

SpeedEDIT

Features And Benefits

<i>Feature</i>	<i>Benefit</i>	<i>Advantage</i>
Resolution independence	Edit anything from web streams to Hi Def	It doesn't matter what you want to create, you can output in that resolution. Low-res web streams, standard def, or high def can all be created from the same project file by simply rendering out the desired size.
Edits in native formats	No intermediate codecs needed	Don't waste valuable time conforming or converting your clips. MPEG-2, M2t, QuickTime, AVI and most other formats are ready to use the moment you drag them into SpeedEDIT.
Auto-insert fades into project	Instantly add cross-fades or any DVE to the project.	One keystroke. That's all it takes to insert smooth fades into a selected region or your entire project. Keep building your story, without even thinking about the process behind it.
Process all clips in HD resolutions	SD clips are scaled up to HD resolution	Using Image Super-sampling, SpeedEDIT allows
Overlapping clips auto-fade	Overlap one clip over another in the Timeline, and that overlapping region becomes a fade.	Just stack clips as you need, and slide them to one side or another to shorten or lengthen the pace of the dissolve. It's all about working visually.
Modify project WHILE it plays	Use of meta-data means that frames keep getting fed to your real-time preview.	Enjoy the flexibility of adding or deleting clips from your project. WHILE it plays. That is flexible.
Global in/out adjustment	Set ins and outs on many clips at once	SpeedEDIT allows you to lasso a group of clips and with one gesture, shorten, lengthen, rotate or color-correct the entire region at once.
Clip roll-over previews in file bin	Hover the cursor over a clip, and the thumbnail plays.	Quickly choose the shot you want from among numerous takes, and drag it straight to Timeline or Storyboard, without importing or creating intermediaries or converting or...
Quick copy clips	Ctrl-drag to create another instance	Need another copy of the clip you're working on? Hold down Ctrl key and drag a fresh copy, complete with all settings from the original.
Clip inherit	Alt-drag to retain source clip properties	One of SpeedEDIT's coolest features: If you have already edited, sized or positioned a clip, it can be effortlessly replaced with another by just holding down the Alt key while dragging the new clip on top. All of the already created properties are instantly applied to the new clip.
Local scrubbing	See any frame within a clip	Left-clicking on the bottom of a Timeline clip pops up a thumbnail showing the frame. Holding the left button down and dragging horizontally will perform a 'local scrub' of just this clip. This is very handy when you are trying to find a clip or frame

		in a layer of elements.
Track selection	Selecting clip jumps time bar to it	When active, clicking on any clip in the project causes the time bar to snap to that clip. This behavior can also be refined by having the time bar jump to the first, middle or last frame in the clip.
Fade handles on clips	Sets audio or video fades	Instead of invoking Edit Properties panel, grab the fade handle in the lower corners of a clip and drag it inward. This ramps transparency for video and volume for audio clips. Another SpeedEDIT workflow boost.
Audio waveform feedback	Watch waveforms dynamically change as you modify levels	Any adjustment to audio levels are immediately visible in the clip's timeline waveform, as you adjust. SpeedEDIT workflow is all about feedback now, not when you render.
Intelligent background rendering	Much better than the RAM caches used by other edit applications.	HD and multi-layered SD projects may require more disk bandwidth than your laptop can provide. SpeedEDIT has dynamic background renders that keep your complex comps ready for playback as soon as possible. Make a small change, and only that adjusted portion re-draws for immediate feedback.
Real-time full resolution fielded on-screen rendering	Most applications act as if video isn't fielded. Even some HD apps show 320x240 progressive frames that do not resemble final output	We show real, fielded (or progressive) video on your monitor.
Undo/Redo	The undo/redo stack is saved to disk with your project file.	Load that project tonight, tomorrow or two years from now, and you can undo your steps back to the project's first action (if that is how your preference is set).
User presets	Any action in the editor can be saved and recalled with two mouse-clicks	Within SpeedEDIT is Tool Shed: your secret weapon. Any time you have carefully worked a clip fly-through, a color enhancement or gamma boost, that can be saved as a Tool Shed Preset. The next time it's needed, there is not need to spend any time on it. Select the clip, choose the preset and click Done. You're done.
Ctrl-drag a clip into a folder and it saves clip settings	Smart use of clip meta-data makes more efficient editing	This provides multiple benefits, such as music clips already marked to the beat of the music. These instances point back to the source clips, and take no disk space.
Classify clips by color	Yes, you can TINT any clip in the timeline or in a folder to any color you like.	Use your own system to visually distinguish between audio narration, music clips and background efx; pinpoint problem areas from your last session; have the freedom in this session to mark something for later...and keep telling your story.
Cut to music (or narration)	Tool Shed Markers, dropped on the audio track as it plays are used to automatically modify clips.	With one click, markers can do some very helpful things to your project: <ul style="list-style-type: none"> - trim all video clips to fit within markers for building a highlights reel to music or narration

		<ul style="list-style-type: none"> - razor clips or filters at every marker in the clip, for easy cutting of long takes.
Combine SD and HD clips on the timeline.	Web clips, SD clips, HD clips can be mixed without regard to resolution or format.	This is as big as the clips you'll be editing. Anything can be edited alongside or on top of anything else. Mixing your existing library into your new HD clips never gets in the way of the story, as there's no converting or re-scaling to distract you.
Real-time up and down conversion	Edit a project in any format or resolution	Edit a project in any resolution, from a 320x240 web stream to a HD and then render it out to any resolution, progressive or fielded, that you need. This also gives you the ability to output HD, SD and web-sized versions of the same project.
YUV rendering engine	Video is YUV, but most competitors render RGB which causes color clamping, banding and makes video never truly lossless.	Every important compression format is YUV (MPEG, DV, HDV, DVCPPro) so we talk directly to these without color conversions. This results in faster feedback with more accurate color
Full resolution HD previews	As you edit, enjoy full resolution monitoring of your work	High-Definition brings not just more pixels, but more clarity, detail and subtle coloration. Accurately monitor work as you progress without having to guess
Real-time HD previews	Drag. Drop. Play	No intermediaries. Drop an HD clip onto the timeline from a folder and it is ready to scrub and play. Avoid time wasted converting or rendering clips when you could be building your project.
Output any frame-rate	24p, 25, 29.97, 30p 60i 60p and more	Whether you are editing for output to Jumbotron, HD, DVD or broadcast, you can provide exactly what your client wants.
Output any resolution	Supports output from 320x240 web sizes up to HD	Edit any clips you have, and focus on the pacing and storyline. When completed, you can render out to any resolution you need.
Output any aspect ratio	4:3 and 16:9 support	Regular television aspect or wide-screen support throughout the workflow from capture, to titling and output.
Input most formats	Supports AVI, QuickTime, MPEG-2, Flash, more	Pay no attention to clip formats, file types or file extensions, and put all your attention on building the project without any performance penalty for mixing different clips
output via FireWire	Render and output your project via IEEE 1394 digital back to camera or deck.	All cameras and decks now have FireWire, making it the simplest way to ingest or lay back video.
Tool Shed automation	Any action in the editor can be saved for later re-call.	Perfect a move or color-correction once. Then, with two clicks, recall it to apply to one or dozens of clips in the project.
CG Post™	Full-featured character generation with 4:3 and 16:9 aspect support	CG Post allows animated titling in any aspect or resolution. Nearly 200 preset pages allow a quick starting point for fast set-up.
Fully multi-threaded	Every SpeedEDIT function is multi-threaded	Push the pedal to the metal. SpeedEDIT takes advantage of the new dual-core and multi-processor systems, wringing maximum performance your hardware.

White Balance correction	Automated correction to a known white source.	Sometimes, when shooting quickly, you may not notice that going from full-sun to shade affected your shot, until you examine it later. SpeedEDIT lets you make both subtle and major warm/cool correction to your video.
Real-time 3-wheel color correction	Correction separated in low/mid/hi bands	While separate color and gamma controls for shadows, mid-tones and highlights has become the standard for color correction, SpeedEDIT lets you do this in real-time, with adjustable smoothing between bands for the most subtle corrections or changes
4-band color selection	Select a color, and then manipulate it. Four different ways	Pick and color. Any color. Now, modify just that color with saturation or hue. Do that three more times and you have the ability to fine-tune anything in the frame.
Simultaneous Storyboard and timeline views	Storyboard and Timeline work on the same data, both responding instantly to any project change.	Storyboards are one of the most effective means of story set-up, and are still sketched out to pitch, and then produce commercials, movies and documentaries. Most editing software gives minimal attention or power to any existing storyboard interface. Only SpeedEDIT uses storyboarding as a real-time, interactive process beside the timeline.
Dual Timeline views of the same project	Later on, edit with timeline only, but have two separate views.	Once you begin layering or refining audio, the timeline becomes the best place to work, and SpeedEDIT gives you simultaneous wide and close-up views of the project.
Real-time layering	Multiple video and audio layers	Composite picture and picture, add effects, layer audio, all in real-time
3D control of position, size and rotation	With a speed and fluidity not available elsewhere, move, size, position, rotate, and feather clips.	When you need it, the visual positioning panel in SpeedEDIT is extremely fast. It gets faster and easier when you turn on Auto Key frame, remembering every move you make.
Spline-based control of all properties and effects	Adjust anything on a curve	Splines are just ways you connect 2 keyframes with a curve, but this allows very subtle control over audio levels, color corrections and playback speeds.
Real-time image sequence playback	Drag one targa from a folder of sequences, and SpeedEDIT instantly presents the whole clip for playback.	If you have original HD footage or a LightWave animation as a targa sequence, SpeedEDIT's intelligent use of meta-data will give you immediate clip playback, in full resolution. This also means while browsing, you can double-click on a targa in a file folder, and get real-time playback of the sequence. Fast and easy.
mixture of formats with no performance penalty	AVI, RTV, HDV, MPEG-2, m2t and more can be intermixed in the project. SpeedEDIT doesn't care.	You will instead be focused on how to pace your story instead of analyzing and then converting clips in the middle of your day.
Real-time interpolated slow motion	Slow motion playback, either fixed or dynamic, can be created at will with real-time feedback.	Slow a clip to perform a fit-to-fill in a project gap, or dynamically change clip speeds as a special effect. SpeedEDIT slow motion can't slow you down.

Real-time chroma and luma keying with spill suppression	Key out portions of videos or images based on color or brightness.	Place talent shot in front of green screen in a new environment, or key out black portions of a clip for video motion graphics.
Real-time high-quality scaling of graphics	Image Super Scaling	This keeps details crisp and clean, whether you are sizing a video clip down as a picture-in-picture, or needing to size an SD clip up to fill an HD frame.
Real-time video and audio filters	Audio: compressor/limiter, distortion, reverb, and more Video: blur, color correct, sharpen, soften, de-field and more	All of these filters are real-time, and animatable.
Real-time mixing of unlimited audio layers	Stack sounds for a customized effect	Sometimes that perfect sound happens to be a combination of many audio layers, and you can mix it all in real-time.
3D audio positioning	Visual positioner to set focus point when editing 4-channel audio.	With the ease of dragging a target point around a virtual room, you can pan and fade audio through space. You can even keyframe this while the clip is playing.