Printiong to DV Tape with Sony Vegas

The first thing you need is a project worth committing to tape. Once you've edited your footage and built a timeline, you're ready.

Hardware Setup

- You'll need a DV firewire connection (the small four-pin one) between the computer's capture card and the JVC dual deck. See figures one and two.
- Insert a blank or mostly-blank DV tape into the dual deck. Be sure the dual deck is on and the round rubber "DV" button glows orange. You also need to use the shuttle control to select input 'F1'. See figure three.

Software Setup

There's not much to say about this. Open your Vegas project and apply any finishing touches. Once you're satisfied with your results, continue to the next section.

The Process Itself

- In the Vegas workspace window, select 'Tools' and then 'Print Video to Tape...'. Read each popup window, and since you'll probably want to accept the default settings, press 'Next' to continue. You'll eventually reach a popup with a 'Finish' button. Press this to begin rendering and taping your project. See figures four and five.
Vegas will inform you of how much work it must do before it begins transferring your project to tape. Projects with plenty of compositing, titles, transitions, effects, etc., will require more prep time than those without.

Once Vegas has prepared your work for tape, it will send a 'start' signal to the dual deck. Recording begins and ends automatically.

Review your work by rewinding the tape and watching it through the Vegas capture application.

Figure 3:
1. Insert your DV tape here; make sure the orange button beneath it glows.
2. The firewire connection should be secure.
3. Select F1 by spinning the shuttle control.

Figure 4: Tools→Print Video to Tape

Figure 5: Follow the prompts.