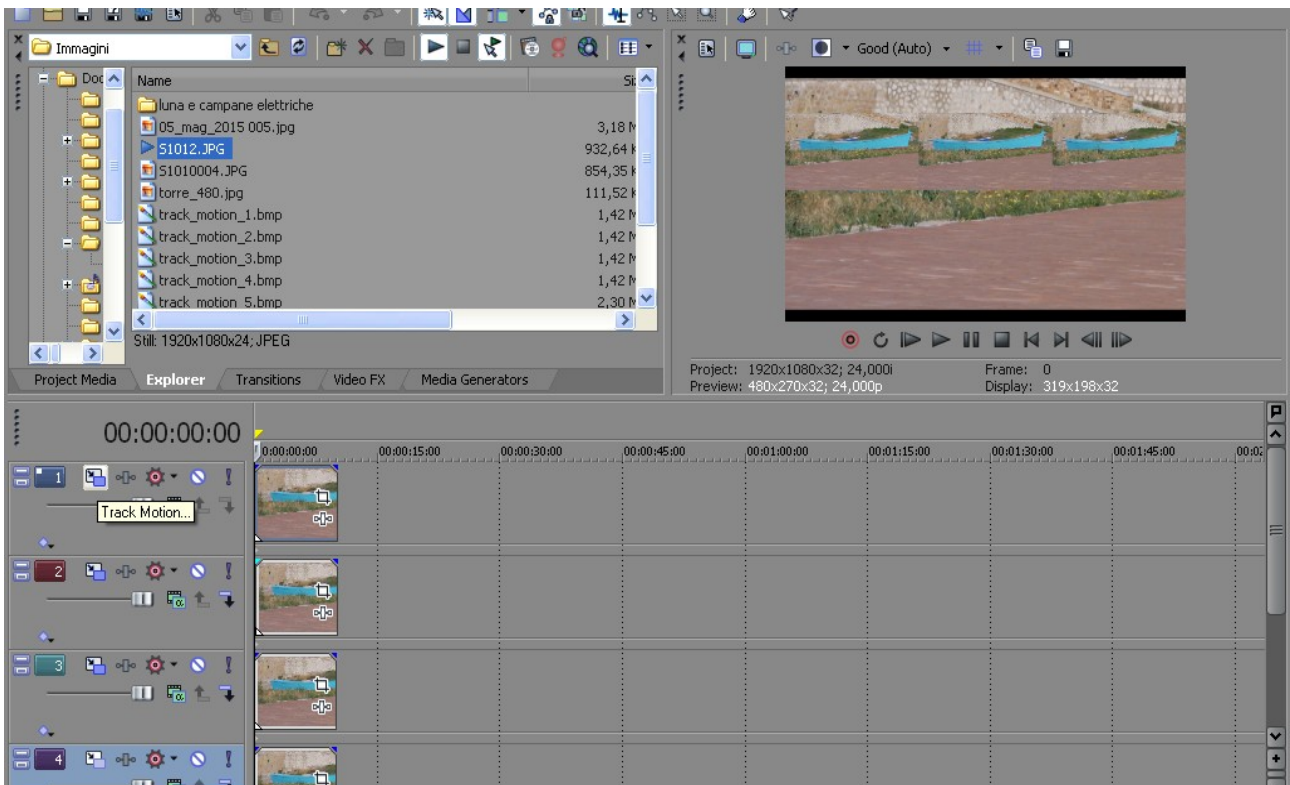


**To start track motion in a video track in Sony Vegas push the button**

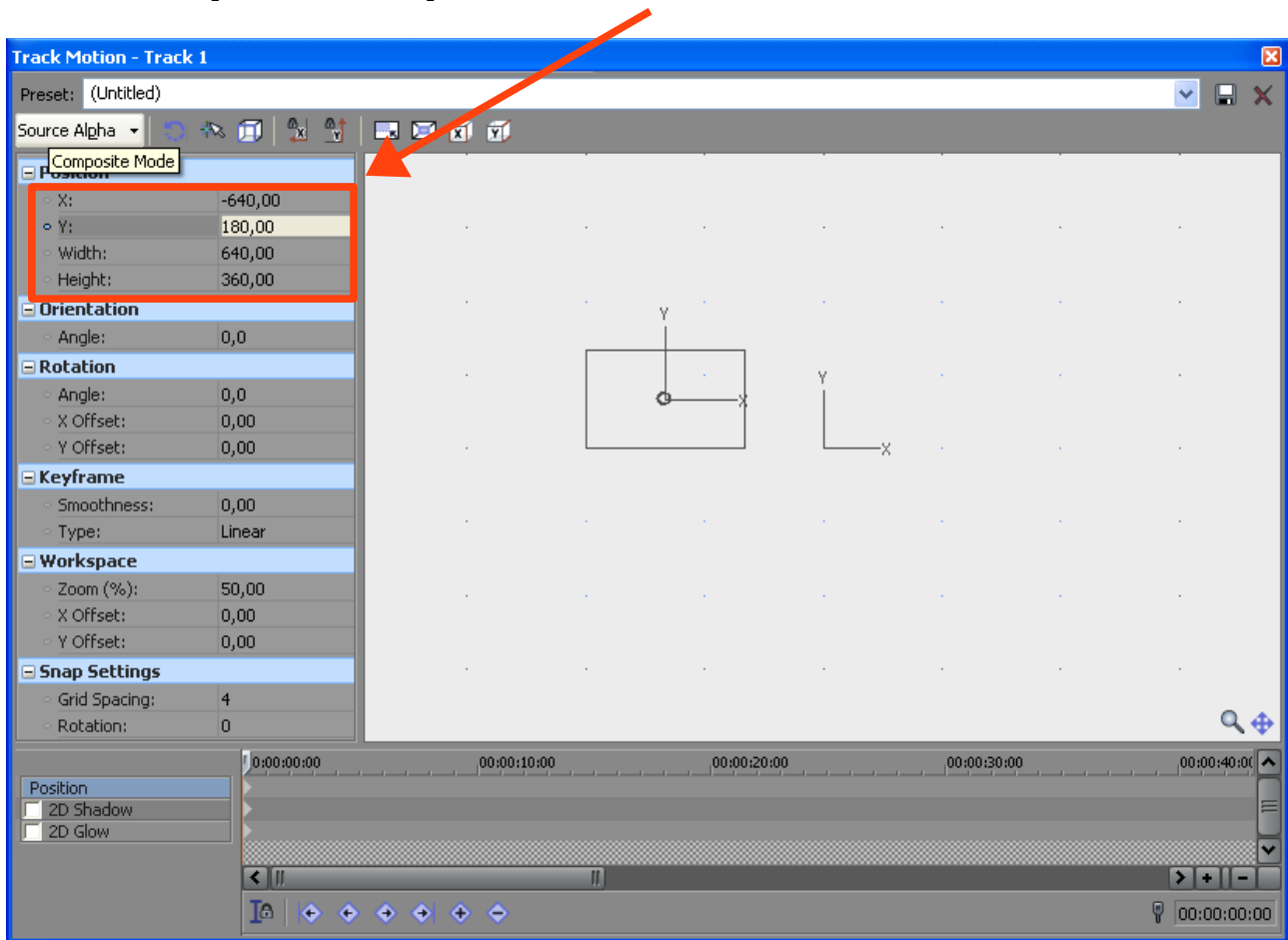
Let's start a new project with four tracks with the same photo in each: a sequence of three will be the half top of the frame, half top of one the half bottom. The original photo is 1920x1080 pixels, as well as the final project and the large one at the bottom. The top three are 1/3 large, 640x360 px.



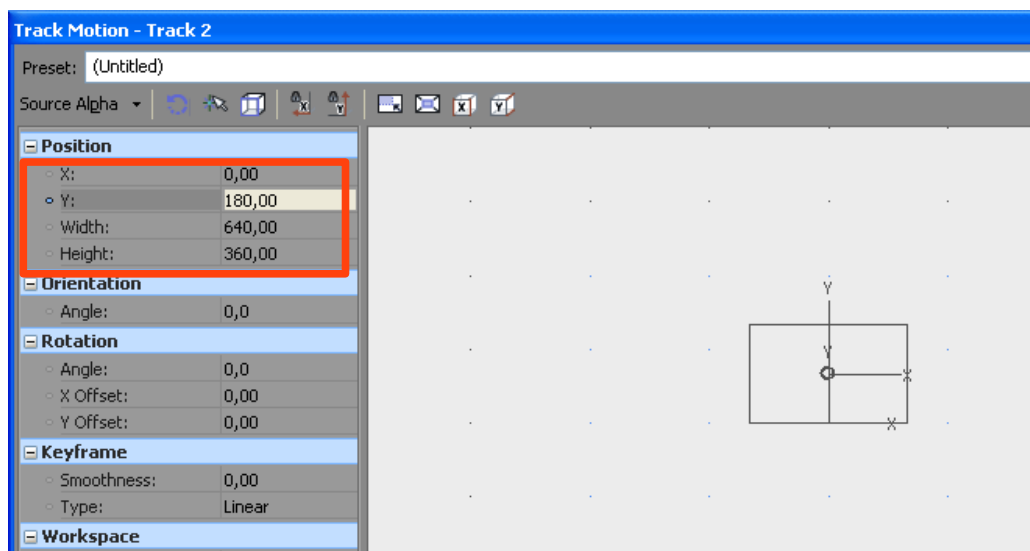
Let's size the first pic of the top sequence sizing the first track with track motion: let's consider the "Position" box.

Let's input the size of the track, which will be 1/3 of the original for the three pics of the top sequence, 640x360 pixels.

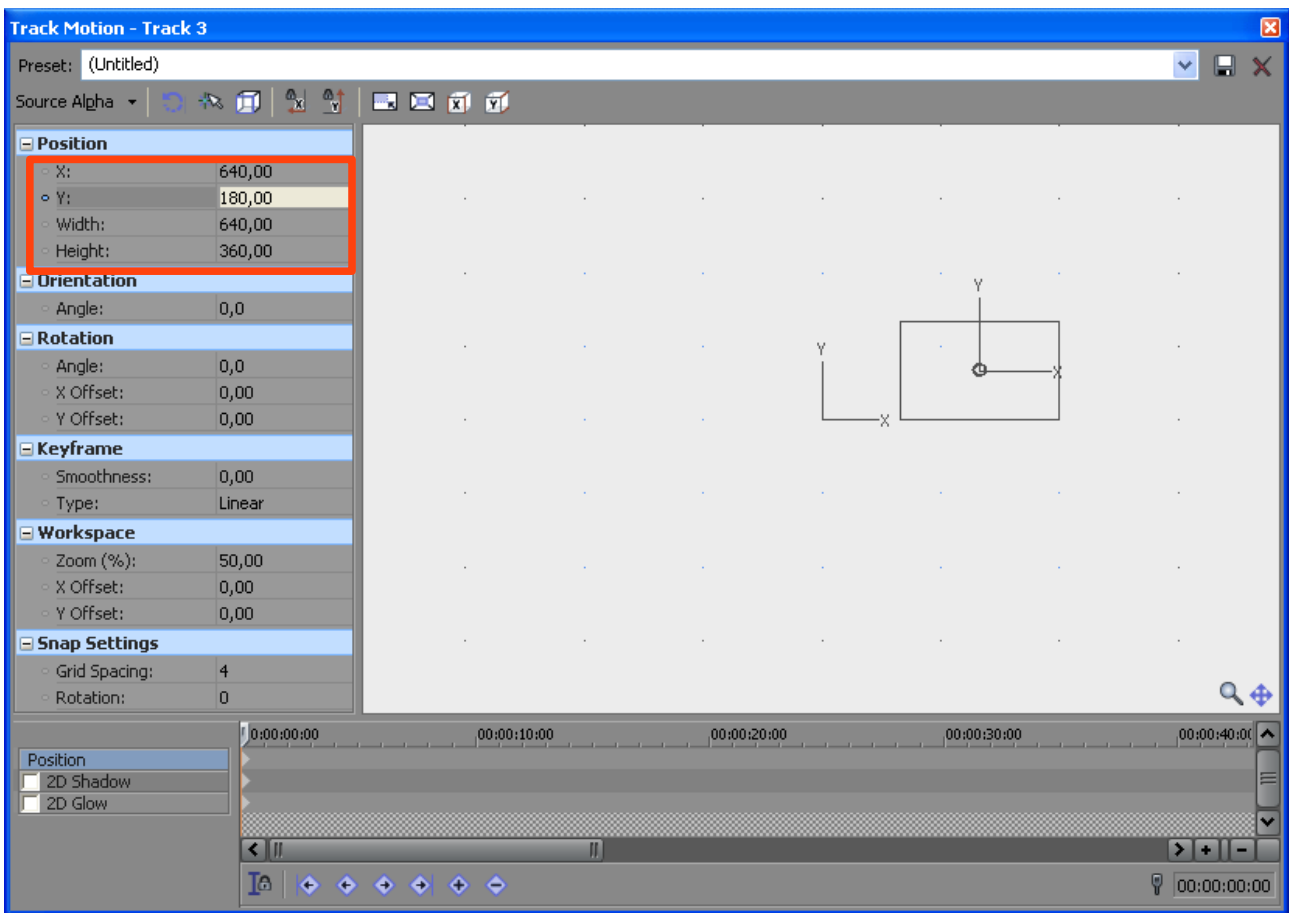
Then the horizontal position X, "-640 px" for the first, and the vertical position Y, "180 px" for all of the three.



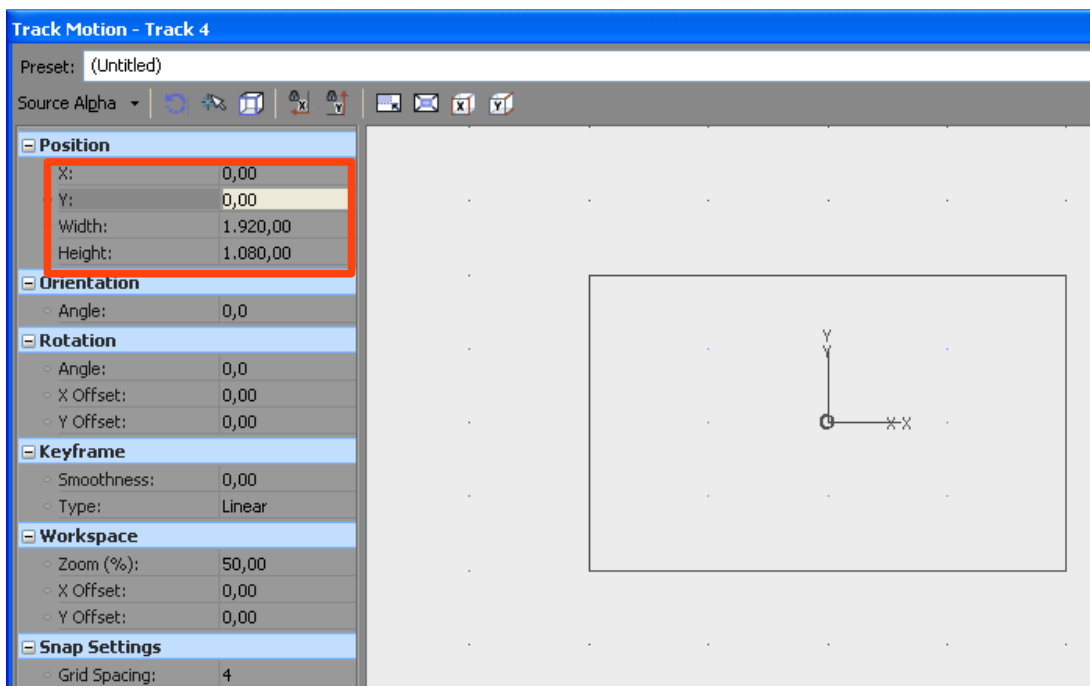
Let's size the second track, corresponding to the second photo in the top sequence of three. Same values as the first, apart from the horizontal position of its center, which will be "0", the horizontal center of the frame of the project.



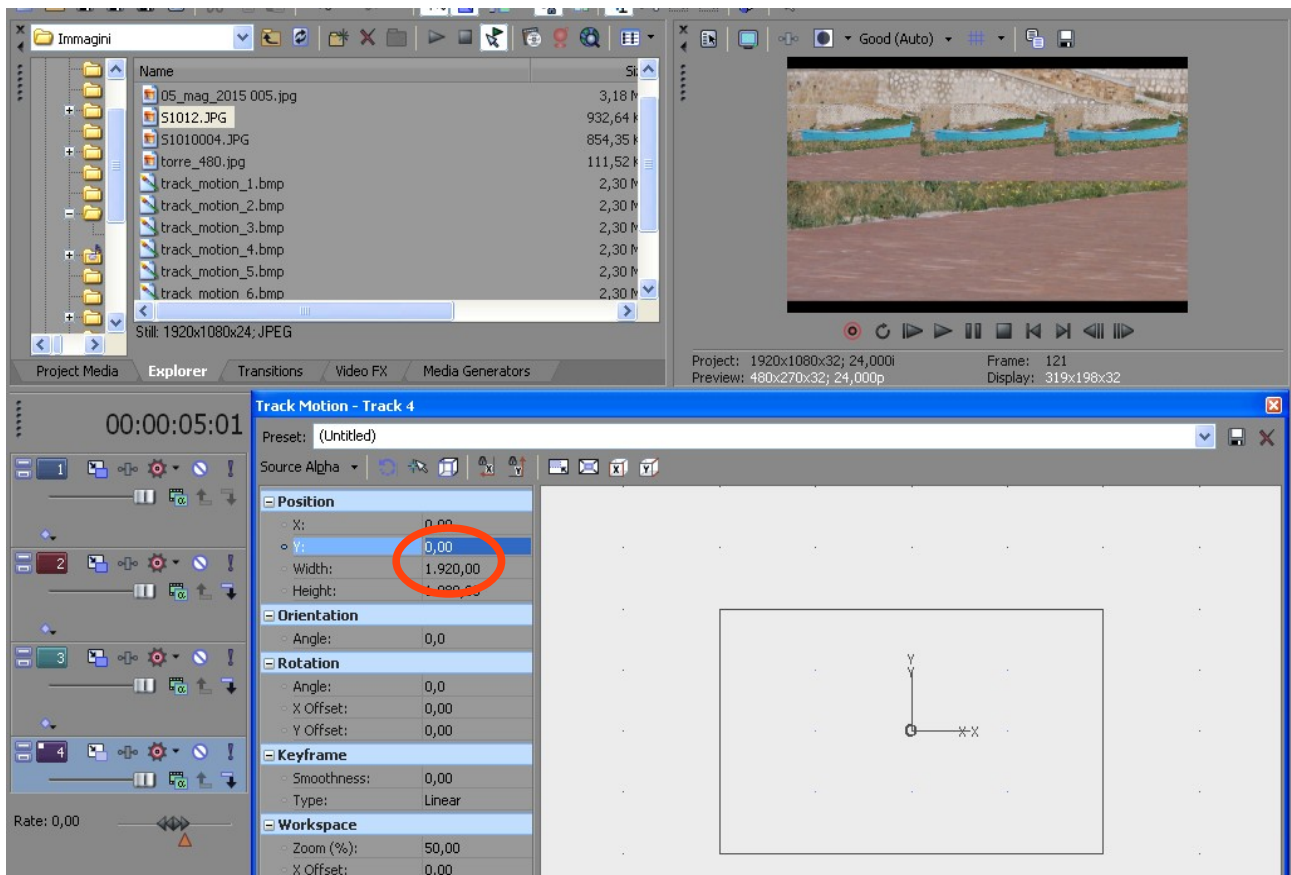
The third track will have some values apart from the horizontal position X, which will be “640 px”, corresponding to the size of the photo we want to appear, aligned to the right.



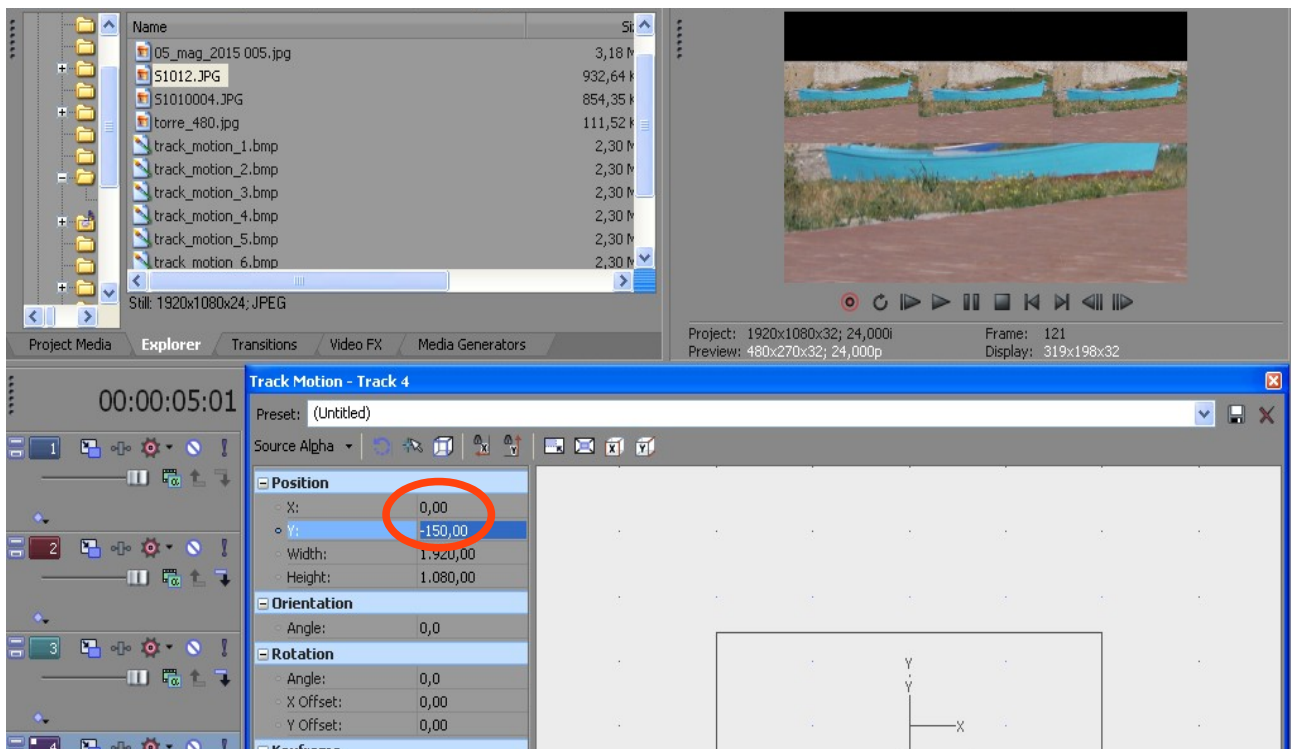
The bottom of the frame project will be the half image at its original size we want to appear. Let's input the following values: the original size in width and height and “0” for both horizontal and vertical center.



Of course we want to choose the portion of the photo to appear in the project, so we have to decide the vertical position of the center: if “0” we won't see the large boat...



... if “-150 px” the boat will appear.



Now we have to render the HD project, choosing a 1920x1080 px size.