

DVD Studio Pro

Creating Menus

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Part 1

Getting Started

NOTE ► This tutorial is excerpted from *Apple Pro Training Series: DVD Studio Pro 4, Third Edition*, 0-321-53409-3. For more information or to buy the book, go to www.peachpit.com/apts.

NOTE ► Before beginning this tutorial, you must install DVD Studio Pro and all of the DVD Studio Pro Content. Check the Final Cut Studio Installer disc for more information on how to install the Motion Content DVD. Then follow these steps:

- 1 Click to download the Online Tutorial Media.zip file.
- 2 Double-click the downloaded Online Tutorial Media.zip to unarchive the tutorial media. (If you are using Safari, this file will be located in your Downloads folder.) This will create a DVDSP Book Files folder in the same location on your system.
- 3 Drag the DVDSP Book Files folder to the root level of your Macintosh HD (main hard disk).
- 4 When you see the Swiss_Assets folder referenced in the PDF, find the folder by first navigating to Macintosh HD > DVDSP Book Files.
Placing this folder anywhere else on your system may result in unlinked media requiring you to reconnect upon opening a project file

DVD menus are the gateway to a world of possibilities. The purpose of menus is to allow the DVD viewer to make choices: what to see, what to hear, and what to play, to name a few. But menus can also be as visually and aurally interesting as the content they link to.

Menus can be simple, such as a screen for choosing between two different music videos, or more complex, such as a dynamic motion menu with multiple layers of moving video and soundtracks of your choice. In fact, you can have several menus, with buttons that guide a user through a disc full of exciting video, audio, and images. And the best news is that DVD Studio Pro greatly simplifies the menu-creation process.

This lesson showcases the power of DVD Studio Pro as a DVD design tool. You'll build highly customized menus entirely within DVD Studio Pro, without the need to create assets in Adobe Photoshop, Motion, Final Cut Pro, or other applications. Utilizing existing content in the SwissMovie track, you'll achieve great results in relatively few steps.

The Menu Creation Process

Menus provide access to material on a DVD. They include buttons linking to video tracks, slideshows, submenus, or other content on a disc. You must create at least one button for a menu, although you can create as many as 36 buttons per menu. In a way, buttons on a DVD are similar to buttons on a Web page, since they both contain links capable of activating content or other menu pages.

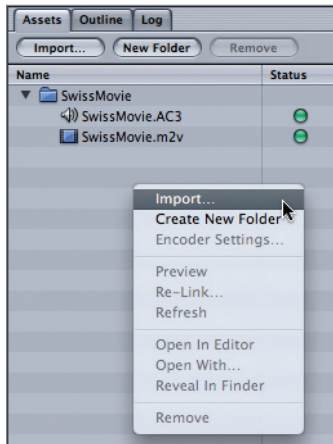
Menus have backgrounds, which may be composed of still images (such as a photograph or Photoshop design), a motion video clip, or a combination of both. Button designs are also incorporated into the majority of menu backgrounds. These button designs might include overlay files or different Photoshop layers. (We'll cover these methods in later lessons.)

DVD Studio Pro gives you several ways to customize your menus and create buttons, without the need to rely on a graphic editing application. This lesson will show you how.

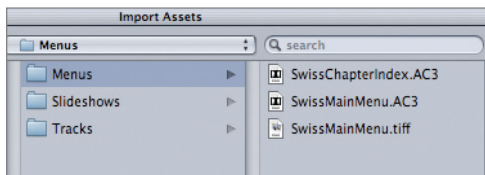
Importing Assets

- 1 In the Finder, navigate to Macintosh HD > DVDSP Book Files and open the 04_Swiss_start file.

- 2 In the Assets tab, Control-click (or right-click) the background and choose Import.



- 3 In the Import Assets dialog, select the Macintosh HD > DVDSP Book Files > Media > Swiss > Swiss_Assets > Menu folder.
- 4 Click Import to add the Menu folder to the Assets tab.



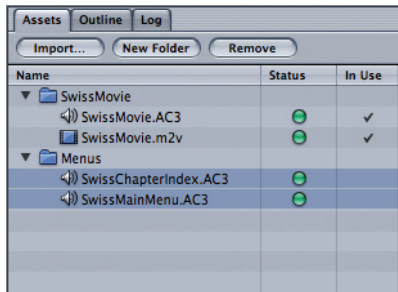
NOTE ► You can import a specific asset into the Assets tab only once, although you may use it multiple times in a project.

- 5 Let's remove a file from the project. Select the file SwissMainMenu.tiff and press delete.
This file was added to the project for the background of the DVD, but you'll create a new background in a moment.

Working with the Assets Tab

The Assets tab organizes all of the files that are used in a project. For example, all of the video, audio, and graphics you import are displayed there. You can import files directly

into the Assets tab and place them into folders. Having all your assets organized in folders makes it simpler to work with them, particularly for large projects.



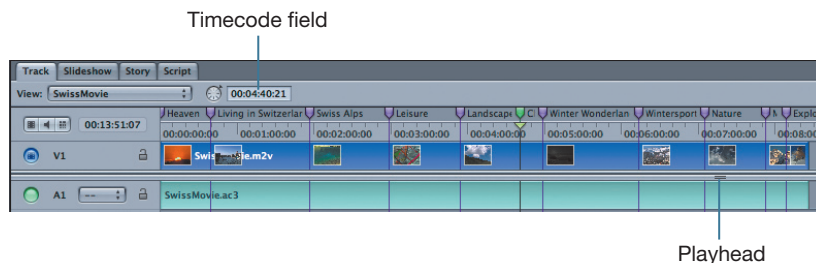
Once you have imported an asset, you can view information for it in one of the Assets tab's columns. If you have the Inspector open, you can also click a file in the Assets tab to view its information in the Inspector window.

Adding a Background Graphic

The first step in the menu-creation process is to add a background graphic. In this exercise, you begin by creating a standard menu background with a single image from the SwissMovie video track. Later in the lesson, you will add other elements, such as buttons, drop zones, and a title to your menu.

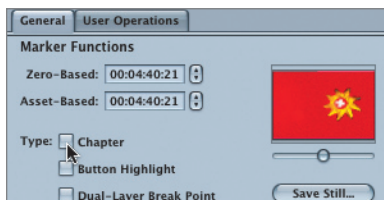
- 1 Click the Track tab and select the timecode field above the track. Type `04:40:21` and then press Return.

This moves the playhead to the still image frame at 04:40:21 that you are going to use for your menu background.

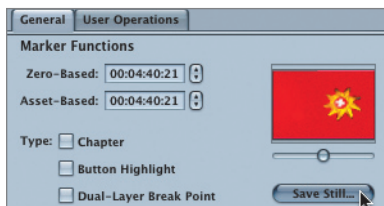


- 2 Press M to set a chapter marker.
- 3 In the Inspector, click the Chapter checkbox to deselect this marker as a chapter marker.

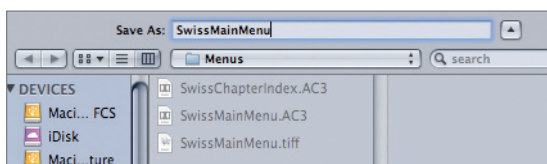
The purple chapter marker will turn into a green cell marker (a marker that serves merely as a placeholder) and won't be included in the chapter index menu we will create in Lesson 5.



- 4 In the Inspector, click Save Still to export this still frame from your movie track.



The Menu folder will be automatically selected because you just imported your menu assets from this folder.

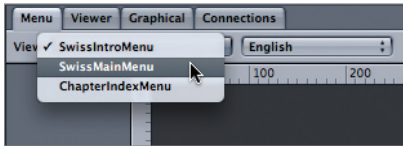


- 5 Name the still image *SwissMainMenu.tiff* and save it in your Menu folder. (A previous version of the file exists, which you are going to overwrite. Click Replace to write a new file.)
- 6 Click the Import button in the Assets tab.

- 7 Select **SwissMainMenu.tiff**.

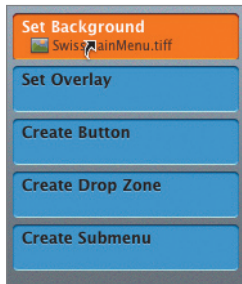
The SwissMainMenu still image is now imported back into your Menu folder.

- 8 Click the Menu tab to activate the Menu Editor window.
- 9 Select SwissMainMenu from the pop-up menu in the top-left corner of the Menu Editor to switch to the SwissMainMenu.



- 10 Select SwissMainMenu.tiff in the Assets tab, and drag it into the Menu Editor.
- 11 From the Drop palette, choose Set Background.

The graphic has now become the background for your menu.



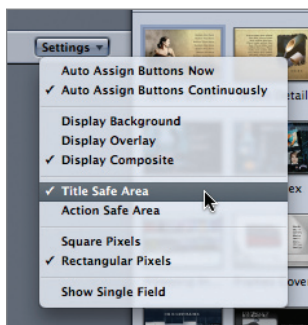
TIP You can adjust the amount of delay that occurs before the Drop palette appears by changing the Drop Palette Delay value in Menu Preferences (DVD Studio Pro > Preferences > Menu). Some users may like the Drop palette to respond more quickly, whereas others will find that a longer delay gives them more time to position an asset in the correct place when creating their menus.

- 12 Save your work in the DVDSP Book Files > My_Projects folder.

Using the Title Safe and Action Safe Features

When creating text and graphical elements for a DVD menu or video track, you need to be aware that some of the image area is cut off by the overscan of a television set. The *overscan area* is what falls outside of the normal viewing area. Older televisions tend to be the worst offenders—they may cut off significant amounts around the edge of your frame. Newer televisions are a bit better, although the only way to see your entire frame is with a software DVD player (such as the Apple DVD Player) or certain digital monitors. For this reason, designers consistently use two guides called *title safe* and *action safe*. Using these guides in DVD Studio Pro can help you to determine the best (and safest) placement for your menu elements.

The title safe area is the smaller area (the innermost 80% of the screen) and should contain the most important text and graphics that must be viewable on a television. If it's not already activated, you can activate it by choosing View > Title Safe Area; by clicking the Settings pop-up menu at the top of the Menu Editor and choosing Title Safe Area; or by using the keyboard shortcut Command-Shift-E.



The action safe area is approximately 90% of the screen and should show up on all televisions. The action safe area should contain any visual information crucial to the action or movement of the image. You can activate the action safe area guides by choosing View > Action Safe Area; by clicking the Settings pop-up menu at the top of the Menu Editor and choosing Action Safe Area; or by pressing Command-Option-E.