
CockpitCUBE® Mix&Wipes V2.0 Module

Quick-Start Guide



Introduction

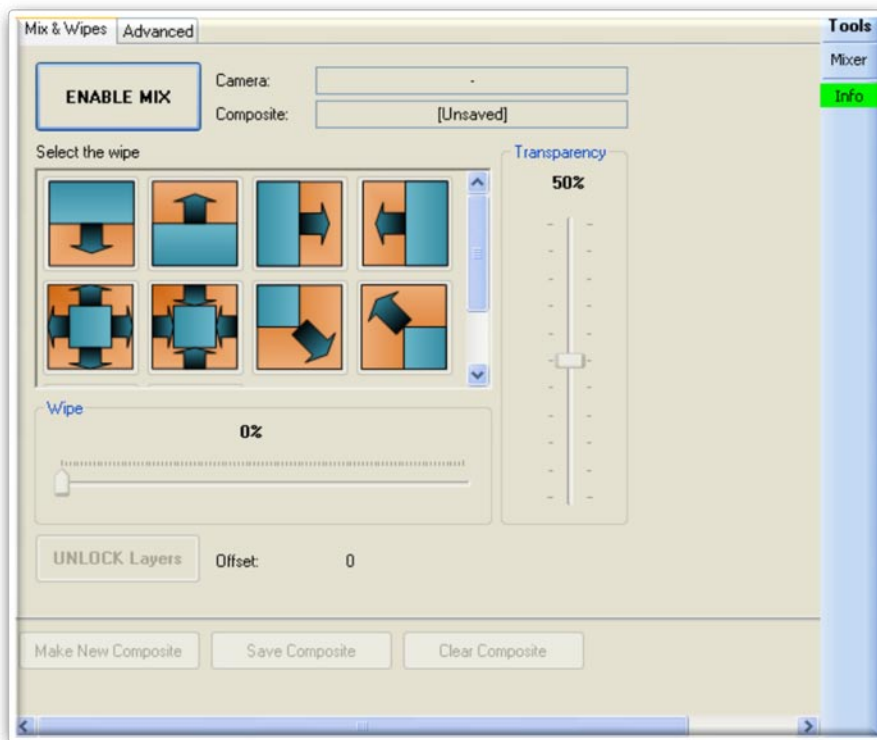
This manual is to be considered an add-on to the CockpitCUBE® Essentials V2.0 Manual.

Only changes in the CockpitCUBE® operability due to the use of the CockpitCUBE® Mix&Wipes V2.0 Module are described here.

Please refer to the CockpitCUBE® Essentials V2.0 Manual for a more detailed introduction to CockpitCUBE® features.

Module Interface

The Mix&Wipes V2.0 Module adds a dedicated panel in the toolbox on the upper left hand quadrant of the interface. To display the Mix&Wipes V2.0 Module Control Panel press the Mixer button located on the CockpitCUBE® Vertical Tool Bar. The Mix&Wipes V2.0 module works on any available DDR at the same time and in the DualCamera V2.0 module as well.



There are many ways of making a mix:

Involving the Live Video Feed (note: cannot be seen On-Line on director's monitor unless the RT&L Module is installed):

- A. using **LIVE** as Background (BG) and a **Recorded Take/** Recorded Rehearsal/ Imported Take as Foreground (FG).
- B. using **LIVE** as BG and a **Grabbed Frame** as FG.
- C. using a **Recorded Take/** Recorded Rehearsal/ Imported Take as BG and **LIVE** as FG.
- D. using a **Grabbed Frame** as BG and **LIVE** as FG.

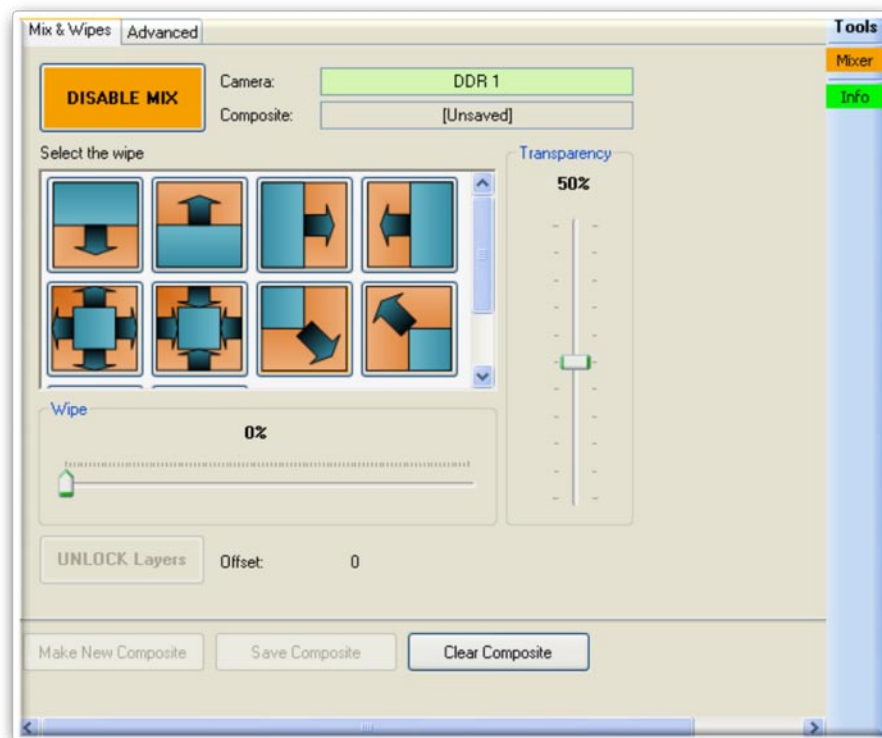
Involving pre-recorded material only (note: can be seen On-line – i.e. in realtime – on director's monitor):

- E. using a **Recorded Take/** Recorded Rehearsal/ Imported Take as BG and another **Recorded Take/** Recorded Rehearsal/ Imported Take as FG.
- F. using a **Recorded Take/** Recorded Rehearsal/ Imported Take as BG and **Grabbed Frame** as FG.
- G. using a **Grabbed Frame** as BG and a **Recorded Take/** Recorded Rehearsal/ Imported Take.
- H. using a **Grabbed Frame** as BG and another **Grabbed Frame** as FG.

Note: FG means the upper layer, that is the layer that needs to be made transparent to be able to see the BG, so the Mix really works only on the FG.

To do a Mix you have first to choose the DDR and then the BG; the BG will define the duration of the Composite and the Slate, Action, Cut, In and Out points as well.

To chose the BG click on the ENABLE MIX button:



- If you are in LIVE mode when you press the ENABLE MIX button, the LIVE video feed will be used as BG (mix Type A or B).
- If you have a Take or a Frame currently loaded when you press the ENABLE MIX button, the currently loaded item will be used as BG (mix Type C or D). Note: If the Take Video Clip has been deleted or the selected item is on a Media Drive currently missing, the Mix cannot be activated.

Then, depending on which BG you have chosen, you have to choose the FG. Please note: to enable the Transparency and the Wipes it's necessary that both layers are loaded.

- If the LIVE is your BG, select the FG Take or Grabbed Frame from the Take list; any time you select a different take, it will be loaded as new FG (mix type A or B).
- If a Take or Frame is your BG, select the LIVE as FG (mix type C or D).
- If a Take or Frame is your BG, select another Take or Frame as FG (mix type E, F, G or H).

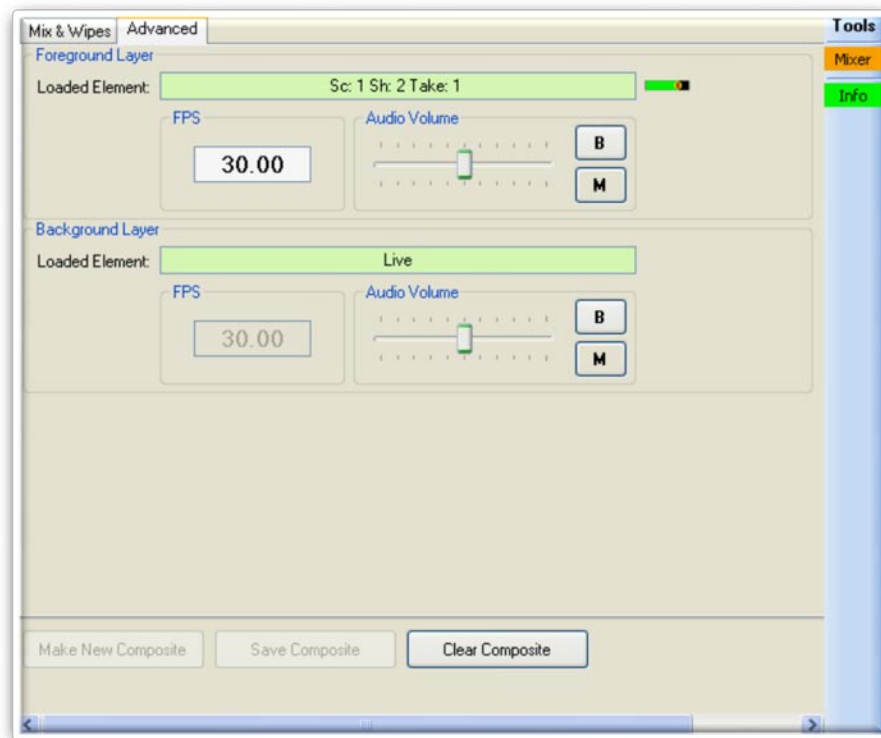
Please note: the mixer works also on multiple DDR at the same time; you can do a mix in one DDR, select another one, do another mix and so on (CPU load increases accordingly).

In case you did setup a Composite using 2 recorded items (Takes or Frames – Mix Type E, F, G or H) you can save the result to disk by clicking on the “Make New Composite” button. The composite will be filed under the “Composite” folder of the same Shot in which the BG item belongs to and no rendering time or additional disk space is ever required.

In case you did setup a Composite using LIVE (Mix Type A, B, C or D), you can record the live composite for later review (saving it to disk without recording the live video feed is obviously impossible); you also have the ability to start the playback of the recorded take (Mix Type A or C only – a Frame cannot “playback”), on a cue, during recording, starting from any frame you choose. Here is an example how to proceed:

Setup your Type A or C mix; the default mix value is 50%, but you can change it by sliding up or down the (Foreground) Transparency cursor; when the Transparency is set to 100% it means the FG layer is invisible; when the Transparency is set to 0% it means the BG is invisible; the recorded take is played back at the same FPS set before, but by clicking on the Advanced tab you can change the FPS to any FPS allowed by the software without affecting the source Take; changing the FPS of a take involved in the mix won't change the FPS of the original take and vice-versa; you can play, scroll, skip thru the recorded take, cue to and mark the Slate, Action, Cut, In and Out points, etc.; if the recorded take has an Action point defined and you are in the “A” loop mode, the take will be loaded on the Action point if the recorded take has an In-point defined and you are in the “I” loop mode, the take will be loaded on the In-point.

Each layer has separate controls for playback audio volume and balance; main interface volume control is deactivated when mix is active.



When you hit the RECORD button on the Transport Control panel, CockpitCUBE® will start recording the LIVE feed in the Active shot for the selected camera as usual. During recording the recorded take will stay still on the frame it was paused on the moment you pressed the record button. To start the playback of the recorded take during recording you can either press the PLAY button or the A! button. Pressing the A! button will also mark the Action point for the currently recording take.

If you press the Abort Button, you'll be presented with a confirmation window and if you press Yes, the record in progress will be aborted (no Take will be saved and no Composite will be created).

When you press the STOP button, the newly recorded Take will appear as the last take in the Active shot for the selected camera and a new compositing will appear in the "Composites" subfolder of the Active Shot for the selected camera.

The newly created composite will be loaded automatically for playback at the end of the recording.

To review any other Composite, browse the tree view to the appropriate "Composites" subfolder and select the Composite listed in the take list, with the Mixing still active. If you disable the mix you can't see the saved composite.

At the end of the recording, if the two layers are not in synch or if you want to modify any other parameter (transparency, FPS, FG take, etc.), you still can because the compositing is done in real time every time and the Live stream has been recorded clean. This is true for any saved composite. At the end of the recording Mix Type A and C becomes Mix Type E; mix type B becomes Mix Type F; Mix Type D becomes Mix Type G.

Please note: you can then playback any Composite involving 2 layers of pre-recorded material (takes or frames – Mix Types E, F, G and H) on the director's monitor by clicking on the On-Line button without the need of the RT&L Module.

To synch-up two layers of pre-recorded material, seek thru the composite and identify a meaningful frame on the BG, for example the motion-control bloop light (you may use the transparency slider to bring the FG transparency to 100%, if it helps), then click the “UNLOCK Layers” button; at this point the BG take will remain still on the frame you have identified, seek thru the FG and identify the matching frame (now you may use the mixer slider to bring the FG transparency to 0% if it helps), make sure both layers are synched-up by moving the mix slider up and down (now you may use the mixer slider to bring the FG transparency back to 50%), click the “LOCK Layers” button and press Play. The two layers are now synched-up.

The Mix works also in the DualCamera module, when available. It’s possible to setup a composite in CockpitCube Essentials for one or both DDRs and then swap to DualCamera Module for synch record and synch playback (CPU load increases accordingly).

Please note: when the layers are unlocked, it’s not possible to swap to the Configuration or to the DualCamera module interface.

Please note: the synch point between the layers is not defined by the Action point or any other relevant point marked during recording or afterward, as a matter of fact they are completely separated. Marking the Action point during recording is the simplest way of finding the proper reference frame afterward.

Please note: you can’t swap the BG of a Composite as you do with the FG; to change the BG you have to create a new Composite from scratch. To do so, either click on the “Clear Composite” button, choose the appropriate BG and then the appropriate FG or disable the mixer, choose the appropriate BG and Enable the Mixer again.

To enable any of the 10 available wipes (more to come) click on the appropriate icon. To change wipe, click on a different icon. To control the Wipe use the Wipe track bar cursor. Foreground Transparency and Wipe are independent so the FG still retain the ability to become transparent.

To exit the Mixer click on the Disable Mixer button.