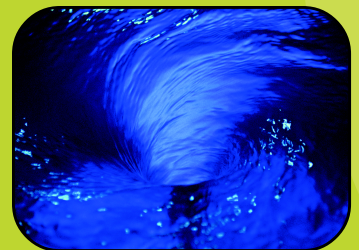




EyeWire

# EyeWire Footage

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## EyeWire Footage

# User Guide

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Welcome to EyeWire™ images—premium royalty-free Footage, Photography, Illustration and Object Photography for use on virtually any medium. Both aesthetically dazzling and technically superior, EyeWire images deliver stunning visual content in a versatile array of formats. They fit seamlessly into your workflow, making it easier and more attractive to create graphically rich work.

EyeWire Footage titles are provided in standard broadcast frame dimensions, and are available in D1-NTSC standard. Some titles may be available in D1-PAL standard. You get flattened QuickTime movies in full-screen, high-resolution, 24-bit color. Photo JPEG compression has been applied to reduce file size while maintaining superior image quality.

Every movie is crystal clear, ready for editing or compositing in leading applications.

## About this guide

This guide addresses what is included with each footage title, and gives suggested uses for various file formats. It also gives a rudimentary overview of using EyeWire Footage in selected applications.

This manual assumes you have a working knowledge of your computer and its operating system. For information on starting applications and determining file formats that your application supports, please see your operating system Help and your application documentation.

## Choosing files and browsing movies

EyeWire Footage titles give you flexibility by providing images in two QuickTime movie file resolutions, Full Screen and Preview. Browse images on CD-ROM 1 by viewing Preview movies using QuickTime software. To view QuickTime movies you must have QuickTime software installed on your computer.

## File types and suggested uses

EyeWire Footage are supplied in QuickTime movie format in two sizes, Full Screen and Preview.

### Full screen files

Full Screen movies are supplied in D1-NTSC standard format. Some titles may be available in D1-PAL standard format. D1-NTSC size is 720 x 486 pixels and is a broadcast quality television dimension which is used mainly in North America, Japan, and parts of South America. D1-PAL size is 720 x 576 pixels and is a broadcast quality television dimension used mainly in Europe, Australia, and New Zealand.

Files sizes range from 350K to 132 MB each. Use the Full Screen size for high-end production tasks and final output.

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### Preview files

The Preview files are 160 x 120 pixels. The file size varies from 75K to 4 MB. Use the Preview files to view and select movies to include in your digital video productions.

### Browsing and previewing movies

View thumbnail images in the CD package booklet. View images on your monitor using QuickTime software or video-editing software.

## Using EyeWire Footage

EyeWire Footage may be used in many video-editing applications and multimedia-authoring packages. Different applications support different features. Check your application user manual for details.

### File formats

EyeWire Footage are supplied in QuickTime movie format. Each QuickTime movie is represented in 24-bit color. Movies are provided in the 30 frames per second (fps) time base for D1-NTSC, or 25 fps for D1-PAL. Photo JPEG compression has been applied to reduce file size while maintaining superior image quality.

The QuickTime format is represented by the .mov file extension, and is native to both the Macintosh and Windows platforms. Because the QuickTime movies in the EyeWire collection are flattened, you can use them on either platform.

## Using EyeWire Footage in your application

Basic instructions for the most popular applications follow. EyeWire Footage may be imported into most applications that support the QuickTime movie file format. Check your application user manual for details. All software versions are current as of this writing. Your version may differ. Refer to your application software manual if you experience difficulty.

### Adobe Premiere®

To import a clip into the Project window:

- 1 Choose File > Import > File. The Import dialog box appears.
- 2 Locate and select the clip you want to import. A small preview of the clip appears in the dialog box (if the Show Preview option is selected).
- 3 Click Import to import the clip into the Project window.

To import multiple clips into the Project window:

- 1 Choose File > Import > Multiple. The Import dialog box appears.

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- 2 Select a clip, and click Import. The clip is placed in the Project window. Select additional clips using the same procedure.
- 3 Click Done when you have finished importing clips.

To import a folder of clips into the Project window:

- 1 Choose File > Import > Folder. The Import dialog box appears.
- 2 Locate the folder containing the desired clips, and click Select.
- 3 All the clips in the selected folder are imported into the Project window. Any folders within the folder will not be imported.

#### **Adobe After Effects®**

To import footage into a Project window:

- 1 Make sure the project you want is open, or choose File > New Project.
- 2 With the Project window open, choose File > Import > Footage File.
- 3 To see files of only one type, select a File Type.
- 4 Locate and select the footage you want to import.
- 5 Click Open. The footage appears in the Project window.

To import multiple items at once:

- 1 Choose File > Import > Footage Files.
- 2 Select a QuickTime movie and then click Open.
- 3 Repeat until you have finished, and then click Done. All selected items are added to the Project window.

Importing Footage with Alpha channels:

- 1 Choose File > Import > Footage File. Open your desired file. The Interpret Footage dialog box will appear. (An Alpha channel indicates that part of your image is transparent.)
- 2 Choose the type of Alpha channel that you are using by clicking on it. Click OK.
- 3 If you do not know the type of Alpha channel your image has click Guess. After Effects attempts to determine the type of Alpha channel automatically. If the Guess option can not guess confidently, it beeps.

Previewing Footage Items:

You can open any footage item directly from the Project Window by double-clicking the item. This allows you to view still images, as well as listen to audio tracks and watch QuickTime movies.

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### **Media 100**

Importing a QuickTime movie:

Choose File > Import >. A dialog box will appear in which you can specify various parameters associated with the import operation. When you are ready choose Import. A source clip for the imported material appears in the active Bin window.

### **Avid Technology MCXpress and Media Composer**

Importing a QuickTime movie:

Choose File > Import. A dialog box will appear. Choose QuickTime as the file type. Select a QuickTime movie and click Add. The movie is added to the selection list. Repeat until you have finished, then click Done.

All selected movies are added to the current Bin window.

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# EyeWire Footage System Requirements

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## Macintosh System Requirements

To use EyeWire Footage, you need the following hardware and software:

- A Power Macintosh® computer
- At least 24 megabytes (MB) of application random-access memory (RAM)
- At least 100 MB available hard-disk space
- Apple® System Software version 7.5 or later
- A double speed CD-ROM drive
- A 16-bit color monitor
- QuickTime software (version 3.0 or later)

For the best performance, EyeWire recommends the following hardware and software:

- At least 64 MB of RAM
- At least 1 GB available hard-disk space
- Apple System Software version 7.5 or later
- QuickTime software (version 2.5 or later)
- A quad speed or faster CD-ROM drive
- A video accelerator card
- A video-digitizing board that is able to interpret compression formats (such as Photo JPEG, Motion JPEG, etc.)
- A 24-bit color monitor

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### Windows® System Requirements

To use EyeWire Footage, you need the following hardware and software:

- An Intel® 80486 or faster processor
- Microsoft® Windows 95 or Windows NT® 3.51 or later
- At least 24 MB of random-access memory (RAM) for Windows 95 systems, or at least 48 MB of RAM for Windows NT systems
- At least 100 MB available hard-disk space
- A double speed CD-ROM
- QuickTime software
- A 16-bit color monitor

For the best performance, EyeWire recommends the following hardware and software:

- A Pentium® - or Pentium II® -based or faster PC
- Windows 95 or Windows NT 4.0 or later
- At least 48 MB of RAM for Windows 95 systems, or at least 64 MB of RAM for Windows NT systems
- At least 1 GB available hard-disk space
- A quad speed CD-ROM
- QuickTime software (version 2.12 or later)
- A high-resolution 24-bit color video display card
- A video-digitizing board that is able to interpret compression formats (such as Photo JPEG, Motion JPEG, etc.)
- A 24-bit color monitor

*Note: If you are using EyeWire Footage to create broadcast-quality output we strongly suggest that your hardware meet or exceed the recommended requirements. Professional broadcast production may require additional hardware and software.*

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