

## ANTICIPATED BOGART 4 Features

### Audio

- \* Overload is now also indicated in each single audio sample and in the normal envelope curve.
- \* While trimming an audio sample, there is a choice if you want to hear the audio sample itself or the O-audio (original audio or mix)
- \* There is a new choice to view a 4-image screen when audio samples are moved or trimmed
- \* When anchor points in the audio envelope is moved, the screen changes to the corresponding scene image.
- \* In the audio envelope curve several marked points can be moved together. 1)
- \* The list of audio samples can now be sorted according to duration or alphabetically.
- \* Each audio track mute function can now also be used to adjust volume level on that track. The adjustments are done in real-time and are also carried on to the finished project.
- \* Silent audio sample has a 5 seconds IN or OUT adjustment that can be applied later
- \* It is now possible to move freely along the StoryBoard (I think) like in the edit window, if no specific audio sample is marked/activated.
- \* Even the audio samples can be arranged and shown in groups.
- \* 80 minutes audio CDs can be created (using the appropriate medium)
- \* There is switch to jump directly between StoryBoard and Timeline view.

### Recording/Import

- \* Material imported through USB (AVCHD etc) can be stored as one long scene or as individual scenes
- \* The imported contents can be shown, like before, as a playlist or you can now choose to show them as in the original file structure
- \* Import function now supports more formats (like Flash-Video,...)
- \* During import, the data content is shown as a preview that also can be viewed in full screen size.
- \* For import of AVCHD-material, image (light,contrast...) and audio levels can be adjusted

### Editing

- \* In Timeline view it is possible to playback in a preview window to the right of the timeline, continuously updating and with a moving marker
- \* Faster action is possible through shortcuts that respond to the small trackball button to the right (Play, Trim, Delete, Rename, Info...)
- \* The search function now works by entering the scene or audios ample name, or partial name (1)
- \* A scene can now be exported directly from the edit window to an external medium or CD/DVD
- \* An image from a scene or StoryBoard can now be transferred directly to the Photo archive
- \* Even an exported StoryBoard in HD format can now be reimported, and the cuts and name information is preserved.
- \* During playback of a scene or StoryBoard the audio levels are shown.

### Effects

- \* The presets of lengths that used to be fixed, can now be set freely by the user.
- \* When the single-image preview, even real-time preview can be started from there.
- \* The time settings of effects can also be changed during "fast motion" and "slowmotion".
- \* Whole positioning an effect (e.g. "Rectangle"), you can set a grid.
- \* In the Title screen one can switch between the use of Standard titler or the optional Title Studio
- \* In the Effects list the user has a choice to put favorite effects at the top
- \* The effect widescreen now also supports aspect ratio 21:9
- \* In "White compare" the reference color can be picked from inside the scene or even from a different scene.

### Finish

- \* HDV delivery from the Finish menu can be done in the background, so that you can continue work on another project.

### System

- \* In higher screen resolutions the stamp size of scenes can be changed, and switched between single page or multiple pages scene view, with the choice of a larger pointer.
- \* In the choice of screen colors even text color and other elements can be changed.
- \* Which screen to show the menu elemEnts can be chosen, and the menus adjust better to the screen resolution
- \* The audio sound after long rendering processes can now be changed individually

### Other

- \* The DVD drawer can be opened from the main menu and from and external keyboard
- \* External hard drives are also supported for the NTSF file system (Export, project environment)
- \* During Archive backup also stores data made from extra products, if these products support such backup (Title-Studio,...)
- \* Users own images from CD/DVD/USB can be imported to the Image-Pool. Partly transparent images (Alpha-channel) is supported. .

(1) Only with Powerkey option

Bogart 4 can only be installed on units with minimum 1GB RAM