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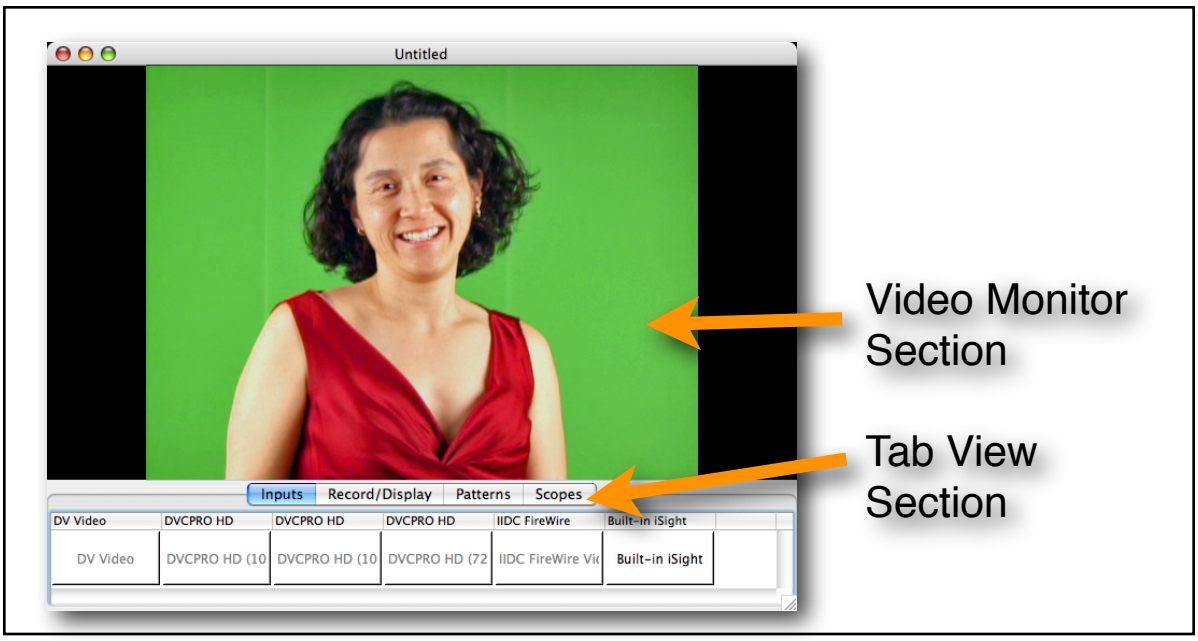
Introduction

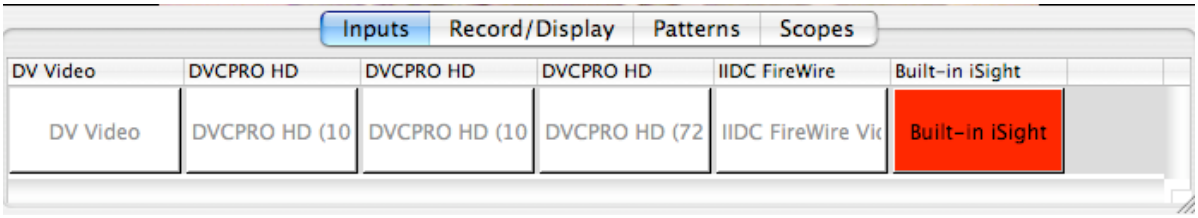
Veescope Live is designed to provide visual feedback on a live video stream. These visual aids make it easier to make adjustments to a scene or video camera during a shoot. Veescope Live works with any Quicktime compatible video source.

The Veescope Live Interface

The Veescope Live interface features a video monitor section and several different tab views. Each one of these tab views contains different controls for adjusting what you see in the video monitor. Each Veescope Live window is a separate document that can be saved and retrieved. You can have more than one Veescope Live document open at a time.



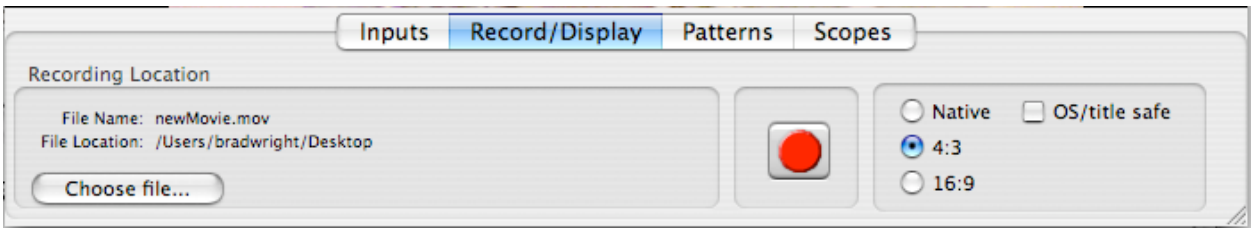
Inputs Tab View



The Inputs section allows you to select a live video source. This can be any Quicktime compatible input device, such as an iSight camera, a DV camcorder, or a video stream from a High Definition video capture card. Once a video source is selected, the source button will turn red. Selecting the button again will turn the device off.

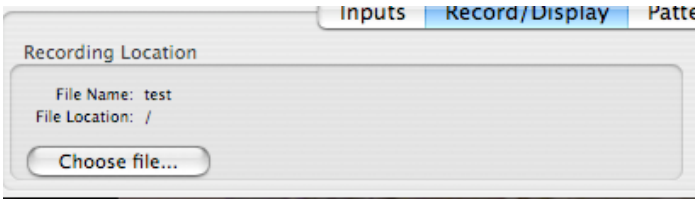
Sometimes a blank window with no video input buttons may appear. This is because either a camera or input device is not plugged into your computer, or all the inputs devices are in use. If this problem occurs, free up an input device and open a new Veescope Live window.

Record/Display Tab View



This section controls both the recording features and the aspect ratio of the video.

Recording Location

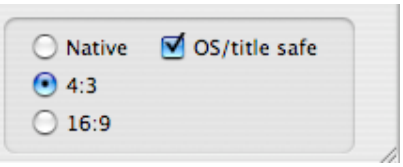


The recording location can be set using the “Choose file..” button. A number will automatically be added to the end of the file name every time the the record button is pressed. This prevents the previous recording files from being overwritten.

Record button

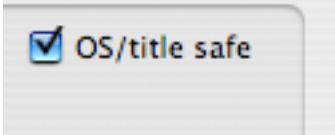
The Record button can be activated by clicking with the mouse or pressing the Space Bar on the keyboard. The Space Bar will only trigger the Record button when the “Record/Display” tab is visible.

Aspect Ratio



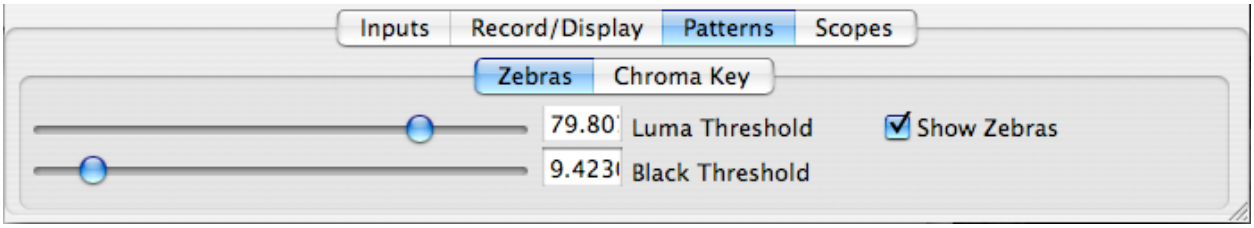
The Aspect ratio displays the video in three different ways. The “Native” selection displays the pixel aspect ratio of the original video stream. The “4:3” selection displays an aspect ratio similar to that of a Standard Definition television. The “16:9” aspect ratio stretches the video to display a widescreen image.

OS/title safe



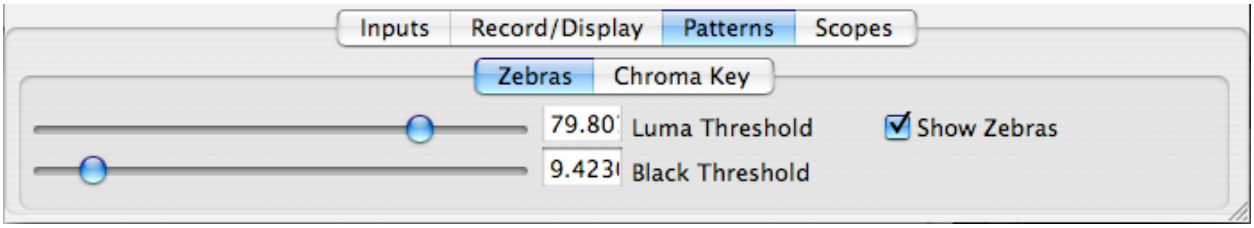
This option will overlay rectangles on top of the video that represent the Over-scan and Title Safe regions of the video.

Patterns Tab View



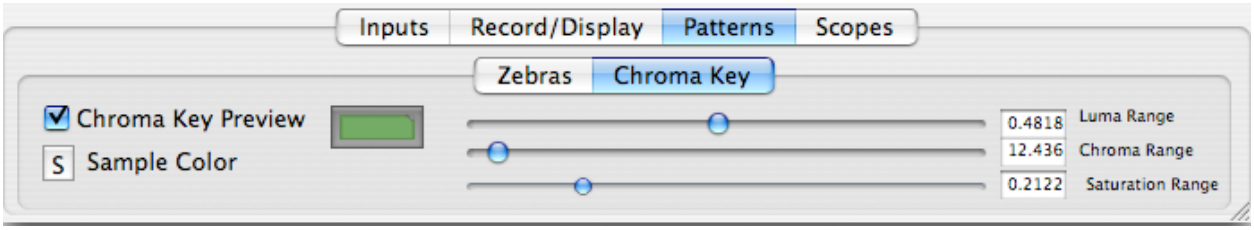
The Patterns tab view has two sections that display various visual helpers in the video stream.

Zebras Sub Tab View



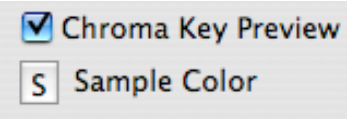
This view displays both a high and low video Zebra pattern. A Zebra pattern is a series of black stripes that are superimposed on the video. These lines are painted on video that is above the “Luma Threshold” setting or below the “Black Threshold” setting. Zebras patterns are useful for spotting over-exposed or under-exposed areas on the screen.

Chroma Key Sub View



Real-time chroma keying is controlled from this sub-view.

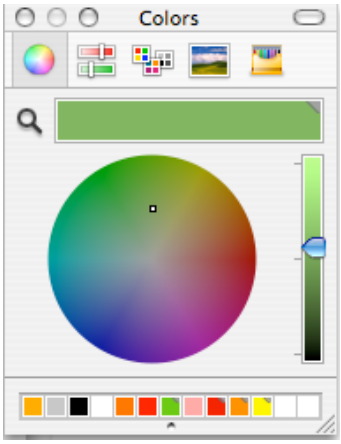
Sample Color



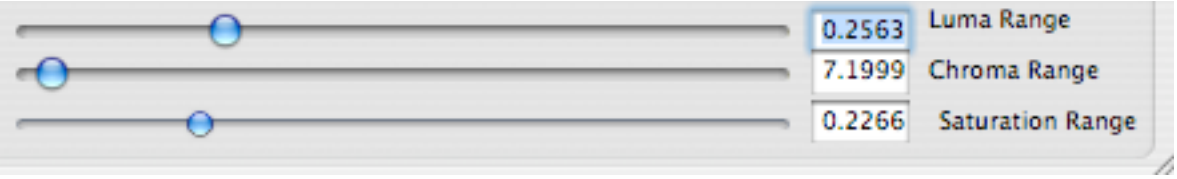
This button is used to select a region on the screen to set the Chroma Key color. Once selected, the mouse pointer will change to a hand. Click on any area of the screen to change it back to a pointer. The color selected will be placed in the Color Well.

Color Well

The Color Well adjusts the Chroma Key color. Once clicked, a Color Selection panel will appear. Further adjustments to the color can be made from this panel.



Chroma Key Parameters



There are three slider that control the Chroma Key. All of the sliders default to zero, so they must be adjusted manually before the Chroma Key effect can be seen. Any color can be expressed in terms of hue, saturation, and brightness. These sliders set the range of colors that are similar to the color selected for the Chroma Key.

Luma Range

This slider changes the variation in brightness allowed for the Chroma Key color.

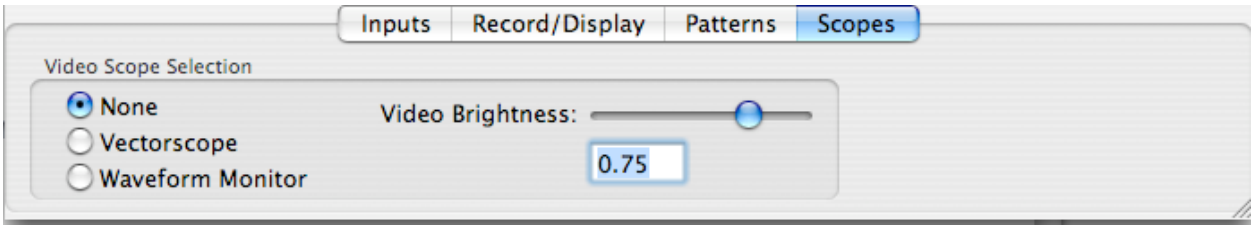
Chroma Range

The hue variation is controlled with this slider.

Saturation Range

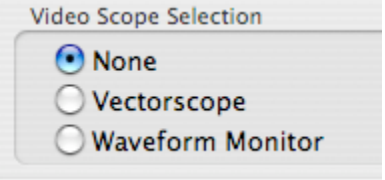
The amount of variation in the color saturation is controlled with this slider.

Scopes Tab View

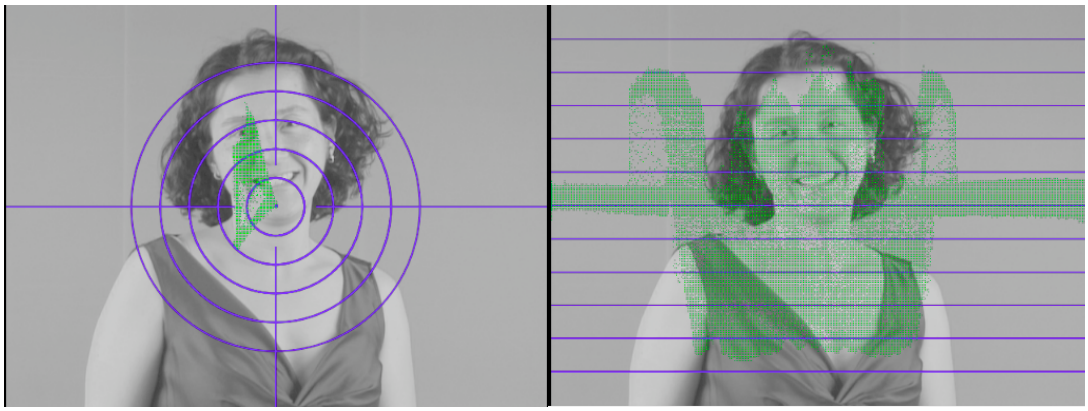


This view allows various video scopes to be displayed.

Video Scope Selection

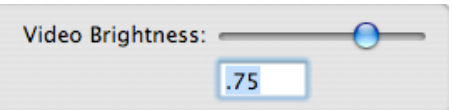


The three options are: “None”, “Vectorscope”, and “Waveform Monitor”. The “Vectorscope” and “Waveform Monitor” options will overlay these scopes directly on top of the video. The “None” options turns the scope off.



The Vectorscope (left) and the Waveform Monitor (right) overlaid on top of the video.

Video Brightness



This option adjusts the brightness of the video underneath the scope. This is useful when looking more closely at the data being displayed by the scope.

Trouble Shooting Veescope Live

The video preview window seems slow or jerky?

Veescope Live needs an Open GL 2.0 compatible graphics card in order to playback at the full frame rate. The Intel MacIntosh computers work very well with VeeScope Live. Older G5, G4, or G3 MacIntosh system may not be fast enough for smooth playback, but Veescope Live will still run on these systems.

I don't see any video input buttons?

If a camera is not plugged in or the computer does not have a built in iSight camera, no Input buttons will be displayed. You need to close the current window and connect a camcorder or a Quicktime compatible input device.

Why can't I hear the sound when I record with the iSight Camera?

The iSight camera does not contain a microphone. The current version of Veescope Live does not allow the computer's built in microphone to be used for recording.