left.
2. Drag the video and drop into the “play” window (on the left hand side with a blue bar on top of it).
3. Click on the video screen to play and stop.

### Navigate:

- Look through the video by dragging the cursor along the navigation bar at any speed you like. The navigation bar is located below the main video screen. The white vertical line indicates the current frame.
- Timecode is represented hours:mins:secs:frames. Type a timecode in the current frame timecode box, which is located below the navigation bar, and press enter to jump to where the timecode indicates.
-  Zoom in to see individual frames.
-  Zoom out to see shot changes.



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# FORscene

- Use navigation buttons to play frames backwards and forwards, jump to edit points or to the end as shown below.

	<b>Back to start</b>		<b>Jump to end</b>
	<b>Back to previous clip</b>		<b>Forward to next clip</b>
	<b>Back one frame</b>		<b>Forward one frame</b>

To play a video forward at normal speed, type either the “L” button once, or the space bar on the keyboard to commence the video. You can double (2x) the normal speed by pressing the “L” button once again, and quadruple (4x) the normal playing speed by pressing the “L” button for a third time. Alternatively, you can play any video backwards at normal speed by typing the “J” button once, double (2x) the speed by typing it again, and quadruple (4x) the playing speed by typing it for a third time. At any point you can press the “K” button to stop the video from playing.

## Make an edit:

- Navigate to find the start of the section you want.
- Press  to set the in-point.
- Play the video or navigate to the end of the section you want.
- Mark the out-point by pressing the  button.
- A black line will appear between the video and audio splurge, highlighting your selection. Drag and drop the video clip onto the “record” window (on the right hand side with a red bar on top of it). This will copy your selection across to start your edit timeline.
- Continue to create edits by marking in and out points on your source material and drag them onto the record window.










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## Popular FORscene Buttons:

	<b>Media Files</b> where audio/video files are stored.
	<b>Recycle</b> where you put unwanted video. Videos are permanently removed after 31 days in the recycle bin.
	<b>Web Publishing</b> where you publish your video to the internet.
	<b>Podcast and Mobile Publishing</b> where you can publish your video onto your iPod or mobile device.
<b>MPEG</b>	<b>MPEG Export</b> where you can export your video as an MPEG-2 or MPEG-4 for local storage.
<b>00:00:00</b>	<b>Export</b> where you can export your EDL for media reconnection in Avid or Final Cut Pro or other high-end systems.
	<b>Keysets</b> where you assign key shortcuts for use in FORscene.
	<b>Chat</b> where you can chat with other users privately within your account; get technical support or chat publicly within FORscene worldwide.
	<b>Help</b> gives instructions on how to use FORscene.

## Re-order shots:

Your selected shots will appear on the active timeline in different colours. You can re-order shots by dragging and dropping them where you would like them to be on the timeline.



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## Create an edit point on the timeline:



This button appears on the top of the active timeline. It will create or remove an edit point at the current frame.

## Unlock Sync:



This button allows you to lock and unlock the sync between audio and video, allowing you to move/manipulate the audio and video from one another.

## Create a gap on the timeline:



This button allows you to create a gap on the timeline where the cursor is located, moving all of the tracks an identical distance. Right clicking on this button will close a gap.

## Create an effect:



This button will create a dissolve where the cursor appears, with the ability to extend/shorten the number of frames for the fade.

## Fades:

To create an audio or video fade, move your cursor to the top corner of an edit point on the timeline. Once there, you will see a “+” icon appear. Left click and drag your cursor horizontally along the audio/video track, to produce a fade in or fade out effect.



## Trimming:

Trimming adds or removes frames from your clips. Move the cursor to an edit point. You will get one of these three icons:

† **Left trim** - add or subtract material to the clip on the left of the edit point.

‡ **Right trim** - add or subtract material to the clip on the right of the edit point.

†‡ **Double-sided trim** - subtract material from one clip and add to the other.

Drag the cursor in the appropriate direction to trim your content.

**Note:** Dragging with the left mouse button will trim all selected tracks. Dragging with the right mouse button will only drag the clip that you are on.

## Undo:



This button appears on the top right of the active timeline. Left clicking it will undo the previous editing command. Right click will redo the previously undone editing command. The tool tip will display which commands will be undone or redone.

## File management:

Video content is organized in a hierarchical directory structure. You can have directories within directories, as many levels as you want. The search function allows you to search for any keywords that you like, within any branch of the directory hierarchy. You can search within your search results to narrow it down to more specific items.

- **Creating a new folder:** Right click in the “files” window and select “Create new folder” from the menu. Rename and press return to create a new folder.
- **Opening a video file:** Open the “files” window. Drag the file you want and drop it onto the “play” window. Alternatively, double-click a video file to open it in a new window.
- **Saving your work:** Drag a file from the “record” window onto the “files” window. Rename the file and press return to save.
- **Selecting files:** You can select multiple files by dragging your mouse over them. Selected files will be highlighted. Alternatively, to select adjacent files, click the first file in the sequence, and then hold down SHIFT and click the last file. To select nonadjacent files, click one file, and then hold down CTRL and click each additional file.




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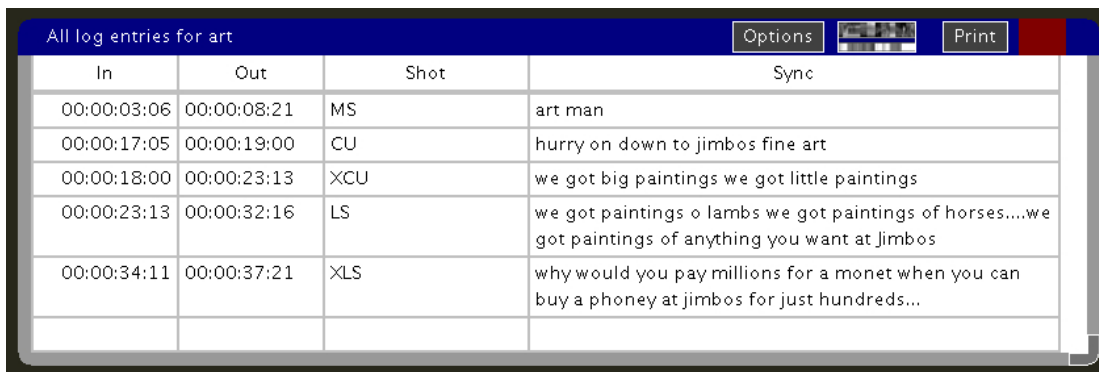
- **Deleting files:** Select the files you want to delete. Drag the selection onto the recycle button (  ). If it includes a rush, you need to select “Delete a rush” when prompted. Files in the recycle bin will be permanently deleted after 31 days.
- **Moving files:** To move files, open the destination folder. Select the files you want to move. Right drag the selection and drop it onto the destination folder.
- **Copying files:** Select the files you want to copy. Drag the selection and drop it into the destination folder.

### Timecode (EDL) Export - (FORscene Pro)

Each frame of professionally shot video is tagged with a timecode, which identifies each frame. Combining the timecode information of video handled within FORscene at browser quality with the original broadcast quality video allows information in FORscene to be transferred to a broadcast quality version. Videos logged or edited in FORscene can be exported in the form of a simple EDL or more complex XML for auto-conform and offline or online on an Avid. Final Cut Pro and other high-end systems. To export a video, drag it onto the export button. (  )

### Logging:

FORscene can be used to log rushes and instantly create a searchable database of the entire shoot. Timecode details remain when the project is transferred to an online edit suite – significantly streamlining the post production process and achieving corresponding cost reductions.



The screenshot shows a software interface with a table titled "All log entries for art". The table has four columns: "In", "Out", "Shot", and "Sync". There are five rows of data. Above the table are buttons for "Options" and "Print".

In	Out	Shot	Sync
00:00:03:06	00:00:08:21	MS	art man
00:00:17:05	00:00:19:00	CU	hurry on down to jimbos fine art
00:00:18:00	00:00:23:13	XCU	we got big paintings we got little paintings
00:00:23:13	00:00:32:16	LS	we got paintings o lambs we got paintings of horses....we got paintings of anything you want at Jimbos
00:00:34:11	00:00:37:21	XLS	why would you pay millions for a monet when you can buy a phoney at jimbos for just hundreds...



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