

Authoring a simple DVD in Encore (CS6)

Please note: this workshop works best with the software components of Adobe CS6 (Premiere and Encore). Encore is no longer distributed with the Creative Cloud but can still be downloaded and linked to Premiere CC, see:

<http://helpx.adobe.com/encore/kb/encore-cs6-installed-cc.html>

This workshop shows how to export footage from Premiere for distribution on an interactive DVD that can be authored in Adobe Encore. It gives a basic introduction to Encore, illustrates the process of building a simple menu and shows how to burn menu and video content to a DVD that can be played back in every DVD player (in computers and stand alone).

Preparation of sequences in Premiere

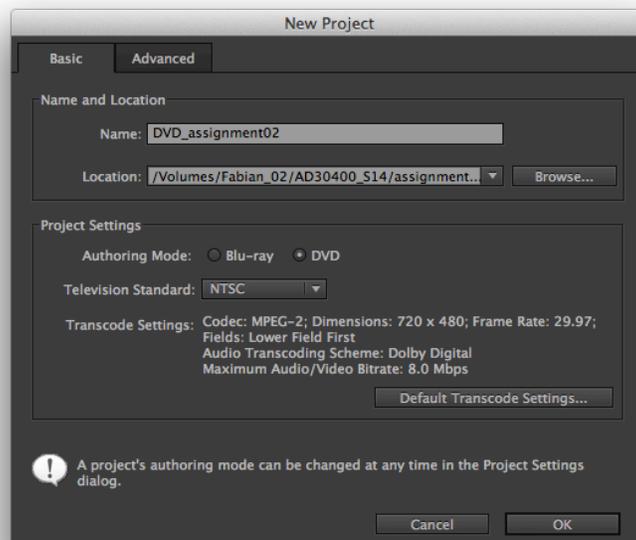
Option 1: Export a standalone Quicktime movie from Adobe Premiere as shown in the workshop "Basic Editing in Adobe Premiere."

Option 2: Using Adobe Dynamic Link

After you have completed editing your project in Premiere, you can send an unrendered version of your sequence directly to Encore. Go to:

File > Adobe Dynamic Link > Send to Encore

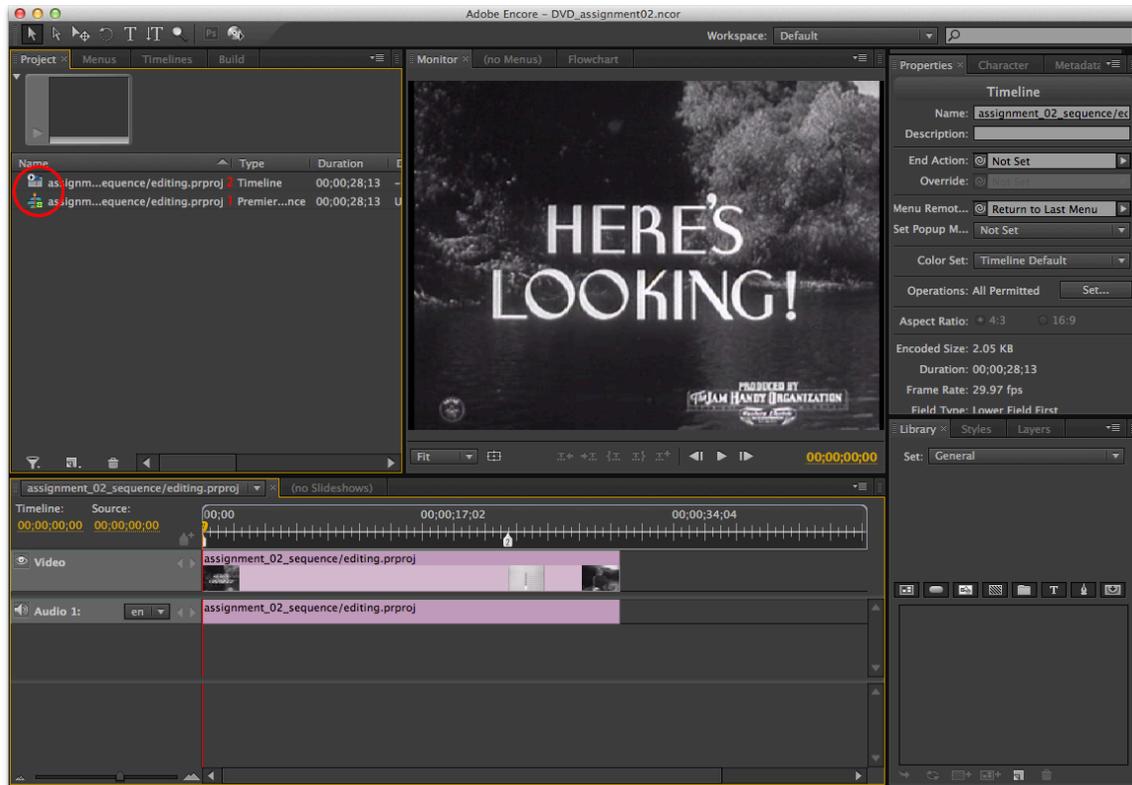
This opens up new Encore project (you can find Encore also in the Applications folder if you would like to start it manually) with an initial dialog window for your Encore project settings:



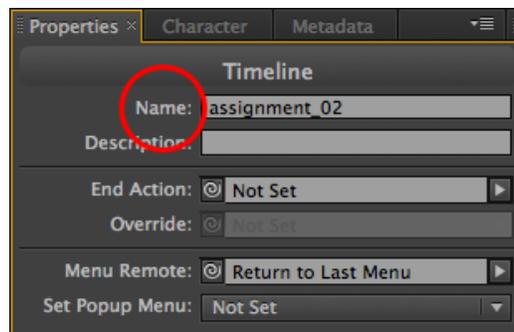
Make sure to name your project and choose the proper location to save it to (you can save it in the same folder as your other files for assignment 02).

When Encore is importing your Sequence from Premiere, it automatically creates a representation of that sequence (1) and a Timeline container (2) which is needed to play back the sequence on the DVD.

Your Encore window should look like this:



You can rename the Timeline container, so you won't confuse it with the sequences in Encore's Project window. Click on the Timeline icon in the project window, then go to the Properties window and change the name of the timeline there.

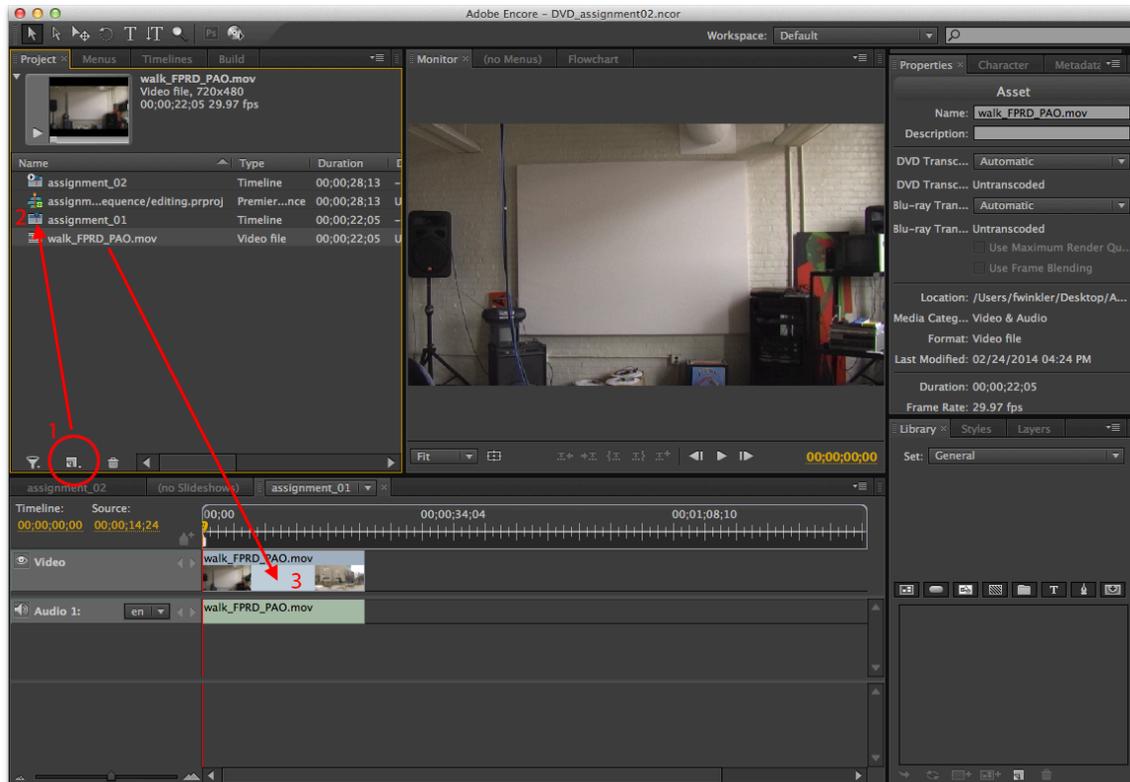


Now we'll import a second video (maybe the one from assignment01). Let's assume this one was exported from Premiere as a standalone Quicktime movie (like explained in the workshop "Basic Editing in Adobe Premiere").

We can import this file by going to:

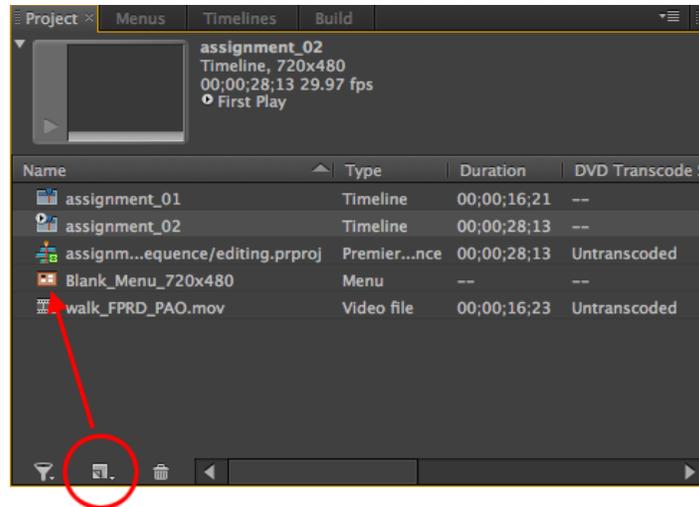
File > Import As Asset

This video, once imported also needs a Timeline container, to be properly played back by the DVD. In Encore's Project window we click on the paper icon and choose "Timeline" (1). This creates a new empty timeline (2). Rename it and drag and drop the video from assignment 01 onto the new timeline at the bottom of your Encore window (3):

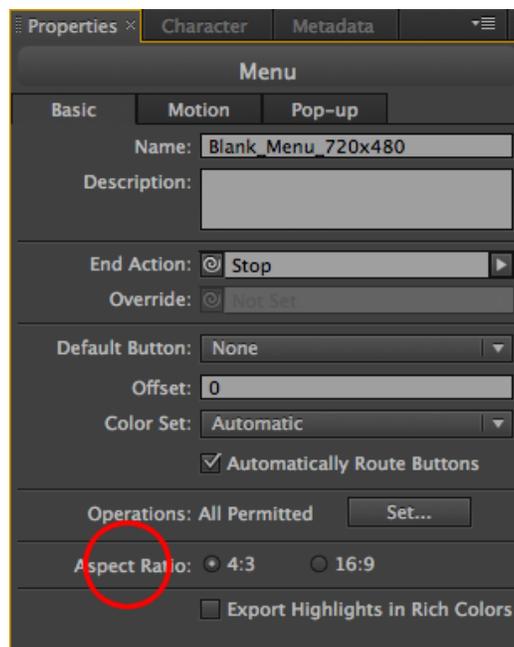


Creating a simple menu

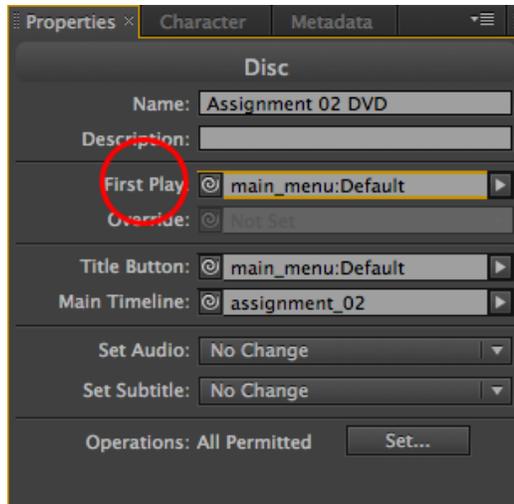
In the next step we create a simple menu that links to the individual videos. We start by creating an empty container for the menu by clicking the paper icon at the bottom of the Project window and choose: Menu.



Click on the new menu container and rename it. Also choose the aspect ratio (4:3 or 16:9) – this depends largely on what aspect ratio the majority of your files have. If they are predominantly 16:9 choose 16:9 here, too.



Since we would like to start the DVD automatically with the menu we need to set the “first play” action to the menu. Click anywhere in the project window without selecting an asset or container, then go to the properties window – it should look something like the next screenshot. IN the properties window find the First Play property, grab the swirl in front of it and drag a line to the menu container you just created in the project window. Once the menu container in the project window is selected release the line and the menu will automatically show up in the First Play field in the Property window. While you are in the Property window for the DVD you can also set the DVD’s name under Name.



Creating Menu Items

For this very simple menu, we'll create 2 buttons that are made up of text, one for each project. Later we'll learn how to work with images as buttons, too.

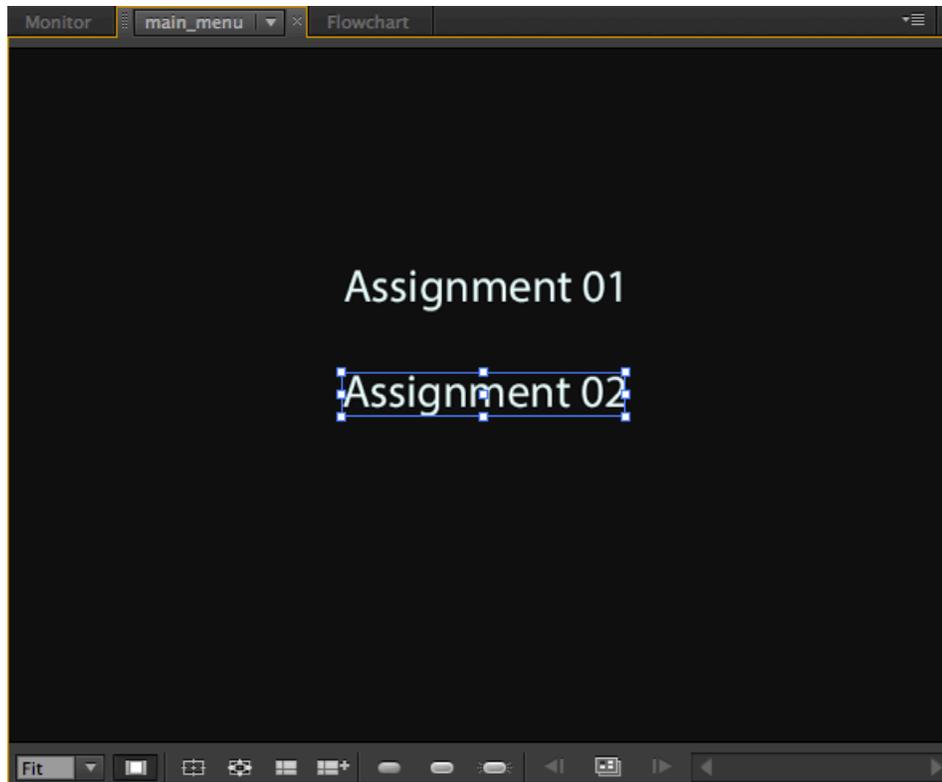
Double click on the menu container in the project window, this will bring up an empty menu in your main viewer window. Select the text tool and draw a rectangle in the menu window, this will allow you to type text.



You can change the font type, size and color of the text by selecting it in the menu window with the text tool and tweaking these properties in the Character tab in the Properties window. You can move text objects by selecting them with the Move tool.

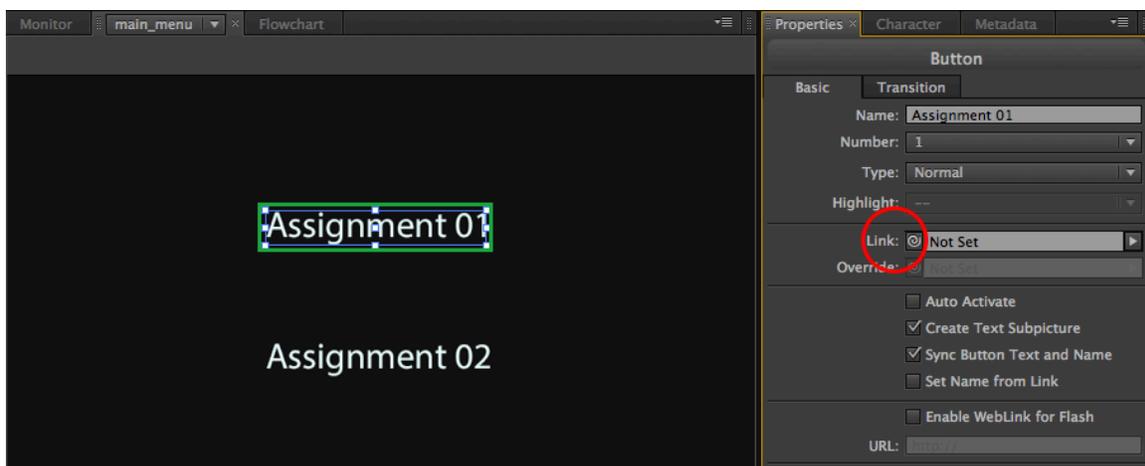


Your menu window should look something like the following screenshot.



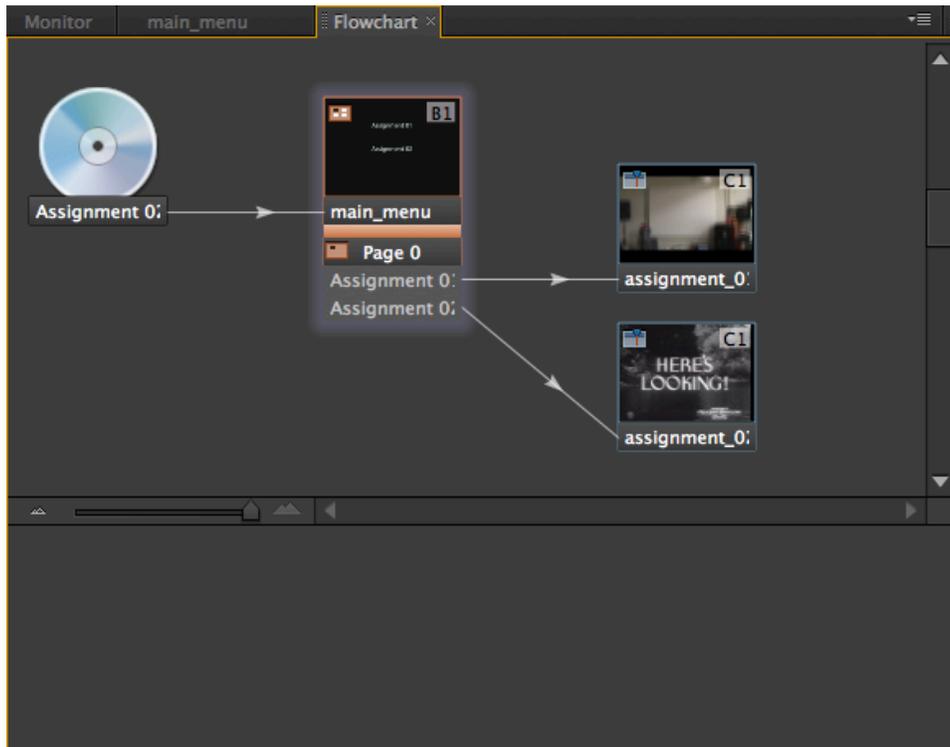
In order to turn the text objects into menu buttons we have to select one of them and then go to **Object > Convert to Button**. Repeat for button two.

Now we can link each button to their corresponding video. Select one of the buttons with the direct select tool and drag the swirl from the button's Link property in the Property window onto the timeline container you would like to connect to this button.



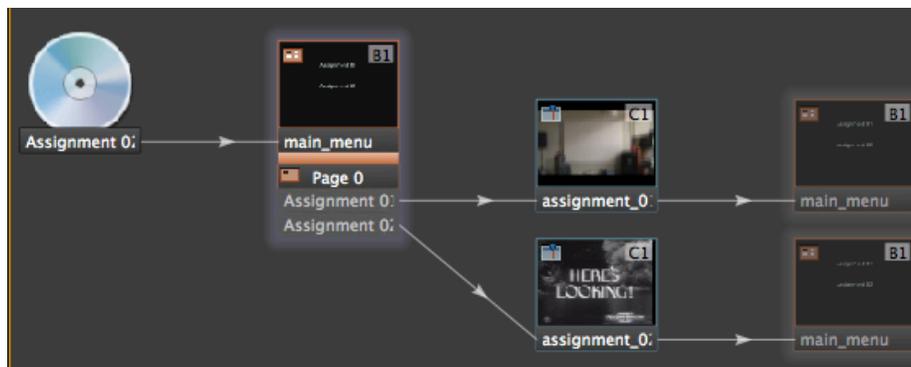
Repeat for button two. For example, I linked button 1 (Assignment 01) to the timeline assignment 01 and button 2 (Assignment 02) to the timeline assignment 02. You already see with just a few buttons and timelines that it helps to label all your assets, buttons and containers properly.

You can take a brief look at the structure of your DVD by clicking the Flowchart tab in the main viewer:



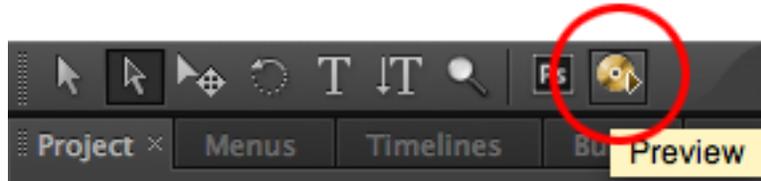
What you see is that the DVD, once inserted into a DVD player will go to the menu first (First Play) and that the menu gives you access to the two videos. However, it also becomes clear that there is no action specified for going back to the menu after each movie has played back.

Lets click on a timeline container for either assignment 01 or assignment 02 in the Project window. This brings up their respective properties in the Property window. There, go to the End Action property, drag the swirl and drop it onto the menu container in the Project window. Repeat for the other timeline. Now everything is linked up properly and you should see arrows going back to menu from each of the videos in the flowchart window:



Try it out!

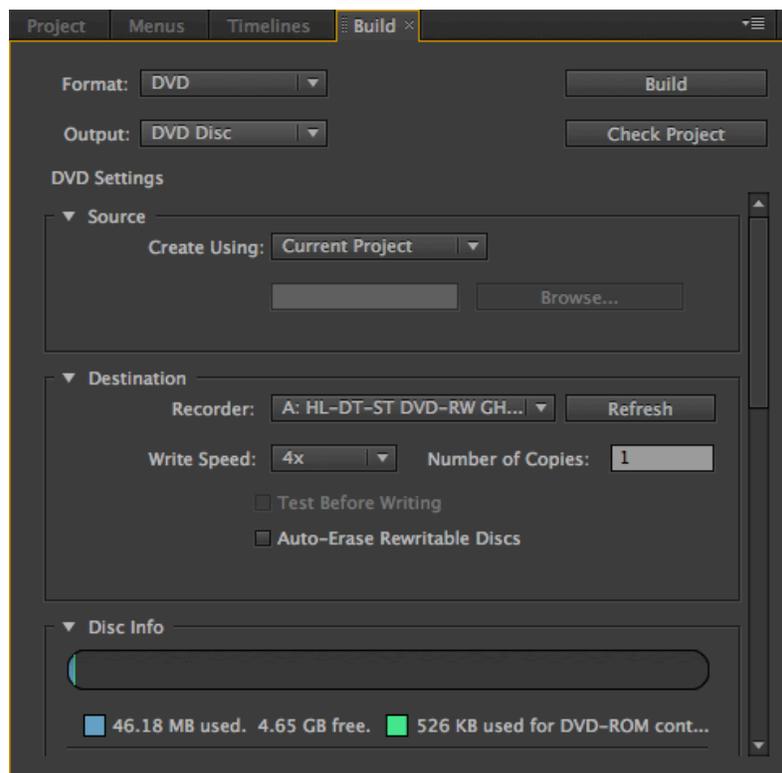
You can simulate your DVD by clicking the Preview button – this is a helpful feature since it allows you to try out all the links, your First Paly action and all the end actions returning back to the main menu.



Assuming that everything works you are now ready to burn your first DVD. Go to the Build tab in your Project window and make sure the following things are set:

- Format: DVD
- Output: DVD Disk

Additionally, you can also rename your DVD (if you would like to change its name in the last minute), set region and copy permissions. These are set to all regions/no copy protection initially. Hit Build, insert your blank DVD–R (or DVD+R) medium and Encore will compile and burn your menus and videos onto the DVD.



Further ideas to explore with DVD menus:

- Customizing button colors and shapes:
http://www.youtube.com/watch?v=Feieu_IN3Sk
- Motion backgrounds and movie thumbnails:
<http://www.youtube.com/watch?v=Cl1Esi0PwgA>