

CD and DVD Movie Authoring

Course Outline and Information Guide

Semester 2, 2012

Course Presenter:

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COURSE INFORMATION

ONE Administration Information

TRINITY SCHOOL FOR SENIORS

Mission Statement

Companionship through Learning.

Vision Statement

TSFS will achieve a balance between educational programs, social activities, peer learning opportunities and a holistic attitude towards wellness.

Aims

- To provide learning opportunities for seniors
- To ensure that the school functions as a caring community
- To facilitate the personal development and self-esteem of each member
- To stimulate a sense of collective responsibility
- To value and respect our volunteers

Administrative contacts

Co-Ordinator 9483 1323
Alison.Ruhen@tsfs.org.au

Administrator 9483 1328
Loren.Izzi@tsfs.org.au

Administrative Assistant 9483 1333
Reception@tsfs.org.au

For all enrolment and other administrative matters the office is open from 9 am to 3pm on Tuesdays, Wednesdays and Thursdays during the School Semester. Summer and Winter School times will vary.

School Website

<http://www.perthunitingchurch.com.au/viewStory/School+for+Seniors>

COURSE INFORMATION

ONE Administration Information

Course Presenter

Simon Knox

I may be contacted via the email address Simon.Knox@tsfs.org.au or by leaving a written message at the office.

Absences

The School understands that your absence from sessions may be unavoidable. As a matter of courtesy, we merely ask that you advise the Tutor or School of your impending absence.

Other School Services

School Library

The School has an excellent Library. The Library is managed by Ken Price. Volunteers assist in opening the library. The library is located above the Flat and has a selection of books, videos, CD's and tapes which may be borrowed by School members. It also has a good range of reference books that members may find of interest.

Social Activities

Social activities are an integral part of the School. The Social Activities organiser is Ken Price. He is assisted by volunteers. Theatre bookings are made and advertised on the School Noticeboards together with coach trips and other out-of-school activities. Ken can often be found at the Library or Information Desk in the Main Hall, alternatively leave a note in Ken's pigeonhole at Reception.

Summer School and Winter School

Summer School and Winter School is each a three week mini program and are a great way of introducing new and exciting courses to the students. Summer School is timetabled for January. Winter School is timetabled for July. These programs are organised by the Co-Ordinator.

Lunch Room

The Trinity Lunch Room is open to the general public and is well-used by members of the Trinity community as a social meeting place. It is a project of the Trinity Adult Fellowship and is run by Mrs Betty Creagh and a large group of volunteers.

The Lunch Room is open Monday to Friday. Tables, chairs and shade umbrellas are outside for your convenience on sunny days. Bring your own lunch and buy a cup of tea, coffee or a cool drink.

COURSE INFORMATION

TWO Prerequisites

Course overview

Prerequisites

Necessary

IT Skills

In order to enrol in this course it is suggested that you have some knowledge of the logical organisation and structure of the system on a typical PC based computer system.

Such knowledge sets that will reasonably be presumed are copying files and folders from one location to another, file types, and the general functional tools of an Operating System.

Nevertheless, one of the purposes of Module 1 is not only to give you a primary set of skills but also to make the functioning of the following work easier.

Software DVD

It will be requirement that you purchase (at cost) a DVD which will contain all the necessary software and authoring assets that will be used throughout the course.

Please purchase a DVD from the School office *before* the course starts.

Optional

Your laptop computer.

You are actively encouraged to bring your laptop computer should you have one.

Course objectives

On successful completion of the unit you should be able to:

- Understand the basic functioning of Windows 7
- Allow you to manipulate files and folders so as to advance your individual work efficiency and situation
- Understand the different types of writable CD and DVD media and which is appropriate for individual authoring projects
- Create the most common types of CD media: Data, music CD's, and (S)VCD's
- Create single and multi-menu based movie DVD's
- Add professional effects to the product such as motion menu design and other creative effects

COURSE INFORMATION

TWO Introduction

Course timetable

This timetable will help you to plan your study over the semester.

	Week	Beginning Monday	Topic	Notes and Other Requirements
Module 1	1	6 August	General Computer Use	Purchase Software DVD
	2	13 August	Files and Folders I	Purchase 5X CD-RW
	3	20 August	Files and Folders II	Purchase 5X DVD-RW
	4	27 August	Types of writable CD's and DVD's	Bring your favourite songs to be compiled onto 1CD
	5	3 September	Introduction to Basic Authoring Techniques	
Module 2	6	10 September	Introduction to DVDStyler	
	7	17 September	Introduction to Basic Menu Structures	
		24 September		Obtain potential source assets for your DVD
		1 October		
	8	8 October	DVD testing using a Virtual DVD Utility	
	9	15 October	Adding Sound and Images	
	10	22 October	Video File Types and Video Resolution	
Module 3	11	29 October	Multi-Menu DVD Authoring Part I	
	12	5 November	Multi-Menu DVD Authoring II	
	13	12 November	Multi-Menu DVD Authoring – Practical Work	Bring in a DVD to be “sketched”
	14	19 November	Putting it All Together	
	15	26 November	Workshop Time	

Note: This timetable is only a rough guide to our coverage of the course material - some topics may be completed faster and some slower than is indicated in the table above.

COURSE INFORMATION

THREE Suggested Resources

Course materials

**Online and
Net
work
Resources**



Network Resources

A copy of this Course Outline and Information Guide, week to week questions, miscellaneous notes and other software resources will be made available on the network drive labelled 'Students' (T:\).

I may or may not refer to these resources, but it will be assumed that you are accessing and making use of these resources throughout the semester.

Thus, it is strongly suggested that you make it a habit of reviewing what may be available at least weekly. Written resources in this area *may* be distributed in paper form depending on demand, School printing allocation and other factors.

Any further questions about how to access these resources may be directed to the Tutor.

Online Resources

There are many Internet sites that can provide useful supplementary material.

- <http://www.dvddemystified.com/dvdfaq.html>
- <http://www.aidinc.com/features/dvdfaq.asp>
- <http://www.videohelp.com/dvd>
- http://archive.org/details/feature_films

**Other
reference
resources**



Books

State Library

- Chambers, Mark L., CD & DVD recording for dummies, 2nd Floor, 621.38932 CHA
 - Taylor, Jim., DVD demystified, 2nd Floor, 621.388332 TAY
 - Ibrahim, K. F., DVD players and drives, 2nd Floor, 621.388332 IBR
-

CD and DVD Movie Authoring

Course Outline

Introduction

How to use this Course Outline

This unit covers the following topics:

- General Computer Use
- Files and Folders I
- Files and Folders II
- Types of writable CD and DVD's
- Introduction to Basic Authoring Techniques
- Introduction to DVDStyler
- Introduction to Basic Menu Structures
- DVD testing using a Virtual DVD Utility
- Adding Sound and Images
- Video File Types and Video Resolution
- Introduction to Multi-Menu DVD Authoring
- Advanced Multi-Menu DVD Authoring
- Adding chapters and Other Advanced Features
- Putting it All Together

This Learning Guide contains topic by topic information including:

- The objectives for that week
- List of suggested readings
- Optional review questions that *may* be available

This information is designed to help you move through the unit in a way which will lead to thorough, critical and reflective learning. Although the suggested readings are optional, they will help you consolidate your learning and assist you in becoming an independent learner.

How to study this unit

The unit material is divided into a number of topics roughly corresponding to teaching weeks. However, you will find that most of the topics are interrelated and will build your understanding that you gain from one topic to another. The first Module of Topics is designed to give you the basic set of skills to confidently use the Operating System so as to manipulate it to your advantage. This module also begins work on the theory of and procedural steps in creating simple media CD's.

The second Module of Topics works through the steps required in authoring simple menu based (movie) DVD's. This includes the incidental work of testing and burning the final product.

The final Module looks at advanced multi-menu authoring, DVD special effects and the finishing elements of a project such as DVD cover art.

Topic 1

General Computer Use

Windows 7 is the latest Microsoft Windows operating system. It has been available on the retail market since October 22, 2009, not quite three years after the release of Windows Vista. Technically, there are six versions of Windows 7, but the main three for consumers will be, Home Premium, Professional, and Ultimate.

With Windows 7, you can customize your desktop to meet your needs and make yourself more efficient thanks to some new features available in this version.

One of the many advanced ways to customize your desktop is to add gadgets which are mini programs that can provide you continuously updated information such as the weather, a slide show that will show a continuous slide show of your pictures, free headlines for news, calendars and more. Although there are many exciting features of the Desktop, our exposure will be limited to main components and functionality of this Desktop.

Objectives:

- 'Log in' to the computer at hand (and at will in the future)
- Recognise (and manipulate) ALL aspects of the Windows 7 Desktop and its icons.
- Manipulate *all* aspects of the Desktop including:
 1. Changing Background, Screensaver and Display Settings as appropriate
 2. The icons (moving, arranging, etc)
- Manage (multiple) windows and their functionality (minimise, maximise, close)
- Identify, explain and use the Start Menu (and all its items)
- Explain the functionality of the Task Bar, Quick Start Bar and System Tray

Suggested Reading and Other Resources

<http://www.dedoimedo.com/computers/windows-7-settings.html>

<http://www.top-windows-tutorials.com/windows-7.html>

<http://www.keynotesupport.com/customize-windows-7-desktop.shtml>

Topic 2

Files and Folders 1

This topic provides an introduction to the techniques and skills involved in managing a Windows orientated Operating System. Storage devices and their media will be particularly important concepts in the coming weeks. A file system is a means to organize data expected to be retained after a program terminates by providing procedures to store, retrieve and update data, as well as manage the available space on the device(s) which contain it. A file system organizes data in an efficient manner and is tuned to the specific characteristics of the device. A tight coupling usually exists between the Operating System and the file system. Some file systems provide mechanisms to control access to the data and metadata. Ensuring reliability is a major responsibility of a file system. Some file systems allow multiple programs to update the same file at nearly the same time.

Objectives:

- Be familiar with basic units of file size (byte, kilobyte, megabyte, etc)
- Be familiar with the *major* storage devices on a PC (Hard Drive, CD Drive, USB Drive)
- Locate these drives on the machine and via 'My Computer' and other file management tools
- Be familiar with the storage media associated with each of these drives
- Examine the logical structure of the contents of a storage device
- Determine the difference between files, folders, icons and other types of files (eg. shortcuts)

Suggested Reading and Other Resources

http://www.teacherclick.com/winxp/b_4_1_1.htm

<http://www.scribd.com/doc/44486877/Basic-Concepts-Xp>

<http://dpbestflow.org/file-management/file-management-overview>

Topic 3

Files and Folders 2

This topic builds on the fundamentals of Topic 2 by discussing file and folder naming and addressing conventions. These conventions are the 'language' by which various 'file paths' are described and referred to.

A further part to this topic discusses the moving and copying of files from different locations (paths) to other locations. Various tools (such as Windows Explorer) assist the user with this task.

Lastly, file types (as different to filenames) are an important concept, whereas the types of files determine *how* the user (and more importantly the Operating System) handles these files. The *how* (a file handled) and (with) *what* is determined by the *association* between the file type and its associated application.

Objectives:

- Appreciate *filenames* and *types*
- Changing, creating and manipulating file associations (where possible)
- Explain what a shortcut is and create a shortcut to *any* file or folder on demand
- Determine file statistics (size, location, etc)
- Be familiar with file address/path notation, file and folder directory structure
- Deleting and moving files, copying files to/from different destinations
- Determine the file type and make a reasonable assumption as the appropriate software to open/view that type of file.

Suggested Reading and Other Resources

http://210.212.126.249/wiki/index.php//Basic_Concepts_of_Computer#FILE_MANAGEMENT_IN_WINDOWS

http://www.co-bw.com/DMS_File_Names.htm

http://support.gateway.com/s/Mobile/Solo_Series/p5350/8508291/08291chc.htm

Topic 4

Types of Writable CD's and DVD's

A critical concept in determining what and how a final authored project should be written (burned) is to match an appropriate blank disc *type* to the media to be burnt.

The Compact Disc (also known as a CD) is an optical disc used to store digital data. It was originally developed to store and play back sound recordings only, but the format was later adapted for storage of data (CD-ROM), write-once audio and data storage (CD-R), rewritable media (CD-RW), Video Compact Discs (VCD), Super Video Compact Discs (SVCD), PhotoCD, PictureCD, CD-i, and Enhanced CD. Audio CDs and audio CD players have been commercially available since October 1982.

DVD was adopted by movie and home entertainment distributors to replace the ubiquitous VHS tape as the primary means of distributing films to consumers in the home entertainment marketplace. DVD was chosen for its superior ability to reproduce moving pictures and sound, for its superior durability, and for its interactivity. DVD as a format had two qualities at the time that were not available in any other interactive medium: enough capacity and speed to provide high quality, full motion video and sound, and low cost delivery mechanism provided by consumer products retailers.

This Topic summarises both the *types* of recordable discs and their appropriateness as final authoring mediums.

Objectives:

- Identify types of writable CD's (CD-R, CD-RW, CD+RW, CD-RW)
- Identify types of writable DVD's (DVD-R, DVD-RW, DVD-RAM, DVD+R, DVD+RW, DVD DL +/-RW)
- Determine the physical capacities and specifications of these discs
- Determine what types of media can be burned to a disc (data, music, video)
- CD and DVD handling, data archiving and preservation

Suggested Reading and Other Resources

<http://www.marchansen.com/tn118/>
<http://barkleyis.unl.edu/barkleyis/CD.html> (nice concise summary)
<http://dvr.about.com/od/dvdrecordableformats/f/faq4.htm>
<http://www.osta.org/technology/dvdqa/dvdqa6.htm>
<http://www.bemuso.com/musicbiz/cdmediabasics.html>
<http://en.wikipedia.org/wiki/CD>
<http://en.wikipedia.org/wiki/DVD>
<http://dvd-burning-software.toptenreviews.com/dvd-burning-and-ripping.html>
<http://static.highspeedbackbone.net/html/shedding-light-on-cd-burning.html>
<http://www.archivemyphotos.org/type.html>

Topic 5

Introduction to Basic Authoring Techniques

In computing, an optical disc drive (ODD) is a disk drive that uses laser light or electromagnetic waves within or near the visible light spectrum as part of the process of reading or writing data to or from optical discs. Optical disc drives are an integral part of stand-alone consumer appliances such as CD players, DVD players and DVD recorders.

They are also very commonly used in computers to read software and consumer media distributed on disc, and to record discs for archival and data exchange purposes.

Disc recording is restricted to storing files playable on consumer appliances (films, music, etc.), relatively small volumes of data (e.g., a standard DVD holds 4.7 gigabytes) for local use, and data for distribution, but only on a small-scale; mass-producing large numbers of identical discs is cheaper and faster than individual recording.

Objectives:

- Determine maximum Rate Of Burn (ROB) on a burnable disc media
- Create a music CD
- Understand and work through the process of 'ripping' a CD (as different to 'burning' a CD)
- Determine this process of creating data CD's and DVD's
- Determine what is, and when to use a Multi-Mode CD/DVD's
- Be knowledgeable about different types of audio formats (AAC, FLAC, MP3, WMA, WAV and PCM) and how to convert between them
- Create your own custom Music CD!

Suggested Reading and Other Resources

<http://www.wisegeek.com/what-is-ripping-a-cd.htm>

<http://windows.microsoft.com/en-us/windows7/Rip-music-from-a-CD>

<http://www.wikihow.com/Rip-Music-from-a-CD-to-a-Computer>

<http://www.wikihow.com/Burn-a-Music-CD-Using-Windows-Media-Player-9>

<http://www.wintuts.com/How-to-burn-an-Audio-CD>

<http://www.online-tech-tips.com/windows-7/windows-7-how-to-burn-cds-dvds-and-blu-ray-discs/>

<http://www.nch.com.au/acm/formats.html>

<http://stereos.about.com/od/portableandpersonalaudio/f/audiofiles.htm>

<http://www.fileinfo.com/filetypes/audio>

<http://www.mp3.com>

Topic 6

Introduction to DVDStyler

Part A

Authoring a professionally created DVD involves various steps which include:

1. Collection of DVD assets
2. Conversion of assets to application compliant objects where necessary
3. Planning of the overall menu architecture and individual menu interfaces
4. Creation of the menu architecture and creation of the objects, buttons and other artefacts
5. Importation of the video, image and other objects
6. Rendering the project to an .ISO
7. Virtual Disk management and .ISO testing
8. Decompression of .ISO to final DVD structure
9. Burn to DVD

You will need to be conversant with the above theory steps in order to work through the entire DVD authoring process.

Part B

This part introduces us to a publicly available authoring system called 'DVDStyler'. DVDStyler is a cross-platform free DVD authoring application for the creation of professional-looking DVDs. It allows not only burning of video files on DVD that can be played practically on any standalone DVD player, but also creation of individually designed DVD menus. It is Open Source Software and is completely free.

Objectives:

- Understand the various video and codec formats, image formats and sound formats
- Convert between the various formats as may be necessary
- Understand the DVD authoring workflow, the need for it, and reproduce it as it pertains to a particular project
- Identify the different parts of the DVDStyler interface (Menu and Tool Bars, Main Display, TileSet manager, SideBar)
- Correlate the theoretical process to the practical steps in DVDStyler and other applications
- Identify the different objects that may be added to the Main Display

Suggested Reading and Other Resources

http://en.wikipedia.org/wiki/Comparison_of_container_formats

<http://www.reelseo.com/file-formats-containers-compression/>

http://www.pcworld.com/article/213612/all_about_video_codecs_and_containers.html

<http://www.dvdstyler.org/en/>

http://sourceforge.net/apps/mediawiki/dvdstyler/index.php?title=Main_Page

Topic 7

Introduction to Basic Menu Structures

Part A

This part begins the formal process of creating menu systems consistent with professional authored products that are available for purchase.

Designing the navigation elements is as equally important as designing the content elements. As your project grows, guiding users to the extra content and functionality becomes an increasingly difficult task.

Guiding users to that content and functionality shouldn't be the job of any one menu. All of that content just doesn't always fit in one large menu, no matter how organized it may be. Conversely, all content should be equally accessible, thus it is then a challenge to allow easy navigation to each of the content elements.

This part therefore discusses the challenges of good design of where (on the page) and where (in the project) the navigation content is delivered.

Part B

This part explains the practical elements of creating navigation (via buttons) within the project software DVDStyler. It will conclude with working through the mechanics of making the navigation system "live", so as to give the project a practical test.

Objectives:

- Explain the issues involved with DVD menu planning
- Develop practical methods of (non-project based) menu planning
- Create buttons to link various menus together
- Author the navigation system (time permitting)

Suggested Reading and Other Resources

<http://creately.com/diagram-examples>

<http://www.peachpit.com/articles/article.aspx?p=1355450&seqNum=8>

<http://www.doom9.org/index.html?/mpg/scenarist.htm>

DVDStyler Operators Manual p. 36-40

<http://www.forlang.wsu.edu/help/dvdstyler.asp>

http://www.ehow.com/how_6730815_design-dvd-menu.html

Topic 8

DVD testing using a Virtual DVD Utility

In earlier topics we planned and created the DVD structure, we now need a way to 'test' the structure in a 'live' condition.

The final rendered product of DVDStyler is an .ISO image and it is this file that must be handled correctly in order to confirm the logical and physical correctness of the final product before a DVD burn.

When you get your hands on an .ISO (or other image file format) that you want to use, you can either burn it to a physical CD or DVD media, or mount it by using some sort of emulating software. By using a mounting software package you can keep the .ISO image as a file somewhere on your hard disk or network.

Thus once the image is mounted you can just access it like it was a real CD or DVD drive. This saves the obvious and unnecessary waste of a 'coaster'.

Objectives:

- Be familiar with the concept of .ISO's
- Virtually mount and access ISO files as a virtual device
- Extract the contents of an .ISO as necessary using IZArc
- Test the project using appropriate software

Suggested Reading and Other Resources

http://en.wikipedia.org/wiki/ISO_image

<http://www.magiciso.com/tutorials/tutorials.htm>

<http://www.izarc.org/>

<http://www.videolan.org/>

Topic 9

Adding Sound and Images

Adding sounds and images form an equal if not greater part in the overall DVD project production. Whilst background music is used to add emotion and rhythm to a film, it can also be effectively used to add meaning and emphasis to the menu structure. Further, sounds and images used exclusively in a production can also make an effective presentation without the need for video.

Background music may aid viewer understanding by linking scenes, related content and other artefacts together.

For example, a particular musical theme associated with an individual character or situation may be repeated at various points in a presentation in order to remind the audience of salient motifs or ideas.

Images are the most noticeable objects that catch the eye.

Thus images are critical to the overall presentation as it is necessary to add images to the menu backgrounds, (image type) buttons and other objects.

This topic will give you the practical and strategic knowledge to use sounds and images appropriately in the DVDStyler application.

Objectives:

- Be aware of the advantages of strategically placed images and sounds
- Create a DVD slide and picture show
- Review of different types of audio formats (AAC, FLAC, MP3, WMA, WAV and PCM) and how to convert between them (see Topic 5)
- Develop practical methods of placing sound and images as both static and non-static objects in the DVDStyler application software
- Author an exclusive DVD picture and audio slideshow

Suggested Reading and Other Resources

http://en.wikipedia.org/wiki/Audio_file_format

<http://www.coolutils.com/TotalAudioConverter>

<http://audacity.sourceforge.net> – Semi-pro. audio editor / recorder for Windows

<http://dvd-audio.sourceforge.net> - DVD audio Tools (as different to CD Audio)

http://www.ehow.com/how_2222300_create-dvd-slideshow-pictures-audio.html

Free sounds to download!

http://www.thefreesite.com/Free_Sounds/Free_WAVs/

<http://www.wavsource.com/>

<http://archive.org/details/netlabels>

Topic 10

Video File Types and Video Resolution

As video technology progresses, we are seeing more and more realistic video presentations being made available to us.

HD or High Definition is a term that is most often used to describe TV sets and videos that have higher resolutions compared to the standard. Standard definition TV sets and video are commonly called as 480p, referring to the 480 rows of pixels from top to bottom. HD usually contains 720 or 1080 rows from top to bottom, thus the 720p/1080p designations.

1080p is a set of HDTV high-definition video modes that are characterized by 1080 horizontal lines of vertical resolution and progressive scan, meaning the image is not interlaced as is the case with the 1080i display standard. The term usually assumes a widescreen aspect ratio of 16:9, and square pixels, thus implying a resolution of 1920 pixels wide by 1080 high. The frame rate can be either implied by the context or specified after the letter 'p', such as 1080p30, meaning 30 progressive frames per second.

Sometimes referred to in marketing materials as Full HD, 1080p typically refers to the capability to accept 1080p signal and display it with native resolution of at least 1080 lines, as well as the capability to upscale lower-resolution material to 1080p.

Objectives:

- Become familiar with video resolution (720p, 1080i and 1080p), frames/sec, bitrate and aspect ratio (4:3, 16:9)
- Participants will learn about video and audio codecs and how to convert between them as necessary (using Format Factory)
- Determine the very detailed information about a multimedia file and apply this information accordingly

Suggested Reading and Other Resources

<http://www.reelseo.com/basics-web-video-file-formats-video-containers/>

<http://www.fileinfo.com/filetypes/video>

<http://www.pcfreetime.com/>

<http://mediainfo.sourceforge.net/en>

http://en.wikipedia.org/wiki/High-definition_video

<http://forums.boxee.tv/showthread.php?t=53172>

<http://en.wikipedia.org/wiki/DVD-Video>

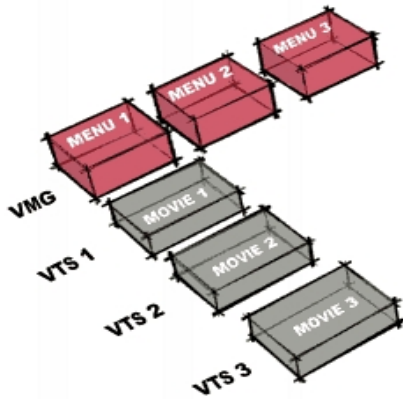
DVDStyler Manual p.48

Topic 11

Multi-Menu DVD Authoring Part I

Multi-Menu DVD authoring allows for the building of additional features commonly seen in professional productions. The features include chapter menus, textual descriptions and commentary and mapping of remote controls to DVD navigation system. Complex menu may allow for multiple contexts of the same movie to be made available (chapter, language and aspect ratio) or it may allow additional features about the movie to be displayed (bloopers, alternate ending, etc). Regardless of the feature, it is an art in itself to be able to allow and make the features interact in a meaningful way in a DVD presentation.

A possible representation of a relatively simple multi-menu DVD navigation system is as follows:



This sessions' work will give instruction on how to create these multi-menu DVD navigation systems.

Objectives:

- Become familiar with a collection of menu objects and their characteristics
- Create appropriate menus to navigate the Video Manager (VMG) and Video Title Sets (VTS)

Suggested Reading and Other Resources

<http://mediachance.com/dvdlab/Helppro/vts.htm>

http://www.whatisbroken.com/dvd_features.html - eg of VERY complex DVD features

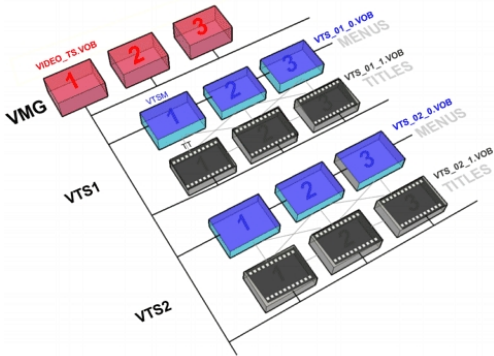
<http://codeidol.com/community/nix/customize-a-dvd-menu/6138/>

Topic 12

Multi-Menu DVD Authoring Part II

True Multi-VTS authoring software takes the full range of the Single-VTS structure and multiplies it many times. This creates a full DVD structure where the user can decide where to put his movies and menus. Multi-VTS software can create any structure described above and its combination without any unnecessary restrictions. The benefit is that user has much more creative freedom and is not restricted to creating a "template"-driven DVD.

Any retail DVD is created with this structure. For example the main menu is in the VMG, with the main widescreen movie in VTS1 together with scene-selection menus. Then we have special features movies that may be all in VTS2. You can have also a full screen movie with its scene selection menus in VTS3, etc.



Objectives:

- Become familiar with single and multiple tilesets within the context of DVDStyler
- Map (on paper) the complex interactions between the various VTS and VMG
- Create single and multiple tilesets on demand
- Become familiar with adding multiple subtitle and audio tracks.

Suggested Reading and Other Resources

DVDStyler Manager p. 47-50

http://www.pixelpops-shop.com/PopDropsHD-UnLeashed--Template-064_p_259.html

<http://www.sothinkmedia.com/movie-dvd-maker/dvd-menu-templates.htm>

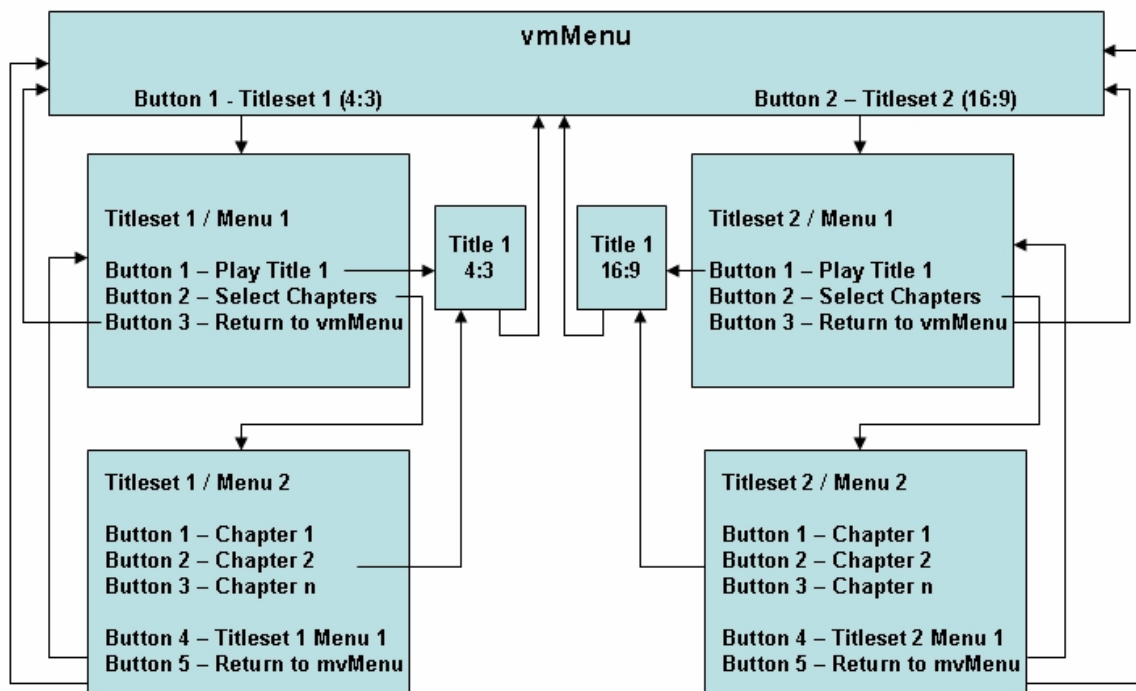
Topic 13

Multi-Menu DVD Authoring – Practical Work

This session continues the work of the previous sessions by allowing students to craft their own multi-menu DVD's. An important addition to the authoring process is the paper sketching of the menu system before actual creation.

This can be especially helpful with extremely complex menu systems.

An example sketch of a possible menu system is as follows:



Objectives:

- Sketch a possible menu system, either from scratch or from a given DVD
- Create the given system or created system with the application software

Suggested Reading and Other Resources

DVDStyler Manager p. 51-

<http://www.daniusoft.com/tutorial/dvd-creator-free-dvd-menu-template.html>

[http://www.12inchdesign.com/cgi-bin/12inchdesign.cgi/prod_details?](http://www.12inchdesign.com/cgi-bin/12inchdesign.cgi/prod_details?style_category=DVDMEN&category=01POW)

[style_category=DVDMEN&category=01POW](http://www.12inchdesign.com/cgi-bin/12inchdesign.cgi/prod_details?style_category=DVDMEN&category=01POW)

Topic 14

Putting it All Together

Authoring a professionally created DVD involves various steps which include:

1. Collection of DVD assets
2. Conversion of assets to application compliant objects where necessary
3. Planning of the overall menu architecture and individual menu interfaces
4. Creation of the menu architecture and objects, buttons and other artefacts
5. Importation of the video, image and other objects
6. Rendering the project to an .ISO
7. Virtual Disk management and .ISO testing
8. Decompression of .ISO to final DVD structure
9. Burn to DVD

You will need to conversant with the above theory steps in order to work through the entire DVD authoring process.

It is in this time that you are able to work on or complete any DVD project that you may have in mind.

Objectives:

- Review of entire unit
- Visit each step above and be conversant with:
 1. The issues
 2. The software necessary to deliver the end result of each step
 3. The *use* of the relevant software correctly and efficiently

Suggested Reading and Other Resources

Re-read readings and review software visited throughout course

Topic 15

Workshop Time

Objectives:

- Review of entire unit
- Visit each step above as necessary
- Produce your own DVD!

Suggested Reading and Other Resources

Entire DVD Styler Manual!

