



Premiere Elements 2.0 – DVD and Title Template Guide for designers

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1.0 Document Purpose/Contents

The purpose of this document is to provide a guide for graphic designers who are creating DVD and Title templates for Premiere Elements 2.0. The designer needs to have knowledge of Adobe Photoshop CS, the Adobe Title Designer feature in Adobe Premiere Pro or Premiere Elements and Adobe After Effects (or Flash). Adobe Encore DVD is not required, but can be useful. Designer needs to be familiar with NTSC and PAL formats, and Layers in Photoshop.

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2.0 Overview

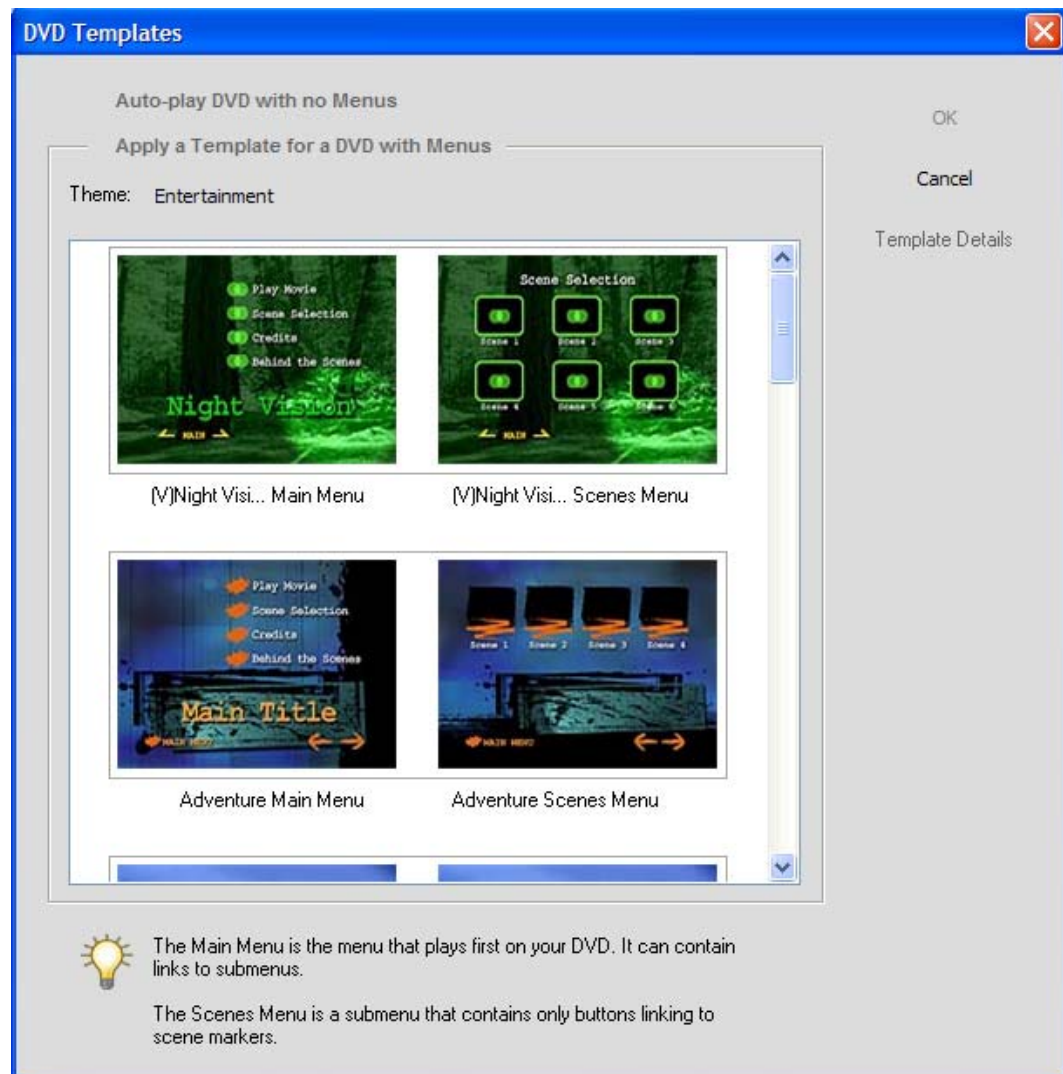
2.1 DVD templates:

These are created using Adobe Photoshop CS and require specific layer naming conventions.

Adobe Encore can also be used to aid in the creation of the DVD menus. The file format for DVD templates is **.psd**

You can look at the existing PRE 2.0 DVD menus by going to: C:\Program Files\Adobe\Adobe Premiere Elements 2.0\DVD Templates or look in Premiere Elements application DVD Layout window Preview DVD.

DVD Template Window

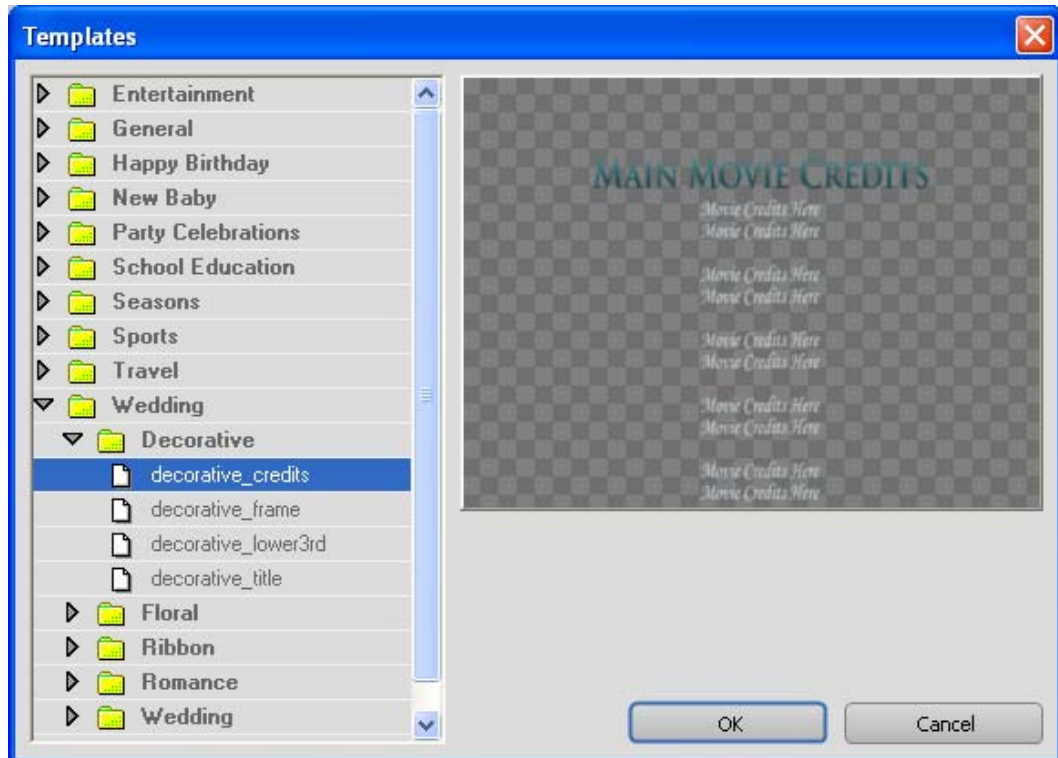


2.2 Title templates:

Title templates can be created with either Premiere Elements Title Designer or Premiere Pro (Pro gives more text style control). The file format for titles is **.prtl**. These templates are used in the user's movie.

You can look at the existing PRE 2.0 Title templates by going to: C:\Program Files\Adobe\Adobe Premiere Elements 2.0\Presets

Title Template Window



3.0 Steps How to Create DVD templates

Things to ask yourself ahead of time:

- *What theme are you designing for?*
- *What will look good on a TV screen?*
- *Will there be motion background and audio?*
- *How many Scene buttons will there be on the Scene Menu?*

A complete DVD Template consists of

1. a Main Menu PSD file
 - a. In 4 format sizes (NTSC 4:3 standard and 16:9 widescreen & PAL 4:3 standard and 16:9 widescreen)
 - i. NTSC file size - 720x480
 - ii. PAL file size 720x576
2. a Scene Menu PSD file
3. Background Audio file (optional)
4. Background Video file (optional)



Adventure Main Menu

Adventure Scenes Menu

3.1 Main Menu

The main menu may have one Play button, one Scenes button, several Main Menu buttons and one Previous/Next/Main group. Premiere Elements provides the linkage between the buttons and their actions. In the main menu the actions are as follows:

1. Play Button – starts play of the DVD from the beginning of the timeline. This is not controlled by timeline markers in Premiere Elements.
2. Scenes Button – links to the scene menu. Only appears if you have scene markers on the timeline.

3. Main Menu buttons – Starts play from the numbered main menu marker on the time line. You may have multiple Main Menu buttons. There will be a button for each main menu marker on the timeline. These buttons may also contain a thumbnail of video from the movie to identify the button.
4. Previous / Next / Main – If you have a template with main menu markers, you will need to have these buttons. Previous backs up one menu and Next goes forward to the next menu. The Main button takes you to the first Main Menu page.

3.2 Scene Menu

The scene menu contains buttons that allow you to navigate between scenes. As in the Main Menu, Premiere Elements provides the linkages for the buttons. The Scene Menu actions are as follows.

1. Scene buttons – starts play at the numbered scene marker in the timeline. This button may contain a thumbnail of video from the timeline to help define the button.
2. Previous / Next / Main - Previous backs up one menu and Next goes forward to the next menu. The Main button takes you to the first Main Menu page.

***Note:**

- ✓ Scene Menu pages must have at least one Scene button and a Previous / Next/ Main group.

3.3 Background Audio and Video

Background Audio and Video files are placed in the Template Name folder.

You can use After Effects, Flash, or Premiere Elements to create video\motion menu backgrounds. They should be based on your theme. The background video and audio files loop, so they need to have a smooth looping transition. Maximum loop is 30 seconds.

When designing, keep in mind that the user can replace the background audio and video for the main and scene menus with their own pictures and video. So, any imagery in your design that shouldn't be replaced, should be separate from the background layer.

Each template can only have *one* background file in its folder which could be of one of three types:

1. Containing both audio-video (For example: MPEG, QT, WMV, AVI)
2. Containing Video Only (For example: MPEG, QT, WMV, AVI)
3. Containing Audio only (For example: mp3, wav files)

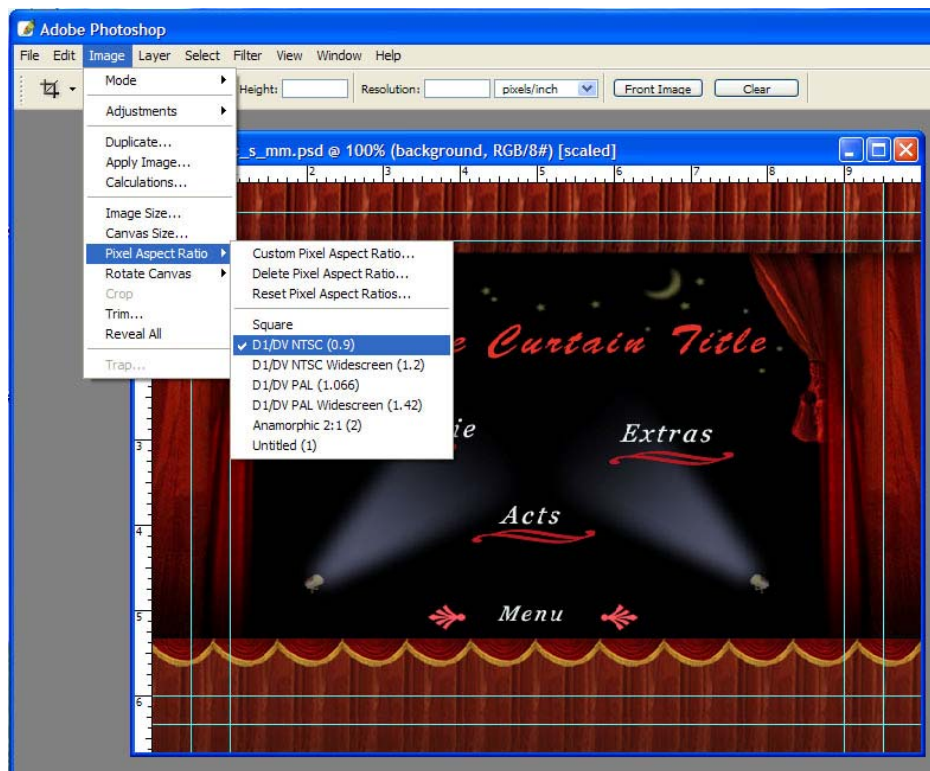
***Notes:**

- ✓ Background audio and video can be any file that can be imported into Premiere Elements.
- ✓ If background file contains only audio (for e.g. wav file), then Menu background image remains same as Template & only audio is played in background.
- ✓ If background design has both audio and video, they need to be combined as ONE file. There can not be two separate background files (such as a WAV file and an AVI file) in the DVD template theme folder.

3.4 How to create different file sizes

1. Create original DVD template design in NTSC standard format. Open the file named “720x480x0.9.psd” found at C:\Program Files\Adobe\Adobe Premiere Elements 2.0\Document Templates. The files in this folder have safe guideline markers.
2. When finished designing both the Main menu and Scene Menus. Create the remaining file format sizes. Select Image > Pixel Aspect Ratio and select format.

***Note:** Remember to also change Image Size to 720 x 576 for PAL formats.



4.0 Layers Sets and Layers

In each psd file is a collection of layer sets and layers. The names of these layer sets and layers define their function.

4.1 Layer Sets Naming Convention in PSD file

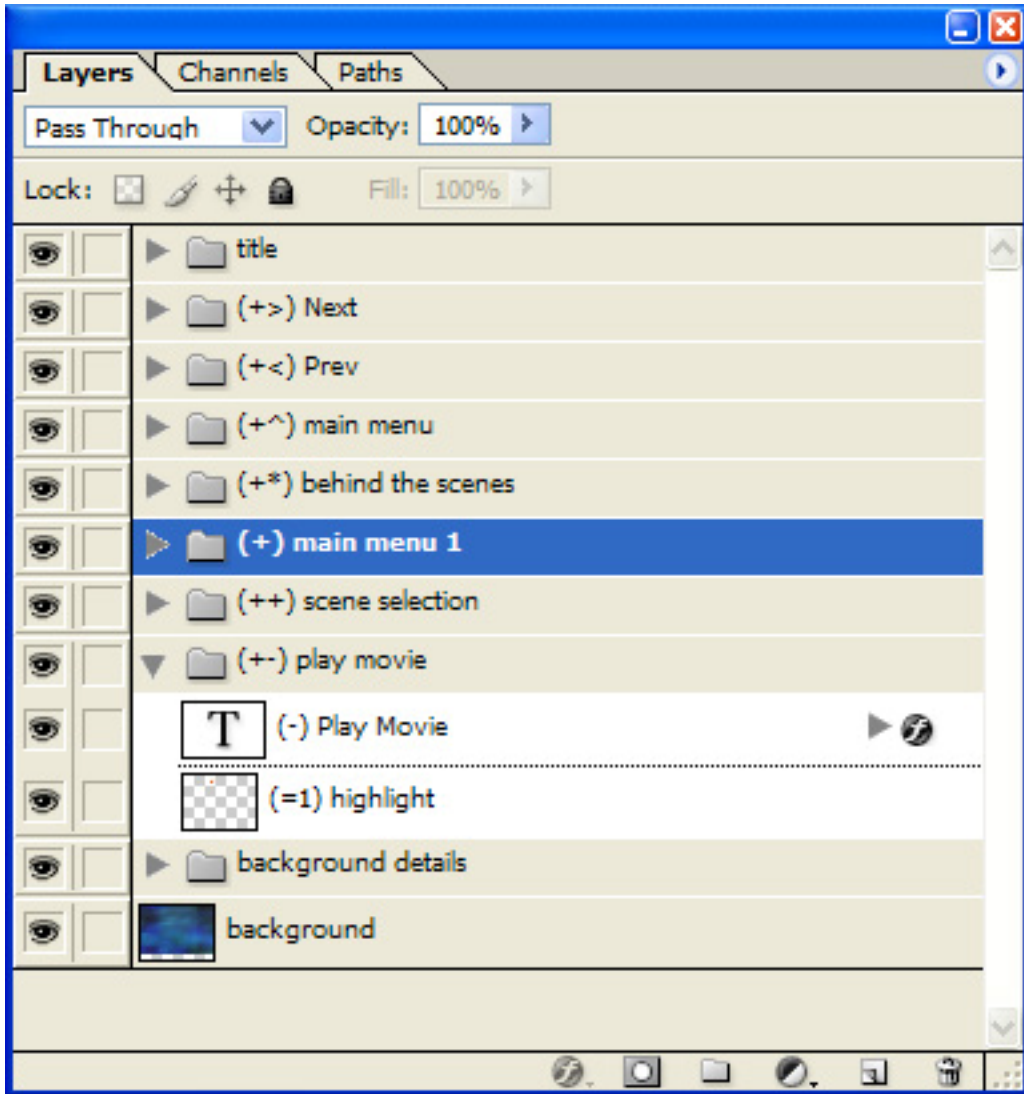
Grammar	Navigation Button
(+>)	Next
(+<)	Previous
(+^)	Main menu
(+)	Scene button (or main menu)
(++)	Go to Scene Menu
(+-)	Play button
(+*)	Main Menu Marker

4.2 Layers Naming Convention in PSD file

Grammar	Navigation Button
(-)	Replaceable text
(=1)	Highlight\ Rollover button
(%)	Video layer – should match aspect ratio

A Main Menu layers example:

The order of the buttons in the list is important. Premiere Elements will start at the bottom of the list.

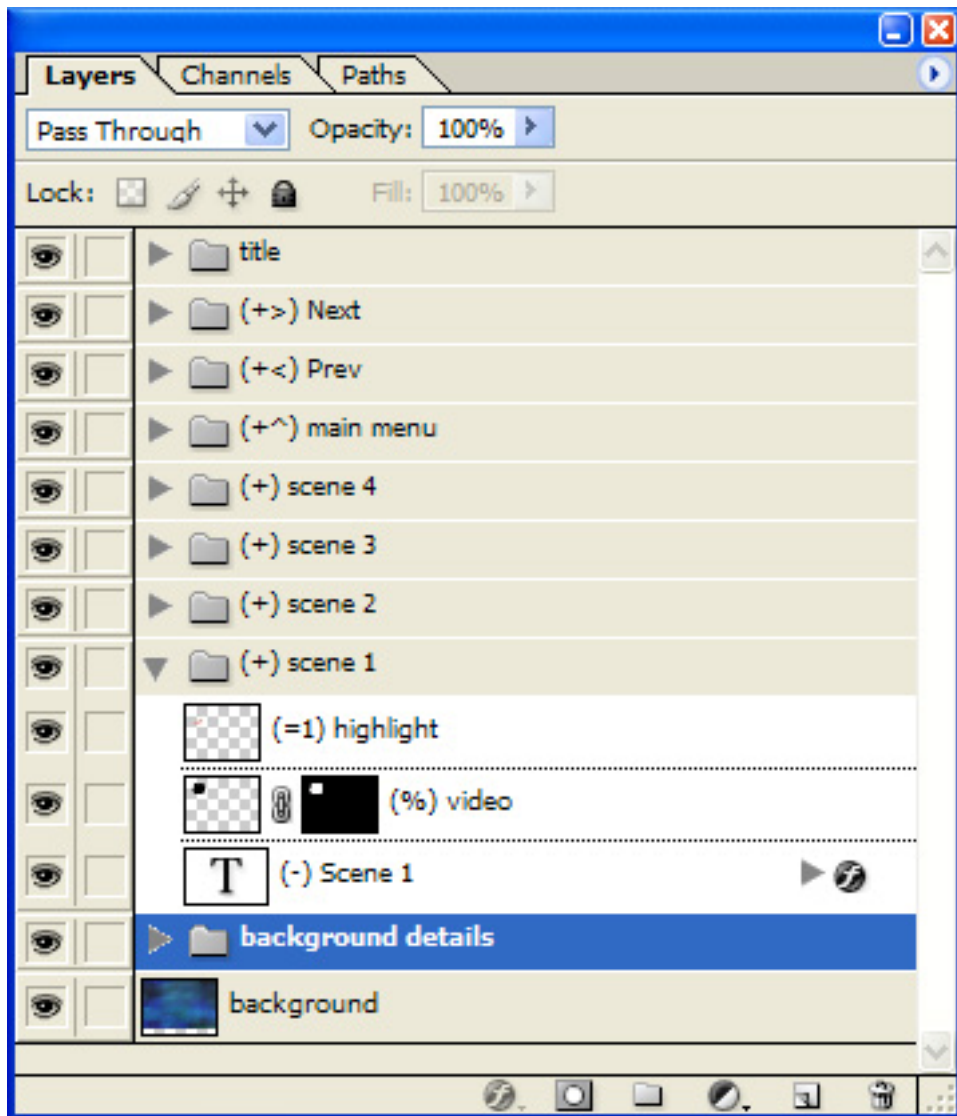


A Scene Menu layers example:

In the Scene button “(+ Scene 1” there is:

- a graphic highlight
- a replaceable text layer with effects
- a video thumbnail window
- and a frame (optional).

* Notice the scene buttons are listed bottom to top.



* Note:

- ✓ The only part of the layer name in () is used by Premiere Elements. You may find it helpful to add your own text after the grammar portion.

- ✓ You should limit the highlight colors to no more than three colors in the template set. A common mistake is to anti-aliased text which creates many more than 3 colors. This may look correct in Premiere Elements preview but it will not appear correctly when burned to a DVD. Highlight layer can be text or icon.
- ✓ You may only have one highlight layer in each layer set.
- ✓ If you used a vector shape for the video layer, it must be converted into a rasterized shape.
- ✓ The background layer should always be at the bottom and named *background*. In PRE 2.0, the background layer can be replaced by user's picture or movie.

5.0 How to Create Title Templates

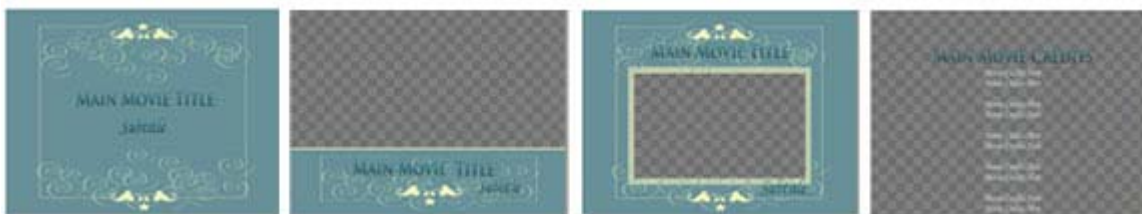
A complete Title Template consists of:

4 PRTL format files

- **A Title:** like those used to introduce a movie
- **A Lower or Upper 3rd:** Allows video to be shown in the background.
- **A Frame:** Allows video to be shown in the background
- **A Scrolling Credits:** Allows user to swap out text to easily create movie's ending credits.
- You can also add additional titles like crawling credits (left-right), or sport score screens, etc if they seem appropriate to the theme you are working on.

Logos or/and Textures files (psd format)

- one Title file
- one Lower or Upper 3rd file
- one Frame file
- Any textures used in design or icons to place in credits. (optional)



Set of Titrer Templates for one Theme

In PRE 2.0, use the Adobe Title Designer to create text and graphic titles with a variety of attributes. You can use any vector font resident on your system, including Type 1 (PostScript), OpenType, and TrueType fonts. Use the drawing tools to create any shape--simple or complex.

The Adobe Title Designer recognizes each text or graphic element you create as an *object*. You can apply various styles to these objects to enhance the look of your titles. For more information on applying styles, see Using object styles in Premiere Elements Help.

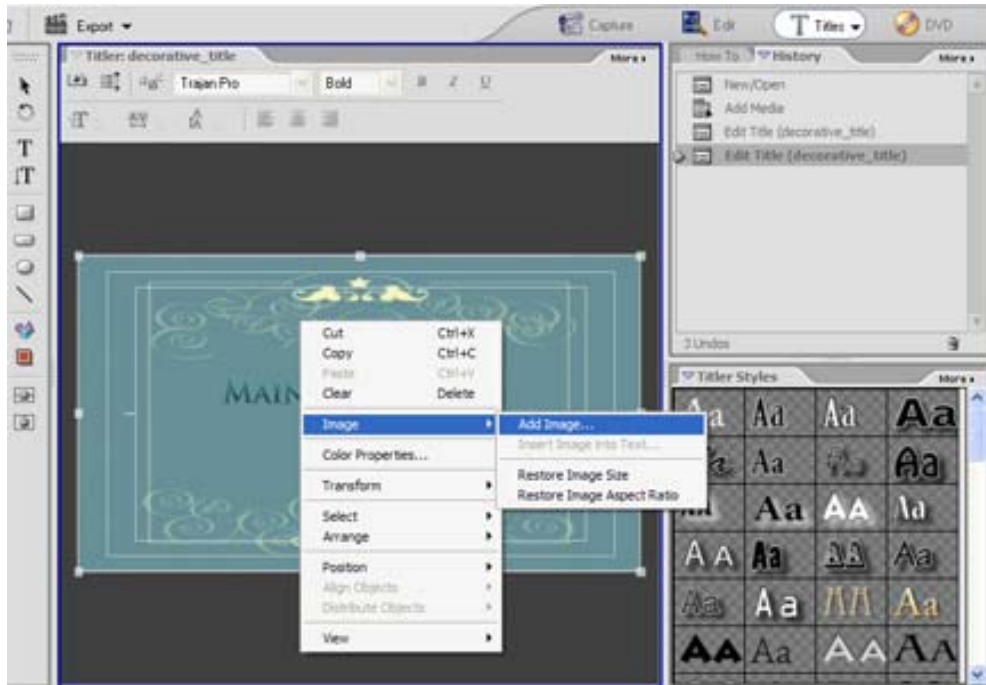
5.1 Create the Logos (psd)

1. You will need to create PSD background source files before creating the title template (prtl) in PRE 2.0. These files are called Logos and are placed in directory C:\Program Files\Adobe\Adobe Premiere Elements 2.0\Presets\Logos
2. Create titler source files as NTSC 4:3 (720 x480) standard.
3. Check if any graphics or textures are blurry.

5.2 Create new Title template in PRE 2.0 (prtl)

The Adobe Title Designer offers several methods for placing bitmap logos created in other graphics applications (including vector-based drawing applications) into a title. Once you place a logo in a title, you can apply object styles to it. You can also use a logo as a texture. For more information, see Using object styles and Loading textures in the Premiere Elements Help.

1. Go to File > New > Title *or* Click on Titles menu tab.
2. The Title templates window will pop up. Select any titler and click OK.
3. Place your background logo in title:
 - a. With the mouse, Right click on the template. Select Image > Add Image. Select the psd file from the Logos folder. The Adobe Title Designer imports the logo at the size it was created.
 - b. Drag the logo to where you want it. If necessary, you can adjust the size, opacity, rotation, and scale of the logo. For information on adjusting these properties, see Transforming objects in Premiere Elements Help.



4. Place main title text into template.
 - a. Using a type tool, click where you want the text to be. The text style should be the same as the DVD template you created.

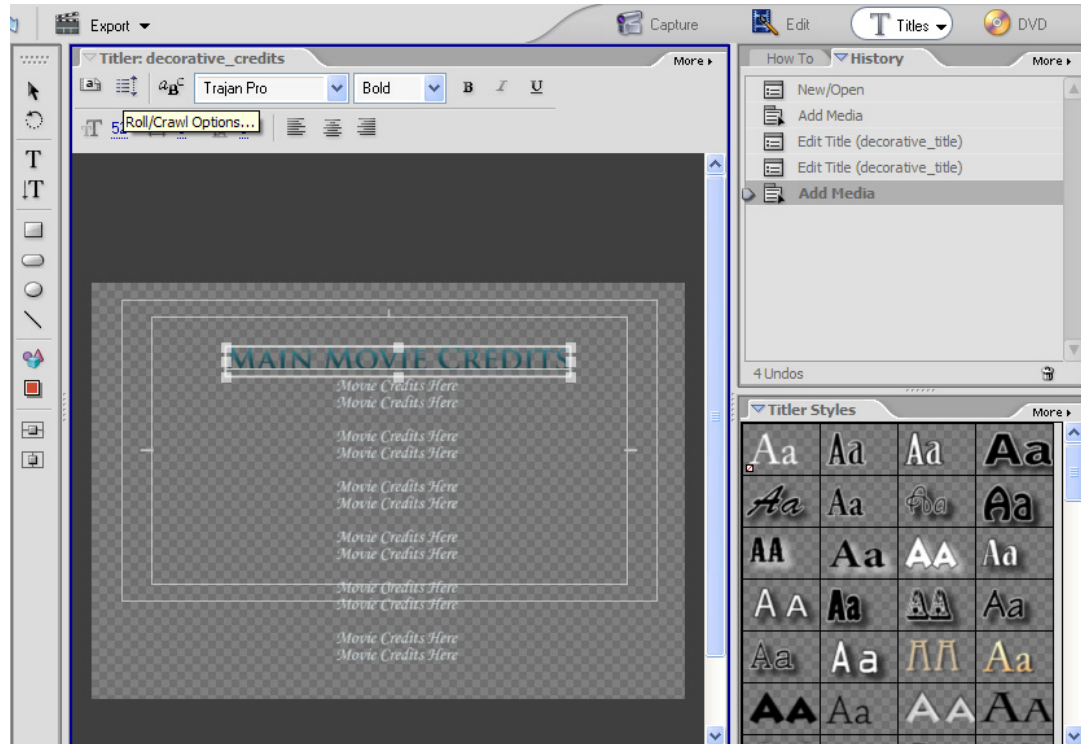
*** Note:** You can also create the text in Premiere Pro. Go to File > New > Title. Create text for titler. Then copy and paste the text into PRE. (Pro gives more text style control)

5. Save the Title template.
 - a. Go back to “Edit” mode. In the Media window (located in upper left area) select the still image of the title template created.
 - b. Go to File > Export > Title
 - c. In the Save Title window, name the titler template file.
(eg: flowers_title.prtl)
 - d. Save in C:\Program Files\Adobe\Adobe Premiere Elements 2.0\Presets\Templates\Template Category\Template Name (see 8.1)

5.3 Creating Credit templates (rolls and crawls)

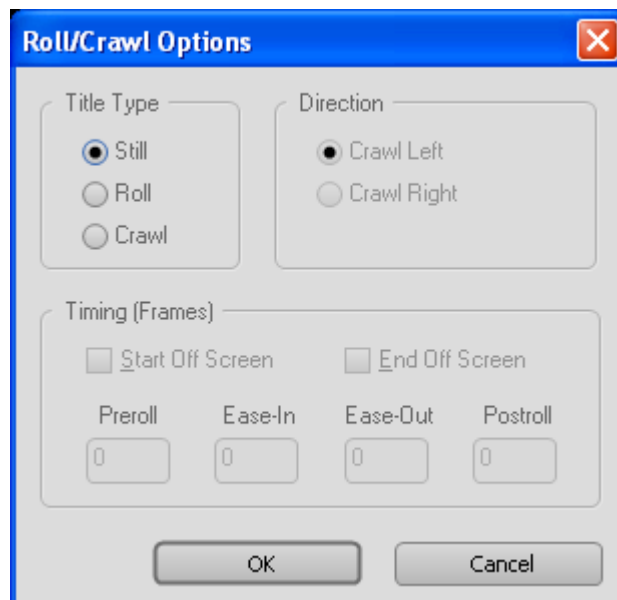
The Adobe Title Designer provides choices and settings that facilitate creating smooth, expert rolls and crawls. (Titles that move vertically over the footage are called *rolls*. Titles that move horizontally are called *crawls*.)

Note: The length of the title in the Timeline window determines the speed of the roll or crawl. The more you increase the title clip length, the slower the scroll.



Setting a title to roll or crawl

1. Choose Roll/Crawl from the Title Type menu *or* from the More droplist “Roll/Crawl Options”
2. Specify the appropriate Timing options, and then click OK.



Note: For best results, choose this option before you create your objects so that you can scroll the drawing area as you draw them, thereby creating objects that extend beyond the initial drawing area.

3. Create the movie title with the type tool. Next, create a text box, add enough lines so the text expands out of the guidelines. For more information on the type tool, see Using type tools. For information on working with objects, see Creating new titles with text and graphics.

4. Save the Title template.

a. In the Media window (located in upper left area) select the still image of the title template created.

b. Go to File > Export > Title

c. In the Save Title window, name the title template file.

(eg: flowers_credits.prtl)

d. Save in C:\Program Files\Adobe\Adobe Premiere Elements 2.0
\Presets\Templates\Template Category\Template Name (see 8.1)

Roll/Crawl title features:

Start Off Screen: Specifies that the scroll begins out of view and scrolls into view.

End Off Screen: Specifies that the scroll continues until the objects are out of view.

Pre-Roll: Specifies the number of frames that play before the scroll begins.

Ease-In: Specifies the number of frames that the title scrolls at a slowly increasing speed until the title reaches the playback speed.

Ease-Out: Specifies the number of frames that the title scrolls at a slowly decreasing speed until the scroll completes.

Post-Roll: Specifies the number of frames that play after the scroll completes.

Left to Right, Right to Left: Specifies the direction in which the crawl moves.

To scroll a roll or crawl in the Adobe Title Designer drag the horizontal or vertical scroll bar bordering the drawing area.

Note: Objects must extend beyond the borders of the work area before the scroll bars will scroll.

5.4 Saving and loading styles (optional)

You can save any style you create and have it readily available to apply to objects in any title. Adobe Premiere Pro also includes a collection of prebuilt styles arranged in collections called *style libraries*.

By default, Adobe Premiere Pro stores all saved styles in style libraries. When you save a style library, you are saving the entire set of styles that are displayed in the current Adobe Title Designer window.


To save a style library:

1. In the Styles section, choose Save Style Library from the Styles menu. All styles visible in the Styles section are saved.
2. Specify a name and location for the style library file and click Save. Adobe Premiere Pro saves style library files with the .PRSL (Adobe Title Designer Style Library) extension.

To load a saved style library:

1. In the Styles section, choose Load Style Library from the Styles menu. Any style library you load is added to the current style display.
2. Locate the style library file that you want to load and click Open.

To delete a style:

1. In the Styles section, select the style you want to delete.
2. Do one of the following:
 - a. Choose Delete Style from the Styles menu.
 - b. Click the Delete Style button .

Note: This procedure deletes only the style swatch or name from the display area. The style remains on your system in its library. Use the Load Style Library, Reset Style Library, or Replace Style Library command to display the style library again.

To replace a style library:

1. In the Styles section, choose Replace Style Library from the Styles menu.
2. Locate the style library that you want to use as a replacement for the current library and click Open.

6.0 Colors

The psd files should be RGB color mode and Image resolution at 72 dpi.

There are Video Legal Colors to be mindful of. The television system has a limited set of colors. You should keep your colors from 16 to 230. In Photoshop the range is from 0 to 255. Never use 100% black or white. To make sure highlight colors are okay - Go to Filter>Video> NTSC colors.

7.0 Document Dimensions and Naming

7.1 Document Dimensions

The Main menu and Scene menu PSD files, and the Video\Motion Background files should be created with the sizes and pixel aspect ratios listed below. If Premiere Elements is in PAL mode and only NTSC templates are found, the templates will not appear in the UI for selection.

You can create the correct canvas size by using the templates found at C:\Program Files\Adobe\Adobe Premiere Elements 2.0\Document Templates

Format	Image Size	Pixel Aspect Ratio	Format Name
NTSC Standard (4:3)	720 x 480	0.9	ntsc_s
NTSC Widescreen (16:9)	720 x 480	1.2	ntsc_w
PAL Standard (4:3)	720 x 576	1.067	pal_s
PAL Widescreen (16:9)	720 x 576	1.422	pal_w

7.2 Document Naming

1. The Main Menu file name should end in `_mm`
(TemplateName_formatName_mm.psd)
2. The Scene menu file name should end in `_sm`
(TemplateName_formatName_sm.psd)
3. The Video background file should end in `_bg`
(TemplateName_formatName_bg.avi)
4. The Audio background file should end in `_bg`
(TemplateName_bg.wav)

*** Background files:**

If file name contains `_mm_bg` (for example. boys_mm_bg.avi), the file is used only for Main Menu.

If file name contains `_sm_bg`, the file is used only for the Scene Menu.

If file name contains `_bg`, the file is used for both the Main & Scene Menus.

You can check PAR (pixel aspect ratio) of a video file in Premiere Elements from *File -> Get Properties For -> File...*

You can also create background AVI's using Premiere Pro or Premiere Elements so that these have the proper PAR for your template. So, for a given Template, you can have maximum of 8 background video files (4 project settings * 2 Menu types).

- ✓ ***Note:** All Template Folders and files need to start with the template name. If name is inconsistent, PRE 2.0 will not be able to find the resource file. (no Template folder is needed for Logos)

Complete directory lists of files for a DVD template is as follows.

Example: Stage Template.

1. DVD Templates>

Entertainment>

Stage>

NTSC> stage_ntsc_s_mm.psd
stage_ntsc_w_mm.psd
stage_ntsc_s_sm.psd
stage_ntsc_w_sm.psd
PAL> stage_pal_s_mm.psd
stage_pal_w_mm.psd
stage_pal_s_sm.psd
stage_pal_w_sm.psd
stage_ntsc_s_bg.avi\mpeg\wmv
stage_ntsc_w_bg.avi\mpeg\wmv
stage_pal_s_bg.avi\mpeg\wmv
stage_pal_w_bg.avi\mpeg\wmv

2. Presets>

Templates>

Entertainment>

Stage> stage_title.prtl
stage_frame.prtl
stage_upper3rd.prtl (or _lower3rd)
stage_credits.prtl

3. Presets>

Logos>

stage_title.psd
stage_frame.psd
stage_upper3rd.psd

8.0 File Management

- ✓ Each DVD Template Set should have four files of the Main Menu (NTSC 4:3 and 16:9, and PAL 4:3 and 16:9) and four files of the Scene Menu (NTSC 4:3 and 16:9, and PAL 4:3 and 16:9). All together there should be eight DVD menu files (psd) for each theme.
- ✓ Background movies will need to be outputted in each of the 4 sizes (NTSC 4:3, NTSC 16:9, PAL 4:3 PAL 16:9) in the DV AVI format.
- ✓ Each Title template Set should have 3 psd source files (title, lower/upper 3rd, and frame) and four prtl files of the titles (Title, lower/upper 3rd, frame and credits).
- ✓ All these files should be put in one directory. The name of the directory should be the Template Name. (except for Logos folder).

8.1 How to Install Templates into PRE 2.0

Adobe will be automatically installing the template files as part of the application installation. To test your templates or if you are creating templates to be installed independently of Adobe Premiere Elements *you will need to install them to specific folders in order for them to be loaded.*

- To install DVD templates (.psd files) the default installation is :
C:\Program Files\Adobe\Adobe Premiere Elements 2.0\DVD Templates\Template Category\Template Name
 - To install Title templates (.prtl files) the default installation is:
C:\Program Files\Adobe\Adobe Premiere Elements 2.0\Presets\Templates\Template Category\Template Name
 - To install Title template Logos files the default installation is:
C:\Program Files\Adobe\Adobe Premiere Elements 2.0\Presets\Logos
C:\Program Files\Adobe\Adobe Premiere Elements 2.0\Presets\Textures
- ✓ ***Note:** You will need to create the folder name of the template. For example, if you created a template called “Flowers” for the Seasons category, you would need to make a new folder in the Seasons category named “Flowers”.
Example: DVD Templates\Seasons\Flowers
This applies only to the Title and DVD template default installations paths.

9.0 Approved Fonts

Templates should be designed using either the built in fonts found in Windows XP or using the fonts installed by Adobe Premiere Elements. Below is the list of these fonts.

Fonts bundled with Adobe Premiere Elements 2.0, Premiere Pro 2.0, and Encore DVD2.0

If you want to see what the font face looks like go to:

<http://www.adobe.com/type/main.jhtml>

Kozuka Gothic™ Std Extra Light	AdobeMingStd-Light-Acro.otf
Kozuka Gothic™ Std Light	(Chinese Traditional)
Kozuka Gothic™ Std Regular	ADMUI2.FON
Kozuka Gothic™ Std Medium	ADMUI3.FON
Kozuka Gothic™ Std Bold	PREMIERE.FON (a version of
Kozuka Gothic™ Std Heavy	PHOTOSHOP SM.FON)
Kozuka Mincho™ Std Extra Light	Adobe Caslon Pro Regular
Kozuka Mincho™ Std Light	Adobe Caslon Pro Italic
Kozuka Mincho™ Std Regular	Adobe Caslon Pro Bold
Kozuka Mincho™ Std Medium	Adobe Caslon Pro Bold Italic
Kozuka Mincho™ Std Bold	Adobe Garamond Pro Regular
Kozuka Mincho™ Std Heavy	Adobe Garamond Pro Italic
Heisei Kaku Gothic™ Std W3	Adobe Garamond Pro Bold
Heisei Kaku Gothic™ Std W5	Adobe Garamond Pro Bold Italic
Heisei Kaku Gothic™ Std W7	Charlemagne Std Bold
Heisei Kaku Gothic™ Std W9	Birch Std Regular
Heisei Maru Gothic™ Std W4	Bell Gothic Std Bold
Heisei Maru Gothic™ Std W8	Bell Gothic Std Back
Heisei Mincho™ Std W3	Blackoak Std Regular
Heisei Mincho™ Std W5	Chaparral Pro Regular
Heisei Mincho™ Std W7	Chaparral Pro Italic
Heisei Mincho™ Std W9	Chaparral Pro Bold
CourierStd-Bold	Chaparral Pro Bold Italic
CourierStd-BoldOblique	Eccentric Std
CourierStd-Oblique	Hobo Std
CourierStd	Lithos Pro Regular
Symbol	Lithos Pro Black
Adobe Pi Std	Mesquite Std Regular
Adobe Serif MM	Brush Script Std
AdobeSans Serif MM	Carta (Type 1)
AdobeMyungjoStd-Medium- Acro.otf (Korean)	Cooper Black Std Regular
AdobeSongStd-Light-Acro.otf (Chinese Simplified)	Cooper Black Std Italic
KozMinPro-Regular-Acro.otf (J)	OCR A Std
KozGoPro-Medium-Acro.otf (J)	Orator Std Regular
	Orator Std Slanted
	Sonata (Type 1)
	Stencil Std

Giddyup Std
Prestige Elite Std Bold
Poplar Std
Rosewood Std
Trajan Pro Regular
Trajan Pro Bold
Myriad Pro Regular
Myriad Pro Italic
Myriad Pro Bold
Myriad Pro Bold Italic
Myriad Pro Condensed Regular
Myriad Pro Condensed Italic
Myriad Pro Condensed Bold
Myriad Pro Condensed Bold Italic

Minion Pro Medium
Minion Pro Medium Italic
Minion Pro Bold
Minion Pro Bold Italic
Minion Pro Condensed Bold
Minion Pro Condensed Bold Italic
Nueva Std Condensed
Nueva Std Italic Condensed
Nueva Std Bold Condensed
Nueva Std Bold Italic Condensed
Tekton Pro Bold
Tekton Pro Bold Italic
Tekton Pro Bold Extended
Tekton Pro Bold Condensed

List of fonts included with Windows XP

<http://www.microsoft.com/typography/fonts/default.asp>

Arial
Arial Black
Arial Bold
Arial Bold Italic
Arial Italic
Comic Sans MS
Comic Sans MS Bold
Courier 10,12,15
Courier New
Courier New Bold,
Courier New Bold Italic
Courier New Italic, v2.76
Estrangelo Edessa
Franklin Gothic Medium
Franklin Gothic Medium Italic
Georgia
Georgia Bold
Georgia Bold Italic
Georgia Italic
Impact
Latha
Lucida Console
Lucida Sans Unicode
Microsoft Sans Serif
Modern MS Sans Serif
8,10,12,14,18,24
MS Serif 8,10,12,14,18,24
Palatino Linotype
Palatino Linotype Bold

Palatino Linotype Bold Italic
Palatino Linotype Italic
Roman
Script
Symbol
Tahoma
Tahoma Bold
Times New Roman
Times New Roman Bold
Times New Roman Bold Italic
Times New Roman Italic
Trebuchet MS
Trebuchet MS Bold
Trebuchet MS Bold Italic
Trebuchet MS Italic
Verdana
Verdana Bold
Verdana Bold Italic
Verdana Italic
Webdings
Wingdings
WST_Czech
WST_Engl
WST_Fren
WST_Germ
WST_Ital
WST_Span
WST_Swed

10.0 Text Do's and Don'ts

These design rules are because of text editing limitations in PRE 2.0.

10.1 Do's

1. All text layers should have leading set to AUTO.
2. You can have a Gradient layer style on text, but it must be grayscale, mode set to Multiply, and at least 60% opacity.
3. Only use the Approved Fonts (list provided in 9.0)

10.2 Don'ts

1. Avoid using a stroke on a text highlight. It will have a bad appearance on the DVD.
2. Don't design the text with a Gradient and Stroke layer styles combination.
3. Don't have Color Overlay on text.
4. Avoid using Multi-line Text.
5. Avoid using different character attributes for text, use the same attributes for a given text layer.
6. When the text is edited/replaced with marker text it is possible that individual character/paragraph formatting could be lost.

10.3 Text Justifications

1. Depending on the template layout: Make sure the text is either set to right\left justified or centered.

In this sample template, the Main Title should be set to Centered, Play, Scene, buttons set to left justified.



Adventure Main Menu

Adventure Scenes Menu

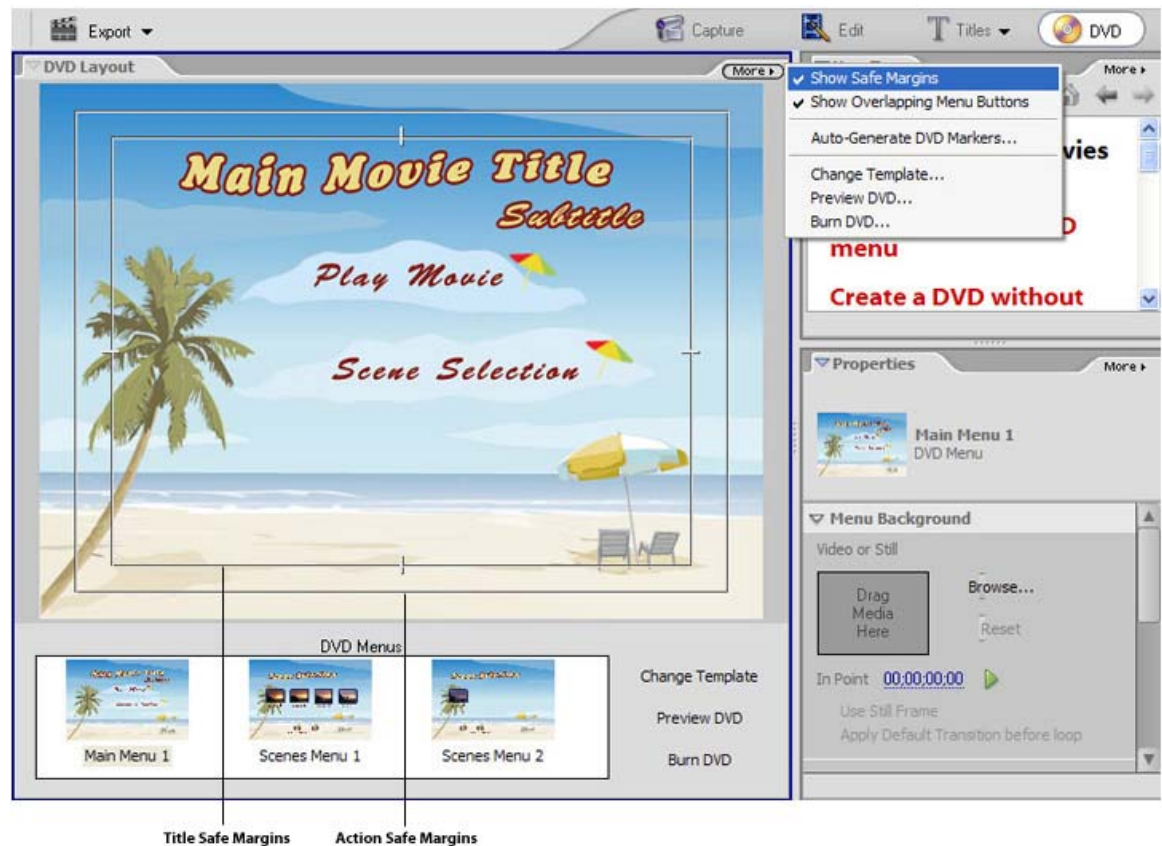
11.0 Safe Guidelines

The title-safe and action-safe margins in the Adobe Title Designer drawing area designate the title's visible safe zones. These margins are on by default.

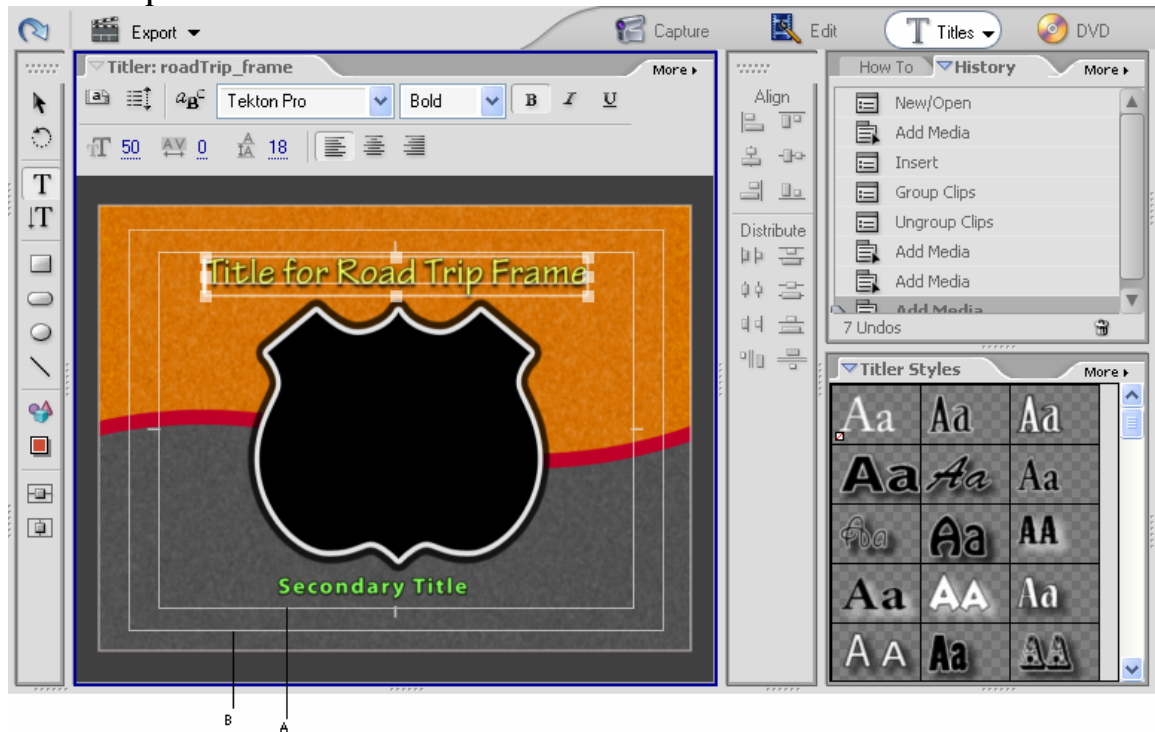
To ensure that everything fits within the area that most televisions display, keep text within the title-safe margins, and all other important elements within the action-safe margins.

For best results, preview your video on a television monitor connected to your computer using the Send Frame to External Monitor button. You can also preview, using a DV Camera connected to the TV.

DVD Safe Guidelines



Title Template Safe Guidelines



Title-safe and action-safe margins **A.** Safe title **B.** Safe action

To turn title-safe and action-safe margins on or off: Click on the *More* droplist. Then select Show Safe Margins

*** Note:** If you are creating content for the Web or for CD, the title-safe and action-safe margins do not apply to your project because the entire image displays in these mediums.

12.0 Miscellaneous Tips

- ✓ Fielding issues may cause images to flicker and shake on the TV screen. To avoid fielding problems, refrain from using thin lines less than 3pt and high contrast colors in template. You can blur the lines a bit to avoid flickering.
- ✓ Make sure the last layer in psd file is the background layer that can be swapped.
- ✓ Background layer issues: make sure layer is named "background". If have background video for a DVD template. Take a screen shot of it and save it as background layer in the psd file.
- ✓ It is recommended to use vector shapes for the Highlight layers.
- ✓ Make sure highlight for all layers is of the same color.

- ✓ Keep motion and audio under 30 seconds and make sure that the loop point is smooth.
- ✓ When a DVD template includes a video background, always create a “background” image layer in the PSD file with a frame taken from video screen. Otherwise, the DVD preview window simply shows a white background.
- ✓ Avoid button overlapping, you should strive to allow enough space for users to expand when adding their own text.
- ✓ For the highlights, if you use any objects created in Illustrator, make sure there is no transparency on the object. If there is transparency, the highlight will not show in Premiere.
- ✓ Delete any unused hidden layers from your DVD Template PSD file before actually publishing it. Premiere Elements will display hidden layers in the file on the DVD layout window.

13.0 How to Test Templates

All templates must be tested in Premiere Elements before delivery.

13.1 DVD Template Verification

1. Place template files in proper install locations
2. Verify the application will load the template.
3. Verify the button navigation.
4. Check for overlapping buttons using the default text. Turn on the flag in the *More* flyout on the DVD Layout window in PRE.
5. Verify the highlight layers appear in a set top box. This requires burning a short DVD or outputting to from computer to DV cam to TV.
6. Verify that audio and video backgrounds load. (can only be tested in Premiere Elements 2.0)
7. Verify that video thumbnail have the correct aspect ratio (no black letter/pillar boxing).
8. Verify that title text and navigation button text are editable (change font, size, color)

13.2 Title Template Verification

1. Place template files in proper install locations

2. Verify the title appears in the titler template dialog
3. Verify all the title's sub-components (images) are loaded.
4. Verify that text is editable

14.0 Glossary of Terms and Definitions

- DVD Template: Set of Photoshop documents (.psd files) grouped in a folder.
- DVD Template Name: Name of the folder is the name of the template.
- Theme/Theme Name : A folder containing set of similar/related templates. Name given to such a folder is referred as Theme Name.
- Scene(or Chapter) Button: Button that links to a scene(or chapter) marker (+)
- Scene Selection (or Main Menu) Button: Button that links to a menu. (++)
- Menu Marker or Main-Menu Marker: Marker that defines the link for the first chapter of a Menu Button. (+)
- Menu Marker Button: Button that links to a Menu Marker. (+*)
- Play Button: Button that plays the movie directly. (+-)
- Previous Button: Button that takes to the previous menu. (+<)
- Next Button: Button that takes to the next menu. (+>)
- Main menu (Home) Button: Button that takes to the Main-menu. (+^)
- Return-To Button: Button that takes to the current menu's top. (+~)
- Highlight Layer. This Layer is used by DVD players to identify which button is selected. DVD players have a limit to the number of colors that may be used in the highlight layer for a template set.
- Video Layer: this layer is a cutout which will be replaced with a frame of video by Premiere Elements. The image will be scaled to fit the cutout. The cutout should conform to the aspect ratio of the video format being used. The actual image in the video layer is not displayed

- **Button overlap:** You must be careful not to have buttons overlap in your template design. Each button is defined by a rectangle which surrounds the button. In Photoshop, you can see most of this rectangle by selecting the layer set with Bounding box activated. If you are using effects, you may find that you see overlaps in the Premiere Elements but not in Photoshop. This is caused by the effects algorithm running beyond the layer set boundary. Premiere Elements detects this and flags it as an error.

15.0 Languages

Designing for other Languages

Premiere Elements is localized into 8 languages. All of these are listed below.

Directory	Localized Templates	File Format
en_US	English	ntsc and pal
de_DE	German	ntsc and pal
fr_FR	French	ntsc and pal
ja_JP	Japanese	ntsc <i>only</i>
it_IT	Italian	ntsc and pal
sv_SE	Swedish	ntsc and pal
es_ES	Spanish	ntsc and pal
nl_NL	Dutch	ntsc and pal

Adobe Premiere Elements only makes the localized version of these templates available to the user (For example, the Japanese version of Premiere Elements only loads the ja_JP folder of templates).