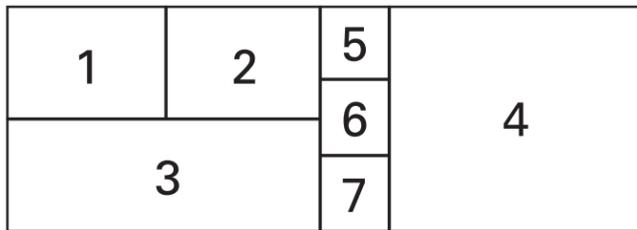
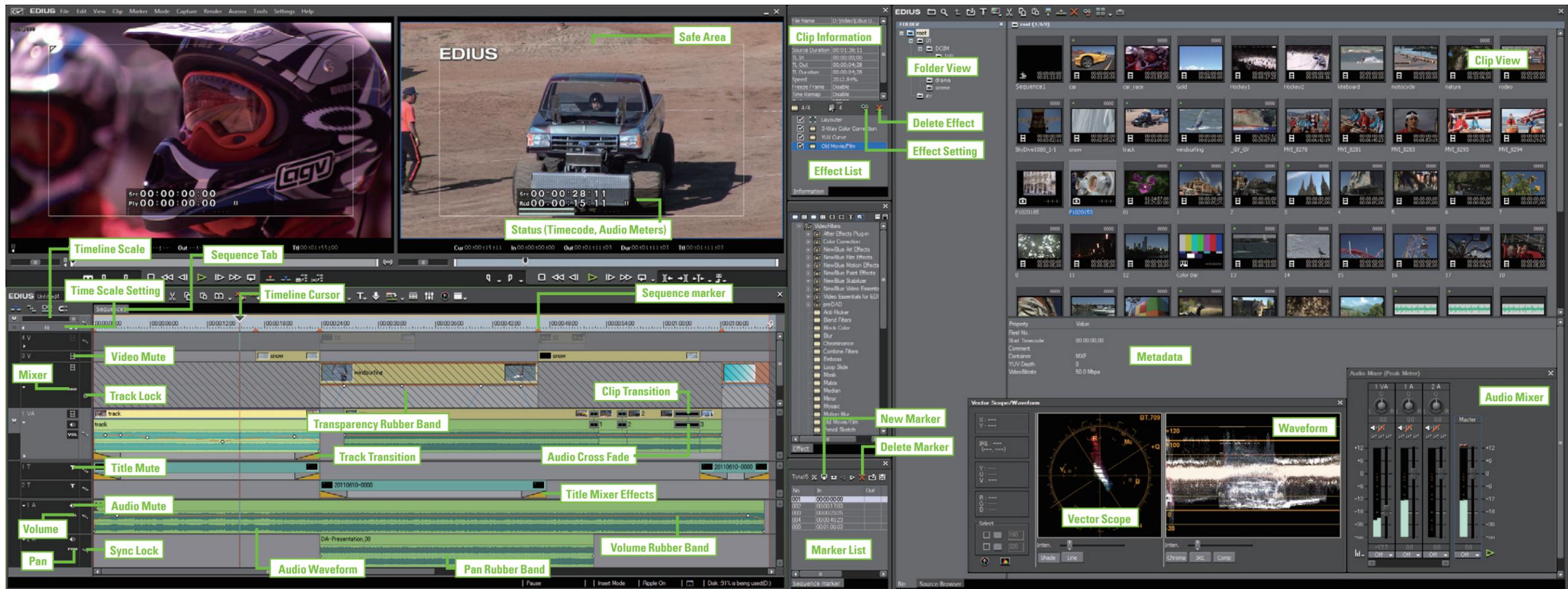


EDIUS

Nonlinear Editing Software

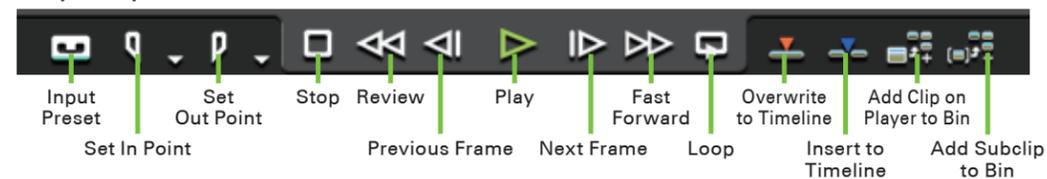


- 1. Player** - window used to play back clips and or capture clips from external devices
- 2. Recorder** - playback window for clips being edited in the timeline
- 3. Timeline Window** - where clips are placed to edit
- 4. Asset Bin Window** - where clips are organized
- 5. Information Palette** - see information on selected clips
- 6. Effect Palette** - registered EDIUS® effects appear here
- 7. Sequence/Clip Marker Palette** - video marker points

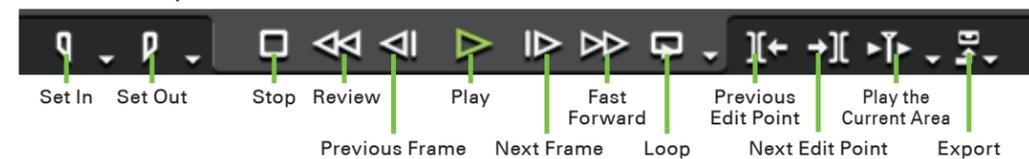


* GUI layout may vary due to different display layouts and product version (above is EDIUS version 6.03).

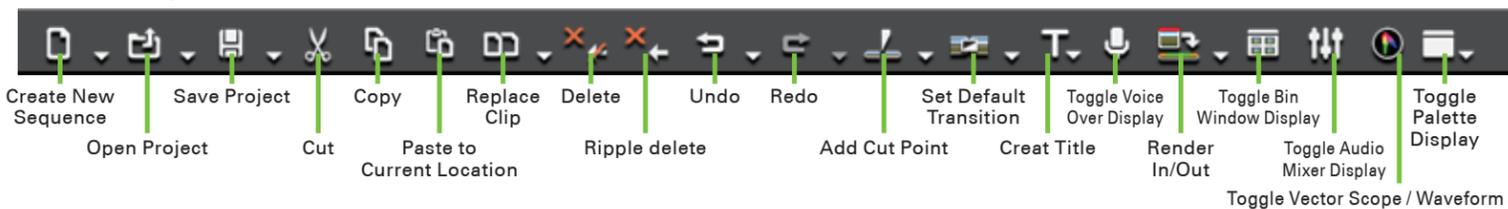
Player Operation buttons



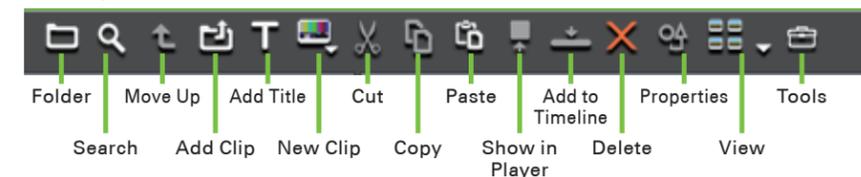
Recorder Operation buttons



Timeline Operation buttons



Bin Operation buttons



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