



Luxea™ Video Editor 6

is radiant



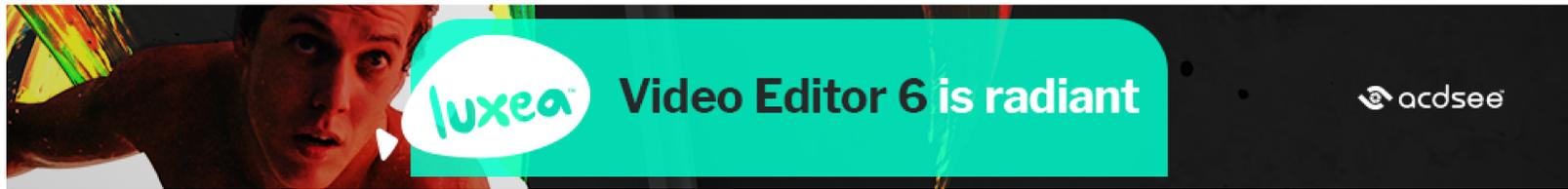
Share your world
at the speed of life

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WELCOME TO ACDSEE LUXEA VIDEO EDITOR



Luxea is video editing software that puts the power in your hands.

- Create incredible videos in a variety of formats including MP4, WEBM, MOV, M4V, GIF, and MP3.
- Produce content using audio, video, and image files.
- Get creative with editing by adding transitions, captions, filters, animations, and more.
- Customize videos to master a unique style, then upload the finished work straight to YouTube or Vimeo.
- Share videos directly to Facebook or Twitter during YouTube and Vimeo uploads.

This documentation details the many features of Luxea. For additional information on Luxea, please visit the [forum](#).

CREATING, OPENING, SAVING, AND SHARING PROJECTS

After initially opening Luxea, it is possible to [add media](#) without opening a new project, then begin a new project without closing the application. Adding media before opening a project is also a helpful starting method for unfinished projects that have lost their direction and need a fresh look.

CREATING AND OPENING PROJECTS

To create a new project:

Select **File | New Project** from the menu, or press **Ctrl + N**.

To open an existing project:

Select **File | Open Project...** from the menu, or press **Ctrl + O**.

To open a recent project:

1. Select **File | Recent Projects** from the menu.
2. Choose a desired project from the list of the ten most recent projects.

To import a zipped project from another user:

1. Select **File | Import | Zipped Project...** from the menu, or click **Ctrl + E**.
2. In the **Import Zipped Project File** dialog, click the **...** button associated with the **Zipped project file to import** field.
3. Click the **...** button adjacent to the **Import to project directory** field.
4. Enable the **Open project after import** checkbox to launch the project.
5. Press **OK**.

SAVING PROJECTS

To save a project:

To save a project, do one of the following:

- * Select **File | Save Project** from the menu, then enter a name for the project, and click the **Save** button.
- * Press **Ctrl + S**.
- * To save the project under a new name, select **File | Save Project as...** from the menu, then enter a name and click the **Save** button.
- * Exit Luxea. (If you have not already saved, or have made changes since your last save, you will be asked if you want to save your project. Click **Yes**, enter a name, then click the **Save** button.)
- * Click the **Save** icon in the top right. 

SHARING PROJECTS

To share a project:

Projects can be shared with other users running Luxea by exporting the project as a zip file. The other user imports a received zip file into their copy of Luxea and all of the elements of the sent project (except downloadable content) will display on the Timeline in the same layout as the original version.

To export a project as a zip file:

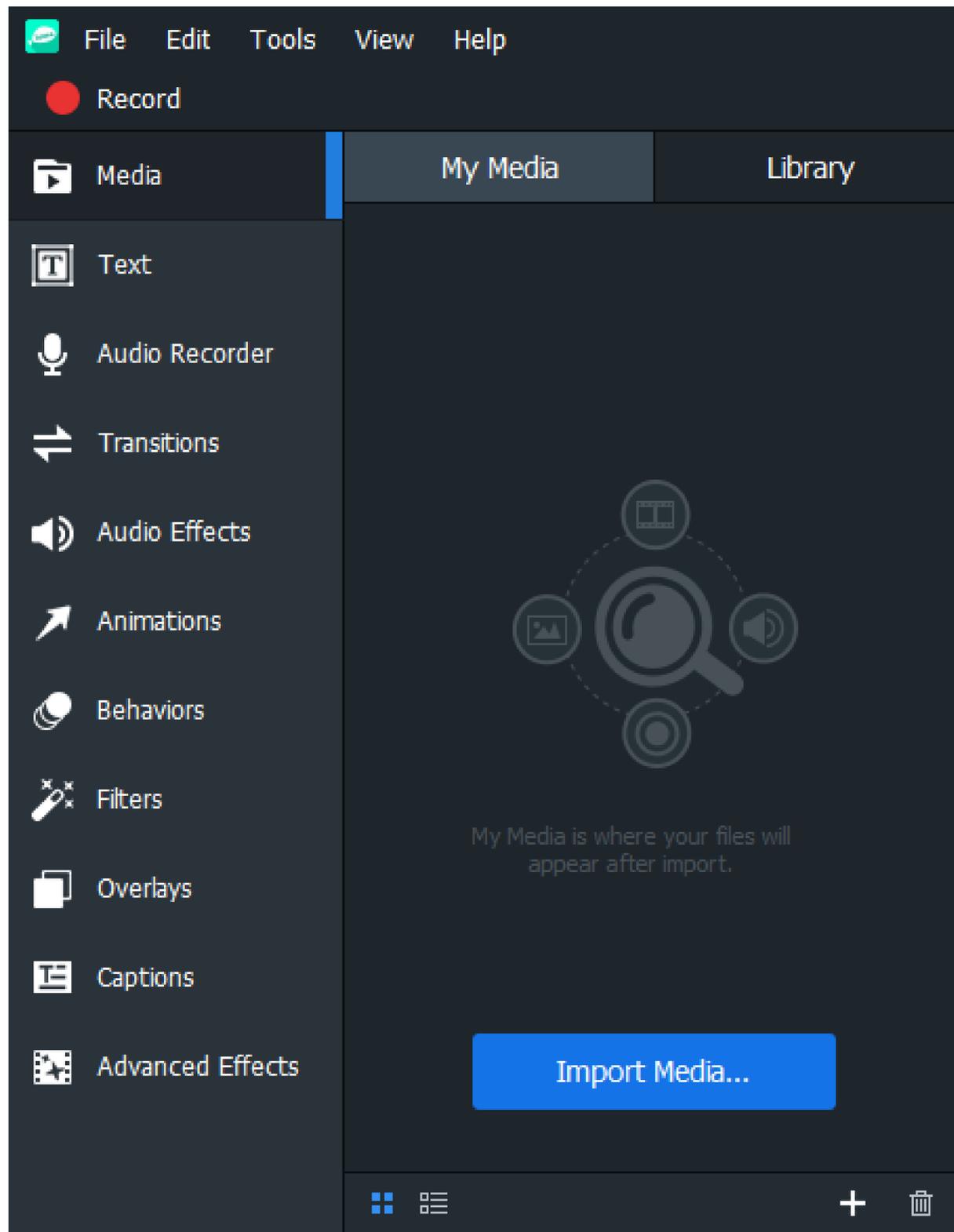
1. Select **File | Export Zipped Project...** from the menu.
2. In the **Export Project as Zip** dialog, enter a name for the zipped project file, or click the **...** button to select a new location and enter a name.
3. Enable the **Include all files from My Media in zip** checkbox to ensure the media in the project is useable for the other user.
4. Click **OK**.

ADDING AND REMOVING MEDIA

Add media from the hard drive to My Media, and then place the file on the Timeline for editing and production. File types include video, image, and sound. These files are referred to as clips or media. There are two tabs in the Media section which act as media repositories: **My Media**, and **Library**. The **My Media** tab contains files imported to use in projects. The **Library** tab contains content from Content Packs that have been downloaded and imported from the ACDSee website. To find out more about Content Packs, see [Content Packs](#).

To add media to My Media:

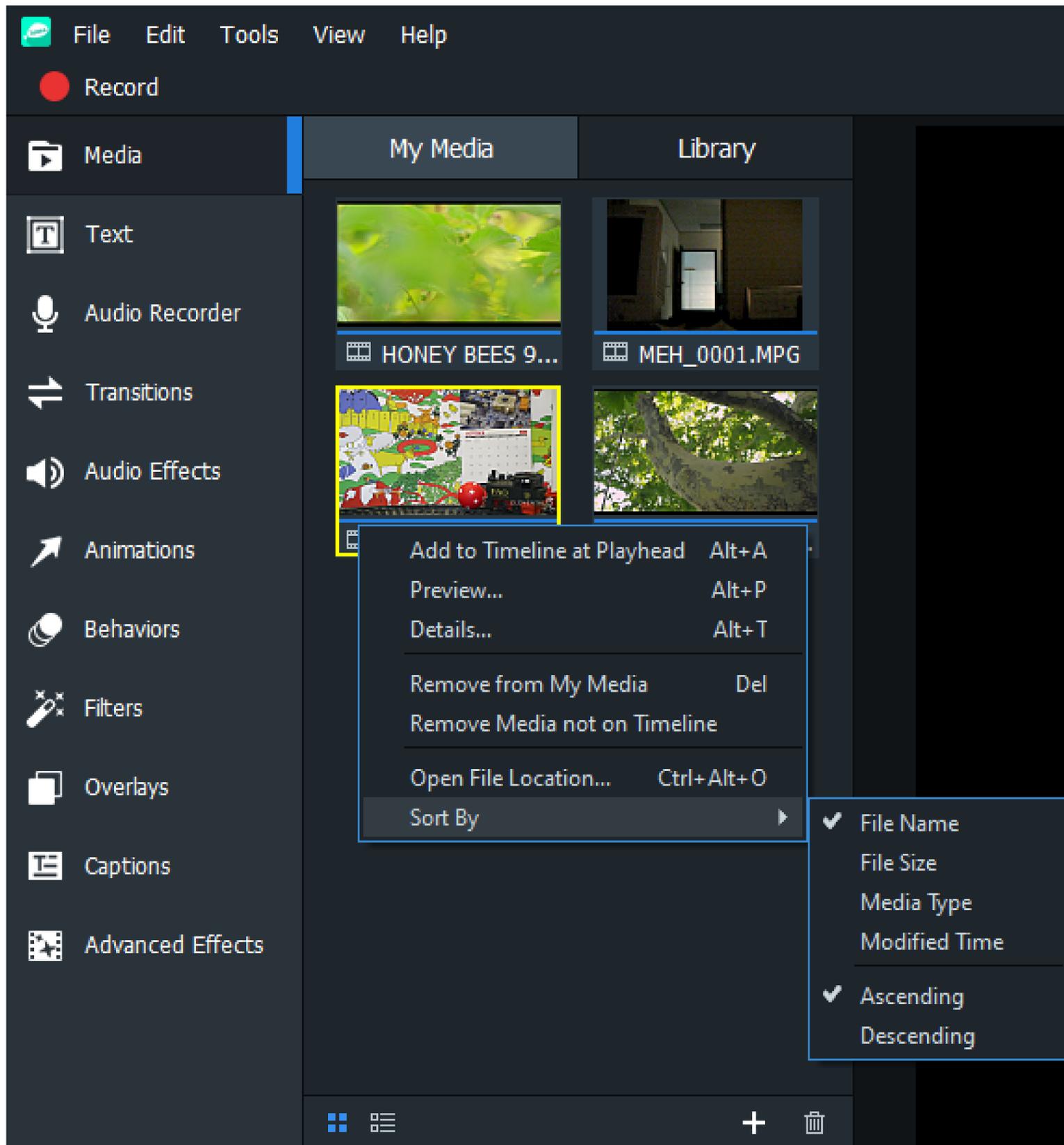
1. Click the **Media** tab or press **M**.



2. To add media to **My Media**, do one of the following:
 - Select **File | Import | Media...** from the main menu.
 - Click the **Import Media** button at the bottom right of the **My Media** pane. 
 - Click the **Import Media...** button in the **My Media** pane.
 - Double-click an empty space in the **My Media** tab to import media files.
 - Press **Ctrl + M**.
 - Drag media files from Windows Explorer directly into the **My Media** pane or onto the Timeline.
3. In the **Add Media Files** dialog, browse to and select media, or press **Ctrl + click** to select specific files, **Shift + click** to select multiple files, or **click + drag** around files to select multiple files.
4. Press **Open**.



Use the Sort menu to sort added media by **File Name**, **File Size**, **Media Type**, or **Modified Time**. Right-click a file to access the context menu, then select **Sort By**.



To add media to the Timeline:

To add media to the Timeline, do one of the following:

1. Right-click the media to be added to the Timeline.
2. Select **Add to Timeline at Playhead** from the context menu. Continue this action for all media to be added. Select and drag the edge of the clip to specify the desired duration.

Or:

1. Select the media to be added to the Timeline.
2. Drag media onto the desired location on the Timeline. Select and drag the edge of the clip to specify the desired duration.

Or:

1. Select the media to be added to the Timeline.
2. Press **Alt + A**. The clip will be added to the Timeline at the Playhead's current position.



Move multiple clips from My Media to the Timeline in one step by dragging the cursor over the clips and dragging them onto the Timeline. Or, hold **Shift** while selecting clips, then drag the clips onto the Timeline.



The Timeline makes it easy to keep track of a video's duration at a glance. Hover the cursor over a clip on the Timeline to see its duration data. Please note that the first five digits represent time. However, the last two digits (after the semi-colon) represent frames, rather than milliseconds. There are up to 60 frames per second.

To remove media from My Media:

To remove media from My Media, do one of the following:

- Right-click the media to be removed. Select **Remove from My Media** from the context menu.
- Select the media in My Media and click the **Delete** button.

To remove all media from My Media, do one of the following:

- Select **Edit | Remove All from My Media** from the menu.
- Press **Ctrl + Alt + R**.

To remove all media not added to the Timeline:

All media can be removed from My Media that have not been added to the Timeline.

Right-click anywhere in My Media and choose **Remove Media not on Timeline** from the context menu.

To remove media from the Timeline:

- Remove an individual clip by right-clicking it on the Timeline and selecting **Delete**.
- To remove all of the clips on the Timeline, select **Edit | Remove All from Timeline** from the menu.

To preview media in My Media:

Do one of the following:

- Right-click the file and select **Preview...** from the context menu.
- Double-click a file in **My Media**.
- Select the clip and press **Alt + P**.



Press **F** to display the preview full screen, or press the **Full Screen** button.



ORGANIZING, ADJUSTING, AND DISPLAYING MEDIA

Media can be arranged on Timeline tracks to create and edit a video. Using multiple tracks allows for unlimited layering of content. Drag and drop audio, video, and images from the **My Media** tab to any track on the Timeline, at any point on the Timeline. It is also possible to drag [text](#), [transitions](#), [audio effects](#), [animations](#), [behaviors](#), [filters](#), [overlays](#), and [advanced effects](#) to specific media locations on the Timeline, or on the track above the media. [Captions](#) will be added at the Playhead. After media has been added to the Timeline, move media to a desired location by selecting and dragging.

TIMELINE TRACKS

Use the tracks on the Timeline to create a layered hierarchy of content. For instance, if a media asset on Track 1, but then add another media asset on Track 2, the media asset on Track 2 will cover the media asset on Track 1. However, the way in which media appears can be altered by adjusting its opacity and blend mode. Opacity determines the transparency of the media. By altering the opacity of the media asset on Track 2, the media asset on Track 1 can show through. Blend modes determine how layers blend together.

To adjust media properties:

1. Select media on the Timeline.

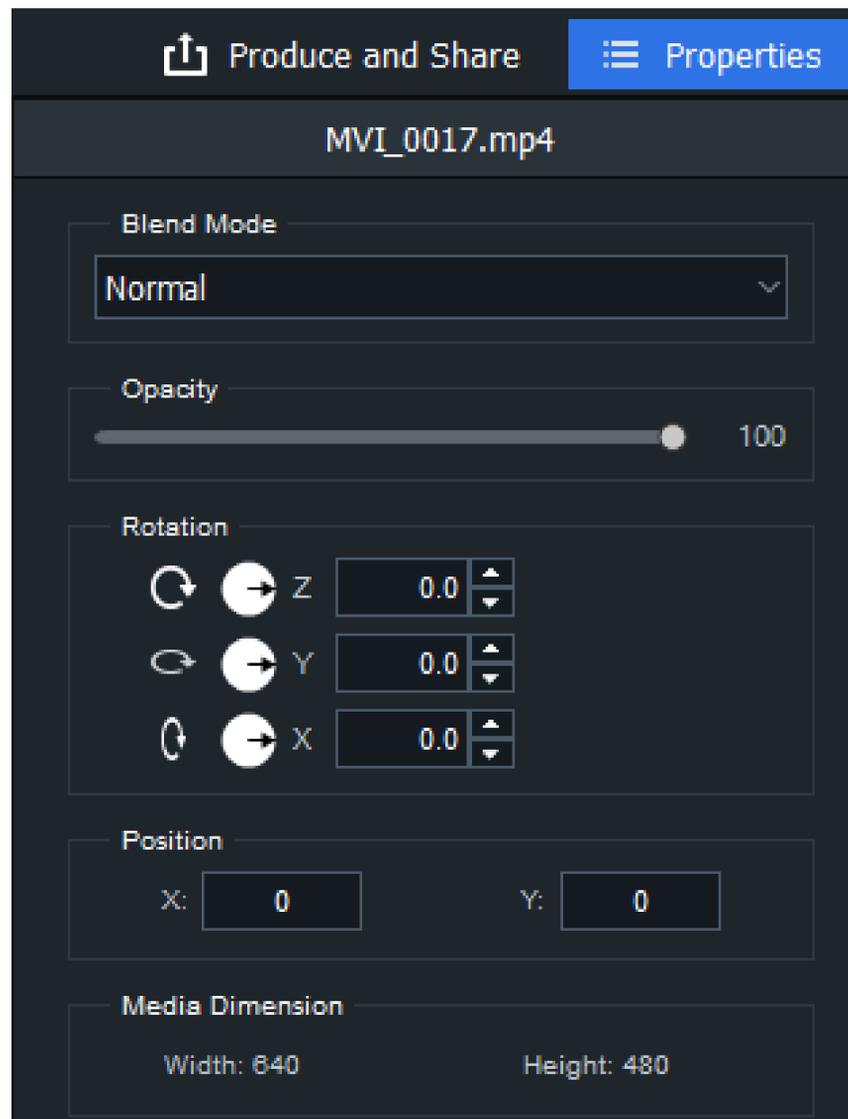
2. Click the **Properties** button in the top right corner.



3. Adjust the settings as described below.

Properties Pane Options

Blend Mode	Use the effects in the Blend Mode drop-down menu to control how media blends with the media or background below it. If the media asset is not stacked on one or more tracks, blend modes will blend the media with the background. By default, the background is black, however, the color of the background can be changed in the Project Settings. For more information, see Display Area below.
Opacity	Use the Opacity slider to change the media opacity.
Rotation	To rotate the media asset, enter a value in the field or drag the arrow handles to rotate the media by the X, Y, or Z axes.
Position	Enter a value in the X and/or Y fields, or drag the clip around in the Display Area to change its position.



COPYING AND PASTING PROPERTIES

The blend mode, opacity, position, and rotation values of clips on the Timeline can be copied and pasted to other clips on the Timeline.

To copy and paste properties:

1. Right-click a clip on the Timeline with blend mode, opacity, position, and rotation values.
2. Select **Copy Properties** from the context menu, or press **Ctrl + Alt + C**.
3. Select another clip on the Timeline.
4. Right-click and select **Paste Properties**, or press **Ctrl + Alt + P**.

Locking tracks:

Tracks and their associated media can be locked to prevent editing or other changes by clicking the **Lock** button.



To unlock the track, press the **Lock** button.



Hiding tracks:

Tracks can be hidden or revealed, and by extension, the media on those tracks, by clicking the **Disable** button on the track. 

Hiding tracks can be useful for isolating and editing specific parts of a video.

 Video productions will not include media on tracks set to "Disabled".

CLOSING GAPS ON THE TIMELINE

Empty spaces between media can be removed on the Timeline by using **Close Gaps on Track**.

To remove an empty space on a track:

1. Right-click an empty area on a track in the Timeline.
2. Select **Close Gaps on Track** from the context menu.

To remove an empty space between multiple media assets:

1. Select multiple media assets in a track on the Timeline.
2. Right-click one of the selected media assets.
3. Select **Close Gaps** from the context menu.

PLAYBACK QUALITY

The video playback quality can be adjusted to help speed up the editing process. This is useful when working with high quality videos or if the host computer is processing the video slowly.

To change playback quality:

To change playback quality, do one of the following:

- Click the drop down menu beside the seek bar  and select a quality.
- Select **View | Playback Quality** from the menu and make a selection from the list.

 Changing the playback quality will not affect the quality of the final output.

FULL SCREEN PLAYBACK

Video playback can be viewed in full screen to experience the video in more detail.

To view playback in full screen:

To view the video playback in full screen, do one of the following:

- Select **View | Display Area** from the menu and select **Full Screen/Restore**.
- Press **F**.

- Click the **Full Screen** button. 

DISPLAY AREA

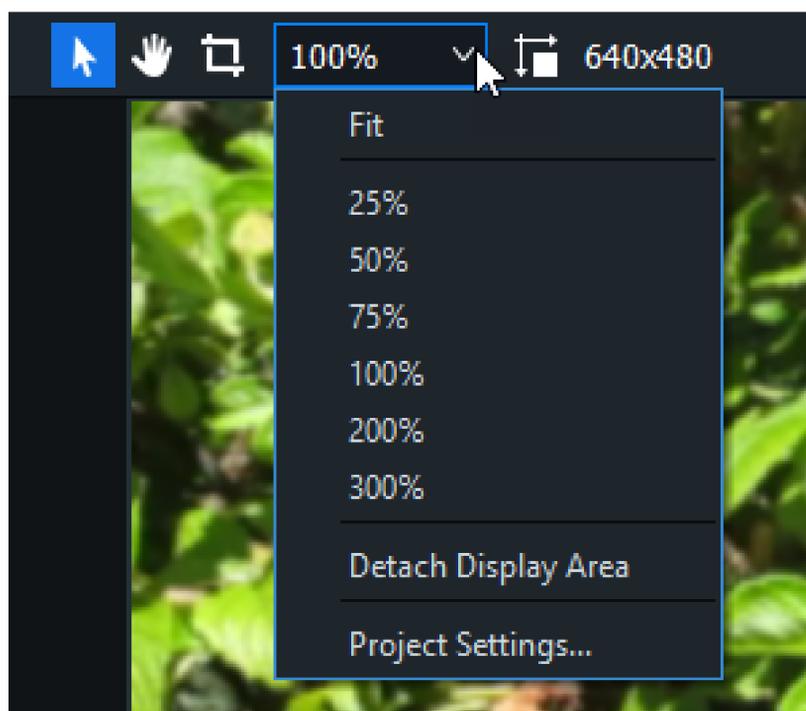
The Display Area previews how a video will look once rendered. Content can be moved around and resized within the Display Area. Resize by dragging the handles on the edges of the media. To resize while maintaining the aspect ratio, use one of the corner handles. To create an abnormal aspect ratio, hold down **Shift** while dragging the corner handles.

Zoom the Display Area to accommodate monitor size by using the percentages in the drop-down menu at the top of the Display Area. Select **Fit** to allow Luxea to adapt automatically. Detach the Display Area to make editing easier. Detaching is useful when editing across two screens, or for viewing edits in full screen.

To detach the Display Area:

To detach the Display Area, do one of the following:

- Select **View | Display Area** from the menu and click **Detach Display Area**.
- Select **Detach Display Area** from the drop-down menu at the top of the Display Area.
- Above the Timeline Toolbar, click the **Detach Display Area** button. 



To reattach the Display Area:

To reattach the Display Area, do one of the following:

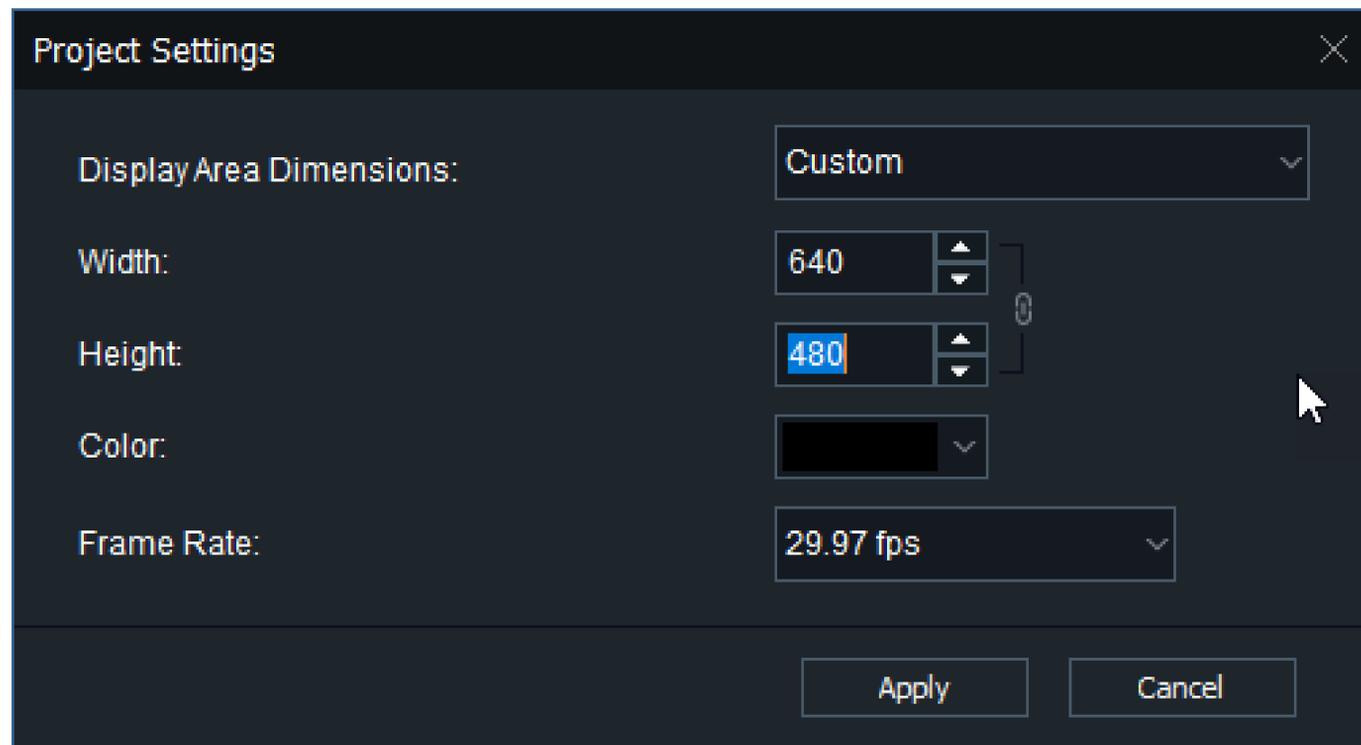
- Click the drop-down menu at the top of the Display Area and select **Reattach Display Area**.
- In the Display Area, click the **Reattach Display Area** button.
- Close the detached display area.

To configure the Display Area settings:

To configure the Display Area settings for a project and resulting video production, do one of the following:

- Click the **Project Settings** button at the top of the Display Area. 
- Click the drop-down menu at the top of the Display Area and select **Project Settings**.

Configure the settings as described below and click **Apply** the apply button.



 Change the size settings for a rendered video in the [Settings](#) dialog in the Production Assistant.

Project Settings

Display Area Dimensions	Select dimensions for the Display Area from the drop-down menu, or select Custom to specify a unique width and height. Select preset dimensions for social media channels TikTok and Instagram.
Width/Height	Resizes the Display Area when Custom is selected from the Display Area Dimensions drop-down menu.
Color	Customize the Display Area background color by selecting a color from the drop-down menu.
Frame Rate	Choose a Frame Rate for a video from 23.97 frames per second (fps) to 60 fps.

Media tools

	Pan tool: use the Pan tool to move the Display Area without resizing it.	Press Ctrl + Shift + P.
	Edit tool: use the Edit tool to move and resize media within the Display Area.	Press Ctrl + Shift + E.
	Crop tool: use the Crop tool to remove unwanted parts of the media. Drag the handles of the crop window to your desired size. To maintain the media's aspect ratio, resize the crop window by dragging the corners. Move the crop window around. To restore cropped material, re-enter the Crop tool and resize the crop window as desired.	Press Ctrl + Shift + C.

TIMELINE TOOLBAR

The Timeline toolbar has a number of video editing functions.

	Zoom in/Zoom out	Zoom in to expand the appearance of your tracks on the Timeline, allowing for precision editing. Zoom out to condense the appearance of tracks on the Timeline, to view your project in its entirety. Or press Ctrl + Shift + = or Ctrl + Shift + - .
	Zoom to fit timeline	Zoom in or out to view the entire length of the track on the Timeline, to provide a sense of the bigger picture. Or press Ctrl + Shift + F .
	Undo	Use the Undo button to undo recent actions. Or press Ctrl + Z .
	Redo	Use the Redo button to repeat the most recent undone actions. Or press Ctrl + Y .
	Split	Use the Split button to divide one clip into two or more clips. This allows for the insertion of transitions and other clips between two scenes. Select a clip to split and click the Split button. Or press Ctrl + Shift + S .
	Cut	Use the Cut button to remove unwanted clips or sections of clips. (See Split.) Paste the clips using the Paste button. (See Paste.) Select a clip to remove, then click the Cut button. Or press Ctrl + X .
	Copy	Use the Copy button to duplicate tracks or sections of tracks. (See Split.) Paste clips by using the Paste button. (See Paste.) Select a clip to copy, then click the Copy button. Or press Ctrl + C .
	Paste	Use the Paste button to add cut or copied clips to desired locations on the Timeline. After copying or cutting a clip, move the Playhead to where the additions will be placed in the Timeline, and click Paste . Or press Ctrl + V .
	Seek to left/right selection slider	Use the Seek to left selection slider to find the start of a selection on the Timeline. Use the Seek to right selection slider to find the end of a selection on the Timeline. This is useful for viewing the Timeline zoomed in, or when working with a large selection.
	Seek to Playhead	Use the Seek to Playhead button to find the Playhead on the Timeline. This is useful when viewing a zoomed in Timeline.

	Move Playhead to the start/end of Timeline	Use the Start/End Timeline buttons to move the Playhead to the beginning of the Timeline (Page Up) or to the end of the media on the Timeline (Page Down).
	Add Marker	Use the Add Marker button to add multiple markers to the Timeline.
	Add Tracks	Use the Add Tracks button to add multiple tracks to the Timeline.

 Cut, Copy, and Paste can also be accessed by right-clicking on the Timeline.

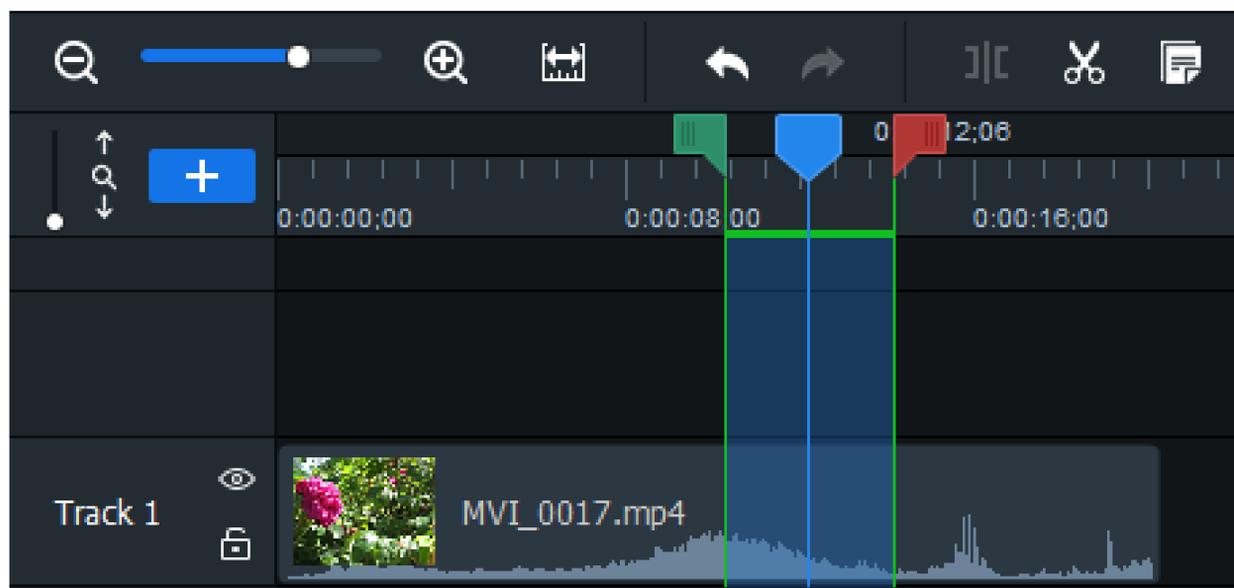
 Video editing functions can also be accessed using [keyboard shortcuts](#).

CREATING SELECTIONS

The selection feature enables sections of the clip to be deleted, moved, or produced. A section of a clip, rather than the entire project, can be produced by creating a selection. This can be useful when creating a trailer or for producing one scene of the entire project.

To create and produce a selection:

1. With media residing on the Timeline, pull the green selector (on the left of the Playhead) to where the selection will start. Then pull the red selector (on the right of the Playhead) to where the selection will end.



 If the Selection sliders are out of sight, click the **Seek to left selection** slider to find the start of the selection. Click the **Seek to right selection** slider to find the end of the selection.

2. Right-click the selection and select **Produce Timeline Selection as...** from the context menu.
3. Configure the production settings in the [Production Assistant](#).

 Play selections by placing the Playhead before the selection on the Timeline.

DELETING SELECTIONS

To delete a selection:

1. Use the red and green selectors to select the area of a clip to be removed.
2. Right-click the clip and select **Delete**.

To delete and fill a selection:

After deleting clip selections, Luxea fills in the gap by moving the surrounding media.

1. Use the red and green selectors to select the area of a clip to be removed.
2. Right-click the clip and select **Ripple Delete**.

MARKERS AND SETPOINTS

For a finer degree of control during the creative or editing phase of a project, place setpoints in the playback by adding markers to the Timeline. To help with the critical task of aligning clips, media assets in the Timeline snap to setpoints by default.



To remove the "snap-to-setpoint" functionality when moving clips in the Timeline, hold down the **Ctrl** key.

There are two types of markers: the Timeline Marker, and the Clip Marker.

TIMELINE MARKER

The Timeline Marker is a marker added to the Timeline.

To add a marker to the Timeline:

1. With a project open but no clips selected, move the playhead to a position in the Timeline where the marker will be placed.
2. Click the Marker icon  on the Timeline toolbar, or press **Shift + M**.

CLIP MARKER

The Clip Marker is a marker added to a clip residing on the Timeline.

To add a marker to a clip:

1. With a project open, move the playhead overtop of a clip in the Timeline.
2. Select the clip.
3. Click the Marker icon  on the Timeline toolbar, or press **Shift + M**.



The **Prev** and **Next** buttons in the **Marker Editor** dialog can be used to move between setpoints on the Timeline, or if a clip is selected, between setpoints on the selected clip.

To edit a marker:

1. Do one of the following:
 - Select the marker, then select **Edit | Markers | Edit Marker** from the main menu, or
 - Double-click the marker.



The value in the **Time** value matches the position of the playhead.

2. Add any relevant comments about the marker in the **Comments** field.
3. Select a color for the marker.
4. Click the **OK** button.

Both Timeline Markers and Clip Markers have context menus with the items highlighted below.

Marker Context Menu Items

Menu Item	Description
Edit Marker	Opens the Marker Editor dialog
Remove Marker	Deletes the current marker from the project's Timeline, regardless of whether the marker is a Timeline Marker or a Clip Marker.
Remove Timeline Markers	Available only in Timeline Marker context menus, Remove Timeline Markers deletes all Timeline Markers from the project's Timeline.
Remove All Markers	Deletes all Timeline Markers and Clip Markers from the project's Timeline.
Go To Next Marker	Selects the marker after the current marker.
Go To Previous Marker	Selects the marker before the current marker.

KEYBOARD SHORTCUTS

The following keyboard shortcuts can be used to expedite the video editing process.

Shortcut	Resulting Action
Project Management	
Ctrl + N	Creates a new project.
Ctrl + O	Opens the Open dialog.
Ctrl + S	Saves the project.
Ctrl + P	Launches the Production Assistant.
Ctrl + R	Launches the ACDSee Video Recorder.
Ctrl + W	Closes Luxea.
Ctrl + M	Opens the Add Media files dialog.
Ctrl + E	Opens the Import Zipped Project File dialog.
Alt + O	Opens the Options dialog.
M	Opens My Media.
Editing	
Ctrl + Z	Undo
Ctrl + Y	Redo
Ctrl + X	Cut
Ctrl + C	Copy
Ctrl + V	Paste
Delete	Delete
Ctrl + Delete	Ripple Delete.
Ctrl + Shift + S	Split
Ctrl + Shift + E	Activates the Edit tool.
Ctrl + Shift + P	Activates the Pan tool.
Ctrl + Shift + C	Activates the Crop tool.
=	Zooms in.
-	Zooms out.
Ctrl + Shift + =	Zooms into the Timeline.
Ctrl + Shift + -	Zooms out of the Timeline.
Ctrl + mouse wheel	Zooms in or out of the Timeline.

Shortcut	Resulting Action
Alt + =	Expands the height of the Timeline.
Alt + -	Reduces the height of the Timeline.
Ctrl + A	Selects All.
Ctrl + D	Deselects All.
Page Up	Jumps Playhead to beginning of Timeline.
Page Down	Jumps Playhead to end of Timeline.
Left Arrow	Move the Playhead back one frame on the Timeline.
Right Arrow	Move the Playhead forward one frame on the Timeline.
Up Arrow	Jump backwards to the beginning or end of the next piece of media.
Down Arrow	Jump forwards to the beginning or end of the next piece of media.
Ctrl + Alt + C	Copies the properties of the selected media. These properties include blend mode, opacity, position, and rotation settings.
Ctrl + Alt + P	Pastes properties onto the selected media.
Ctrl + 2	Toggles the Properties pane open and closed for the selected clip.
Ctrl + 1	Shows or hides the Content Pane.
Ctrl + Alt + T	Removes everything from the Timeline.
Ctrl + Alt + R	Removes all media from My Media.
Ctrl + Alt + S	Removes all captions.
Shift + C	Adds a caption to the Timeline.
F	Opens project to view in full screen.
With media selected in My Media...	
Alt + A	Adds the media to the Playhead's current position on the Timeline.
Alt + P	Launches a preview of the media.
Alt + T	Opens the Media Details dialog.
Ctrl + Alt + O	Opens the file location of the media.
Tools and Effects	
M	Opens the Media tab.
T	Opens the Text tab.
R	Opens the Audio Recorder tab.

Shortcut	Resulting Action
S	Opens the Transitions tab.
D	Opens the Audio Effects tab.
A	Opens the Animations tab.
B	Opens the Behaviors tab.
L	Opens the Filters tab.
O	Opens the Overlays tab.
C	Opens the Captions tab.
E	Opens the Advanced Effects tab.
Shift + S	Takes a snapshot of your media's current playback.
F1	Opens the online help.
With a clip selected on the Timeline...	
Spacebar	Plays or pauses the media on the Timeline.
Alt + M	Mutes media during playback.
Alt + F	Creates a still image or Freeze Frame at the Playhead's position on the Timeline. You can customize how long the freeze frame will last.
Alt + A	The selected clip's audio switches to an editable state. See Adjusting Audio .
Alt + S	Separates the selected clip's audio and video. The audio will be moved to the track above. See Adjusting Audio .
Alt + C	Adds the Clip Speed effect to the selected clip.
Alt + Left Arrow	Adds all media to the left of the selected clip to the current selection on the Timeline.
Alt + Right Arrow	Adds all media to the right of the selected clip to the current selection on the Timeline.
Left Arrow	Move the Playhead back one frame on the Timeline.
Right Arrow	Move the Playhead forward one frame on the Timeline.
Ctrl + Left Arrow	Shifts the media in the Display area one unit to the left. The unit depends upon your level of zoom.
Ctrl + Right Arrow	Shifts the media in the Display area one unit to the right. The unit depends upon your level of zoom.
Ctrl + Up Arrow	Shifts the media in the Display area one unit up. The unit depends upon your level of zoom.
Ctrl + Down Arrow	Shifts the media in the Display area one unit down. The unit depends

Shortcut	Resulting Action
	upon your level of zoom.
Ctrl + Shift + Left Arrow	Move the Playhead to the beginning of previous media on Timeline.
Ctrl + Shift + Right Arrow	Move the Playhead to the beginning of next media on Timeline.
Ctrl + Alt + E	Expands the height of clips on the Timeline which have applied filters in order to expose the filter bars for adjustment. See Adding Filters to Media .
Ctrl + Shift + L	Rotate clip 90 degrees to the left.
Ctrl + Shift + R	Rotate clip 90 degrees to the right.
Shift + M	Add a marker

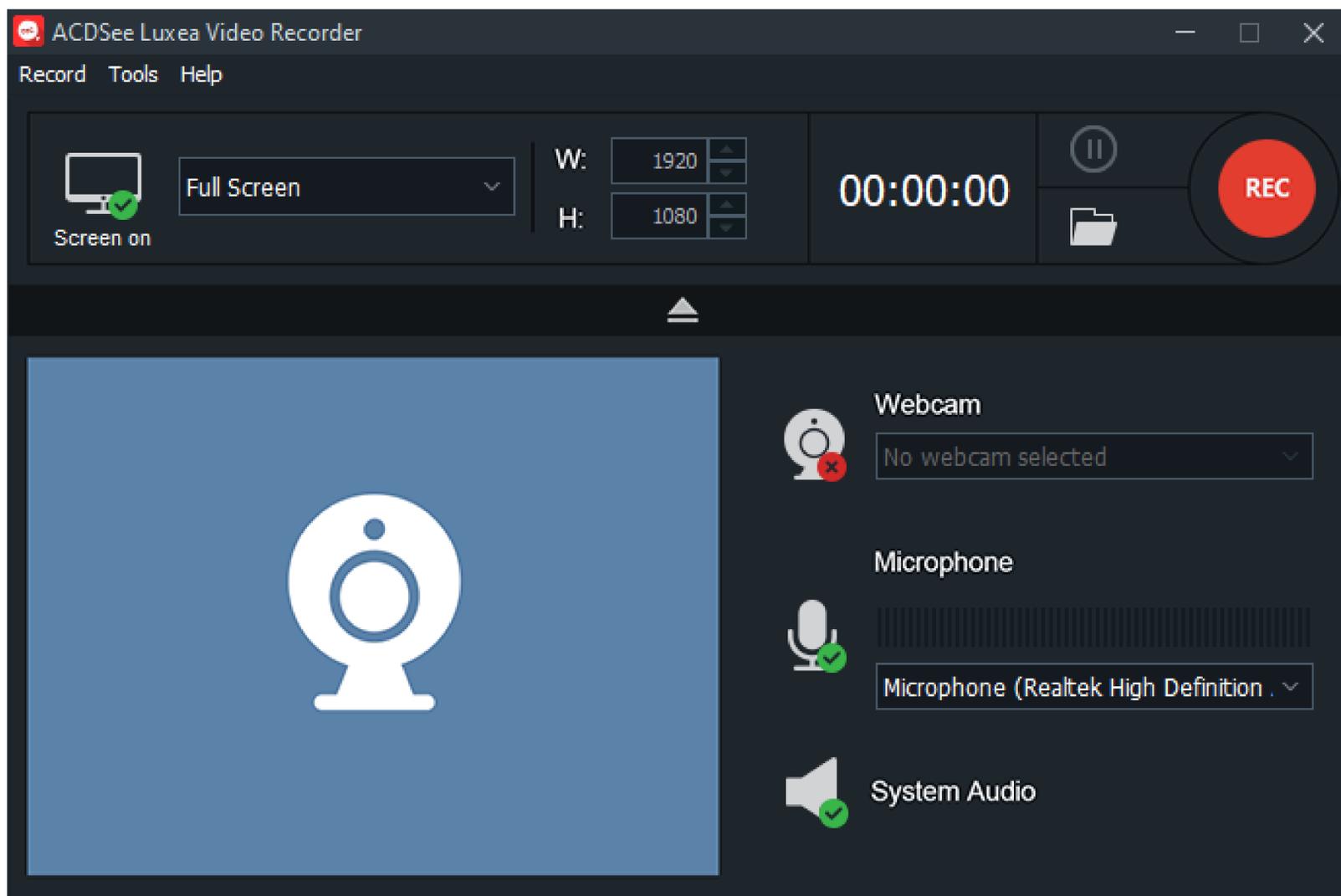
RECORDINGS

Luxea Video Recorder is used to record webcam, microphone, system audio, and screen. The recorded clips can then be added to a project's Timeline.

To launch Luxea Video Recorder from within Luxea:

To launch Luxea Video Recorder from within Luxea, do one of the following:

- Click the **Record** button in the top left corner of ACDSee Luxea Video Editor.
- Press **Ctrl + R**.



To launch Luxea Video Recorder as a standalone app:

To launch Luxea Video Recorder as a standalone app, do the following:

- Access the **Windows Start** menu and select Luxea Video Recorder from the **ACD Systems** folder.

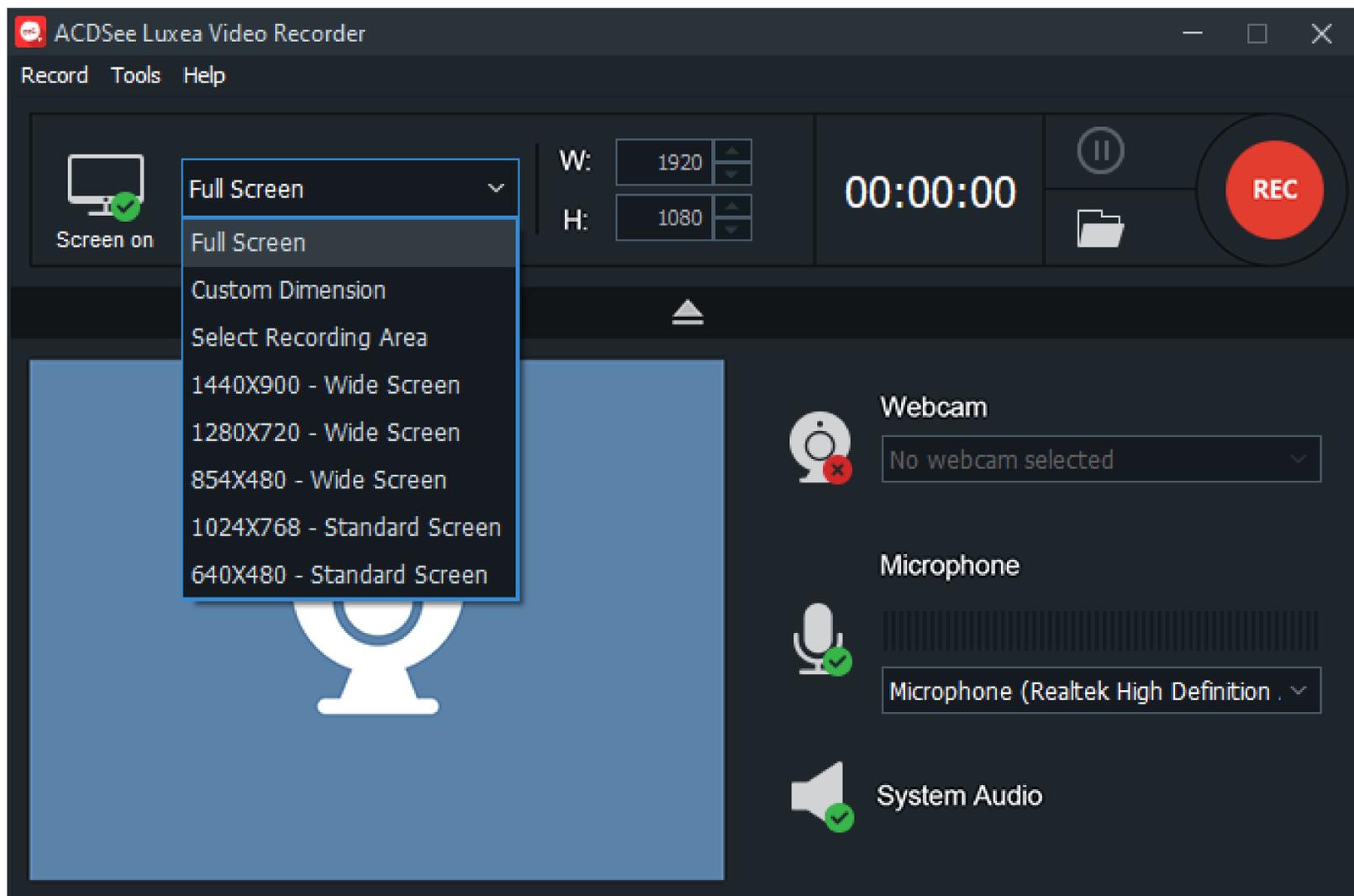


When using the Luxea Video Recorder as a standalone app, to have the Luxea Video Editor automatically open after a recording, select **Tools | Options** from the **Recorder** main menu, and under the **General Settings** tab, enable the **Start Luxea Video Editor after recording** checkbox.

RECORDER OPTIONS

To set the recorder window options:

1. Select the drop-down menu next to the **Dimension** section.
2. Select the recording area dimensions.
3. Optional: When using a dimension other than "Full Screen", drag the marquee handles to adjust the recording area to the desired dimensions.



4. Optional: Select "Custom Dimension" from the drop-down and enter values for the **Width** and **Height** fields.

To record a screen:

1. Ensure the **Screen on** icon  is accompanied by a green check mark.
2. Configure the desired settings in the recorder window. See the [Recording Options](#) section below.

3. In the top right corner, click the **REC** button , or press **F9**.
4. To stop recording, press **F10**. (To change this keyboard shortcut, see the **Hotkeys** section in the [Recording Options](#) table below.)

The options during recording include:

- Toggle the **Pause/Resume** button to start and stop the recording.

To record a webcam:

1. Ensure the **Webcam** icon  is accompanied by a green checkmark.
2. Select the device from the drop-down menu.



To disable webcam recording, toggle the Webcam icon's green checkmark to a red **X** .

To record using the microphone:

1. Ensure the **Microphone** icon  is accompanied by a green checkmark.
2. Select the audio input device from the drop-down menu.



To disable a microphone recording, toggle the Microphone icon's green checkmark to a red **X** .

To record system audio:

Ensure the **System Audio** icon  is accompanied by a green checkmark.



When recording video or audio, Luxea records in real-time MP4.

ANNOTATIONS

There are three types of annotation that can be added to a recording:

- System Time Stamp,
- Caption, and
- Watermark.

To add annotations:

1. In the **Recorder** dialog, select **Tools | Annotations** from the main menu.
2. Select one of the three following options:
 - Add the date and time to a recording by selecting **Tools | Annotations | Add System Time Stamp**.
 - Add a caption to a recording by selecting **Tools | Annotations | Add Caption**.
 - Add a watermark to a recording by selecting **Tools | Annotations | Add Watermark**.

Recording Options

To set the recording options, go to **Tools | Options...** In the **Options** dialog, configure the settings as described below.

General				
	General Settings	Record	Disable screensaver during recording	Temporarily disables the screensaver, which is useful for longer recordings.
			Start Luxea Video Editor after recording	When using the Luxea Video Recorder as a standalone app, enable the Start Luxea Video Editor after recording checkbox to have Luxea Video Editor automatically open after ending the recording session.
		Hardware Acceleration	Enable hardware acceleration	Enabled by default, the Hardware Acceleration option ensures that the encoding process is undertaken by the graphics card, rather than the CPU. Hardware Acceleration quickens the media rendering process. If presented with multiple graphics cards, Luxea will prioritize hardware acceleration options using the following hierarchy: NVIDIA, Intel® Quick Sync.
			Hardware Acceleration Drop-down	List of potential Hardware Acceleration options available to the current Luxea installation.
		Record Duration	Stop recording after	Enable the Stop recording after checkbox to stop the recording at the time specified in the adjacent hr , min , and sec fields.
Annotation				
		Configure options for annotations. To add an annotation, navigate to Tools Annotations		
	System Time Stamp	System Time Stamp	Position	Select a square to indicate where on the screen the date and time should appear.
			Text	<ul style="list-style-type: none"> Click the Font button to configure the font, size, style, and color. Click the Background color button to choose the background color to appear behind the date and time. For no background color, enable the Transparent background checkbox.
			Preview	Displays the date and time as it will appear in the

			recording.
Caption	Caption		Enter the caption's text.
		Position	Select a square to indicate where on the screen the caption should appear.
		Text	<ul style="list-style-type: none"> Click the Font button to configure the font, size, style, and color. Click the Background color button to choose the background color to appear behind the date and time. For no background color, enable the Transparent background checkbox.
		Preview	Displays the caption as it will appear in the recording.
		Prompt before recording	After clicking the Record button, Luxea confirms the caption.
Watermark	Watermark		Browse to the file to use as a watermark.
		Position	Select a square to indicate where on the screen the watermark should appear.
		Opacity	Drag the Opacity slider to specify the transparency of the watermark.
Recorder			
Recorder Settings	Video	Maximum screen recording frame rate	<p>Select the screen record frame rate to determine how quickly the picture refreshes.</p> <p> While it is possible to limit the frame rate during capture, a higher quality cannot be achieved by setting the frame rate above the host computer's capabilities.</p>
		Screen recording video quality	Select between "Best", "Better", and "Normal" to determine a resource-appropriate video quality setting for Screen recordings.
Output			

	Output Settings	Saving	Output Directory	Either manually enter the directory, or click the "..." button to select a directory.
		File naming setting	Text String and Drop-down	Enter a text string portion of the file name to be combined with the value selected from the drop-down list. The file name used to save output from Luxea is the combination of the text string and the value selected in the drop-down list.
Mouse				
	Mouse Settings	Play mouse click sounds	Left click	Enable to play a mouse-click sound for each left-click mouse event.
			Right click	Enable to play a mouse-click sound for each right-click mouse event.
	Mouse click effect	Add mouse click effect	Add mouse click effect	Enable to add an effect to a mouse click event.
			Type	Select the type of effect to apply to a mouse click.
			Left click color	Select the color of the effect applied to a left-mouse click.
			Right click color	Select the color of the effect applied to a right-mouse click.
			Size	The slider determines the size of the mouse click effect.
Hotkeys Set keyboard shortcuts for the recording process.				
	Hotkey Settings	Start/Resume/Pause	Enable the checkboxes and/or use the drop-down menu to indicate the hotkey(s) to be used for starting, pausing, and resuming a recording.	
		Save	Enable the checkboxes and/or use the drop-down menu to indicate the hotkey(s) to be used for saving a recording.	
Webcam Configure webcam recording options.				
	Webcam Settings	Webcam	Position	Select a square to indicate where the webcam recording should appear on the screen recording.
			Size	Move the slider to set the size of the webcam recording.

ADJUSTING AUDIO LEVELS

Audio points can be added to audio clips on the Timeline to raise and lower the volume at desired intervals. Audio levels can also be adjusted independently or deleted from video clips altogether. See [Audio Effects](#) to learn how to quickly add a fade in at the beginning of an audio file, or a fade out at the end.

 Control audio speed by using the [Clip Speed](#) effect.

To separate audio from video clips:

Right-click the clip on the Timeline and select **Separate Audio and Video** from the context menu, or select the clip and press **Alt + S**. The audio will separate onto a new track above, allowing for independent movement.

To raise or lower the volume of an audio clip:

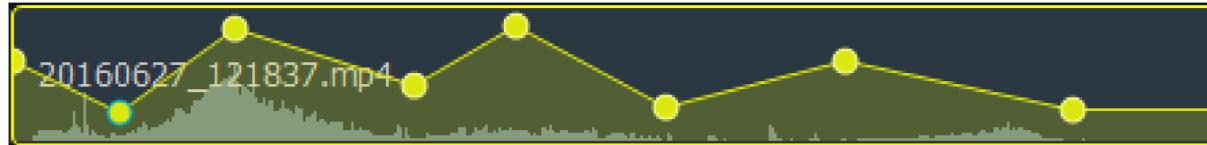
1. Right-click the clip on the Timeline and select **Separate Audio and Video** from the context menu.
2. The audio will separate onto a new track above the original track. On the track with the audio, select the yellow line and drag it up to raise the volume, or down to lower the volume.



 While raising or lowering the volume, the level will snap to 100% as the yellow line nears the center. To avoid this, hold down **Shift** while raising or lowering the volume.

To add audio points to an audio clip:

1. At the desired location on the clip, right-click the audio clip and select **Add Audio Point** from the context menu.
2. Continue to add as many audio points as necessary.
3. Select an audio point (dot) and drag up to raise the volume at that point, or drag down to lower the volume at that point.



To remove audio from a video clip:

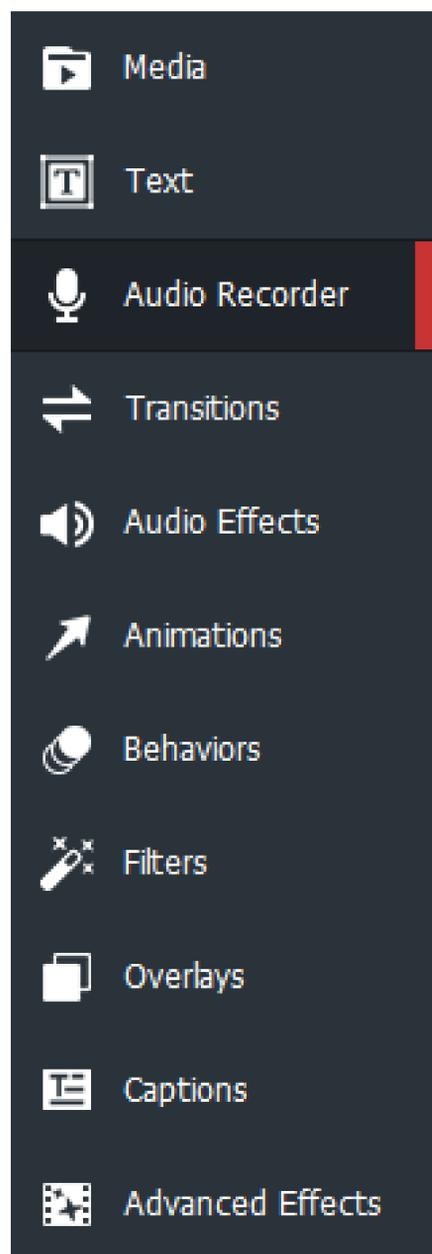
Right-click the clip on the Timeline and select **Remove Audio from Video** from the context menu.

AUDIO AND VOICE RECORDINGS

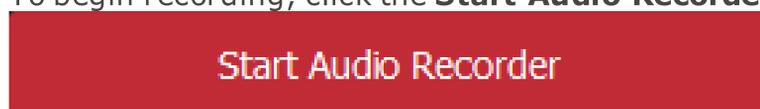
Narration or sounds can be recorded using a microphone and incorporated into a video project by adding the audio files to the Timeline.

To make a recording:

1. Select the **Audio Recorder** tab, or press **R**.



2. Select a desired recording device from the drop-down menu.
3. To begin recording, click the **Start Audio Recorder** button.



4. To stop recording, click the **Stop Audio Recorder** button.



5. When prompted, enter a name for the audio clip and click **Save**. The recorded clip is saved to the **My Media** tab.

To add a recorded clip to a project:

1. In the **My Media** tab, do one of the following:
 - Right-click a recorded clip and select **Add to Timeline at Playhead**.
 - Select a recorded clip and press **Alt + A**.
 - Select a recorded clip and drag it onto a desired location on the Timeline.

To remove an audio clip from the Timeline:

Right-click the audio clip on the Timeline and select **Delete** from the context menu.

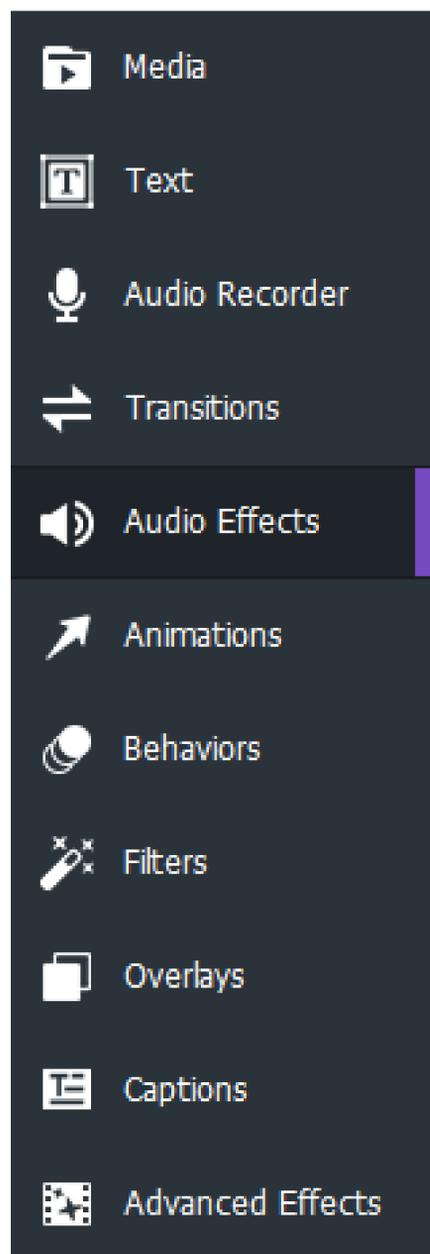
AUDIO EFFECTS

A fade-in audio effect can be added at the beginning of a video file, and a fade-out audio effect added at the end of a video file.

 Control the speed of an audio file by using the [Clip Speed](#) effect.

To add an audio effect:

1. With clips added to the Timeline, select the **Audio Effects** tab, or press **D**.



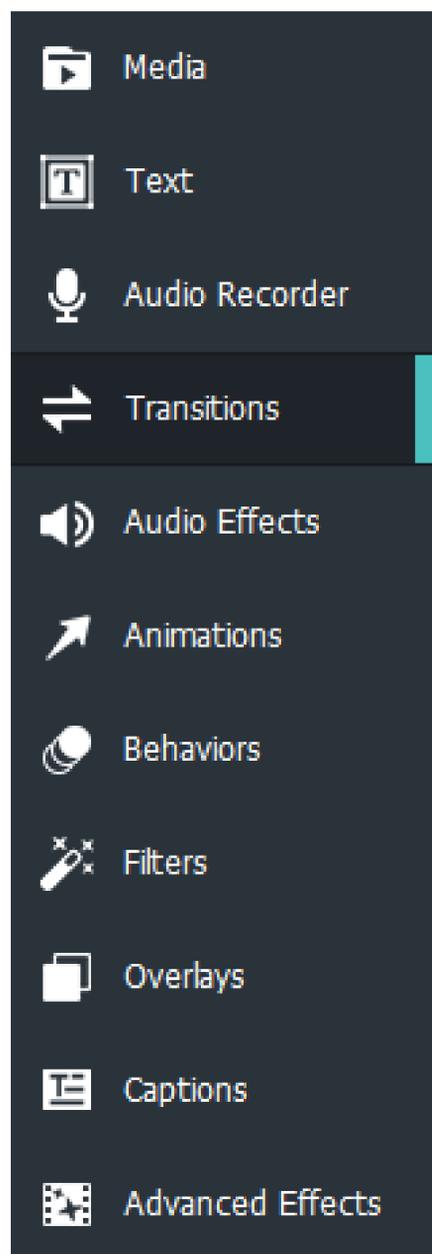
2. Select the desired audio effect and drag it to the beginning or end of a clip on the Timeline.

TRANSITIONS

Transitions are visual effects added between the end of one clip and the beginning of another. Use transitions to indicate changes in a video's narrative or to transition between video and still images.

To add transitions between images or videos:

1. After two or more clips have been placed on the Timeline, select the **Transitions** tab, or press **S**.



2. In the **Transitions** panel, select a transition and drag it to where the two clips meet on the Timeline. Alternatively, drag the transition to the beginning or the end of a clip.

 When adding a transition at the end of a single clip, and then trying to add a second clip, the transition will only be visible during the end of the first clip and will not appear at all in the second.

To delete a transition:

Right-click the transition on the Timeline and select **Delete**.

To change the duration of a transition:

Click the edge of the transition on the clip and drag it to specify the desired duration.

To switch from one transition to another:

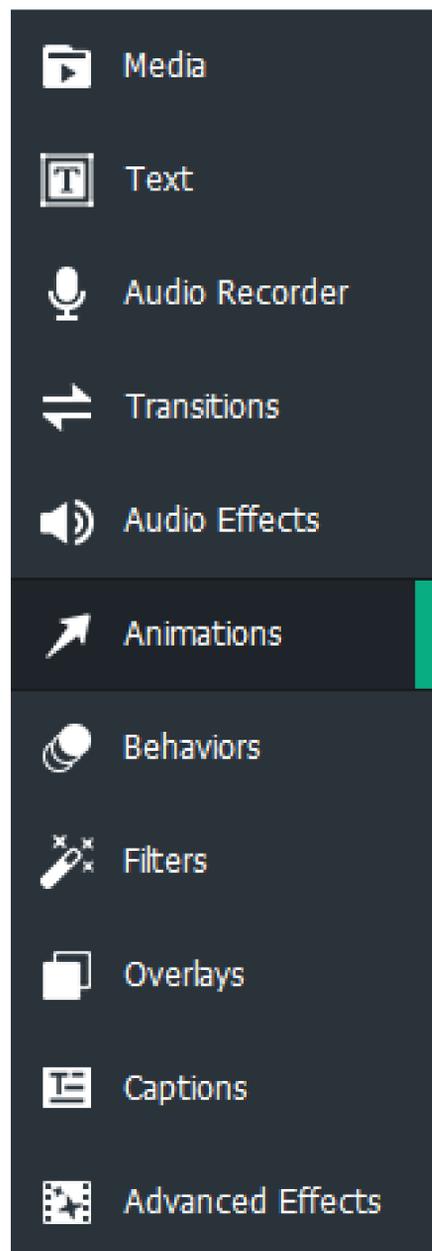
1. On the Timeline, select the transition on the clip and click the **Properties** button in the top right corner.
2. From the **Type** drop-down menu, select another transition.

ANIMATIONS

Animations transition media properties from one state to another by selecting pre-made animations or creating custom animations. Custom animations are used to control which visual properties are transformed, such as blend mode, opacity, rotation, position, and size. Restore animation is used to restore media to its previous settings prior to any applied animations. Animations can also be added to text and used for editing size.

To add animations to media:

1. With clips added to the Timeline, select the **Animations** tab, or press **A**.



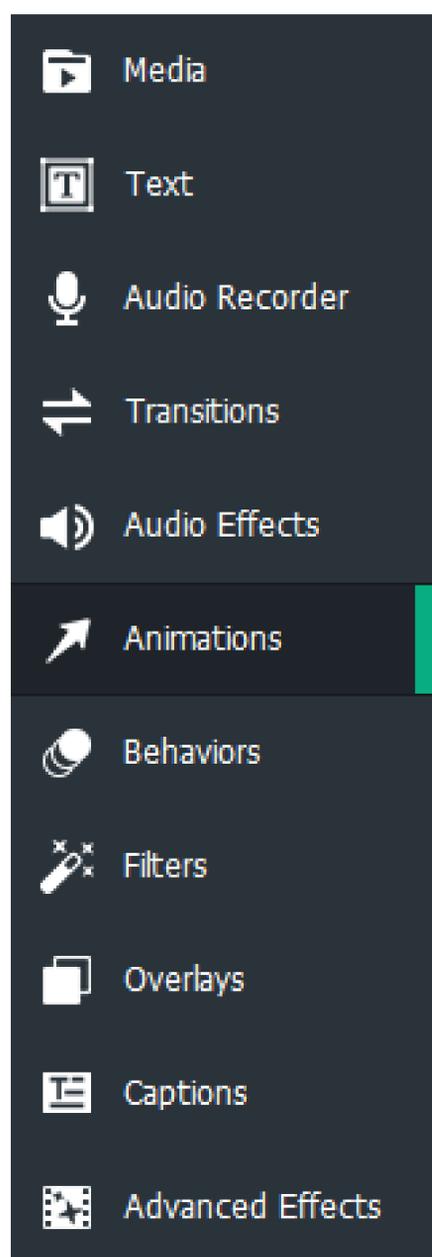
2. Drag an animation to a desired location on a clip residing on the Timeline. The animation will appear as an arrow on the clip. Control the duration of the animation by dragging the arrow right or left. Media to the right of the animation arrow will remain in this new state unless a Restore animation or another animation is added.

To restore media:

1. After an animation has altered the visual properties of a clip, drag a **Restore** animation to a location to the right of the animation. The destination will be the location where the visual properties are to be restored.
2. The Restore animation will appear as an arrow on the clip. Control the duration of the Restore animation by dragging the arrow right or left. To the right of the Restore animation, the pre-animation settings will be restored.

To add custom animations to media:

1. With clips added to the Timeline, select the **Animations** tab, or press **A**.



2. Drag a **Custom** animation to a desired location on a clip on the Timeline. The animation will appear as an arrow on the clip. Control the duration of the animation by dragging the arrow right or left.
3. Place the Playhead to the right of the Custom animation.
4. Click the **Properties** button. 
5. Configure the [visual properties](#) for the media's end state, which include properties such as blend mode, opacity, rotation, and position.
6. To change the visual properties of media prior to the animation, place the Playhead to the left of the custom animation and customize the settings in the **Properties** pane.

To add animations to text and edit their sizing:

1. With clips added to the Timeline, select the **Text** tab, or press **T** to see a list of Text Styles.
2. Select a Text Style and drag it to the desired location on the Timeline. Or, right-click the Text Style and click **Apply** or press **Alt + A**.
3. In the resultant text box, edit the text displayed and its style. On the right-hand side, change the font, color, size, style, [Text Effects](#), direction, and alignment.
4. After the text has been finalized, select the **Animations** tab, or press **A**.
5. Drag the desired animation onto the text residing on the Timeline. The animation will appear as an arrow on the clip. Control the duration of the animation by dragging the arrow right or left. Media to the right of

the animation arrow will remain in this new state unless a Restore animation or another animation is added.

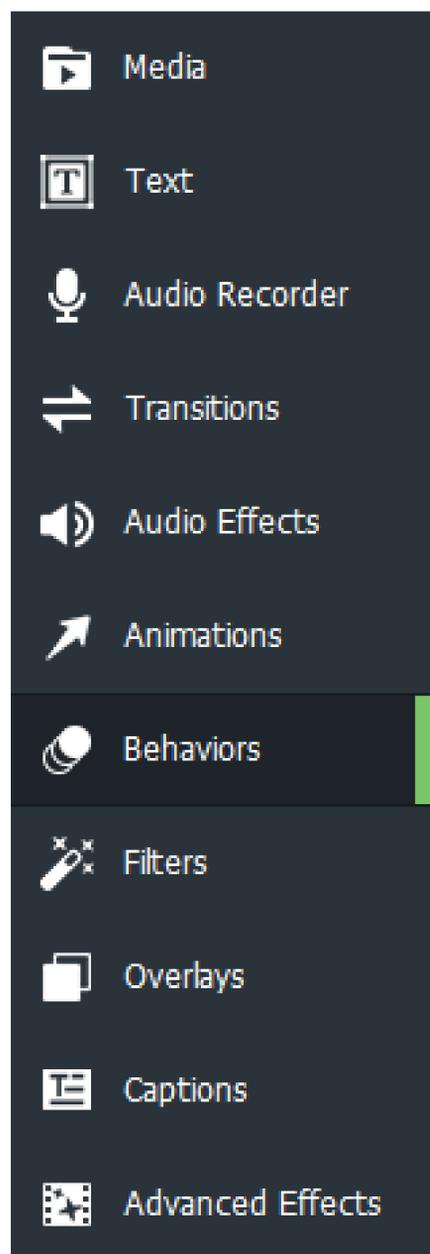
6. At either the start or end of the arrow, use the text bounding box to set the scale of the text for the animation. To do this, click the edges of the bounding box and drag in or out to scale the box.

BEHAVIORS

Behaviors alter the look and feel of the beginning, middle, or end of media assets.

To add behaviors to media:

1. With clips added to the Timeline, select the **Behaviors** tab, or press **B**.



2. Select a behavior and drag it over a clip on the Timeline.



For a behavior that stylizes the entrance of a media asset, select from the **In** tab at the top of the Behaviors section. Applied behaviors from the **In** tab are indicated on a clip using the adjacent circle icon combination.



For a behavior that occurs during a media asset's run time, select from the **During** tab. Applied behaviors from the **During** tab are indicated on a clip using the adjacent circle icon combination.



For a behavior that stylizes the exit of a media asset, select from the **Out** tab. Applied behaviors from the **Out** tab are indicated on a clip using the adjacent circle icon combination.



Hover a cursor over the circle icons for a pop-up display of the behavior's start time and duration.

BEHAVIOR SETTINGS

Adjust the properties for each behavior applied to media assets.

To adjust behavior settings:

1. Display the behavior's properties by doing one of the following:
 - On the Timeline, select the clip and click the **Properties** button in the top right corner.
 - On the Timeline, right-click the clip and select **Show Properties**.
 - Select the clip and press **Ctrl + 2** to open the **Properties** menu.
2. In the **Properties** pane, adjust the behavior settings as described below.

Behavior Properties Options

In/Out (Adjust settings for behaviors placed on the entrance and exits of your media.)

Style	Use the Style drop-down menu to change the behavior's style.
Movement	Use the Movement drop-down menu to customize the behavior's flow.
Speed	Use the Speed slider to increase or decrease the behavior's speed.

During (Adjust settings for behaviors set to occur during your media.)

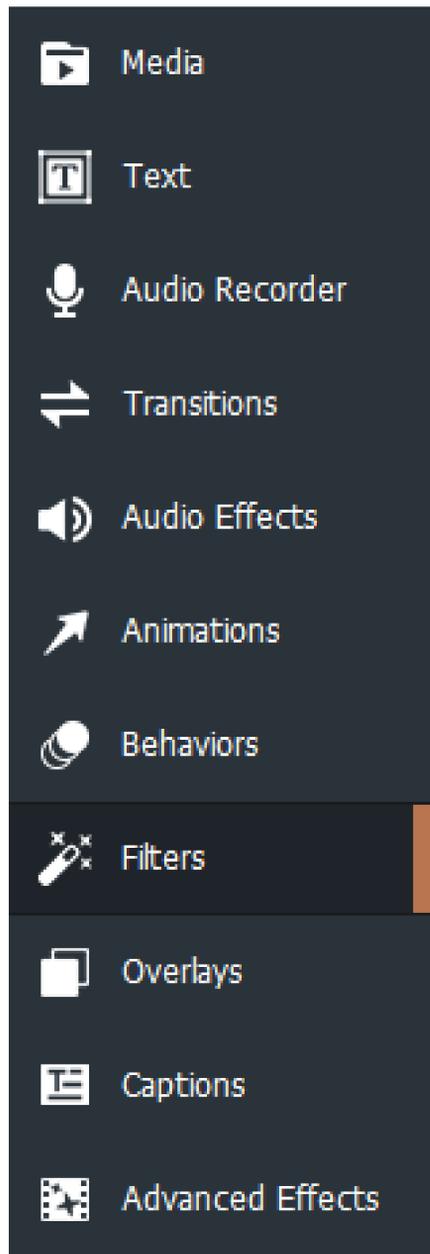
Style	Use the Style drop-down menu to change the behavior's style.
Movement	Use the Movement drop-down menu to customize the behavior's flow.
Loop Time	Set the amount of time for which the behavior will loop.
Loops	Drag the slider to set the behavior's number of loops.
Loop Forever	Controls whether the behavior loops indefinitely.

FILTERS

Filters alter the look of media assets.

To add filters to media assets:

1. With clips added to the Timeline, select the **Filters** tab, or press **L**.



2. Select a filter and drag it over a clip on the Timeline. A note stating "Effect Added" will temporarily appear on the Timeline.

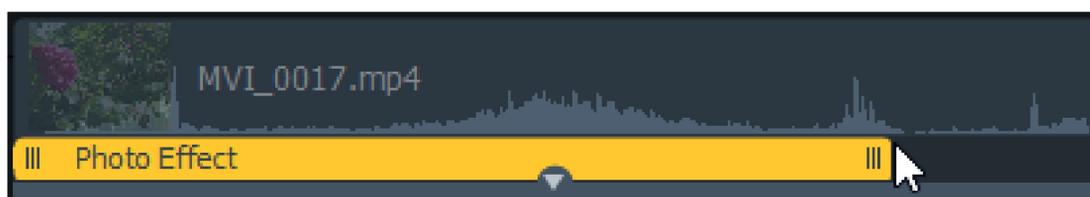
To adjust the duration of a filter:

Configure the amount of time a clip is affected by filters.

1. Select the clip on the Timeline with the filter applied and click the bar at the bottom of the clip.



2. Drag the edges of the filter on the clip to change its duration.



To adjust the timing of a filter:

Configure when a clip is affected by filters.

1. Select the clip on the Timeline with the filter applied and click the bar at the bottom of the clip.



2. Drag the edge of the filter on the clip to change its duration. Then drag the filter left or right to specify the desired start and finish times.



To copy and paste a filter from one media asset to another:

1. With a filter selected on the Timeline, right-click and select **Copy Selected Filter**.
2. On the destination media asset, right-click and select **Paste Filters**. A note stating "Effect Added" will temporarily appear on the Timeline.

Or:

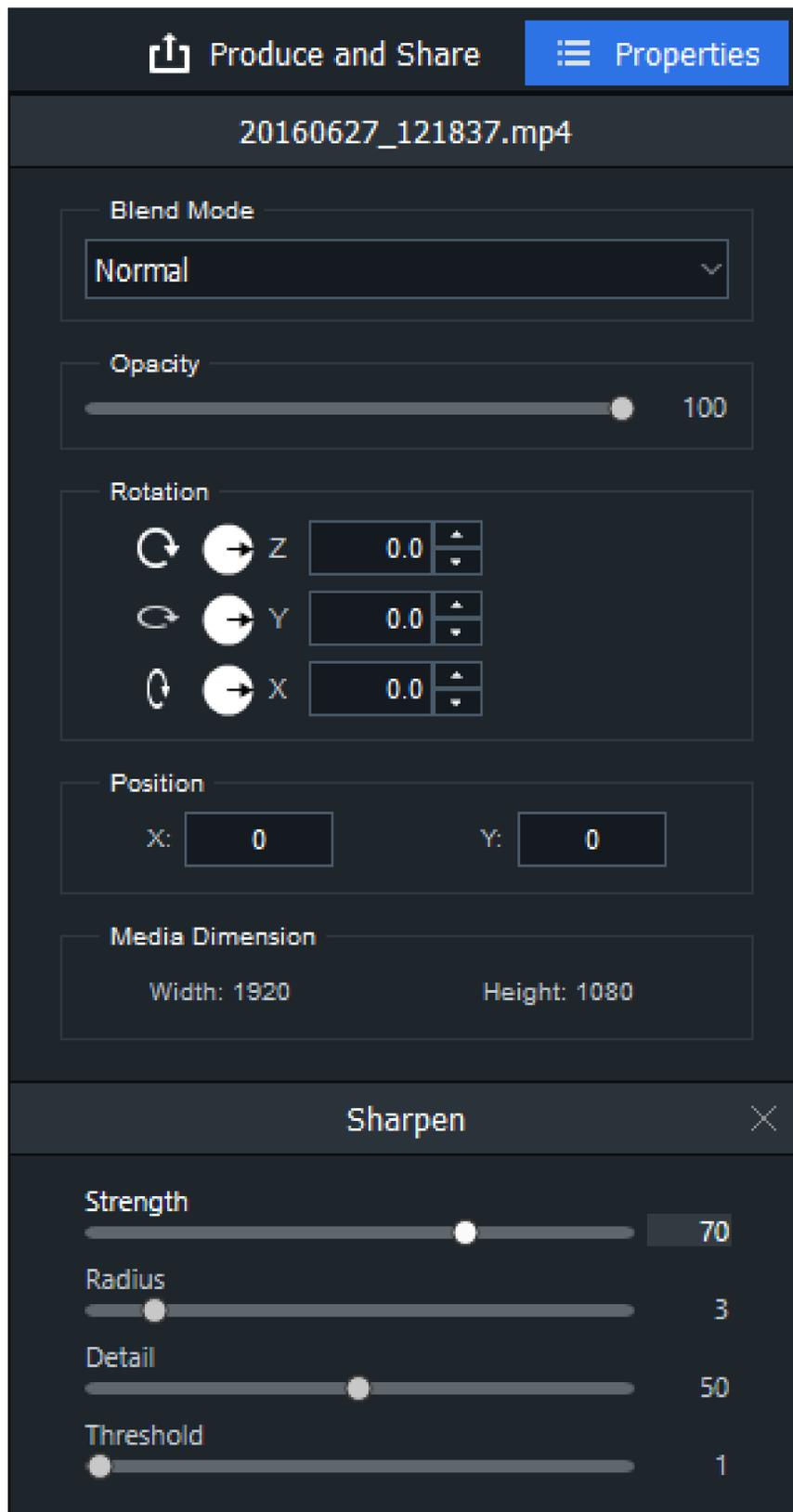
1. With the media asset containing the filter selected on the Timeline, select **Edit | Copy Filters** from the main menu.
2. Select the destination media asset, select **Edit | Paste Filters** from the main menu. A note stating "Effect Added" will temporarily appear on the Timeline.

FILTER SETTINGS

Adjust the properties filters applied to media assets.

To adjust filter settings:

1. Display the filter's properties by doing one of the following:
 - On the Timeline, right-click the filter on the clip and select **Show Properties**.
 - On the Timeline, select the filter on the clip and click the **Properties** button in the top right corner.
2. In the **Properties** pane, adjust the filter settings as described below.



Filter Settings Options

Black & White	Adjust the Red , Green , or Blue sliders to add color back into a black and white media asset
Brightness	Adjusts the brightness of the colors of a media asset.
RGB	Adjust the Red , Green , or Blue sliders to balance or heighten the RGB channels of a media asset.

Exposure

Exposure

Adjusts the brightness of the colors of a media asset.

Contrast

Drag the slider to the right to increase contrast, or drag to the left to decrease contrast.

Photo Effect

Select a photo effect from the drop-down menu to change the look and feel of a media asset.

Blur Filter Options

Click the **Gaussian Blur** button or the **Directional Blur** button to select the type of blur.

Gaussian Blur

Produces an even, smooth blur.

Strength

Specifies the strength of the blur. Move the slider to the right to intensify the effect.

Directional Blur

Produces a blurring effect that gives the illusion of movement.

Strength

Specifies the strength of the blur. Move the slider to the right to intensify the effect.

Angle

Specifies the direction of the blur effect.

Light EQ™

Brighten

Drag the slider to the right to increase the brightness of dark areas of a media asset.

Darken

Drag the slider to the right to decrease the brightness of light areas of a media asset.

Sharpen

Strength	Specifies the strength of the sharpening applied by increasing contrast around edges.
Radius	Controls the number of pixels to adjust around each edge. Higher values increase the number of sharpened pixels and tend to bring out coarser detail, while lower values reduce the number of sharpened pixels and tend to bring out finer detail.
Detail	Suppresses the halo, (the light border that forms around edges with extreme sharpening), by reducing its intensity. The higher the value, the stronger the reduction.
Threshold	Specifies how different the pixel lightness values within an edge must be before the pixels within the edge are sharpened. Higher values sharpen only stronger edges but minimize the appearance of noise. Lower values sharpen both strong and weaker edges, but can increase the appearance of noise. We recommend you set the threshold to enhance edges while keeping background noise to a minimum.

Vibrance

Vibrance	Drag the slider to the right to increase vibrance, or to the left to decrease vibrance. Increasing vibrance does not affect skin tone of a media asset.
Saturation	Drag the slider to the right to increase saturation, or to the left to decrease saturation.
Hue	Adjusts the hue of the image or video. Drag the slider to the right to increase or drag to the left to decrease hue.
Lightness	Adjusts the image or video brightness. Drag the slider to the right to increase or drag to the left to decrease the media asset's brightness.

Vignette

Strength	Specifies the size and intensity of the vignette.
Distance	Specifies the size of the clear area around the focal point in the portrait. Drag the slider to the left to reduce the size of the clear area. Drag the slider to the right to increase the size of the clear area.
Shape	Specifies the shape of the frame.

White Balance

Temperature	Adjusts the warmth of the correction, from blue to yellow.
Tint	Adjusts the tint of the correction, from green to magenta.

Reflection

Height	Drag the slider to set the height of the reflection.
---------------	--

TV Wall

Number of TVs	From the drop-down menu, select the number of "TVs" to display.
----------------------	---

Vertical Divide

Divisions	From the drop-down menu, select the number of times to divide a media asset.
------------------	--

Partial Mosaics

Width	As you increase the Width, the blocks will fill in from the left and right.
Height	As you increase the Height, the blocks will fill in from the top and bottom.
Degree	Drag the slider to adjust the size of the blocks.

Emboss

Elevation	Specifies the light source's elevation on the media asset. Lower values produce more shadows and a darker media asset. Higher values produce fewer shadows and a lighter media asset.
Azimuth	Specifies the amount of relief added to the media asset. Higher values increase the relief depth.
Weight	Specifies the angle of shadows that extend from the edges of the media asset details. A value of 0 adds shadows to the left side, while a value of 180 adds shadows to the right side.

Hue Shift

Hue Drag the slider to change the hues of the colors in a media asset.

Morphology

Width Specifies the width of each bar.

Height Specifies the height of each bar.

Mirror

**Horizontal /
Vertical** Choose an orientation for the mirror's axis.

Axis Drag the slider to adjust the position of the mirror's axis.

Color Fense

Degree Drag the slider to change the number and relative width of color bars to appear on the media asset.

Four Seasons

**Horizontal /
Vertical** Choose an orientation for the color bars on the media asset.

Shake

Degree Specifies the strength of the pulse.

Pane

Width Specifies the width of the color bar that moves across the video.

Blur Background

Click the **Gaussian Blur** button or the **Directional Blur** button to select the type of blur.

Gaussian Blur

Produces an even, smooth blur.

Strength

Specifies the strength of the blur. Move the slider to the right to intensify the effect.

Directional Blur

Produces a blurring effect that gives the illusion of movement.

Strength

Specifies the strength of the blur. Move the slider to the right to intensify the effect.

Angle

Specifies the direction of the blur effect.

Linear Gradient**Start Color**

Use the **Colors** pop-up to select the precise color for the **Linear Gradient** filter to start with. On the far right is a vertical color slider, navigate to a color group. A selected color displays its numerical values in the **Red**, **Green**, and **Blue** fields, as well as the **Hex** field. Enter precise values to get specific colors or use the **Color Dropper** tool to pick specific colors for the media asset.

End Color

As above, use the **Colors** pop-up to choose the color to end the gradient with.

Horizontal
Vertical

Choose an orientation for the **Start Color** and **End Color**.

Jigsaw**Color 1, Color 2, Color 3,
Color 4**

Use the **Colors** pop-up to select precise colors for each portion of a media asset's changed hues. The far right vertical color slider is used to navigate to a color group. A selected color displays its numerical values in the **Red**, **Green**, and **Blue** fields, as well as the **Hex** field. Enter precise values to get specific colors or use the **Color Dropper** tool to pick specific colors for the media asset.

Opacity

Use the **Opacity** slider to change the opacity of the **Jigsaw** effect.

Chromatic Aberration**Degree**

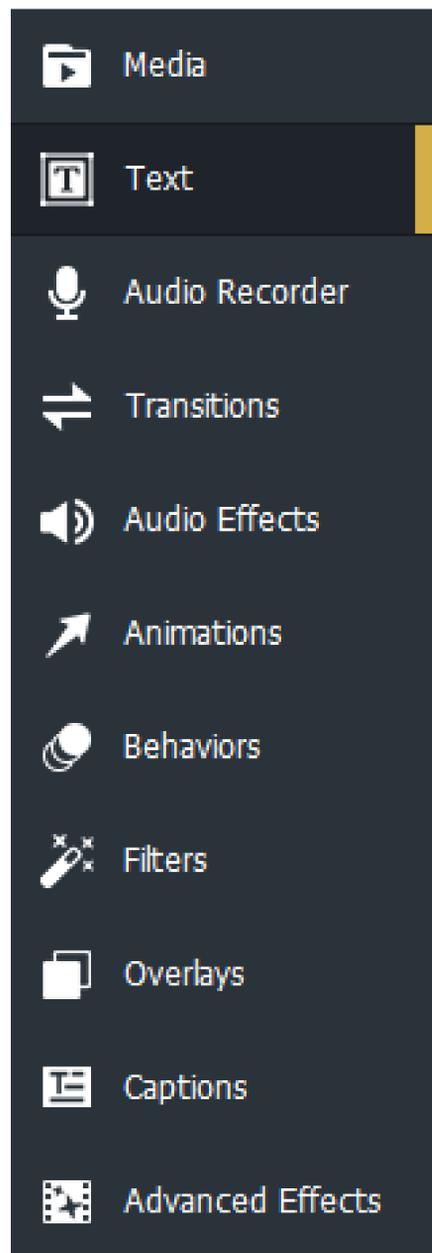
Drag the slider to adjust the amount the colors shift when playing a project.

ADDING TEXT TO MEDIA

Adding text to a project is useful for providing additional information to viewers, such as introducing new scenes. A variety of text effects make projects more compelling, such as Transitions, Animations, Behaviors, Filters, Chroma Key, Color LUT and/or Color Pass. A popular transition is to allow text to fade in and out, from clip to clip (see "Fading text in and out").

To add text to images or videos:

1. Select the **Text** tab, or press **T** to see a list of Text Styles.



2. Do one of the following:
 - Select a Text Style and drag it to the desired location on the Timeline.
 - Right-click a Text Style and select **Apply**, or press **Alt + A**.
3. A text box will open beneath the Display Area to edit the text displayed and its styles. On the right hand side, change the font, color, size, style, [Text Effects](#), direction, and alignment.



Within the Display Area, use the mouse to adjust the size and orientation of the Text.

CREATING CUSTOM TEXT STYLES

Customize and save Text Styles as presets for future use.

To create a custom text preset:

1. In the text settings, click the **Save as Custom** button.
2. In the **New Preset** dialog, enter a name for the text preset.
3. Click **OK**.

To delete a custom text preset:

Right-click the custom text preset in the **Text** tab and click **Delete**.

To delete text:

Right-click the text on the Timeline and select **Delete**.

Text Effects

Effects can be added to text.

To add Text Effects:

1. In the text settings, click the **fx** button.
2. In the **Text Effects** dialog, enable the desired checkboxes.
3. Configure the settings as described in the Text Effects options table below.
4. Click **OK**.

Batch Text Edit

Edit multiple pieces of media text at one time.

To use Batch Edit Text:

1. Select multiple pieces of Text on the Timeline by using **Ctrl + Click** or by clicking and dragging a box around the media assets.
2. Right-click and select **Batch Edit Text...**
3. In the **Batch Edit Text** dialog, select the relevant edits you wish to apply to all selected text. In the **General** tab, edit fonts, color, size, style, direction, alignment and position. For advanced options, use the Text Effects options table below as a guide.

Text Effects Options

Inner Glow	
Blend Mode	Specifies how the effect blends with the text. Select a blend mode from the drop-down menu.
Color	Specifies the color of the glow. Click the color picker to select a different color.
Thickness	Specifies the thickness of the glow effect. Drag the slider to set the thickness.
Blur	Blurs the edges of the glow. Drag the slider to determine how much blur is applied.
Opacity	Specifies the opacity of the glow. Drag the slider to adjust the opacity of the glow. The higher the opacity, the more visible the glow is.
Inner Shadow	
Blend Mode	Specifies how the effect blends with the text. Select a blend mode from the drop-down menu.
Color	Specifies the color of the shadow. Click the color picker to select a different color.
Rotation	Specifies the angle of the shadow. Type a number from 0 to 359.9 or drag the arrow to adjust the angle.
Blur	Blurs the edges of the shadow. Drag the slider to determine how much blur is applied.
Distance	Specifies the size of the shadow according to the rotation setting. Drag the slider to adjust how far the shadow encroaches on your text.
Opacity	Specifies the opacity of the shadow. Drag the slider to adjust the opacity of the shadow. The higher the opacity, the more visible the shadow is.
Bevel	
Elevation	Specifies the visibility of the bevel effect. As you reduce the Elevation slider, the text darkens, making the effect stand out more.
Radius	Specifies how spread out the bevel is.
Light Source	Specifies an imaginary light source. Click and drag the glow on the ball to reposition the imaginary light source.
Outline	
Color	Specifies the color of the outline. Click the color picker to select a different color.
Thickness	Specifies the thickness of the outline effect. Drag the slider to set the thickness.
Blur	Blurs the edges of the outline. Drag the slider to determine how much blur is applied.
Opacity	Specifies the opacity of the outline. Drag the slider to adjust the opacity of

the outline. The higher the opacity, the more visible the outline is.

Blur

Strength

Specifies the strength of the blur. Move the slider to the right to intensify the effect.

Shadow

Color

Specifies the color of the shadow. Click the color picker to select a different color.

Rotation

Specifies the angle of the shadow. Type a number from 0 to 359.9 or drag the arrow to adjust the angle.

Blur

Blurs the edges of the shadow. Drag the slider to determine how much blur is applied.

Distance

Specifies the size of the shadow according to the rotation setting. Drag the slider to adjust how far the shadow encroaches on your text.

Opacity

Specifies the opacity of the shadow. Drag the slider to adjust the opacity of the shadow. The higher the opacity, the more visible the shadow is.

Fading Text In and Out

Text can be set to fade in and out with clips by adding transitions to the text.

To add fading transitions to text:

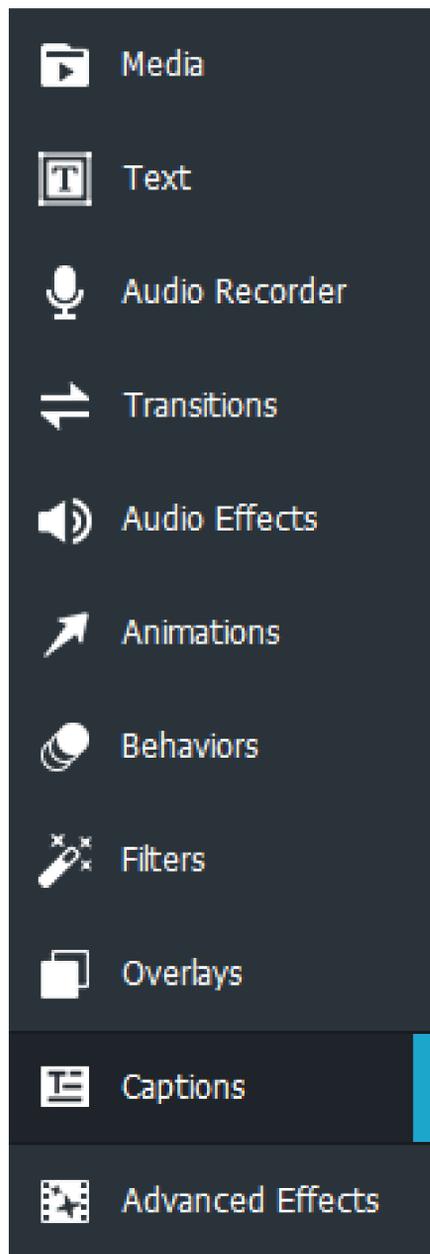
1. With a clip added to the Timeline, select the **Text** tab, or press **T** to see a list of Text Styles.
2. Select the Text Style you would like to use and drag it to your desired location on the Timeline. You can also right-click on the Text Style you would like to use and select **Apply** or press **Alt + A**.
3. Select the **Transitions** tab or press **S**.
4. Select either Fade, Fade to Black or Fade to White transition, and drag it on to the text on your Timeline so it lines up with the start and end of the text.

ADDING CAPTIONS

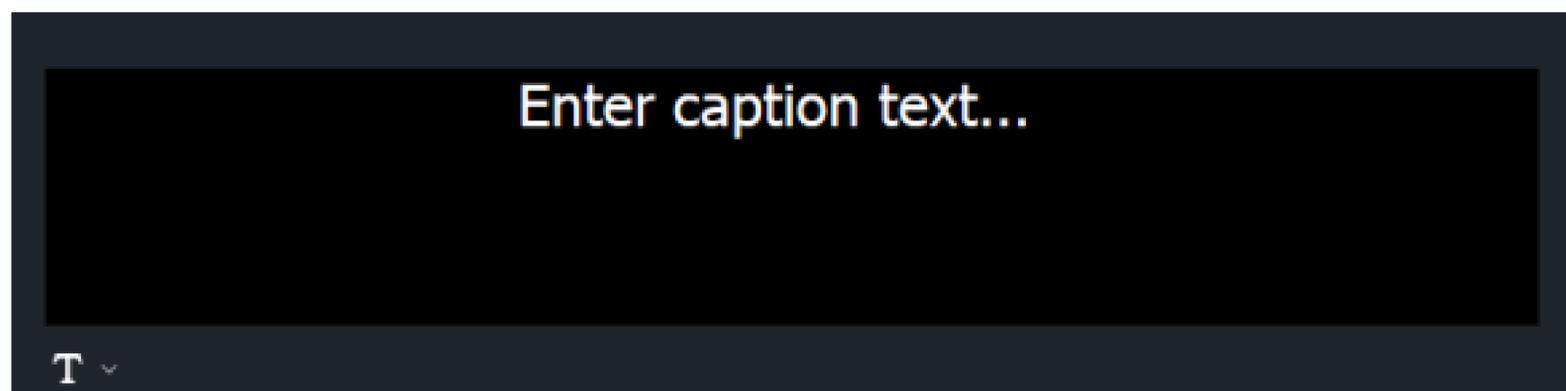
Captions added to a video are useful for including information, subtitling, adding comments, and much more.

To add a caption to a video:

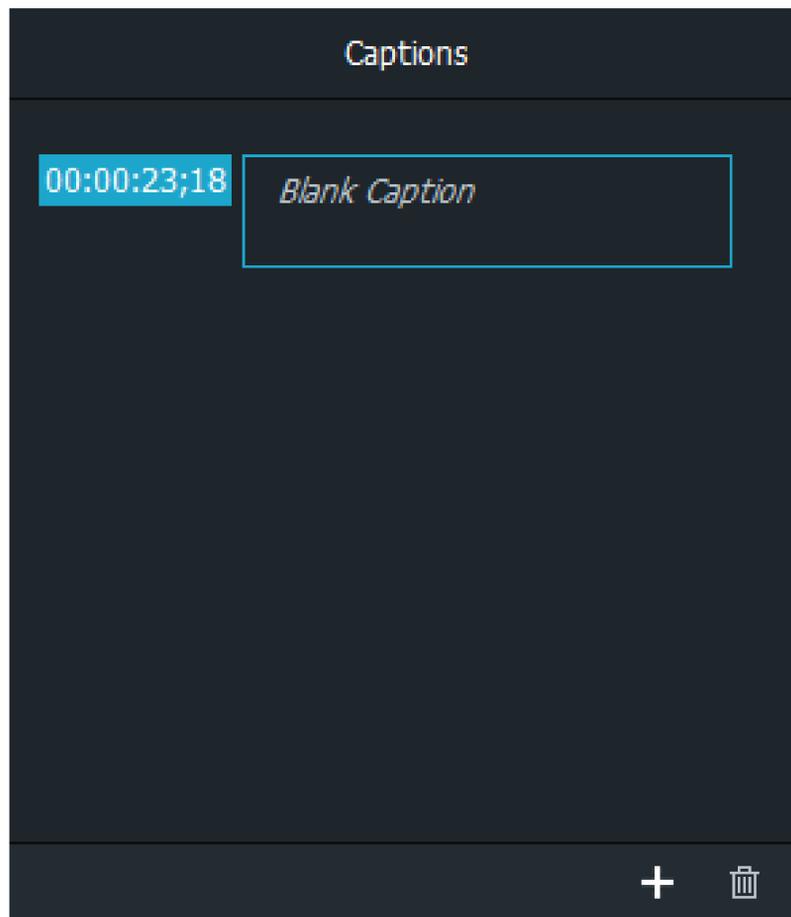
1. Select the **Captions** tab, or press **C**.



2. In the **Captions** panel, click the **Add** button  or press **Shift + C**. The caption will be added at the Playhead on the Timeline.
3. Enter text in the display area field.

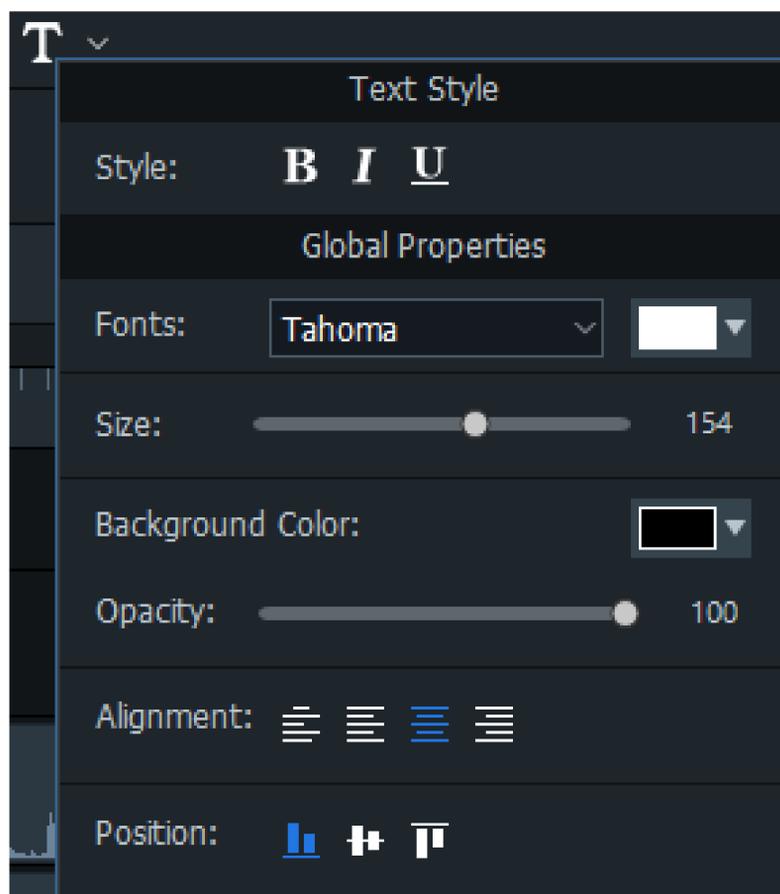


 The box on the left of the **Text** field indicates the time that the text will appear. Move the text on the Timeline as desired.



4. Click the **Text Style** drop-down menu to adjust the text style options. Configure options, such as font, background color, text alignment, and any bold or italics.

 Changes made to the **Text Style** only affect the selected text. Changes made to **Global Properties** affect captions throughout the project. For example, italicizing individual words won't affect other words, but changing the **Caption** font will affect all captions.



 To bold, italicize, or underline a particular section of a caption, select the text in the **Text** field and click the **Bold**, **Italics**, or **Underline** button(s).

5. On the Timeline, move or extend the caption by clicking and dragging it.

To remove a caption from the Timeline:

To remove a caption from the Timeline, right-click the caption on the Timeline and select **Delete** from the context menu.

To remove all captions from the Timeline:

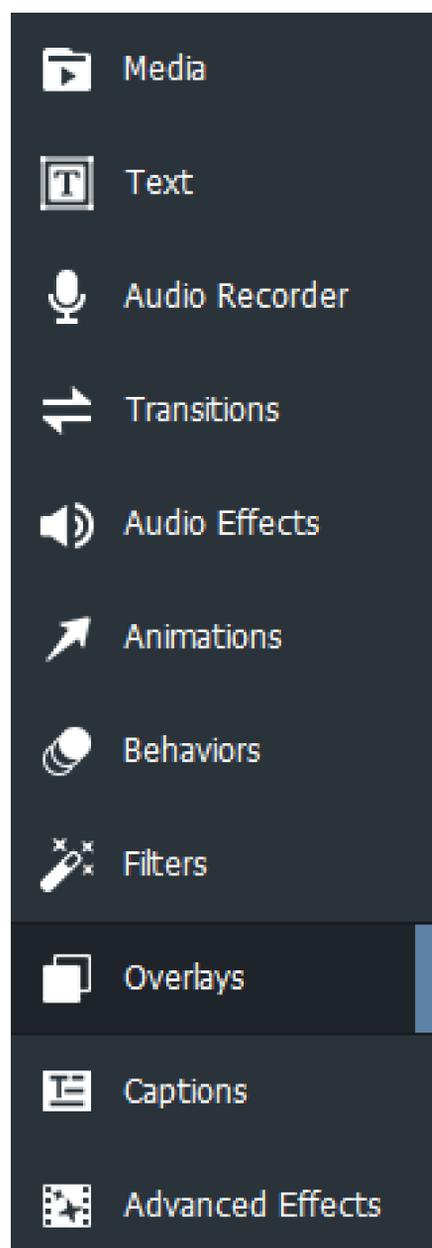
Select **Edit | Remove all Captions** from the main menu, or click **Ctrl + Alt + S**.

OVERLAYS

Overlays are visual effects added on top of or after a media asset.

To add overlays to a media asset:

1. With clips added to the Timeline, select the **Overlays** tab, or press **O**.



2. Drag and drop a desired overlay to a location on the Timeline. Place the overlay before or after the media file in the Timeline, or during the media asset by adding the overlay to another track above the media.

To delete an overlay:

Right-click the overlay on the Timeline and select **Delete**.

To change the duration of an overlay:

Click and drag the edge of the overlay to a desired duration.

ADVANCED EFFECTS

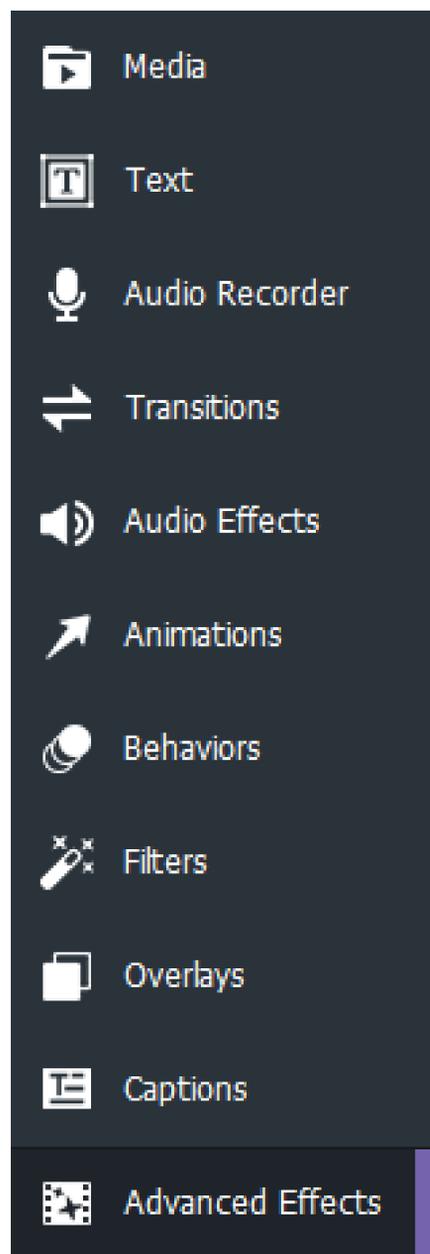
The tools in the **Advanced Effects** tab are used to fine-tune and further customize media assets.

CHROMA KEY

Chroma Key removes a solid color from the background, most often used on videos shot with a green screen.

To remove a color from a media asset:

1. With clips added to the Timeline, select the **Advanced Effects** tab, or press **E**.



2. Select **Chroma Key** and drag it onto a clip residing on the Timeline. A note stating "Effect Added" will temporarily appear on the Timeline.
3. With the clip selected, in the **Chroma Key** section of the **Properties** pane, adjust the settings as described below.

Chroma Key Options

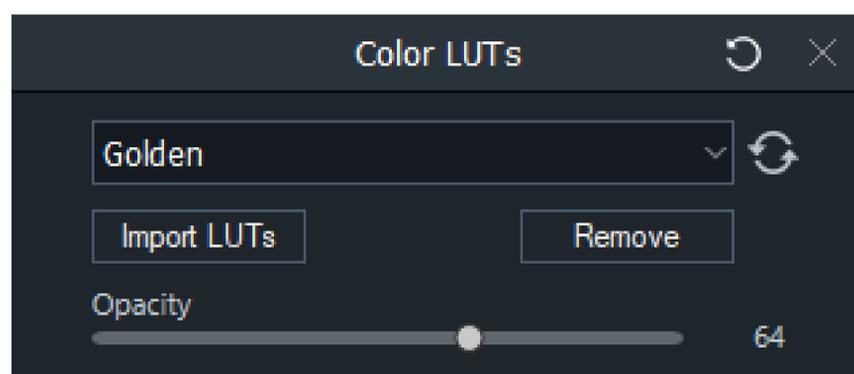
Color	Use the Colors pop-up to select the precise color to remove from the media asset. To open the Colors pop-up, make a selection from the Color drop down menu. 
Tolerance	Adjust the slider to define how similar a color must be to the selected color in order to be removed.
Softness	Adjust the slider to soften the edge between the color being removed and what is left. Softness also reduces the overall opacity of the image.
Invert Settings	Enable the Invert Settings checkbox to remove every color except the selected color.

COLOR LUTs

"Color LUT" stands for Color Lookup Table. Color LUTs are lists that instruct Luxea to map specific RGB values to other specific color values. Import LUTs and use them as filters in Luxea. Color LUT supported file types are .3dl and .cube.

To apply a Color LUT to a media asset:

1. With clips added to the Timeline, select the **Advanced Effects** tab, or press **E**.
2. Select **Color LUTs** and drag it onto your clip on the Timeline. A note stating "Effect Added" will temporarily appear on the Timeline.
3. With the clip selected, in the **Color LUTs** section of the **Properties** pane, do one of the following:
 - Select a LUT from the **Color LUTs** drop-down menu in the **Properties** pane.
 - Click the **Import LUTs** button. In the **Open** dialog, browse to the location of the LUT files, and click the **Open** button. The LUT is immediately applied.
4. Optionally, use the slider to adjust the opacity of the Colour LUT.



To remove Color LUTs from the Color LUTs drop-down menu:



In order to remove a Color LUT from the list of available LUTs, a LUT must first be applied.

1. In the **Color LUTs** section of the **Properties** pane, select the LUT to be removed from the list.
2. Click **Remove**.
3. Click **Yes** to confirm.

CLIP SPEED

The **Clip Speed** effect controls the speed and overall duration of media assets.

To speed up or slow down a media asset:

1. With clips added to the Timeline, select the **Advanced Effects** tab, or press **E**.
2. Select **Clip Speed** and drag it onto your clip on the Timeline or select the clip and press **Alt + C**. A note stating "Effect Added" will temporarily appear on the Timeline.
3. With the clip selected, in the **Clip Speed** section of the **Properties** pane, configure the settings as described below.

Clip Speed Options

Speed	Decrease a clip's speed by reducing the value below 1.00. Increase a clip's speed by increasing the value above 1.00.
Minutes/Seconds	Set a clip's desired duration using minutes or seconds.
Frames	Use the Frames field to fine-tune the speed and duration of media assets.

AUDIO SPEED

Use the **Clip Speed** effect to control the speed and overall duration of audio only.

To speed up or slow down an audio track:

1. Right-click a clip on the Timeline and select **Separate Audio and Video** from the context menu, or press **Alt + S**.
2. Select the **Advanced Effects** tab, or press **E**.
3. Select **Clip Speed** and drag it onto your audio clip on the Timeline, or select the clip and press **Alt + C**.
4. With the audio clip selected, in the **Clip Speed** section of the **Properties** pane, configure the settings described in the "Clip Speed Options" on page 55.

MOSAIC

Blur out specific areas of your media for covering sensitive information, or providing anonymity to individuals in a media asset.

To add a mosaic effect to a media asset:

1. With clips added to the Timeline, select the **Advanced Effects** tab, or press **E**.
2. Select **Mosaic** and drag it onto a track on the Timeline.
3. With Mosaic selected, in the **Mosaic** section of the **Properties** pane, configure the settings as described below.

Mosaic Options

Blend Mode	Controls how the Mosaic effect impacts the final image when the opacity is changed.
Opacity	The Opacity slider changes the opacity of the Mosaic effect, providing control over how distinct the Mosaic effect appears in the media. Finally, use a blend mode to customize the Mosaic effect further.
Rotation	Enter a value in the field or drag the arrow handles to rotate the Mosaic effect by the X, Y, or Z axes.
Degree	You can use the Degree slider to control how blurred the Mosaic effect is.

COLOR PASS

Color Pass is used to isolate certain colors within a media asset and revert all others to black and white. Color Pass helps draw the eye to a certain part of a clip, for example, the pink cherry blossoms on a tree. The cherry blossom flowers will show up as pink, and the rest of the image would be black and white.

To add Color Pass:

1. With clips added to the Timeline, select the **Advanced Effects** tab, or press **E**.
2. Select **Color Pass** and drag it onto a clip on the Timeline. A note stating "Effect Added" will temporarily appear on the Timeline.
3. With the clip selected, in the **Color Pass** section of the **Properties** pane, adjust the settings as described below.

Color Options

Color	Use the Colors pop-up to select precise colors to focus on or invert within a media asset. The far right vertical color slider navigates to a color group. The selected color displays its numerical values in the Red , Green , and Blue fields, as well as the Hex field. Enter precise values to get specific colors, or use the Color Dropper tool to pick specific colors from the media asset.
Similarity	Adjust the slider to define how similar a color must be to the selected color in order to be affected.
Invert Settings	Enable the Invert Settings checkbox to remove a selected color and leave every other color.

REPLACE COLOR

The Replace Color effect is used to select certain colors within a media asset and replace the selected colors with a different color.

To add the Replace Color effect to a media asset:

1. With clips added to the Timeline, select the **Advanced Effects** tab, or press **E**.
2. Select **Replace Color** and drag it onto a clip on the Timeline.
3. With the clip selected, in the **Replace Color** section of the **Properties** pane, configure the settings as described below.

Replace Color Options

Target Color	Use the Colors pop-up to select precise colors to replace. The far right vertical color slider navigates to a color group. The selected color displays its numerical values in the Red , Green , and Blue fields, as well as the Hex field. Enter precise values to get specific colors, or use the Color Dropper tool to pick specific colors for your media.
Replace Color	As above, choose a color to replace a target color with.
Similarity	Adjust the slider to define how similar a color must be to be the selected color in order to be affected.
Solid Colors	Enable this box to change the Target Colors to the Replace Color and remove any light/dark shadows. When this box is disabled, the target color will be replaced, but the light/dark image variations will remain.

MEDIA DURATION AND FREEZE FRAMES

When media is added to the Timeline, the assets will automatically be placed at certain intervals and at set durations. It is possible to change the duration of media assets and the gaps between media assets by changing the duration settings. Changing duration allows images to be blended into one another without the screen going black in between, or changing duration can create an end to a scene that employs a black screen for a pre-determined duration before the next media asset begins to play.

ADJUSTING DURATION

To change media duration:

1. Select the media to edit on the Timeline.
2. Hover over the start or end of the media, click and drag the double arrows to adjust the length. The format is (hours:minutes:seconds;frames).

Adjusting the Duration of Text, Images, Overlays, Captions and Mosaics

To change media duration:

1. Select the media to edit on the Timeline.
2. Right-click and select **Duration...** from the context menu to open the **Duration** dialog.
3. Choose a Duration using the up or down arrows or by entering a duration in the **Duration** field. The format is (hours:minutes:seconds;frames).
4. Click **OK**.

Using Ripple Edit Duration

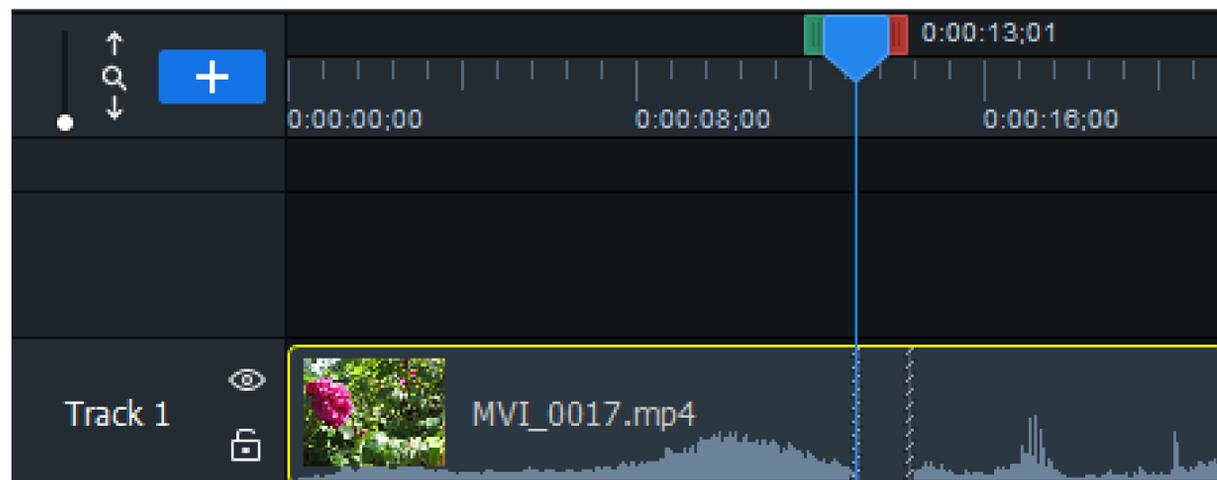
Ripple Edit duration is a setting that maintains gaps between media. By default, Ripple Edit duration is enabled, allowing for the duration of media to be changed without changing the gaps created after the media asset. For example, in the case where an image is followed by a four second gap, then a video clip, lengthening the duration of the image, with Ripple Edit duration enabled, will not reduce the four second gap that resides between the image and video. Without Ripple Edit duration enabled, by extending the duration of the image the duration of the following gap would be reduced.

To disable Ripple Edit when making changes to duration, disable the **Ripple Edit** checkbox in the **Duration** dialog.

FREEZE FRAMES

Freeze frames are used to extend the duration of specific frames of a media asset.

- ! When adding a freeze frame to a media asset, the selected clip will expand to the chosen duration. If there is not enough space on the Timeline to the right of the clip to accommodate the expansion, Freeze Frame will not be enabled in the context menu.



To create a freeze frame:

1. With clips added to the Timeline, place the Playhead on the frame of the target video, right-click and select **Freeze Frame** from the context menu, or press **Alt + F**.
2. From the **Freeze Frame** dialog, set how many seconds the freeze frame will last.
3. Click **OK**. The freeze frame is added to the target media on the Timeline.

💡 [Clip Speed](#) can also be adjusted as well as clip duration. Find more information in the [Advanced Effects](#) topic.

CREATING SNAPSHOTS FROM VIDEO

Snapshots taken from a video's playback can be added to the **My Media** tab.

SNAPSHOTS

Snapshots of a video's playback can be taken at any time.

To create a snapshot:

1. With clips added to the Timeline, click the **Play** button located below the Project Display Area.
2. At a desired frame, click the **Snapshot** button , or press **Shift + S**. A dialog box appears noting the hard drive location where the snapshot has been saved.
3. Click **OK**.

To change the location of saved snapshots, and configure snapshot settings, see [Options and Configuration](#).

CONTENT PACKS

Download Content Packs from ACDSee to further enhance media assets. Content Packs contain images, video, audio, Text Style presets, fonts, behaviors, and overlays. Downloaded Content Packs from the ACDSee website reside in the **Library** tab.

To download Content Packs, do one of the following:

- Visit the ACDSee website.
- Click the download button in the top right of Luxea. 
- Click on the download button in the bottom right of the **Library** tab. 

To add Content Packs to a library:

1. Select **File | Import | Content Pack...** from the main menu.
2. In the **Add Content Packs** dialog, choose the Content Pack files (.alcp) to import.
3. Click **OK**.

Or:

1. Navigate to a folder containing downloaded Content Packs.
2. Double-click the Content Pack files (.alcp) to open the packs in Luxea.

Or:

1. Open the **Library** tab.
2. Click the **Import Content Pack** icon. 

To add Content Packs to a library with Luxea closed:

1. Navigate to a folder containing downloaded Content Packs.
2. Right-click the Content Pack files (.alcp). Select **Open with ACDSee Luxea** from the menu.

To add content from Content Packs to the Timeline:

1. With clips added to the Timeline, open the **Library** tab.
2. Drag the relevant enhancement from the Library to the chosen point on the Timeline.

OPTIONS AND CONFIGURATION

Configure options to customize and automate Luxea's functionality.

To configure options:

1. Select **Tools | Options...** from the main menu, or press **Alt + O**.
2. Configure the options as described in the table below.
3. Click **OK**.

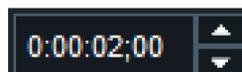
Options Dialog Box

General

Duration

Transitions	Set transition display duration.
Images	Set image display duration.
Captions	Set caption display duration.
Animations	Set animation display duration.
Freeze Frames	Set freeze frame display duration.
Mosaics	Set mosaic display duration.
Text	Set text display duration.

The format for the duration is hours, minutes, seconds; frames.



Watermark

Enable watermark	Enable to include a watermark on a video.
Watermark	Browse to find an image to use as a watermark.
Position	Select a square to indicate a desired watermark position in the media asset.
Opacity	Use the slider to change the watermark opacity. By default, a watermark is 100% opaque, which means it is visual and solid. By reducing the opacity, the watermark becomes gradually transparent. A watermark with an opacity of zero is completely transparent.

Snapshots

Snapshot Location	Displays the location of saved snapshots. Click the Browse button to specify a new hard drive location.
Add snapshots to My Media	Enabled by default, this option automatically adds snapshots to the available media in the My Media tab. Screenshots residing in the My Media tab can be dragged onto the Timeline.
Enable snapshot sound	Enabled by default, this option plays a sound whenever a snapshot is taken.

Advanced

Temporary Storage Folder	While working on a project, the Temporary Storage Folder stores the project's media in the Library. The Temporary Storage Folder is emptied after saving and producing a project.
Hardware Acceleration Enable Hardware Acceleration	Enabled by default, this option ensures that the encoding process will be undertaken by a graphics card, rather than the CPU. This option accelerates the media rendering process. If presented with multiple graphics cards, Luxea will prioritize hardware acceleration options using the following hierarchy: NVIDIA, Intel® Quick Sync.
AutoSave Enable AutoSave	Automatically saves projects as often as indicated. When restarting Luxea after an unexpected shutdown, this option will recover the project and open it in its state as of the most recent save point.

AutoSave | Interval ... minute(s) Indicate how often to automatically save.

Default playback quality Select a playback quality from Full to 1/16. This option can speed up the editing process when working with high quality videos, or the host computer is slowly processing the video.

Load project to fit Timeline. Load project zoomed out so all elements are visible on the Timeline.

Display

Default Project Settings

Display Area Dimensions Set the Display Area size that Luxea loads as default on every open event. Choose preset dimensions for TikTok and Instagram here.

Width Enter a custom width for the Display Area, which Luxea will open as default.

Height Enter a custom height for the Display Area, which Luxea will open as default.

Frame Rate Select a frame rate from 23.97 frames per second (fps) to 60 fps.

Prompt if media dimensions or frame rate do not match project settings. Luxea will prompt if media dimensions or frame rate do not match the Display Area dimensions or project frame rate.

Always match project settings to imported media dimensions and frame rate. Set Luxea to automatically adjust the Display Area size to match the dimensions of the media asset and the project frame rate to match the media frame rate.

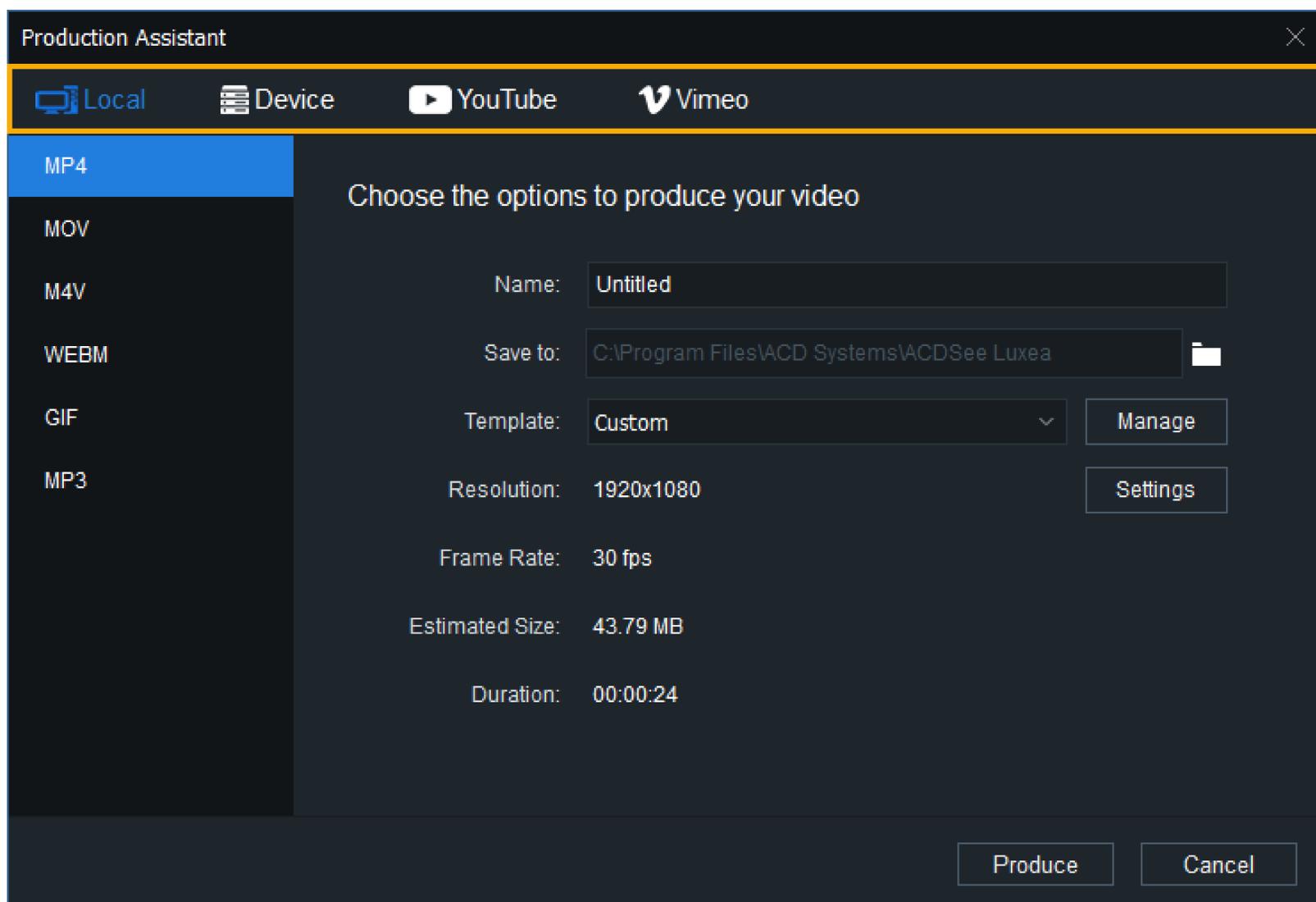
OVERVIEW

The **Production Assistant** is a versatile design wizard used to craft unique project outputs. After the editing portion of the project is finished, use the **Production Assistant** to finalize and distribute videos. The final stage of the production process, Producing and Sharing, creates an output file from the arranged media and effects on the Timeline. The production process allows for the selection of video and audio parameters for the output file, as well as the option to share the output to YouTube, Vimeo, Facebook, and Twitter.

An output file can be produced from the entirety of the media on the Timeline, or a [selection](#).

- ! Video productions will not include media on tracks that are disabled.
- ! Video productions will not include media moved outside of the Display Area.

The **Production Assistant** contains four main tabs, each representing a unique work-flow and associated parameters for each project output type.



Production Assistant Tabs

Local	The Local tab is used for crafting media assets destined to reside on the local host computer.
Device	The Device tab is used for crafting media assets destined to reside on dedicated devices.
YouTube	The YouTube tab is used for crafting media assets destined to reside on YouTube.
Vimeo	The Vimeo tab is used for crafting media assets destined to reside on Vimeo.

To access the Production Assistant:

1. Add a media asset to the Timeline.
2. Click the **Produce and Share** button, located in the top-right corner of the Luxea interface.

LOCAL TAB

The **Local** tab in the **Production Assistant** is used to craft media assets destined to be output and stored on the local host computer.

The **Local** tab is divided into two sections: the left-hand "Output Type" section and the right-hand "Options" section.

OUTPUT TYPE SECTION

The **Local** tab's Output Type section contains six output types for selection:

- MP4,
- MOV,
- M4V,
- WEBM,
- GIF, and
- MP3.

OPTIONS SECTION

The Options section is used to customize a project's output for each output type.

To produce an output:

1. With media assets added to the Timeline, click the **Produce and Share** button located in the upper right-hand corner of the Luxea interface.
2. In the **Production Assistant** dialog, select the **Local** tab.
3. In the Output Type section, select one of the **MP4**, **MOV**, **M4V**, **WEBM**, **GIF**, or **MP3** tabs.
4. In the Options section, enter a project name.
5. Use the default value for the **Save To** field, or click the adjacent file folder icon to select a new location.
6. Make a selection from the **Template** drop-down list. To add custom templates, see [Custom Templates](#).

- Accept the default values for the **Resolution** field and **Frame Rate** field, or if selecting "Custom" from the **Template** drop-down list, click the adjacent **Settings** button to set new size and rate parameters. For more information on the **Settings** button, see [Setting Custom Values](#).

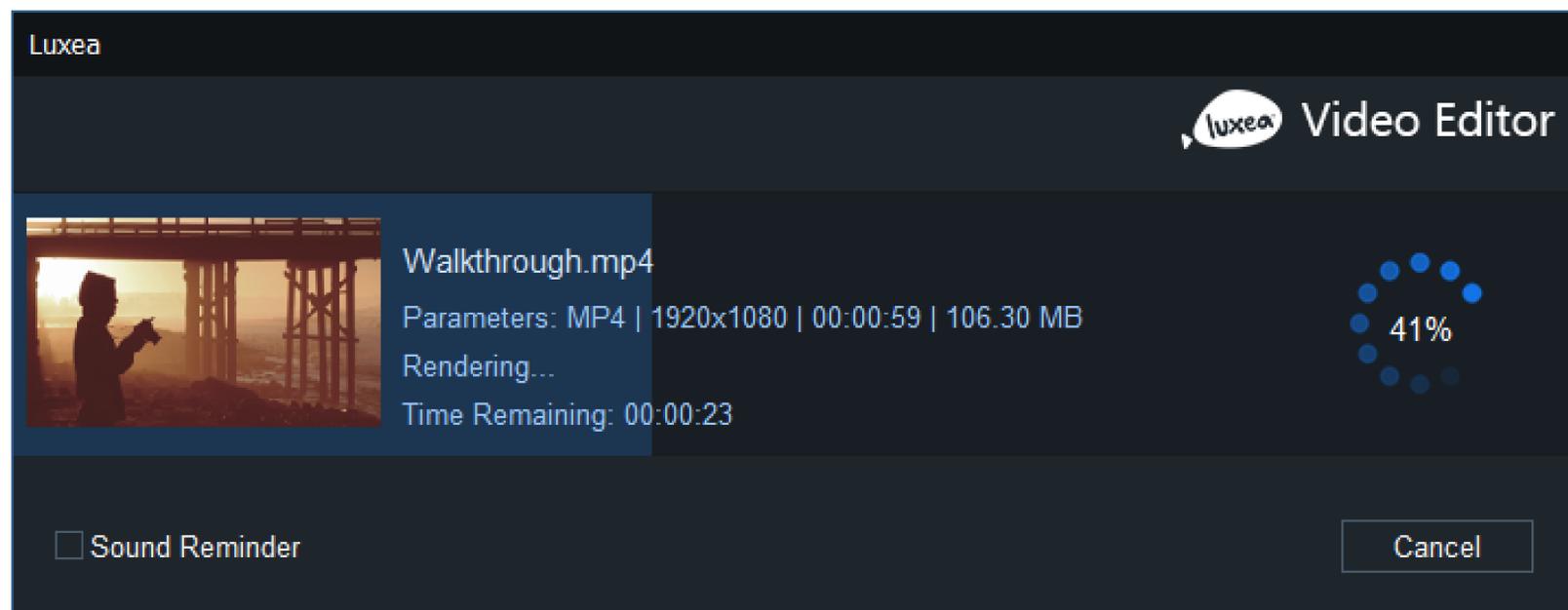


Note that the **Estimated Size** field value is calculated by the values selected in the **Settings** dialog.

- Click the **Produce** button to complete the project.



The **Produce** dialog features a progress preview of the project and a **Sound Reminder** checkbox for sounding a reminder when rendering completes.



Custom Templates

To add custom templates:

- With the **Production Assistant** open, navigate to the Options section and click the **Manage** button adjacent to the **Template** field.



The **Format** field is auto-populated based on the selection made in the **Output Type** section.

- In the **Template Manager** dialog's **Video Parameters** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.
- In the **Audio Parameters** field set, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.
- Click the **Save As...** button to enter a template name and exit the **Template Manager** dialog. Click the **Save** button to overwrite the current template.



Note that in the **Production Assistant**, saved templates from either the **Template Manager** or **Settings** dialogs appear in the **Template** field's drop-down list.

Setting Custom Values

To change the output file settings:

1. With the **Production Assistant** open, navigate to Output Options section and select "Custom" from the **Template** drop-down list.
2. Click the **Settings** button adjacent to the **Resolution** field.
3. In the resultant **Settings** dialog, enable one of the **Normal**, **Better**, or **Best** radio buttons.
4. Under the **Video Parameters** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.
5. Under the **Audio Parameters** heading, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.
6. Click the **Save As Template** button to produce the **New Template** dialog.
7. Enter a name for the template and click the **OK** button.

Video Parameters Options

Field	Description
Encoder	Specifies the video data compression type.
Resolution	By default, the resolution will reflect the current settings of the Display Area Dimensions . To change the resolution, select a resolution from the drop-down, or select "Custom" from the drop-down list and specify new dimensions in the adjacent Width and Height fields.
Frame Rate	Determines the frequency of picture refreshes.
Bitrate	Select the bitrate to determine how much data will go to the screen per second of playback. A higher bitrate allows for a higher quality picture, however, it also increases the file size.
Loops	Sets how many times a GIF will loop.
Loop Forever	Enable/disable to control whether the GIF loops indefinitely.

Audio Parameters Options

Field	Description
Encoder	Specifies the audio data compression type.
Channel	From the drop-down menu, select "Mono" to have the same sound produced from the left and right speakers, or, select "Stereo" to produce different sounds from the left and right speakers.
Sample Rate	Sampling describes the data rate of a sound recording. A higher sample rate allows for higher quality sound, however, it also increases the file size.
Bitrate	Determines how much audio data will go to the speakers per second of playback. A higher bitrate allows for a higher quality sound, however, it also increases the file size.

DEVICE TAB

The **Device** tab in the **Production Assistant** is used to craft media assets destined to be output and stored on external devices.

The **Device** tab is divided into two sections: the left-hand "Device Type" section and the right-hand "Options" section.

DEVICE TYPE SECTION

The **Device** tab's Device Type section contains 13 output types for selection:

- iPhone,
- iPad,
- Apple TV,
- Apple TV 4k,
- iPod,
- Samsung Galaxy,
- Smart Phone,
- Android Generic,
- Google Pixel,
- Xbox One,
- PlayStation 4,
- PSP, and
- Smart TV.

OPTIONS SECTION

The right-hand Options section is used to customize a project's output for each output type.

To produce with settings optimized for a specific device:

1. Add media assets added to the Timeline.
2. Click the **Produce and Share** button located in the upper right-hand corner of the Luxea interface.
3. In the **Production Assistant** dialog, select a tab in the Device Type section.
4. In the Options section, enter a project name.
5. Use the default value for the **Save To** field, or click the adjacent file folder icon to select a new location.
6. Make a selection from the **Template** drop-down list. To add custom templates, see [Custom Templates](#).
7. Accept the default values for the **Resolution** field and **Frame Rate** field, or if selecting "Custom" from the **Template** drop-down list, click the adjacent **Settings** button to set new size and rate parameters. For more information on the **Settings** button, see [Setting Custom Values](#).

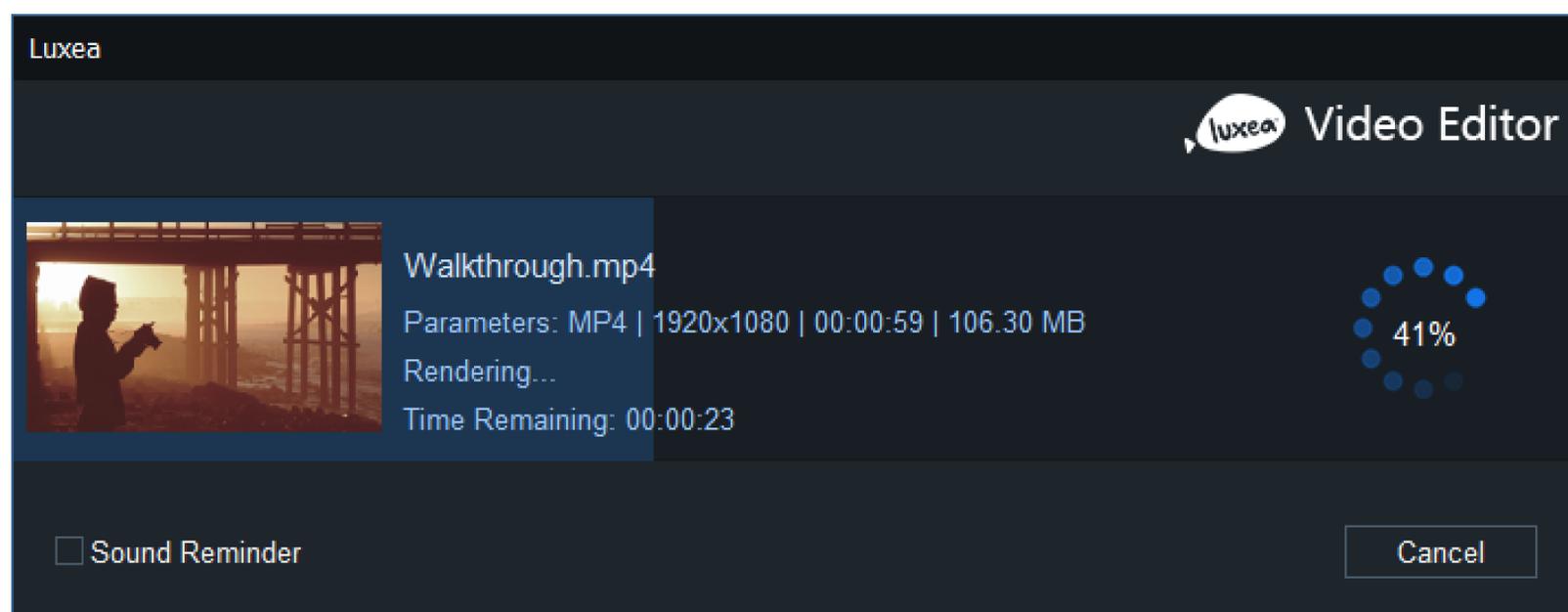


Note that the **Estimated Size** field value is calculated by the values selected in the **Settings** dialog.

8. Click the **Produce** button to complete the project.



The **Produce** dialog features a progress preview of the project and a **Sound Reminder** checkbox for sounding a reminder when rendering completes.



Custom Templates

To add custom templates:

1. With the **Production Assistant** open, navigate to the Options section and click the **Manage** button adjacent to the **Template** field.



The **Format** field is auto-populated based on the selection made in the **Output Type** section.

2. In the **Template Manager** dialog's **Video Parameters** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.
3. In the **Audio Parameters** field set, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.
4. Click the **Save As...** button to enter a template name and exit the **Template Manager** dialog. Click the **Save** button to overwrite the current template.



Note that in the **Production Assistant**, saved templates from either the **Template Manager** or **Settings** dialogs appear in the **Template** field's drop-down list.

Setting Custom Values

To change the output file settings:

1. With the **Production Assistant** open, navigate to the Options section and select "Custom" from the **Template** drop-down list.
2. Click the **Settings** button adjacent to the **Resolution** field.
3. In the resultant **Settings** dialog, enable one of the **Normal**, **Better**, or **Best** radio buttons.
4. Under the **Video Parameters** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.
5. Under the **Audio Parameters** heading, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.
6. Click the **Save As Template** button to produce the **New Template** dialog.
7. Enter a name for the template and click the **OK** button.

Video Parameters Options

Field	Description
Encoder	Specifies the video data compression type.
Resolution	By default, the resolution will reflect the current settings of the Display Area Dimensions . To change the resolution, select a resolution from the drop-down, or select "Custom" from the drop-down list and specify new dimensions in the adjacent Width and Height fields.
Frame Rate	Determines the frequency of picture refreshes.
Bitrate	Select the bitrate to determine how much data will go to the screen per second of playback. A higher bitrate allows for a higher quality picture, however, it also increases the file size.

Audio Parameters Options

Field	Description
Encoder	Specifies the audio data compression type.
Channel	From the drop-down menu, select "Mono" to have the same sound produced from the left and right speakers, or, select "Stereo" to produce different sounds from the left and right speakers.
Sample Rate	Sampling describes the data rate of a sound recording. A higher sample rate allows for higher quality sound, however, it also increases the file size.
Bitrate	Determines how much audio data will go to the speakers per second of playback. A higher bitrate allows for a higher quality sound, however, it also increases the file size.

YOUTUBE TAB

The **YouTube** tab in the **Production Assistant** is used to craft media assets destined to be uploaded to YouTube.

The **YouTube** tab is divided into two sections: the left-hand "YouTube Sign-in" section and the right-hand "Options" section.

YOUTUBE SIGN-IN SECTION

The YouTube Sign-in section contains the YouTube **Sign In** button. In order to successfully upload a completed project to YouTube, the sign-in procedure must be enacted.

To sign-in to YouTube:

1. With media assets added to the Timeline, click the **Produce and Share** button located in the upper right-hand corner of the Luxea interface.
2. In the **Production Assistant** dialog's YouTube Sign-in section, click the **Sign In** button.
3. Reply to all prompts until successfully logged into YouTube.

OPTIONS SECTION

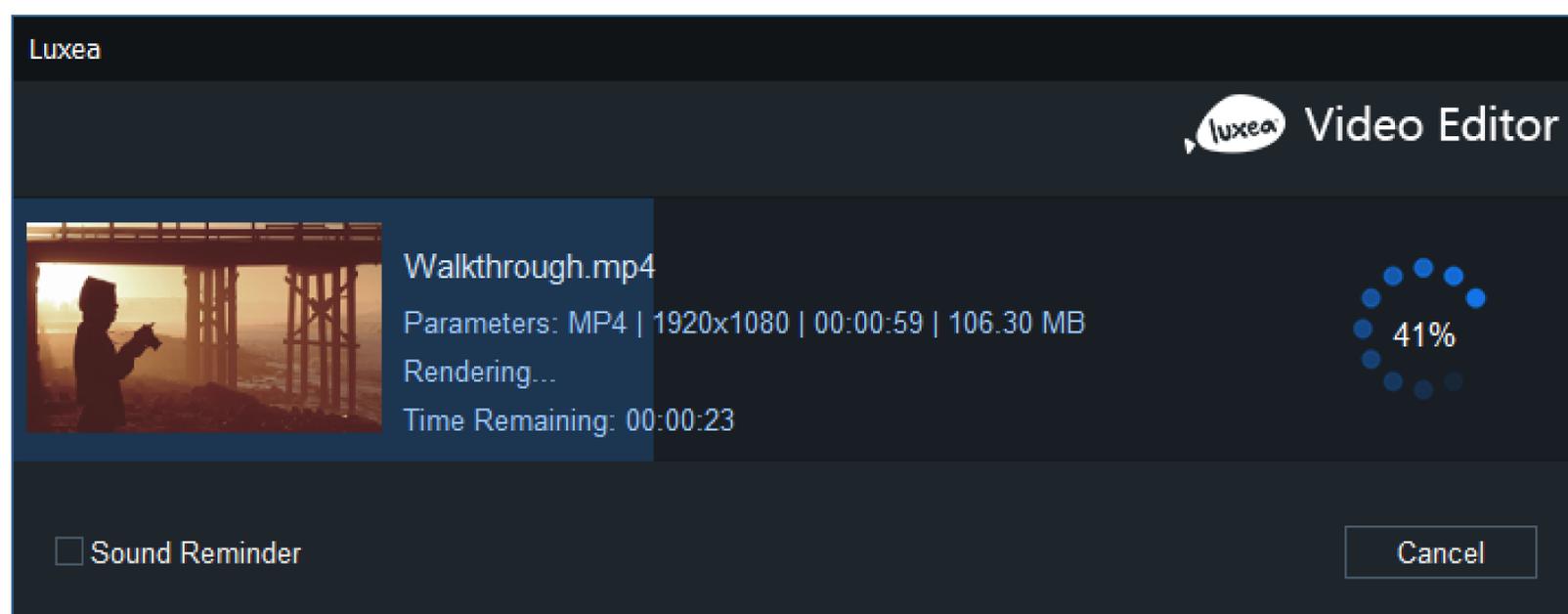
The Options section is used to prepare a project's output for upload to YouTube.

To produce a YouTube output:

1. With media assets added to the Timeline, click the **Produce and Share** button located in the upper right-hand corner of the Luxea interface.
2. In the **Production Assistant** dialog, select the **YouTube** tab and sign-in to YouTube (see [To sign-in to YouTube](#)).
3. In the Options section, enter a name in the **Title** field.
4. Enter a description in the **Description** field.
5. Make a selection from the **Category** drop-down list. The **Category** field selection will determine how YouTube stores and presents the video to their viewers.
6. Enter any relevant tags for the video into the **Tags** field. Use a comma to separate multiple values.
7. Make a selection from the **Privacy** drop-down list. The **Privacy** field selection will determine how YouTube presents the video to their viewers. Selecting "Private" will restrict the video's availability to only the uploader. Selecting "Public" will allow the video to be presented to all of YouTube's viewers.
8. Make a selection in the **Share link on** field. Enabling the **Facebook** checkbox will allow the video to be shared with Facebook (Facebook sign-in required). Enabling the **Twitter** checkbox will allow the video to be shared with Twitter (Twitter sign-in required).
9. Use the default value for the **Save To** field, or click the adjacent file folder icon to select a new location.
10. Accept the default values for the **Parameters** field, or click the adjacent **Settings** button to set new size and rate parameters. For more information on the **Settings** button, see [To set custom values for video quality](#).
11. Click the **Produce** button to upload the video to YouTube.



The **Produce** dialog features a progress preview of the project and a **Sound Reminder** checkbox for sounding a reminder when rendering completes.



To set custom values for video quality:

1. Open the **Production Assistant**.
2. Navigate to the Options section and click the **Settings** button adjacent to the **Parameters** field.

3. In the resultant **Settings** dialog, enable one of the **Normal**, **Better**, or **Best** radio buttons.
4. Under the **Video Parameters** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.
5. Under the **Audio Parameters** heading, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.
6. Click the **OK** button.

Video Parameters Options

Field	Description
Encoder	Specifies the video data compression type.
Resolution	By default, the resolution will reflect the current settings of the Display Area Dimensions . To change the resolution, select a resolution from the drop-down, or select "Custom" from the drop-down list and specify new dimensions in the adjacent Width and Height fields.
Frame Rate	Determines the frequency of picture refreshes.
Bitrate	Select the bitrate to determine how much data will go to the screen per second of playback. A higher bitrate allows for a higher quality picture, however, it also increases the file size.

Audio Parameters Options

Field	Description
Encoder	Specifies the audio data compression type.
Channel	From the drop-down menu, select "Mono" to have the same sound produced from the left and right speakers, or, select "Stereo" to produce different sounds from the left and right speakers.
Sample Rate	Sampling describes the data rate of a sound recording. A higher sample rate allows for higher quality sound, however, it also increases the file size.
Bitrate	Determines how much audio data will go to the speakers per second of playback. A higher bitrate allows for a higher quality sound, however, it also increases the file size.

VIMEO TAB

The **Vimeo** tab in the **Production Assistant** is used to craft media assets destined to be uploaded to Vimeo.

The **Vimeo** tab is divided into two sections: the left-hand "Vimeo Sign-in" section and the right-hand "Options" section.

VIMEO SIGN-IN SECTION

The Vimeo Sign-in section contains the Vimeo **Sign In** button. In order to successfully upload a completed project to Vimeo, the sign-in procedure must be enacted.

To sign in to Vimeo:

1. With media assets added to the Timeline, click the **Produce and Share** button located in the upper right-hand corner of the Luxea interface.
2. In the **Production Assistant** dialog's Vimeo Sign-in section, click the **Sign In** button.
3. Reply to all prompts until successfully logged into Vimeo.

OPTIONS SECTION

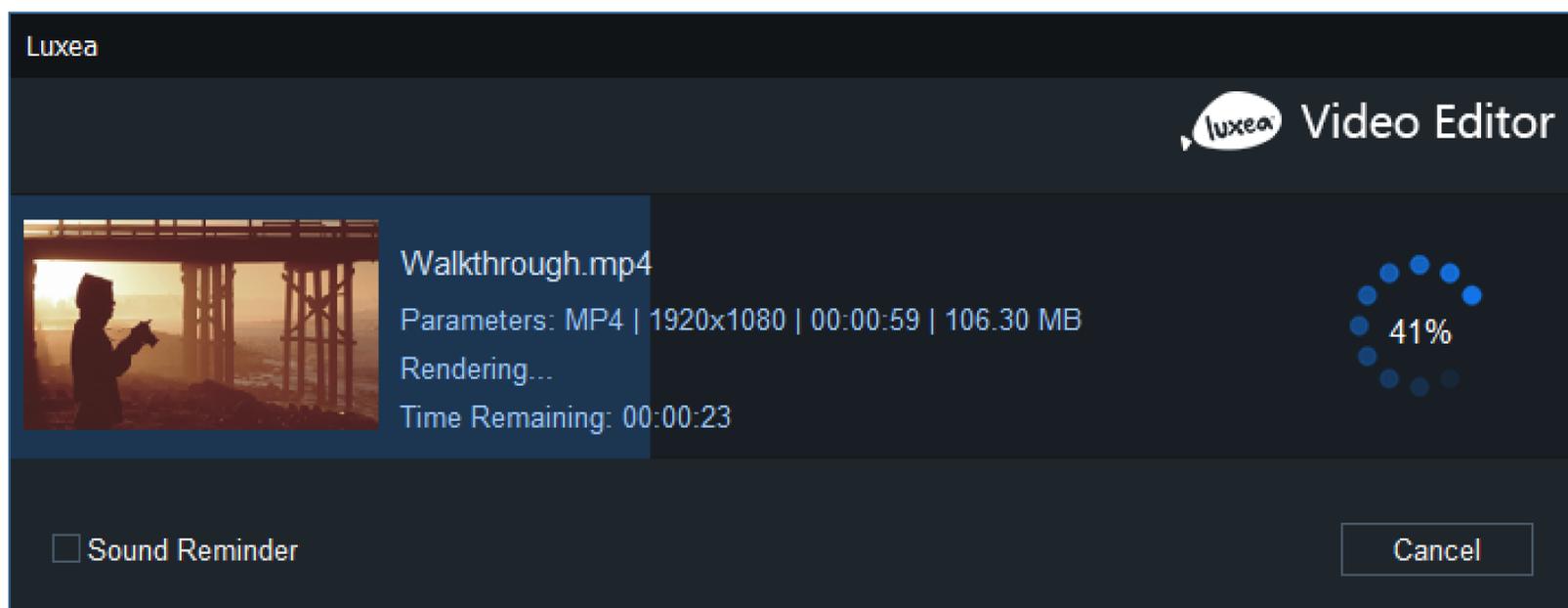
The Options section is used to prepare a project's output for upload to Vimeo.

To produce a Vimeo output:

1. With media assets added to the Timeline, click the **Produce and Share** button located in the upper right-hand corner of the Luxea interface.
2. In the **Production Assistant** dialog, sign-in to Vimeo (see [To sign in to Vimeo](#)).
3. Enter a project name in the **Title** field.
4. Enter a project description in the **Description** field.
5. Enter any relevant tags for the project into the **Tags** field. Use a comma to separate multiple values.
6. Make a selection from the **Privacy** drop-down list. The **Privacy** field selection will determine how Vimeo presents the project to their viewers. Selecting "Anybody" will allow everyone to see/access the video. Selecting "Nobody" will restrict the video's availability to only the user who uploaded the video. Selecting "Password" will restrict the video's availability to those users who have a password. Selecting "Contacts" will restrict the video's availability to only people the user follows.
7. Make a selection in the **Share link on** field. Enabling the **Facebook** checkbox will allow the video to be shared with Facebook (Facebook sign-in required). Enabling the **Twitter** checkbox will allow the video to be shared with Twitter (Twitter sign-in required).
8. Use the default value for the **Save To** field, or click the adjacent file folder icon to select a new location.
9. Accept the default values for the **Parameters** field, or click the adjacent **Settings** button to set new size and rate parameters. For more information on the **Settings** button, see [To set custom values for video quality](#).
10. Click the **Produce** button to upload the video to Vimeo.



The **Produce** dialog features a progress preview of the project and a **Sound Reminder** checkbox for sounding a reminder when rendering completes.



To set custom values for video quality:

1. Open the **Production Assistant**.
2. Navigate to the Options section and click the **Settings** button adjacent to the **Parameters** field.
3. In the resultant **Settings** dialog, enable one of the **Normal**, **Better**, or **Best** radio buttons.
4. Under the **Video Parameters** heading, make selections for the **Encoder**, **Resolution**, **Frame Rate**, and **Bitrate** drop-down lists.
5. Under the **Audio Parameters** heading, make selections for the **Encoder**, **Channel**, **Sample Rate**, and **Bitrate** drop-down lists.
6. Click the **OK** button.

Video Parameters Options

Field	Description
Encoder	Specifies the video data compression type.
Resolution	By default, the resolution will reflect the current settings of the Display Area Dimensions . To change the resolution, select a resolution from the drop-down, or select "Custom" from the drop-down list and specify new dimensions in the adjacent Width and Height fields.
Frame Rate	Determines the frequency of picture refreshes.
Bitrate	Select the bitrate to determine how much data will go to the screen per second of playback. A higher bitrate allows for a higher quality picture, however, it also increases the file size.

Audio Parameters Options

Field	Description
Encoder	Specifies the audio data compression type.
Channel	From the drop-down menu, select "Mono" to have the same sound produced from the left and right speakers, or, select "Stereo" to produce different sounds from the left and right speakers.
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Bitrate	Determines how much audio data will go to the speakers per second of playback. A higher bitrate allows for a higher quality sound, however, it also increases the file size.

ACDID ACCOUNT

An acdID account is needed to publish and share videos, or to upgrade a license. An acdID account also grants access to the acdID User Portal, where software and subscriptions are managed and informative video tutorials and software support can be accessed.

CREATING AN ACDID ACCOUNT

To create an acdID account:

1. Click the user icon in the top menu bar in Luxea .
2. In the Luxea dialog, click **Sign Up**.
3. Follow the on screen instructions to finish creating an account.

UPGRADING A LICENSE

In the Luxea Free Plan, videos are produced with a branded intro/outro. To produce a video without the intro/outro, upgrade the license from the Free Plan.

To upgrade a license from within Luxea:

1. Click the user icon in the top menu bar in Luxea .
2. In the Luxea dialog, log in, and click **Upgrade**.
3. Choose an appropriate plan and click **Buy Now**.

Or:

1. Click the shopping cart icon in the top menu bar in Luxea .
2. Choose an appropriate plan and click **Buy Now**.