MultiCam Capture

Corel® MultiCam Capture is video capture software that makes it easy to capture yourself, make a screen recording, and present demos or products—all at the same time. Plug in your cameras, press record, and let MultiCam Capture transform your computer into a capture hub that synchronizes all sources automatically for professional results.

What can you create with MultiCam Capture?
- Training videos, webinars, or presentations that switch between a presenter and content on a computer screen
- YouTube or other online videos, including product reviews, how-to videos, performances, and vlogs that switch between a webcam and other cameras to show different angles of a presenter, demo, or product
- Fun videos that use AR stickers (augmented reality overlays) to add glasses, hats and other designs and creature features to a person as you record.

You can import MultiCam Capture video clips into your video-editing software of choice, including software that has multi-camera editing features.

> **Note**: *The number of sources you can record depends on the version of the software you have. The full version of MultiCam Capture can capture your screen and up to five other sources. MultiCam Capture Lite captures your screen and one other source.*

This guide includes the following topics:
- MultiCam Capture basics
- The MultiCam Capture workspace
- Capturing a project
- Settings

MultiCam Capture basics

Getting started with MultiCam Capture is easy:

1 Open the application.

2 Set up your cameras.

3 Click **Record.**

A video clip is produced for each active recording device—each device is considered a *source*. You can then import the video clips into a video-editing software program. There is no need to sync the video clips—they are automatically synchronized.
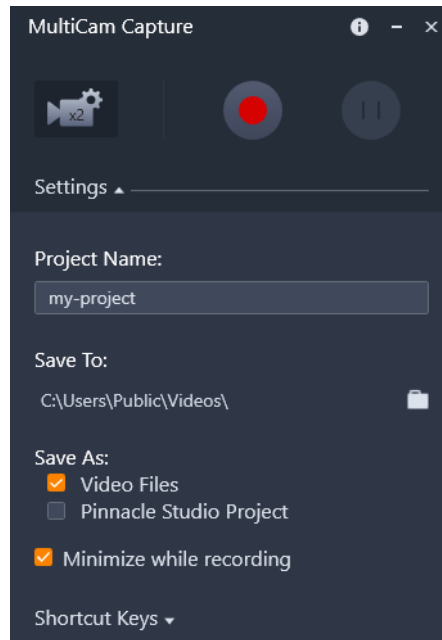
Helpful tips

- Do a quick recording test that you can bring into a video-editor. Render the project out to the final video format you want. This ensures that all is well before you capture your full project and it gives you a chance to adjust settings if required. For example, **Picture Settings** can help ensure that the exposure, color, and sharpness is right for each camera, reducing post-capture editing time.
- If you have synchronization issues (for example, audio does not seem to match video), you can adjust the **Latency** value for your devices. See "To adjust synchronization with Latency settings" on page 11.
- Shortcut keys are an easy way to control recording. Click **Shortcut Keys** at the bottom of the MultiCam Capture **Record** window to review the list of shortcuts.
- For webcams, ensure that the latest drivers are installed. Please note that webcam settings can be controlled by different applications. You might need to reset the your webcam to its default settings to get the results you want.

The MultiCam Capture workspace

The MultiCam Capture workspace consists of two windows:
- **Record** — the main application window
- **Source View** — a secondary window with source previews and source settings
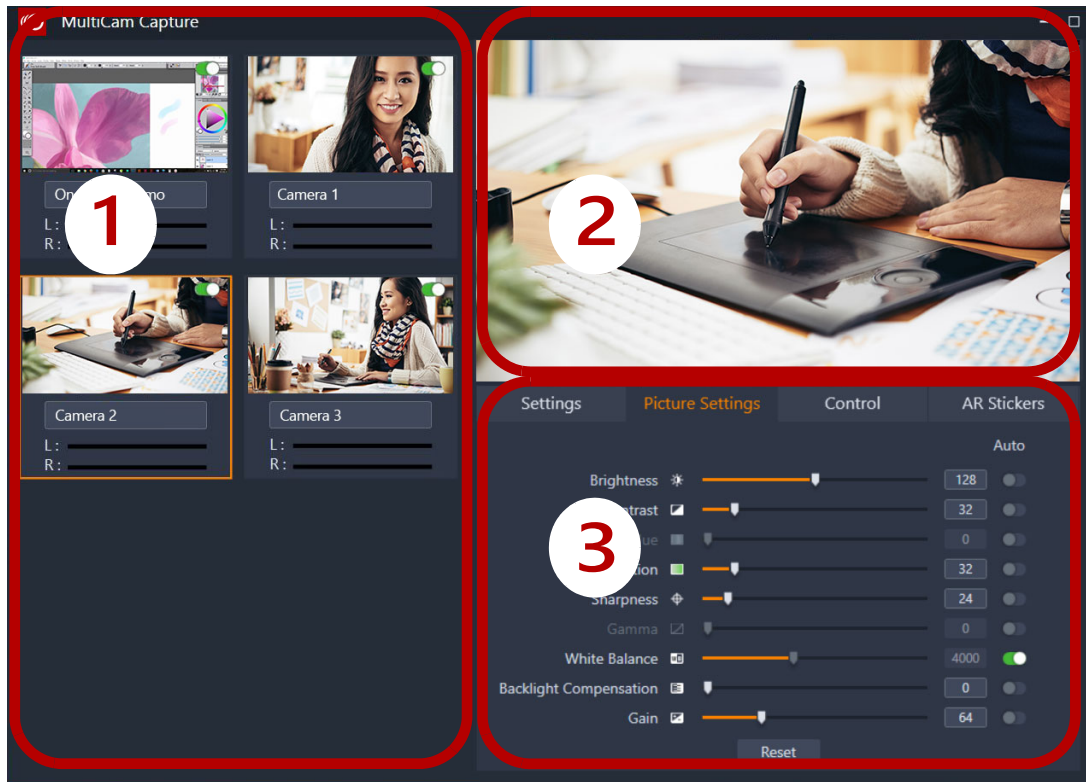
The Record window

The **Record** window provides the following capture controls:

- **Record** button [●] — click to start the recording process
- **Stop Recording** button [■] — click to stop recording
- **Pause Recording** button [‖] — click to pause the recording temporarily
- **Resume Recording** button [↺] — click to continue a recording that you have paused

It also includes basic settings related to the project such as **Project Name**, where to save the project (**Save To**) and an option to create a project file in addition to separate video files for each source. A list of shortcut keys is also available in this window.

The main Source View window has three sections: 1. MultiCam area, 2. Preview area, 3. Settings area

The **Source View** window includes a **MultiCam** area, where all camera sources can be viewed. Clicking a source makes it active in the **Preview** area and lets you adjust the corresponding settings in the **Settings** area.

Hiding and showing windows

Before you record, consider which MultiCam Capture windows you want to hide or show. For example, if you have one monitor, and will be recording the full screen, you'll want to hide both MultiCam Capture windows. If you have more than one monitor or change the screen settings to limit the screen recording to a specific area of the screen, you can display one or both MultiCam Capture windows.

The **Source View** window gives you a live view of your sources as you record. This can be especially helpful if there is quite a bit of movement, such as a demo in front of a webcam, and you want to ensure that the camera is capturing the action.

For more information about screen-related options, see "Screen settings" on page 6.

To hide or show MultiCam Capture windows

• Do any of the following:

- To hide or show the **Source View** window, in the **Record** window, click the **Hide/Show Source View** button ![icon] or press **F9**
- To minimize the **Record** window, enable the **Minimize while recording** check box

You can use shortcut keys to control recording when the **Record** window is minimized.

Capturing a project

When you have finished planning your video, have all the recording devices ready, and have prepared your recording environment, you are ready to capture your multi-camera project.

The number of capture devices you can use (cameras and microphones) is determined by your computer system. Also consider any limits for your video editing software.
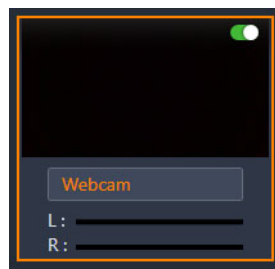
To create a multi-camera project

1 Open **MultiCam Capture**.
   Note: The first time you launch the application a **Performance Check** window appears to evaluate the best resolution for screen capturing. Click **OK** to accept the recommended setting.
2 If you are using any additional cameras or an external microphone, connect them to your computer.
3 Your computer screen, webcam, and each detected camera displays in the **Source View** window. Click a source in the **MultiCam** area to display the source in the **Preview** area and to adjust the settings.

   If you want to disable recording for a source (for example, if you don't want to record your screen), click the **Disable/Enable recording** toggle button in the upper-right corner of the source.

   In the **Settings** area, you can accept the default settings or adjust the settings you want on each of the tabs. Available settings change according to the source that you select. For information, see "Settings" on page 6.
4 In the **Record** window, type a name for your project in the **Project Name** box, and choose a **Save To** location.
5 When you are ready, click the **Record** button ![icon] (or press **F11**) to start recording.

If you need to pause, press the **Pause** button ▮▮ (or press **F10**). Click the button again ↩ to resume recording.

6   When you are finished recording. press the **Stop** button ▪ (or press **F11**).

Your captured files are saved to the location that you specified in the **Save To** box. You can now open the synchronized files in the video editing software of your choice, and finalize your project. If you saved to a project file, you'll be able to import the project into the specified multi-camera editor.

Settings

You can change the default settings for each source. The settings available depend on the type of source and the features and controls that the source includes.

Note: An independent microphone source appears in the **Audio Source** drop-lists only (no visual representation appears in the **Source View** window).
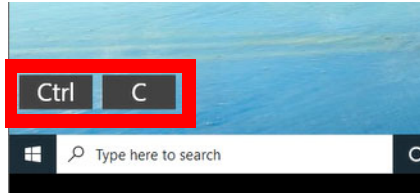
Screen settings

Settings tab
- **Name**: Lets you type a meaningful source name. The name appears under the source preview thumbnail and is used as the filename for the captured file.
- **Monitor Settings**: If you have more than one monitor, you can select which monitor is used for screen recording.
- **Capture Window**: Lets you choose which window you want to capture. All windows are captured by default (**Full Screen**).
- **Freehand Selection**: To set a custom capture area, click the **Freehand Selection** button 🖵 and drag across the area of the screen that you want to capture. You can adjust the size by typing values into the width (**W**) and height (**H**) boxes. Click the **Lock aspect ratio** button 🔒 to maintain a specific ratio.
- **Audio Source**: See the "Audio Source" entry in "Camera settings (webcam, video camera, DSLR)" on page 7.

Advanced tab
- **Volume**: See "Volume" in "Camera settings (webcam, video camera, DSLR)" on page 7.
- **Mouse-click animation**: Enable to include mouse clicks in the screen capture.
- **Show keystrokes**: Enable to capture keystrokes that you type while recording. The captured keystrokes appear as text overlays on the bottom of your screen recording. For example, use this option to show viewers shortcut keys that you use in a software demo.

- **Encoding**: Lets you choose the format/codec used to create the video file.
- **Performance Check**: Evaluates your computer system to determine the best resolution for screen capture performance. Click **OK** to accept the recommended setting.
- **Frame Rate**: Setting a higher frame rate results in better quality, but requires more image captures (larger file, more system resources required).
- **Latency (ms)**: See the "Latency (ms)" entry in "Camera settings (webcam, video camera, DSLR)" on page 7.

Camera settings (webcam, video camera, DSLR)

Note: Settings on your capture device can affect the results. Consider both device and MultiCam Capture settings to get the results you want.
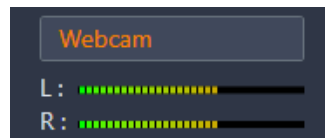
Settings tab
- **Name**: Lets you type a meaningful source name. The name appears under the source preview thumbnail and is used as the filename for the captured file.
- **Video Source**: This information is automatically detected.
- **Audio Source**: This setting determines the audio track that will accompany the source video file that you capture. You can choose an audio source for each camera, choose the same audio source for all cameras, or disable the audio for specific sources.
- **Resolution**: Lets you specify a resolution. For example, you might choose the same resolution for all video sources (if possible) rather than rely on the rendering features of your video-editing software.
- **Encoding**: The optimal encoding option is selected by default, but you can change it for another available encoding option.
- **Anti-flicker**: Lets you reduce the flickering effect caused by recording in a room with fluorescent lighting. Choosing 60Hz for North America or 50Hz for Europe typically neutralizes lines and flickering.
- **Latency (ms)**: Lets you set latency values to correct synchronization issues between audio and video for difference capture devices. Click **Detect** to determine the correct value for your device. For more information, see "To adjust synchronization with Latency settings" on page 11.
- **Detect:** Lets you run a latency detection test to verify the camera latency value if you run into synchronization issues. Follow the instructions in the **Latency Detection** window.

Picture Settings tab

- **Brightness**: Lets you adjust the overall brightness or darkness of the video.
- **Contrast**: Lets you adjust the difference between the light and dark areas of the video image.
- **Hue**: Lets you adjust the overall color.
- **Saturation**: Lets you adjust the amount of pure color, from gray to fully saturated color.
- **Sharpness**: Lets you adjust the amount of edge detail for a sharper or softer look.
- **Gamma**: Affects contrast and can be used to lighten (move control to the right) or darken (move control to the left) the overall image.
- **White Balance**: Lets you correct a color cast caused by the lighting conditions (color temperature) so that white areas appear white in the video.
- **Backlight Compensation**: Lets you brighten underexposed areas without affecting overexposed areas.
- **Gain**: Lets you adjust the image to compensate for low-lighting or very bright lighting conditions (similar to a camera ISO setting).

Control tab

- **Volume**: Lets you set a volume level for the **Audio Source**. The (left) **L** and (right) **R** sound bars below the source name let you monitor the volume level.

- **Zoom**: Lets you zoom in or out based on the digital zoom capabilities of your camera.
- **Focus**: Lets you adjust the area that appears in focus.
- **Exposure**: Lets you set the overall effect of light on the image to adjust how light or dark the image appears.
- **Aperture (Iris)**: Let's you adjust the f-stop setting for your camera. This setting affects depth of field.
- **Pan**: When zoomed in, **Pan** lets you adjust the view horizontally.
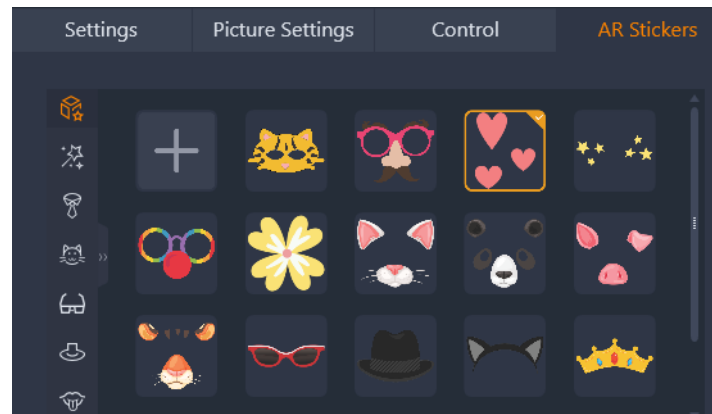- **Tilt**: When zoomed in, **Tilt** lets you adjust the view vertically.

Auto buttons are available if the source supports this feature.

To restore the original settings, click **Reset**.

AR Stickers tab

Celebrate holidays, special occasions, or simply add a little fun to your videos with AR Stickers (augmented reality overlays). AR stickers are image-based overlays (hats, glasses, creature features and other fun elements) that track a person's face in the selected source camera and

map the stickers to the movement. For example, you can choose an AR sticker of sunglasses that will be added over the eye area and move with person in the video.

MultiCam Capture comes with a library of AR stickers that are categorized by type, including a Favorites category that you can customize. You can also import PNG image files to create your own stickers. In most cases, PNG files that you use for stickers should have a transparent background, leaving only the overlay elements for display.

Note: If more than one person's face is in the video, the AR sticker displays on whichever face has the best points of detection in any given frame.

To apply an AR sticker to a face

1 Select a camera source that will record a person's face.

2 With a person on camera, in the Settings area, click the **AR Stickers** tab, and click a category icon.

3 Click the sticker you want, and view the results in the preview window.

You can click as many stickers as you want (only one sticker is applied at a time). An orange outline and a check mark appears around the currently active sticker.
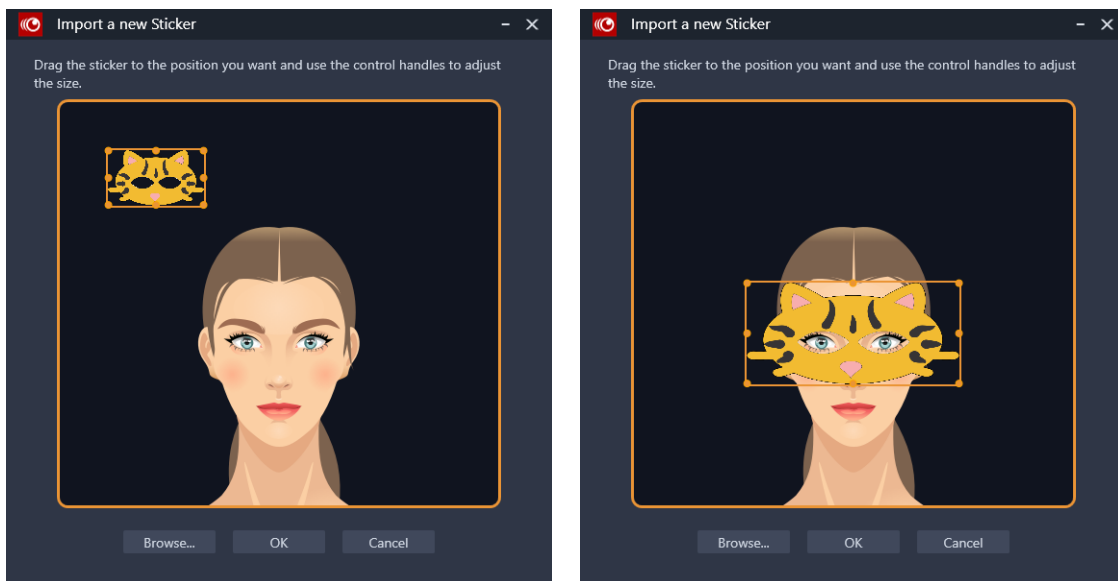
To remove an AR sticker from a face

1 In the Settings area, click the **AR Stickers** tab, and click the currently selected sticker in the library to deselect it.
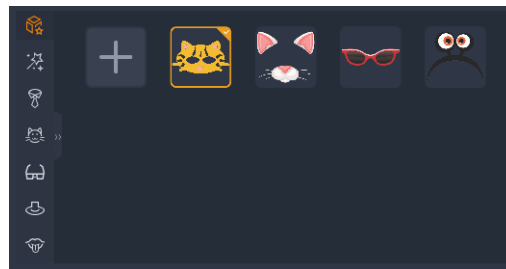
To add a custom sticker to the AR Stickers library

1 In the Settings area, click the **AR Stickers** tab, and click the Add button (plus sign) in the upper left corner of the sticker library (any category).

2 Navigate to the PNG file that you want to import as a sticker, and click **Open**.
Note: In most cases, you will choose a PNG file that has a transparent background.

3 In the **Import a new sticker** window, drag the imported image to the position you want, and drag a corner node to adjust the size of the sticker. Ensure the sticker is aligned the way you want it to appear relative to the face.
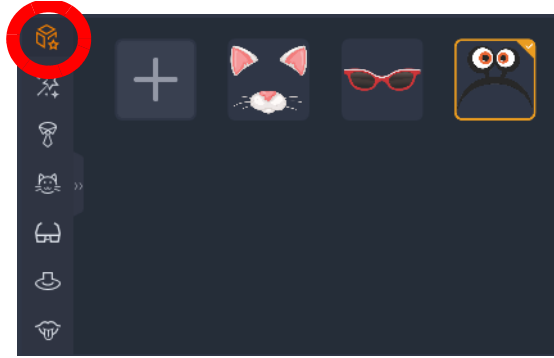

4 Click **OK**.

The new sticker is added to the library.

To add stickers to the Favorites category

1 In the Settings area, click the **AR Stickers** tab.

2 Right-click a sticker in any category below the Favorites category (top), and choose **Add to My Favorites.**

The sticker is added to the Favorites category of the library.

To adjust synchronization with Latency settings

Latency refers to the delay between when a sound or action occurs and when the sound or action is captured by your recording device and processed. Sometimes latency is imperceptible; other times you'll notice synchronization issues, especially for different USB capture devices. For example, audio and video might be out of sync. To adjust **Latency** values in **MultiCam Capture** for the video capture devices that you have connected to your computer, follow the steps below.

1 In the MultiCam area of the **Source View** window, click the thumbnail for the device you want to adjust.

2 Click the **Settings** tab, and click **Detect**.

3 Follow the instructions in the **Latency Detection** window, adjusting the distance and position of the camera by using the preview window on the right to ensure your camera is capturing the number display.

The window closes when the latency value has been capture and the detected value displays in the **Latency (ms)** box.

Note: Integrated webcams do not generally have latency issues that require adjustment. If you notice an issue, you can adjust the default latency value manually.