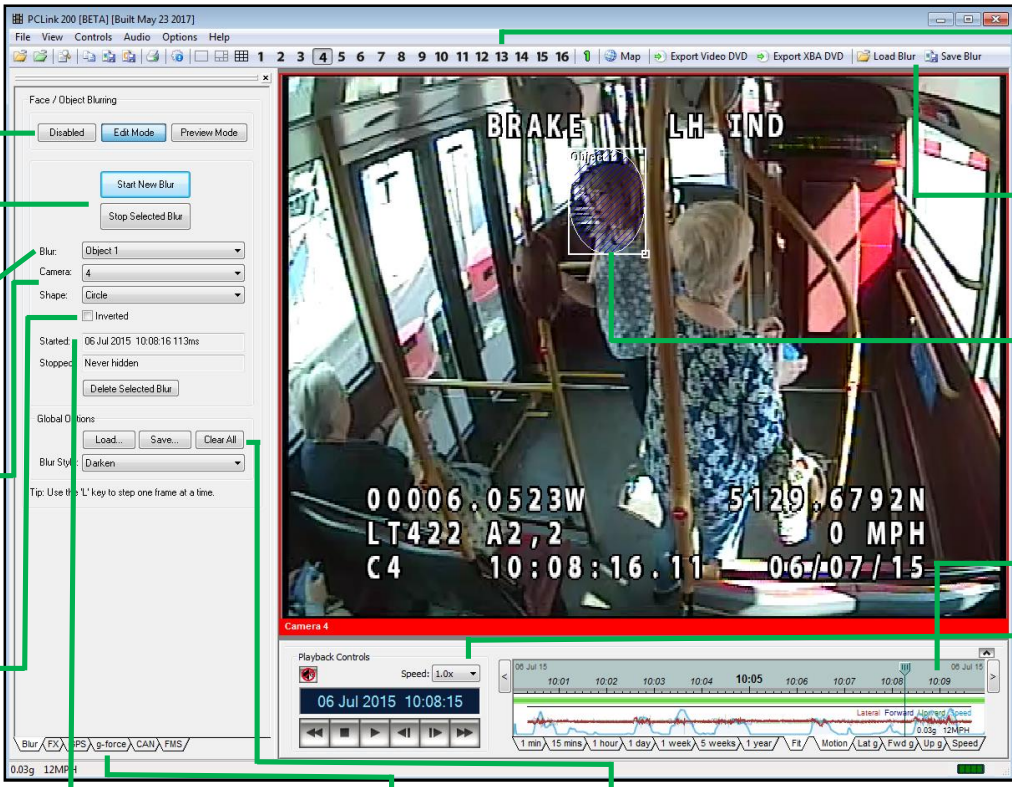


Face-Blurring Tool – Quick Start Guide

31st May 2017



Blurring modes – select **Edit** to begin new blur or edit previous blur. Select **Preview** to view blur.

Start and Stop Blur – select to begin blur period and to end blur.

Blur Objects – multiple blur objects can be created within one piece of footage. Select each to edit as appropriate.

Camera & Shape – select the correct camera to show the image to be blurred. Select **Circle** or **Rectangle** for the blur object.

Inverted –select to highlight the blur object and hide everything around it.

Camera numbers – select the correct camera number to show the image where blurring is required.

Load Blur and Save Blur – loads/saves blur data.

Blur object – drag and resize as required.

Timeline – areas of available footage in green. Can be scaled to show footage over appropriate periods of time.

Playback controls – select Playback speed & volume (NB volume control only applies if volume is enabled in the DVR AudioMenu).

Started/Stopped – gives the date/time in the footage that the blur object starts and stops, i.e. beginning and end time of the blurring period.

Information side panel – switch between face-blurring tool and other features.

Global Options – Load blur data, Save blur data, or Clear all current blurring activity.

Blur style – select from a range of colours/styles of blur.

1. Select camera number to show the required image.
2. Use the **Timeline** to select the start of the required blurring period in the footage.
3. Select **Start New Blur**. The blur object will appear at the current playback time. Drag to re-position and re-size as required to cover the area to be blurred.
4. To make the blur object follow the movement of the person either:
 - a) if frame by frame adjustment is required, use the “L” key to step one frame at a time; or
 - b) reduce the playback **Speed**, eg to x0.2. Press ► to play the footage. As the footage plays, select the blur object with the mouse and drag the blur object to follow the person. If necessary, stop the footage and resize or reposition the blur object.
5. When you reach the end of the period where blurring is required, select **Stop Selected Blur**.
6. To view your blurring, select Face/Object Blurring **Preview** mode, rewind the footage to the time blurring **Started**, and press ► . Return to **Edit** mode and amend size/position of blur object if necessary.
7. Select **Save** to save your blur object details for later use with xba files, or use the File menu's **Export Video File** to render blurred footage into a standard video file (mp4, avi etc). Please note that the blurred footage cannot be rendered back into an .xba file.