How to author a single-menu DVD in Adobe Encore

This guide begins with an overview of the DVD authoring process. Then we explain how to import assets and how to edit a slide show. Using the imported assets, you author a basic single-menu project with links to the videos and the slide show. Finally, you export the project to a DVD.

In a later project you take DVD authoring further, using multiple nested menus, chapter points, the Encore flowchart feature, specialized button links, and other professional authoring tools. You can export that project for the Internet, DVD, or Blu-ray.

We recommend that you complete the guides titled “Overview of Adobe Premiere Pro CS6 workspace” and “Overview of Adobe Encore CS6 workspace” before doing the tasks in this guide. The Encore CS6 workspace has the same look and basic functionality as the Adobe Premiere Pro workspace.

To complete the tasks in this guide, you need several completed and rendered Adobe Premiere Pro video projects (three to five is a good size for a single-menu DVD), a collection of still images, and a music file for a slide show. You can use Adobe Premiere Pro and Adobe Media Encoder to edit and export (encode) your videos.

An overview of the DVD authoring process

Most editors take the following approach when authoring DVDs:

- *Plan the project*: A basic paper-and-pencil flowchart of your project is generally all you need.
- *Start a new Encore project and import assets*: Import videos, images, audio, subtitle files, and menus built in Adobe Premiere Pro, Adobe Photoshop, or other applications. You can also start a new project from within Adobe Premiere Pro, creating a dynamic link between the Adobe Premiere Pro project and Adobe Encore.
- *Create DVD elements*: Put videos into timelines, set chapter points and poster frames, add audio and subtitles, and create slide shows.
- *Build menus*: Use Encore menu templates and Encore’s massive library of royalty-free buttons, graphics, and such to assemble menus, or create custom menus and menu elements in Photoshop.
- *Specify navigation*: Create links between menu buttons and assets and define behaviors for assets, such as what a video does at its conclusion.
- *Preview*: Test your project’s functionally as you build it and just before you burn a DVD.
- *Transcode*: Convert your assets, motion menus, and motion buttons to MPEG-2 videos.
- *Export*: Burn DVDs or Blu-ray discs.

Creating a new Encore project from within Adobe Premiere Pro

You can begin a new Encore project directly from within Adobe Premiere Pro. Adobe Encore starts automatically and creates project assets using the sequence(s) stored in the open Adobe Premiere Pro project.

When you do this, you create a dynamic link between Adobe Premiere Pro and the Encore project. Changes made to the Adobe Premiere Pro project are reflected in the Encore project.

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To create an Encore project in Adobe Premiere Pro:

1. Start Adobe Premiere Pro.
2. Open your finished project and make sure the sequence you want to include in Encore has been fully rendered.
3. In the Project panel, select the sequence you want to use as an asset in Encore.
4. Select File > Adobe Dynamic Link > Send To Encore.

   Adobe Encore starts (this may take a few seconds), and the New Project dialog box appears (**Figure 1**).
5. Enter a name for the new Encore project, select a location to save the new project file, select DVD, and select a television standard (NTSC or PAL).

   Note: Note: If you select DVD, the Dimensions, Codec, Frame Rate, and Fields settings are not editable. If you select Blu-ray, you can edit these settings as needed.
6. Click OK.

   A new Encore project opens. The Adobe Premiere Pro sequence is added to the Encore Project panel automatically and a new timeline containing the sequence is also created (**Figure 2**).
7. Double-click the Timeline asset in the Project panel.

   The Timeline asset opens in the Timeline Viewer (**Figure 3**).
8. Click the Play button in the Monitor panel (**Figure 4**) to view the Timeline (the sequence created in Adobe Premiere Pro).

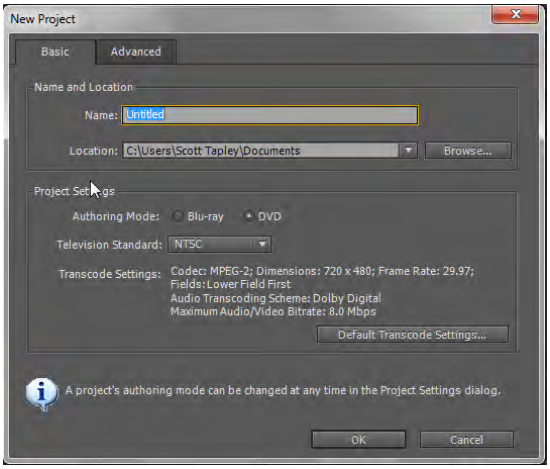

Figure 1 New Project dialog box in Adobe Encore

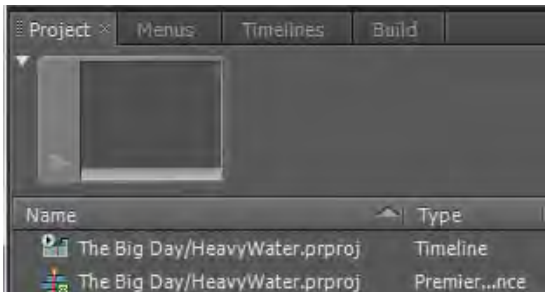

Figure 2 Adobe Encore Project panel

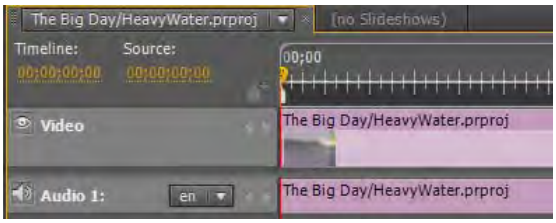

Figure 3 Timeline Viewer

Figure 4 Monitor panel

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Starting a new Adobe Encore project and importing video and image assets

You can begin a new Encore project without starting Adobe Premiere Pro. To do this start Encore and import the assets for your project.

To start a new Adobe Encore project and import assets:

1. Start Adobe Encore.

   The Welcome dialog box appears (**Figure 5**).

2. Click New Project.

   The New Project dialog box appears.

3. Enter a name for the new project, select a location to save the new project file, select DVD, and select a television standard (NTSC or PAL).

   Note: If you select DVD, the dimensions, codec, frame rate, and fields settings are not editable. If you select Blu-ray, you can edit these settings as needed.

4. Click OK.

5. If the Default workspace is not selected, select Window > Workspace > Default to reset the workspace to its default settings.

   Note: You now have a new empty project. The next step is to add the assets (video and images) you want to include on your DVD.

6. In the main menu, select File > Import As > Asset.

   The Import As Asset dialog box appears (**Figure 6**).

   All videos (except videos used as motion menu backgrounds) must be placed in a timeline at some point in the authoring process. You use timelines to add chapter points, additional audio, subtitles, or closed captioning. If you want to do any of these, you can save a step by importing a video as a timeline instead of as an asset.

7. Select the video and audio files you want to include in your DVD project and click Open).

   If your files are stored in more than one folder, you may need to import them separately.

   The imported files appear in the Project panel (**Figure 7**).

   Next, you will import the still images to use in a slide show.

Figure 5 Welcome dialog box

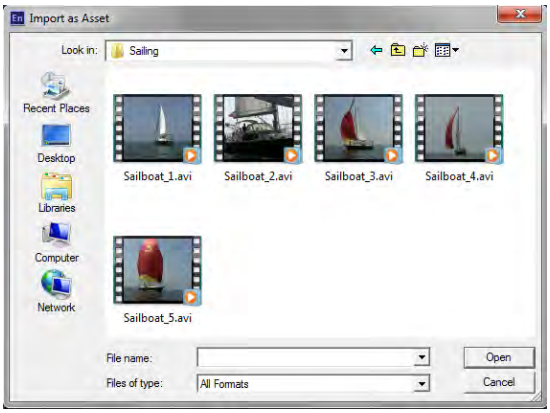

Figure 6 Import As Asset dialog box

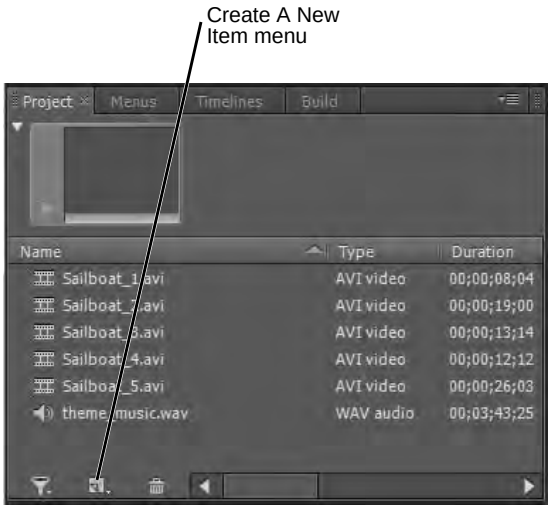

Figure 7 Project panel

8. In the main menu, select File > Import As > Slideshow.

   The Import As Slideshow dialog box appears.

9. Select all the images you want to use in a slide show and click Open.

   Three things happen:

   - The files appear in the Project panel.
   - A Slideshow asset (**Figure 8**) appears in the Project panel with the same name as the first image selected.
   - A Slideshow Viewer appears at the bottom of the workspace (**Figure 9**).

10. In the Project panel, open the Create A New Item menu (**Figure 7**), and select Folder.

    The New Folder Name dialog box appears.

    Note: Encore Project panel *folders* are the same as Adobe Premiere Pro *bins*.

11. Name the folder **Slide Show** and click OK.

    A folder named Slide Show appears in the Project panel.

12. In the Project panel, select all the still-image files for the slide show (but not the new Slideshow asset, videos, or audio files) and drag the still images into the Slide Show folder.

    This keeps the Project panel more organized.

13. In the Project panel, click the Slideshow asset to select it (indicated by Slideshow in the Type column).

14. In the main menu, select Edit > Rename.

    The Rename Slideshow dialog box appears.

15. Name the slide show **Portfolio Slide Show** and click OK.

    You now have the assets for the slide show organized. You will edit the slide show later in this guide.

    Next, you will create separate Timeline assets from each of the imported video clips.

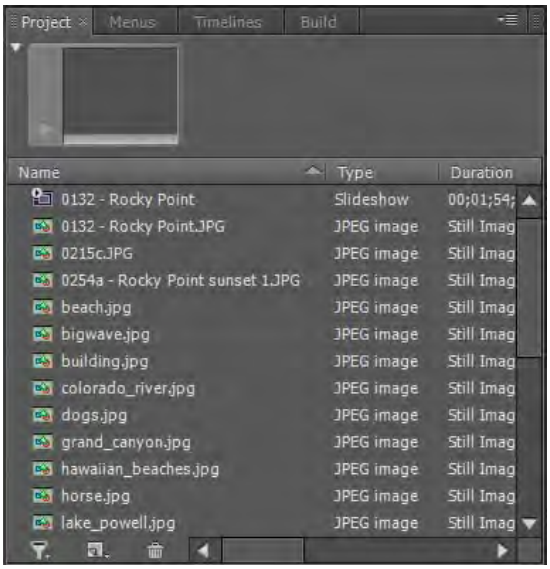

Figure 8 Slideshow asset and images added to the project

Figure 9 Slideshow Viewer

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16. In the Project panel, click a video file to select it.

17. Select Timeline > New Timeline.

Three things happen:

- A new Timeline Viewer for the selected video appears at the bottom of the workspace (**Figure 10**). You have become accustomed to *panels* in Adobe Premiere Pro. Encore takes a slightly different approach by calling some panels *viewers*. The Timeline Viewer is one example.
- A Timeline asset appears in the Project panel with the same name as the video file (**Figure 11**).
- The Monitor panel appears in the center of the workspace (**Figure 12**).

Note: You can rename the timeline just as you renamed the slide show.

Note: If you imported elementary MPEG files (separate MPEG video and audio files), drag the audio file associated with the video file to the Audio 1 track of the newly created timeline.

18. In the Monitor panel, click the Play button to view your video.

Note: Unlike Adobe Premiere Pro, Encore has only one video track per timeline. You don't edit video here. Rather you add chapter points, additional audio tracks, closed captions, and subtitles to the video.

19. Create timelines for your other videos (select a video file and then select Timeline > New Timeline).

20. Click the Timelines panel tab.

The Timelines panel shows all timelines for the current project (**Figure 13**). There should now be a separate timeline asset for each of your imported videos.

21. Click the Project panel tab to display it before continuing.

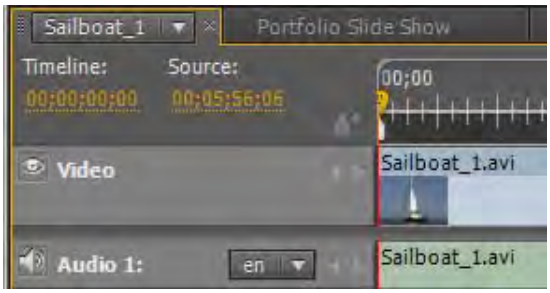

Figure 10 Timeline Viewer for a video clip

Figure 11 Timeline asset added to the project

Figure 12 Monitor panel

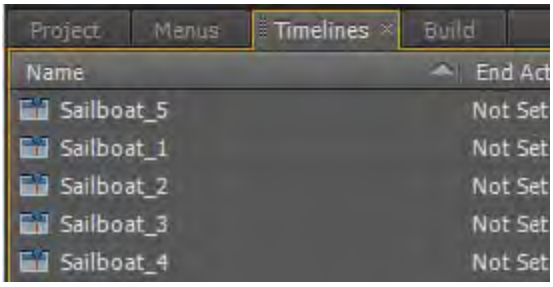

Figure 13 Timelines panel

Editing a slide show

A slide show contains a set of still images viewers can play in a sequence. Supported file types include BMP, GIF, JPEG, PNG, PSD, PICT, and TIFF.

Encore DVD slide shows have some distinct advantages over most DVD-authored slide shows:

- They can have music or narration.
- You can define them as browsable (meaning viewers can click through them one slide at a time) or run them in autoplay mode.
- You can add transitions globally or between selected slides, include subtitles, and add zoom and panning effects.

Each slide show can contain up to 99 slides. If your project requires more than this, create multiple slide shows and later link them to have them play as one long slide show.

To edit a slide show:

1. Continue where you left off in the previous task.

   The Timeline Viewer at the bottom of the screen includes separate timelines for each Slideshow asset or Timeline asset you created. Each has a separate viewer tab (**Figure 14**).

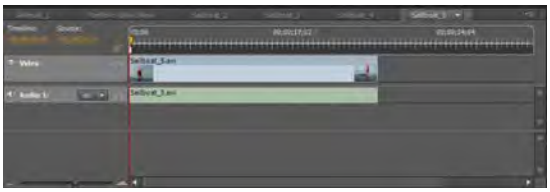

Figure 14 Timeline Viewers

2. Click the Portfolio Slide Show tab to display the viewer for the slide show.

   Slide thumbnails appear on the left, and Slideshow Options on the right. You can show or hide the options by clicking the Show/Hide button (**Figure 15**).

3. Click the Show/Hide button to hide the Slideshow Options area.

   The Slides area expands and displays more slides.

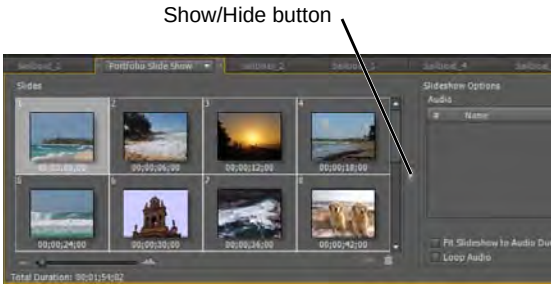

Figure 15 Timeline Viewer for the slide show

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4. Rearrange slides by dragging them around in the Slideshow Viewer.

   As you drag the clips, a black vertical line appears to indicate placement (**Figure 16**).

   Note: You can delete a slide by selecting it and pressing Delete. You can add additional images to the slide show by dragging them from the Project panel to the Slideshow Viewer.

5. Click the Show/Hide button to reveal the Slideshow Options.

   The Slideshow Options area includes the Audio area. This is where you add music, narration, or other audio to the slide show.

6. In the Project panel, drag the audio clip you imported to the Audio area of Slideshow Options.

7. Drag the top of the Slideshow Viewer up to reveal the entire Slideshow Options area (**Figure 17**).

   The Default Transition setting applies the selected transition to the entire slide show. You can modify individual slide transitions in the Transition pane of the Properties panel.

8. Open the Default Transition menu and select Cross Dissolve (**Figure 18**).

   That sets the same transition for all slides. Transition icons appear in the upper-right corner of each slide (**Figure 19**). The red line above slides indicates the slide show has not been rendered yet.

   Note: Encore slide shows normally run in autoplay mode. (Encore converts them to MPEG-2 video when you *transcode*—convert— the project.) If you want viewers of your DVD project to click through the slides one at a time, deselect all slides (check that no slide is highlighted) and select Manual Advance in the Slideshow Options area (**Figure 17**).

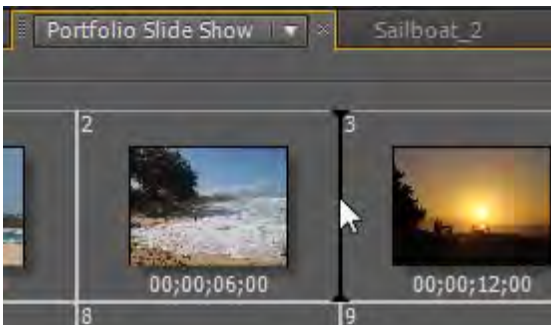

Figure 16 Slide placement line

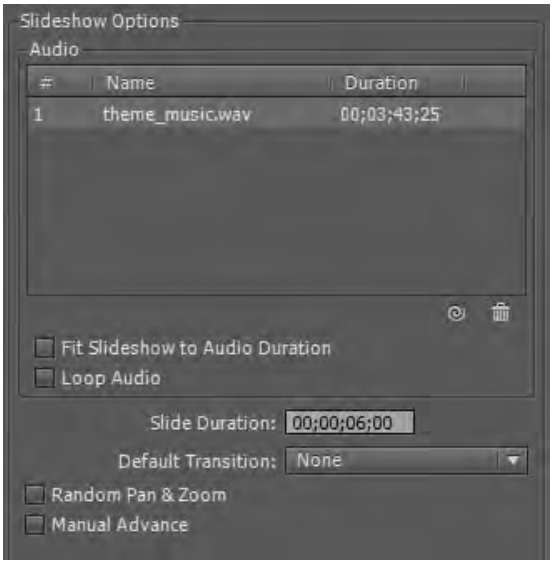

Figure 17 Slideshow Options

Figure 18 Default Transition

Figure 19 Transition icon

9. Deselect all slides (check that no slide is highlighted).

   To deselect a selected slide, click in the box surrounding that slide, but outside the slide thumbnail image.

10. In the Slideshow Options area, set the Slide Duration to three second (the default is six seconds).

    The time indicator below each slide changes for all slides in the slide show. Each slide is now displayed for three seconds.

11. In the Slideshow Viewer, click a slide thumbnail to select it.

    The Properties for the selected slide appear in the Properties panel (**Figure 20**).

12. In the Properties panel, select the Transition pane and change the transition for the selected slide to Push.

    Additional options and menus appear in the Transition pane (**Figure 21**).

13. Select a direction, border width, and color. Set Anti-Aliasing to High.

14. Click the Preview button in the Transition pane.

    The transition plays in the Monitor panel.

15. Click another slide to select it.

16. In the Properties panel, select the Effects pane.

17. In the Effects pane, select Pan & Zoom and then select a pan (there are 16 different directions) or a zoom (zoom in or out) or both options (**Figure 22**).

18. Click the Preview button to view the effects.

19. To render the edited slide show, click the Render Effects And Transitions In The Slideshow button in the lower-right corner of the Slides area (**Figure 23**).

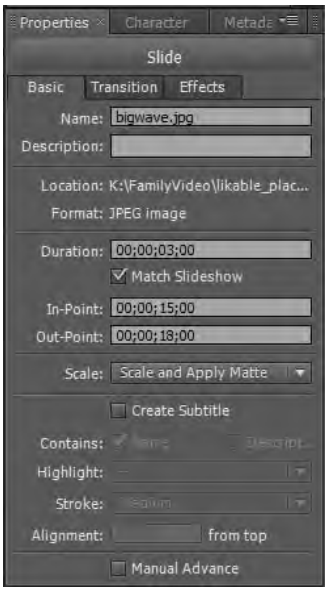

Figure 20 Properties panel

Figure 21 Transition settings for a single slide

Figure 22 Effects applied to a single slide

Figure 23 Slides area of the Timeline Viewer

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Applying and editing a menu template

Menus are the focus of DVD authoring. Not only do menus put a face on your production, but they also provide its interactivity. The Encore Library has scores of menu templates, backgrounds, and buttons. You can create menus based on these templates or customize menus using design elements such as buttons, images, and shapes. You can customize the Encore menu templates in Adobe Photoshop CS6 or build new menu templates from scratch.

You build the menu in this task by using Encore Library assets.

To apply and edit a menu template:

1. Continue where you left off in the previous task.
2. Make sure the Library panel is open (**Figure 24**).

   The Library panel has eight category buttons in a row above the list of assets. From left to right, they are:

   - *Menus*: Menu backgrounds with buttons, text, and graphics
   - *Buttons*: Individual buttons for use in menus
   - *Images*: Single-layer graphics
   - *Backgrounds:* Background graphics for use in menus
   - *Layer sets*: Graphics with several layers
   - *Text items*: Similar to Adobe Premiere Pro Titler Styles. Applies features such as drop shadows, strokes, texture, glow, and fill to text
   - *Shapes*: Single-layer blue graphics to which you can apply Encore Styles
   - *Replacement layers*: Placeholder layers that let you drag an image onto an area of your menu while maintaining layer effects
3. In the Set menu, select Technology.
4. Click the Menus button (**Figure 24**) to limit the listing of assets to menus.

   Note: To view more than one category, Shift-click multiple categories. To view all the categories, Alt-click (Windows) or Option-click (Mac OS) any button.
5. Click the Organic Menu.
6. Click the New Menu button (**Figure 24**).

   The menu template appears in the Menu Viewer (**Figure 25**).

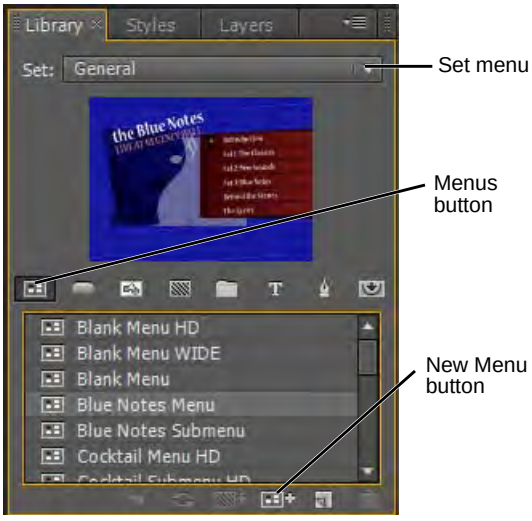

Figure 24 Library panel

Figure 25 Menu Viewer

7. Click the Menus panel tab next to the Project panel tab to display the Menus panel.
8. Click the NTSC (or PAL) Organic Menu asset to select it.

   The menu's buttons appear below it in the button area of the Menus panel (**Figure 26**).
9. In the main menu, select Edit > Rename. In the Rename Menu dialog box, change the name to **Portfolio Menu** and click OK.

   Note: The menu's four text buttons will accommodate links to three timelines (videos) and the slide show. If you plan to have more than three timelines in this DVD project, you need to add buttons. Here's how to do that:

   a. In the Tools panel, click the Selection tool.

   b. In the Menu Viewer, click a text button to select it.

   c. In the main menu, select Edit > Duplicate.
   A new button appears in the menu. It probably has a red border indicating its border is overlapping other buttons, which creates menu navigation problems.

   d. Use the Selection tool to drag the buttons until they no longer overlap and are spaced evenly.
10. Click the Timelines panel tab next to the Menus panel tab (**Figure 27**).

    The timelines you created earlier appear in the panel.
11. In the Tools panel, click the Selection tool.
12. In the Timelines panel, drag the first timeline (your first video) to the top text button in the Menu Viewer (**Figure 28**).

    A link is created from the text button in the menu to the video in the timeline.

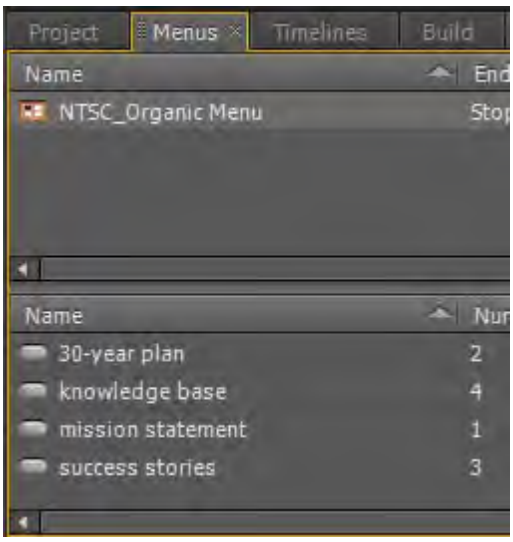

Figure 26 Menus panel

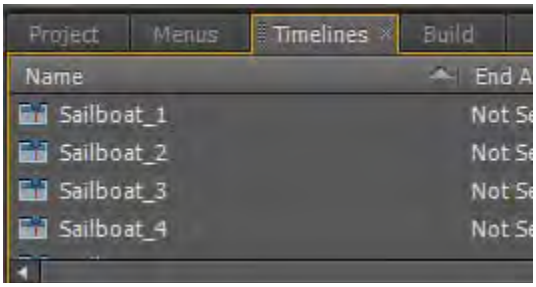

Figure 27 Timelines panel

Figure 28 Dragging a timeline to a menu button in the Menu Viewer

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13. In the Menu Viewer, click to select the top button in the Portfolio menu (mission statement).

The button's properties appear in the Properties panel (**Figure 29**).

The Link menu selection is Your Video:Chapter 1. By default, Encore places a chapter marker on the first frame of every timeline. When you drag a timeline to a button, it automatically links the button to that first frame chapter point.

14. In the Name text box in the Basic pane of the Properties panel, change the button name to the name of your video or some other descriptive button name.

The name appears in the Portfolio menu in the Menu Viewer.

15. In the Menu Viewer, click the second text button and select Set Name From Link in the Basic pane of the Properties panel (**Figure 30**).

Note: Selecting Set Name From Link means that when you drag an asset to a button, the button name changes to that asset's name.

16. Drag the second timeline (your second video) from the Timelines panel to the second button.

The button name changes to the name of your timeline.

17. Follow steps 15 and 16 to link your remaining video timelines and change the button names (leaving one last text button for the slide show).

18. In the Project panel, drag the Portfolio Slide Show to the last button in the Menu Viewer.

19. Click that button and change its name in the Properties panel to **Portfolio Slide Show**.

Your main menu buttons should look something like the example (**Figure 31**).

Note: If Set Name From Link is selected when you add a slide show, the name of the first slide is used to name the button, not the name of the slide show.

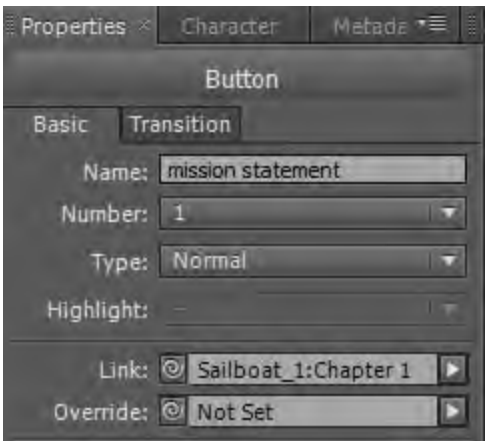

Figure 29 Button properties

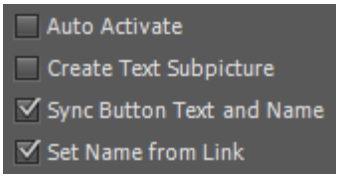

Figure 30 Set Name From Link option

Figure 31 Menu text buttons in the Menu Viewer

20. Use the Text tool to highlight the text in the menu title: UNITED GROWERS GROUP.

21. Type a menu name such as **[your name] Portfolio**.

22. In the Tools panel, select the Direct Select tool (**Figure 32**).

Note: You use the Direct Select tool to select text items in the menu and on individual layers in buttons (buttons have at least two layers). The Selection tool selects an entire button set (a button, its text, and other layers). The Move tool (to the right of the Direct Select tool) does not select objects. Use it to move objects after you select them.

23. Using the Direct Select tool, select the Portfolio menu title in the Menu Viewer.

A bounding box and handles appear (**Figure 33**). Drag to position the title and drag its handles to change the font size.

24. In the Menus panel, select Portfolio Menu (**Figure 34**).

25. In the main menu, select File > Set As First Play.

A small triangle in a circle appears on the Portfolio Menu icon (**Figure 35**).

Note: When you put a feature film DVD in your set-top player, it doesn't just sit there waiting for you to press the Play or Menu button. Depending on how its editor authored it, it might display a menu, play a brief video and then open a menu, or simply start playing the movie with no menu. In DVD specification parlance, those are all *first play* actions.

By default, Encore sets first play to the first menu, timeline, or slide show you create in the project.

26. In the Timelines panel, marquee-select all the timelines.

Notice that the Properties panel Name text box says << # Values >> where '#' is the number of timelines selected (**Figure 36**).

27. In the End Action menu of the Properties panel, select Portfolio Menu > Default.

Note: This tells the DVD player to display the Portfolio menu (your main menu) when it reaches the end of any of your timelines.

28. In the Project panel, click the Portfolio Slide Show. In the Basic pane of the Properties panel, set the slide show's End Action to Portfolio Menu: Default.

Figure 32 Tools panel

Figure 33 Selecting the menu title text

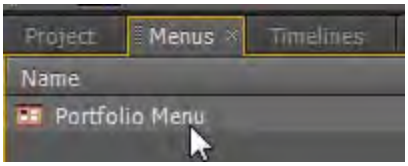

Figure 34 Portfolio Menu in the Menus panel

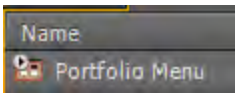

Figure 35 First Play set in the Menus panel

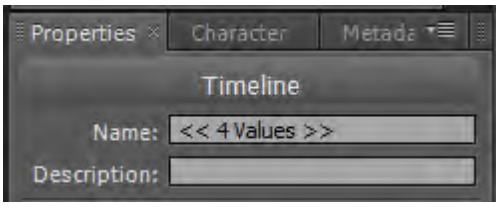

Figure 36 Timeline area in the Properties panel

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Previewing and checking your project and burning a DVD

In Adobe Encore DVD, you can simulate how your project will function when played in a set-top player with a DVD remote control. You can preview the entire project or a specific menu. When you are satisfied that all menu buttons work as expected and all end actions take viewers to the correct asset, do a final project check and then burn a DVD.

To preview your project:

1. Continue where you left off in the previous task.
2. In the Tools panel, click the Preview button (**Figure 37**).

   The Project Preview window appears (**Figure 38**).
3. Move the pointer around the Portfolio menu.

   As you roll over the buttons, a colored rectangle appears next to them.

   Note: The rectangle is called a *subpicture highlight*. We explain subpictures in a later guide. Its purpose in this case is to let you know which button is selected before you click on it to view its linked asset
4. Click the top button (to play the first video).

   Note: A video should start playing.
5. In the Project Preview window controls area, click the Execute End Action button (**Figure 38**).

   The Portfolio menu should reappear.

   Note: Clicking the Execute End Action button performs the end action set for the timeline or slide show currently playing in the Project Preview window.
6. Repeat steps 4 and 5 for all your videos to make sure the button links work and each timeline has an end action.
7. Click the Portfolio Slide Show button.

   The slide show should play.
8. In the Project Preview window controls area, click the Execute End Action button.

   The Portfolio menu appears.
9. Click the Exit Here or Exit And Return button (**Figure 38**).

   The Project Preview window closes.

Figure 37 Tools panel

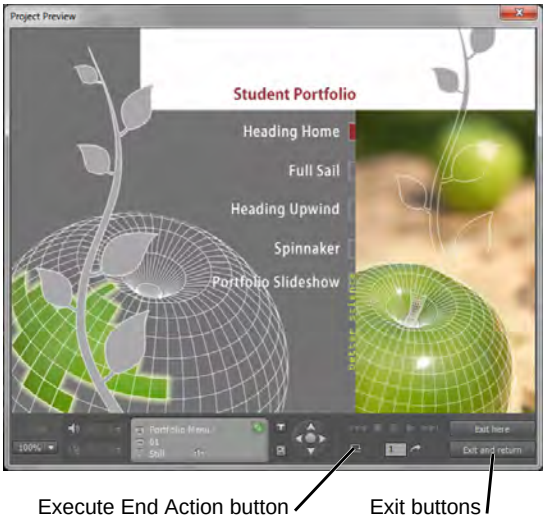

Figure 38 Project Preview window

To check your project and burn a DVD:

1. Continue where you left off in the previous task.
2. Select Window > Check Project.

   The Check Project dialog box appears (**Figure 39**). Check Project looks for such things as missing end actions, buttons with no links, and overlapping buttons.

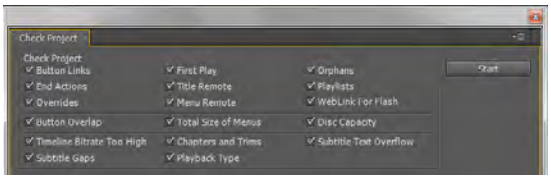

Figure 39 Check Project dialog box

3. Click Start.

   If you followed all the instructions, the message at the bottom of the panel should read "No Items Found." If there are problems, they show up in the area below the Check Project options area (**Figure 40**).

Figure 40 Problem list in the Check Project dialog box

   To repair a problem, double-click the asset name in the Check Project dialog box to display the asset in the workspace and make the changes there. In the Check Project dialog box (which stays above the workspace), click Start to see if your repairs did the trick.

4. When you have resolved all problems, close the Check Project dialog box.
5. If you are going to burn directly to a DVD, make sure you have blank media in the appropriate drive.
6. Select Window > Build.

   The Build panel appears (**Figure 41**).

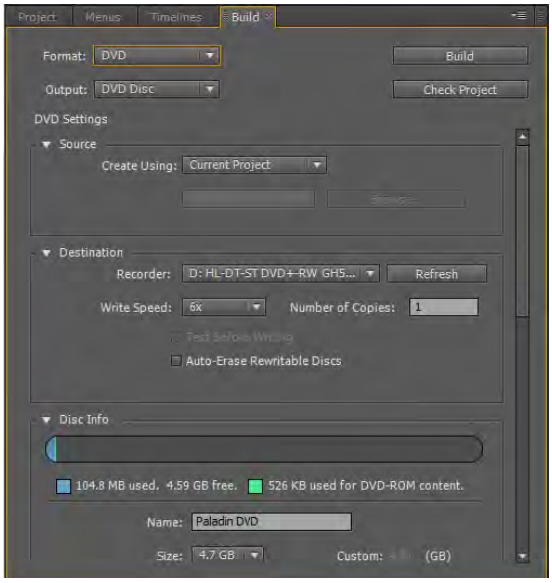

Figure 41 Build panel

7. Make sure the following default menu items are selected:
   - Format: DVD
   - Output: DVD Disc
   - Create Using: Current Project
   - Recorder: Your DVD recorder

   Note: The Output menu has five options: DVD Disc, DVD Folder, DVD Image, DVD Master, and DDP Image. You use DVD Image or DVD Master for mass replication. A DVD folder lets you test the DVD on your hard drive by using a standard software DVD player. Do not build a DVD folder and then burn that to a data disc. Discs burned in this manner won't function as expected.

8. Click Build.

   The Build Progress dialog box appears (**Figure 42**). Encore *transcodes*—converts—your project assets into MPEG-2 files and then burns the disc.

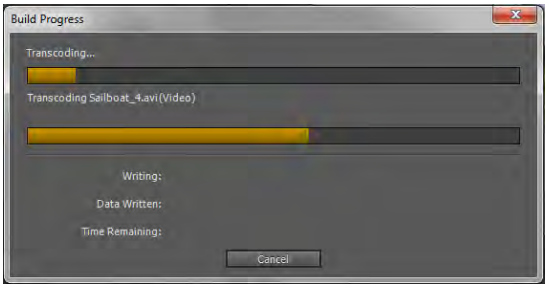

Figure 42 Build Progress dialog box

9. When the transcoding is complete, click OK. You can play the DVD in your DVD player or a computer with DVD player software.

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