ArcSoft

ArcSoft MediaImpression™

for **Kodak** Video Cameras

For Windows Only

USER MANUAL

ArcSoft®

44601 Fremont Blvd., Fremont, CA 94538, USA
Tel: +1.510.440.9901
Fax: +1.510.440.1270
www.arcsoft.com

Table of Contents

1.   Introduction

ArcSoft MediaImpression™ for Kodak® is a powerful yet simple software application that makes it easy for you to import, manage, edit and share video and image files you've captured using your Kodak video camera and from other sources.

This manual provides software installation instructions, an overview of the program's key features and helpful hints on how to complete some of the program's most common and important tasks. For more information on how to use the software, visit the FAQ and tutorial sections on the Kodak and ArcSoft websites.

1.1   Installation

To intall MediaImpression for Kodak:

1.   Plug your Kodak Playtouch model camera into your computer's USB port.

2.   The installer should start automatically. With the Kodak Playtouch model, a Kodak Camera Setup screen displays. Make sure to check the installation option: **ArcSoft MediaImpression for Kodak**.

     If you choose to install other Kodak software, they will be installed before the ArcSoft MediaImpression install. Please ensure these processes are complete before moving on.

3.   Follow the on-screen instructions to complete the installation.
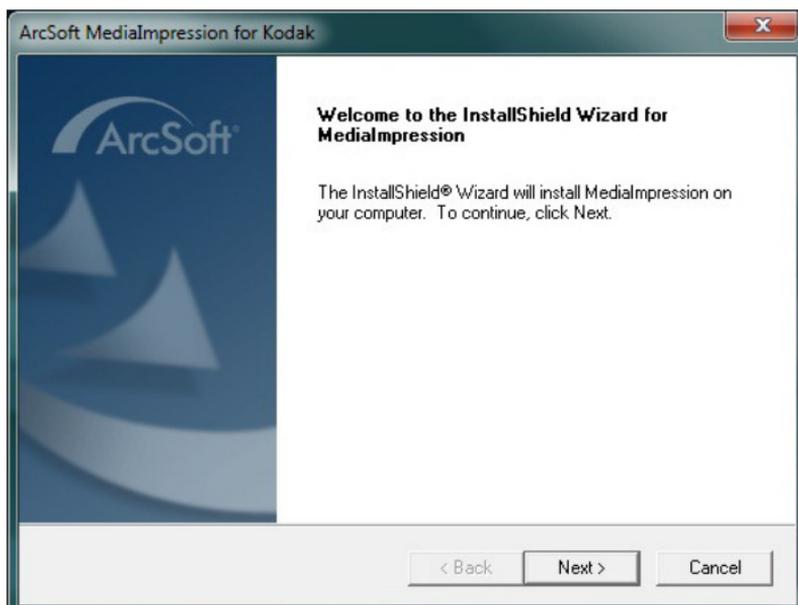
MediaImpression for Kodak Installer - First Screen

Note: If the installer does not start automatically, you will need to run it manually by:

1. Connecting your Kodak camera to your system via the USB port.

2. Going to **My Computer**. Locate and open the **ArcSoft SW** drive (or the **Kodak Setup App** drive for the Playtouch model).

3. Double-clicking the **MI.exe** file to launch the installer.

4. Following the on-screen instructions to complete the installation.

1.2 Recommended System Requirements

For Windows:

OS	Windows XP/SP2/Vista/Windows 7
CPU	Intel® Core™ 2 Duo CPU E6300 processor (or above), AMD Athlon 64 x2 3800+ (or above) recommended
Memory	2 GB DDR2 or above recommended for editing HD videos
Hard disk space	300 MB available hard disk space
Display	16-bit color monitor at 1024 x 768 or higher
Graphics	NVIDIA Geforce 7300 (or above), ATI Radeon™ HD 2400 PRO (or above) , 256 MB Graphics Card or above recommended
Other	Apple QuickTime® 7.0 or higher recommended Microsoft DirectX 9.0c or higher Microsoft Windows Media Player 9.0 or higher Internet Explorer 6.0 SP1 or higher

### For Mac: Not currently supported.

1.3   Key Features

- *Easy Upload* to YouTube™, Facebook, Twitter and Vimeo.

- A *Movie Maker* module for turning your video clips, photos and music files into personalized movies.

- *Video Editing* controls that enable you to trim, cut, and enhance the quality of your videos.

- *Special Effects* for adding style to your videos.

- An array of *Photo Editing* tools for enhancing your digital pictures and applying effects.

- A unique *Video Action Print* control that enables you to convert video actions (a golf swing, snowboarding the half-pipe, baby's first steps,) into stop-action images, suitable for printing.

- A *Capture Frame* control that lets you grab frames straight from your video clips.

- A *Print* module for printing your digital pictures.

- A *DVD Creation* feature that enables you to publish DVD and Blu-ray movie discs featuring your own home videos.

- A *Media Converting* control that converts your video files into formats compatible with other popular devices such as the Apple iPod, Apple iPhone, Sony PSP, and Sony PS3.

- A *Software Update* mechanism that alerts you to available updates and helps you get them.

2. The Start Screen

Launching the ArcSoft MediaImpression for Kodak software displays the Start Screen.

To access the program's full set of features, click the **Browse My Videos** button to display the Media Browser screen. To transfer the contents of your connected Kodak camera to your computer, click the **Import** button. To post videos and photos to YouTube, Facebook, Vimeo, or Twitter, click the desired **Upload** module.
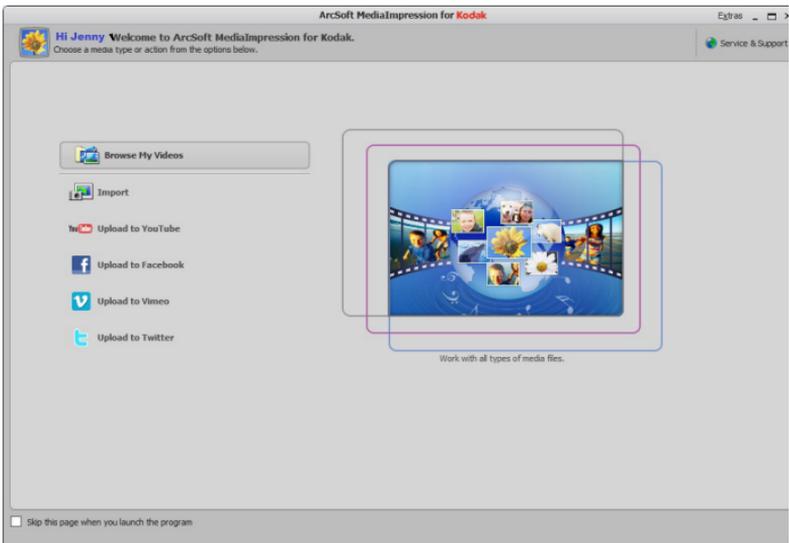
Options on the Start Screen:

To bypass the Start Screen to display the Media Browser screen, check the **Skip this page when you launch the program** checkbox located on the bottom left-hand side of the Start Screen.

Click the **Service & Support** icon to display the ArcSoft.com Support screen where you can find answers to Frequently Asked Questions, participate in the ArcSoft Online Forum and register your software for email technical support.

Note: When launching MediaImpression, the last modified folder (from the previous session) becomes the default folder and the contents of that folder is displayed in the Preview Area.

3. Media Browser Screen

Use the Media Browser screen to browse your system and add media files to the application.

The Media Browser screen consists of three sections:

- Views Panel
- Preview Area
- Actions Bar
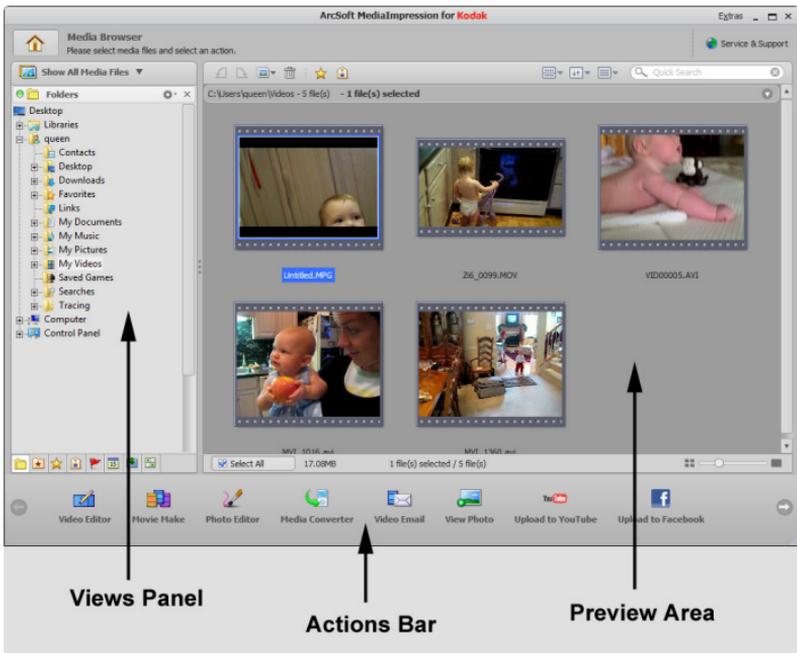
To browse and select:

1. From the Folders Menu, browse to the desired folder and select your media files. The photos, videos, and music files display in the Preview Area.

2. From the Preview Area, select the desired media files and click the specific application in the Actions Bar.

    The Actions Bar displays at the bottom of the screen and contains buttons for accessing the software's main editing, creating, and sharing tools.

    There are several ways to select media files:
    *   Hold down the Ctrl key and click the media files.
    *   Press the mouse key and drag the mouse over the desired media files.
    *   To select all media files, click the **Select All** button located at the bottom left of the Preview Area.

3.1 Views Panel

The Views Panel displays on the left side of the Media Browser screen. Views provide tools and options for you to locate, examine, and organize your media files. The options you choose in the Views Panel establish the rules for which files are displayed within Preview Area.

The first time you use the program, **Folders** is the primary view. The Folders view displays your files based on their location on your hard drive.

To open and close the various Views options, click the desired icon located at the bottom of the View Panels. These icons toggle to hide the view. You can also hide each view option by clicking the close icon (X) in the title bar.

Note: The width of the Views Panel can be adjusted by dragging the bar that divides it from the Preview Area.

Media Filter Drop-down List - At the top of the Views Panel, is drop-down list containing three options: Show All Media Files, Show Pictures Only, Show Video Files Only. By changing this setting, you can filter the types of files that will be displayed in the Preview Area. For example, if you choose "Show Video Files Only", video files are displayed but photos are not.
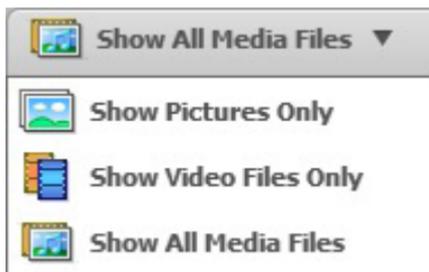
Note: Each of these filter options work independently from one other and will remember your view settings from the last time you used that filter.

For more information on each view and managing media files, see <u>Managing Media Files</u>.

3.2 Preview Area

The Preview Area displays in the center section of the Media Browser and is divided into three parts:

- **Upper Toolbar** - Provides tools for the selected thumbnail.
- **Lower Toolbar** - Provides tools for the selected thumbnail.
- **Display Area** - Displays media file thumbnails and the Right-click menu.

Tools on the Upper Toolbar:

Rotate Left
Rotates the selected image file 90 degrees counterclockwise.

Rotate Right
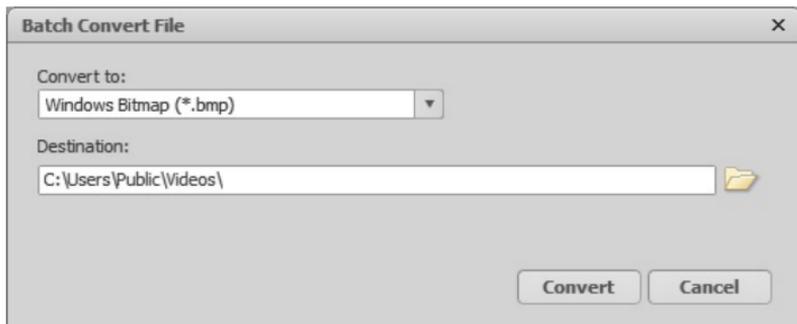Rotates the selected image file 90 degrees clockwise.

Batch
Allows you to quickly change the file format, resize, or rename many media files at once.

Batch Convert
Launches the Batch Convert File dialog box which enables you to change the file format for many image files at once. The newly generated files do not overwrite the original files.

Batch Resize
Launches the Batch Resize dialog box to allow you to resize
many image files at once. You can choose a predefined size or
a custome size. The newly generated files do not overwrite the
original files.
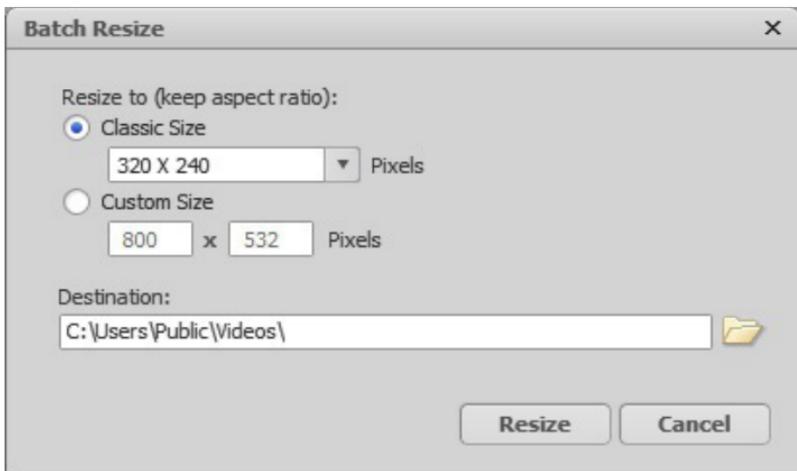
Batch Rename
Launches the Batch Rename dialog box which enables you to
quickly and easily rename many media files at once.

Type the new name of the group of media files in the **Rename
to** text box. You can also select the number of the specific media
files. Click the **Rename** button and the selected media files
display with the new name.

Batch Rename   ×

Rename to: Starting With #
Photo   0

Old Name	New Name	
DSC_5433.JPG	Photo0.JPG	
DSC_5433_1.JPG	Photo1.JPG	
DSC_5437.JPG	Photo2.JPG	
DSC_5438.JPG	Photo3.JPG	
DSC_5439.JPG	Photo4.JPG	
DSC_5440.JPG	Photo5.JPG	
DSC_5440_1.JPG	Photo6.JPG	
DSC_5441.JPG	Photo7.JPG	
DSC_5443.JPG	Photo8.JPG	
DSC_5445.JPG	Photo9.JPG	
DSC_5445_1.JPG	Photo10.JPG	
DSC_5446.JPG	Photo11.JPG	

Rename   Cancel
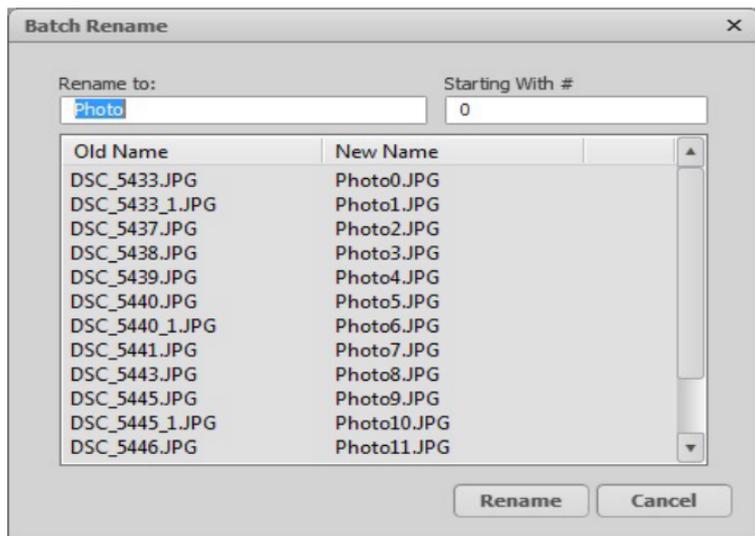
Attach Rating
Attaches the chosen rating to the selected media file in the Preview Area.

Attach Tags
Attaches the chosen tag to the selected media file in the Preview Area.

Delete
Sends the selected media file to the recycle bin.

Group By
Organizes the media files into different categories.

Sort By
Sets the sort criteria for the files and folders in the Preview Area.

View By
Select either the **Thumbnail** or **Thumbnail+Details** option. The Thumbnail+Details option displays detailed information about the media files.

Tools on the Lower Toolbar:

Select All
To select all media files, click the **Select All** toggle located at the bottom left of the Preview Area. This button toggles to **Deselect All**.

Magnifier
Slide the slider to increase or decrease the size of the media file.

Note: Mousing-over a photo enlarges the photo. Mousing-over a video allows you to view the video.

3.3 Actions Bar

The Actions Bar displays at the bottom of the screen and contains buttons for accessing the software's main editing, creating, and sharing tools.

For more information on each tool, see Using the Actions Bar.

4. Actions Bar Commands

This section provides detailed explanations of the tools provided in the Actions Bar. Actions Bar tools will differ depending on the filter selected in the Media Filter drop-down list on the Views Panel.

Actions include:

- Import
- Media Player
- Video Editor
- Make Movie
- Photo Editor
- Media Converter
- Video Email
- Upload to YouTube
- Upload to Facebook
- Upload to Vimeo
- Upload to Twiter
- Easy Archive
- Photo Viewer
- Easy Print

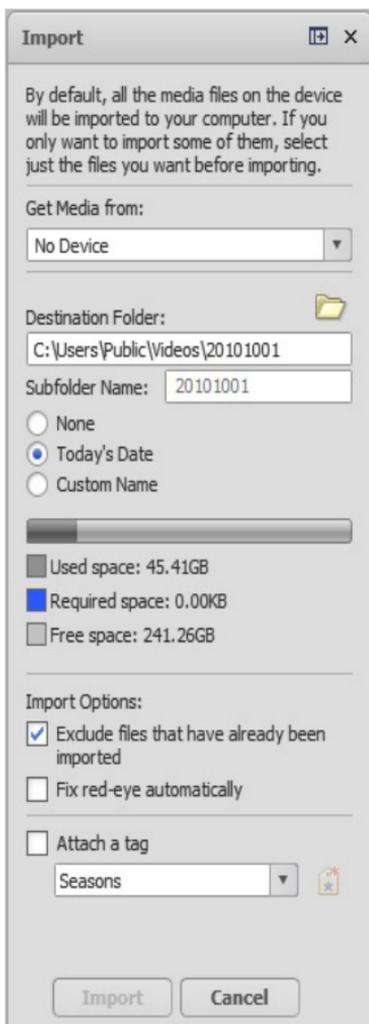To customize the Actions Bar, refer to Customizing MediaImpression.

4.1 Import

The Import tool makes the task of copying media files from your Kodak camera or storage device to your computer, fast and easy. Make sure to connect your device to the computer.

To import media files:

1. From the Actions Bar, select the Import icon. The **Import** screen displays.

2. From the **Get Media From** drop-down list, select the device from which you want to import your photos and videos from.

3. Click the Folder icon to browse to the desired folder to import your media files to. To create a subfolder for the imported media file, select either the **Today's Date** or **Custom Name** radio button.

4. Click the **Exlcude files that have already been imported** checkbox to only import the new files from your connected camera or storage device.

5. Click the **Fix red-eye automatically** checkbox to remove red-eye from all photos.

6. Click the **Attach a tag** checkbox to apply a tag to all of the imported files. Select a tag from the drop-down list or create a new tag by clicking the tag icon to display the **New Tag** dialog box.

7. Click the **Import** button.
   After the import process is complete, you can delete the original files from your camera or storage device in order to free up space.

Note: To import media files manually, go to the Folders View on the Media Browser screen. Select the specific media files (displayed in the Preview Area) and drag and drop the desired thumbnails to a folder on your computer.

This method is useful when you want to copy only a few media files instead of the entire contents of your camera/storage device.

4.2 Media Player

The Media Player module provides controls for playing video and music files. Whereas, the Photo Viewer module is for browsing photos, playing full-screen slideshows and making simple photo edits.

To access the Media Player:

Select a video or music file in the Preview Area and click the Media Player icon. The Media Player displays with your video or music file.

The Media Player controls include:

Play/Pause (P)
Plays and pauses the selected video or music file.

Stop (Esc)
Stops playing the selected video or music file.

Previous
Skips to the preceding video or music file and starts the file playback.

Next
Skips to the following video or music file and starts the file playback.

Mute
Quiets the audio for the current clip. This button toggles.

Volume Level
Enables you to adjust the volume level.

Turn Repeat On/Off

This control is a toggle button. When it is On, the video or music file will play in a loop.

Capture
Capture and save still frames from the selected video file as image files. You can choose the destination folder for the saved files.

Full Screen (F) – Displays the video or music file in full screen mode.

Exit Full Screen
Restores the Media Player to standard size.

Edit
Activates the Video Editor control panel. This button is not available for music files. Refer to the Video Editor for more information.

Save and Share
Displays the Save and Share dialog box to save and upload your media file to the desired method.

4.3 Video Editor

The Video Editor contains a set of editing tools essential for manipulating a video. Clicking the Video Editor icon from the Actions Bar displays the Media Player with the Video Editor panel.

The tools on this panel include:

Next Frame
Located with the Media Player controls, and not on the Video Editor panel, this tool advances to the next frame of the selected video file. In combination with the pause button, this tool is useful when making precise trims and cuts to the video.

Trim Mode
Remove unwanted parts from the beginning and ending of a video clip.

Cut Mode
Remove unwanted parts from the middle of a video clip. Refer to the instructions for Trim Mode.

Mark In
Sets the Mark In spot for the Trim/Cut feature to the current frame.
Note: You can also drag the small green triangle icon that displays under the progress bar to set the Mark In position.

⟧✄ Mark Out

Sets the Mark Out spot for the Trim/Cut feature to the current frame.

Note: You can also drag the small green triangle icon that displays under the progress bar to set the Mark Out position.

To trim a video:

1. Pause the video on the desired frame.
2. Click the **Mark In** icon.
3. Play the video to the desired frame and click the **Pause** button.
4. Click the **Mark Out** icon.
5. Before saving the files, click **Stop**, then **Play** to preview the video.
6. Save the new video by clicking the **Save/Share** icon.

⟤ Rotate Left 90 Degrees

Rotates the active video 90 degrees counterclockwise.

⟥ Rotate Right 90 Degrees

Rotates the active video 90 degrees clockwise.

Enhancement Tab

The following tools are provided:

● **Dynamic Lighting** - Adjust the Dynamic Lighting feature using the slide bar.
● **Denoise** - Improve the lighting condition by using the slide bar.
● **Color Adjustment** - Adjust the brightness, contrast, and color saturation of the image.
● **Underwater Enhancement** - Improve and adjust the intensity of the color of your underwater video by using the slide bar.
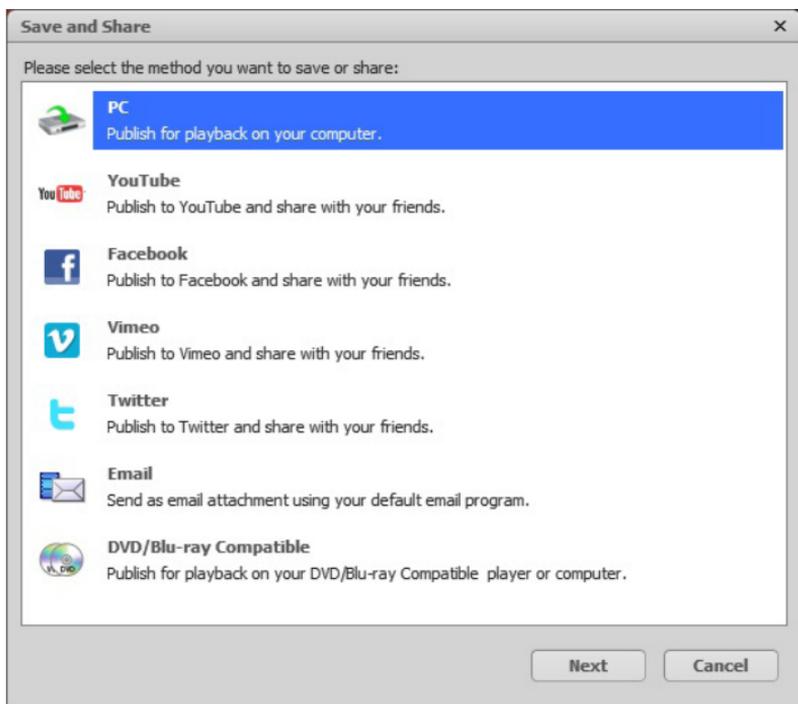
Save/Share

Clicking the Save/Share icon displays the Save and Share dialog box with the following options:

- PC
- YouTube
- Facebook
- Vimeo
- Twitter
- Email
- DVD/Blu-ray Compatible

PC

Allows you to save your movie as an .MP4, .MOV, or .AVI formatted file.

To save the movie:

1. From the Save and Share dialog box, click **Next** to display the Save As dialog box.

2. Enter the name, format, and resolution of your file. Click the File icon to browse to the desired location and click **OK** to save it.

3. Click the **Advanced** button to select the Frames per Second, video and audio encoder, bitrate, and audio sample rate. Click **OK** to convert and save your movie.

   Note: By default, the video is saved in the same resolution and format as the original file. Saving in the default format retains the best quality for the edited video.

YouTube, Facebook, Vimeo, Twitter
Prepares the file for uploading to the specified site. For instructions on uploading, refer to Upload to YouTube, Facebook, Vimeo, or Twitter.

Email
Launches the Video Email dialog box. For instructions on emailing your video, refer to Video Email.

DVD/Blu-ray Compatible
Allows you to author and publish your video onto a DVD or Blu-ray compatible (AVCHD format) movie disc. For instructions on publishing a disc, refer to the How To Tips section.

4.4 Make Movie

With the Make Movie module, you can produce custom movies using multiple video clips, transition effects, background music, voice-over narration, a title screen, a credit screen and more.

To make a movie:

1. Select the desired media files from the Preview Area and click the **Make Movie** icon. Your media files are automatically added to the storyboard timeline. A title and credit screen are also included in the timeline.

   Within the storyboard, arrange the files by dragging and dropping them to the desired location.

   To add additional files, select the file in the Preview Area and click the arrow located in the center of the screen.

2. Click the **Add Transition** icon to display the Transitions screen. Scroll through the list and click a thumbnail to view a preview of the effect. To apply the effect, double-click the transition.

   You can also edit the text for your title and credits from this screen.

3. Click the **Add Music** icon to display the Add Background Music dialog box. Click the **Add Music** button to browse to the desired music file. Multiple music files can be added to the same mivie.

   Click the **Up** or **Down** arrow icons to move the highlighted movie files in the desired order. Click the **Trash** icon to remove the highlighted file from the list.

4. Click the **Add Voice-Over** icon ![icon] to display the Voice-Over dialog box. Connect a microphone to your computer, making sure that it is set as the default audio recording device for your system. The default device is listed in the top right corner of the screen.

   Click the **Play** button to begin the movie playback. Click the **Record** icon to begin recording your narration. To stop recording, click the **Record** icon again.

   Each recording is added, in sequence, to the list on the right side of the screen. You can adjust and mute the volume of the video soundtrack, music soundtrack, and voice-over audio using the sliders above the narration list. To adjust the recording volume, use the slider in the lower left corner of the screen. Once you're satisfied, click the **Apply** button.

   The voice-over audio is saved to the destination path specified in the bottom right corner under the section labeled **Location**. You can change this save path by clicking the **Folder** icon and browsing to a desired folder. The voice-over audio are saved in .wav format with the current date and sequence number as the file name.

5. Click the **Preview** icon ![icon] to view your movie before saving or sharing it. Controls to play, pause, stop, mute, and adjust volume are included.

6. Click the **Settings** icon ![icon] to display the Settings dialog box. You can apply default settings and use the advanced text editing tools.

7. Click the **Project** button to save your movies in project format and open previously saved projects. Options include: New, Open, Save, and Save As.

8. Click the **Save/Share** button to display the Save and Share dialog box. For more information on this feature, refer to the Save/Share feature.

Notes:

• To edit a video clip within the storyboard, double-click the video to display the Media Player with editing tools. Refer to [Video Editor](#) for more information on editing tools.

• The title and credit screens cannot be rearranged, but they can be removed. Mouse-over the frame to reveal a small tab above the file. Click the arrow to display a pop-up menu and select **Remove**.

4.5 Photo Editor

The Photo Editor module features several commonly used photo enhancement tools. This module does not support video files.

The screen can be stretched to provide a large size view of the active photo. Double click the module's tool bar to maximize the window to fill the computer screen.

Tools include:

Brightness/Contract
Move the sliders to adjust the overall brightness and contrast of the image. Click **Apply** to keep the changes.

Red-Eye
Click the **Fix Red-Eye** button to automatically detect and remove red-eye from the image. To remove red-eye manually, move your cursor over the red area and click. Then click **Apply**.

Crop
Follow the on-screen steps to crop your image. You can also set the crop area to a custom shape. Position by dragging the red box over the image. Click **Apply**.

Straighten
Drag the slider bar to rotate the photo until it is straight. Click **Apply** to keep the changes.

White Balance
Drag the sliders to adjust the temperature and tint of the image. Click **Apply** to keep the changes.

Effects
Transform your photo into a black and white or sepia-toned image by click the desired button. Click **Apply**.

Underwater Enhancement
Adjust the color and intensity of your underwater photos by dragging the sliders. Click **Apply**.

Photo Editor Toolbar

 Rotate Left 90 Degrees
Rotates the active photo 90 degrees counterclockwise.

 Rotate Right 90 Degrees
Rotates the active photo 90 degrees clockwise.

 Resize
Resize your photo by entering a new pixel size. Check the **Keep Aspect Ratio** checkbox to keep the image proportion.
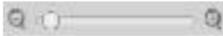
 Undo
Undoes the last action. Multiple levels of undo are supported.

 Redo
Redoes the action that was just undone.

 Zoom Slider
Allows you to zoom in on the photo. Drag the zoom slider or click the zoom buttons to adjust the zoom level. If the picture is larger than the Preview Area, click and drag to pan around the photo.

 Fit In
Makes the picture fit into the Preview Area.

4.6 Media Converter

Convert your video files into a format that can be played on devices such as Kodak Easy Share Digital Frames, Kodak Theatre HD Player, Apple iPod, Apple iPad, Apple iPhone, Sony PSP and Sony PS3 by using the MediaConverter module.

To convert video files:

1. Select the files you want to convert in the Preview Area and click the **Media Converter** icon on the Actions Bar. The Media Converter dialog box displays with your selected files listed in the Converting List.

2. In the **Select Manufacturer** drop-down list, choose the manufacturer of your desired target device.

3. In the **Select Device Model** drop-down list, choose the model of your target device and view the default output options recommended for this device.

   Click the **Edit** icon to manually change the video parameters suggested for this device profile. Not all parameters are available to alter.

4. Choose the destination save path using the **Convert To** drop-down list.

   Select **Local Disk** to have the converted files saved to a folder on the hard drive. Browse to the desired folder by click ing the **Folder** icon.

   Select **Device** to have the converted files saved to the device (this option is only available for certain devices when connected).

5. Click **Start** to begin the converting process.

4.7 Video Email

 Share video files with friends and family by converting the video file to a size that email can manage with the Video Email module.

To email a video file:

1. Select a video file in the Preview Area and click the Video Email icon on the Actions Bar. The Video Email dialog box displays.

2. Choose your video attachment settings:
   Use Original - This option does not convert the video file. We recommend using this option when your video is under 10MB.
   Best for Email - Converts the video file to the best format, size, and video quality suitable for your email. If your video is over 10 MB, use this option or the Custom option.
   Custom - Select the format and size into which you want to convert your video. If your video file is over 10 MB, use this option or the Best for Email option.

   A description of the file size and the estimated time to send the video email displays on the right side of the dialog box.

3. Select your email application from the **Send Using** drop-down list and click **Attach to Email**. Your selected video file is automatically converted and attached to a new email. Send your email as you normally do.

   Note: Slow connection speeds may prevent the successful transmission of a video email. A broadband Internet connection is recommended.

4.8 Upload to YouTube, Facebook, Vimeo, or Twitter

Uploading your media files to YouTube, Facebook, Vimeo, or Twitter is easy with MediaImpression. If you don't already have an account with the desired site, visit their website to establish one.

Depending on which site you choose, you can upload your video files, photo files, or both:

YouTube - upload video files to your YouTube account.

Facebook - upload video and photo files to your Facebook account.

Vimeo - upload video files to your Vimeo account.

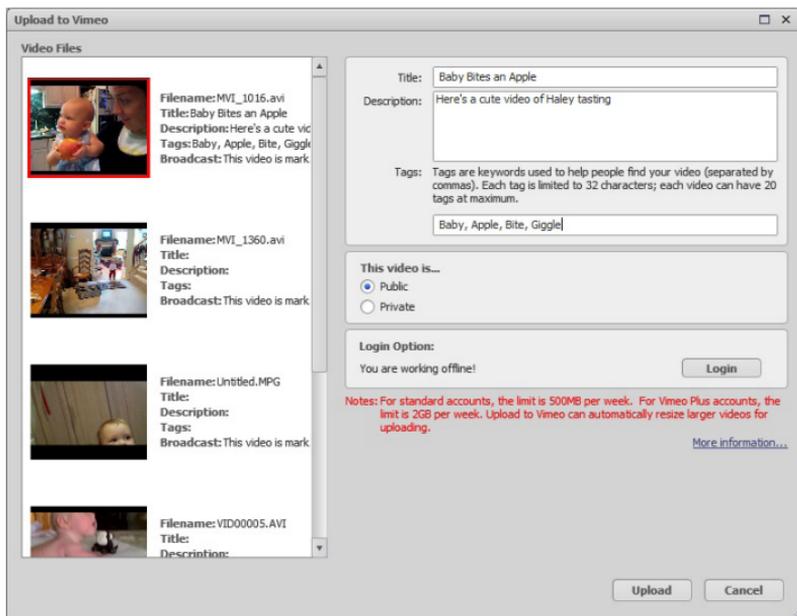**Twitter** - tweet photo and video files to your Twitpic account.

If this is the first time you are uploading files to one of these websites, you will be prompted to authorize the program to allow for uploading files to your account. Follow the onscreen instructions for authorization.

To upload your file:

1. Select the files you want to upload in the Preview Area and click the YouTube, Facebook, Vimeo, or Twitter icon on the Actions Bar. The specific dialog box displays with your selected files listed in the left pane.

2. Select a thumbnail in the left pane and enter the information you want to include; for video files you can add a title and description. For photo files, you can add a title, select an album, and apply tags.

For the Vimeo module, choose the **Public** option if you want to share your video with the world. Choose **Private** to share it with only those you invite to see it.

3. To upload to Facebook and Twitter, click the **Login** button to allow the upload process.

4. Click **Upload** to begin the uploading process.

4.9 Easy Archive

Create a CD or DVD backup disc of your media files by using the Easy Archive module.

To archive your media files to a disc:

1. Select the files and folders you want to archive in the Preview Area and click the **Easy Archive** icon on the Actions Bar. The Easy Archive dialog box displays.

   Note: Although folders can be selected for archiving, only their contents are actually archived to the disc. The folders and folder structures themselves are not archived. All media files are added into a single folder.

2. Insert a blank CD or DVD disc into the selected drive and select the drive from the **Device** drop-down list.

3. Enter a disc label and a folder name for this backup. All files in the archive are added into this folder.

4. To add files to the disc at a later time, check the **Allow files to be added later** checkbox.

5. To see a verification message display on the screen after the backup has been successfully completed, click the **Verify data on disc after burning** option.

6. Click **Burn** to initiate the burn process.

4.10 Photo Viewer

 The Photo Viewer module is for browsing photos, playing full-screen slideshows and making simple photo edits.

By default, the Photo Viewer icon does not display on the Actions Bar. To display the Photo Viewer icon, right-click an icon on the Actions Bar to reveal a pop-up menu.

Delete from Action Bar

Edit Action

Configure Action

Restore to Default
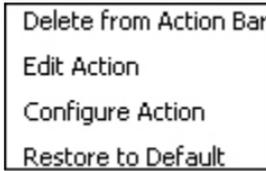
Select the **Configure Action** command to display the dialog box. Check the Photo Viewer checkbox to display the icon on the Actions Bar. You can also access the Photo Viewer by simply double-clicking an image thumbnail.

The Photo Viewer controls include:

Best Fit (Ctrl+B)
Makes the photo fit in the preview screen.

Actual Size (Ctrl+A)
Shows the photo at 100%.

Zoom Out (-)
Reduces the size of the active photo within the Photo Viewer.

Zoom In (+)
Enlarges the active photo within the Photo Viewer.

Play/Pause (P)
Plays and pauses the selected photos as a slideshow in full screen mode.

Previous (Left Arrow, Up Arrow, Page Up)
Skips to the preceding photo.

Next (Space Bar, Right Arrow, Down Arrow, Page Down)
Skips to the following photo.

Attach Rating
Enables you to attach a rating to or remove a rating from the selected photo. You can also press a number (1-5) on the keyboard to apply a rating.

Auto Remove Red-Eye
Automatically fixes redeye. If red-eye is not fixed, click the Photo Editor button to access the manual redeye removal tool.

Rotate Left 90 (Ctrl+L)
Rotates the active photo 90-degrees counterclockwise.

Rotate Right 90 (Ctrl+R)
Rotates the active photo 90-degrees clockwise.

Photo Editor
Launches the Photo Editor module window.

Delete (Del)
Sends the selected photo file to the recycle bin.

Save As
Saves the edited photo as a new file.

EXIF

EXIF (Exchangeable Image File Format) information contains details about the image file, camera and camera settings used when the photo was taken.
Note: The information available is dependent upon your camera settings.

Full Screen (F)

Displays the file in full screen mode.

Exit Full Screen

Restores the Photo Viewer to standard size.

Set Wallpaper
Sets the currently selected photo as the wallpaper image for your desktop. Right-click on the image to access this option.

4.11 Easy Print

The Print tool lets you quickly and easily print photos in a variety of layouts using your printer.

To print your image:

1. Select the photos you want to print in the Preview Area and click the Easy Print icon on the Actions Bar. The Easy Print dialog box displays.

2. Scroll through the **Page Templates** and select a layout. Choose the desired settings and click the **Print Setup** button to select a printer, paper size and orientation.

   Click **Properties** to change the settings for the active printer. Consult your printer's manual to learn how to optimize settings for photo printing.

3. Use the Print toolbar to crop, rotate, flip, etc. the image. Click the **Print** button to print the image.

Note: Print quality is determined by many factors (photo quality, photo resolution, print size, printer settings, ink, paper, print nozzle condition, etc.). For best results, consult your printer's manual to learn how to get the best results from your printer. It is always best to use ink and paper recommended for your printer.

5. Managing Media Files

MediaImpression for Kodak provides a powerful media management function which helps you organize, view, and search for your media files easily and quickly. Files are organized into libraries that can be rated or tagged for quick location. Thumbnails allow you to preview the files before you open them.

Managing your media files takes place on the Media Browser screen. For more information on this module, see the Media Browser Screen.

The first time you use the program, Folders is the primary view. You can display other views by selecting the specific icon. If you want to close a certain view, you can either click the Close icon in that view or deselect its icon.

Views include:

- Folders
- Favorite Folders
- Rating
- Tags
- Activity History
- Calendars
- Import History
- Saved Selection Criteria
- Combining Multiple Views into a Single Search

Note: The width of the Views can be adjusted by clicking and dragging the bar that divides the Views Panel from the Preview Area.

The **Folders** view is where you can browse for media files using a classic Windows style folder tree view.

Selecting a folder displays its contents. Media files are displayed in the Preview Area and sub-folders are shown in the Folders view.

⚙ Folders view options are available by clicking the **Options** icon or by right-clicking within the Folders view. Options include: cut, copy, paste, delete, or rename the selected folder. Options also include inserting a new folder into the selected folder and adding the selected folder to your Favorite Folders.

You can move a folder by dragging and dropping it to another place within the Folders view.

You can also move media files from the active folder by dragging thumbnails from the Preview Area to another place within the Folders view.

⭐ The **Favorite Folders** view contains the media files that you like most. You can add the folders in Folders view to your Favorite Folders by dragging and dropping them.

Selecting a folder displays its content. Media files are displayed in the Preview Area and subfolders are shown in the Favorite Folders view.

⚙ Options for the Favorite Folders view are available by clicking the **Options** icon or by right-clicking the folder. Options include: deleting the folder from Favorite Folders, inserting a new folder, renaming the folder, relinking the folder if you have moved it, and refreshing the folder content.

⭐ The **Rating** view provides a unique way to manage and search your media files, based on five levels of ratings.

To set the rating for a file, select either a photo or video in the Preview Area. Click the **Attach Rating** icon (star icon located at the top of the Preview Area). You can also right-click and select a rating from the Attach Rating sub-menu, drag the selected file to a rating in the Left Pane, or drag a rating to the selected file.

In the Rating view, select to display the rated or unrated files in the active folder.

The **Tags** view provides a list of tags that you can use to categorize your media files. By attaching tags to your media files, you can quickly and easily search for your media files that pertain to specific events, people, or trips.

To set the tag for a file, select a photo or video in the Preview Area. Click the Attach Tags icon (located at the top of the Preview Area). You can also right-click and select a tag from the Attach Tags sub-menu, drag selected files to a tag, or drag a tag to selected files.

In the Tags view, select to display the files with specific tags in the active folder.

Tags view options are available by clicking the **Options** icon or by right-clicking within the Tags view. The options let you create new tags and tag categories. You can also edit the selected tag by renaming or deleting it.

The **Activity History** view actually is a database which can record the user's operation history automatically. You can quickly and easily search for your media files according to the operation date and type.

In the Activity History view, files are displayed based on the user's operations chronologically.

The **Calendars** view uses the file's created date (shot time for EXIF images) to organize your media files.

In the Calendars view, you can switch between *Year Mode*, *Month Mode*, *Day Mode*, and *Tree Mode* by using the options icon. Then select a year, a month, or a day to display all media files that were created or last modified for the selected mode.

The **Import History** view gives you a convenient way to browse for media files based on how and when you first copied them to your computer.

In the Import History view, select the date to view the media files.

The **Saved Selection Criteria** view saves the set of conditions you have selected in the other views. This way, the next time you use the program, you can easily recreate your selection. For example, you might use the Rating view to select 3-star files and the Tags view to select files tagged *Vacation*. Use the Saved Selection Criteria view to save this set of conditions.

Click the Save Conditions icon to save the current selection criteria and label it with the date and time.

To view a saved selection, just select the saved selection in the Saved Selection Criteria view. To delete a saved selection, select it and click the **Delete** icon.

Combining Multiple Views into a Single Search - Create custom combinations of search criteria from multiple view categories by simply opening multiple view panels and clicking in the desired checkbox next to the view options you want to activate. The search results reflect the combination of all of the view options that you've activated.
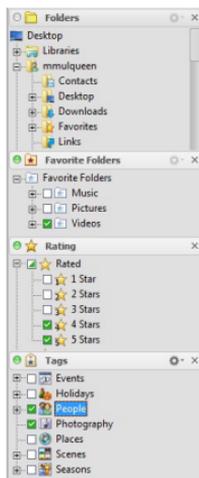
6. The Extras and Right-Click Menus

The Extras menu gives you access to advanced tools for the program, valuable services, and related product information. In order to access these options, an Internet connection is required.

Click the **Extras** button in the top right-hand corner of the program's main window to access the following tools:

Scan for Media Files
Launches the Scan for Media Files dialog box. Select the folders you want to search by checking the corresponding checkbox.

This feature pre-scans media files in folders and allows MediaImpression to efficiently and quickly browse, sort and filter your videos and photos based on tags, ratings, size and other metadata information attributed to each file.

Backup Database
Backs up your media database and saves it to your computer.

Restore Database
Restores the database to its previous status.

Updates and Patches
Checks the web for important updates for the program.

Options
Displays the Options dialog box containing the following:

General Options
> **Skip Start Page when you launch the program**.
> By checking this option, the program opens directly into the Media Browser.
>
> **Always connect to the Internet to check for available upgrades.**
> With this option on, the program checks the Internet for upgrades when the program is launched.
>
> **Auto-launch action when the device is inserted.**
> Check this box if you want the program to automatically launch the relevant action each time a device is connected to the computer.

Auto-backup the media database when exiting the application.
When active, this feature guarantees that your media database is backed up each time you exit the program.

Show shadow of the window.
With this feature on, the program's main window will cast a shadow effect.

Video Options

Enable hardware acceleration.
Check this box to enable hardware acceleration to enhance the system's performance in processing media files.
(This function only works with NVIDIA 7 or ATI HD 2000 and higher display graphics cards.)

Deinterlace Mode
Choose the deinterlace mode for video playback.

Weave is a deinterlacing technique that adds consecutive fields together. It is good to use for videos that contain objects that are mostly stationary.

Bob Deinterlace is a deinterlacing technique that is often called *Progressive Scan*, which displays every field, one after the other. It is good to use for videos that contain objects in constant motion.

Auto Deinterlace is an option that allows the application to automatically analyze and figure out which method is best to use.

Default Option
Click this option to reset everything to their default values.

Help
Launches the Help file so you can view information about the program's features and functions.

About
View the version number and copyright information for the program.

Right-Click Menu

Many useful and common commands and actions are available on the right-click menu. To access the menu, highlight a video or image thumbnail (or groups of thumbnails), and click the right mouse button.

Options available on the right-click menu include:

Rotate Left
Rotates the selected photos 90-degrees counterclockwise. This control does not work for video files.

Rotate Right
Rotates the selected photos 90-degrees clockwise. This control does not work for video files.

Batch
Offers the following batch processing options:
- **Batch Convert** – Enables you to quickly change the file format for many image files at once. When you run the process, the newly generated files will not overwrite the originals. The tool lets you choose a from a variety of popular formats including JPG, BMP, and TIF. You can also select the destination folder for the new files.
- **Batch Resize** - Enables you to quickly resize many image files at once. When you run the process, the newly generated files will not overwrite the originals. The tool lets you choose a predefined size or a custom size. You can also select the destination folder for the new files.
- **Batch Rename** - Enables you to quickly rename many media files at once. Simply enter the new prefix into the text fields and click **OK** to apply the new names to all of the selected files.

EXIF Audio Control
Offers the following batch processing options:
- **Play** - Plays the audio file that is attached to the active photo file.
- **Stop** - Stops playing the attached audio file.
- **Attach Audio** - Enables you to attach a .WAV audio file to the selected photo file.
- **Record New Audio** - Launches the Record New Audio dialog box which enables you to record a new .WAV audio file and attach it to the selected photo file.

Set Wallpaper
Sets the selected photo as the wallpaper image for your desktop.

Properties
Launches the Properties dialog box which provides information about the active media file including: File Name, File Location, Modified Date, Resolution, File Description (editable), Metadata (i.e. EXIF and Geography Info), Attached Tags and Flags information. If there is an audio file attached, the playback controls and **Save As** button are shown to help you work with the audio file. The EXIF information can be exported as a text file in the Metadata tab.

Open With
Allows you to open the selected file in the chosen application.

Cut (Ctrl+X)
Copies the selected media files to the clipboard so they can be moved to another location by means of the Paste function

Copy (Ctrl+C)
Copies the selected media files to the clipboard so they can be copied to another location by means of the Paste function

Paste (Ctrl+V)
Inserts the media files currently saved to the clipboard into the current location. Copied files remain on the Clipboard after they have been pasted. Cut files are removed from the Clipboard after they have been pasted.

Delete (DEL)
Sends the selected media files to the recycle bin.

Rename (F2)
Enables you to change the name of the selected file(s). If a single file is selected, it can be renamed in the Preview Area; if multiple files are selected, the Batch Rename dialog box displays.

Select All (Ctrl+A)
Selects all of the media files in the Preview Area.

Select Folder
Selects all of the media files in the current folder.

Refresh
Refreshes the content of the current Preview Area.

Explore
Opens the selected file in Windows Explorer.

Attach Rating
Enables you to attach ratings or remove the ratings from the selected media files.

Attach Tags
Enables you to attach a tag to the selected media files.

Remove Tags
Removes the tag icons from the selected media files.

7. Customizing MediaImpression

The look and feel of the ArcSoft MediaImpression™ for Kodak® software can be customized in a number of ways.

To customize the **Start Screen,** right-click a button to display the following pop-up menu:

- **Move to the End -** Moves the highlighted button to the bottom of the list.
- **Remove from List -** Hides the button.
- **Configure Start Page -** Opens the Configure Start Page dialog box where you can hide/show buttons and change their order on the screen. Add a checkmark next to the actions you want to display. To move a button up or down in order, simply highlight the function, then click the up or down arrow to move it in the desired order.

To customize the **Actions Bar**, right-click an Actions button to display the following options:

- **Delete from Action Bar -** Hide the button on the Actions Bar.
- **Edit Action -** Change the action name and icon.
- **Configure Action -** Opens a dialog box where you can hide/show buttons on the Actions Bar. Add a checkmark next to the actions you want to display.
- **Restore to Default -** Restore the Actions Bar to its original settings.

    You can drag and drop Actions buttons to rearrange their position on the Actions Bar. To group related actions together, simply drop one button on top of another.

8. How To Tips

How do I combine multiple video clips?

Use the Make Movie module to combine multiple videos. You can choose to include transition effects, background music, and voice-over narration. For more information on adding these effects, see the <u>Make Movie Module</u>.

To combine multiple video clips:

1. Select the desired video files from the Preview Area and click the **Make Movie** icon. Your video files are automatically added to the storyboard timeline. A title and credit screen are also included in the timeline.

    Within the storyboard, arrange the files by dragging and dropping them to the desired location.

2. To add additional files, select the file in the Preview Area and click the arrow located in the center of the screen.

3. To remove the title and credit screens, mouse-over the frame to reveal a small tab above the file. Click the arrow to display a pop-up menu and select **Remove**.

4. To edit a video clip within the storyboard, double-click the video to display the Media Player with editing tools. Refer to <u>Video Editor</u> for more information on editing tools.

How do I trim a video clip?

Use the Video Editor module to trim unwanted parts at the beginning, ending, or middle of your video. For more information on the editing tools available, refer to the <u>Video Editor</u>.

To trim a video clip:

1. Select the desired video file from the Preview Area and click the **Video Editor** icon. The Media Player displays with your video clip and includes the Video Editor panel.

2. Pause the video on the desired frame.

3. Click the **Mark In** icon.

   Note: You can also drag the small green triangle icon that displays under the progress bar to set the Mark In/ Mark Out position.

4. Click the **Play** button to the desired frame, then click **Pause**.

5. Click the **Mark Out** icon.

6. Before saving the files, click **Stop**, then **Play** to preview the video.

7. Save the new video by clicking the **Save/Share** icon.

How do I capture still images from my video clip?

Capture and save still frames from the selected video file as image files. You can choose the destination folder for the saved files.

To capture still images from a video clip:

1. Select the desired video file from the Preview Area and double-click the video file. The Media Player displays with your video clip.

2. Click the Capture [image] icon to display the Capture panel.

3. Choose the Frames per capture, the destination of the captured images, and click the **Play** button.

4. Click the **Capture** button to save a still frame. The image displays in the Capture panel.

5. Click **Play** to continue viewing the video clip. Repeat Step 4 to capture more frames.

How do I email my videos?

Use the Video Email module to convert your video file to a size that email can manage.

To email a video clip:

1. Select a video file in the Preview Area and click the Video Email icon on the Actions Bar. The Video Email dialog box displays.

2. Choose your video attachment settings:
   Use Original - This option does not convert the video file. We recommend using this option when your video is under 10MB.
   Best for Email - Converts the video file to the best format, size, and video quality suitable for your email. If your video is over 10 MB, use this option or the Custom option.
   Custom - Select the format and size into which you want to convert your video. If your video file is over 10 MB, use this option or the Best for Email option.

   A description of the file size and the estimated time to send the video email displays on the right side of the dialog box.

3. Select your email application from the **Send Using** drop-down list and click **Attach to Email**. Your selected video file is automatically converted and attached to a new email. Send your email as you normally do.

   Note: Slow connection speeds may prevent the successful transmission of a video email. A broadband Internet connection is recommended.

How do I publish a standard DVD movie disc with a custom menu?

To publish a standard DVD movie disc:

1. After creating your movie, click the **Save/Share** button. The Save and Share dialog box displays.

2. From the Save and Share dialog box, select the DVD/ Blu-ray Compatible option. Click **Next**.

3. From the DVD tab, choose the DVD drive from the **Device** drop-down list to use to burn your DVD disc.

4. Choose a menu style category from the **DVD Menu Style** drop-down list. Use the arrow buttons below the thumbnail image to choose a menu template.

5. Enter a title and date into the text entry fields (you will see your text display in the preview thumbnail image.) To archive the components of your movie to the disc, check the **Archive your source media files** checkbox.

6. Insert a blank DVD disc into your DVD-RW drive and click **Start**.

How do I publish a Blu-ray compatible movie disc?

To publish a Blu-ray compatible movie disc:

1. After creating your movie, click the **Save/Share** button. The Save and Share dialog box displays.

2. From the Save and Share dialog box, select the DVD/ Blu-ray Compatible option. Click **Next**.

3. From the Blu-ray Compatible tab, choose the disc drive from the **Device** drop-down list to use to burn your Blu-ray disc.

4. Enter a title and date into the text entry fields.

5. Choose a file format: high quality profile (AVCHD XP), standard quality profile (AVCHD SP), economical profile (AVCHD EP). Each option uses a different compression rate which determines the quality and size of the video.

6. Insert a blank Blu-ray DVD disc into your DVD-RW drive and click **Start** to produce a high-definition 1080i DVD capable of playback on a Blu-ray player.

How do I upload a video to YouTube or other sharing sites?

If this is the first time you are uploading files to one of these websites, you will be prompted to authorize the program to allow for uploading files to your account. Follow the onscreen instructions for authorization.

If you don't already have an account with the desired site, visit their website to establish one. Fore more information on uploading videos, see Upload to YouTube, Facebook, Vimeo, or Twitter.

To upload a video to YouTube or another site:

1. Select the files you want to upload in the Preview Area and click the YouTube, Facebook, Vimeo, or Twitter icon on the Actions Bar. The specific dialog box displays with your selected files listed in the left pane.

2. Select a thumbnail in the left pane and enter the information you want to include; for video files you can add a title and description. For photo files, you can add a title, select an album, and apply tags.

   For the Vimeo module, choose the **Public** option if you want to share your video with the world. Choose **Private** to share it with only those you invite to see it.

3. To upload to Facebook and Twitter, click the **Login** button to allow the upload process.

4. Click **Upload** to begin the uploading process.

How do I save/export a video into various formats (WMV, MP4)?

To save/export a video into a different format:

1. From the Preview Area, double-click the desired video. The Media Player displays with the selected video.

2. Click the **Save/Share** icon to display the Save and Share dialog box.

3. Click the **PC** option and the **Next** button. The Save As dialog box displays.

4. From the **File Format** drop-down list box, select the desired format. You can save your video as an .MP4, .MOV, or .AVI formatted file. Click **OK** to save the video in the new format.

How do I import my photos and videos?

Use the Import tool to copy media files from your Kodak camera or storage device to your computer, fast and easy. Make sure to connect your device to the computer.

To import media files:

1. From the Actions Bar, select the Import icon. The **Import** screen displays.

2. From the **Get Media From** drop-down list, select the device from which you want to import your photos and videos from.

3. Click the Folder icon to browse to the desired folder to import your media files to. To create a subfolder for the imported media file, select either the **Today's Date** or **Custom Name** radio button.

4. Click the **Exlcude files that have already been imported** checkbox to only import the new files from your connected camera or storage device.

5. Click the **Fix red-eye automatically** checkbox to remove red-eye from all photos.

6. Click the **Attach a tag** checkbox to apply a tag to all of the imported files. Select a tag from the drop-down list or create a new tag by clicking the tag icon to display the **New Tag** dialog box.

7. Click the **Import** button.
   After the import process is complete, you can delete the original files from your camera or storage device in order to free up space.

   Note: To import media files manually, go to the Folders View on the Media Browser screen. Select the specific media files (displayed in the Preview Area) and drag and drop the desired thumbnails to a folder on your computer.

   This method is useful when you want to copy only a few media files instead of the entire contents of your camera/storage device.

How do I create a title screen?

With the Make Movie module, you can create a title screen and much more. Refer to the Make Movie module to learn about producing custom movies using multiple video clips, transition effects, background music, voice-over narration, a credit screen and more.

To create a title screen:

1. Select the desired media files from the Preview Area and click the **Make Movie** icon. A title screen, along with your media files are automatically added to the storyboard timeline.

2. To modify the title screen, double-click the title screen to display the Edit Title dialog box. Choose the font size, color, and text alignment.

3. Click the **Edit** icon to edit the text or the **Move** icon to move the text to the desired spot.

4. Click the **Background** box to select the background color of the screen.

5. Select the desired **Duration** from the drop-down list box.

6. Click **OK** to apply the settings.

Reference

Licensing Agreement

About ArcSoft

Licensing Agreement

PLEASE READ THE FOLLOWING TERMS ("Agreement")
CAREFULLY. USE OF THE SOFTWARE (defined below) PROVIDED
BY ARCSOFT IS PERMITTED ONLY UNDER AND IN ACCORDANCE
WITH THIS AGREEMENT. IF YOU DO NOT AGREE TO BE BOUND
BY THIS AGREEMENT, PLEASE DO NOT USE THIS SOFTWARE.
IF YOU OBTAIN THIS SOFTWARE IN FORM OF CD WITHOUT
PRINT COPY OF THIS AGREEMENT, AND YOU DO NOT HAVE
OPPORTUNITY TO READ THIS AGREEMENT, YOU MAY RECEIVE
A FULL REFUND OF THE ORIGINAL PURCHASE PRICE IF YOU
(i) DO NOT USE THIS SOFTWARE, AND (ii) RETURN IT WITH
PROOF OF PAYMENT TO THE PLACE WHERE IT WAS PURCHASED
WITHIN 30 DAYS OF THE PURCHASE DATE.
1. Grant of License. This Agreement permits you to use one
copy of the Software or the Software included in this package or
device on any single computer ("Software"). For each software
licensee, the program can be "in use" on only one computer
or hardware device at any given time. The Software is "in
use" when it is either downloaded, copied, loaded into RAM or
installed into the hard disk or other permanent memory of a
computer or other hardware device.
2. License Restrictions. YOU MAY NOT RENT, LEASE,
SUBLICENSE, SELL, ASSIGN, LOAN OR OTHERWISE TRANSFER
THE SOFTWARE OR ANY OF YOUR RIGHTS AND OBLIGATIONS
UNDER THIS AGREEMENT. You may not modify, translate,
reverse assemble, decompile, disassemble or otherwise attempt
(i) to defeat, avoid, bypass, remove, deactivate or otherwise
circumvent any software protection mechanisms in the Software,
including without limitation any such mechanism used to restrict
or control the functionality of the Software, or (ii) to derive the
source code or the underlying ideas, algorithms, structure or
organization from the Software (except to the extent that such
activities may not be prohibited under applicable law). However,
you may transfer all your right to use the Software to another
person or organization, provided that (a) the followings are also
transferred with the Software, (i) this Agreement; (ii) other
software if contained in the original package, and/or hardware
that the Software is bundled; (iii) any original or updated
version of the Software; (b) no copies including back-up and
installed in your computer or other device are at your possession
after the transfer, and (c) the recipient accepts all the terms

of this Agreement. In no event shall you transfer the Software obtained as a trial, test version, or otherwise specified as not for resale. A special license permit from ArcSoft is required if the program is going to be installed on a network server for the sole purpose of distribution to other computers.

3. Copyright. The Software or the Software contained in this package or device is protected by United States copyright laws, international treaty provisions, and all other applicable national laws. The Software must be treated like all other copyrighted materials (e.g. books and musical recordings). This license does not allow the Software to be rented or leased, and the written materials accompanying the Software (if any) may not be copied.

4. Ownership. Title, ownership rights, and all intellectual property rights in and to the Software and any accompanying documentation, and any copy of the foregoing, shall remain the sole and exclusive property of ArcSoft and/or its third party licensers. You agree to abide by the copyright law and all other applicable laws. You acknowledge that the Software contains valuable confidential information and trade secrets of ArcSoft and/or its third party licensers.

5. Warranty Disclaimer. THE SOFTWARE IS MADE AVAILABLE TO YOU ON "AS IS" BASIS. NO WARRANTIES, EITHER EXPRESS OR IMPLIED, ARE MADE WITH RESPECT TO THIS SOFTWARE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND WARRANTIES FOR NON-INFRINGEMENT OF INTELLECTUAL PROPERTY, AND ARCSOFT EXPRESSLY DISCLAIMS ALL WARRANTIES NOT STATED HEREIN. YOU ASSUME THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE SOFTWARE. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU, AND NOT ARCSOFT OR AN AUTHORIZED RESELLER, ASSUME THE ENTIRE COST OF NECESSARY SERVICING, REPAIR, OR CORRECTION. SOME STATES DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE. YOUR SOLE REMEDY AND THE ENTIRE LIABILITY OF ARCSOFT ARE SET FORTH ABOVE.

6. No Liability for Consequential Damages. YOU AGREE THAT IN NO EVENT SHALL ARCSOFT OR ITS AGENTS BE LIABLE FOR ANY LOSS OF ANTICIPATED PROFITS, LOSS OF DATA, LOSS OF USE, BUSINESS INTERRUPTION, COST OF COVER OR ANY OTHER INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE OR CONSEQUENTIAL DAMAGES WHATSOEVER ARISING OUT OF

THE USE OF OR INABILITY TO USE THE SOFTWARE, HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY (WHETHER FOR BREACH OF CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE), EVEN IF ARCSOFT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT WILL ARCSOFT BE LIABLE TO YOU FOR DAMAGES IN AN AMOUNT GREATER THAN THE FEES PAID FOR THE USE THE FOREGOING LIMITATIONS APPLY TO THE EXTENT PERMITTED BY APPLICABLE LAWS IN YOUR JURISDICTION.

7. Export. You will not export or re-export the product incorporating the Software without the appropriate United States or foreign government licenses.

8. U.S. Government Restricted Rights. If you are a unit or agency of the United States government, the Software and related documentation are deemed to be "commercial computer software" and "commercial computer software documentation," respectively, pursuant to ction 227.7202 and FAR Section 12.212(b), as applicable. Any use, modification, reproduction, release, performing, displaying or disclosing of the Software and/or the related documentation by the United States government shall be governed solely by the terms of this Agreement and shall be prohibited except to the extent expressly permitted by the terms of this Agreement. Any technical data provided that is not covered by the above provisions is deemed to be "technical data?commercial items" pursuant to DFAR Section 227.7015(a). Any use, modification, reproduction, release, performing, displaying or disclosing of such technical data shall be governed by the terms of DFAR Section 227.7015(b).

9. Termination. THIS AGREEMENT SHALL BE EFFECTIVE UPON INSTALLATION OF THE SOFTWARE AND SHALL TERMINATE UPON THE EARLIER OF: (i) YOUR FAILURE TO COMPLY WITH ANY TERM OF THIS AGREEMENT; OR (ii) RETURN, DESTRUCTION OR DELETION OF ALL COPIES OF THE SOFTWARE IN YOUR POSSESSION. ArcSoft's rights and your obligations shall survive the termination of this Agreement.

10. High Risk Activities. The Software is not fault-tolerant and is not designed or intended for use in hazardous environments requiring fail-safe performance, or any other application in which the failure of the Software could lead directly to death, personal injury, or severe physical or property damage (collectively, "High Risk Activities"). ARCSOFT EXPRESSLY DISCLAIMS ANY EXPRESS OR IMPLIED WARRANTY OF FITNESS FOR HIGH RISK ACTIVITIES.

11. Governing Law and Jurisdiction. This Agreement will be governed by and construed under the laws of the State of California and the United States as applied to agreements entered into and to be performed entirely within California, without regard to conflicts of laws provisions thereof and the parties expressly exclude the application of the United Nations Convention on Contracts for the International Sales of Goods. Suits or enforcement actions must be brought within, and each party irrevocably commits to the exclusive jurisdiction of the state and federal courts located in Santa Clara County.

About ArcSoft

ArcSoft Inc. offers a full line of imaging and video solutions that enhance the features, performance, and user experience of mobile phones, digital cameras, optical drives, personal computers, and consumer electronics devices. Established in 1994, ArcSoft is headquartered in Fremont, California, with regional commercial and development facilities in Europe and the Far East. For further details, please visit us at our corporate web site: www.arcsoft.com.

Index

Index

Index