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Creating chapter menus from DVDStyle.com template

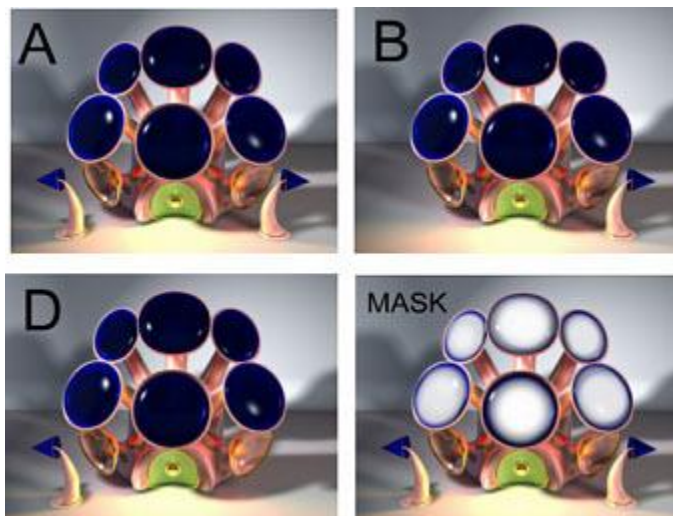
This guide talks about a new feature in DVD-lab 2.0 to combine images and alpha masks, but it can be also used in other version of DVD-lab if you do the image alpha combination in a photoediting software.

The Image Mask is a feature of DVD-lab PRO 2.x However rest of the guide apply to older versions as well.

In DVD-lab PRO 2.0 we added a new simple tool that allows you to combine any image with any alpha mask and create new image. This can be used for chapters backgrounds with [DVDStyle.com](#) graphics. If you don't have DVD-lab PRO 2.0, this guide can be also used if you do the image manipulation in a photo editing software such as Adobe Photoshop which allows you to work with alpha channel and then render the result in a NLE.



We choose the graphic from [DVDStyle.com](#) called TV-shroom, and it come with few variations A,B,C and Mask.



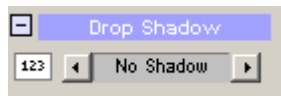
As we can see each variation differs by small arrows for next or previous screen. For example B variation has only next arrow.

How do we combine the Mask with these variations?

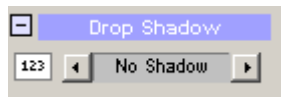
Let's say we are going to work with variation B (so its variation is different than the mask, B variation has Next arrow, the masked file shows both arrows)

The steps 1-8 deal with the Image Mask feature in DVD-lab PRO 2.0. If you don't have that version, you can combine the images with mask in image editing application that can work with alpha channels such as Adobe Photoshop. What we need is to create two new images. First adds alpha channel from the Mask file to the Variation B (and save as transparent 32bit PNG) second image adds inverse alpha channel from Mask to the Variation B. Then when you have the images,, you can continue steps 9.

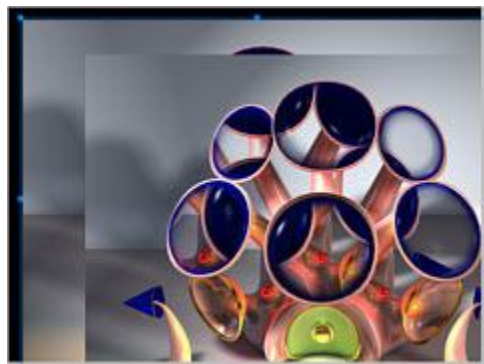
1. Drag the B variation to the DVD-lab PRO 2.0 menu screen. Do not hold Shift, because we don't want the image to become a background, we want it free floating. Remove Shadow.



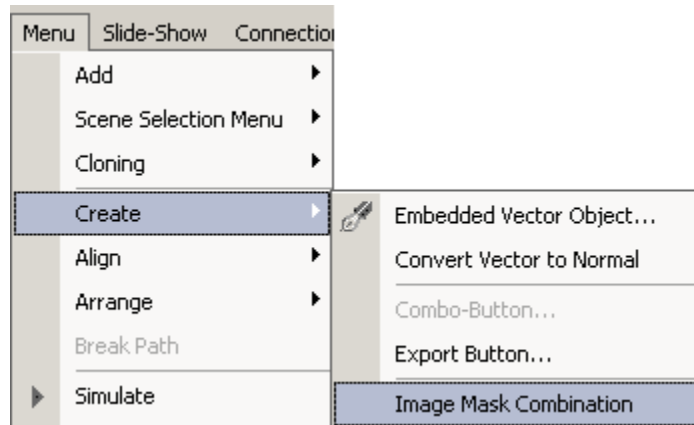
2. Drag the Mask file to the menu as well. Also no Shift!, Then remove shadow.



3. Here it is, I didn't aligned the images so I can see them all.

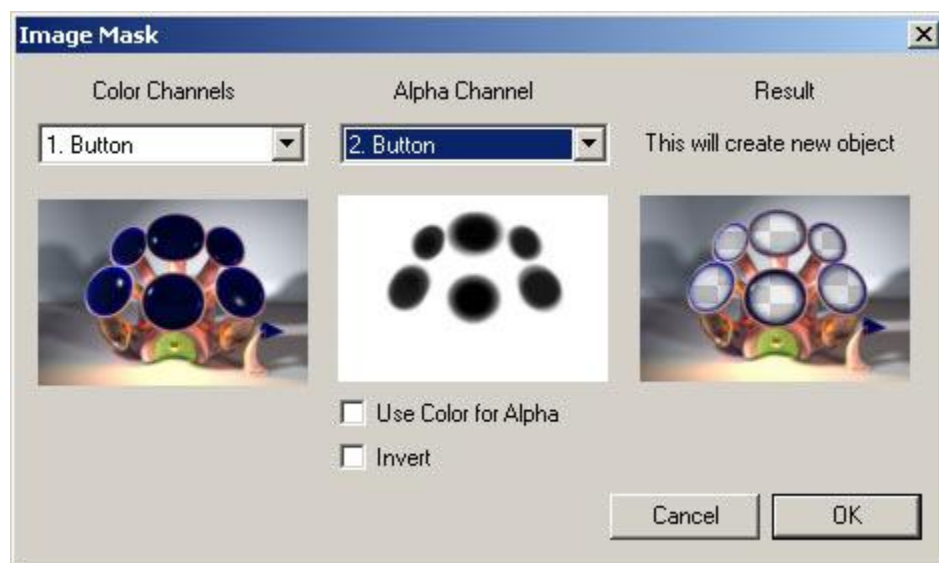


4. Select the first image we dragged (B variation), then go to menu Menu - Create-Image Mask Combination (Note this is only in DVD-lab PRO 2.0)



5. The Image Mask window appears. Here we can combine any object color channels with any other object alpha channel.

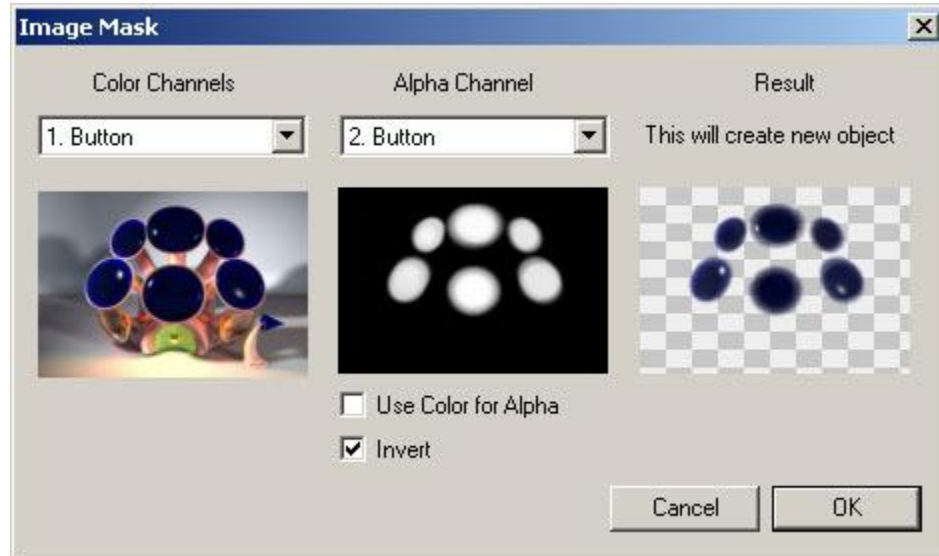
Both our graphics have default name Button, but the B variation added first is *1. Button*, the Mask is *2. Button*.



What we need to do is to have Color Channels from *1. Button* and then choose the Masked file (*2. Button*) as our Alpha Channel. See the result in small preview - now we have masked B Variation!

6. Click OK. This will create new object on the menu. Move it aside, select the B variation again and repeat the step 4.

We will do exactly the same with our *1. Button* as color, *2. Button* as Alpha, but this time we select Invert in the Alpha channel.



7. Click OK, to create our second mask on Canvas.

8. Now we can remove the original Mask file (with both arrows) as we don't need it any more. Remove also the original B variation, we will add it back in step 9 as a background., So what we have are only two new masked images: one with cut out and second the inverse.

From here it applies to all versions of DVD-lab PRO.

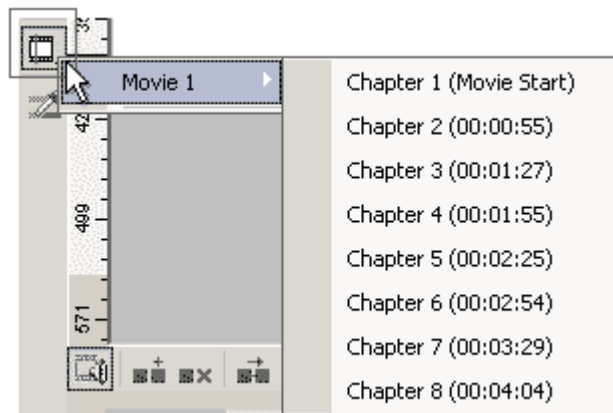
9. We are going to add the B variation again back to the menu, but this time we want it to be a Background (non movable image) so we will hold SHIFT while dragging the B variation back to Menu. So now we have background (B - Variation), A cut out and inverse cut-out. Move the Cut Out and inverse cut-out aside so we can work on the background.



10. Load a Movie to assets, if you don't already have one there. Add the video to Movie. Create chapters.



11. Insert Chapter Stills. For that we have a special button in Menu called "Insert Chapter Still".

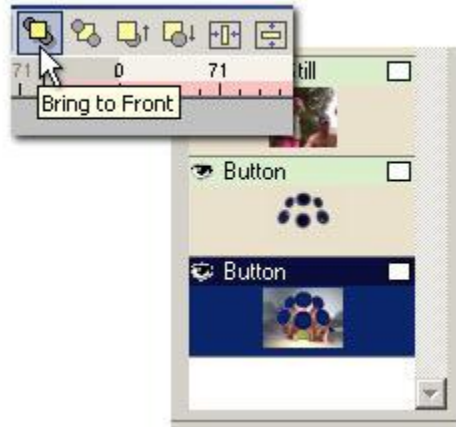


This adds still image linked with the chapter to the menu. Now position and resize each still so it covers the tubes:



Make sure the buttons don't overlap. As you can see I didn't care much about the aspect of the clips because the whole image has a retro-sci-fi look and some distortion would actually look just right. .

12, Now select the first cut out, You may do it in the *Lyrs* (Layers) properties and then click Bring to Front:



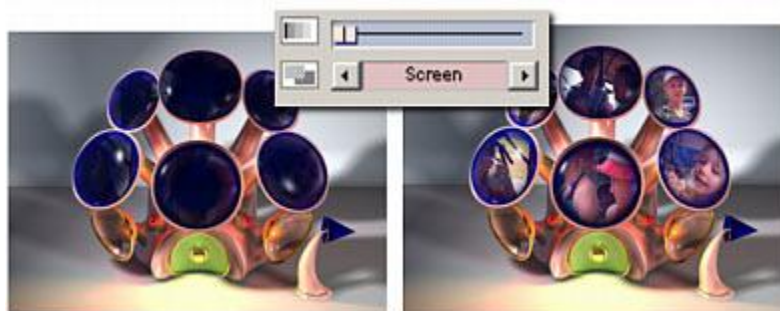
13. Drag it over all the images so it aligns with the edges.



14. Go back to *Lyrs* (Layers) and select the second inverse cut-out, which is now the bottom most. Bring it to front as in step12.

15. Align it so it covers the tubes, then go to Color Properties. Now you should not see the video still below.

Now you can either adjust the transparency of this inverse cut-out so we see the images below, or simply choose Screen as the Overlay method.



This will leave the highlights over the screens while the stills below will

become visible.

16. Optional - if we want black and white screens.

During step 11. you can change each color property for still from Automatic to Black. This will make the stills Black and White (Of course you may try to tint it with any other color if you want)



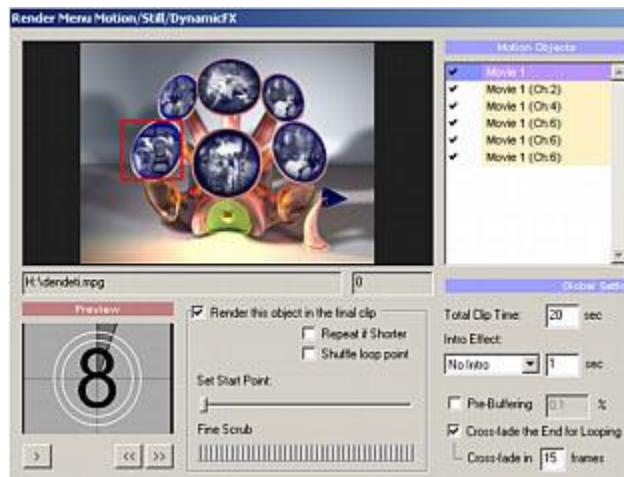
Even if you didn't do it in step 11 and all masks are now in place, don't worry. Open the Layers (Lyrs) properties, select the video still, then switch to color Properties and select Fill color Black. Do that for each thumbnail without even touching the canvas.

17. The result after moving the masks in place and setting Screen for the top looks very nice with the Black and White screens.



18. If we wanted to have only still chapters menu, then what we need is to place some buttons over the image and we are done.

19. If we want a moving thumbnails, then we go to Render Motion in DVD-lab PRO.



20. We see the video stills listed and assigned with chapter position. We can refine the start position of each clip.

21. Render enough loop - 20 sec, you can also either use Shuffle loop point for each video still or use Cross Fade in 15 frames so we don't see the loop point as a jump in all videos. The shuffle loop point cuts and loops the video for each thumbnail at different time so you can't spot where is the final loop end.

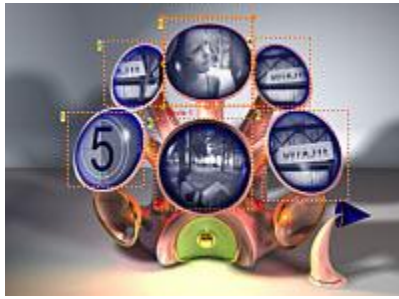
22. The final rendering will be placed in the menu as video background.

Note: Once we have video background nothing we add to the canvas will appear on the menu, unless we do again Render Motion.

23. The last step is to create highlighting. By default the buttons are created from the videos rectangles and that is quite ugly.

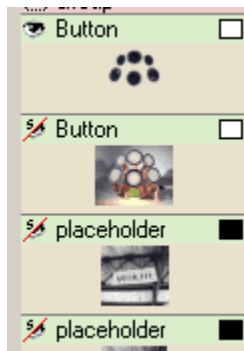


24. Don't worry, we will use a neat trick. First place Group Hot Spots over each of the screen. The group Hot Spot will pickup the underlying Link. That is the Video still will loose link, but the Group Hot Spot will receive it.



25. Now the trick is to set every object on the canvas as Invisible Selected. That is except the very top Inverse cutout mask.

Open Layers (Lyrs), select Object, switch to Link tab and select Invisible Selected (No highlighting). Do that for every objects except the top Inverse cut out (and except the new Group hot spots, because they are invisible anyway). In the Layers the Invisible selected will show with a S and crossed icon.



26. If you try the test now, only the screen will be highlighted.

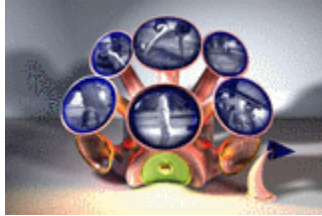


What we did is we set each object as not being visible for highlighting, except the inverse cutout. So the Group Hotspot creates the highlighting only from the inverse cut-out - which has the shape of our screens! Clever, right?

27. You need to create the button for arrow, you can draw a triangle with cardinal polynome over the arrow, then set it as Invisible Normal (not Invisible Selected!) so the arrow lights up when selected.



28. Check the Routing if it is correct and a fine menu is done!.



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