



How to: Navigate

Status: You have logged onto your FORscene account

What next? You are going to navigate through FORscene's play (Blue) window and the functions of buttons. Other sections of the interface are explained when necessary to use.

How to do it?

1. The FORscene interface is fully moveable, every window and set of buttons can be moved around the screen
2. When you first log into FORscene you will be presented with a list of buttons on the left-hand side, these will vary depending on the profile and style of the account you are using
3. The list of buttons do the following (images can be referred to on the screen shot page):
 - *Top level files button* ⁽¹⁻¹⁾ – Left click to open the folder, left click on the button when the folder is open will close the folder (Video / audio files uploaded will appear in this folder). Right click on this button will open the accounts webupload page (this will enable a new window so make sure pop-ups are enabled).
 - *Upload button* ⁽¹⁻²⁾ – Left click to open the web upload form. This will open in a new window and allows you to upload small file types (typically around 100-200mb) of video, still image and audio files to FORscene. These files will be stored uncompressed if required for publishing at a later date.
 - *Recyclable files button* ⁽¹⁻³⁾ – Left click to open the folder, left click on the button when the folder is open will close the folder (to put a file in the recyclable files folder click and drag the file into the window. It will be stored there for 31 days before being deleted completely. It can be restored to its original folder at any time by simply dragging and dropping it from the recyclable files folder back into the files window.)
 - *Autosaved files button* ⁽¹⁻⁴⁾ – Left click to open the folder, left click on the button when the folder is open will close the folder (this shows files that have been saved automatically if the account / web browser was closed down during work on a project. Autosaves are made after every change. To use these files, drag and drop the file onto the record (Red) window and then drag and drop the video into the files folder.
 - *Web publishing button* ⁽¹⁻⁵⁾ – Left click to open the folder, left click on the button when the folder is open will close the folder (this folder will show any files that been chosen to be exported for web publication. It will be shown the three stages of 'Queued' / 'Compressing' / 'Published'). Right click on the button will bring up the Publishing Management page for your account and will allow you to change your web publishing settings (right clicking on this button will open a new window so make sure that you have pop-ups enabled).
 - *Export button* ⁽¹⁻⁶⁾ – Left click to open the folder, left click on the button when the folder is open will close the folder (this folder will



show any files that have been chosen to be exported for ALE's / XML's / EDL's).

- *iPod publishing button* ⁽¹⁻⁷⁾ – Left click to open the folder, left click on the button when the folder is open will close the folder (this folder will show any files that have been chosen to be exported to iPod video podcasting). Right click on the button to bring up the publishing options for this format; this will open in a new window so make sure that you have pop-ups enabled.
- *Mpeg publishing button* ⁽¹⁻⁸⁾ – Left click to open the folder, left click on the button when the folder is open will close the folder (this folder will show any files that have been chosen to be exported as an MPEG-2 files). Right click on the button to bring up the publishing options for this format; this will open in a new window so make sure that you have pop-ups enabled.
- *OGG publishing button* ⁽¹⁻⁹⁾ – Left click to open the folder, left click the button when the folder is open will close the folder (this folder will show any files that have been chosen to be exported as an OGG file). Right click on the button to bring up the publishing options for this format; this will open in a new window so make sure that you have pop-ups enabled.
- *Flash publishing button* ⁽¹⁻¹⁰⁾ – Left click to open the folder, left click on the button when the folder is open will close the folder (this folder will show any files that have been chosen to be exported as a Flash file). Right click on the button to bring up the publishing options for this format; this will open in a new window so make sure that you have pop-ups enabled.
- *Clesh showreel button* ⁽¹⁻¹⁶⁾ – Left click to open the folder, left click on the button when the folder is open will close the folder (this folder will show any files that have been chosen to be exported to the Clesh showreel). Right click on the button to bring up the publishing options for this format; this will open in a new window so make sure you have pop-ups enabled.
- *DV publishing button* ⁽¹⁻¹¹⁾ – Left click to open the folder, left click on the button when the folder is open will close the folder (this folder will show any files that have been chosen to be exported for DV auto-conform and publishing). Right click on the button to bring up the publishing options for this format; this will open in a new window so make sure you have pop-ups enabled.
- *Keysets button* ⁽¹⁻¹²⁾ – Left click to open the keysets folder, left click on the button when the folder is open will close the folder (this shows you the keysets that have been programmed for this account. Note: multiple keysets can be saved so different users in the same account can customise their keysets).
- *Account button* ⁽¹⁻¹³⁾ – Left click to open the folder, left click on the button when the folder is open will close the folder (this shows your current credit within your FORscene account in the respective currency). Right click will open the FORscene usage window for the account; detailing how credit has been used and how often published



- videos have been viewed (right clicking on this button will open a new window so make sure that you have pop-ups enabled).
- *Help button* ⁽¹⁻¹⁴⁾ – Left click will take you to the FORscene help page (left clicking on this button will open a new window so make sure that you have pop-ups enabled).
 - *Chat button* ⁽¹⁻¹⁵⁾ – Left click to open the chat window, left click on the button when the folder is open will close the folder. Right clicking on the button will give you the options of which chat group to join.
4. You will also have a play (Blue) window ⁽²⁾ and a record (Red) window ⁽³⁾. The play (Blue) window is for viewing your clips in and the record (Red) window is for editing your video project.
 5. The buttons underneath the video in the Blue and Red windows have identical properties. In the top right-hand corner of the play (Blue) window is the re-size button ⁽²⁻²⁾. This will allow you to view the video at double size; to return the window to normal size, click the re-size button again in the top right-hand corner.
 6. To close the window, click on the close button (in the record (Red) button this is a clear circular button) ⁽²⁻³⁾.
 7. Underneath the video area is a navigation bar ^(2-4/5). This contains both the video and audio 'splurge' for the video you are viewing. On the left of this are a zoom-in ⁽²⁻¹⁹⁾ '+' and a zoom-out ⁽²⁻¹⁸⁾ '-' button.
 8. On the right-hand side of the navigation bar is the video and audio tracks select buttons ^(2-6/7), by selecting or de-selecting these you can transfer video OR audio tracks only to your record (Red) window ⁽³⁾.
 9. Beneath the navigation bar is the timecode ⁽²⁻¹³⁾ for the video and either side are navigation buttons, allowing you to move either one frame forward / backward ⁽²⁻¹⁶⁾, forward to the next edit point ⁽²⁻⁹⁾ and to the end ⁽²⁻⁸⁾ or beginning ⁽²⁻¹⁷⁾ of the clip.
 10. At the bottom of the play (Blue) window are the in ⁽²⁻¹⁴⁾ and out-point ⁽²⁻¹¹⁾ buttons. These are used for marking edit points. You set an in-point at the beginning of your clip and an out-point for the end of your selected clip by clicking on the set in and out-point buttons. The area between the in and out-points will be highlighted with a black line that appears between your video and audio splurge. Once selected, drag the video picture and drop onto the record (Red) window. This will copy the selected clip onto the start of your edit timeline; if there are clips already in the record (Red) window you will be asked whether you want to insert the clip, overwrite the content or to cancel the movement of the clip.

Notes:

- In FORscene, right clicking a button usually does the opposite command e.g. right clicking on one frame forward will take you one frame backwards and vice versa
- If you have any trouble, contact Forbidden Technologies Technical Support team on:
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Or visit the website: <http://www.forbidden.co.uk/support/forscene>