

VisTitle User Manual

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Foreword

About this manual

Thank you for using VisTitle! VisTitle is a product of Beijing VideoStar Shichuang Technology Co. Ltd. VisTitle is the ideal platform for use with EDIUS and is designed to help EDIUS users create text and clip files in High and Standard Definition (HD/SD) environments.

This User Manual is designed to teach users how to employ the VisTitle software and the various functions that are supported by it, including how to create television titles, how to roll titles, create title effects and much more.

If you are using Acrobat Reader to view this User Manual, we recommend that you make use of the Bookmark function.

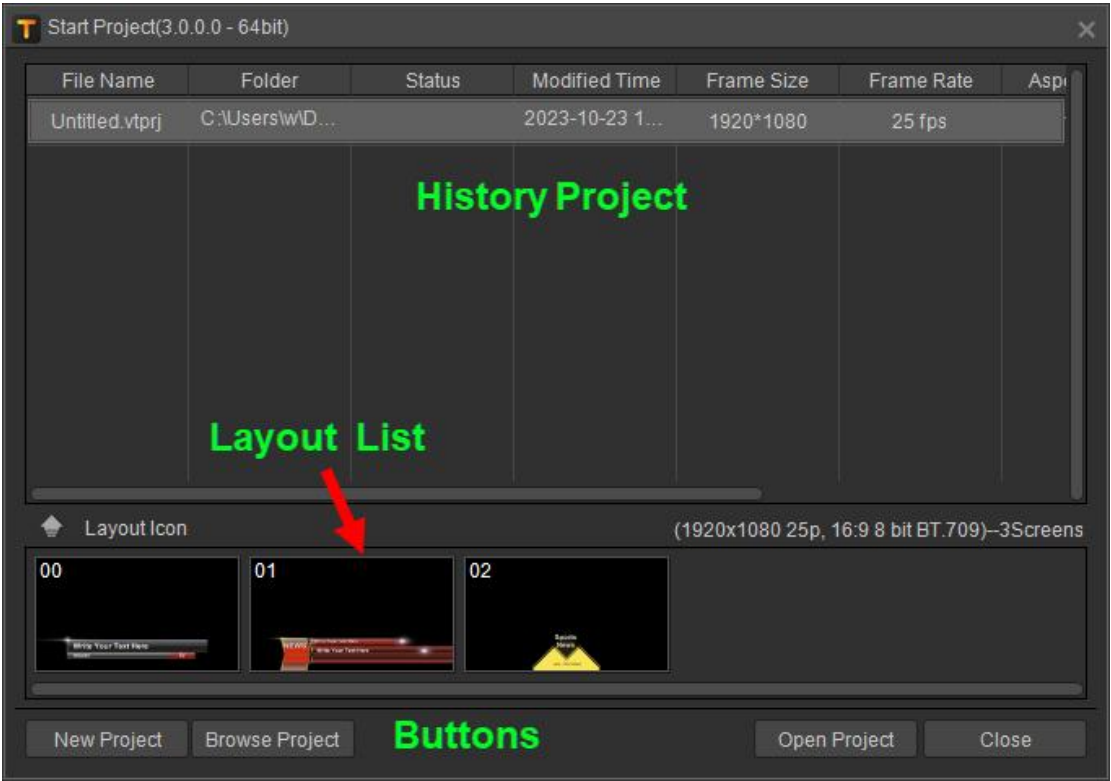
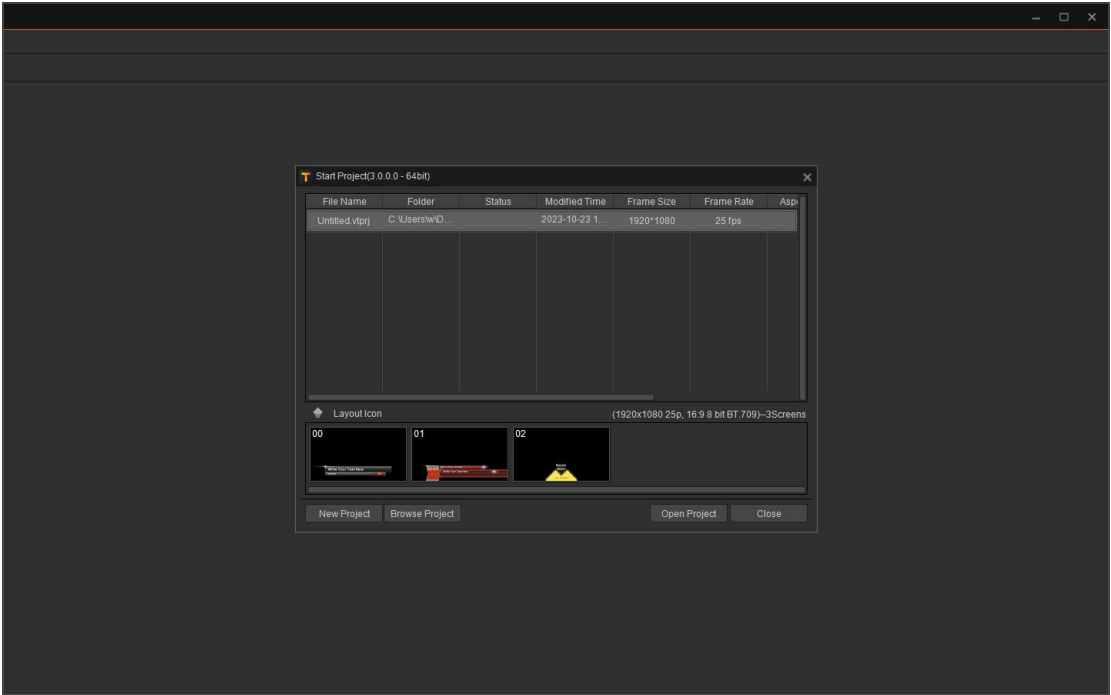
To download the latest version of this document, please log on to www.hkvisdom.com.

Modifications to this document will be strictly at the discretion of Videostar Company.

Chapter One Overview of functions

1.1. Start Project Screen

Open ViTitle independently, Start Project screen will appear.

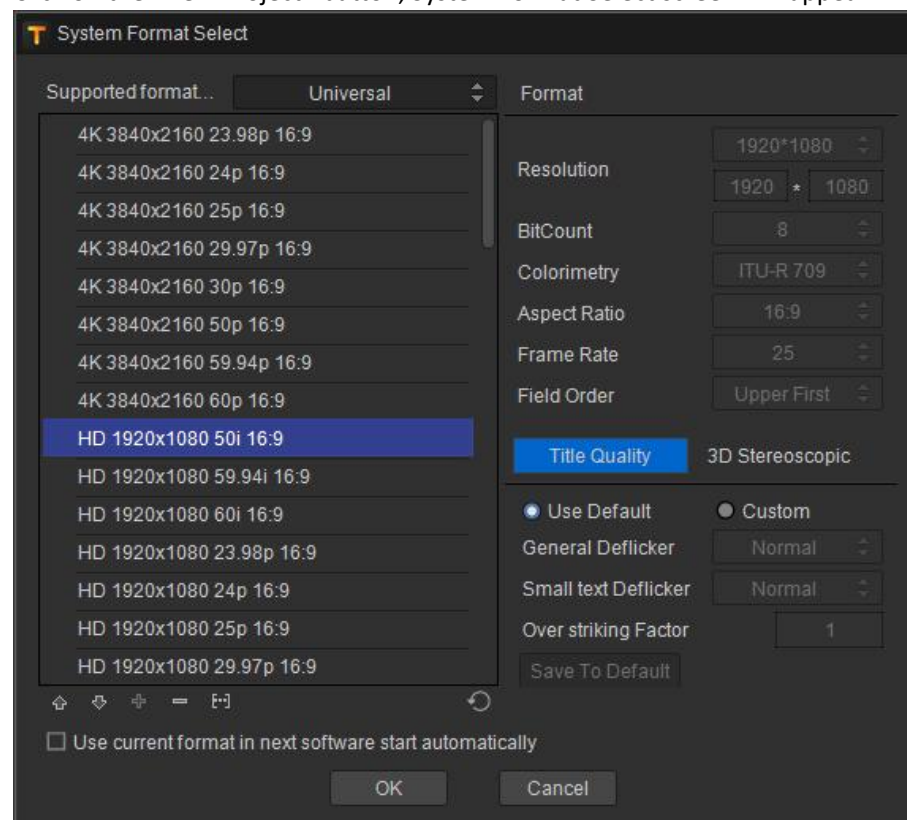


Functions

- 1) History Project
Show latest project.
- 2) Layout List
Show layout list of the selected history project.
- 3) Buttons
New Project: click the button to open System Format Select screen
Browse Project: allows you to browse and open local project
Open Project: allows you to open the selected history project
Close: exit VisTitle software

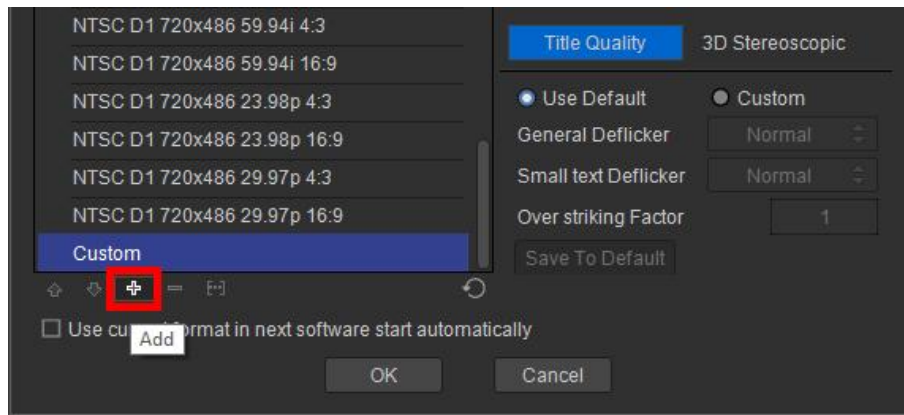
1.2. Select Format Screen

Click on the “New Project” button, System Format Select screen will appear.

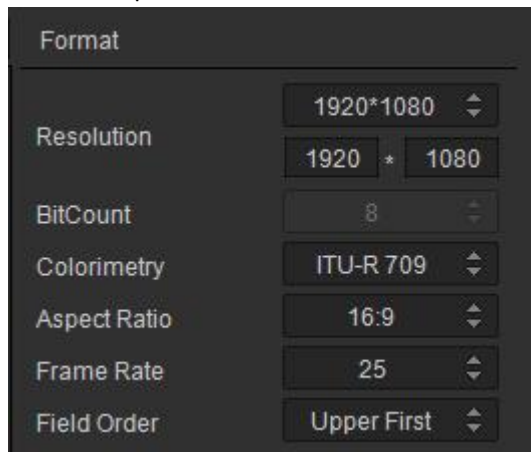


Four functions can be performed:

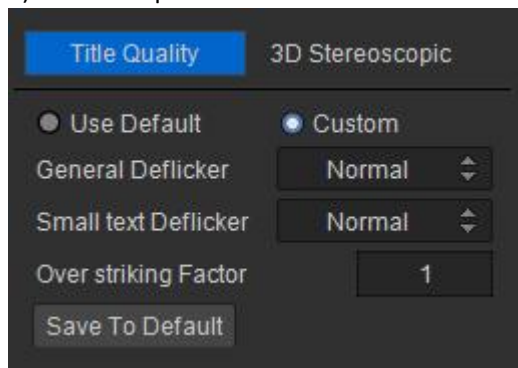
- 1) Choosing a format.
For example, PAL D1 50i or PAL Full HD 1080/50i 16:9.
Note: if one format is frequently used it can be set as the default format.
Three functions can be performed:
- 2) Add custom format
Choose “Custom” format.



Set format parameters then click the “Add” button marked in red in the image above.

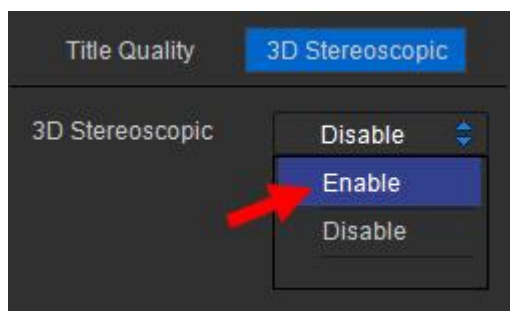


3) Set Title parameters.




Custom parameters can be set by clicking on "Custom", setting parameters, and then clicking on [Save as Default Parameters].

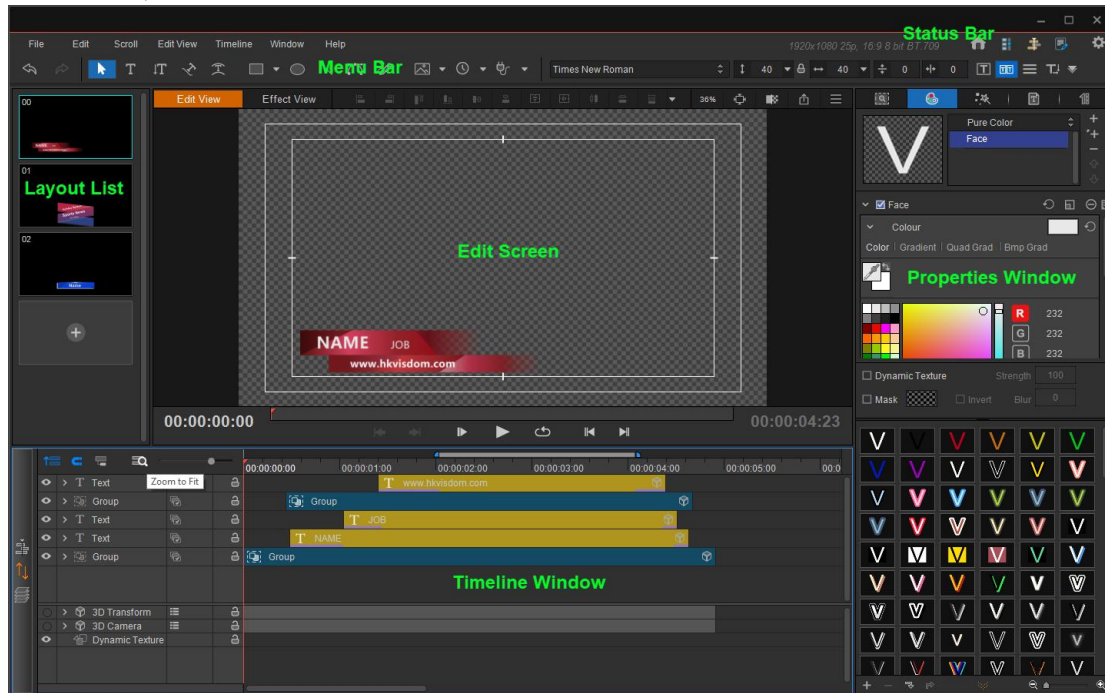
4) Enable 3D Stereoscopic



Note: If, once in VisTitle, the format needs to be changed, you can:

1. Use the shortcut **Ctrl+Shift+P**

2. Click on the [Document Settings]  button. Once the format has been chosen, click on [OK] to proceed.

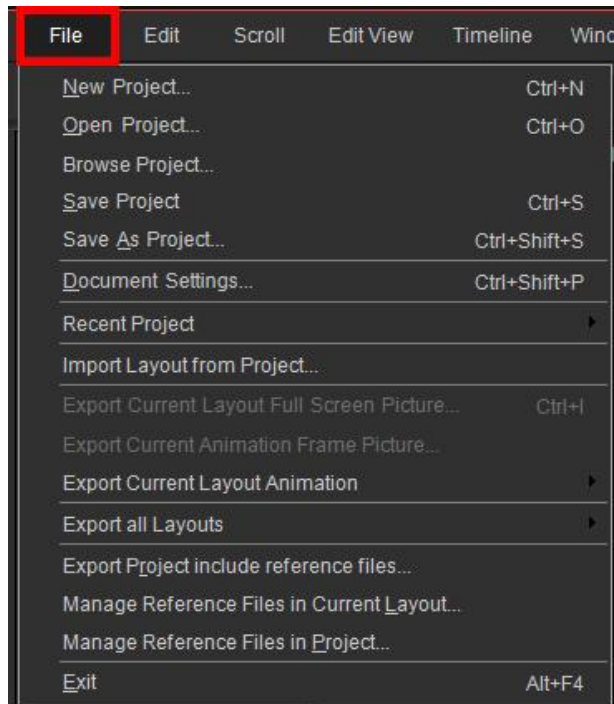


The Main Interface screen is divided into the following parts:

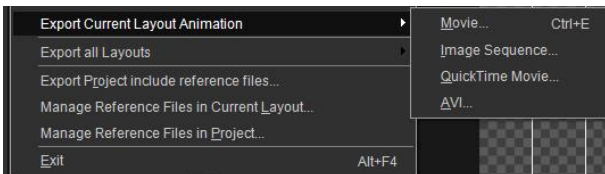
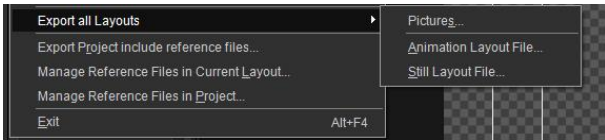
- ✧ Menu Bar - this is the main tool bar
- ✧ Layout List- lists all layouts
- ✧ Edit Screen - allows you to directly edit objects and text
- ✧ Timeline Window - shows duration items in every layout page
- ✧ Properties Window - allows you to edit the properties of objects and text
- ✧ Status Bar - provides basic layout information and interface tools

1.3. The Menu Bar

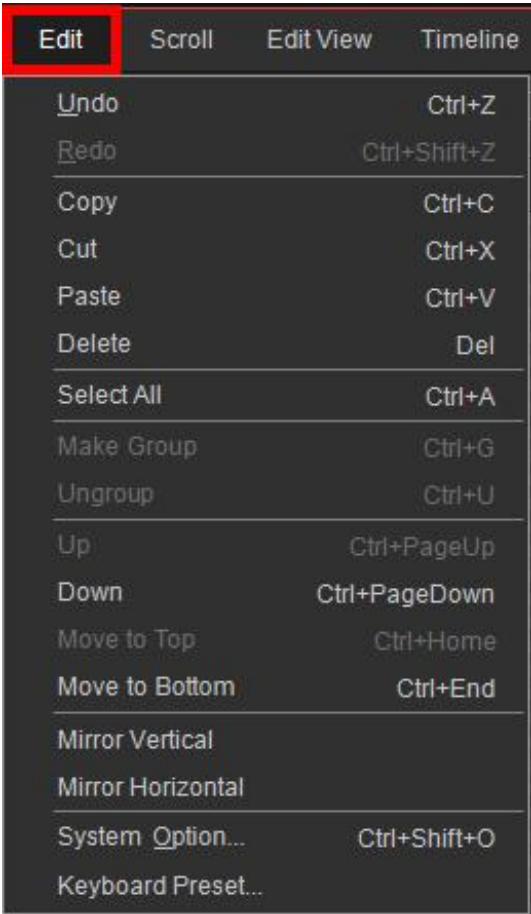
1.3.1. File Menu



New Project	create new project
Open Project	open existing project
Browse Project	allow you to browse and open local project
Save Project	save project
Save As Project	save project as [new name]
Document Settings	set project settings
Recent Project	recent projects are listed
<div> <div>Recent Project</div> <div> C:\Users\Administrator\Desktop\02.viprj C:\Users\Administrator\Desktop\01.viprj </div> </div>	
Import Layout from Project	Import layout from other project
Export Current Layout Full Screen Picture	export current layout as full-screen picture
Export Current Animation Frame Picture	export current frame of the movie as picture
Export Current Layout Animation	export current layout as animation (*.vxmovie file/image sequence/*.mov file/*.avi file)

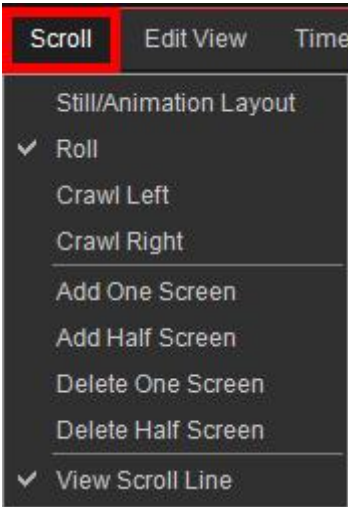
	
<p>Export all Layouts</p> 	<p>Export all layouts as picture/dynamic layout file/still layout file (dynamic/still means that when the layout is dragged to EDIUS timeline, the status is dynamic or still)</p>
<p>Export Project include reference files</p>	<p>Export referenced files included in the project, such as image, animation, and etc.</p>
<p>Manage Reference Files in Current Layout</p>	<p>Manage referenced files in the current layout in reference file management interface.</p>
<p>Manage Reference Files in Project</p>	<p>Manage referenced files in the project in reference file management interface.</p>
<p>Exit</p>	<p>Exit software</p>

1.3.2. Edit Menu



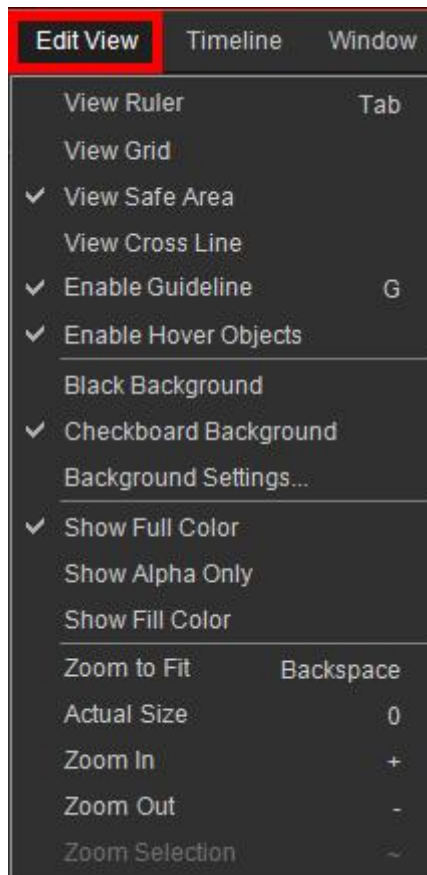
Undo	Undo action
Redo	Restore undone action
Select All	Select all objects in the layout
Make Group	Create a group of objects
Ungroup	Separate a group of objects
Up	Move selected object up
Down	Move selected object down
Move to Top	Move selected object to top
Move to Bottom	Move selected object to bottom
Mirror Vertical	Vertically mirror selected object
Mirror Horizontal	Horizontally mirror selected object
System Option	Open the system option window
Keyboard Preset	Open the shortcut key preset window

1.3.3. Scroll Menu



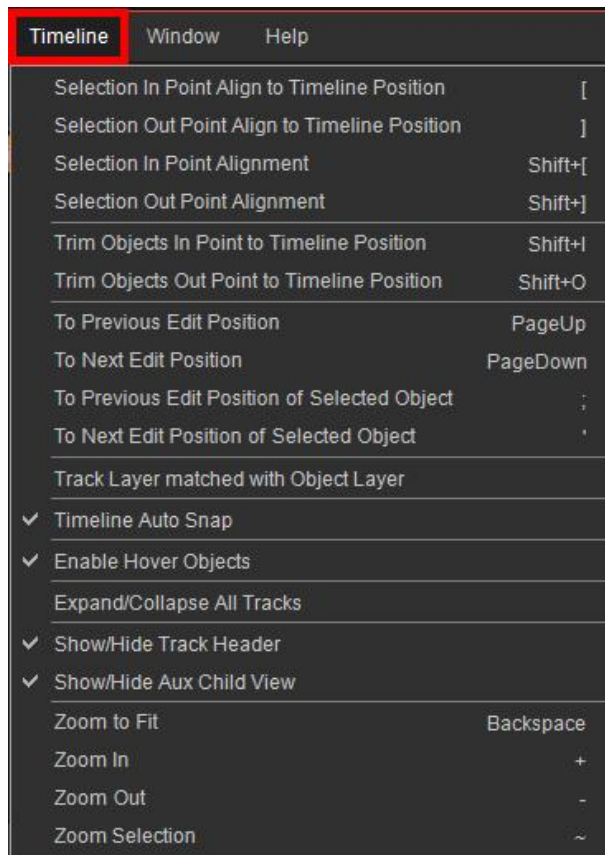
Still/Animation Layout	Set as still or animation
Roll	Set roll-to-top mode
Crawl Left	Set crawl-to-left mode
Crawl Right	Set crawl-to-right mode
Add One Screen	Add one screen
Add Half Screen	Add half screen
Delete One Screen	Delete one screen
Delete Half Screen	Delete half a screen
View Scroll Line	Show/Hide Roll/Crawl Line

1.3.4. Edit View Menu



View Ruler	Show/Hide Ruler
View Grid	Show/Hide Grid
View Safe Area	Show/Hide Safe Area
View Cross Line	Show/Hide Crossline
Enable Guideline	Show/Hide snap line
Enable Hover Objects	Show/Hide object hover indicator
Black Background	Set black background
Checkboard Background	Set grid background
Background Settings	Open the background settings window
Show Full Color	Show fill-in signal only
Show Alpha Color	Show Alpha signal only
Show Fill Color	Show all the color
Zoom to Fit	Zoom the edit window to fit
Actual Size	Set the editing area to actual size
Zoom In	Zoom in the edit window
Zoom Out	Zoom out the edit window
Zoom Selection	Scale the size of the selected object in the editing area

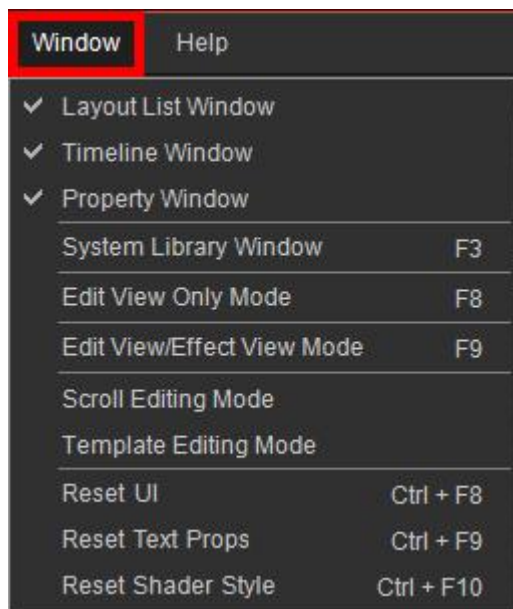
1.3.5. Timeline Menu



Selection In Point Align to Timeline Position	Align In Point of selected object with timeline pointer position
Selection Out Point Align to Timeline Position	Align Out Point of selected object with timeline pointer position
Selection In Point Alignment	Align multiple selected objects by the In Point on the timeline
Selection Out Point Alignment	Align multiple selected objects by the Out Point on the timeline
Trim Objects In Point to Timeline Position	Trim the In Point of the selected object to the timeline pointer position
Trim Objects Out Point to Timeline Position	Trim the Out Point of the selected object to the timeline pointer position
To Previous Edit Position	Move the timeline pointer to the previous edit position
To Next Edit Position	Move the timeline pointer to the next edit position
To Previous Edit Position of Selected Object	Move the timeline pointer to the previous edit position of the selected object
To Next Edit Position of Selected Object	Move the timeline pointer to the next edit position of the selected object

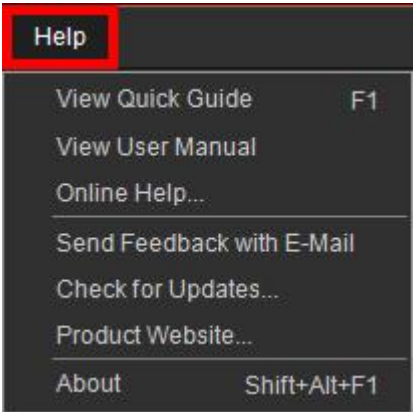
Track Layer matched with Object Layer	Make the order of track layer and object layer consistent
Timeline Auto Snap	Enable/Disable automatic snap of timeline
Enable Hover Objects	Show/hide object hover indicator
Expand/Collapse All Tracks	Expand/Collapse all the tracks
Show/Hide Track Header	Show/Hide track header
Show/Hide Aux Child View	Show/Hide the auxiliary timeline window
Zoom to Fit	Set timeline zoom to appropriate
Zoom In	Zoom in timeline
Zoom Out	Zoom out timeline
Zoom Selection	Zoom selected objects on timeline

1.3.6. Window Menu



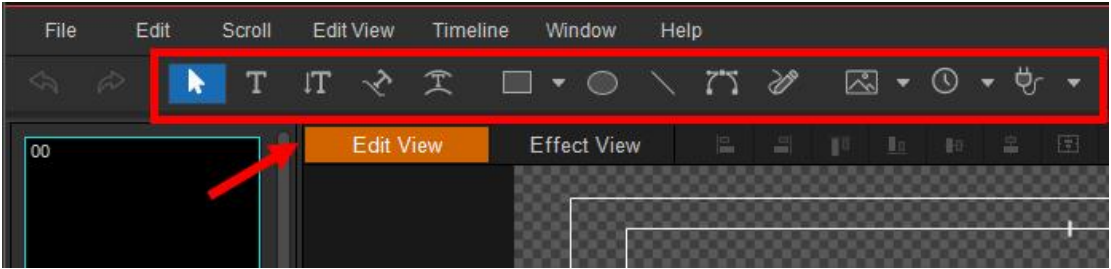
Layout List Window	Show/Hide layout list window
Timeline Window	Show/Hide timeline window
Property Window	Show/Hide property window
System Library Window	Open/Close system library window
Edit View Only Mode	Show Edit View only
Edit View/Effect View Mode	Switch between graphics and text editing mode and effect editing mode
Scroll Editing Mode	Switch to scroll editing mode
Template Editing Mode	Switch to template editing mode
Reset UI	Reset editing UI
Reset Text Props	Reset font property
Reset Shader Style	Reset coloring property

1.3.7. Help Menu



View Quick Guide	Open VisTitle Quick Guide
View User Manual	Open VisTitle User Manual
Online Help	Online Help
Send Feedback with E-Mail	Send feedback via Email
Check for Updates	Check if there is update available
Product Website	Open product website
About	Open About window

1.3.8. Object Toolbar














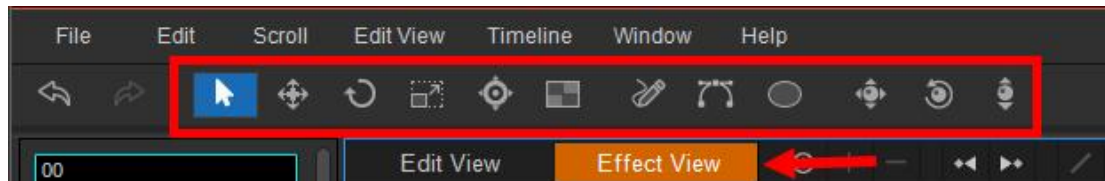












	Select: choose an item		Text: create horizontal text
	Text: create vertical text		Morph Text: create multidimensional text
	Curve Text: create curved text		Shape: create object of certain shape
	Shape: create object of circle		Line: create lines
	Bezier: create Bezier curves		PaintStroke

	Image: create image		Clock: create clock
	Title PlugIn: Create PlugIn object		

1.3.9. Effect Toolbar



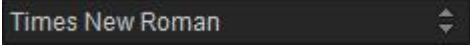







	Select		Translate: move the object
	Rotate: rotate the object		Scale: adjust size
	Pivot: Enable Pivot Setting Tool		Transparency
	Create Freehand Path		Create Bezier Path
	Create Ellipse Path		Pan
	Orbit		Dolly

This menu will appear when shifting to Effect Mode (shortcut F10).

1.4. Text Editor Toolbar



The Text Editor Toolbar allows you to set text parameters:

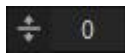
	Font
	Italics
	Bold
	Underline
	Height
	Width
	Lock: lock height-width ratio
	Align Left



Align Center



Align Right



Line Range



Character Range



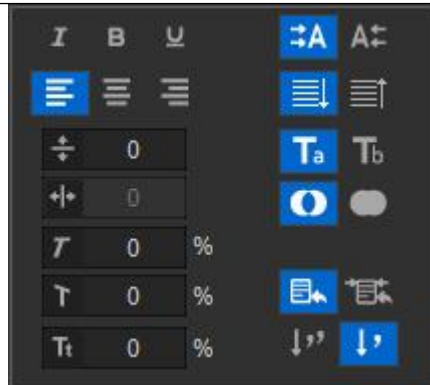
Arrange: present text horizontally or vertically



Render: apply effects to whole text or to individual characters



Show/Hide Text Editor advanced functions



Enter left-right



Enter right-left



Enter top-down



Enter bottom-up



Font Mode



Fill Mode



Set vertical shear effect



Set horizontal shear effect



Small Caps

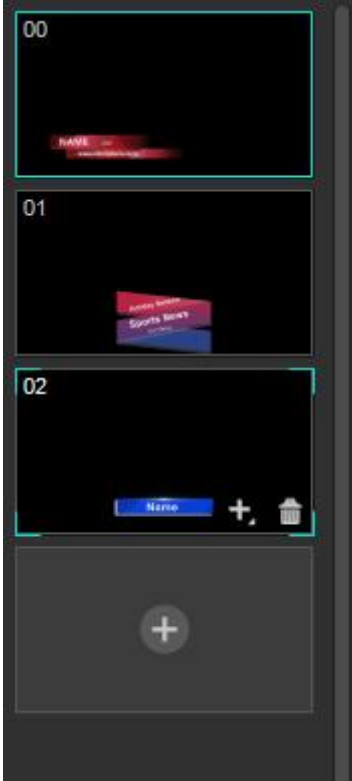





Unconstraint

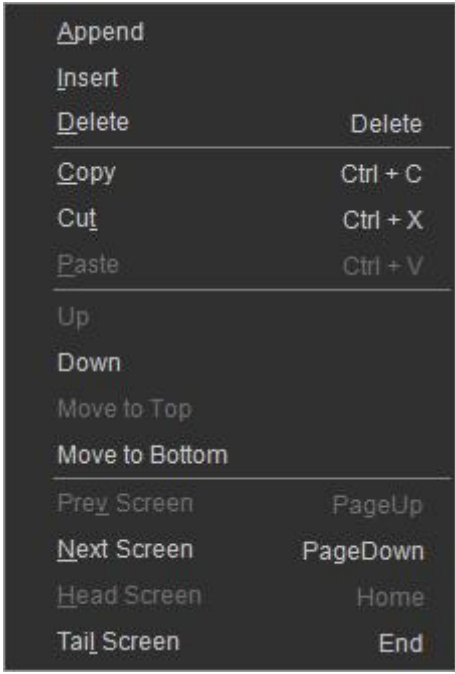


Constraint

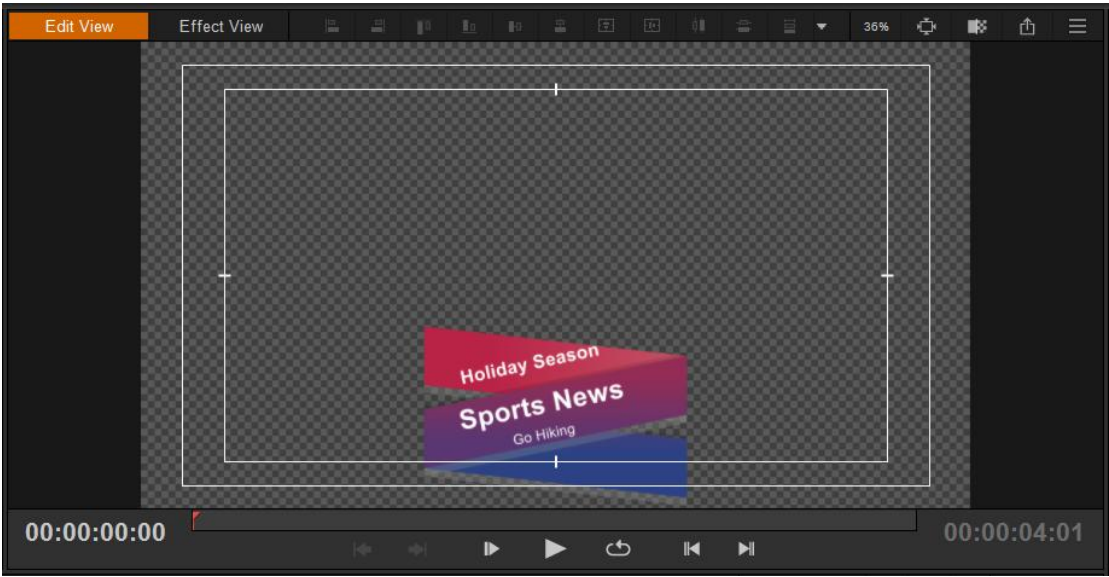
1.5. Layout List

	<p>Use the Layout List to quickly edit several titles. Frequent operations are:</p> <p>View: click on a Layout to make it appear on the Edit Screen</p> <p>Add Layout: Click  button to add layout</p> <p>Insert Layout: Click  button to add a layout below</p> <p>Delete Layout: Click  button to delete layout or right-click on layout and choose Delete</p>
--	--

Layout List right-click context menu:

	<p>Append: adds layout</p> <p>Insert: inserts layout</p> <p>Delete: deletes layout</p> <p>Copy: copy layout</p> <p>Cut: cut layout</p> <p>Paste: paste layout</p> <p>Up</p> <p>Down</p> <p>Move to Top: move layout to front</p> <p>Move to Bottom: move layout to end</p> <p>Prev Screen: pageup</p> <p>Next Screen: pagedown</p> <p>Head Screen: home</p> <p>Tail Screen: end</p>
---	---

1.6. Graphics (still) Editing Mode



Right-click on the Edit Screen

1. The following context menu will appear

<div><div>PasteCtrl + V</div><div>Export all text of current layout to text page</div><div>View RulerTab</div><div>View Grid</div><div>✓ View Safe Area</div><div>View Cross Line</div><div>✓ Enable GuidelineG</div><div>✓ Enable Hover Objects</div><div>Black Background</div><div>✓ Checkboard Background</div><div>Background Settings...</div><div>✓ Show Full Color</div><div>Show Alpha Only</div><div>Show Fill Color</div></div>	<div>Paste</div> <div>Export all text of current layout to text page</div> <div>View Ruler</div> <div>View Grid</div> <div>View Safe Area</div> <div>View Cross Line</div> <div>Enable Guideline</div> <div>Enable Hover Objects</div> <div>Balck Background</div> <div>Checkboard Background</div> <div>Background Settings</div> <div>Show Full Color</div> <div>Show Alpha Only</div> <div>Show Fill Color</div>
--	---





2. Object context menu

Make <u>G</u> roup	Ctrl+G	Make Group
<u>U</u> ngroup	Ctrl+U	Ungroup
Up(M)	Ctrl+PageUp	Up
Down	Ctrl+PageDown	Down
Move to <u>T</u> op	Ctrl+Home	Move to Top
Move to <u>B</u> ottom	Ctrl+End	Move to Bottom
<u>L</u> ock/Unlock	L	Lock/Unlock
✓ <u>V</u> isible/Invisible	Shift+V	Visible/Invisible
E <u>d</u> it	Alt+E	Edit
Cu <u>t</u>	Ctrl+X	Cut
<u>C</u> opy	Ctrl+C	Copy
<u>P</u> aste	Ctrl+V	Paste
<u>D</u> elete	Delete	Delete
Paste To Group		Paste To Group
Copy Shader Style		Copy Shader Style
Paste Shader Style		Paste Shader Style
Scale ShaderStyle Parameter...		Scale ShaderStyle Parameter
<u>B</u> oolean	▶	Boolean
M <u>i</u> x Option	▶	Mix Option
<u>A</u> lign Objects	▶	Align Objects
Center Object Pivot	Ctrl+M	Center Object Pivot
Mirror Vertical		Mirror Vertical
Mirror Horizontal		Mirror Horizontal
<u>R</u> eset Morph Text		Reset Morph Text
<u>T</u> ext Block	▶	Text Block
Save Object as Picture...		Save Object as Picture

1.6.1. Control Panel



The Control Panel is used to operate items placed in the timeline tracks. Functions from left to right:

-  Choice Head - move to the start of chosen track
-  Choice Tail - move to the end of chosen track
-  Play Start
-  Play



Left Time Code: current play time

Right Time Code: total play time.

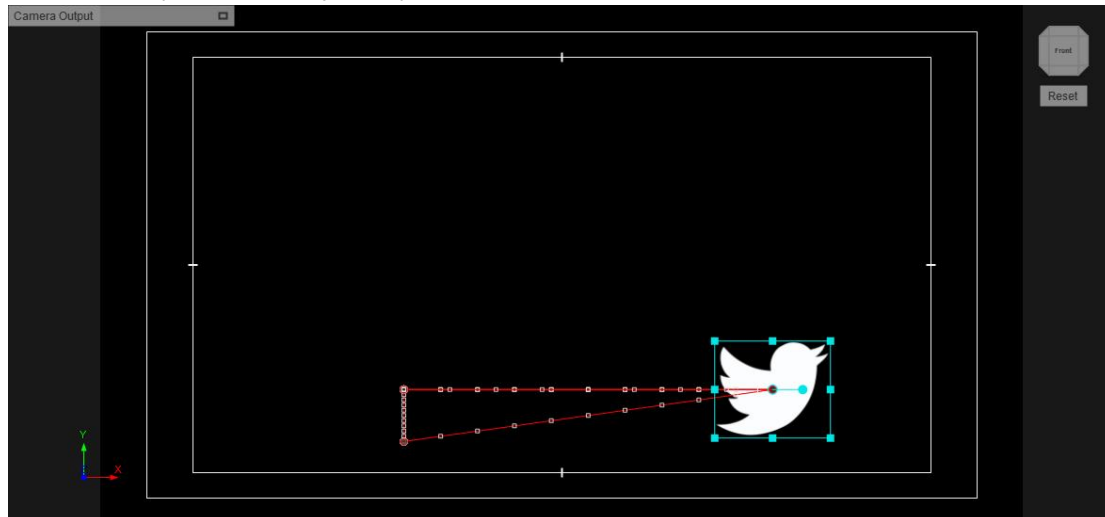
1.6.2. Edit View Toolbar

Edit View		Effect View	
<div> <div>Edit View</div> <div>Effect View</div> </div>	Switch between still Edit View and Effects View		Left-Aligned: Align selected objects to the left
	Right-Aligned: Align selected objects to the right		Top-Aligned: Top-align selected objects
	Bottom-Aligned: Bottom-align selected objects		Horizontally Center-Aligned: Align selected objects horizontally in the center
	Vertically Center-Aligned: Align selected objects vertically in the center		Align to the Screen's Horizontally Center: Align selected objects to the horizontal center of the screen
	Align to the Screen's Vertical Center: Aligns selected objects to the vertical center of the screen		Horizontally Equidistant: Arrange selected objects horizontally and equidistantly
	Vertically Equidistant: Arrange selected objects vertically and equidistantly		Make Same Width: Make selected objects have the same width
	Make Same Height: Make selected objects have the same height		Make Full Screen Size: Make the selected object display in full screen
	Display ratio		Zoom to fit: Zoom to fit
	Sync Video Background with NLE: Sync video in NLE as background		Video Background: Video background
	Black Background/Checkboard Background: Switch background		Export
	Option		

1.7. Effect Editing Screen

Press the [Effects Editing Screen] button (or type F10) to shift from the Graphics (Still) Editing

Screen. Here you can set object keyframes.



Adjusting screen angle:

- To change angle, hold [Alt], left-click and drag mouse.
- To reset angle, hold [Alt] and double-click.

1.7.1. Right-Click Menu of Each Effect

When using the displacement function, right-click for the following context menu:

<ul style="list-style-type: none"> ✓ Toggle <u>A</u>nimation Alt+A <u>I</u>nset Keyframe Ctrl+INSERT <u>D</u>elete Keyframe Ctrl+Delete Go to <u>P</u>revious Edit Position A Go to <u>N</u>ext Edit Position S <u>R</u>eset Keyframe Ctrl+R Reset 3D Transform ▶ <u>S</u>mooth Vertex <u>S</u>harp Vertex ✓ Speed Normal Speed Up Speed Down <u>E</u>ase in out Set Line With Previous Keyframe Set Line With Next Keyframe <u>I</u>nvert Keyframe List <u>U</u>niform Keyframe List Reset <u>K</u>eyframe List 	<ul style="list-style-type: none"> Toggle Animation Insert Keyframe Delete Keyframe Go to Previous Edit Position Go to Next Edit Position Reset Keyframe Reset 3D Transform Smooth Vertex Sharp Vertex Speed Normal Speed Up Speed Down Ease in out Set Line With Previous Keyframe Set Line With Next Keyframe Invert Keyframe List Uniform Keyframe List Reset Keyframe List
--	--





















When using the rotate function, right-click for the following context menu:

✓ Toggle <u>A</u> nimation	Alt+A
<u>I</u> nsert Keyframe	Ctrl+INSERT
<u>D</u> elete Keyframe	Ctrl+Delete
Go to <u>P</u> revious Edit Position	A
Go to <u>N</u> ext Edit Position	S
<u>R</u> eset Keyframe	Ctrl+R
Reset 3D Transform	▶
X Rotate Value	▶
Y Rotate Value	▶
Z Rotate Value	▶
<u>I</u> nvrt Keyframe List	
<u>U</u> niform Keyframe List	
Reset <u>K</u> eyframe List	

When using the scale function, right-click to see the following context menu:

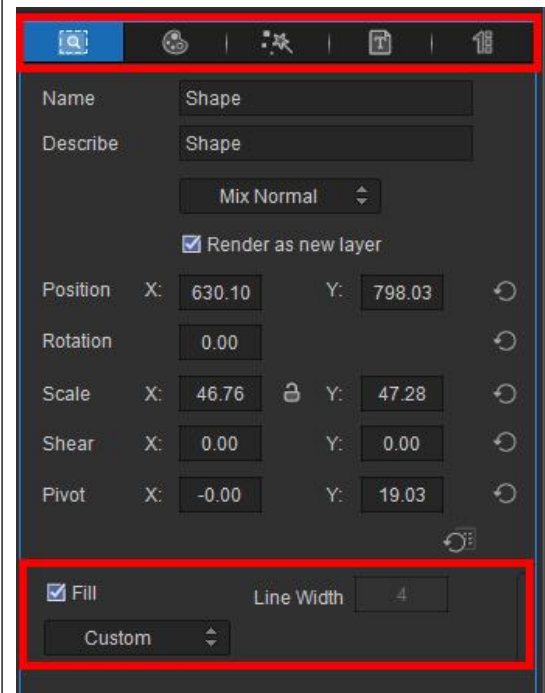




<input checked="" type="checkbox"/> Toggle Animation	Alt+A
<u>I</u> nsert Keyframe	Ctrl+INSERT
<u>D</u> elete Keyframe	Ctrl+Delete
Go to P <u>r</u> vious Edit Position	A
Go to N <u>e</u> xt Edit Position	S
<u>R</u> eset Keyframe	Ctrl+R
Reset 3D Transform	▶
X Scale Value	▶
Y Scale Value	▶
Z Scale Value	▶
In <u>v</u> ert Keyframe List	
<u>U</u> niform Keyframe List	
Reset <u>K</u> eyframe List	

When using the Pivot function, right-click to see the following context menu:

	Toggle Animation		Insert keyframe in current timeline position
	Delete keyframe in current timeline position		Go to Previous key frame position or object head position
	Go to next key frame position or object tail position		Speed Normal
	Speed Up		Speed Down
	Ease in out		Reset keyframe in current timeline position
	Reset 3D transform in current timeline position		3D Effect view type
	View 3D Horizon		Display ratio
	Zoom to Fit		Sync Video Background with NLE: Sync the video in NLE as background
	Video Background		Black Background/Checkboard Background
	Export		Option

1.8. Properties Window

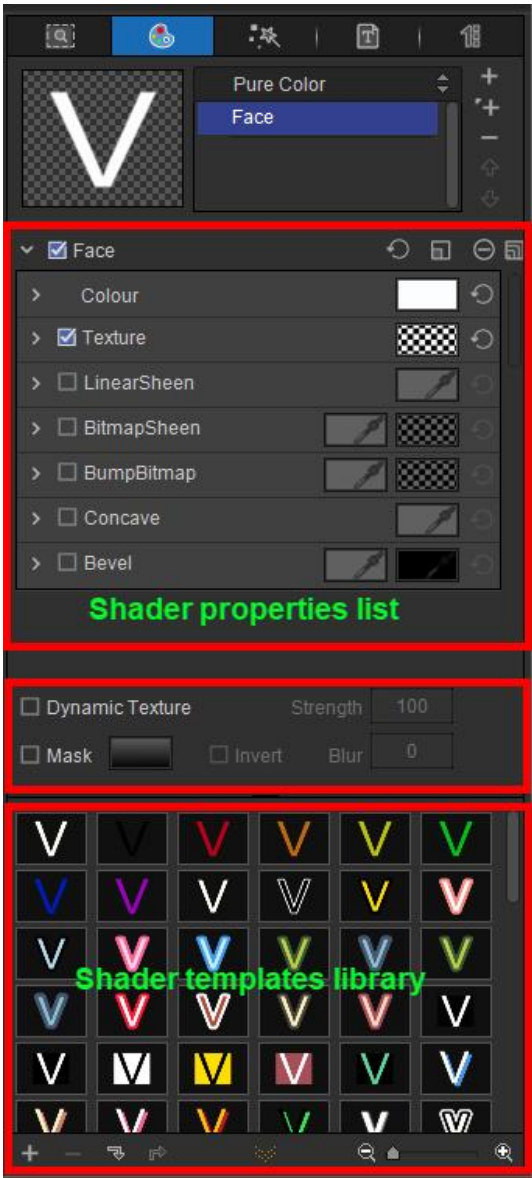
1.8.1. Property Tab

	<p>The Properties Window has five tabs: Property, Shader, Effect, Text and Roll/Crawl.</p> <p>Name/Describe: view selected object and describe</p> <p>Mix Style: select Mix Normal/Mix Penetrate Render as new layer</p> <p>Position: view position, make change</p> <p>Rotation: view rotate angle, make change.</p> <p>Scale: view scale parameters, or change value. Left-click on , changing to , scale XY change simultaneously.</p> <p>Shear: view shear value, or change.</p> <p>Pivot: view pivot position, or make change.</p> <p> Reset: reset selected value.</p> <p> Reset All:By clicking on it will reset all values, but doesn't affect values in sub screen.</p> <p>Sub Window: marked place in the picture left. If choosing different object, sub window will appear different accordingly.</p>
--	--

Set parameters by:


- Clicking on the field and typing in the numbers
- Dragging the cursor over the field

1.8.2. Shader Tab

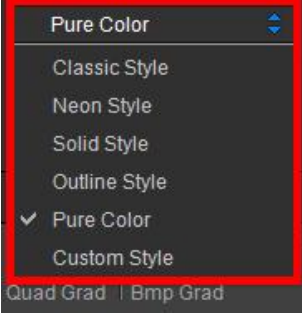


Shader properties list

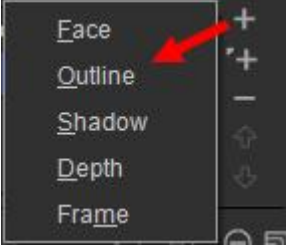
Shader templates library



Shader preview



Shader Style drop-down list





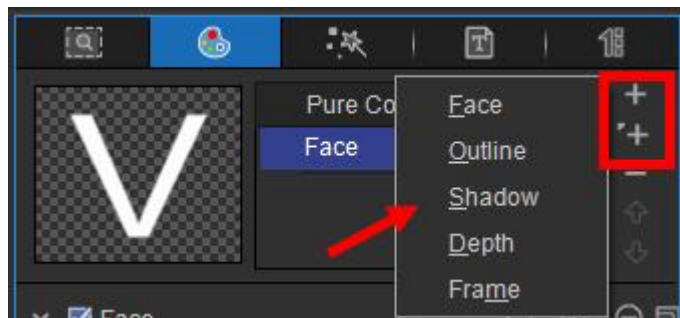
Properties list: Face, Outline, Shadow, Depth, Frame


Buttons:

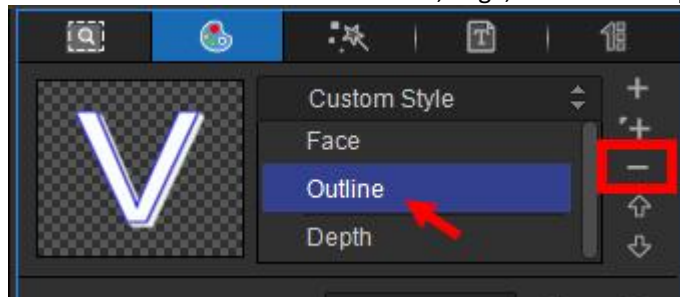
- Add** (+)
- Insert** (+)
- Delete** (-)
- Move Up** (↑)
- Move Down** (↓)



- ✧ You can set specific parameters in the properties list.
- ✧ You can also use preset Shader templates
- ✧ Set Dynamic Texture and Masking, found at the lower half of the tab.

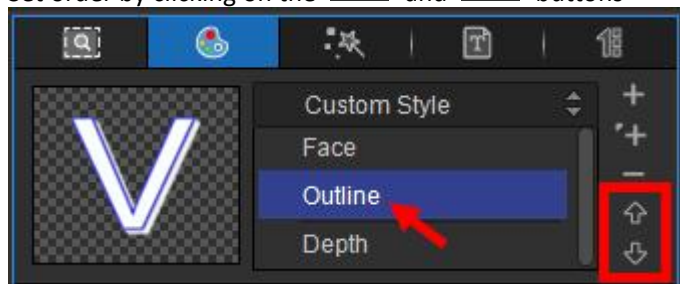
Use the  or  button to add Face, Edge, Shadow or Depth



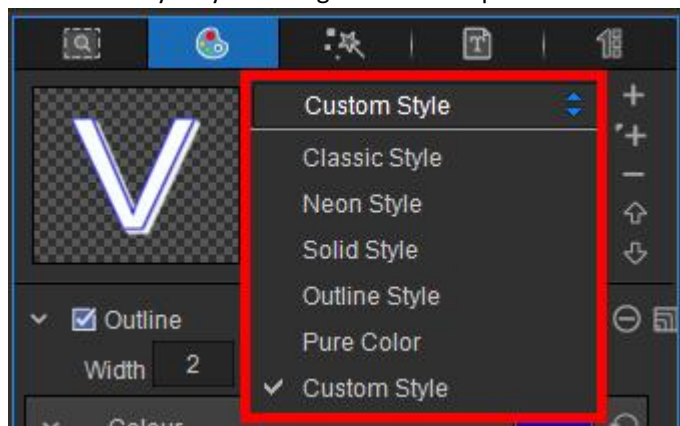
Use the  button to remove Face, Edge, Shadow or Depth



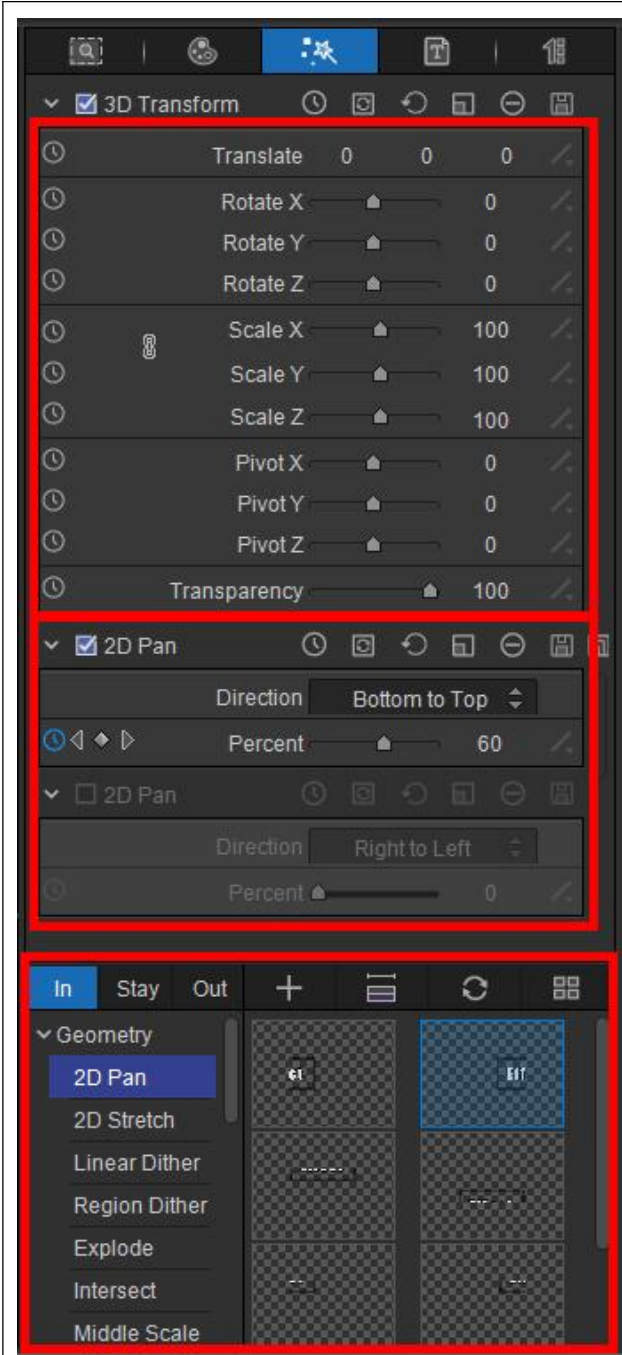
Set order by clicking on the  and  buttons



Set Shader style by choosing from the drop-down list.



1.8.3. Effect Tab



To the left: 3D Transform, 2D Pan and Screen In/Out areas

Expand

Reset

Fold/Expand

Delete

Save

Lock X and Y axis scaling

Screen In/Out area

In Choose In method

Stay Choose Stay method

Out Choose Out method



+ Add a default length effect to the selected object

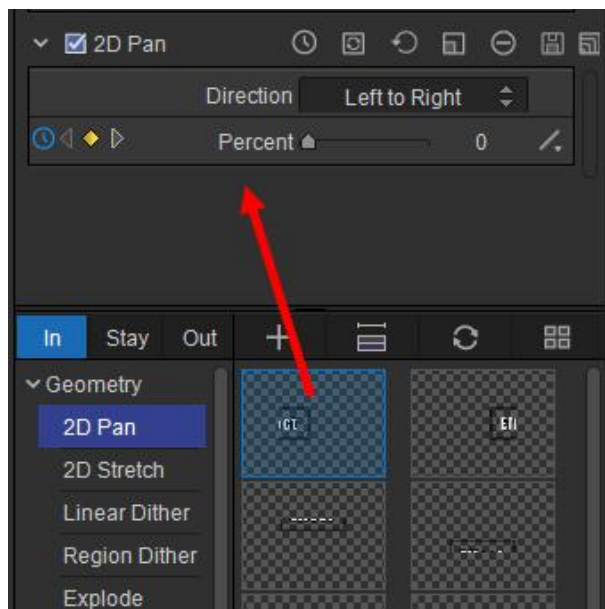
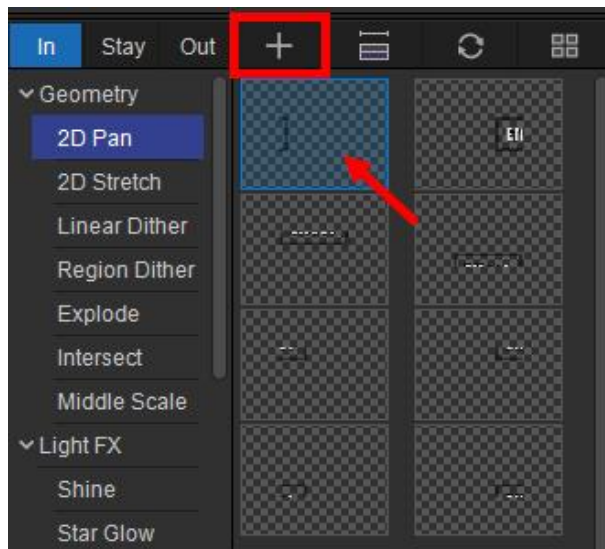
Add an effect as long as the object to the selected object

Refresh the effects template library

Icon display/Text details display

Setting screen In effect:

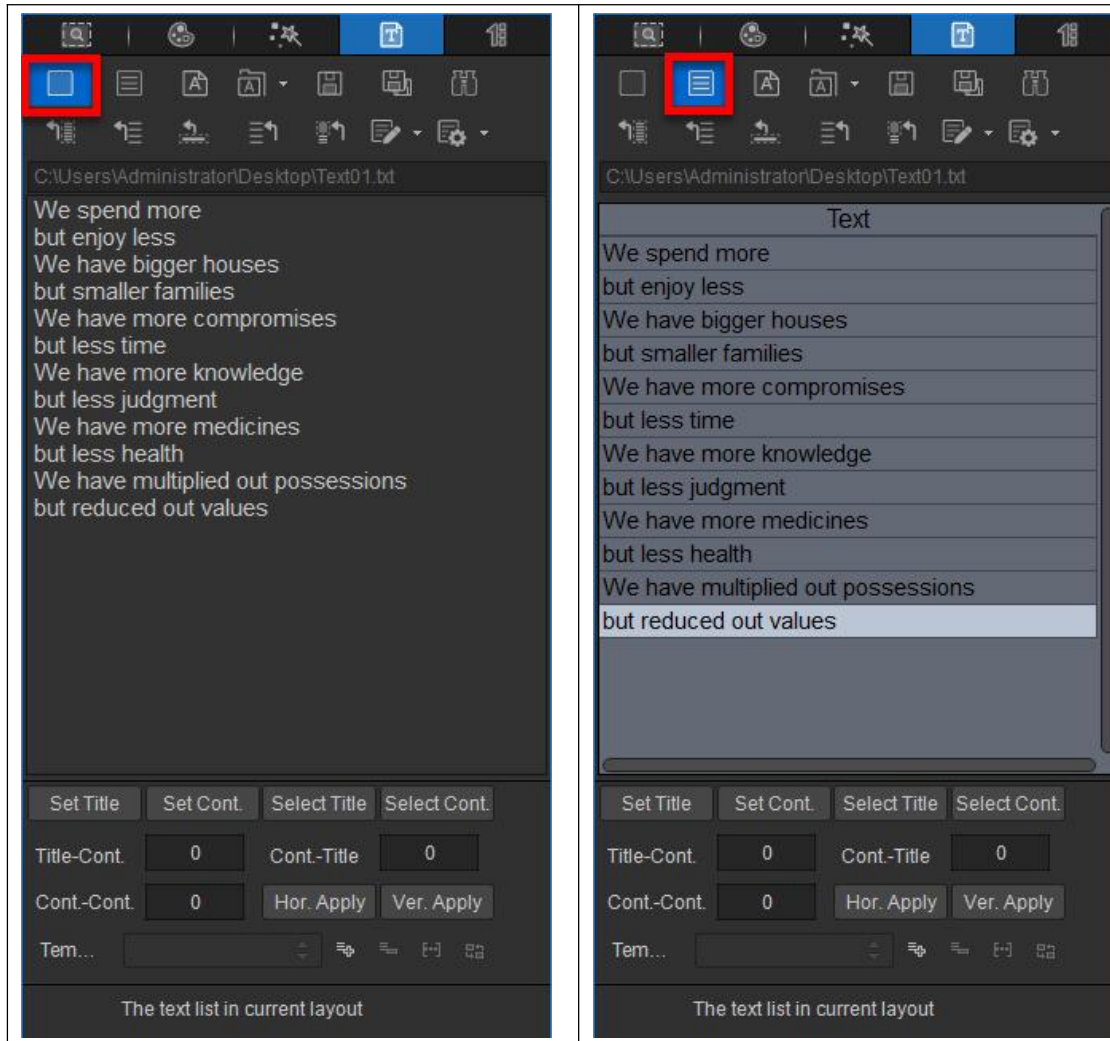
Click , choose an effect from the templates, then click .

















Use the same method to apply [Stay] and [Out] effects.

1.8.4. Text Tab

Whole text	Line by line text
------------	-------------------



Edit text options:

	Whole text		Line by line text
	New		Open
	Save		Save As
	Find and Replace		Create text
	Create line by line text		Create one line text
	Replace All		Replace
	Tools		Option

Roll/Crawl text editor menu:

Set Title	Set Cont.	Select Title	Select Cont.
Title-Cont.	0	Cont.-Title	0
Cont.-Cont.	0	Hor. Apply	Ver. Apply

Set Title: sets chosen text as Title

Set Cont.: sets chosen text as content

Select Title: pick out Titles

Select Cont.: pick out content

Title-Cont.: sets space between title and content

Cont.-Title: sets space between content and title

Cont.-Cont.: sets space between content and content

Hor. Apply: applies horizontally

Ver. Apply: applies vertically

At the bottom of the tab you can see the list of texts that are in the Edit Screen.

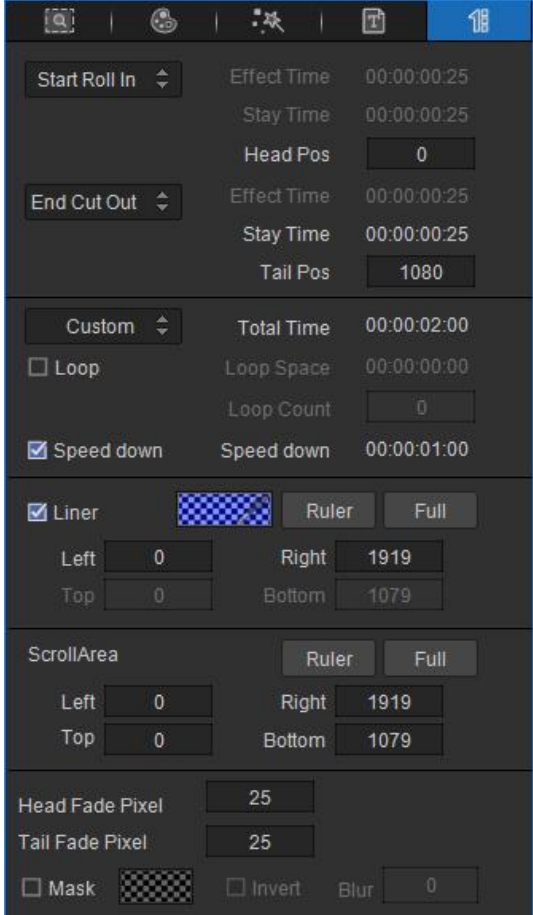
Left-click to edit.

The text list in current layout

We spend more	▲▼
but enjoy less	▲▼
We have bigger houses	▲▼
but smaller families	▲▼
We have more compromises	▲▼

Enter text

1.8.5. Roll/Crawl Tab



Roll In: set role in method

Roll Out: set roll out method

Custom: set roll time

Loop: set loop time and count

Speed Down: reduce roll speed.

Liner: apply liner effect

Ruler: set ruler size

Full: restore liner to full screen

ScrollArea:

Ruler: set roll limits

Full: set ruler to full screen

Left/Right/Top/Bottom: set roll limits

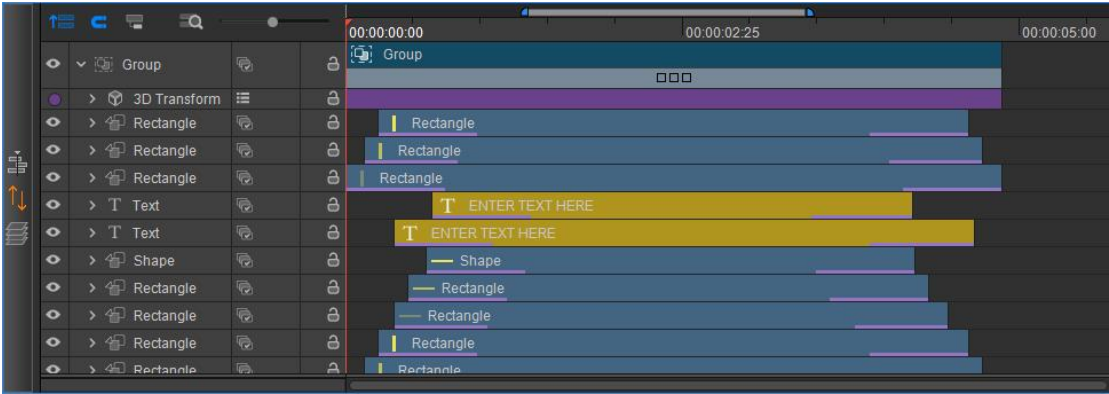
Head/Tail Fade Pixel: set head/tail in/out position

Mask: apply mask effect



Invert: apply invert effect

Blur: set blur parameters

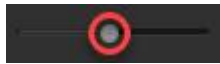
1.9. Timeline Window



Timeline Window options:

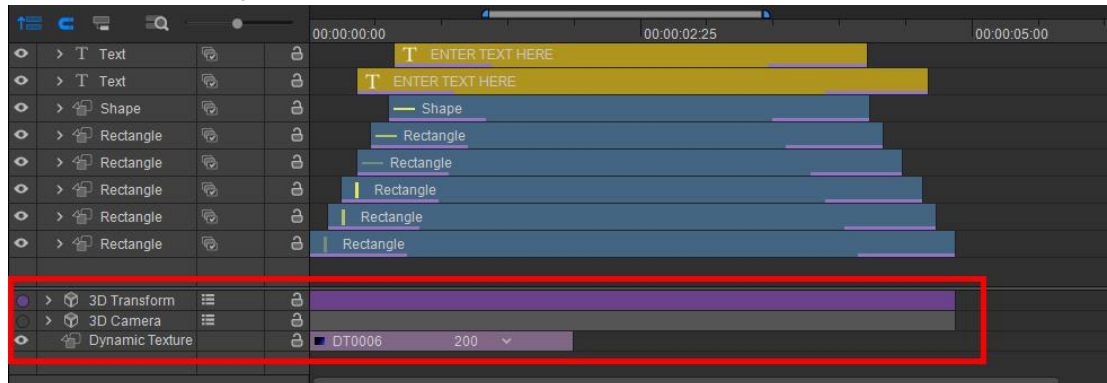
	Set track as Visible/Invisible		Show/Hide object effect tracks
	Enable 3D transform		Lock object to prevent editing






	Enable Timeline Autosnap		Expand all tracks
---	--------------------------	---	-------------------



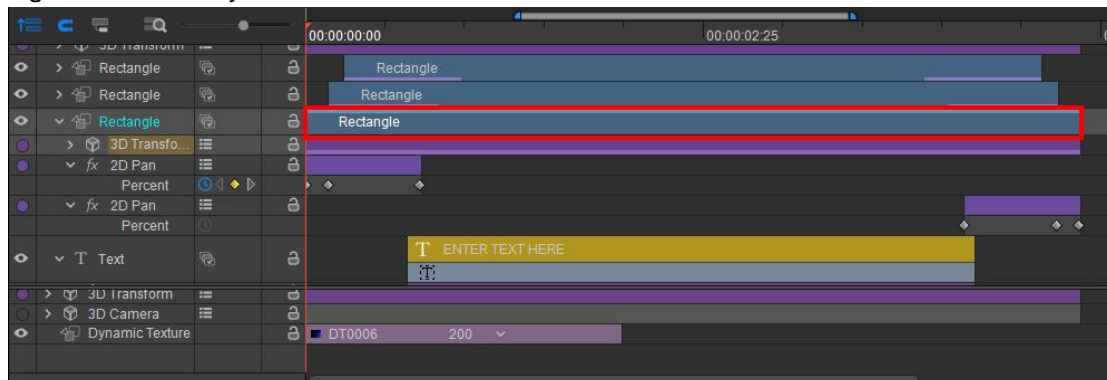
Adjust the Timeline using the bar shown or right-click on the timeline, then drag the cursor. Click on the bar-button at the very left of the Timeline to open the Templates Library.

3D Transform and Dynamic Texture tracks:



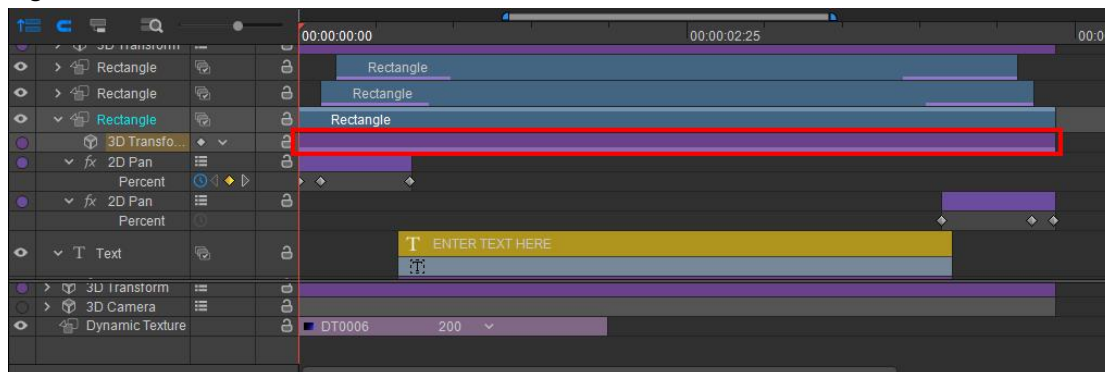
	Enable effect options
	Enable/Disable 3D Transform Keyframe points.
	Go to previous Keyframe
	Add/Remove Keyframe
	Go to next Keyframe

Right-click on an object track to see the context menu:

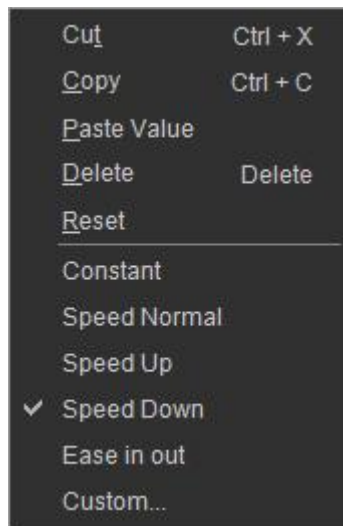
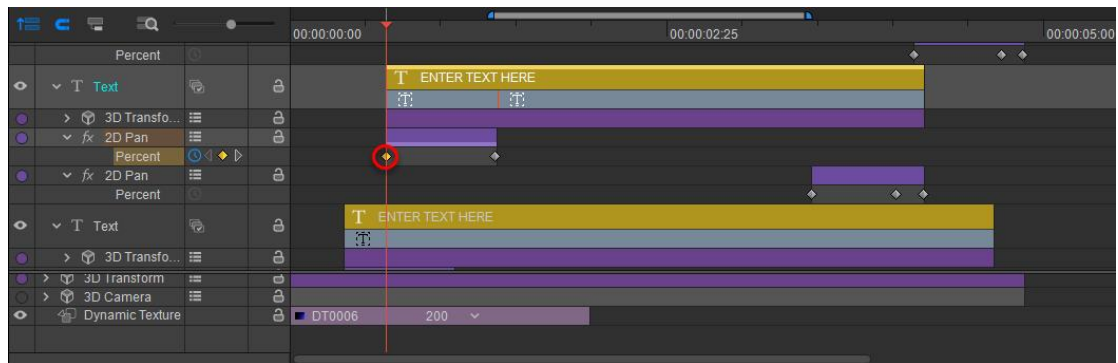


Up	Ctrl + PageUp	Up
Down	Ctrl + PageDown	Down
Move to Top	Ctrl + Home	Move to Top
Move to Bottom	Ctrl + End	Move to Bottom
Lock/Unlock	L	Lock/Unlock
✓ Visible/Invisible	V	Visible/Invisible
Render as new layer		Render as new layer
Rename		Rename
Edit	Alt + E	Edit
Set Object Duration	Ctrl + D	Set Object Duration
Cut Effect		Cut Effect
Copy Effect		Copy Effect
Paste Effect		Paste Effect
Delete Effect		Delete Effect
Copy 3DTransform		Copy 3D Transform
Paste 3DTransform		Paste 3D Transform
Reset 3DTransform		Reset 3D Transform
Copy All		Copy All
Paste All		Paste all
Reset To Default		Reset to default

Right-click on an effect track to see the context menu:

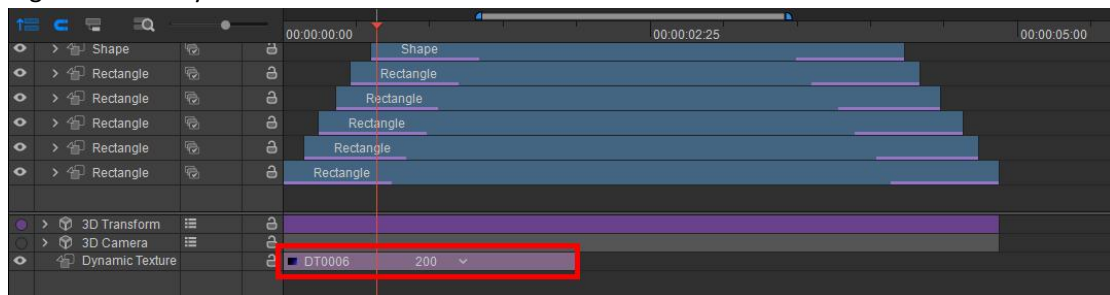


	Lock/Unlock
	Enable/Disable
	Show animation track only
	Cut
	Copy
	Paste
	Overlay
	Delete
	Reset
	Invert All Keyframe
	Uniform All Keyframe
	Head Fade In



Cut
Copy
Paste Value
Delete
Reset
Constant
Speed Normal
Speed Up
Speed Down
Ease in out
Custom

Right-click the Dynamic Texture track to see the context menu:



<div> <div>Modify...</div> <div>Fill Fit</div> <div>Add</div> <div>Insert</div> <div>Cut</div> <div>Copy</div> <div>Overlay</div> <div>Paste</div> <div>Delete</div> <div>Speed</div> <div>Delete All</div> <div>Select All</div> </div>	<div> <div>Modify</div> <div>Fill Fit</div> <div>Add</div> <div>Insert</div> <div>Cut</div> <div>Copy</div> <div>Overlay</div> <div>Paste</div> <div>Delete</div> <div>Speed</div> <div>Delete All</div> <div>Select All</div> </div>
--	---

Set Dynamic Texture speed by choosing from the speed list.








Right-click on an empty track in the Timeline to see the context menu:

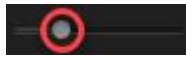
<div> <div>✓ Track Layer matched with Object Layer</div> <div>✓ Timeline Auto Snap</div> <div>✓ Enable Hover Objects</div> <div>✓ Expand/Collapse All Tracks</div> <div>✓ Show/Hide Track Header</div> <div>✓ Show/Hide Aux Child View</div> <div>Show Timeline Pointer</div> <div>Zoom to Fit Backspace</div> <div>✓ Keyframe Position Automatic Scale</div> </div>	<div> <div>Track Layer Matched with Object Layer</div> <div>Timeline Auto Snap</div> <div>Enable Hover Objects</div> <div>Expand/Collapse All Tracks</div> <div>Show/Hide Track Header</div> <div>Show/Hide Aux Child View</div> <div>Show Timeline Pointer</div> <div>Zoom fit (you can also double-click on the timeline)</div> <div>Keyframe Position Automatic Scale</div> </div>
--	---

1.10. Template Library

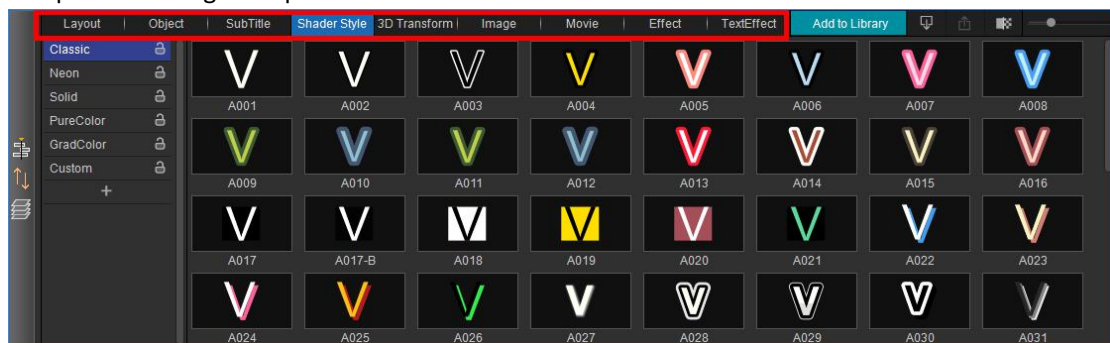


Template Library options:

	Add list		Delete list
	Import template		Export template
	Black Background/Checkboard Background		



Use the Zoom In/Out bar or [Zoom In/Out] buttons to zoom in/out of the template library.
From the template Menu Bar you can choose different template catalogues, such as Shader Templates or Image Templates.

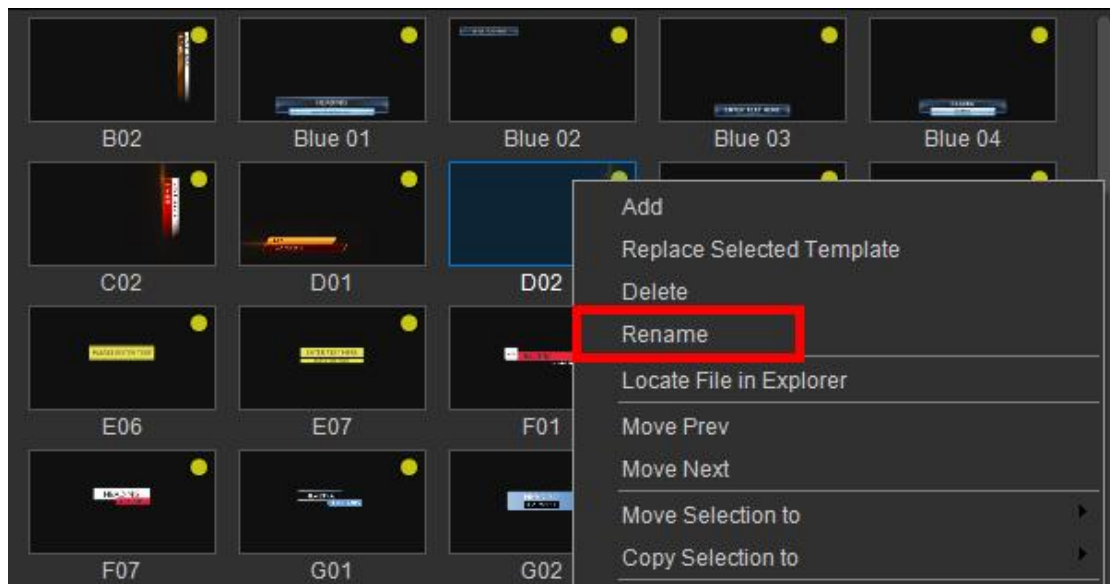


Changing template names:

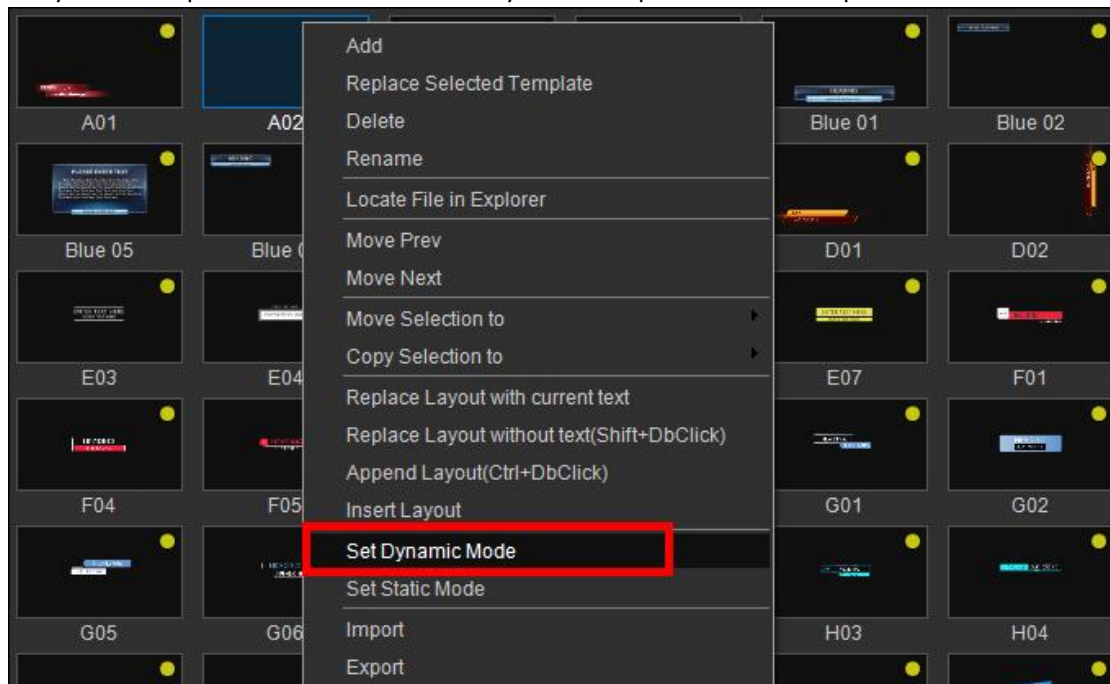
Method 1: double-click on the template name, enter a new name



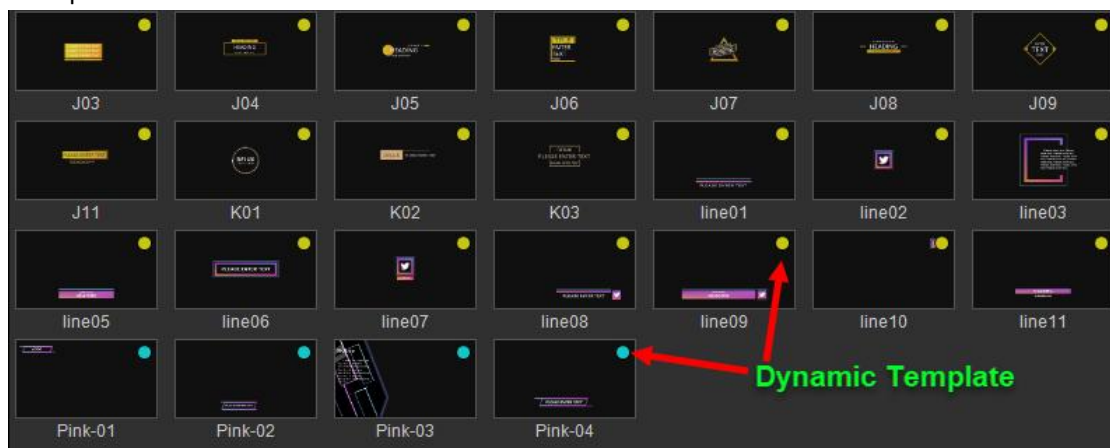
Method 2: right-click on the template and choose "Rename" from the context menu



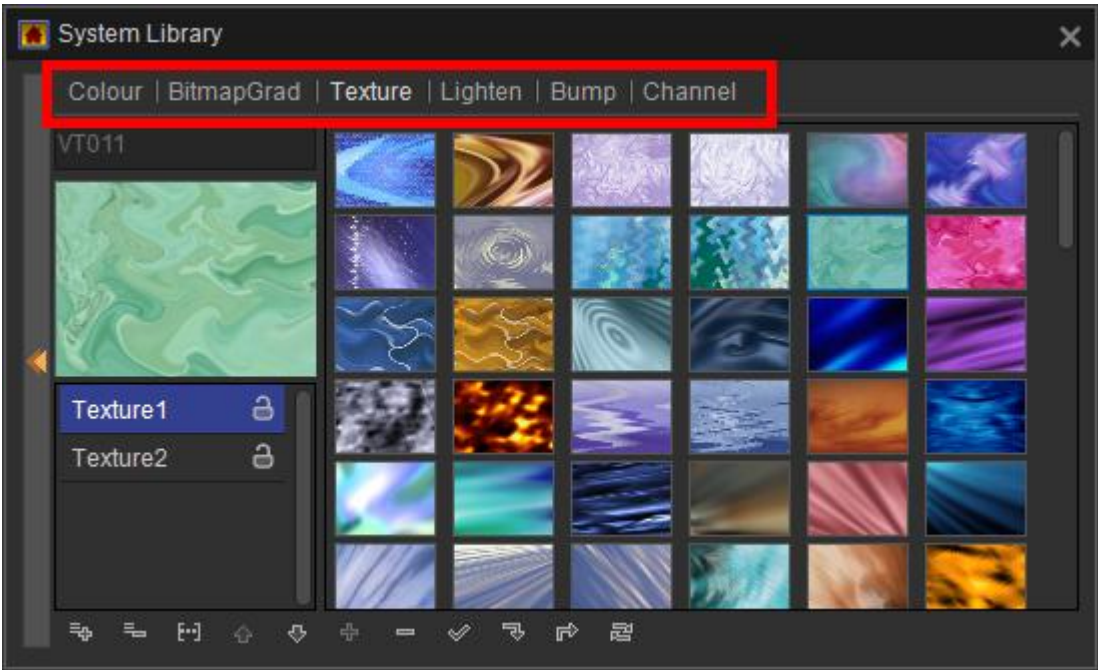
Saving a still template as an dynamic template: right-click on the still template and choose "Save as dynamic template". You can also save a dynamic template as a still template.














Example:



1.11. System Library




System Library options:

	Add list		Delete list
	Rename		Move up
	Move down		Add file
	Delete file		Apply file
	Import file		Export file
	Refract System Library		


Right-click on an empty space (left context menu), or on a file (right context menu) for options:

<div> Add Delete Rename Apply Locate File in Explorer Move Prev Move Next Move Selection to Copy Selection to Import Export Refresh ✓ Black Background Grid Background Small Icon Middle Icon ✓ Large Icon </div>	<div> Add Delete Rename Apply Locate File in Explorer Move Prev Move Next Move Selection to Copy Selection to Import Export Refresh Black Background Grid Background Small Icon Middle Icon Large Icon </div>
---	---

To delete a file either:

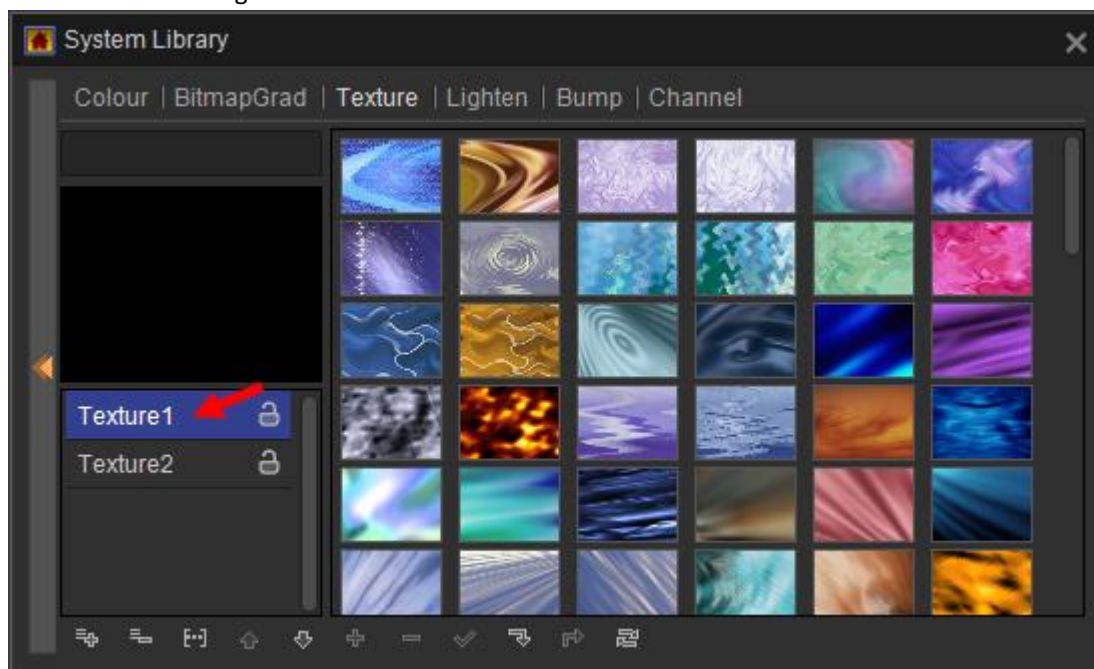
- Select a file, then press [Delete] on the keyboard or right-click and choose delete from the context menu.
- Select a file and press the  button.


To add a file either:

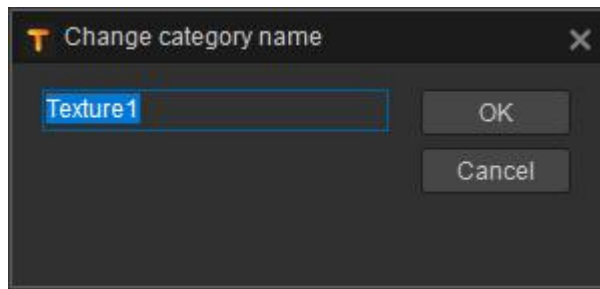
- Press on , or double-click and choose a location to import from.
- Right-click, then choose "Import" from the context menu.

To edit a template name:

- Choose a catalogue



- Press on the  [Rename] button, then enter a new name



3. Press [OK] to confirm. Press [Cancel] to exit without changing name.

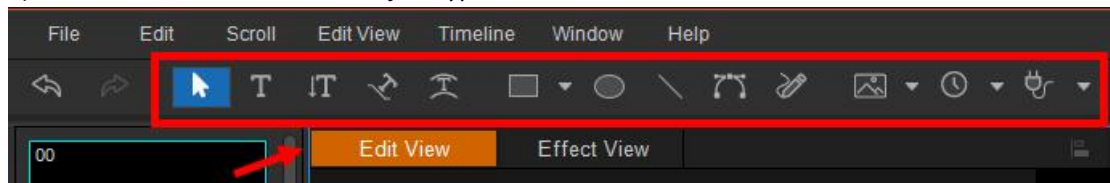
Chapter Two Create Object

VisTitle provides a large number of default objects, including shapes, Bezier shapes, horizontal/morph/curve titles, images, animation, clock object, etc.

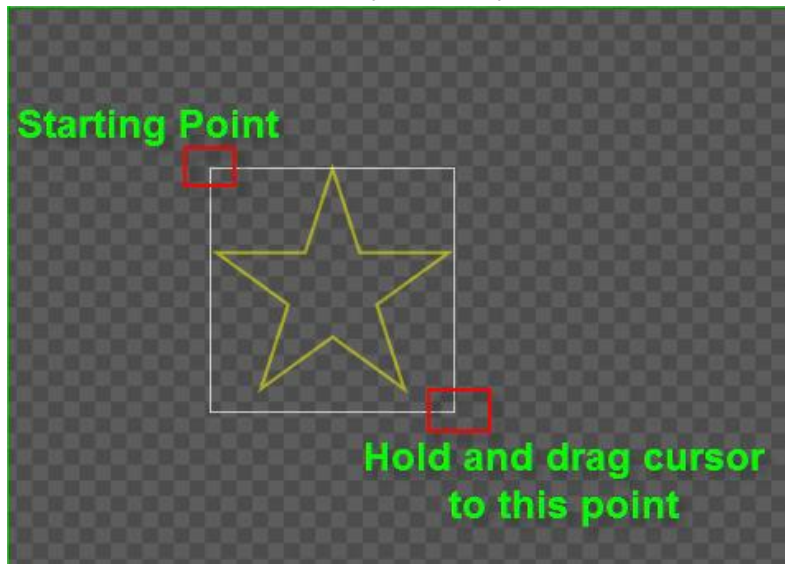
2.1. Operation flow

Most object creation follows the same basic operation flow:

- 1) In "Edit View" mode, select object type

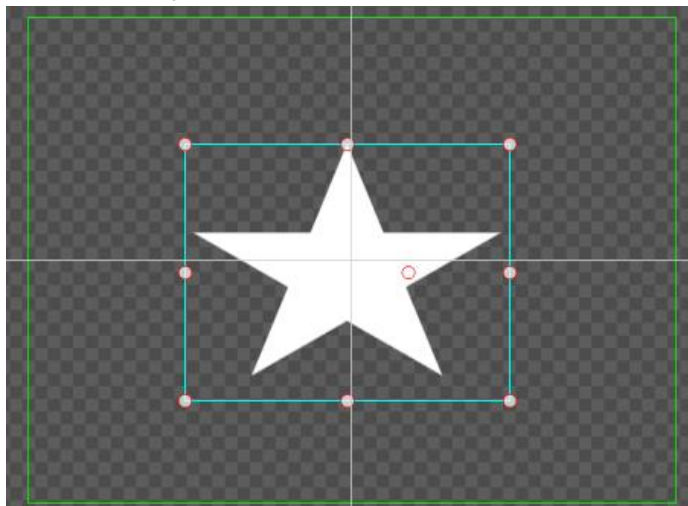


- 2) In Still Mode, click on the object and adjust size.



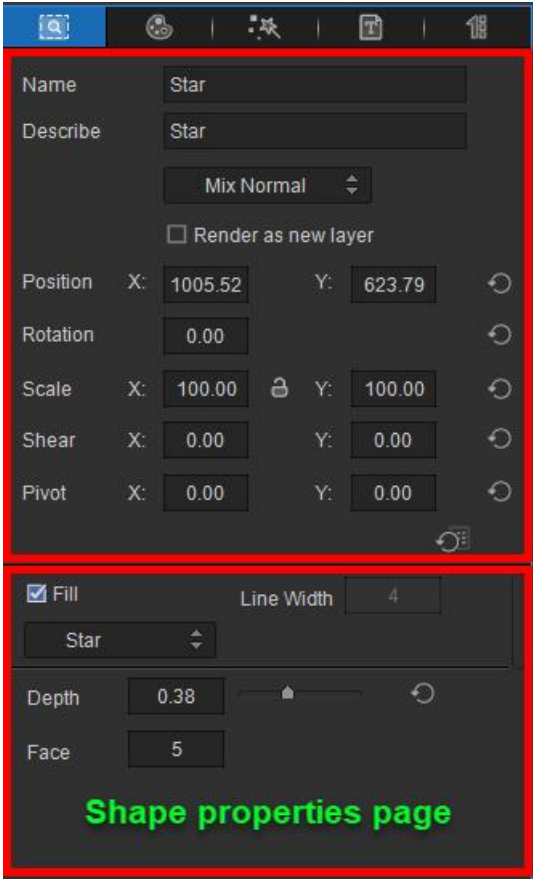
Note: Hold [Ctrl] when adjusting to keep vertical/horizontal size proportional.

- 3) Release object.

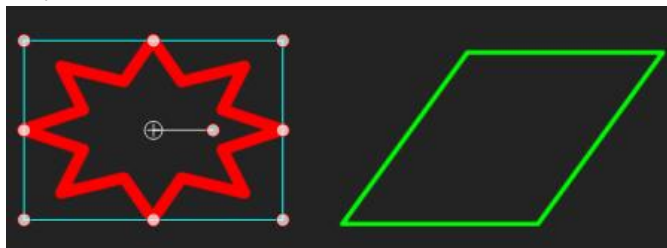


2.2. Shapes

- Following the basic operation flow, other shapes can be created.
- Property

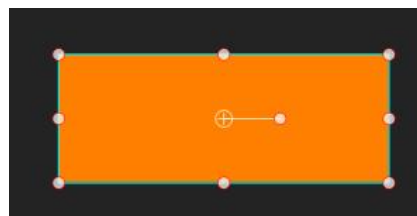
	<p>In the lower half of the Properties Window you can find the shape's special properties. Activate/Deactivate the [Fill] option to set Line Width. Choose object shape in the drop-down list. Changes will also take effect in the Edit Screen.</p>
--	--

Shapes with Fill mode deactivated.

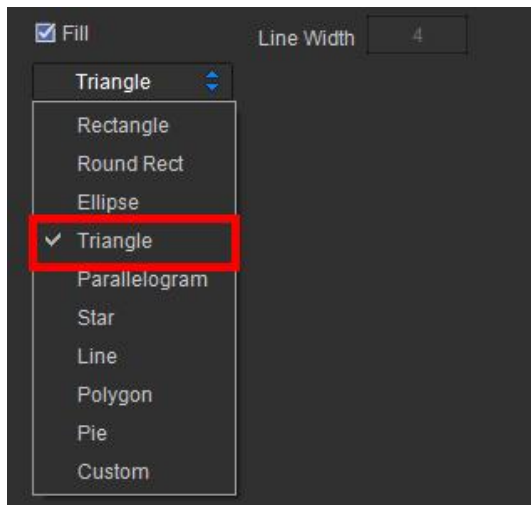


Changing shapes: rectangle to triangle

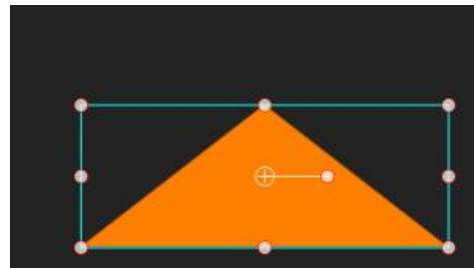
- 1) In the Edit Screen, click on the rectangle.



2) In the Properties Window drop-down list, select Triangle

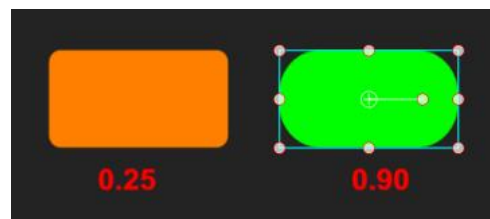
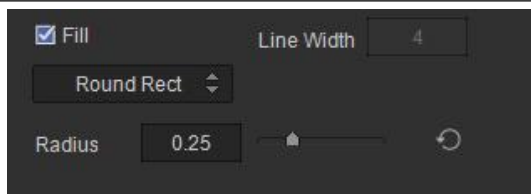


3) Object becomes triangle.

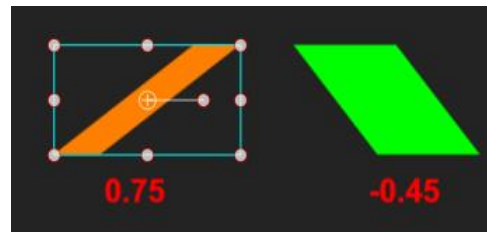
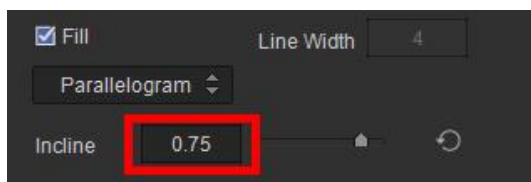


Shapes with special properties:

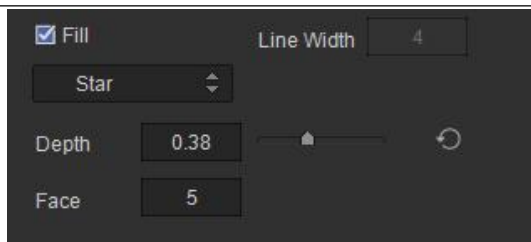
1. Round Rectangle: set Radius parameters



2. Parallelogram: set Incline parameters

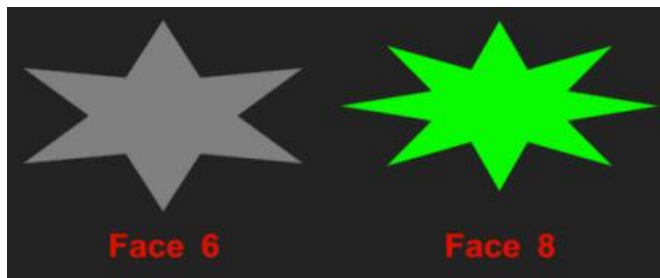


3. Star

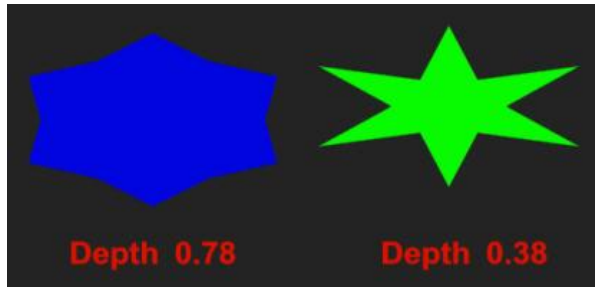


Depth: set Depth between points
Face: set number of points
Reset Parameters: resets all parameters

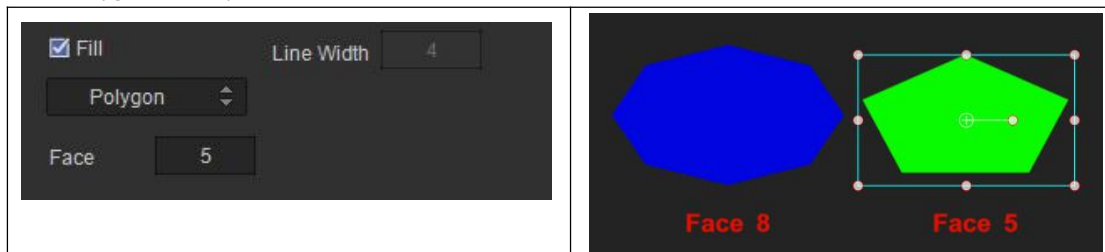
Different Face parameters.



Different Depth parameters



4. Polygon: Face parameters set the number of sides



5. Pie Shape



Example



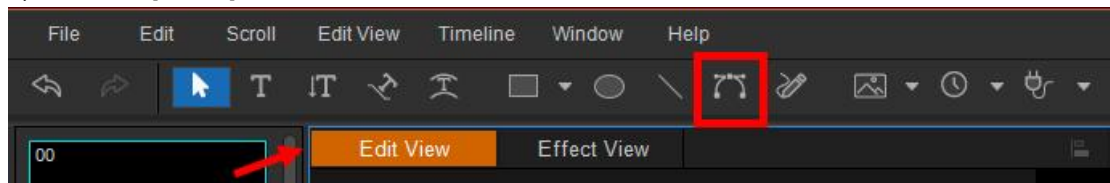
6. Line: set Line Width



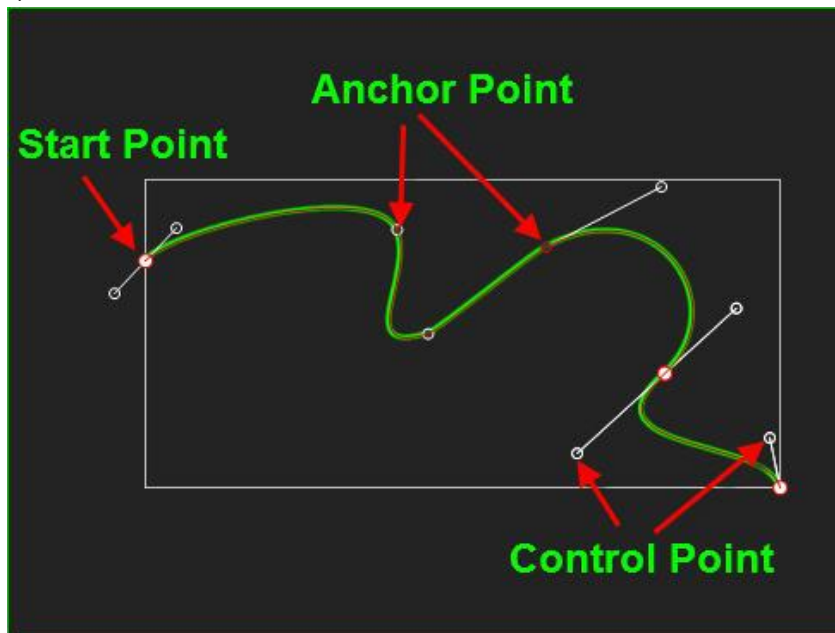
2.3. Bezier Curve

The way to create a Bezier Curve and a shape is not the same as for other objects.

- 1) Click on [Bezier]



- 2) In Still Mode, set the Bezier Curve Anchor Points.



Note:

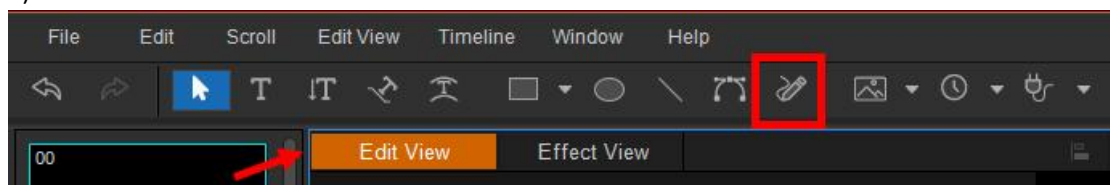
- a. If you release the left mouse button straight away, both the Anchor and Control Points will be created
- b. If you keep the left mouse button pressed, you can first set the Control Points, and then create the Anchor Point.
- 3) Join the last Anchor Point to the Start Point to complete the shape, or double-click/press ESC to finish editing.
- 4) Double-click on the Bezier Curve to resume editing.
- 5) In edit mode, right click to see the following context menu

<div> <div>S<u>mooth</u></div> <div>S<u>harp</u></div> <div>D<u>elete</u></div> <div>L<u>ock/Unlock</u></div> <div>S<u>et Start</u></div> <div>✓ E<u>n</u>able/D<u>i</u>sable</div> <div>✓ C<u>o</u>mbine M<u>o</u>ve</div> <div>L<u>i</u>ne W<u>i</u>th P<u>r</u>e N<u>o</u>de</div> <div>L<u>i</u>ne W<u>i</u>th N<u>e</u>xt N<u>o</u>de</div> <div>C<u>l</u>osed</div> <div>F<u>i</u>ll</div> </div>	<p>Smooth: smoothen lines between points</p> <p>Sharp: sharpen lines between points</p> <p>Delete: delete point</p> <p>Lock/Unlock: prevents point from being edited</p> <p>Set Start: set as start point</p> <p>Enable/Disable: you can disable the point</p> <p>Combine Move: move Control Points together or separately</p> <p>Line With Pre Node: Connect a straight line to the previous node</p> <p>Line With Next Node: Connect a straight line to the next node</p> <p>Close: close/open curve</p> <p>Fill: Fill to full</p>
---	---

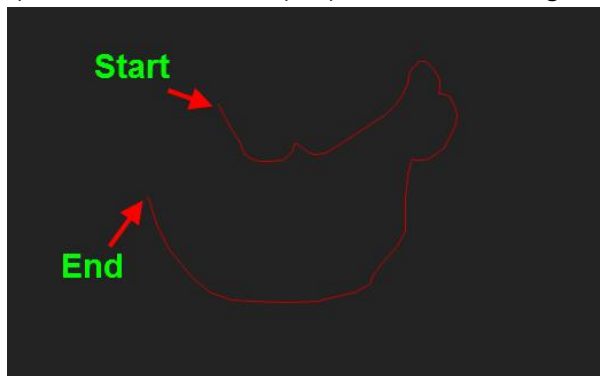
2.4. Paintstroke

- Operation flow

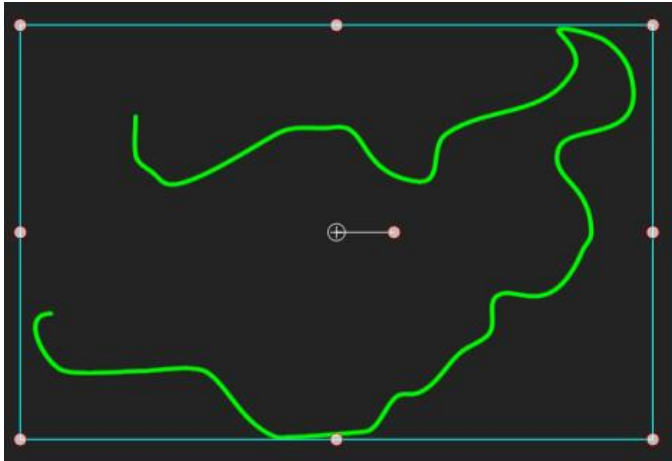
1) Click Paintstroke button.



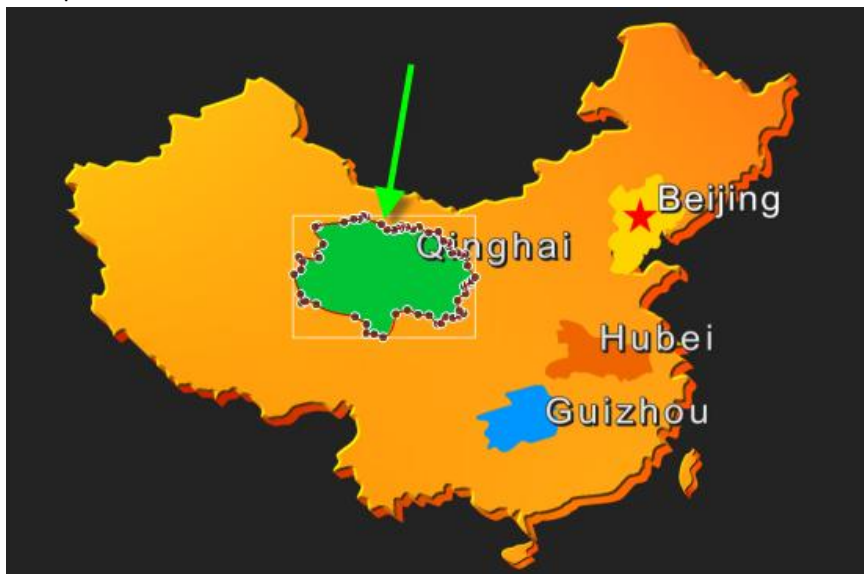
2) In the Editor Screen (still), left-click, and drag.



3) Release left mouse button, type ESC to exit.



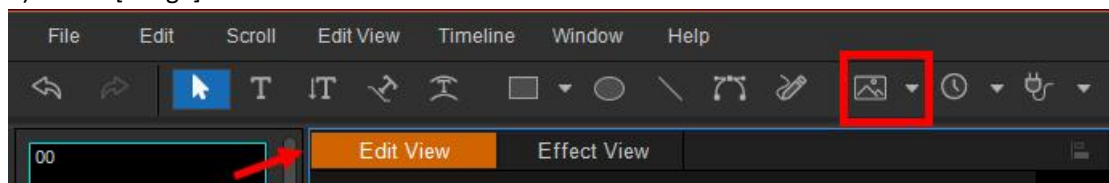
Example:



2.5. Image


The operation flow for images and objects is similar, the only difference is that an image file needs to be chosen in the Properties Window.

- 1) Click [Image] button



- 2) Set position and size in Still Mode. Release mouse cursor.
- 3) In the Properties Window select an image file (and Mask if needed).

☐ 3D Stereoscopic Image ☒ Single ☐ Dual
 File Name:
 Width: Height:
☐ Clip Left: % Right: %
 Top: % Botto... %
☐ Mask ☐ Invert Blur
 Whole Transparency Control

 Following option is used when image object have shader style property(Face, Outline, Shadow)

☐ Use ShaderStyle to Render
 Use As it's Alpha Channel
☒ Always Use Image Color as Face Color
☐ High Quality Shader
☐ Invert Alpha
☐ Binarization Threshold

Enable "3D Stereoscopic Image" and select "Single/Dual"

Browse and select file and show file name

Show image height and width and enable/disable "Origin"

Clip image

Set mask parameters and blur parameters

Whole Transpatency Control: Set whole transpatency(disable when enabling "3D Stereoscopic Image")

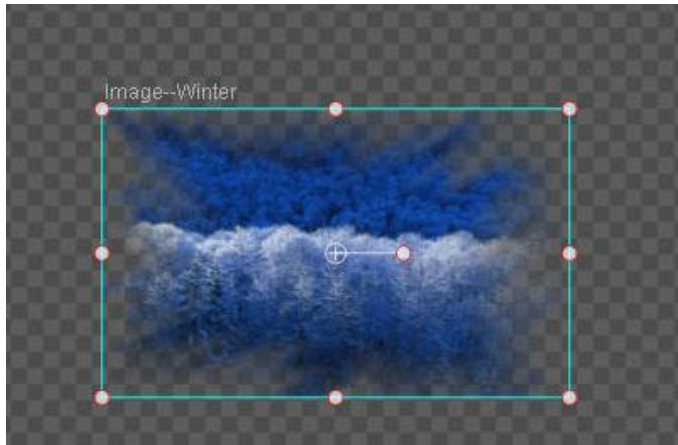
The options are used when image object have shader style property(Face, Outline, Shadow)

Specific Properties of 3D Stereoscopic Image

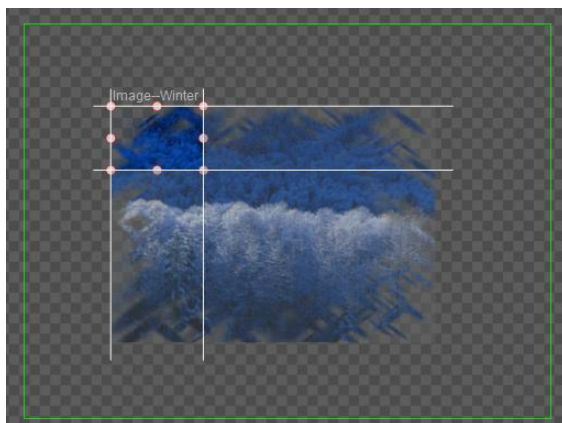
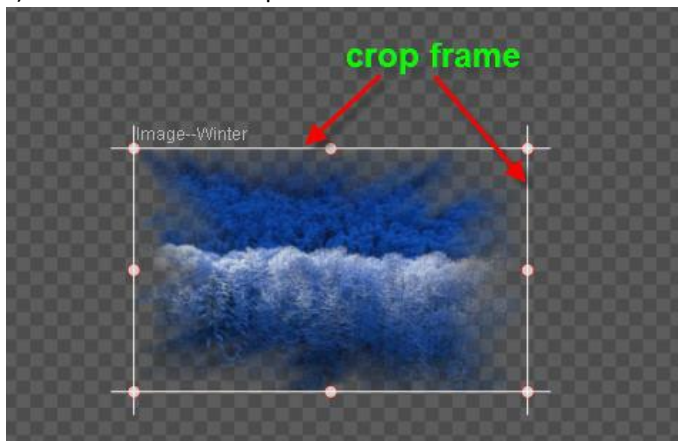
☒ 3D Stereoscopic Image ☒ Single ☐ Dual
 File Name:
 Image Mode:

☒ 3D Stereoscopic Image ☐ Single ☒ Dual
 Left Image:
 Right Image:

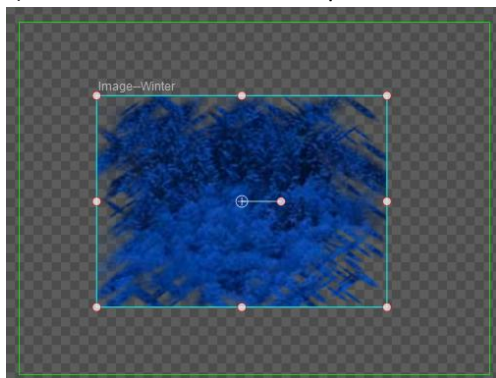
4) Example.



5) Double-click to Crop



6) The selected area will expand to the original image size

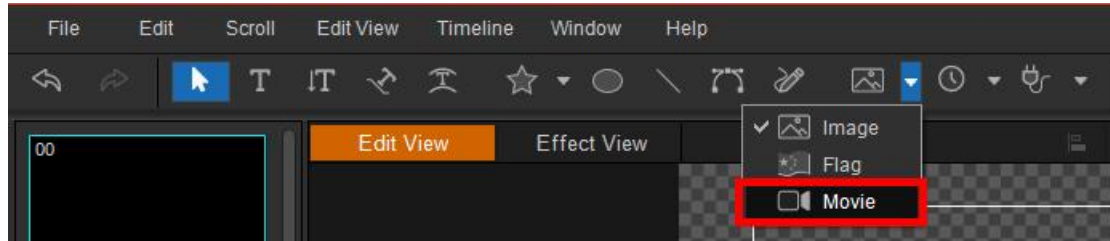


7) Press ESC to exit

2.6. Animation

Create Animation and Create Image operation flows are similar.

- 1) Click [Movie] button



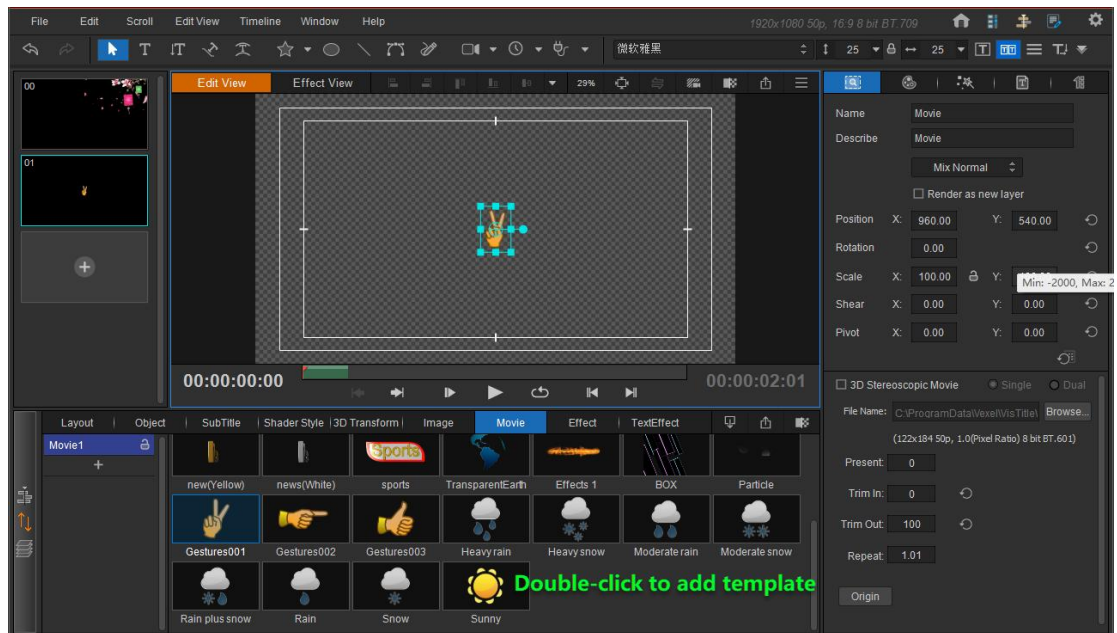
- 2) In Still Mode, adjust size and position.
- 3) Release mouse cursor
- 4) In Properties Window select animation file and set parameters.

A screenshot of the 'Properties' window for the 'Movie' operation. It has a dark theme. At the top, there are checkboxes for '3D Stereoscopic Movie' and radio buttons for 'Single' (selected) and 'Dual'. Below this is a 'File Name' field with the text 'D:\03-Image\LOGO\00.vxmovie' and a 'Browse...' button. Underneath the file name is the text '(960x540 50p, 16:9 8 bit BT.601)'. There are four input fields: 'Present' with the value '0', 'Trim In' with the value '0' and a circular arrow icon to its right, 'Trim Out' with the value '515' and a circular arrow icon to its right, and 'Repeat' with the value '0.97'. At the bottom is an 'Origin' button.	<p>Present: set start frame</p> <p>Trim In: set start time point</p> <p>Trim Out: set end time point</p> <p>Repeat: set repetitions</p> <p>Origin: go to animated object original position</p>
--	---

- 5) Create complete

Using animation templates

A large number of preset animated objects are provided. Go to the templates library and double-click on them to use them.



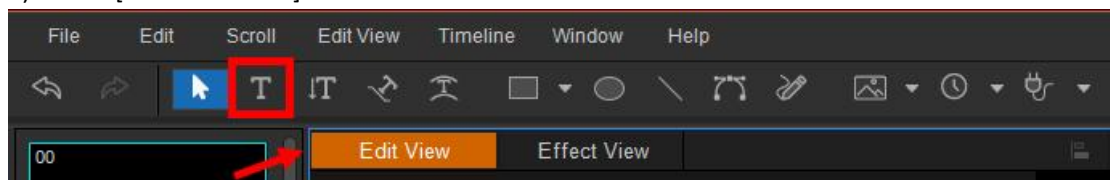
Note: If you double-click on an animation in the templates library when an animation has been selected in the Edit Screen, it will be replaced.

2.7. Horizontal/Vertical Text

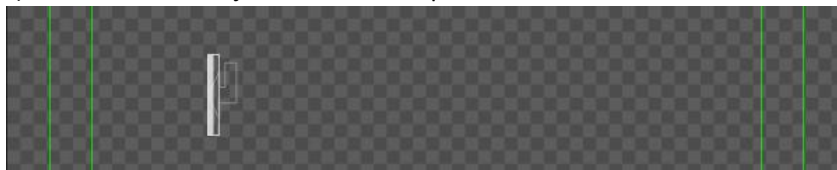
Normal-frame and Set-frame Text options are possible.

- Create Normal Text

1) Click [Horizontal Text] button



2) In Still Mode, adjust text size and position.

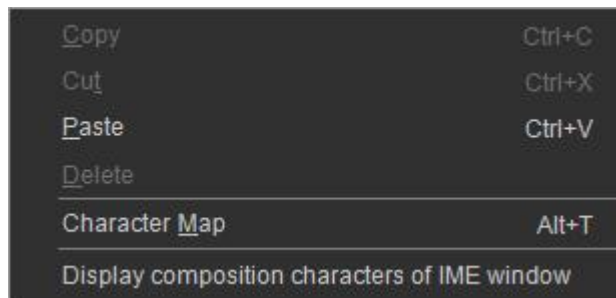


3) Enter text

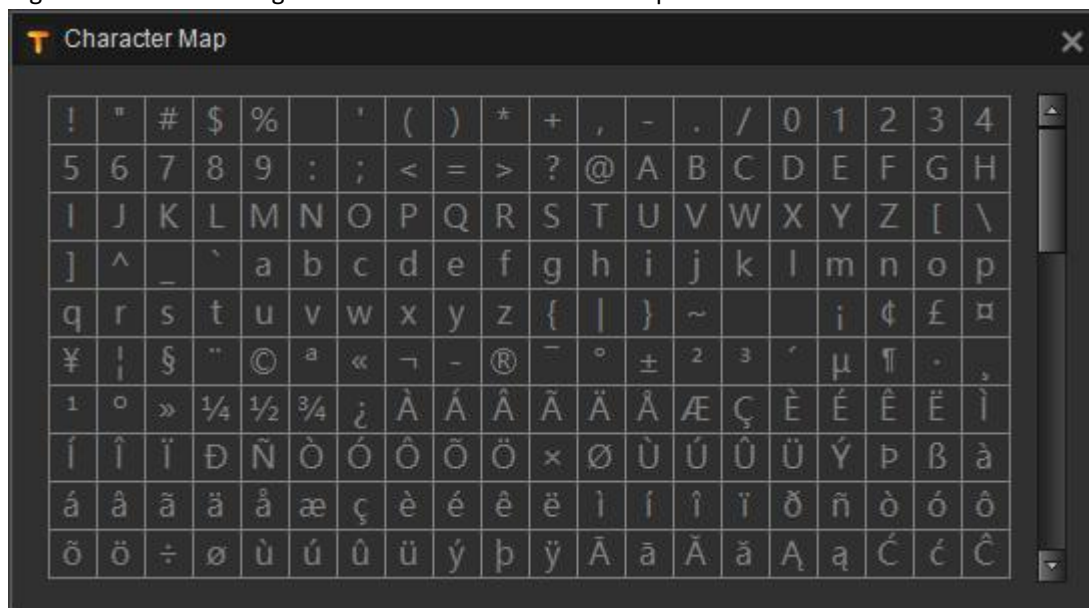
Method 1: enter text



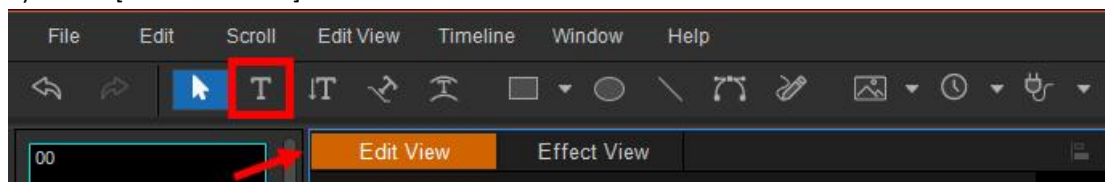
Method 2: copy and paste



Right click in text editing state and choose “Character Map” from the context menu.



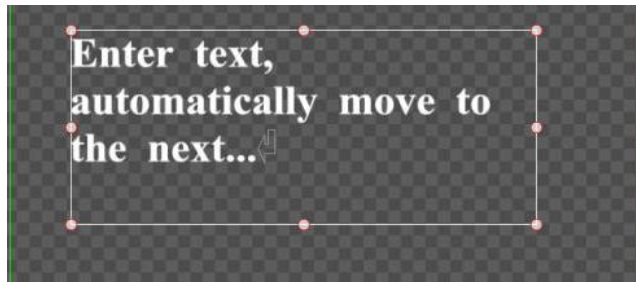
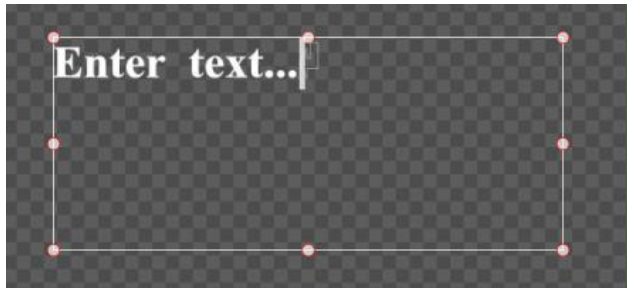
- 4) Press ESC or double-click to exit
- 5) Double-click on text to continue editing
- Create Set-Frame Text
- 1) Click [Horizontal Text] button



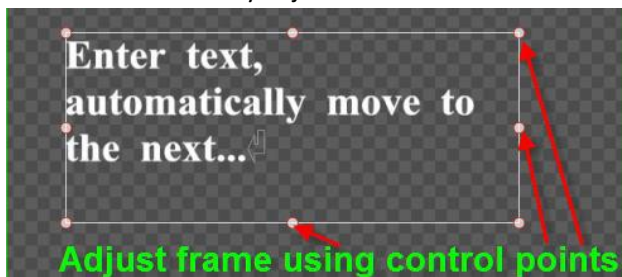
- 2) In Still Mode drag cursor to desired frame size



- 3) Enter text. If text exceeds frame it will automatically move to the next line.



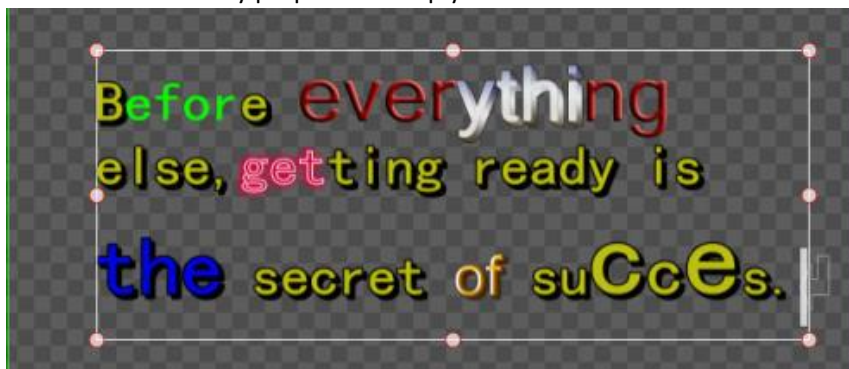
Text will automatically adjust when frame is shifted



- 4) Press ESC or double-click to exit
- 5) Double-click on the text to continue editing.

- Properties

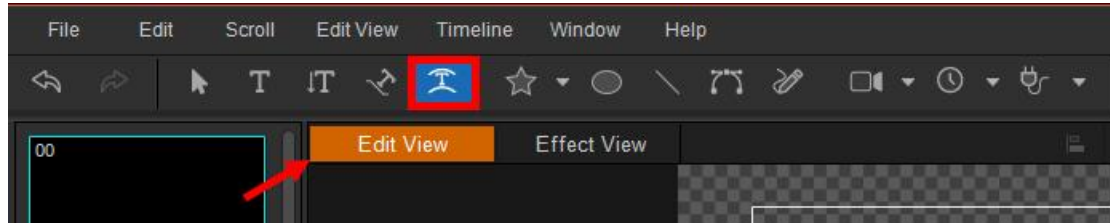
Text Titles have many properties. Simply double-click on the desired text to start editing.



2.8. Morph Text

- Creating Morph Text uses the same operation flow as Normal Text.

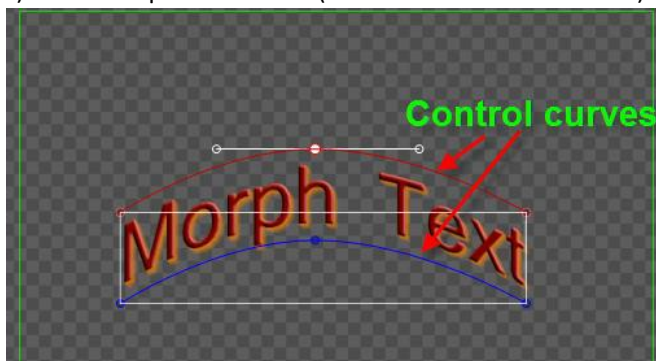
1) Click [Morph Text] button



2) In Still Mode adjust text position, then enter text



3) Edit Morph Text curves (see also Bezier curve editor)



4) You can choose a morph text template from the Properties Window

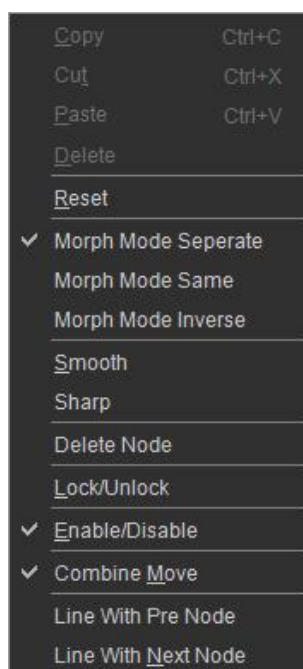


5) Press ESC to exit. Example:



- 6) Double-click on text to resume editing.
- Morph Text control curves have three settings:
 - Separate - control curves independently
 - Same - control curves together
 - Inverse - curves do the inverse of each other
- Set in two ways

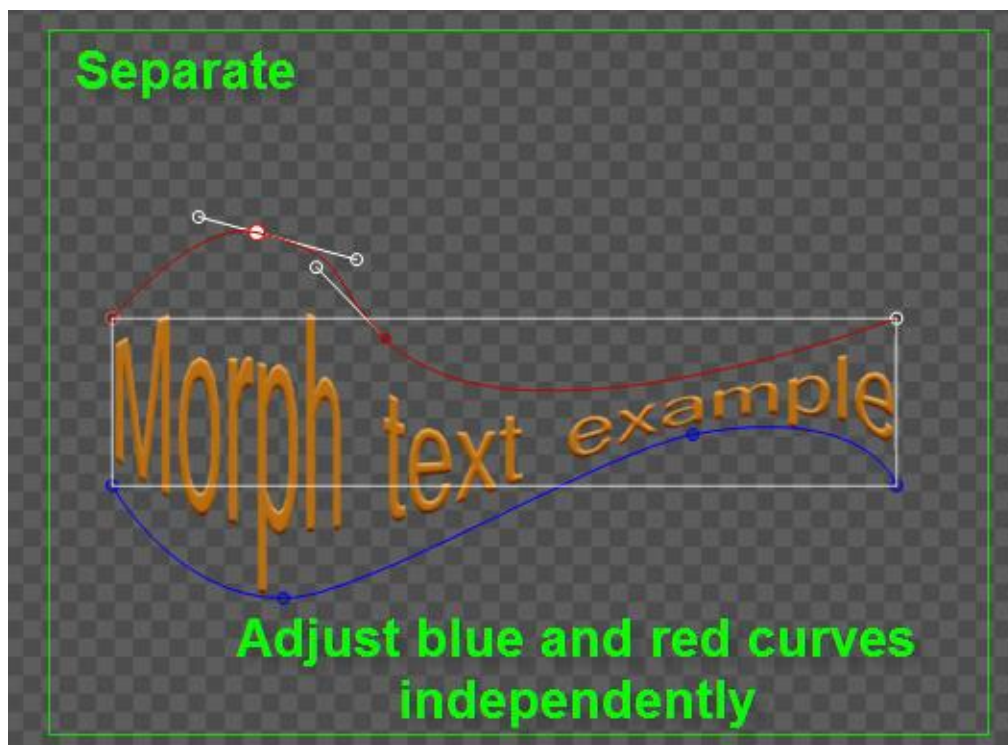
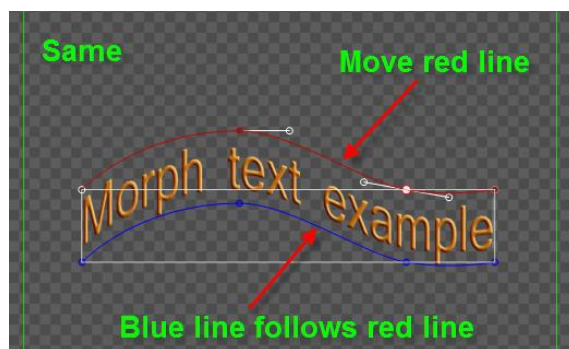
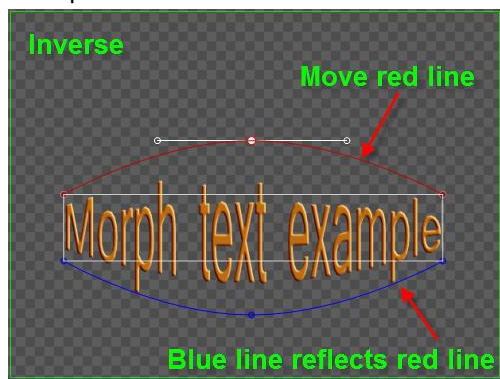
- 1) Right-click on the text and then choose from the context menu



2) Select in the Properties Window



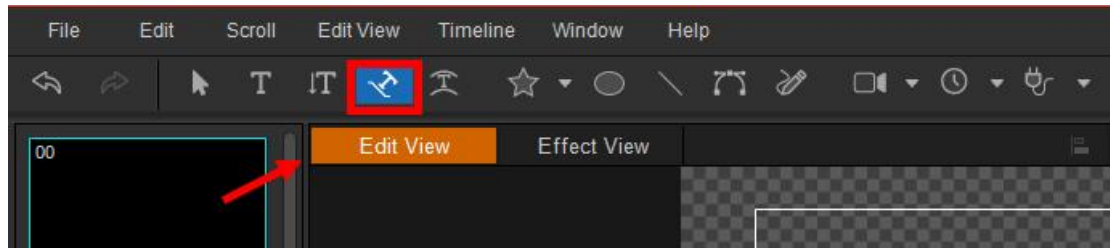
Example:



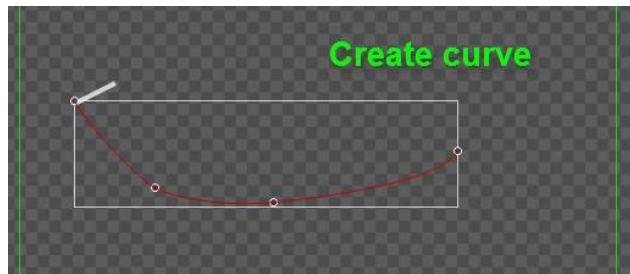
2.9. Curve Text

- Operation flow similar to normal text

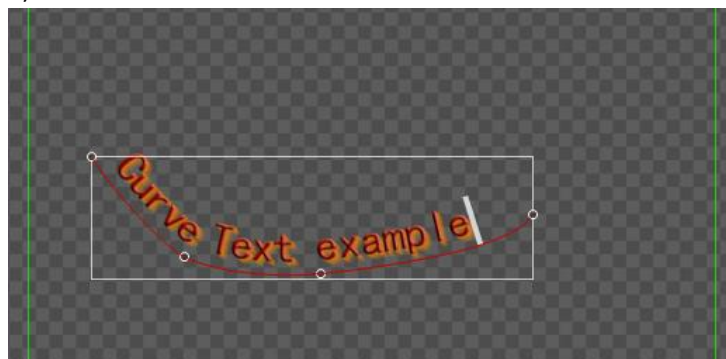
1) Click [Curve Text] button



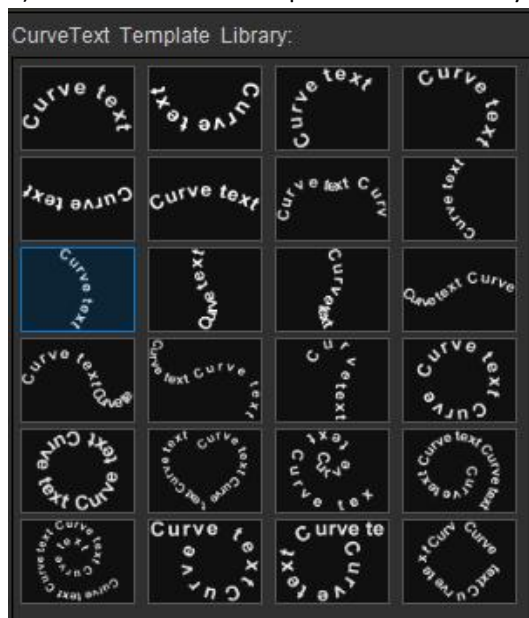
2) In Still mode use the Bezier curve method to create curves.



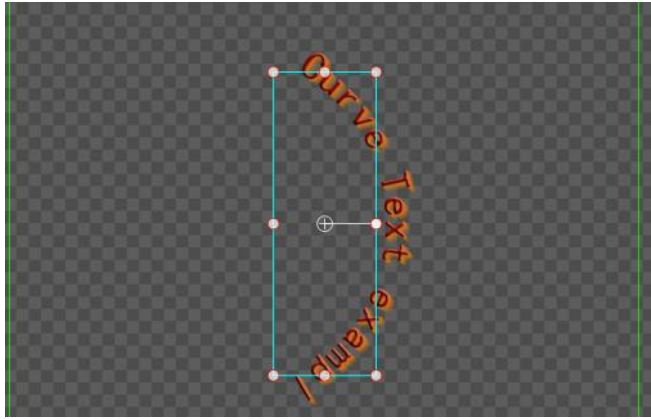
3) Enter text



4) You can also choose preset Curve Text styles from the template library.



5) Press ESC to exit. Example:

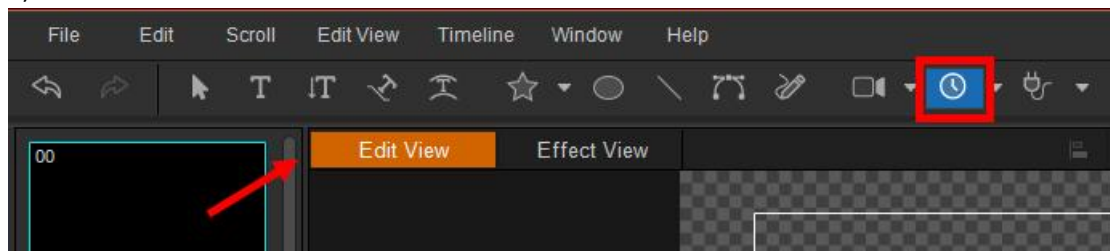


6) To resume editing, double-click on the text.

2.10. Clock Object

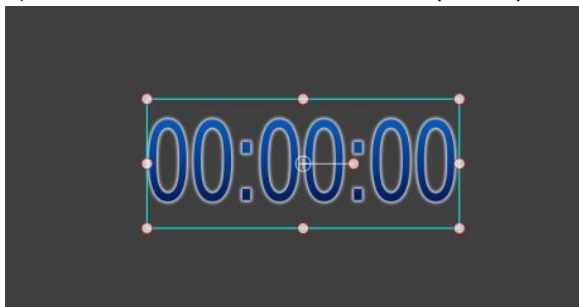
- To create:

1) Click on the "Clock" button.



Note: The "Clock" button offers various choices, from the drop-down menu you can select "numbers" or "time code".

- 2) In the still editor window click on the starting position, then left click to drag the object to the appropriate size.
- 3) Release the mouse button to complete operation.



4) Setting clock time parameters:

1. Using the system time, the default length can be adjusted freely, with the default set at 4 seconds.

☒ System Time ☐ Counting ☐ Count Down

Format H M S F

Time Start 0 0 0

End Time 0 0 3 49

Play Duration 0 0 4 0

Stay Time 0 Frame

2. Set countdown time as shown below. Default is set at 4 seconds.

☐ System Time ☐ Counting ☒ Count Down

Format H M S F

Time Start 0 10 0

End Time 0 9 56 1

Play Duration 0 0 4 0

Stay Time 0 Frame

Enter start time values. The default time is set as 0:00

☐ System Time ☐ Counting ☒ Count Down

Format H M S F

Time Start 0 0 0

End Time 23 59 57 0

Play Duration 0 0 4 0

Stay Time 0 Frame

Clock object parameters:

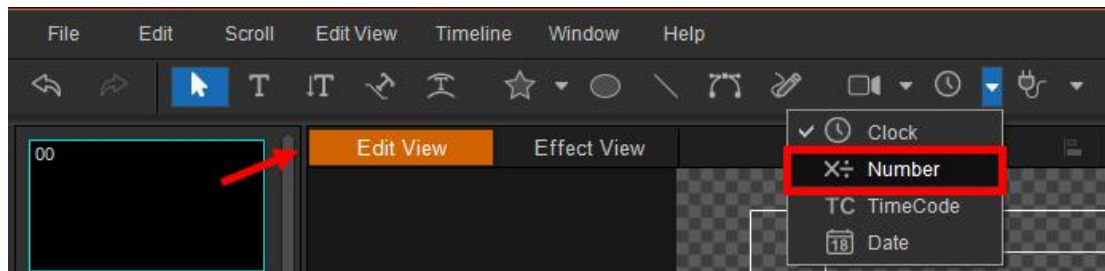
<div> <div> <input type="radio"/> System Time <input checked="" type="radio"/> Counting <input type="radio"/> Count Down </div> <div> <div> <div>Format</div> <div>H</div> <div>M</div> <div>S</div> <div>F</div> </div> <div> <div>Time Start</div> <div>0</div> <div>0</div> <div>0</div> <div></div> </div> <div> <div>End Time</div> <div>0</div> <div>0</div> <div>3</div> <div>49</div> </div> <div> <div>Play Duration</div> <div>0</div> <div>0</div> <div>4</div> <div>0</div> </div> <div> <div>Stay Time</div> <div>0</div> <div>Frame</div> </div> </div> <div> <div> <div>Format</div> <div>LCD Clock</div> </div> <div> <input type="radio"/> Cut Time <input checked="" type="radio"/> Add Time </div> <div> <div>Display For...</div> <div>HMS(00:00:00)</div> </div> <div> <div>Millisecond</div> <div>Thousandth</div> </div> <div> <div>AM/PM</div> <div>None</div> </div> <div> <div>Quartz Clock</div> <div>Clock1</div> <div>Regularize</div> </div> <div> <div>Front Lable</div> <div></div> </div> <div> <div>Back Lable</div> <div></div> </div> <div> <div>Language</div> <div>English</div> </div> </div> </div>	<p>Timing Mode: System Time, Counting, Count Down</p> <p>Start time: set the start time. Select system time to set the current system time as start time.</p> <p>End Time: Set end time</p> <p>Play Duration: Set play duration</p> <p>Stay Time: Set stay time after playing ends</p> <p>Format: Select digital clock or dial clock.</p> <p>Cut Time: switch to cut-time mode</p> <p>Add Time: switch to accumulate-time mode</p> <p>Display Format: Select the time display format</p> <p>Millisecond: Millisecond</p> <p>AM/PM</p> <p>Quartz clock: Choose the clock</p> <p>Front Label: Enter text before the clock</p> <p>Back Label: Enter text after the clock</p> <p>Language: Select language</p>
---	--

Example:

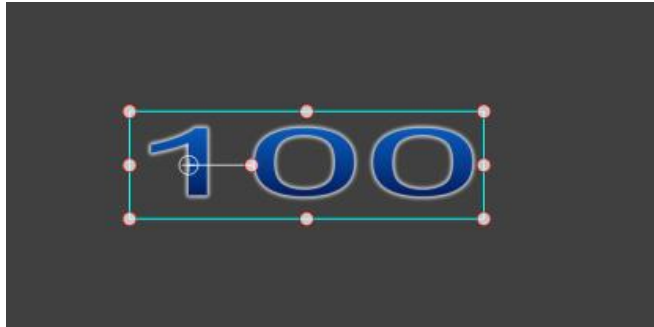


2.11. Number Object

- To create:
 - 1) Click on the "Number" button.



- 2) In the still editor window click on the starting position, then left click to drag the object to the appropriate size.
- 3) Release the mouse button to complete operation.



Number object parameters

Start Value	100	<input checked="" type="checkbox"/> Interpolation
End Value	0	Play Duration
Stay Time	0	Frame
Decimals	0	
Minimum Digits	1	
Display Format	Number	
<input type="checkbox"/> Thousand Separator		
Separator Symbol	, (Comma)	
Front Lable		
Back Lable		
Language	English	

Start value: Set start numerical value

End value: Set end value

Stay Time: Set the stay time after playing ends

Decimal: set decimal number values

Minimun Digits: set smallest whole number

Display Format: Select the display format, including numerical values, spelling, percentage, etc.

Thousand Separator: Choose separator style

Front Label : Text to the left

Back Label : Text to the right

Language: Select language

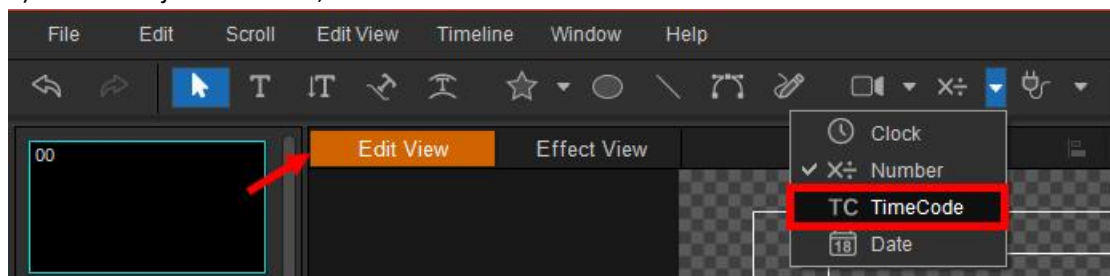
Examples:



2.12. Timecode

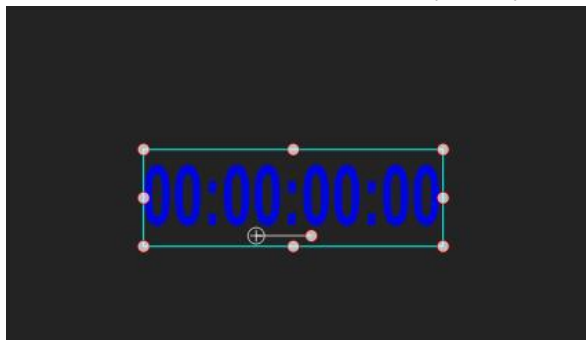
- To create:

1) In the Object menu bar, click on the "Timecode" button.

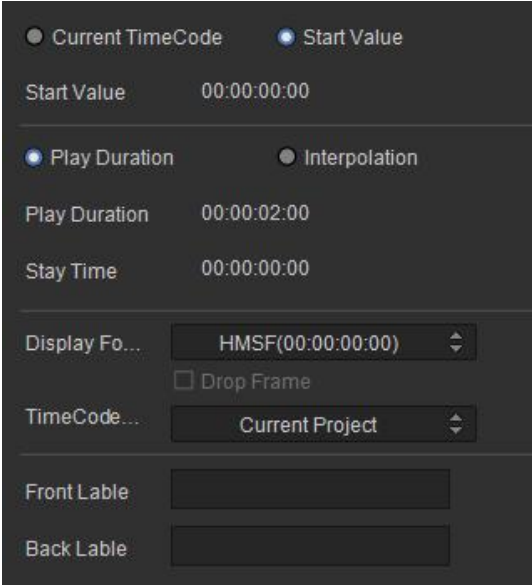


2) In the still editor window click on the starting position, then left click to drag the object to the appropriate size.

3) Release the mouse button to complete operation.



Timecode object parameters

	<p>Current Time Code:Timeline scale when playing</p> <p>Start Value: Custom timecode starting value</p> <p>Play Duration: Set the playback length of TimeCode objective</p> <p>StayTime: Set the stay time of TimeCode objective</p> <p>Display Format: select format.</p> <p>TimeCode Base</p> <p>Front Lable: Text to the left</p> <p>Back Lable: Text to the right</p>
---	---

Set start time code:

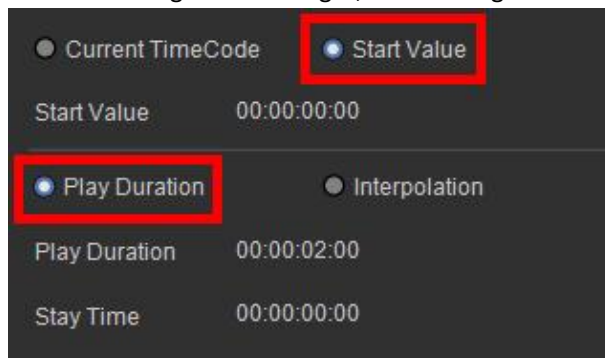
1. Current Time Code mode:

Set to Current Time Code mode, modulate deviance, but default length are unchangeable.

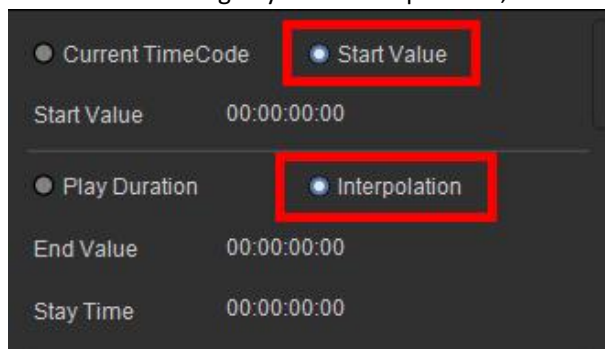


2. Start Time Value mode:

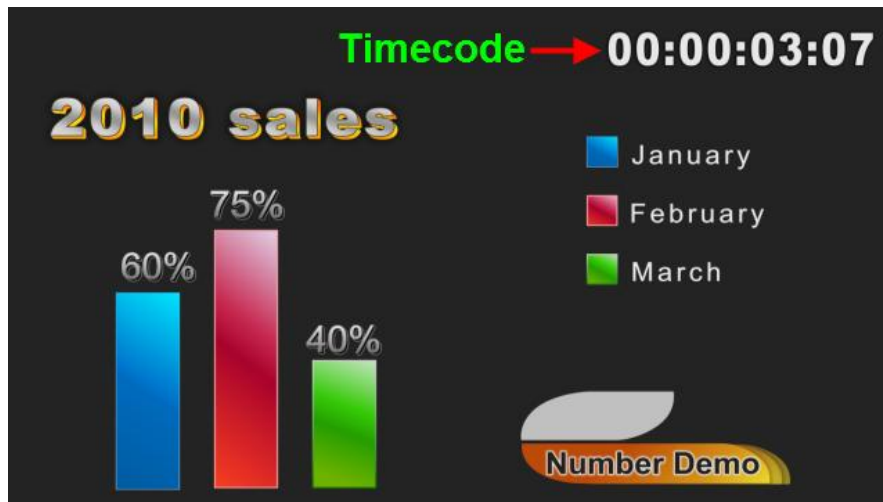
When selecting Default Length, default length can be changed.



3. When selecting Keyframe Interpolation, end time code can change.



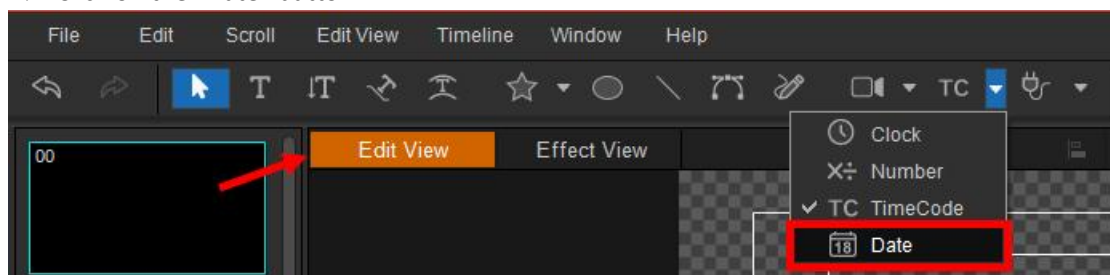
Examples:



2.13. Date Object

- To create:

1) Click on the "Date" button.



- 2) In the still editor window click on the starting position, then left click to drag the object to appropriate size.
- 3) Release the mouse button to complete operation.



Date Object Parameters

	<p>Select "System Time" to set the current system time as start time.</p> <p>Select "User Define" to set time as needed.</p> <p>Select the display format</p> <p>Display Format:select date format</p> <p>Language: Select language</p>
--	---

☒ System Time
☐ User Define
 2023年11月 6日

☒ Date ☐ Week ☐ Lunar

Display Format
 2012 June 01

Language English

Set Date

System time code:

Set to system date, and default date is unchangeable.

☒ System Time
☐ User Define
 2023年11月 6日

☒ Date ☐ Week ☐ Lunar

Display Format
 2012 June 01

Language English

Define date code:

When selecting “User Define”, date can change.

☐ System Time
☒ User Define

Monday , November 6, 2023

☒ Date

Display For

Language

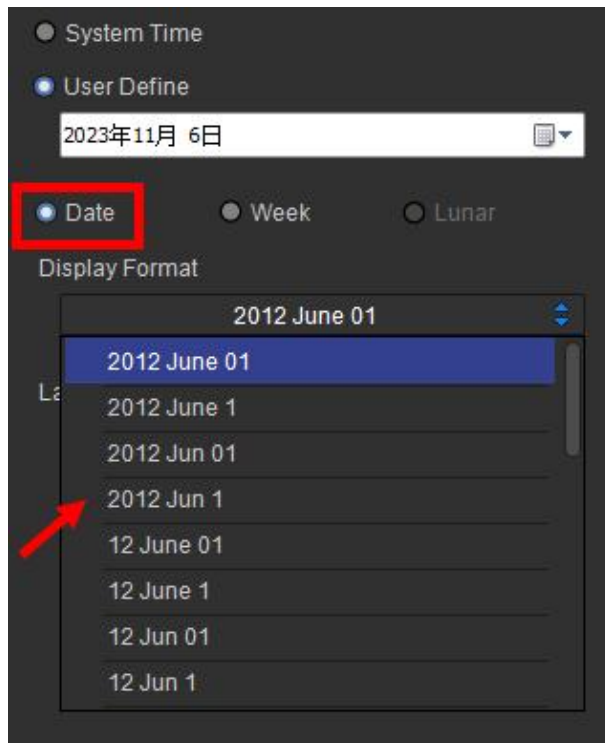
November 2023

Sun	Mon	Tue	Wed	Thu	Fri	Sat
29	30	31	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	1	2
3	4	5	6	7	8	9

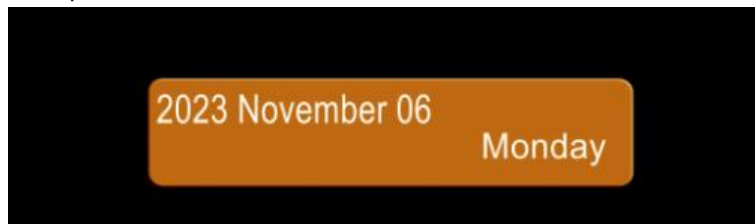
Today: 11/7/2023

Display Format

Choose a date format from the drop down list.

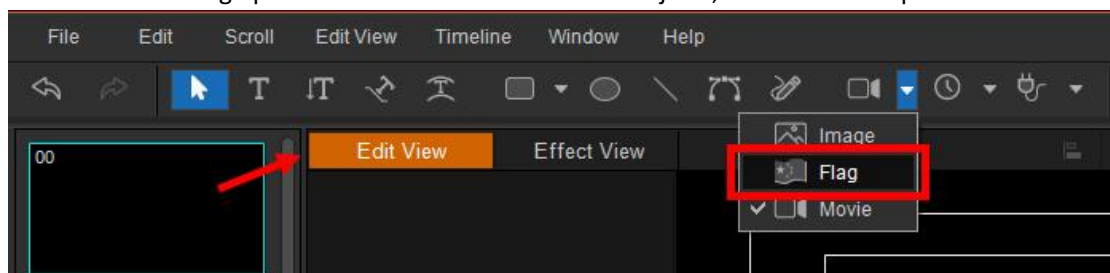


Examples:




2.14. Flag

- The create flag operation flow is similar to that of objects, and will not be presented here.



- Choose a flag from the Properties Window



AbName

CHN

English Name

China

Find Range

AbName

Find Name

Find

Edit

Origin

The flag name and abbreviation will be shown below.

To find a flag, enter the full name or abbreviation into the "Find Name" field, then press [Search].

Press [Origin] to place the flag in its default position.

To find a flag, enter the full name or abbreviation into the "Find Name" field, then press [Find].

Find Range

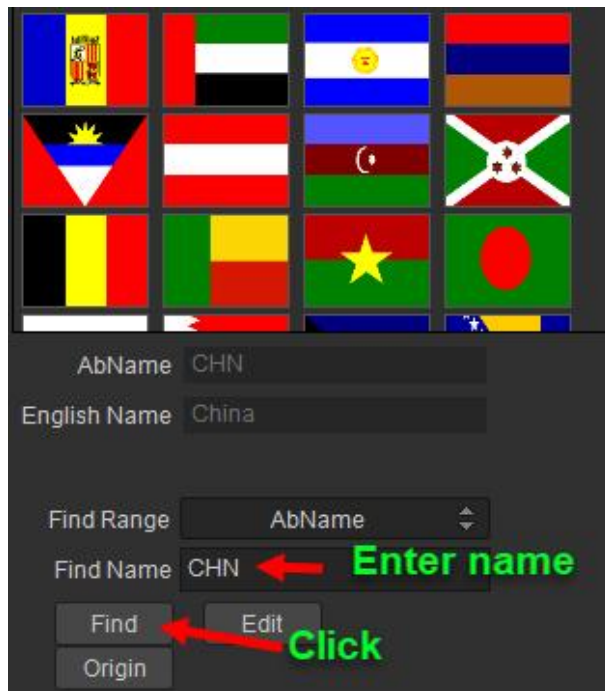
AbName

Find Name

AbName

Find

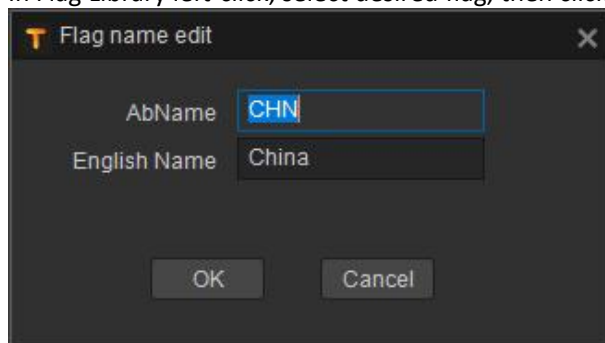
English Name



Edit flag:

In Flag Library left-click, select desired flag, then click

Edit



In the pop-out Edit Frame, enter property parameters, click OK.

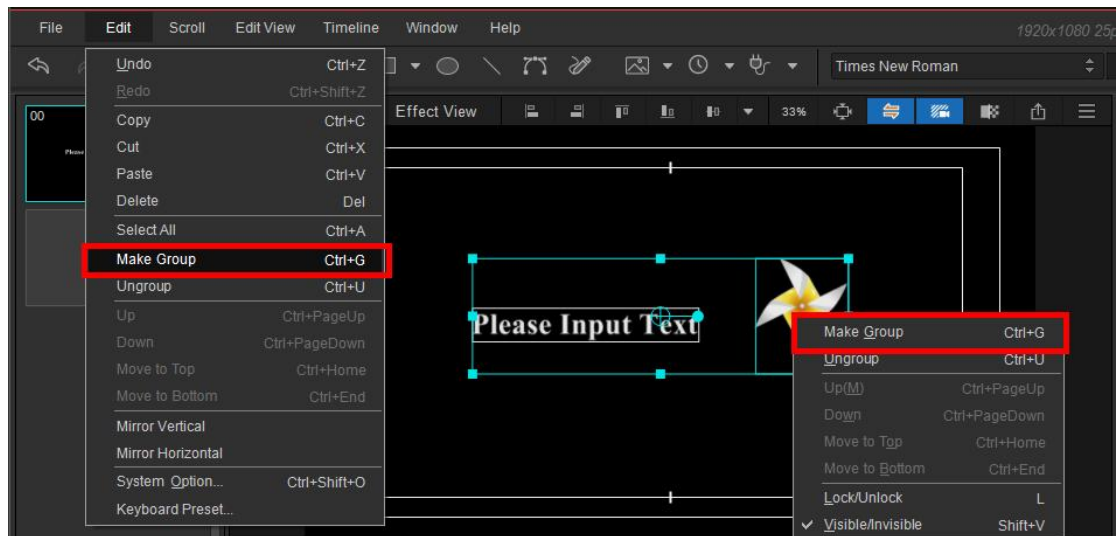
2.15. Object Group

Objects groups can be used to quickly manipulate multiple objects. Use groups to:

- 1) Rescale, rotate, etc., whole groups simultaneously
- 2) Use object groups' properties to produce different play effects.

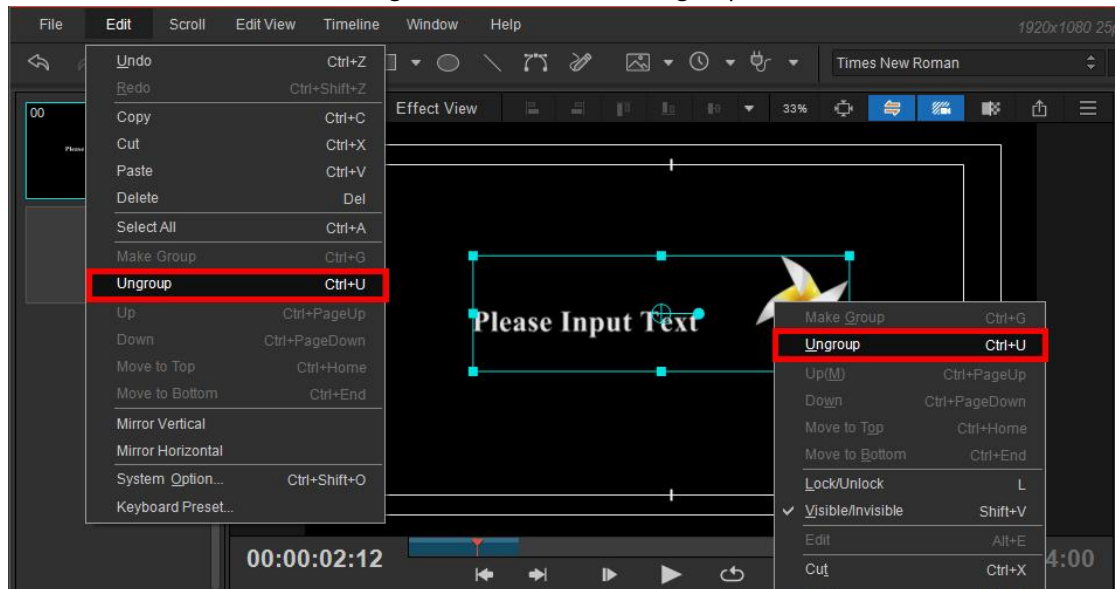
■ Make Group:

- a. In the Edit Screen select multiple objects/text, then use the shortcut Ctrl+G
- b. In the Edit Menu Bar choose [Make Group]
- c. In the Edit Screen, right-click, then choose Make Group from the context menu



■ Undo Group:

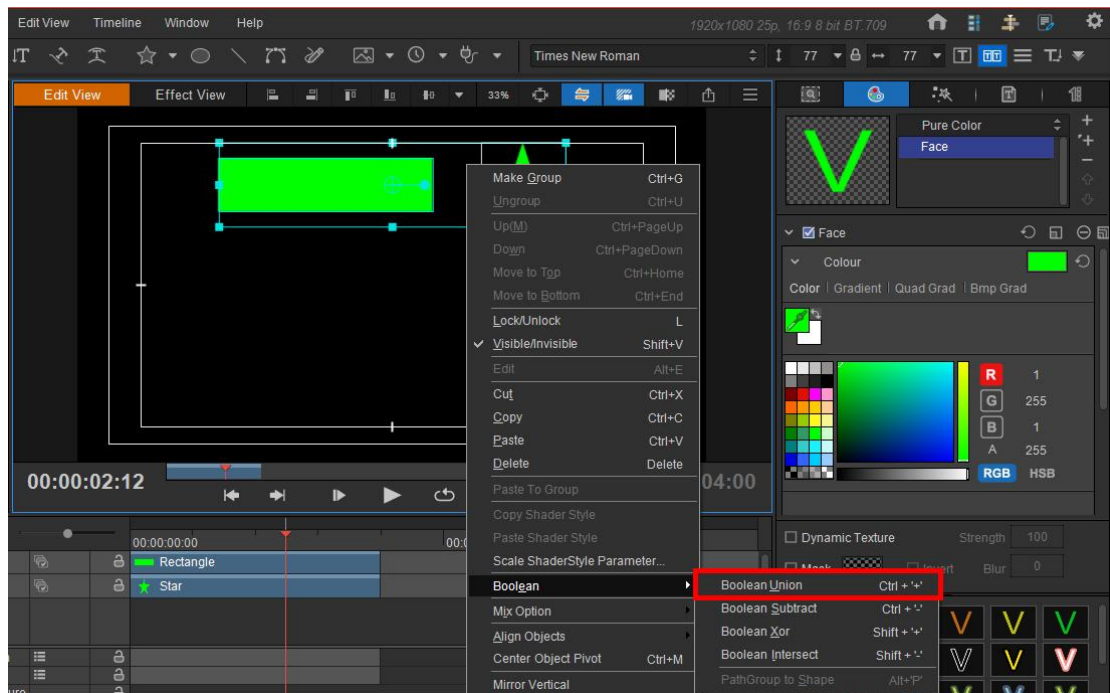
- In the Edit Screen select the group, then use the shortcut Ctrl+U
- In the Edit Menu Bar choose [Undo Group]
- In the Edit Screen, right-click, then choose Ungroup from the context menu



2.16. Path Group

Path Groups use Boolean editing to create new, individualised object types.

- Choose multiple objects, then right-click or use shortcut key to apply Boolean



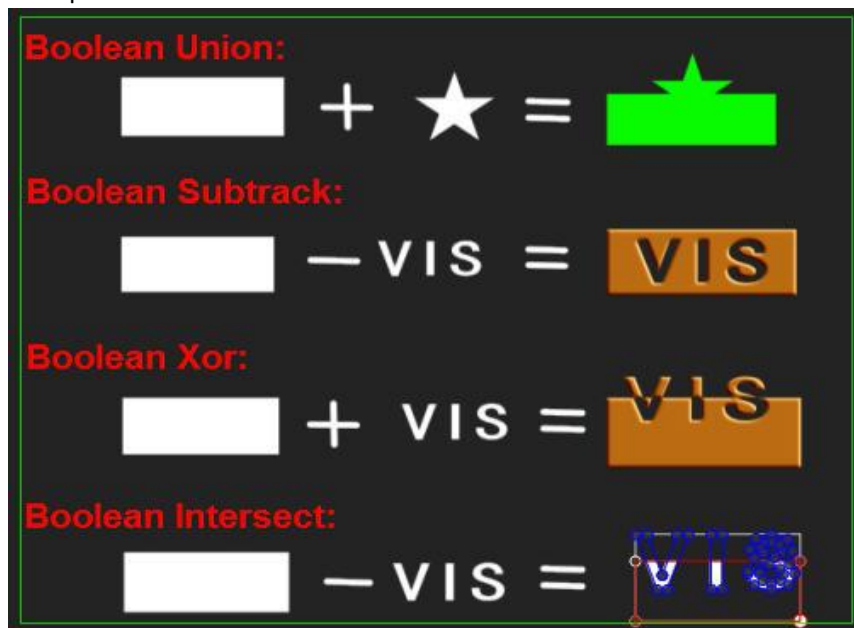
Boolean Union (Ctrl +'') - merges two objects

Boolean Subtract (Ctrl +'-') - subtracts one object from the other

Boolean Intersect (Shift +'-') -intersect between objects remains

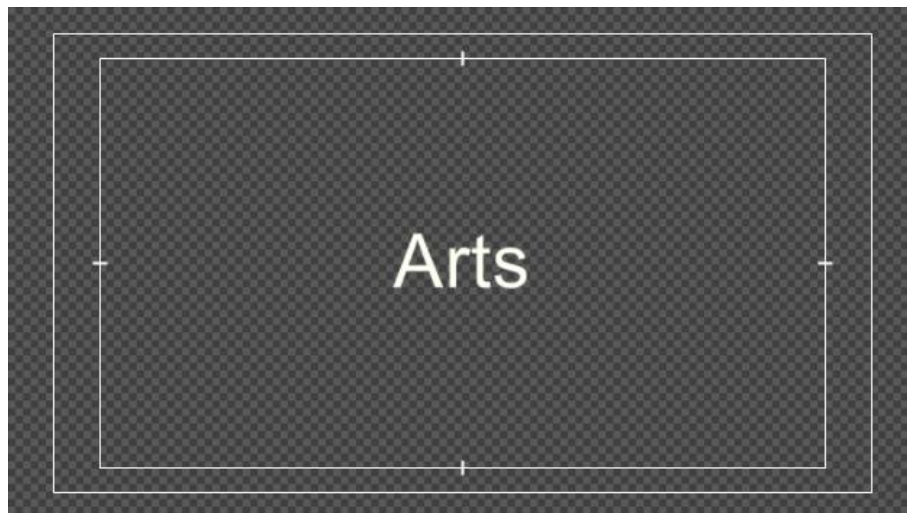
Boolean Xor (Shift +'') - intersect between objects is removed

Example:

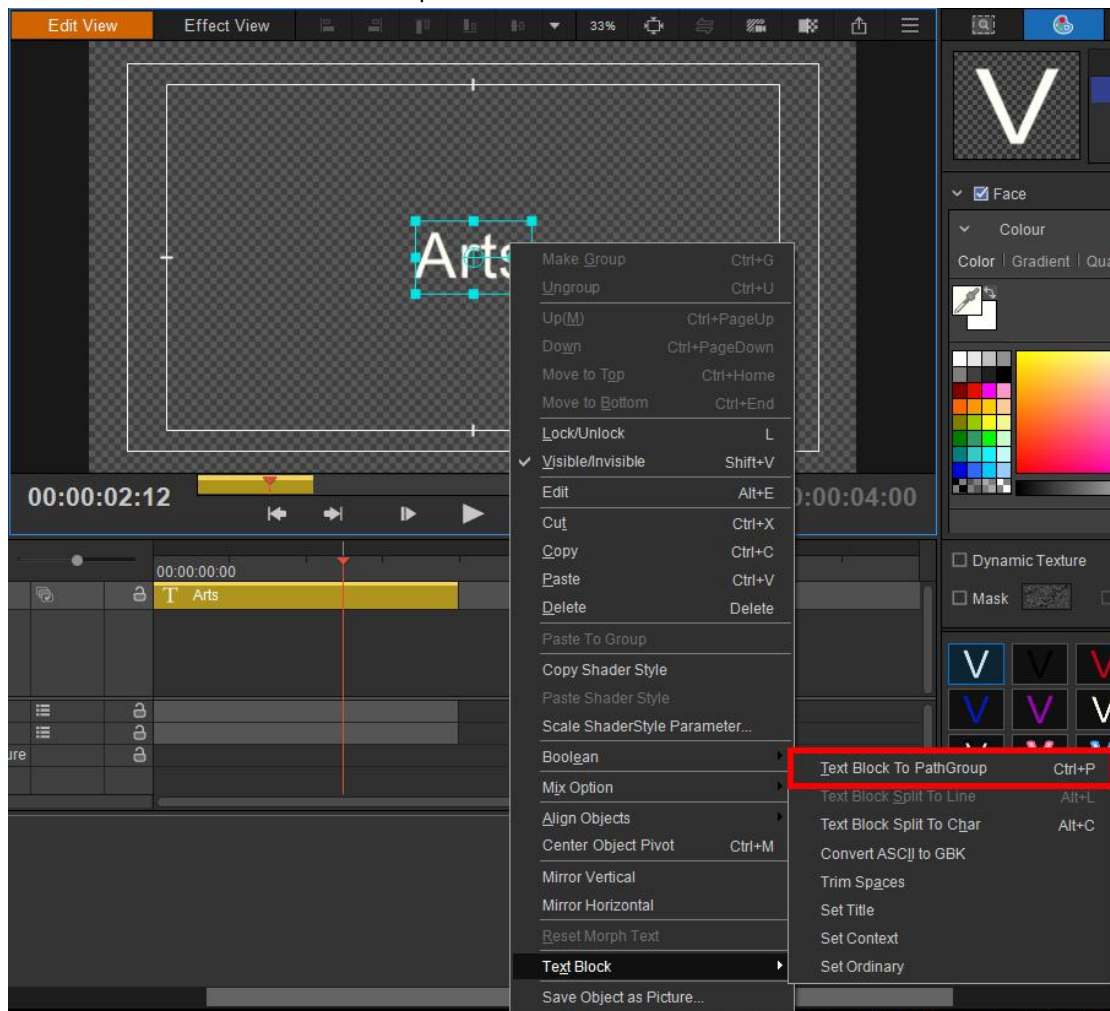


- To apply artistic effects to normal text, you can turn it into a Path Group.

1) Create normal text



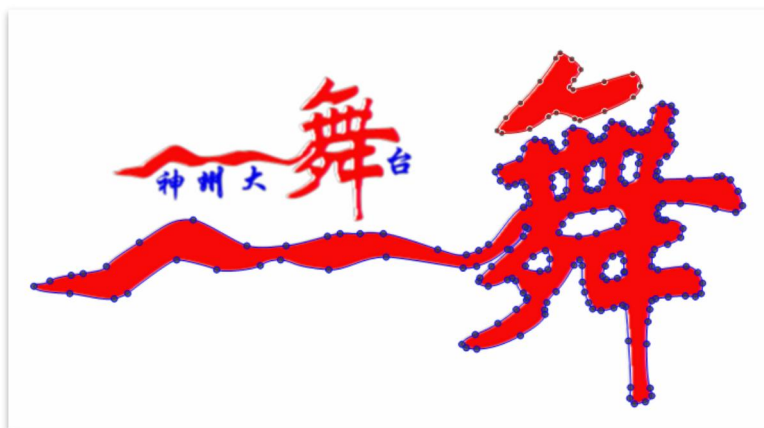
- 2) Transform normal text into Path Group by typing Ctrl+P or right-click then choose "Text Block"- "Text Block to Path Group"



- 3) Double-click on the Path Group to edit

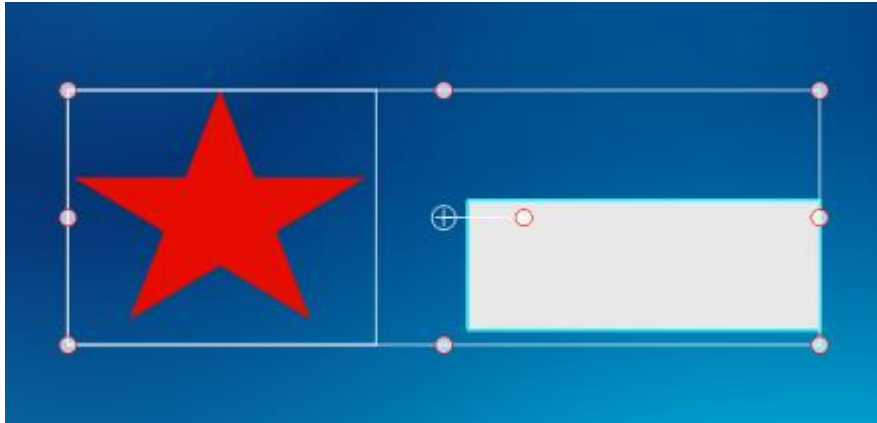


Example

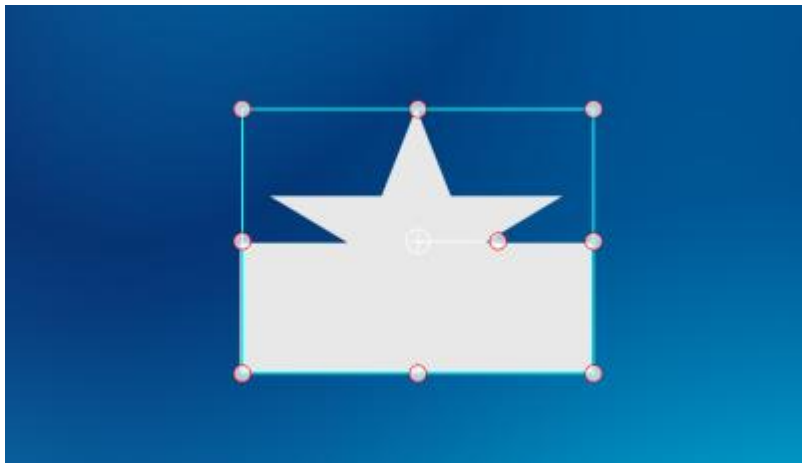


2.17. PathGroup to Object

1. Create objects and save them as PathGroup
Two objects



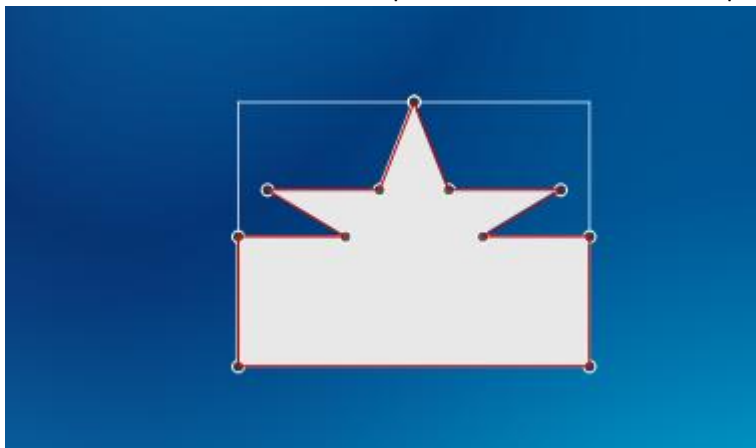
Adjust the position of objects and save them as Pathgroup with “Boolean” option. Please check pathgroup section for detailed information.



2. Right click on the pathgroup and select “PathGroup to Shape” in the right click menu, or use hotkey “Alt+P”.



3. After the above-mentioned operation, it will become a shape.



Chapter Three Applying Shader

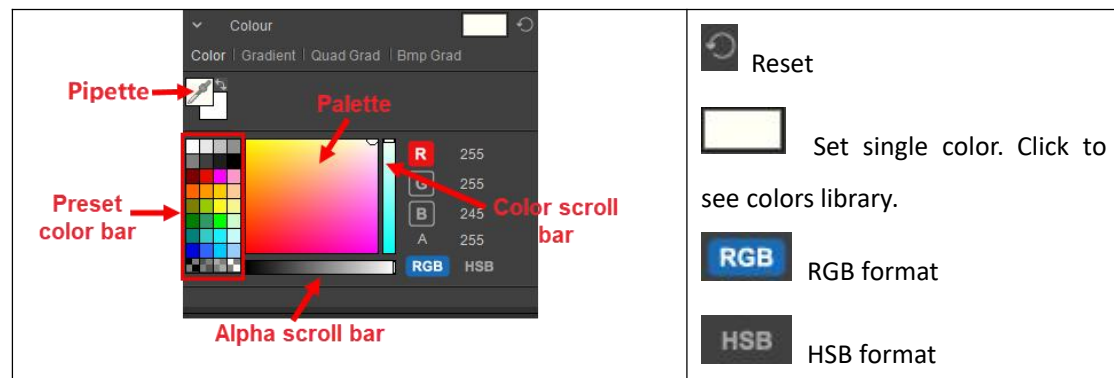
3.1. Shader Properties

Shader properties include: Color, Texture, Linear sheen, Bitmat sheen, Bump bitmap, Concave, and Bevel. An object's Face, Edge, Shadow and Depth have similar properties, allowing for different combinations.

3.1.1. Colors

You can set Colors as: Color, Gradient, QuadGradient, BmpGradient

◆ Color



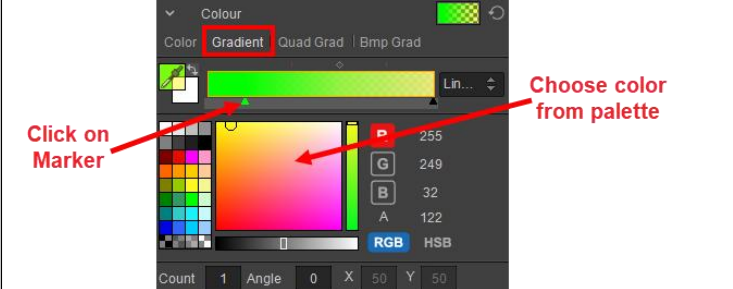
The "Color" section has 32 preset colors, and 8 RGB Alpha combinations. To set color:

1. Choose one of the 32 preset colors
2. Use the cursor to pick a color from the palette
3. Set parameters in the RGB Alpha fields
4. Use the scroll bar
5. Use the pipette




◆ Gradient Color



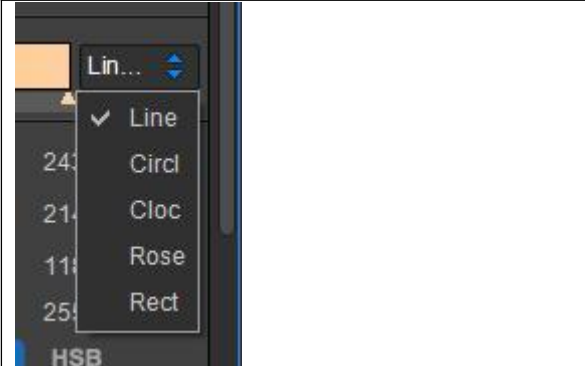
Set gradient

 <p>Click on Marker</p> <p>Choose color from palette</p>	<p>Firts click on Color Marker, then pick color.</p> <p>Use the same method as with single color to set any color on each Marker.</p>
---	---

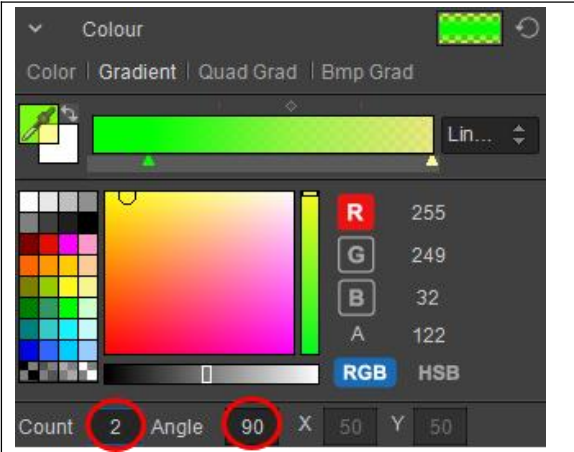
Adding, deleting and moving Color Markers:

	<p>Click under the gradient color bar to add a Marker, drag to set position. Press [Delete] to remove Marker.</p>
	<p>Set the central position between colors using the blurred block over the gradient color bar.</p>
	<p>Change Count, Angle, and XY parameters by imputing numbers directly or dragging the cursor left-right.</p>

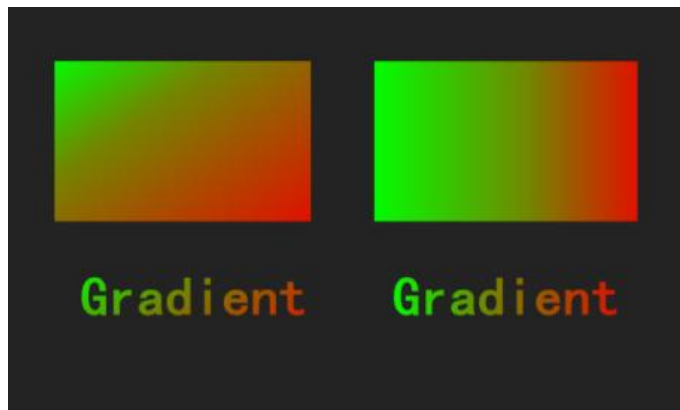
Gradient type

	<p>Choose gradient type from the drop down list: Linear, Circle, Clock, Rose line or Rectangle.</p>
--	---

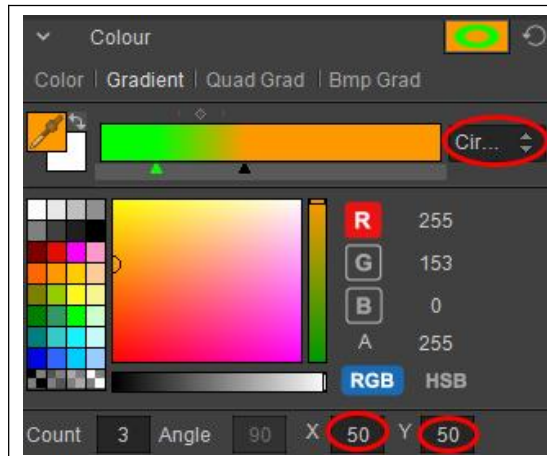
Linear gradient

	<p>In Linear you can only set color, count and angle. Use angle to set the direction of colors.</p>
---	---

Example

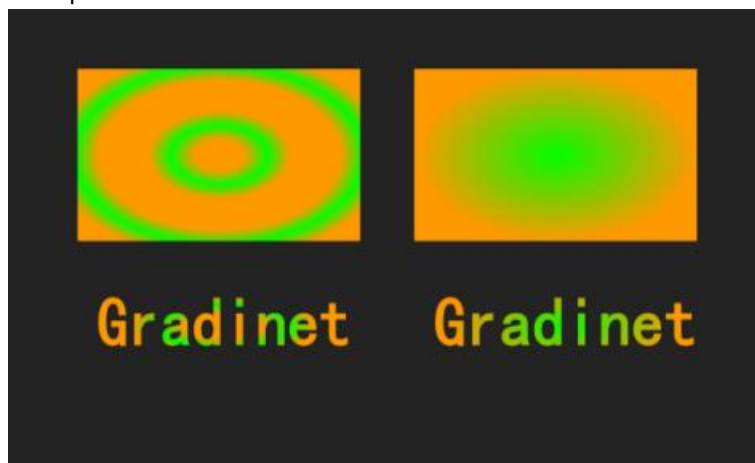


Circle gradient

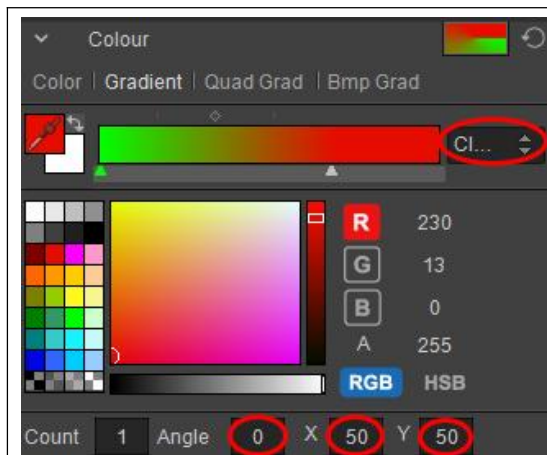


In Circle you can only set the X,Y parameters for effect.

Example

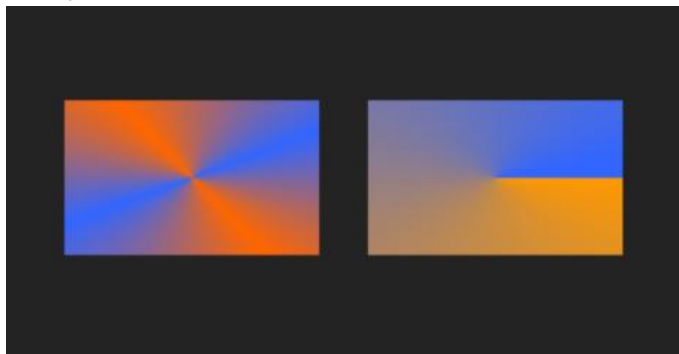


Clock gradient

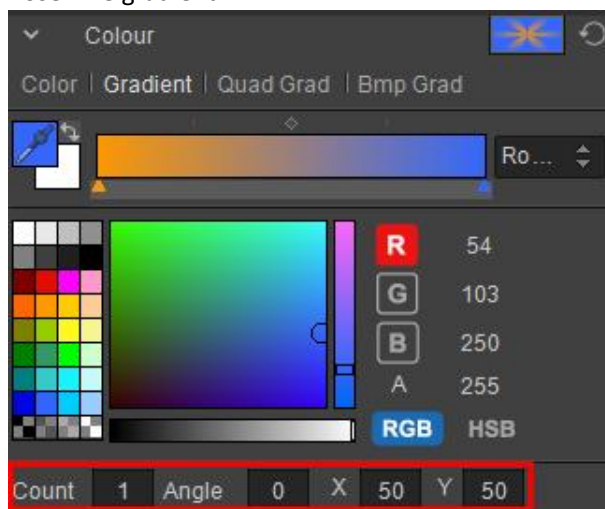


Divisions between colors are like clock needles. All parameters can be changed.

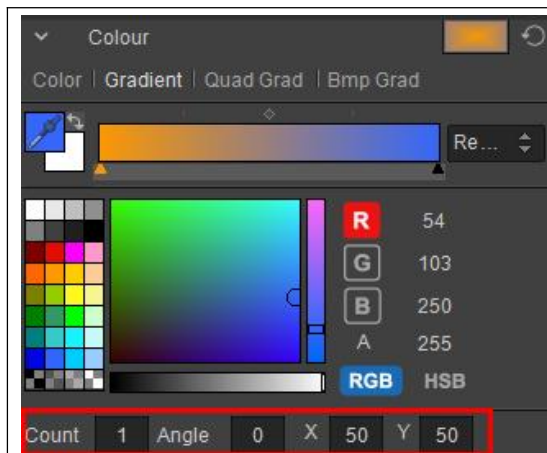
Example:



Rose Line gradient

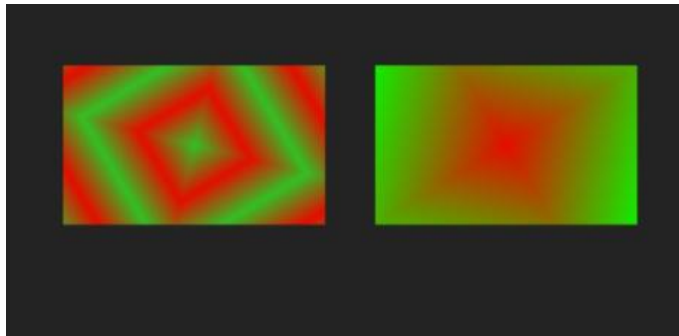


Example:

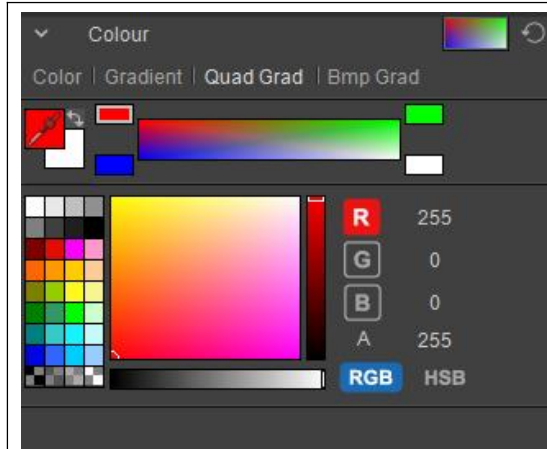


As with Clock and Rose Line, all parameters can be changed

Example:



◆ QuadGradient



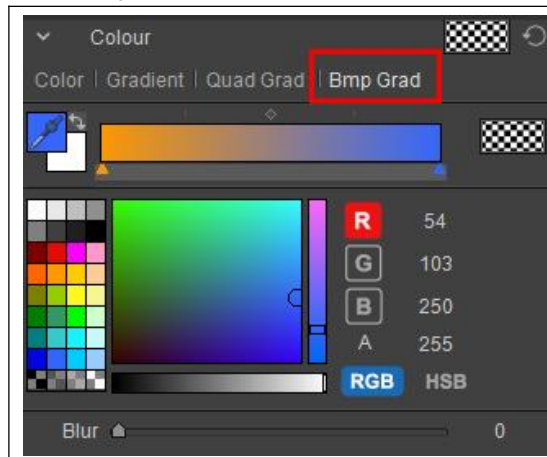
QuadGradient: four colors are chosen at four points

Setting QuadGradient: as with single colors, choose color for each point.

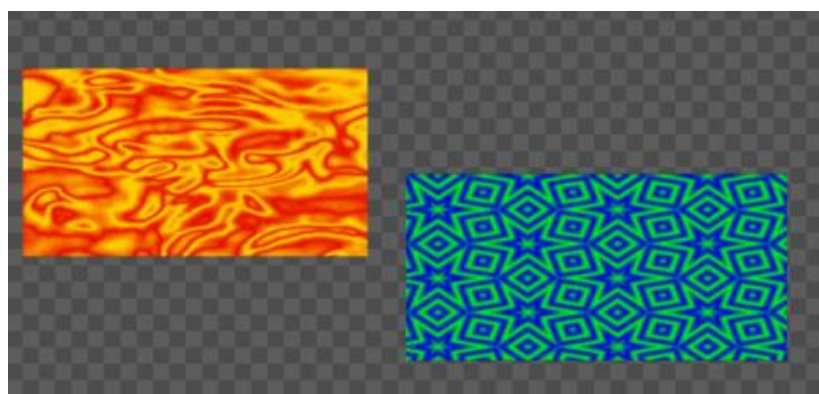
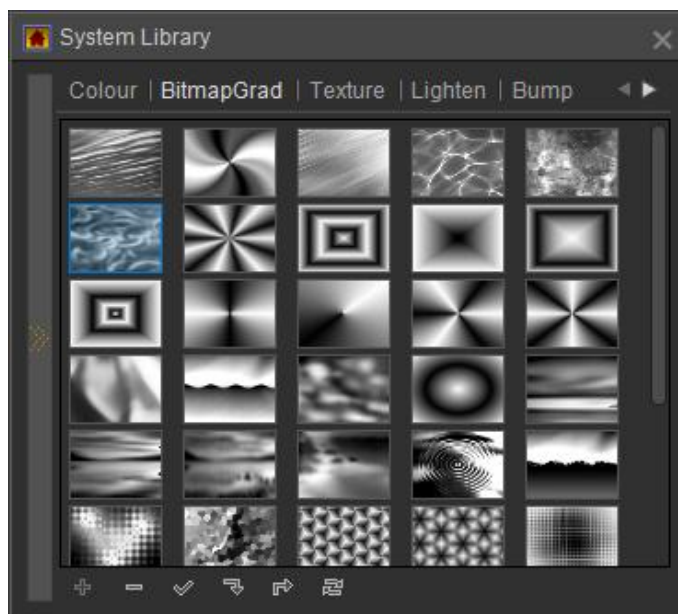
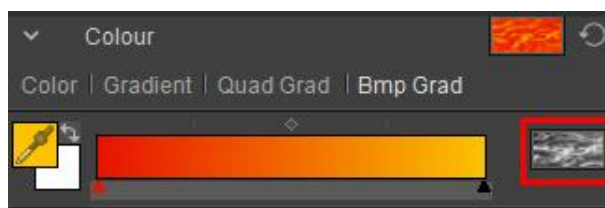
Example:



◆ BumpGradient



Choose a Bitmap Gradient from the System Templates Library, double-click to apply. Then set colors.



3.1.2. Texture

Texture

Type Tile


XScale 100

YScale 100


XOffset 0

YOffset 0

Strength 100



Library: choose a template from the library

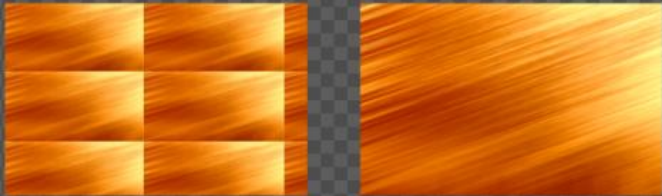


Reset: resete parameters

XY Scale: set block size

XY Offset: set block position

Strenght: set texture strength/visibility



3.1.3. Linear Sheen


LinearSheen

Position 0


Angle 0

Width 5

Strength 100



Colors: set linear sheen colors



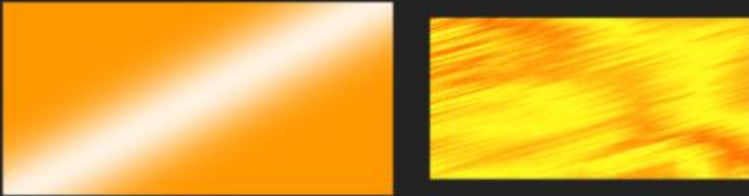
Reset: reset parameters

Position: set linear sheen position

Angle: set linear sheen angle

Width: set linear sheen width

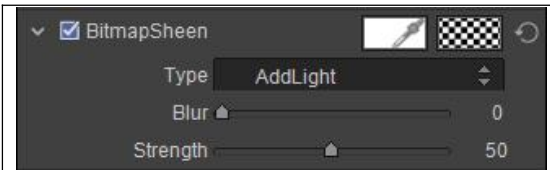



Strength: set linear sheen strength/visibility



LinearSheen

3.1.4. Bitmap Sheen

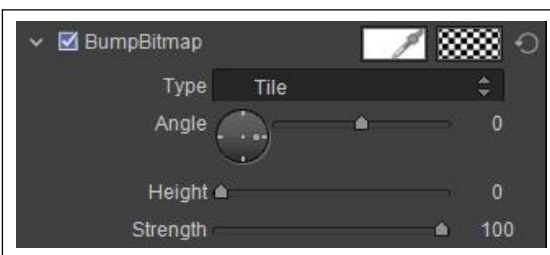
Addlight Type

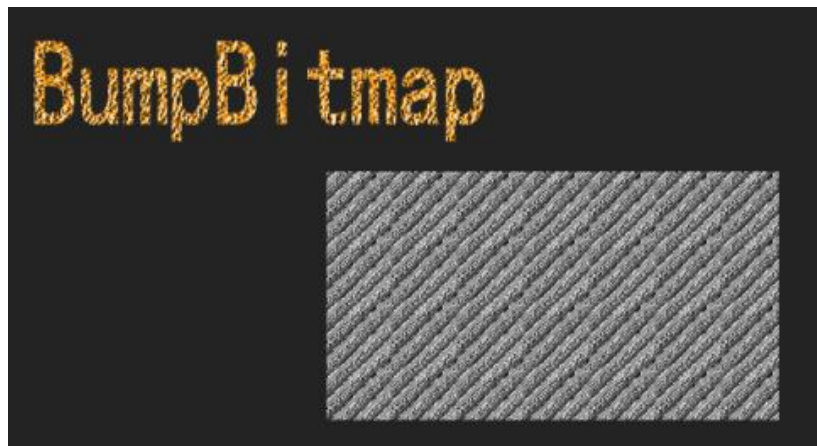
	<p> Colors: choose bitmap sheen color</p> <p> Library: choose a style from the template library</p> <p> Reset: reset parameters</p> <p>Blur: blur bitmat sheen</p> <p>Strength: set bitmap sheen strength</p>
---	---

You can pick between Addlight Type and Mixlight Type



3.1.5. Bump Bitmap

	<p>Set Colors, Angle, Height, Strength and Type (Tile/Stretch)</p> <p>You can pick a preset template from the library.</p> <p>Press Reset to delete set parameters.</p>
---	---



3.1.6. Concave

	<p>Set Colors, Style (Raise/Convave/Lightborder), Brightness, Blur, Angle and Height.</p> <p>Press Reset to delete set parameters.</p>
--	--



3.1.7. Bevel

	<p>Set Colors, Size, Depth, Angle and Light Depth.</p> <p>Press Reset to delete set parameters.</p>
--	---



3.2. Face

In Face you can set the following properties: **Color, Texture, Linear Sheen, Bitmap Sheen, Bump Sheen, Concave and Bevel**

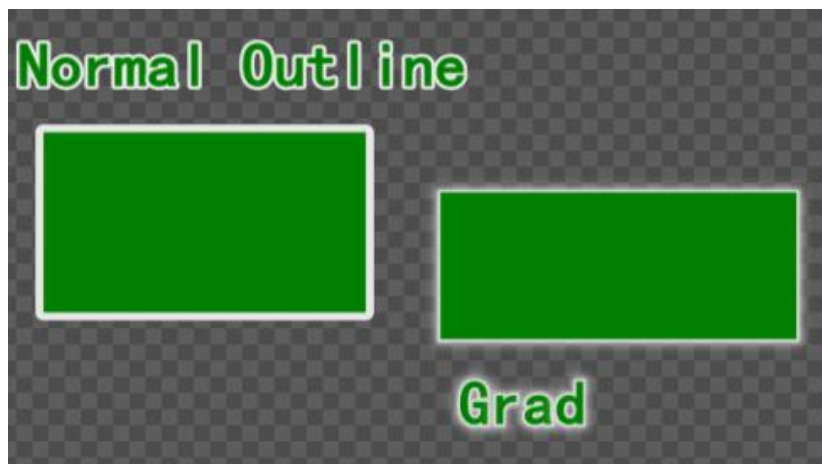
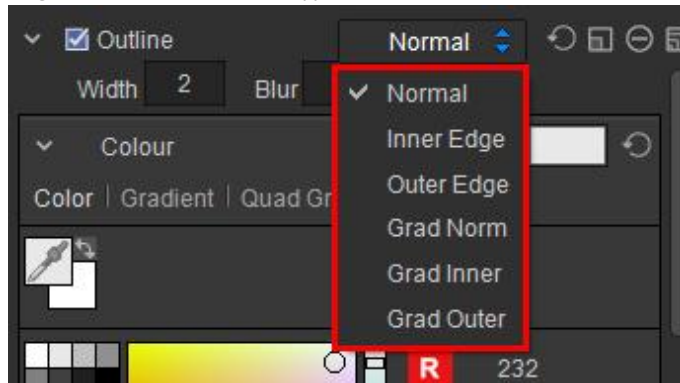
	<ul style="list-style-type: none"> Reset: resets all parameters to their original values. Delete: deletes Face Fold/Expand: Folds/Expands all Face properties Fold/Expand: Folds/Expands Face, Edge, Shadow, Depth properties
--	---

3.3. Edge

In Edge you can set the following properties: **Color, Texture, Linear Sheen, Bitmap Sheen, Bump Sheen, Convave, Bevel.**

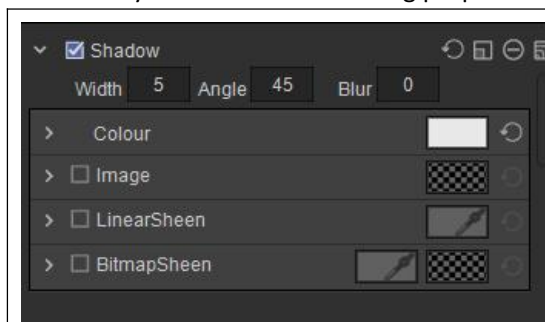
	<p>As with Face you have Reset, Delete and Fold/Expand properties.</p> <p>Unique to Edge: Width and Blur</p>
--	---

Edge has different effect types.



3.4. Shadow

In Shadow you can set the following properties: **Color, Texture, Linear Sheen and Bitmap Sheen**



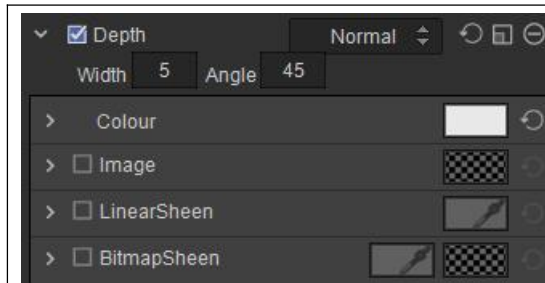
As with Face you have Reset, Delete and Fold/Expand properties.

Unique to Shadow: **Width, Angle and Blur** properties.



3.5. Depth

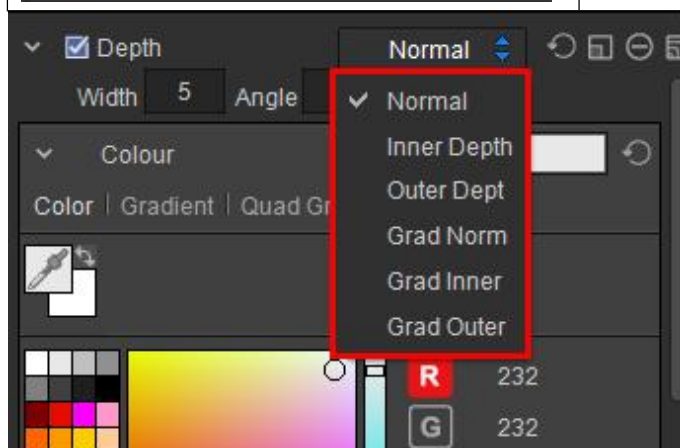
In Depth you can set the following properties: Color, Texture, Linear Sheen and Bitmap Sheen.



As with Face you have Reset, Delete and Fold/Expand properties.

As with Shadow you have Width and Angle properties.

You can set Shadow type by clicking on the drop down list.



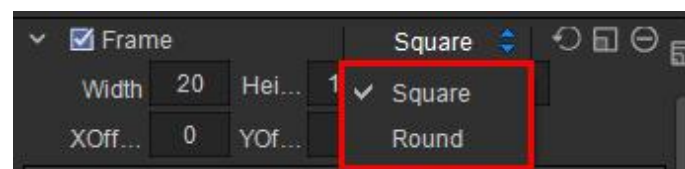
Example



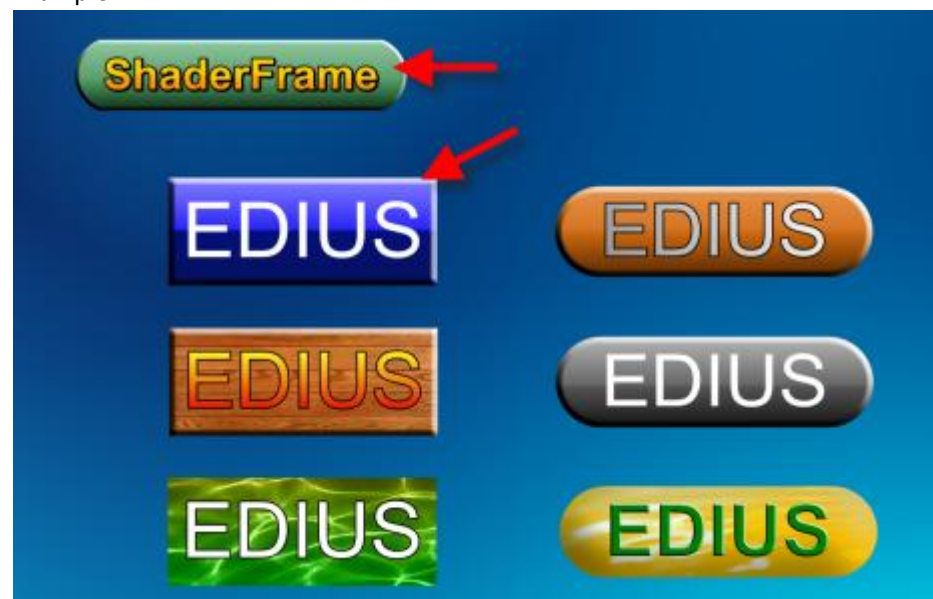
3.6. Frame

In Frame you can set the following properties: **Color, Texture, Linear Sheen and Bitmap Sheen, Bump Sheen, Convave, Bevel.**

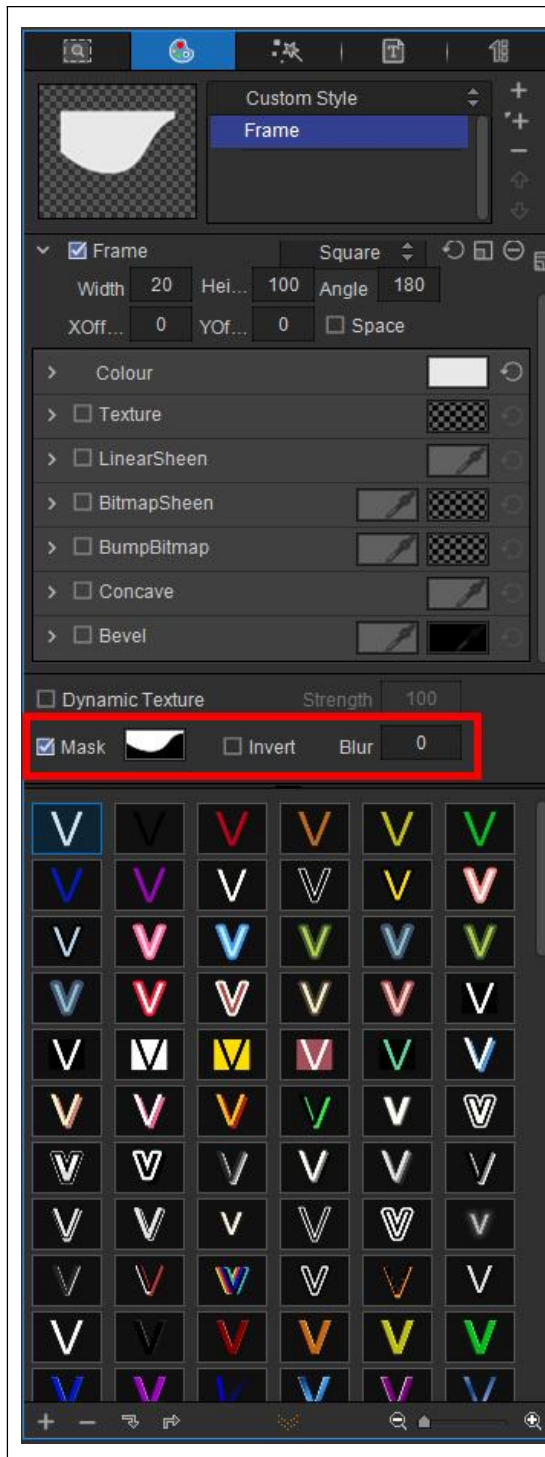
	<p>As with Face you have Reset, Delete and Fold/Expand properties.</p> <p>As with Shadow you have Width and Angle properties.</p> <p>Unique to Shadow: Height, Offset and Space properties.</p> <p>You can set Frame type by clicking on the drop down list.</p>
--	---



Example

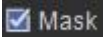


3.7. Advanced properties





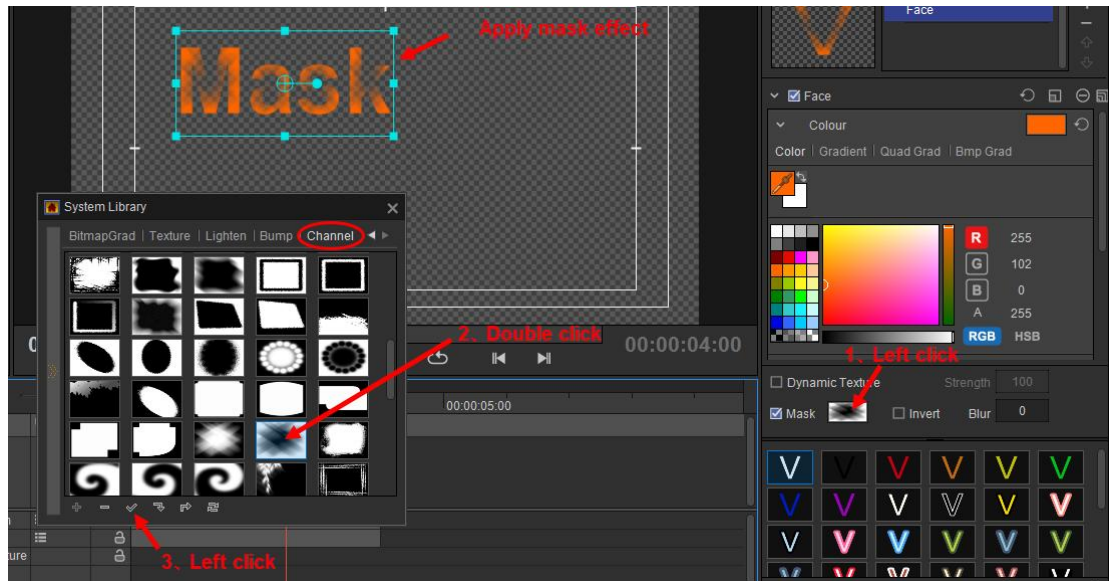
You can apply Mask effects by going to the bottom of the Shader Tab. Here you can apply a Mask from the template library, set the blur level and activate/deactivate the Inverse option.

Setting Mask

- 1) Enter a text in the Edit Screen, then choose  from the Shader Tab.



2) Click on the  button to choose a template. Double-click or press  to apply.



Set Mask blur parameters

Example



Use Inverse option to inverse effect.



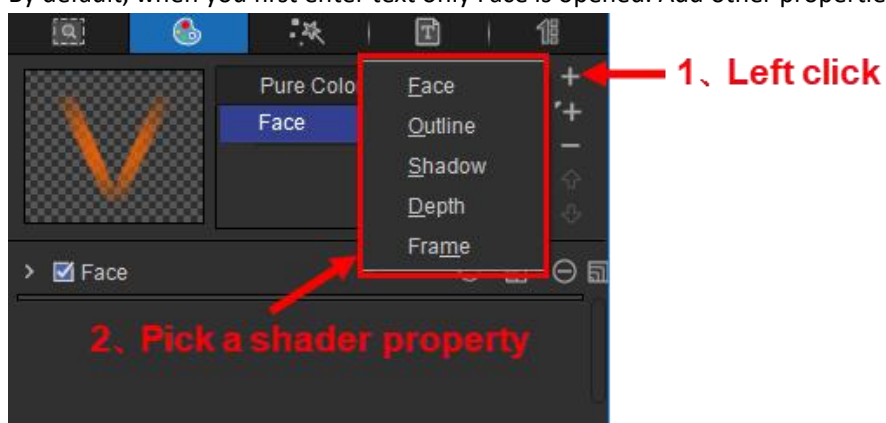


3.8. Editing properties

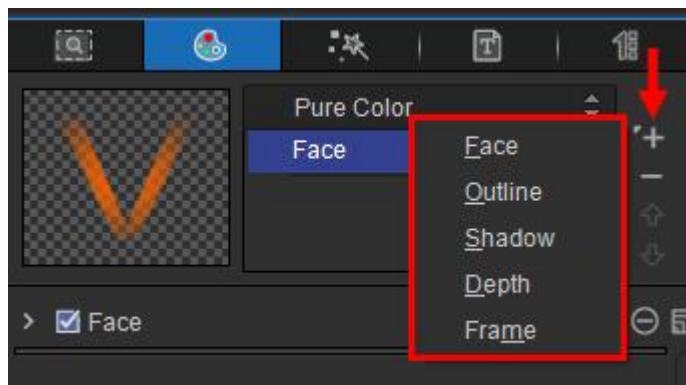
3.8.1. Combinations

Enter text/object on the Edit Screen, open Shader, and then pick Face, Edge and Shadow. You can also pick Shader properties first and then input text/object.

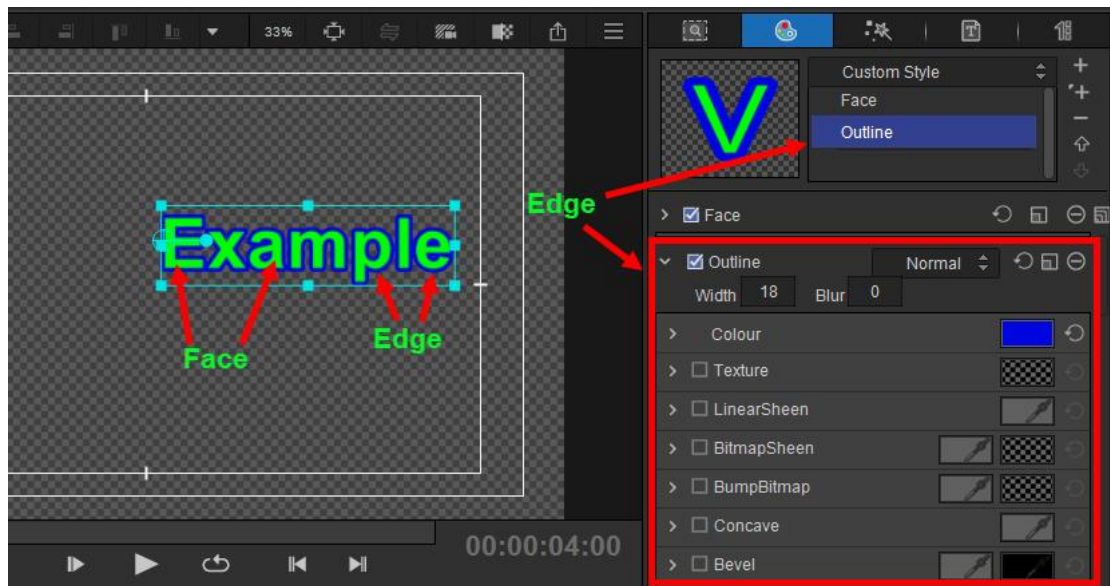
By default, when you first enter text only Face is opened. Add other properties.



Click the "Insert" button to add Outline over Face.



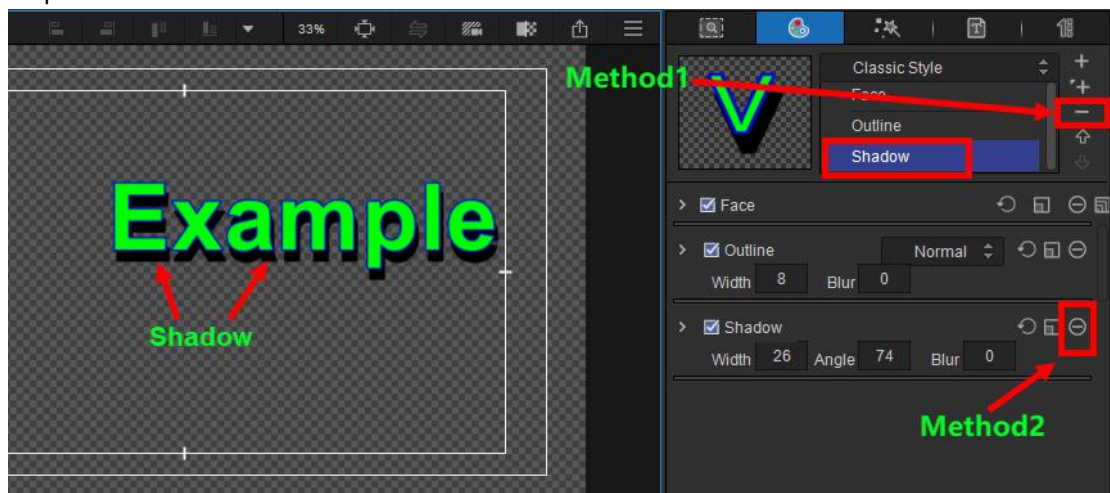
Note: you can click the "Insert" button to insert a shader property over the selected property.
The text add a Outline property:



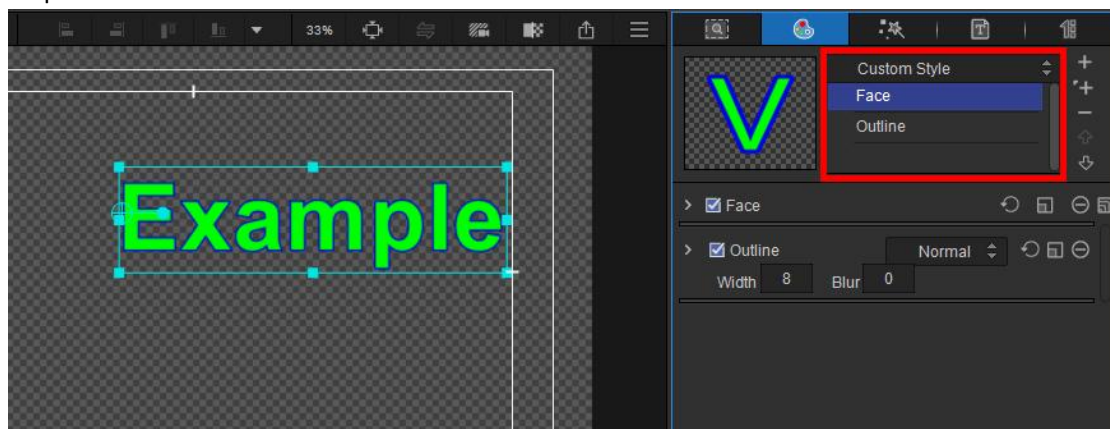
To delete a property, choose the unwanted property and then click on either of the [Delete] buttons shown in the screen below.

Example

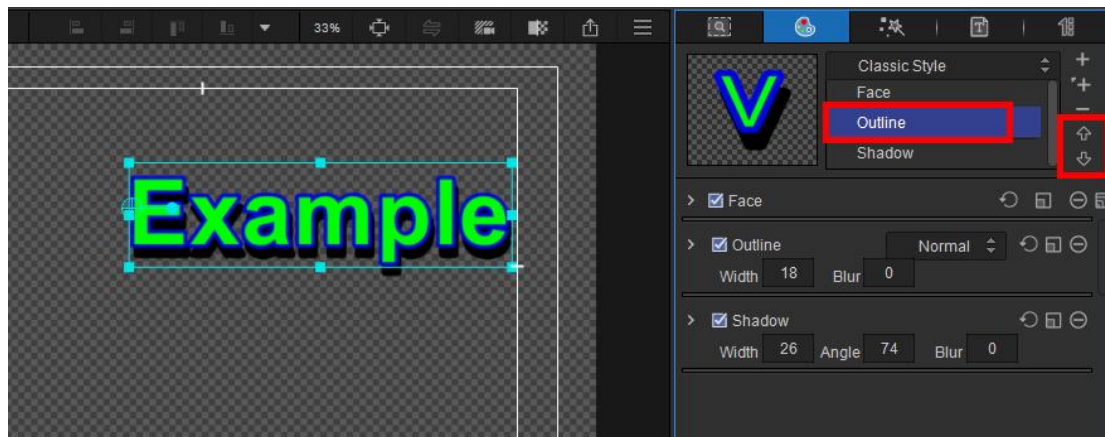
Step 1



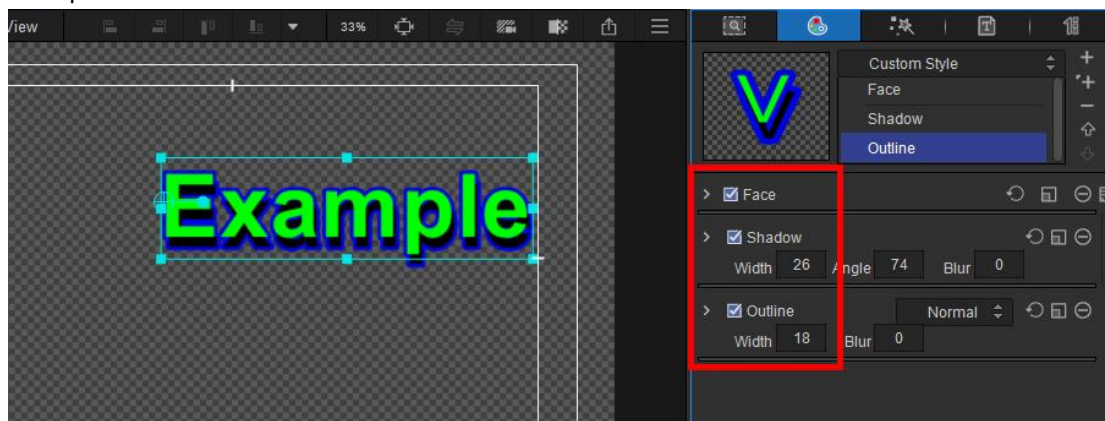
Step 2



Move between properties by using the mouse cursor or the [↑/↓] buttons



Example

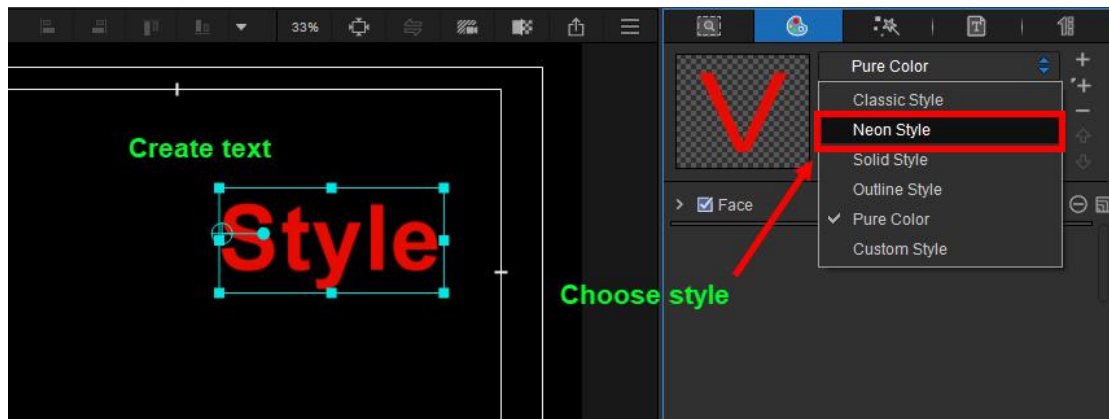


Using different properties combinations you can produce all sorts of Title effects. Example:

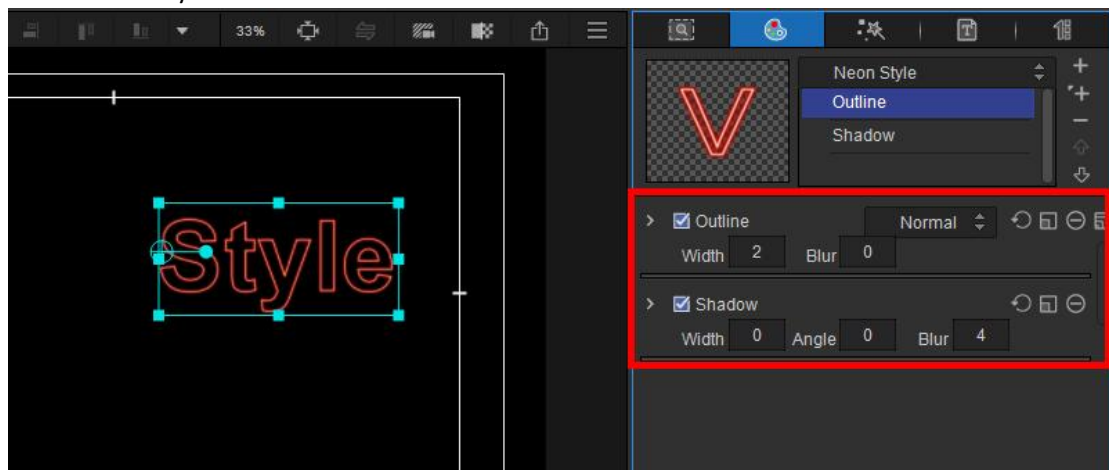


3.8.2. Preset Styles

You can choose a Preset Style by clicking on the drop-down list shown below.




Below: neon style.



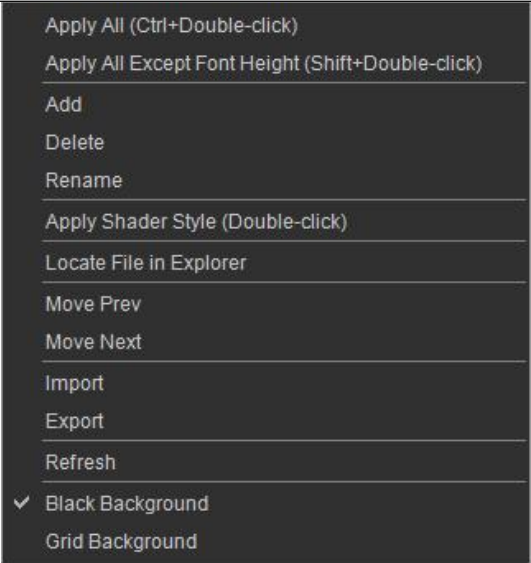
3.9. Shader Template Library

At the bottom of the Shader tab you can open the Templates Library by clicking the button.




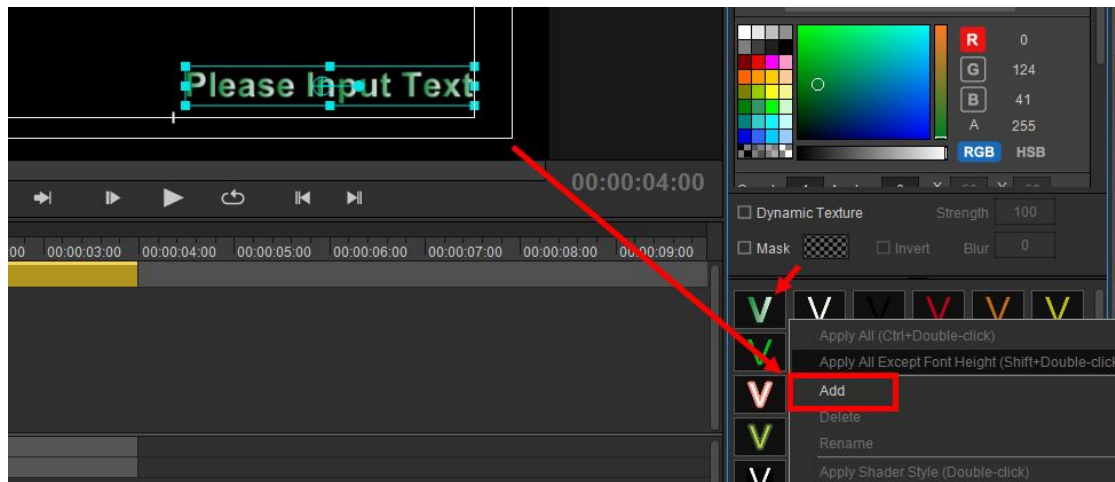
<p style="text-align: center;">Template Library</p> 	<p>Use the [Add/Delete] buttons to add/delete templates to/from the library. Hide the library by clicking on the [Hide Library] button.</p>
--	---

Right-click on a template to see the context menu:


	<p>Apply All: applies shader and format properties to current text</p> <p>Apply All Except Font Height</p> <p>Add</p> <p>Delete</p> <p>Rename</p> <p>Apply Shader Style: applies shader properties to current text</p> <p>Locate File in Explorer</p> <p>Move Prev</p> <p>Move Next</p> <p>Import</p> <p>Export</p> <p>Refresh</p> <p>Black Background</p> <p>Gird Background</p>
--	---

To add a template you can:

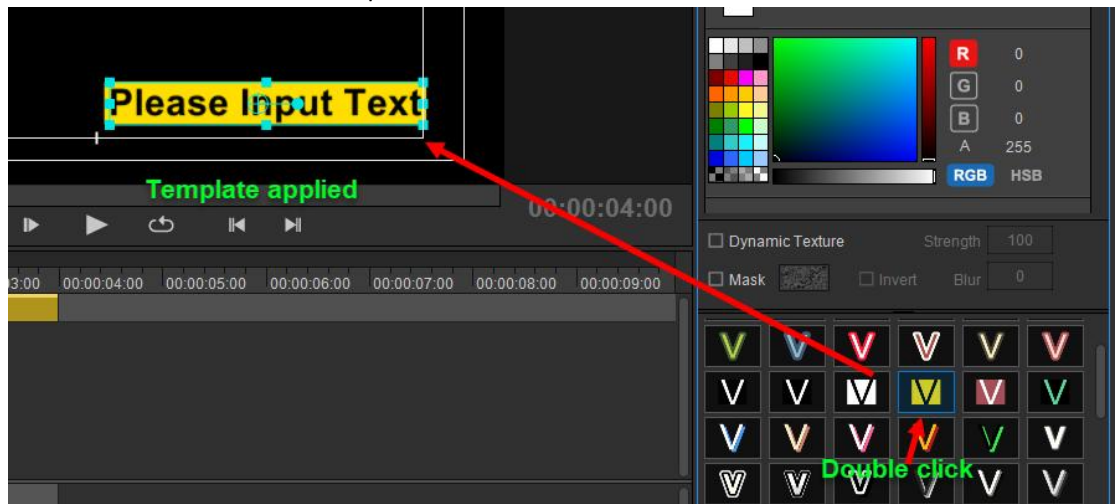
1. Press the  button in the library
2. Choose Add from the options context menu.



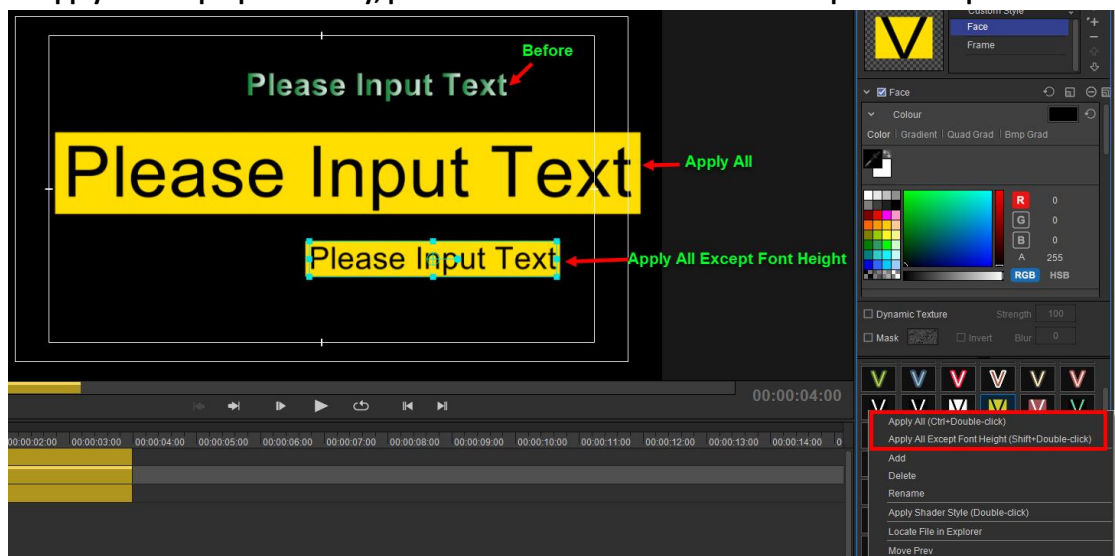
To delete a template either:

1. Press the  button in the library
2. Choose Delete from the context menu

After creating text in the Edit Screen, the easiest way to apply template properties is to double-click on the desired template.



To apply Shader properties only, press Ctrl and Double-click on the template. Example




3.10. Render Text

As part of the shader properties, you can choose to Render the text as a whole or letter by letter.

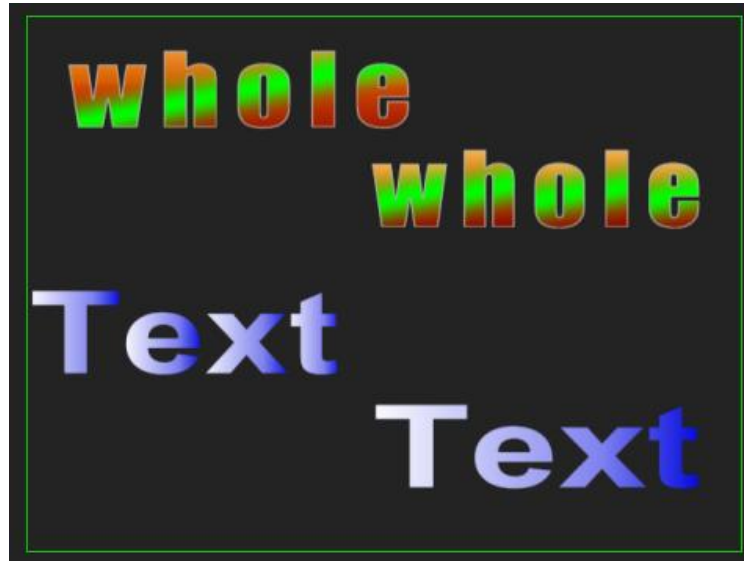
Render All: applies Shading effects to the text as a whole.

Individual Render: applies Shading effects letter by letter.

Set the Render format by clicking on the  button in the Text Editing Bar.

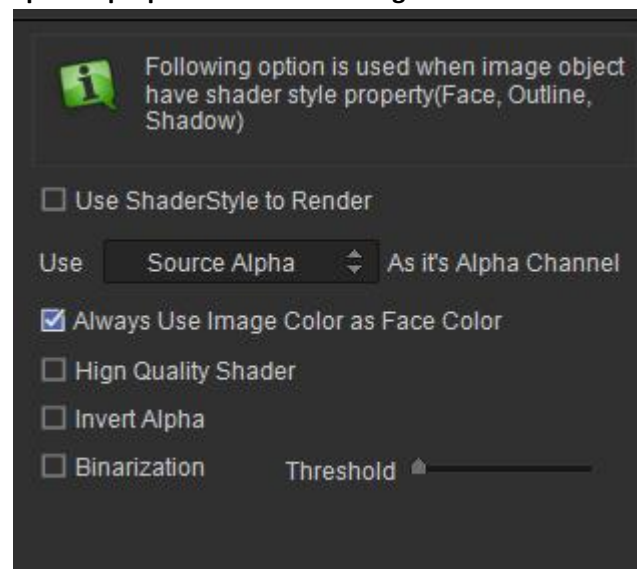


Example



3.11. Render Image

Specific properties of render image are shown below.



Note: the options are used when image object has shader style property (Face, Outline, Shadow).

Example:

Image--VTchannel085



image

Image--VTchannel085



adjust

Image--VTchannel085



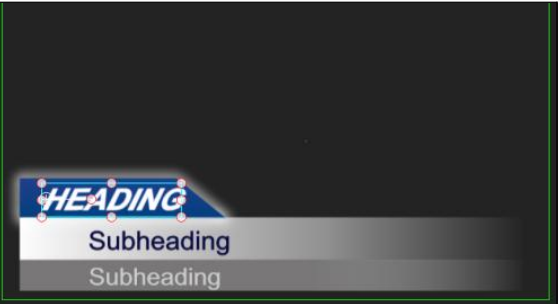
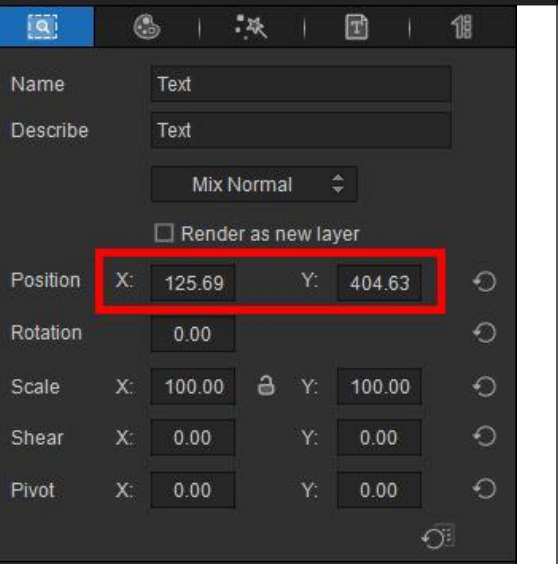
shading

Chapter Four Graphics (Still) Editing Mode

4.1. Position, Scale, Rotate

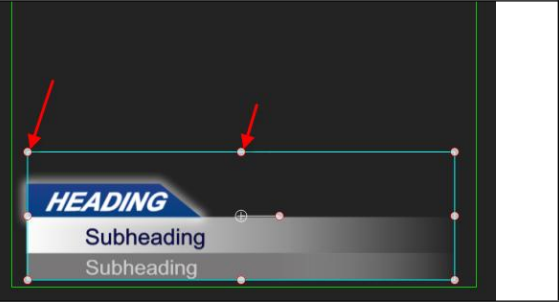
To move an object:

- 1. In the Edit Screen drag the object to the desired position.
- 2. Click on an object and use the arrow keys on the keyboard. Press Ctrl to increase speed.
- 3. Enter co-ordinates in the properties tab.

Step 1:Click on the object in the Edit Screen	
Step 2:Enter XY coordinates	

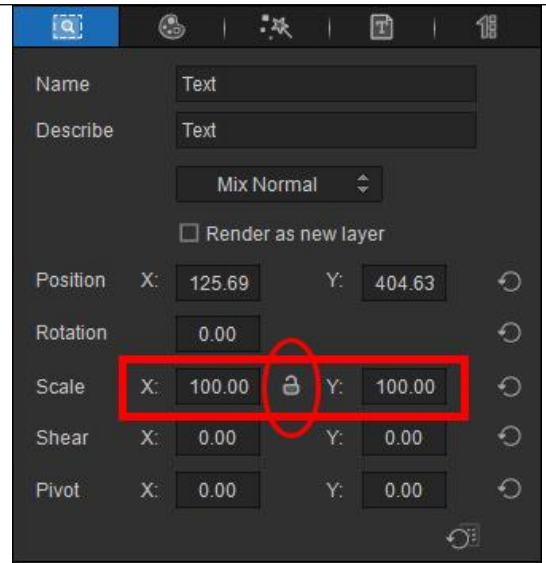
Zoom Object:

Method 1:

Drag the markers surrounding the object. Hold Shift to keep XY scale constant.	
---	--

Method 2:

Enter XY scale in the Properties tab. Press on the lock to keep XY scale constant.

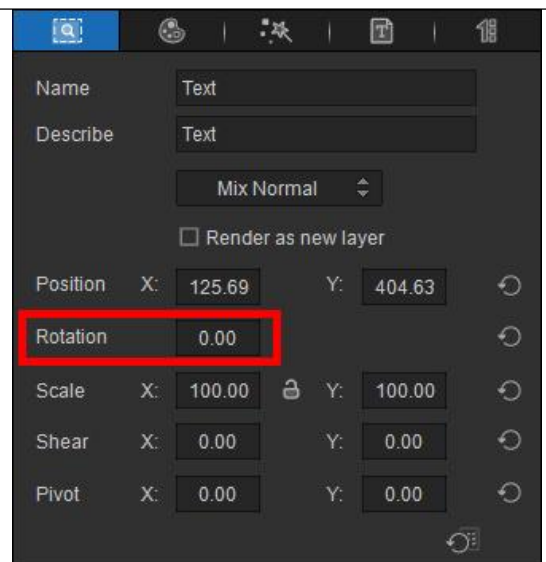


Rotate object:

Method 1: On the keyboard, hold Shift, then use the Up/Down arrow keys to rotate 45 degrees. Use Right/Left arrow keys to rotate 1 degree.

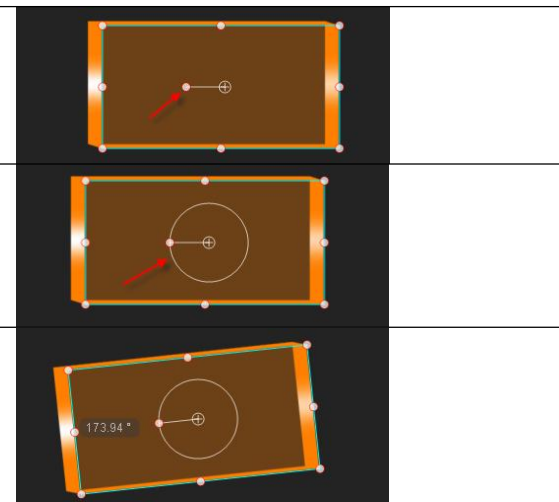
Method 2:

Enter numbers in the Properties tab Rotation field.



Method 3:

Move the cursor to the marker in the centre of the object



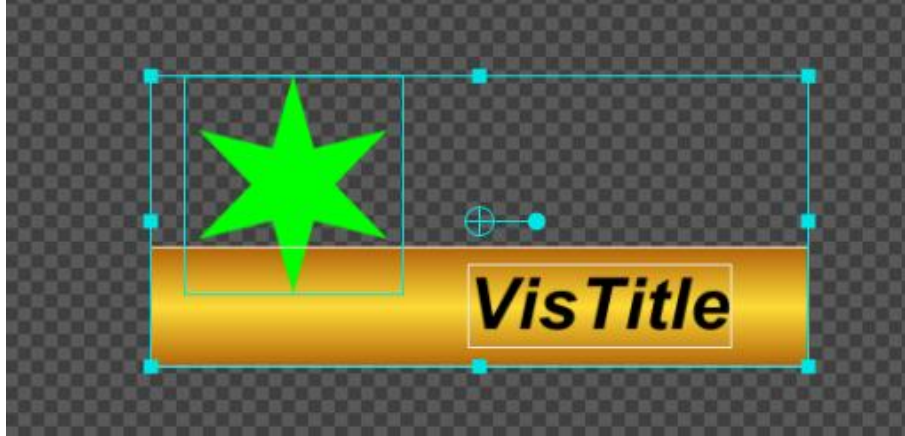
A circle will appear

Drag the marker around the circle to perform rotation

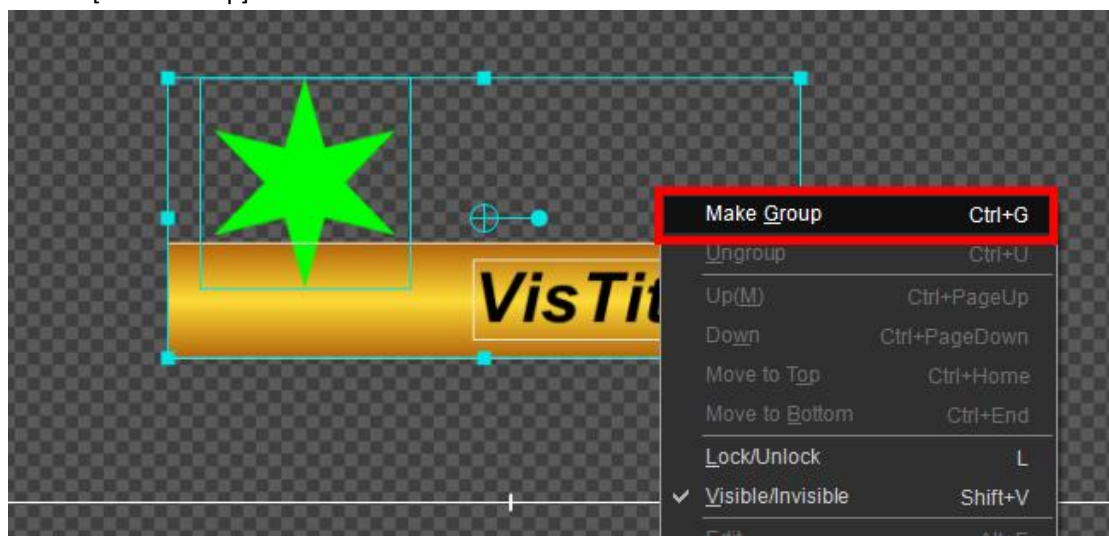
4.2. Make Group, Ungroup

Make Group will turn many objects into one. To make a group:

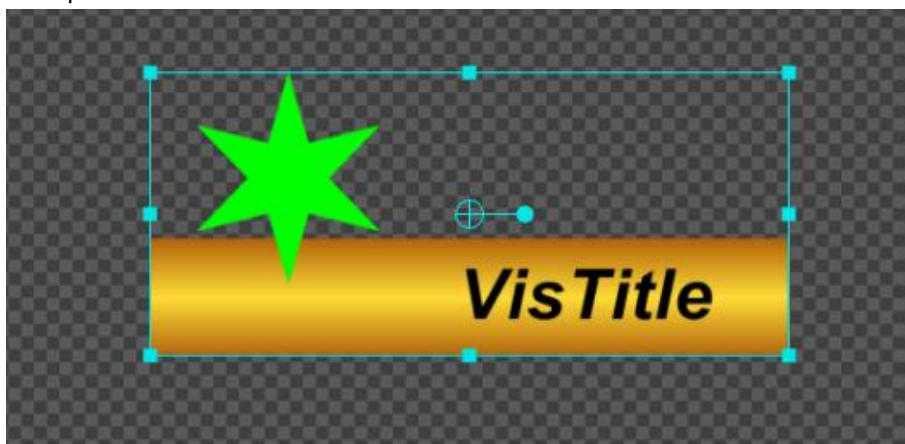
1. Hold Ctrl and choose objects, or press Ctrl+A to choose all objects in Edit Screen.



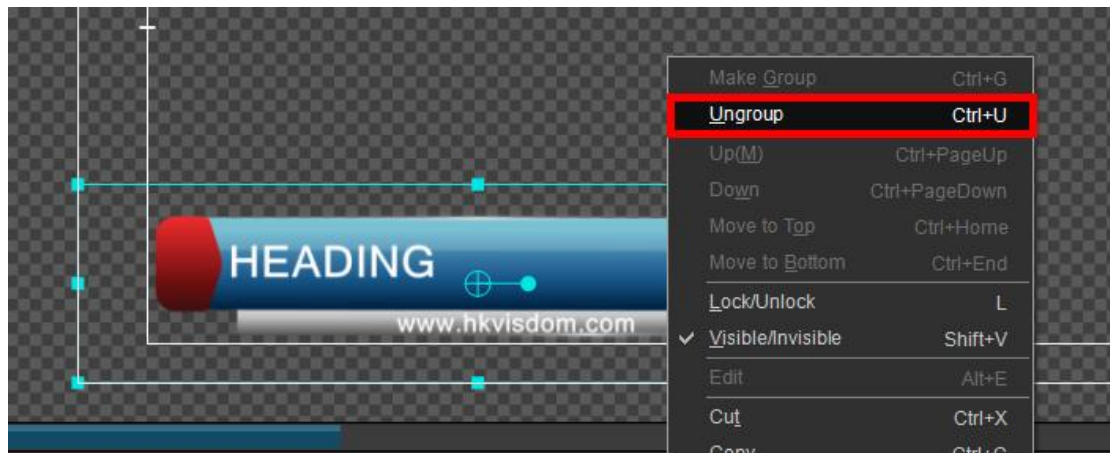
2. Press Ctrl+G or right-click and choose Make Group from the context menu. You can also press on [Make Group] in the Edit Menu Bar.



Example



To Ungroup press Ctrl+U, right-click and choose Ungroup, or press [Ungroup] in the Edit Menu Bar.



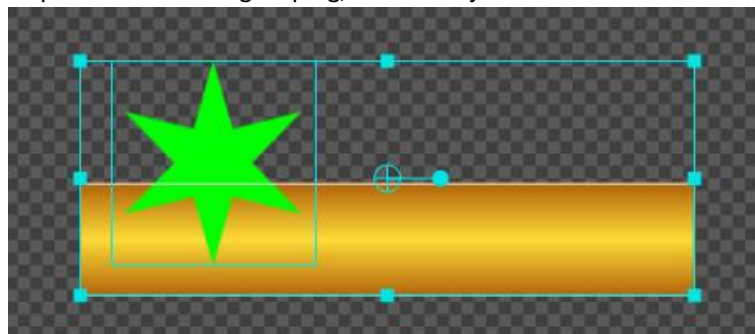
Example



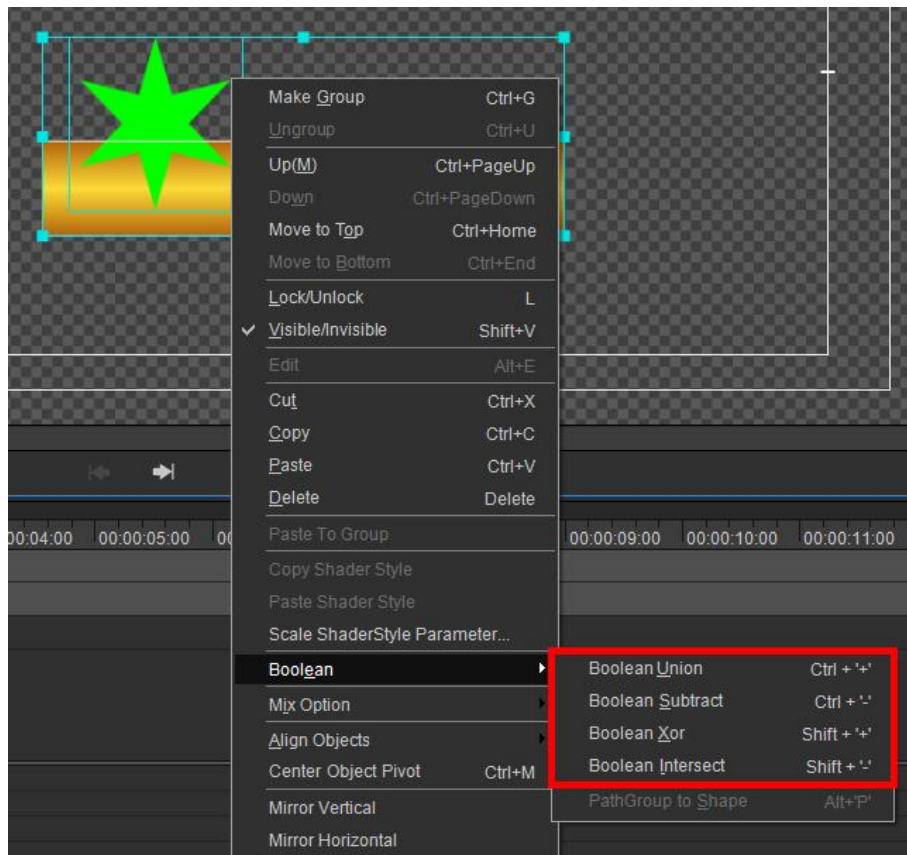
4.3. Boolean

Boolean is a special form of grouping and includes: Union, Subtract, Intersect and Xor.

To perform Boolean grouping, choose objects then:

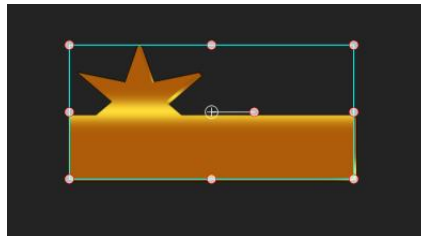
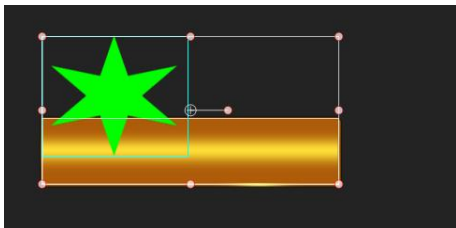


1. Use the keyboard shortcuts (Shift+'+', Shift+'-', Ctrl+'+' or Ctrl+'-')
2. Right-click and choose from the context menu.

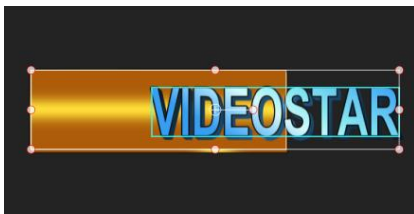


Example:

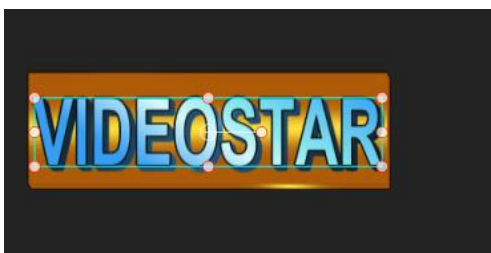
Boolean Union



Boolean Subtract



Boolean Intersect



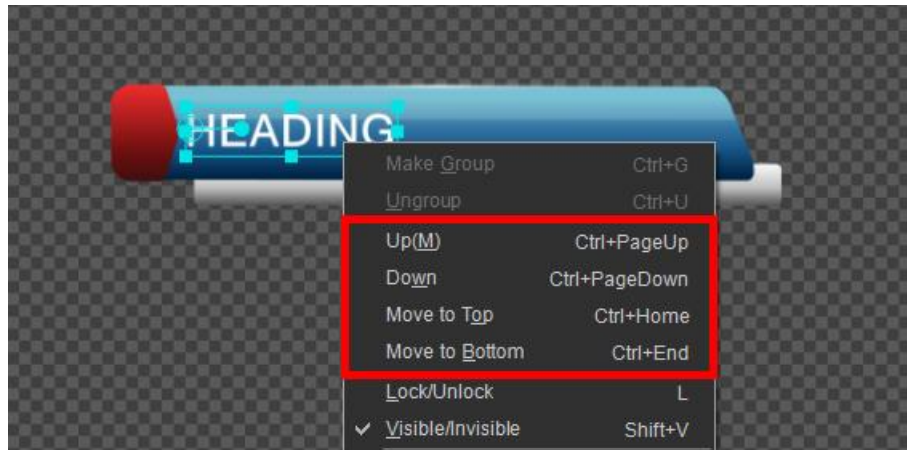
Boolean Xor



4.4. Object level

When you have several objects in the Edit Screen, you can set level by:

1. Using the keyboard shortcuts: Ctrl+PageUp, Ctrl+PageDown, Ctrl+Home, Ctrl+End
2. Right-click and choose from the context menu.



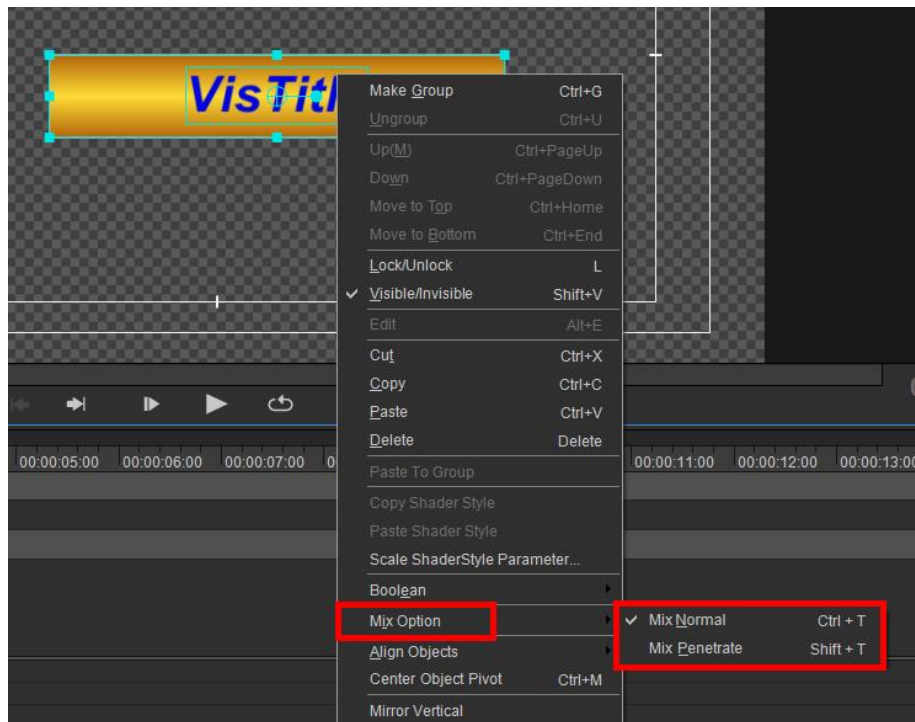
4.5. Mix Option

There are two Mix options: Mix Normal and Mix Penetrate. Two ways to apply:




1. Use keyboard shortcuts Ctrl+T, Shift+T



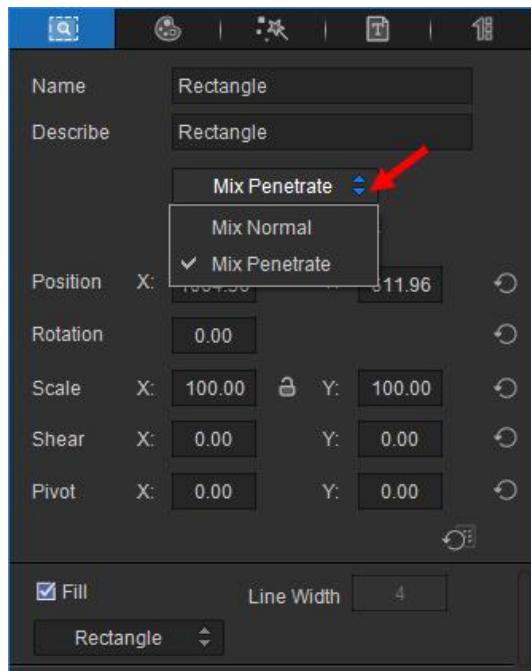
2. Right-click then choose from the context menu



Example

Mix Normal	
Mix Penetrate applied to text	
Mix Penetrate applied to object	

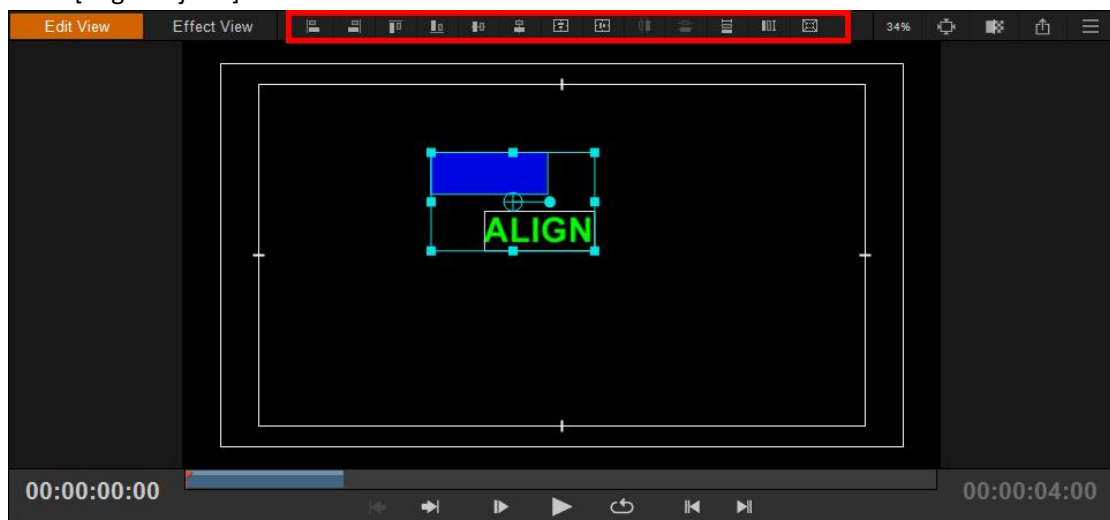
3. Choose from the Properties Tab



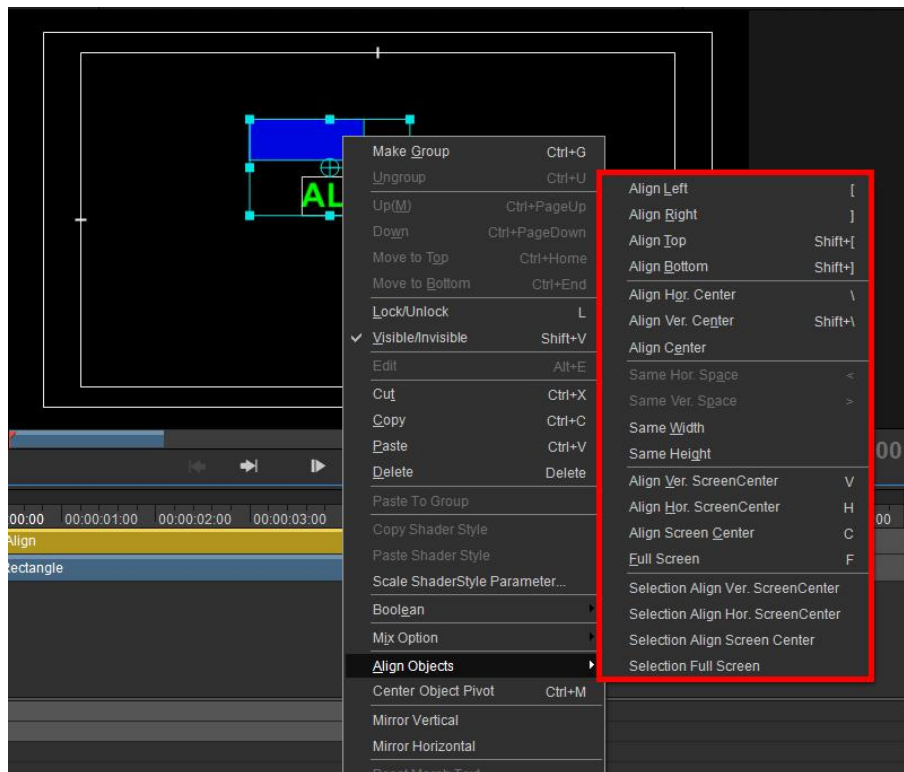
4.6. Align

To align objects you can:

Press [Align Objects] in the Edit Menu Bar

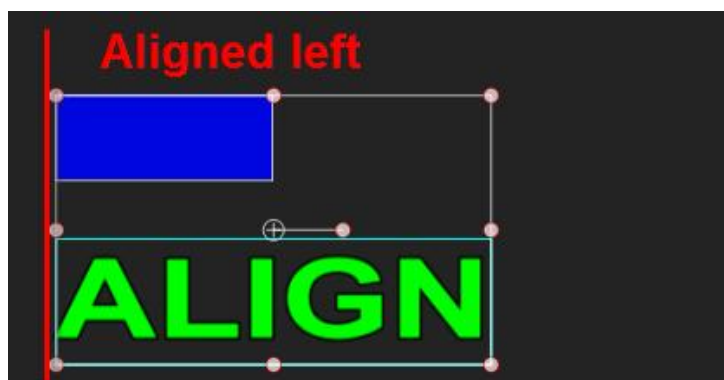
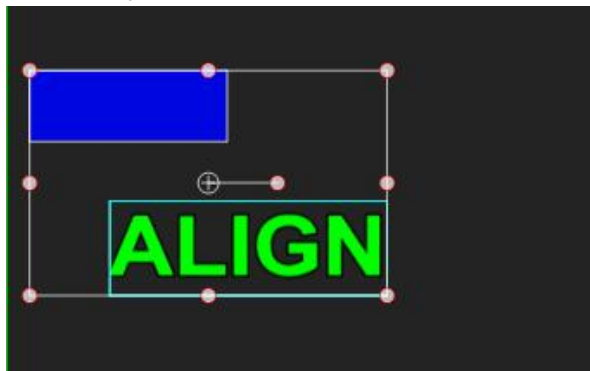


1. Right-click and choose Align Objects from the context menu

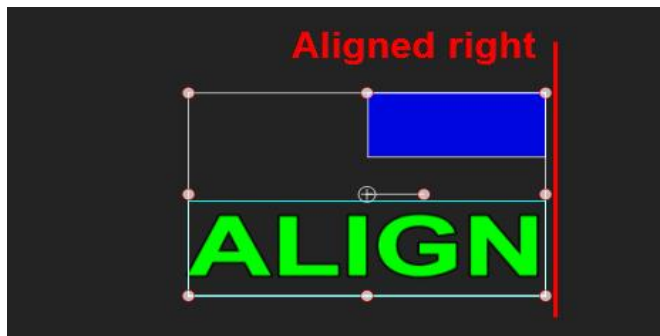


Example

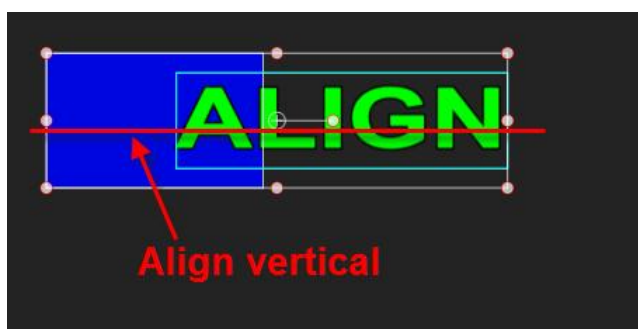
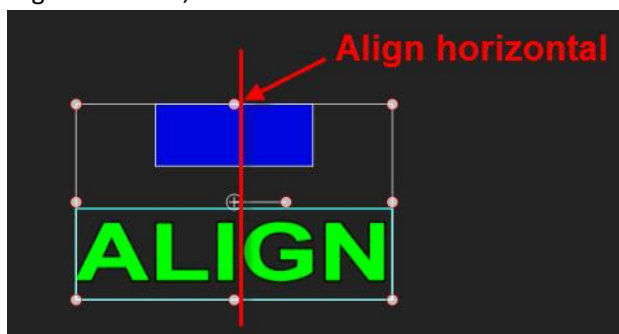
Choose Objects:

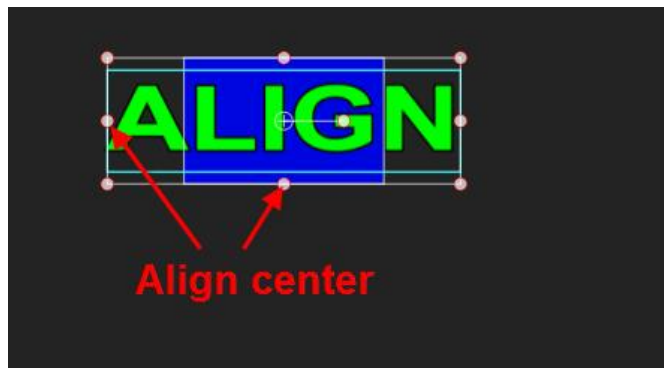


Align Right, Top, Bottom all use the same steps.

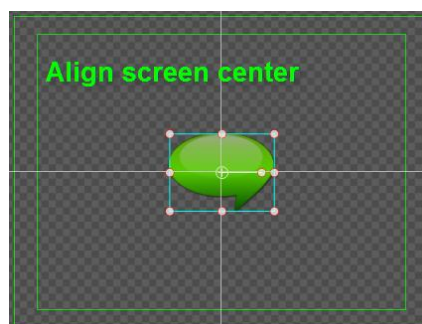
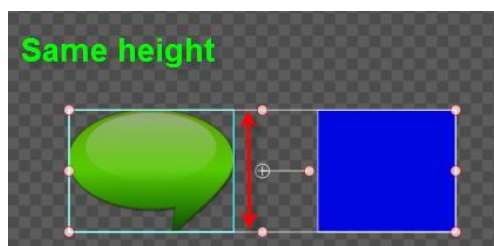
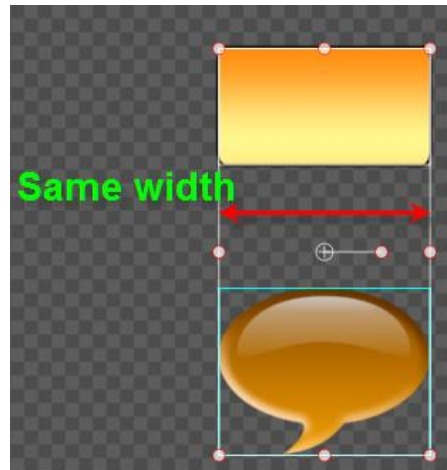
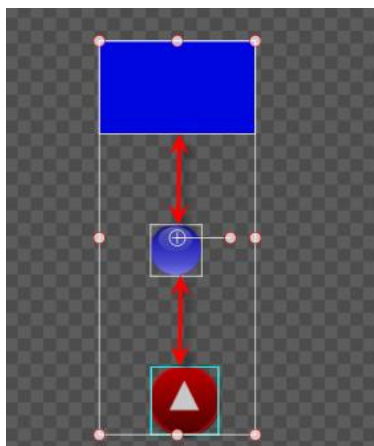
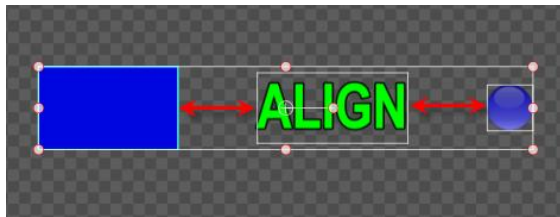


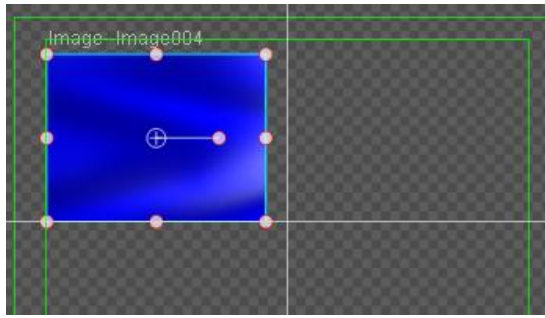
Align Horizontal, Vertical and Centre



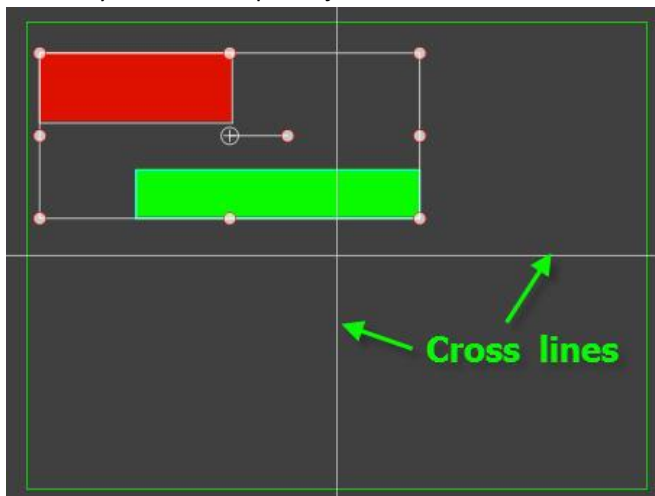


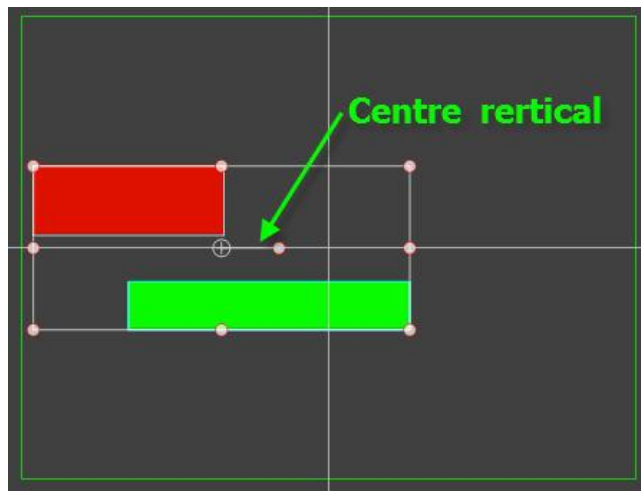
When you have more than three objects, you can align range using the [Align Space] button in the Edit Menu Bar or right-clicking and choosing from the context menu.



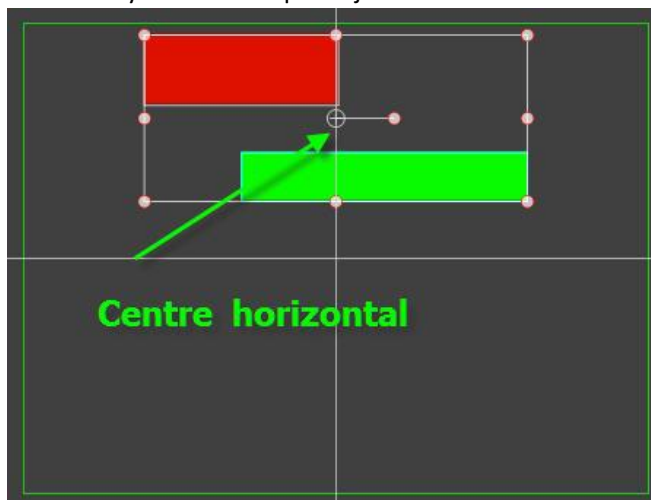


Vertically centre multiple objects

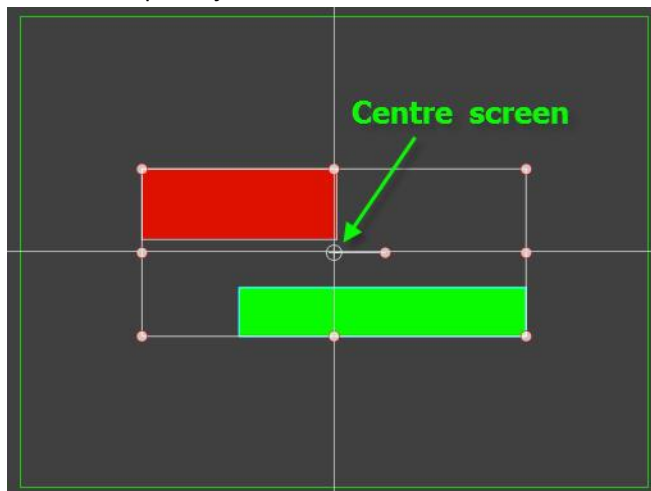




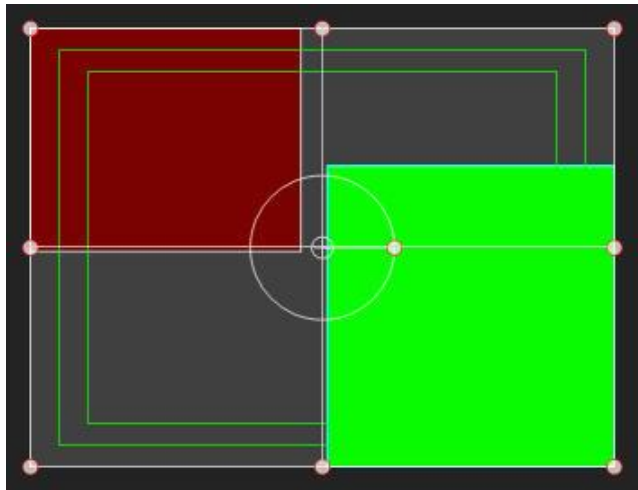
Horizontally centre multiple objects



Centre multiple objects



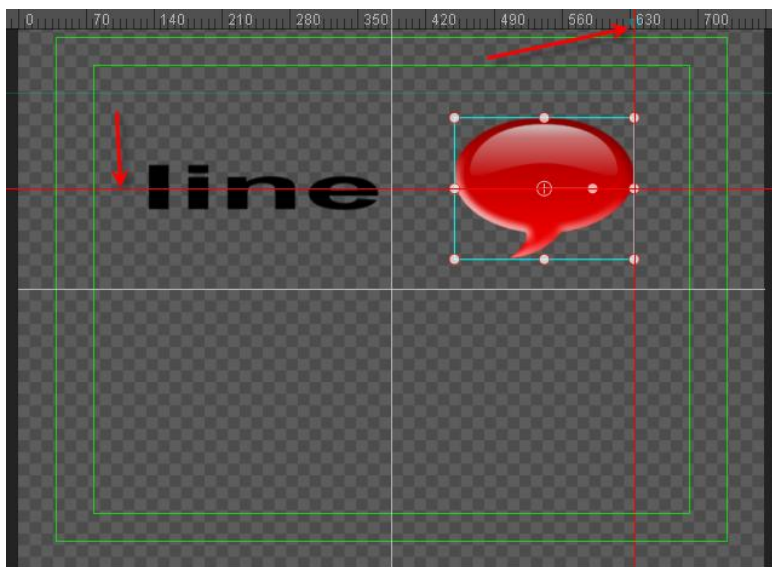
Multiple objects full-screen

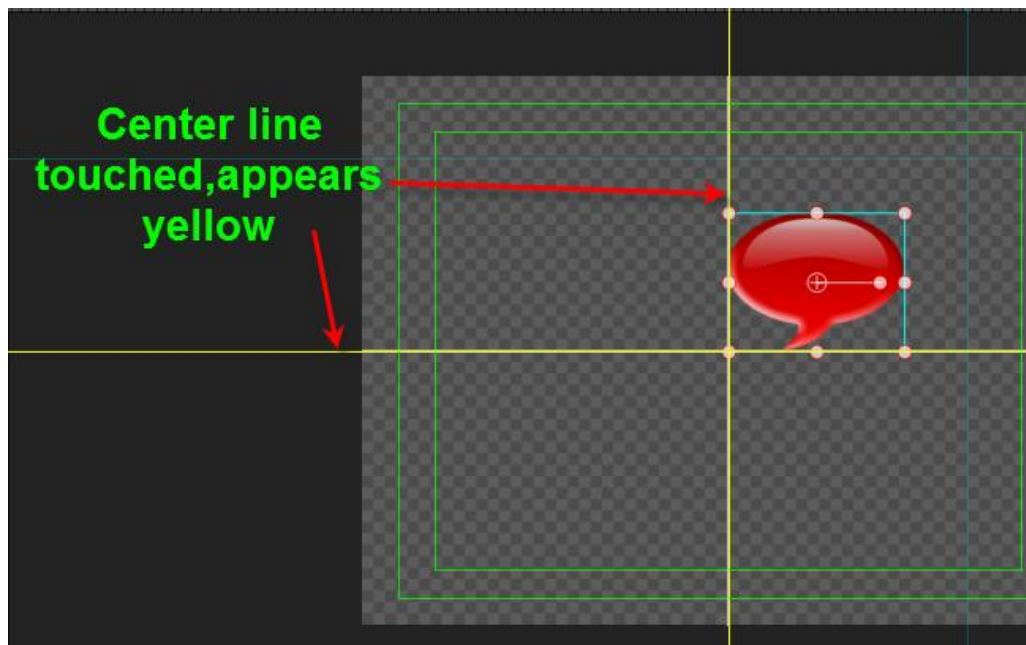


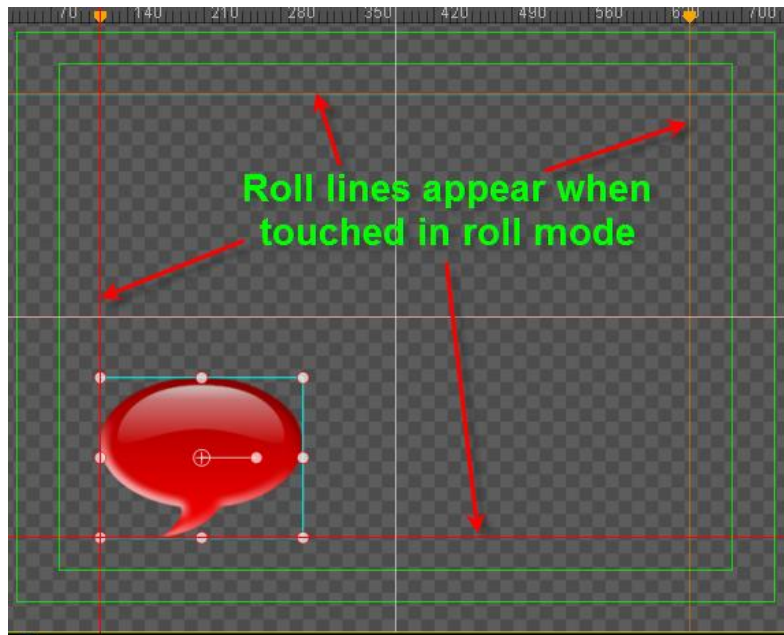
4.7. Smart Borders

Smart Borders help you align objects. The border lines will illuminate whenever an object touches them.

1. Create an object
2. Drag the object to one of the Smart Borders
3. Border line is activated







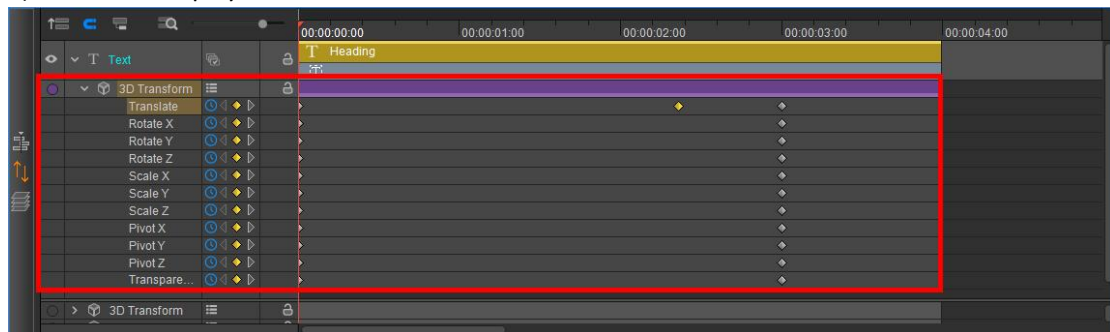
Smart Borders along the edges will turn red, whilst the centre lines will turn yellow.
In Roll/Crawl settings lines will appear red.

Chapter Five Applying effects

Object effects have two sources: those preset in 3D Transform, and those that have been added from effect files.

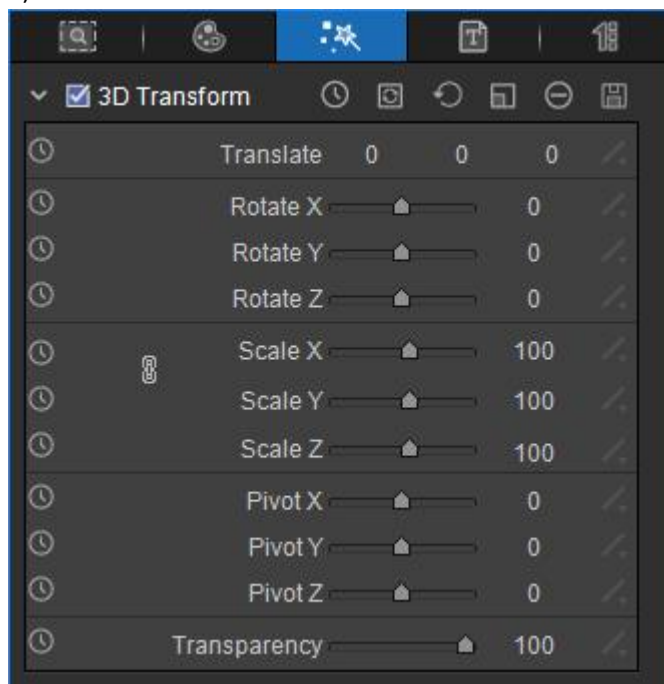
5.1. 3D Transform

- 1) The effect's play time and Timeline track duration are always equal.
- 2) An object's 3D Transform effects include Displacement, Scale, Rotate, Pivot and Transparency.
- 3) Timeline display



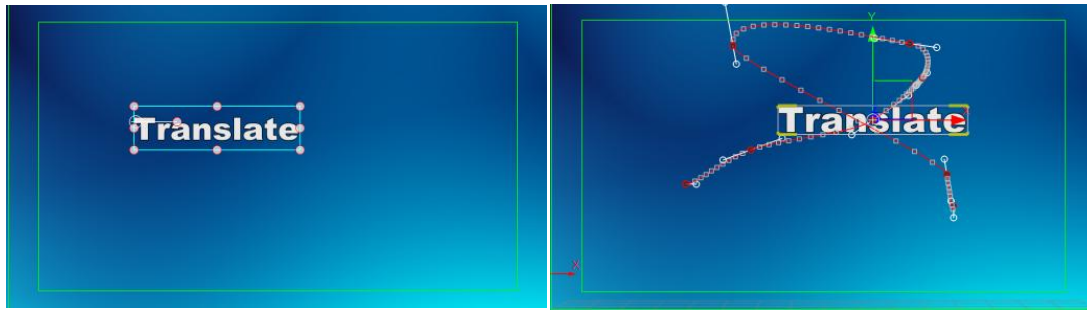
In the picture above we can see Displacement Keyframes

- 4) Parameters in the Effects Tab:



5.1.1. Displacement

Displacement refers to the position of an object at a specific time in space. Where the object moves depends on the set route and starting position. Example:



Object starting point and trajectory

5.1.2. Scale

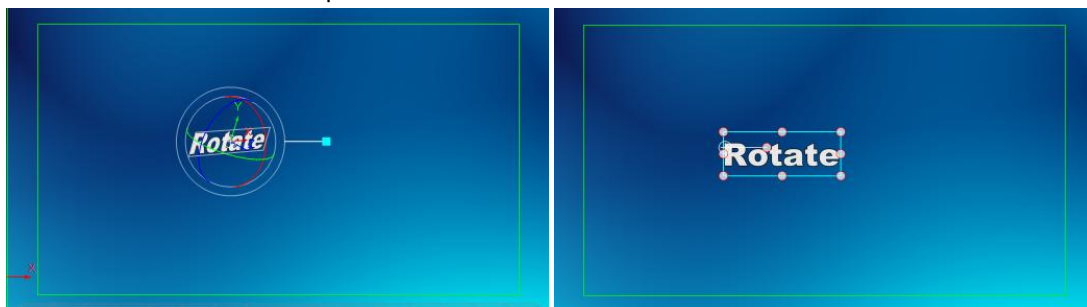
Scale refers to the size of the object at a specific time in space.

Example:



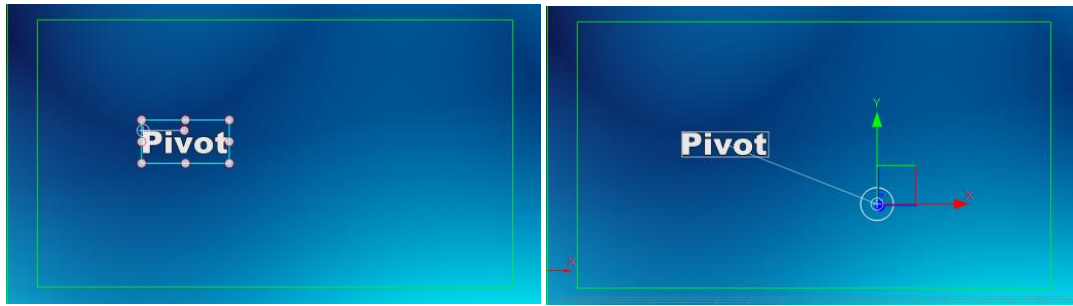
5.1.3. Rotate

Rotate refers to an object's rotation movements at a specific time in space. The object centre is the centre of rotation. Example:



5.1.4. Pivot

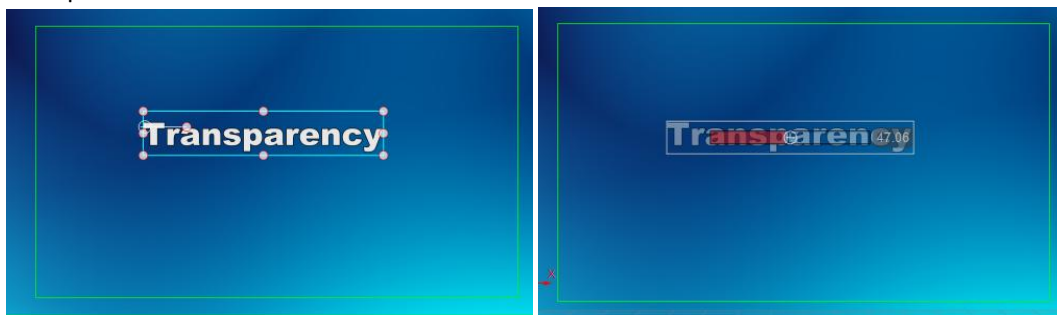
Pivot refers to the size of the object pivot at a specific time in space.



5.1.5. Transparency

Transparency refers to how transparent or opaque an object is at a certain point in time.

Example:



Transparency at 100% and 47%

5.2. Applying 3D Transform

To apply 3D Transform:

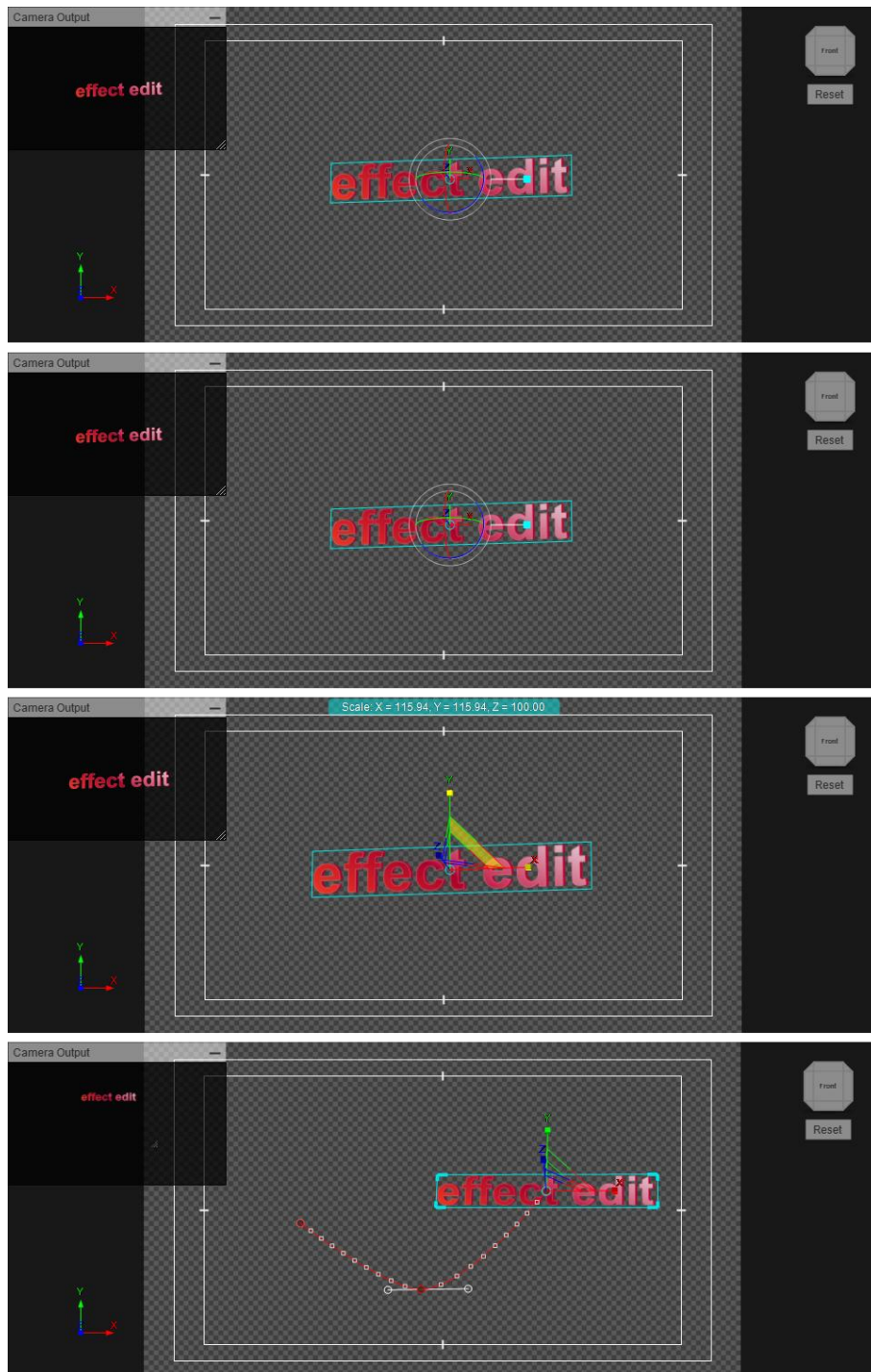
1. Click "Effect View" to open Effect Edit Mode



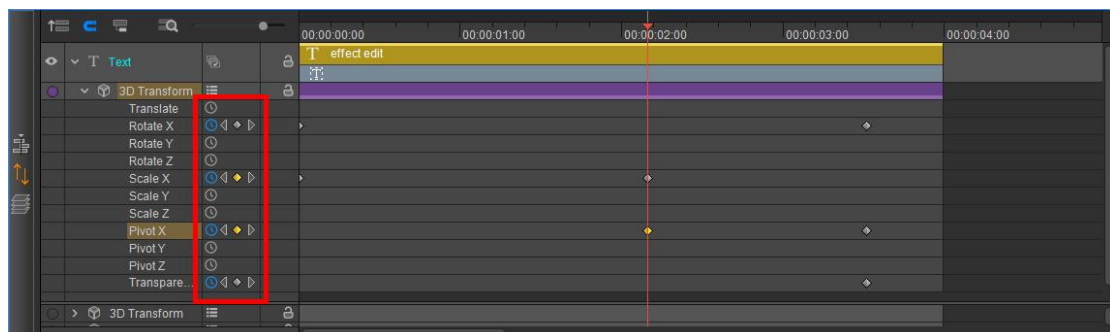
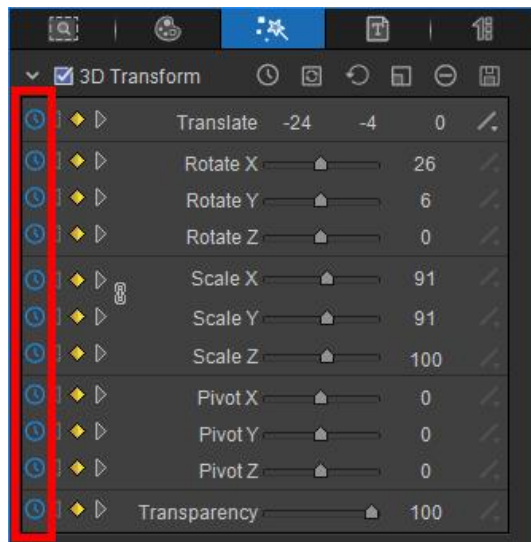
2. Click on the Effect Menu Bar



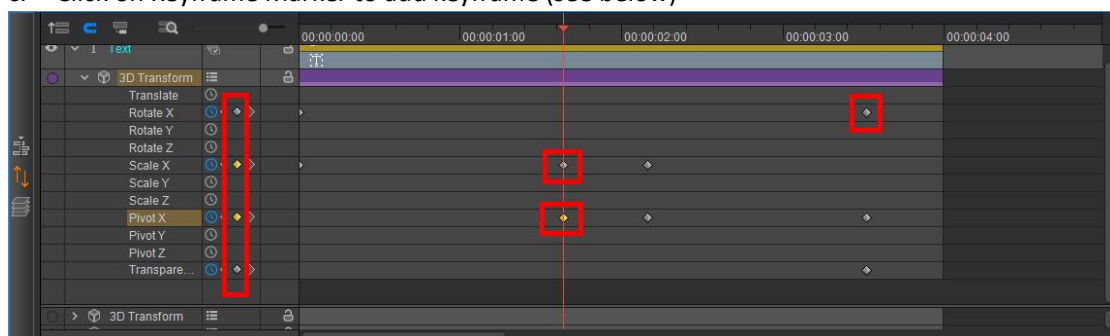
3. To apply parameters use the Edit Screen or the Effect Tab.



4. If Keyframe animation is needed:
 - a. Activate Keyframe animation parameters as shown below



- b. Move the Timeline Marker to the desired location
- c. Click on Keyframe Marker to add keyframe (see below)

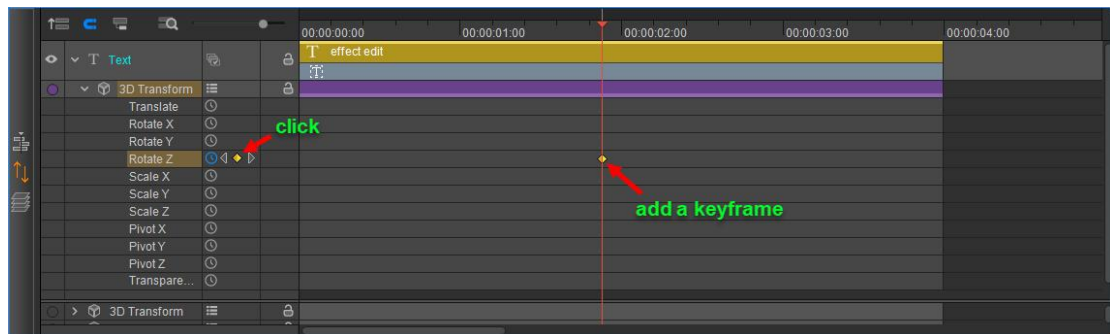


- d. Use the Effect Tab or the Edit Screen to adjust parameters

5.3. Keyframing

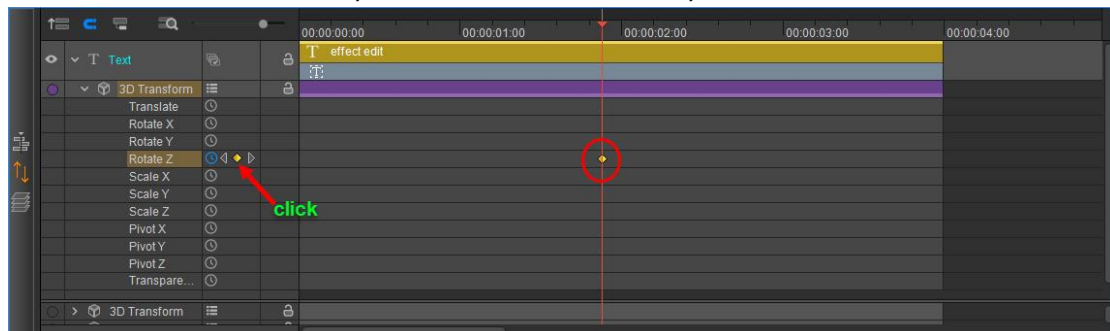
● Add keyframe

After moving the timeline click on the add keyframe button.



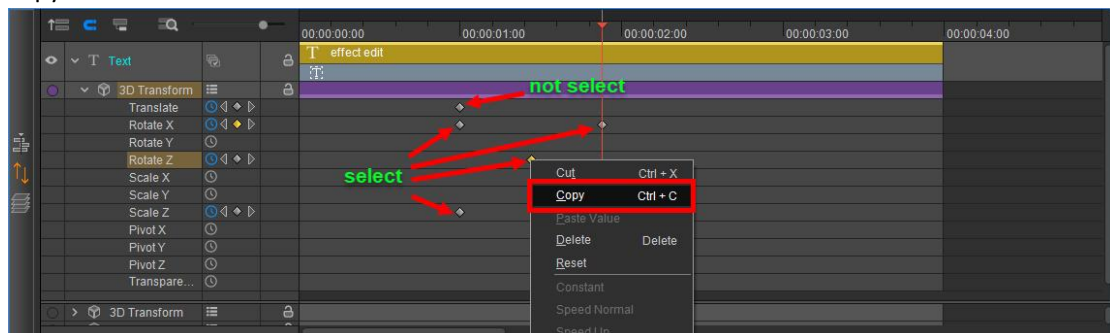
● Delete keyframe

Move the timeline onto the keyframe, click on the delete keyframe button.



● Copy keyframe

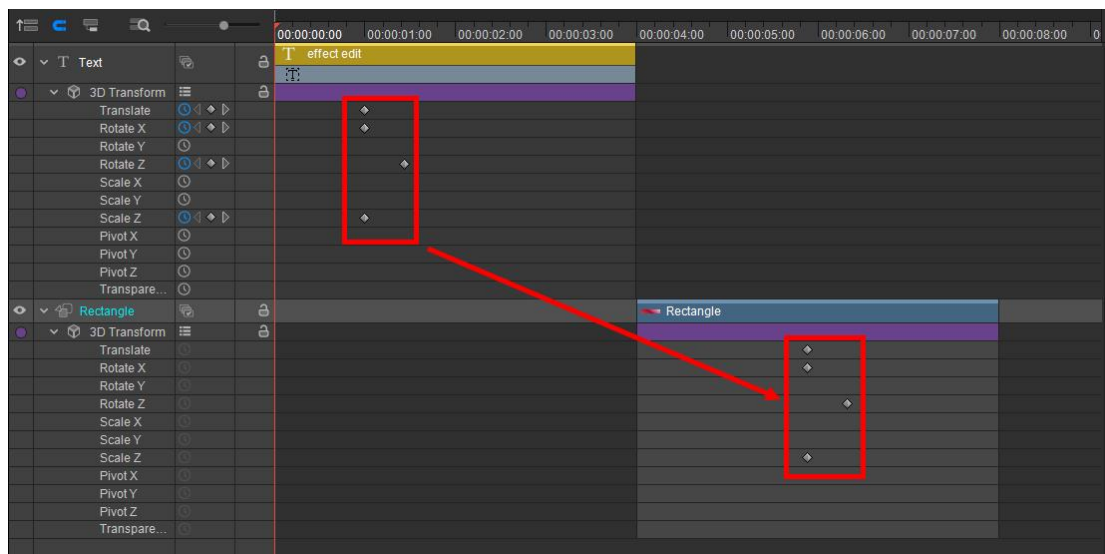
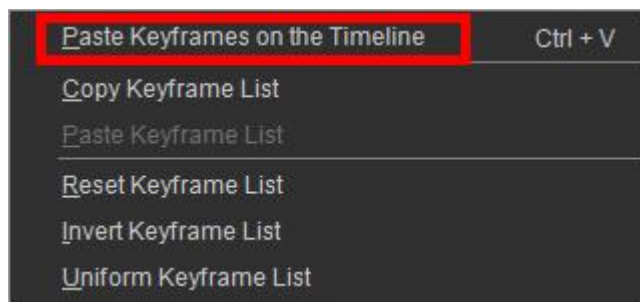
Right-click and choose "Copy" on selected keyframe(s). You can also use the shortcut Ctrl+C to copy.



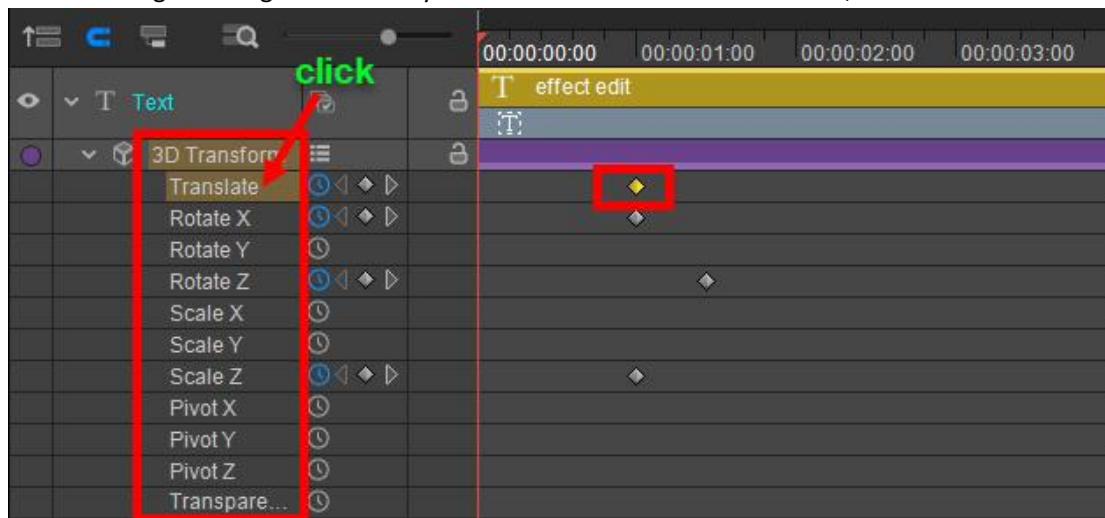
Right-click context men

Cut	Ctrl + X	Cut
Copy	Ctrl + C	Copy
Paste Value		Paste Value
Delete	Delete	Delete
Reset		Reset
Constant		Constant
Speed Normal		Speed Normal
Speed Up		Speed Up
Speed Down		Speed Down
Ease in out		Ease in out
Custom...		Custom

Copying keframes to other clips: right-click on the 3D Transform track of another clip to see the context menuPerform paste



When clicking on a single track all keyframes on that track will be selected, as shown below:



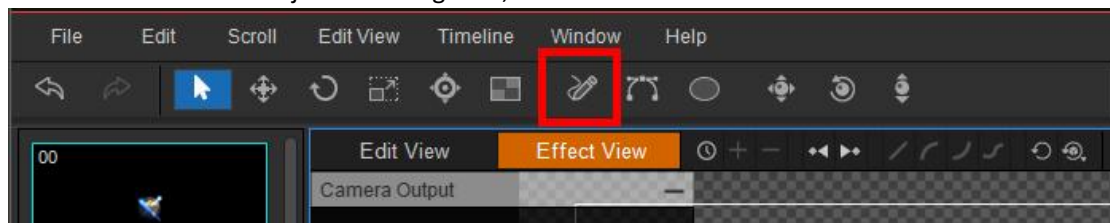
Right-clicking on the rectangle shown above gives the following context menu: (This operation only affects the current track)

<div> Copy Keyframe List Paste Keyframe List Reset Keyframe List Invert Keyframe List Uniform Keyframe List </div>	Copy keyframe linked list Paste keyframe linked list Reset keyframe lined list Invert keyframe linked list Keyframe interval list
--	---

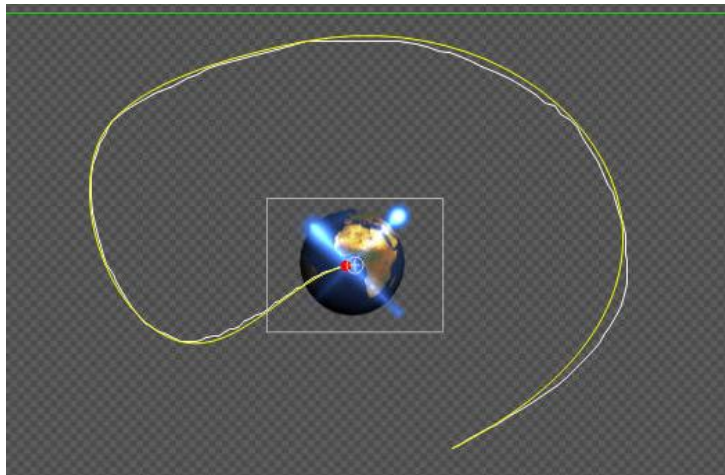
5.4. Create Freehand Path

Use freehand path create a Bezier motion path for object to move on. Adjusting the parameters of the Bezier curve any time to change motion track of the object.

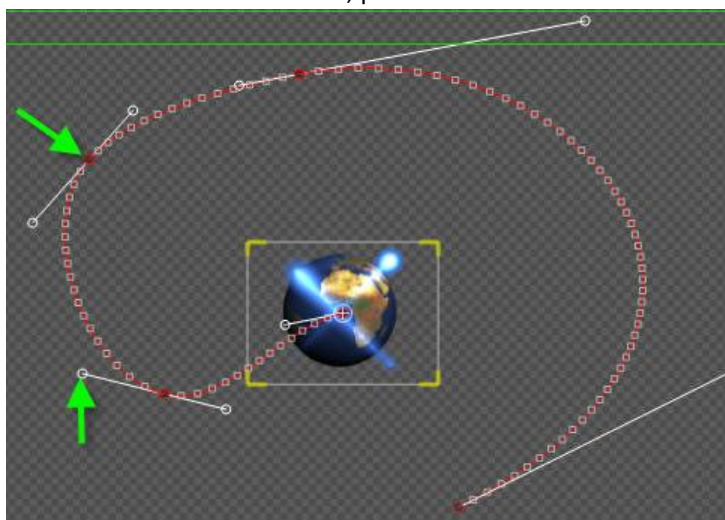
- 1) Create object in the editing area, press shortcut key F10 to switch to effect editing mode. Click to select the object in editing area, and then click Create Freehand Path button .



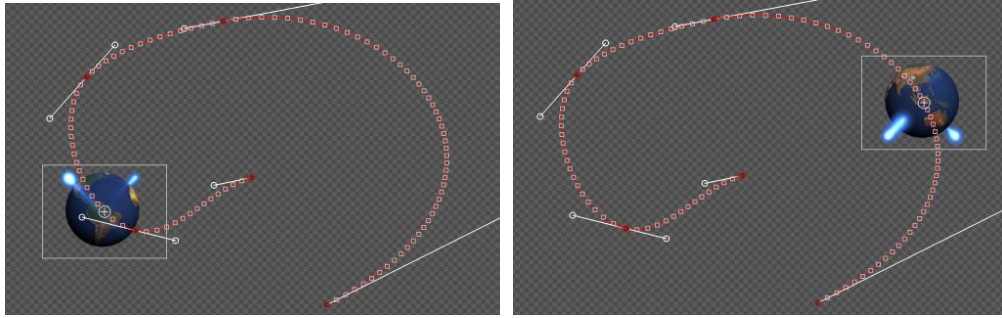
Press and hold the left mouse button to draw a path in the editing area. After drawing a path, release the mouse button and click right mouse button to escape.



As shown in the following picture, the motion path can be adjusted just the same way as Bezier curve. For detailed instruction, please refer to relevant sections.



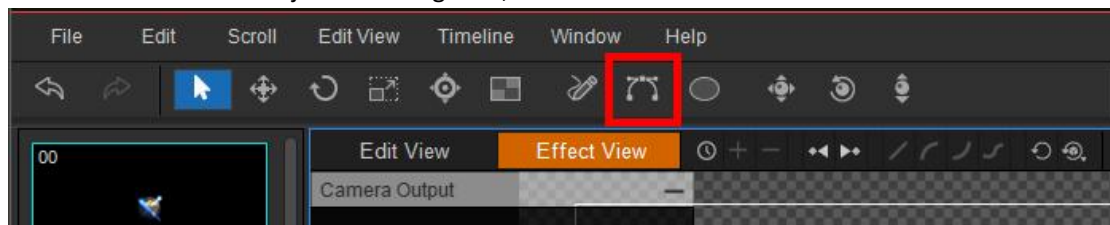
- 2) After adjusting the path, move the timeline to preview, as shown below.



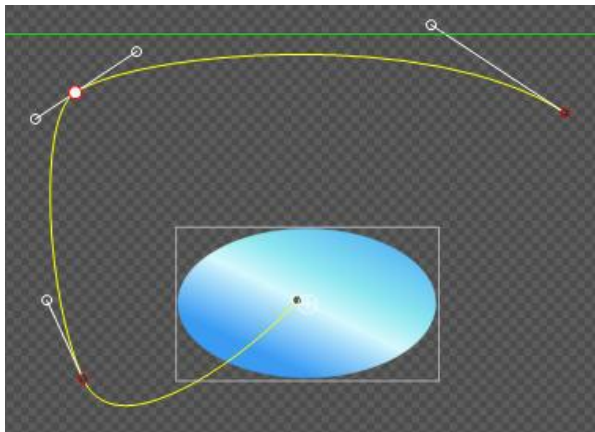
5.5. Create Bezier Path

Create motion path for object with fast Bezier tool. After it's done, object will move following the path. Bezier path can be adjusted freely, thereby changing the motion path quickly.

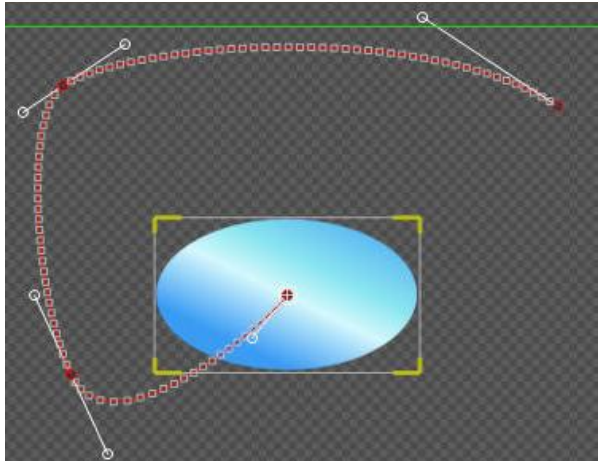
- 1) Create object in the editing area, press shortcut key F10 to switch to effect editing mode. Click to select the object in editing area, and then click on Create Bezier Path button .



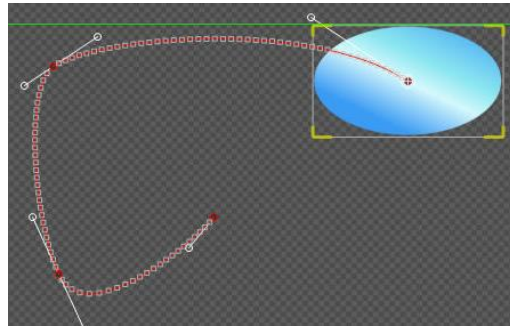
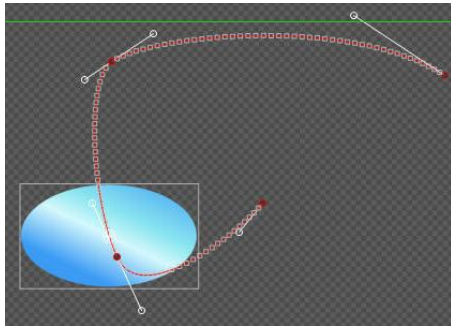
- 2) Click left mouse key in the editing area, create a Bezier curve node, then move the cursor and click a few more times to create a Bezier curve. Drag your mouse horizontally and vertically allows creating Bezier curve with different radian and angels.



Right click to finish creating Bezier curve, as shown below.



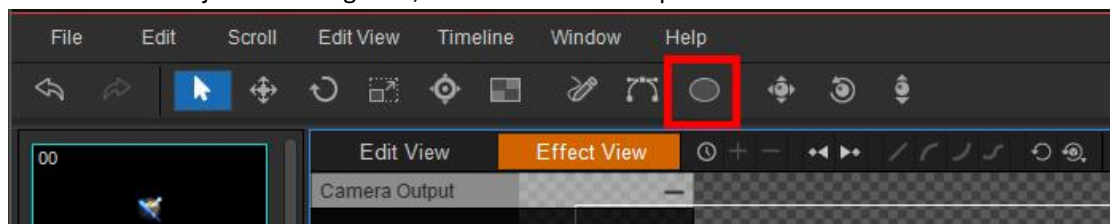
- 3) Drag the nodes to change the position of the curve. And adjust curve radian with the handle at the nodes. For detailed information about Bezier curve, please refer to relevant chapters. Move the timeline to preview the animation.



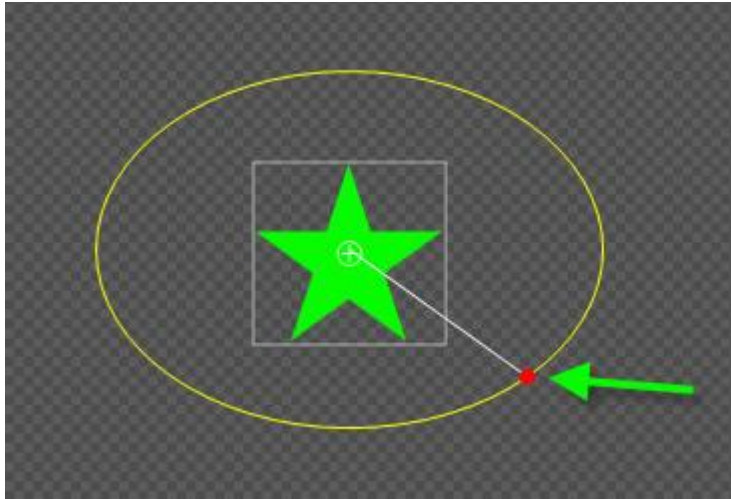
5.6. Create Ellipse Path

Create oval motion path for object with Ellipse tool. After it's done, object will move following the ellipse path. Ellipse Bezier path can be adjusted freely, thereby changing the motion path quickly.

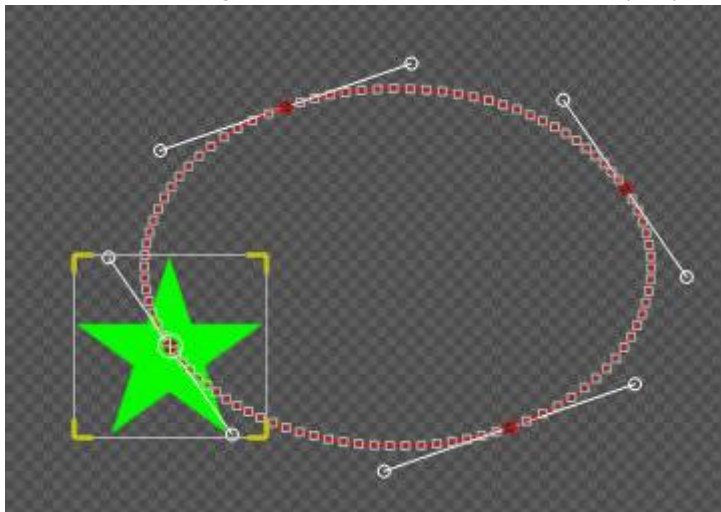
- 1) Create object in editing area, press shortcut key F10 to switch to effect editing mode. Click to select the object in editing area, and then click on Ellipse button.



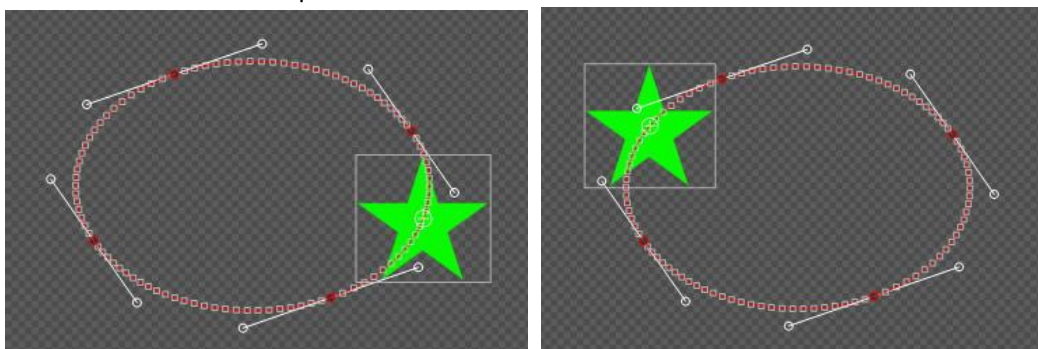
- 2) Press left mouse button in the editing area and drag. Release the mouse, and the point will appear as shown below when you move the mouse. Move the cursor to right position, and then right click to create an oval path. The movement starting point is shown in the following picture.



Press CTRL and drag left mouse button to create an ellipse path.



- 3) Drag the nodes to change the position of the curve. And adjust curve radius with the handle at the nodes. For detailed information about Bezier curve, please refer to relevant chapters. Move the timeline to preview the animation.

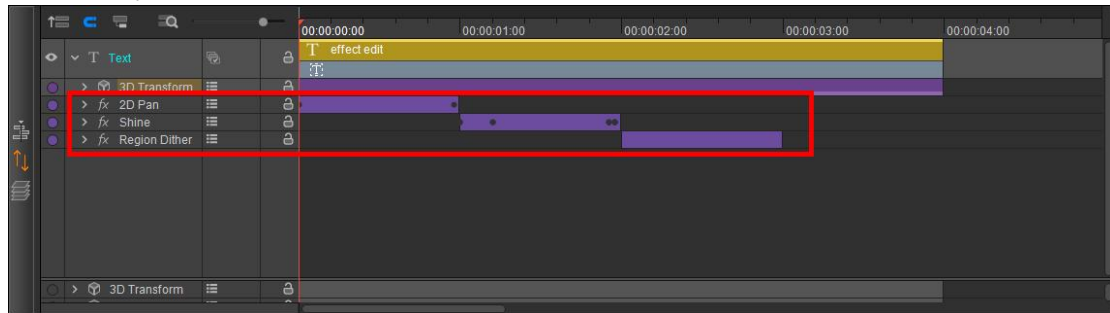


5.7. Effect composition

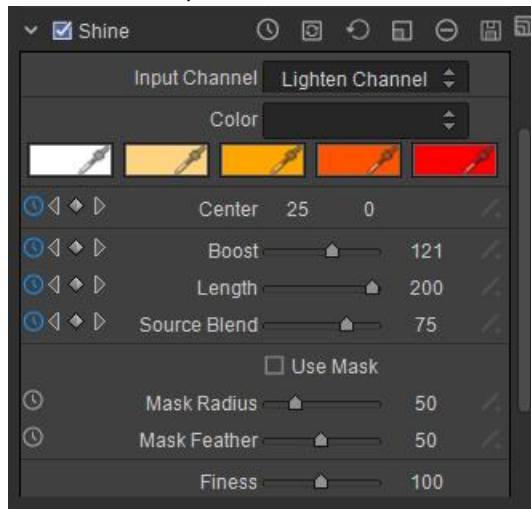
There are many template effects that can be added to an object preset effects, including: 2D Pan, 2D Stretch, Linear Dither, Region Dither, Shine, Star Glow, Lens Flare, Stripe, Sparkle, Linear Light, Radical Light, Image Light, Lens, Wormhole, Swirl, Riple, Circle Lens, Page Curl, Page Turn, Gaus Blur, Radical Blur, Motion Blur, Box Blur, Spin Blur, Wipe, Mosaic, Flick.

- 1) The duration of added effects can be freely modified
- 2) All keyframe effect parameters can be edited

Track example

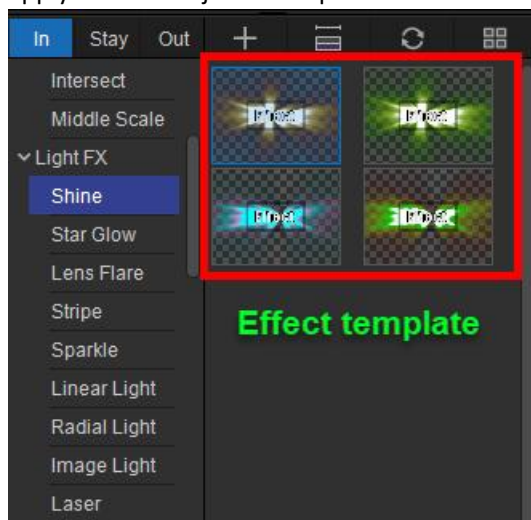


Effect Tab example



5.8. Effect Templates Library

The software supplies many preset templates for every effect. Double-click on a template to apply it to the object. Example:



Before applying the template you can set other parameters such as duration and appearance.



[In] Button - set when an effect should appear

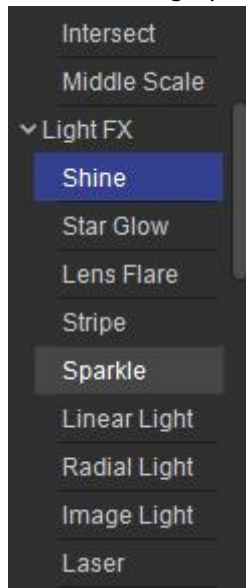
[Stay] Button - set how long an effect should appear

[Out] Button - set when an effect should disappear

Effect Template Library operation buttons: Add Effect, Delete all effects, Refresh library, Show Text List



Click on a category to see the full list of effects

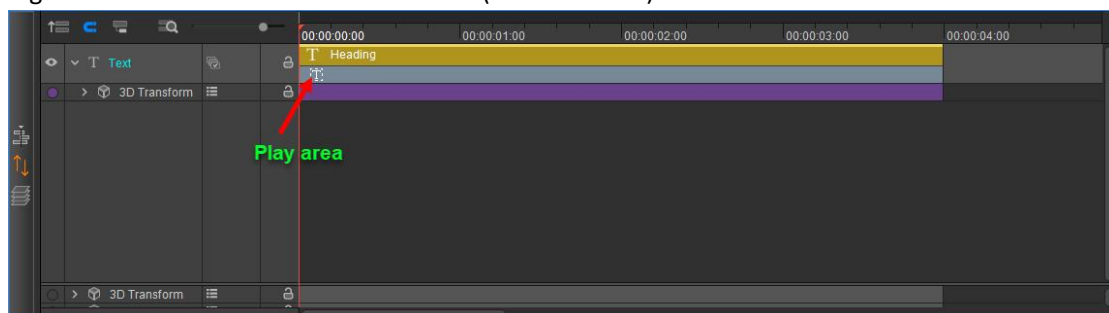


5.9. Text effect

Text is the most commonly seen title format on television. VisTitle adds a new scope to how text can be played, including Whole Text, Line by Line, Letter by Letter, enter progressively exit instantly, and much more. The user can add play areas and styles according to need.

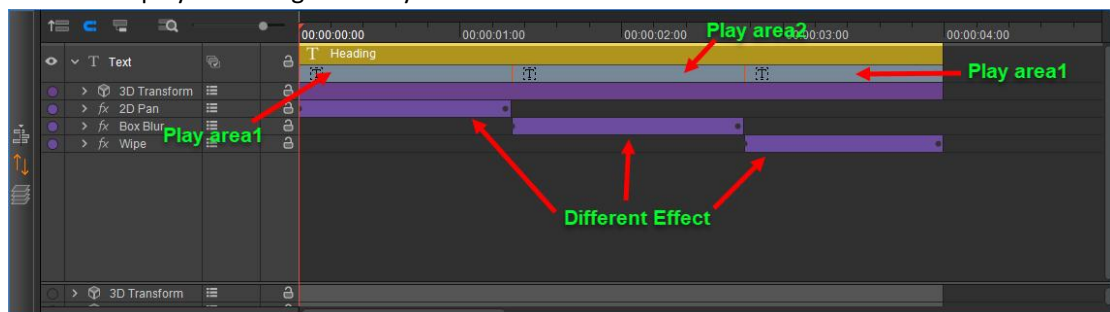
5.9.1. Setting play area

Right-click on the text bar in the Timeline (shown before) to see the context menu:



<ul style="list-style-type: none"> ✓ Enable Area Add Area Delete Area Play by char (in) Play by char (out) Play by line (in) Play by line (out) ✓ Play by Text Frequency Value ▶ Uniform Area Reset Area 	<ul style="list-style-type: none"> Enable/Disable Add area in Timeline Delete area in Timeline Text enters letter by letter Text exits letter by letter Text enters line by line Text exits line by line Whole text instantly visible Sets play frequency Sets uniform play areas Resets play area
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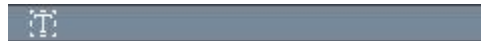
Text will be play according to set style and effects.



In the picture above you can see three play areas, each with its own style:



The first play area is set to play by letter, 0.2 frequency, with effects shown in the red field.



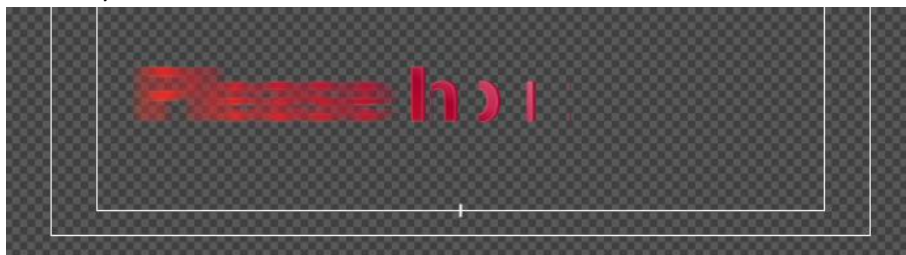
The second play area is set to play whole text, with effects in the red field.



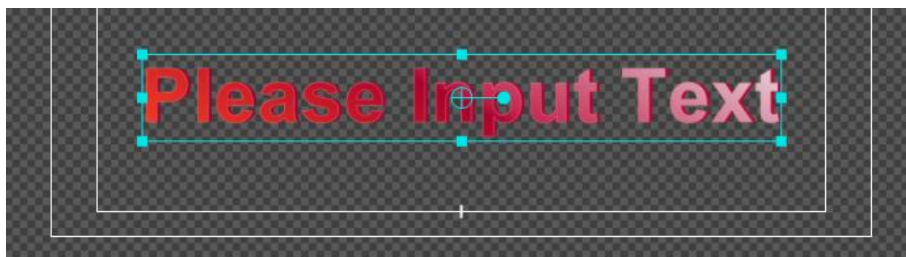
The third play area is set to play by letter, 0.2 frequency, with effects in the red field.

Example

Curl in by letter



Flash whole text



Fade out by letter



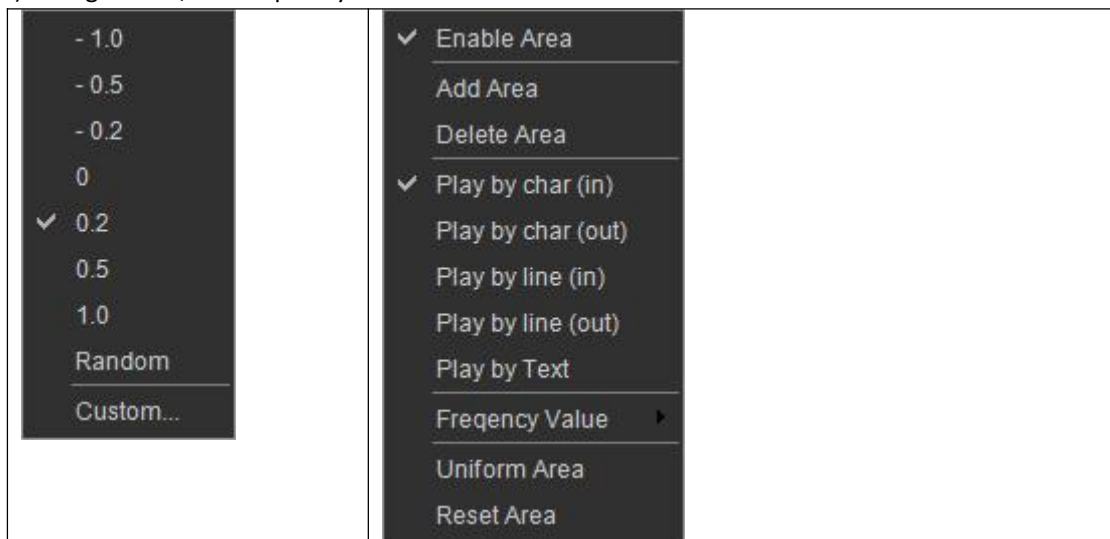
5.9.2. Play Frequency and Duration

Frequency (q) must be between -1.0 and 1.0, used to determine letter/line in time, play time etc.

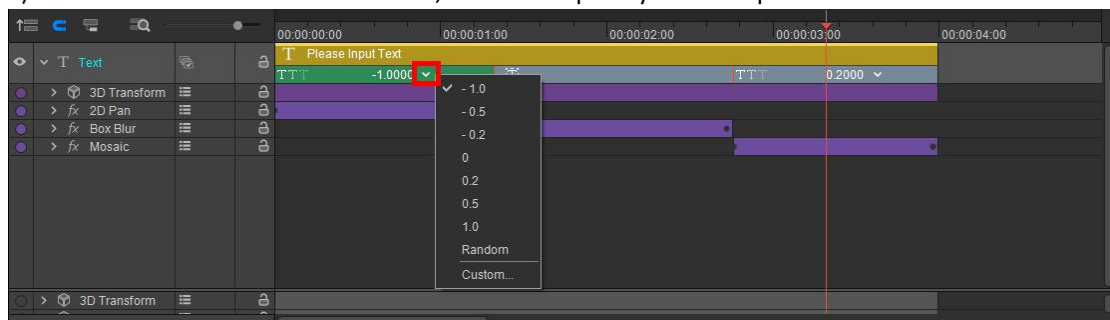
1) Frequency only has effect when play by letter/line is set.

2) Frequency can be set in three ways:

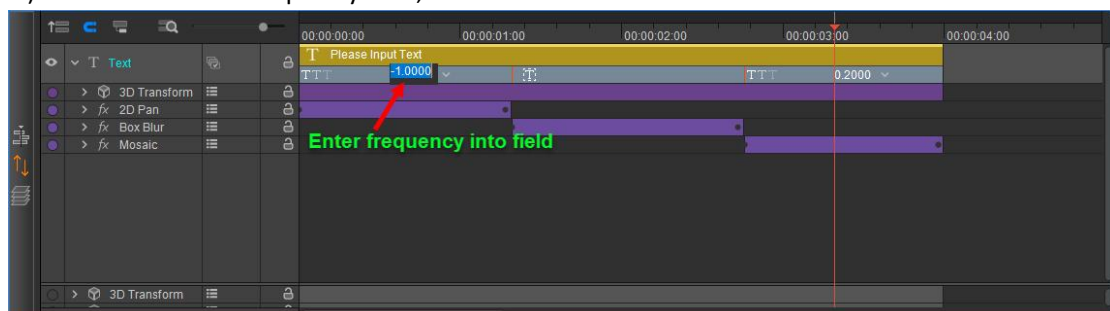
i) Right-click, set frequency from context menu



ii) Click on the button shown below, choose frequency from drop-down list



iii) Double-click on frequency field, enter number.



After setting frequency, In/Out points and time will be set automatically using this method:

Play time = T, N. of Items = n, other effect time = t, item = i, then:

Play item In/Out intervals = $t * q$

Play item In/Out = $i * t * q$

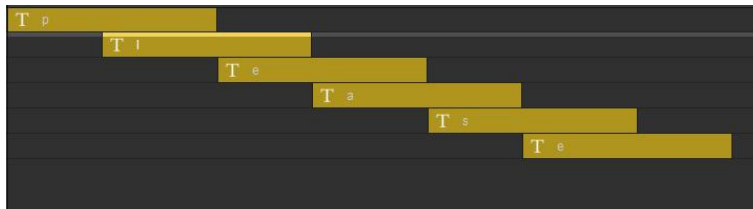
Play item effect = $T / ((n-1) * q + 1)$

Example: five items in 100 frames

- a. At frequency 1.0 every effect execution time will be $100 / ((5-1) * 1.0 + 1) = 20$ frames, intervals at $20 * 1.0 = 20$ frames, as in the example to the right.

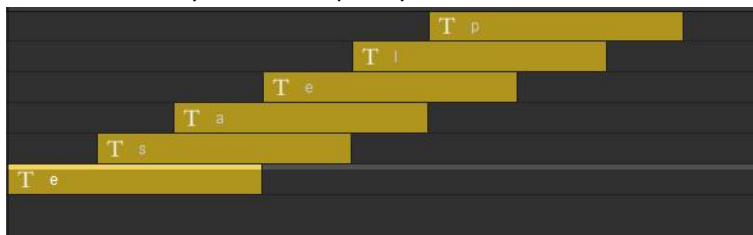


- b. At frequency 0.2, every effect execution time will be $100 / ((5-1) * 0.2 + 1) = 55$ frames, intervals at $55 * 0.2 = 11$ frames, as in the example to the right.

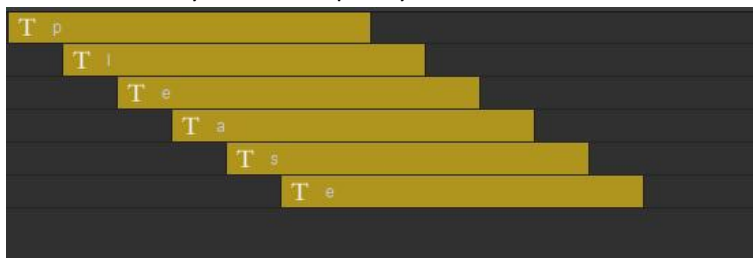


Frequency +/- determines play order. Example:

Timeline of every item at frequency 0.2



Timeline of every item at frequency -0.2

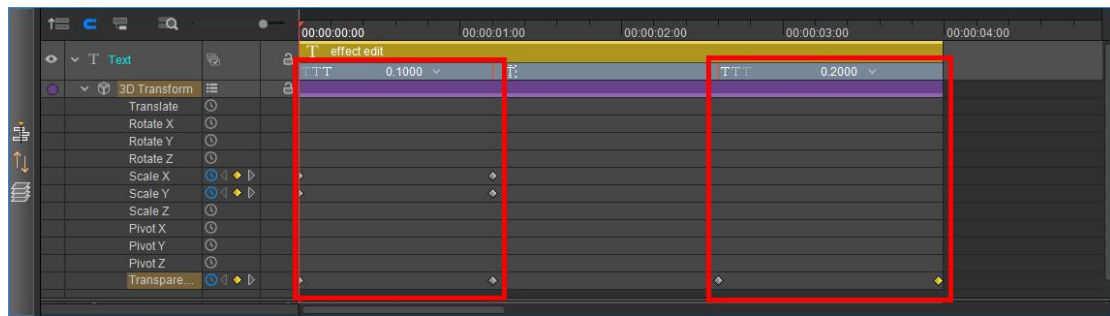


5.9.3. Play Whole Text

If set to play as whole text, the entire object will appear instantly.

5.9.4. Play In/Out by Letter

In play in/out by letter, every letter will appear according to frequency and effect settings



Scale In By Letter, frequency 0.1

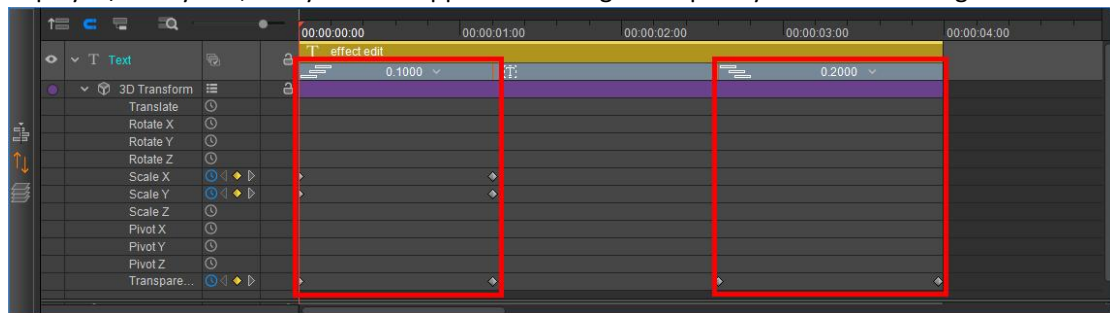


Fade Out By Letter, frequency 0.2

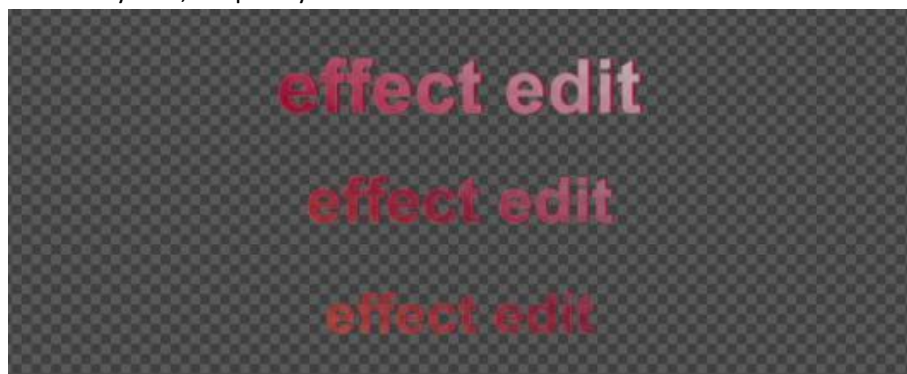


5.9.5. Play In/Out by Line

In play in/out by line, every line will appear according to frequency and effect settings



Scale In By Line, frequency 0.1

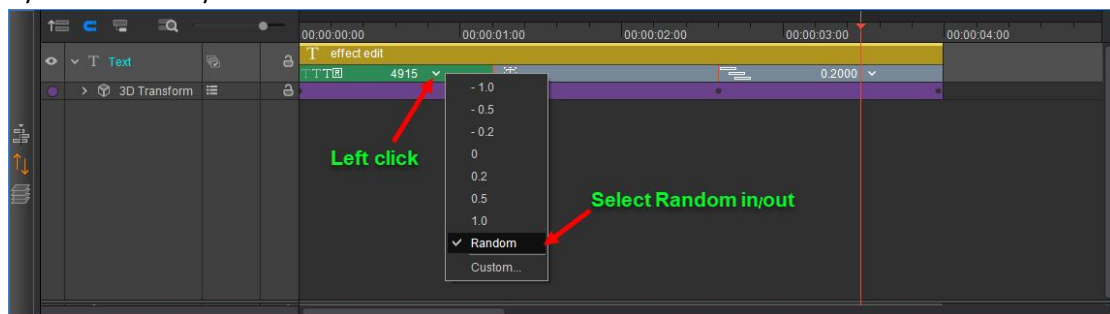


Fade Out By Line, frequency 0.2

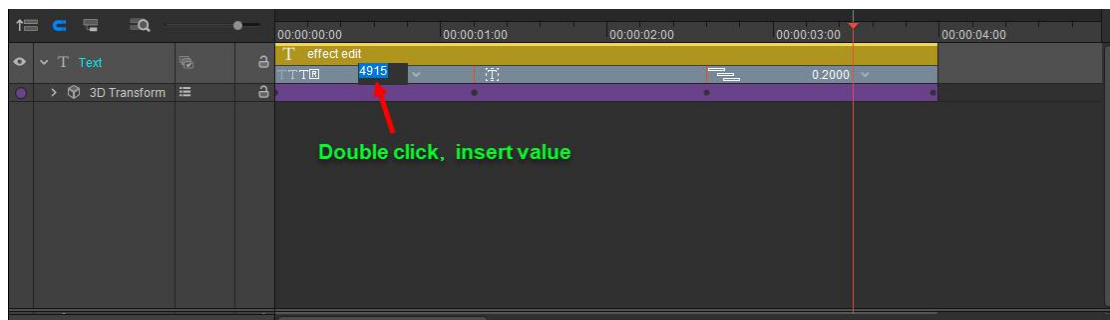


5.9.6. Random In/Out Text

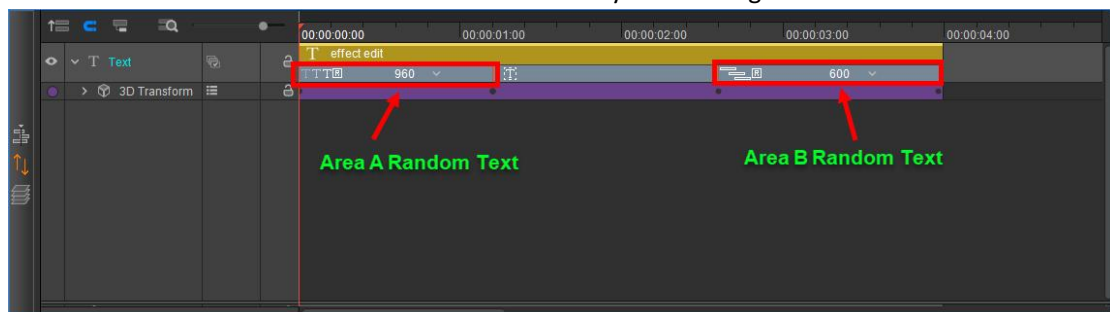
Random Text is a subtitle with special effects, with text entering/exiting the screen randomly line by line or word by word. Select as shown below:



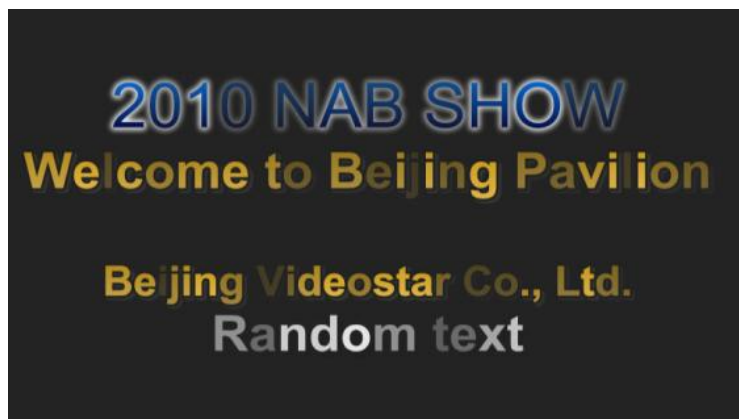
The arrows show how to select Random mode.



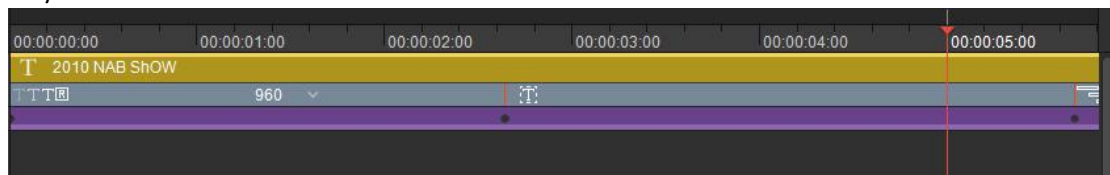
The same method broadcasts different texts randomly into the region.



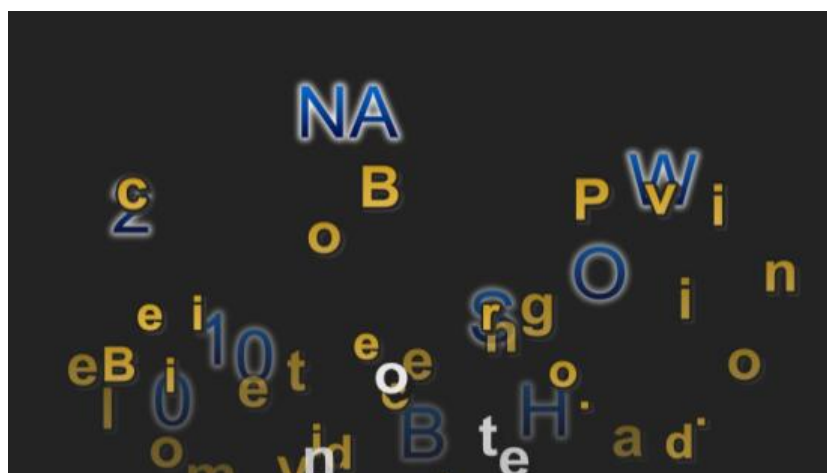
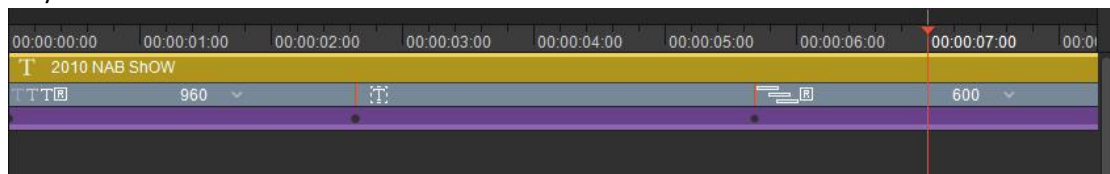
Set A to play randomly line by line and set B to play randomly word by word, as shown below:
Play to 1.5 seconds:



Play to 5.0 seconds:



Play to 7.0 seconds:



5.10. Object Group Effect

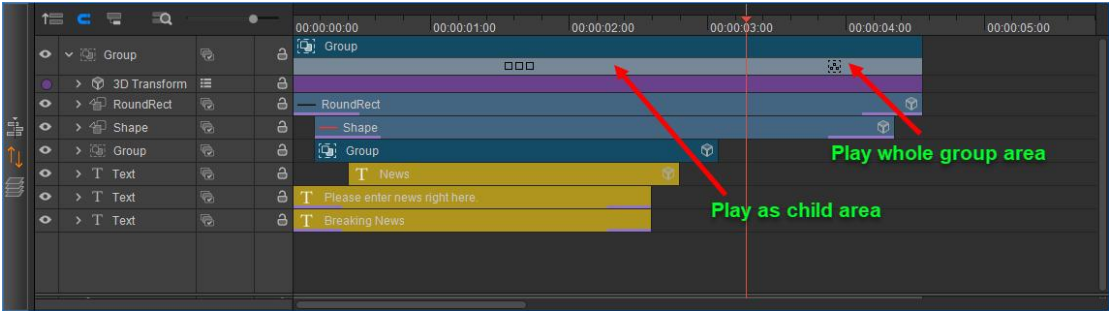
Object Groups are special types of objects which can be used to edit multiple shapes (movement, scale, rotation, etc.), and can be played independently with many effects.

5.10.1. Setting Play Area

Object Group play areas are similar to Text play areas. The Object Group will play set effects within the allotted time in the Timeline. These setting can be changed by right-clicking and using the context menu.



In the picture above you can see an example of an Object Group, composed of four objects and two texts.



Right-click on the play area to choose play options

✓ Enable Area	Enable Area
Add Area	Add area to the current timeline position
Delete Area	Delete area
✓ Play by child	Play as child (individually)
Play as Group	Play as group
Uniform Area	Uniform
Reset Area	Resets Area

Object Group will be played according to set style and effects.

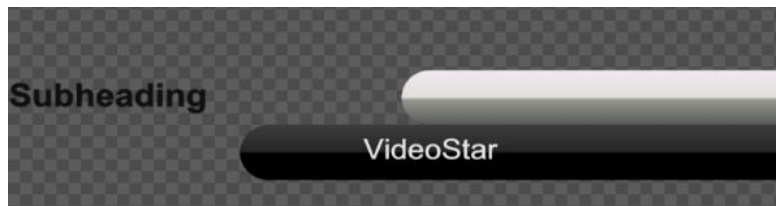
In the example above the Object Group is split in two

Part 1. Set to play as child, each object will use its own effects.

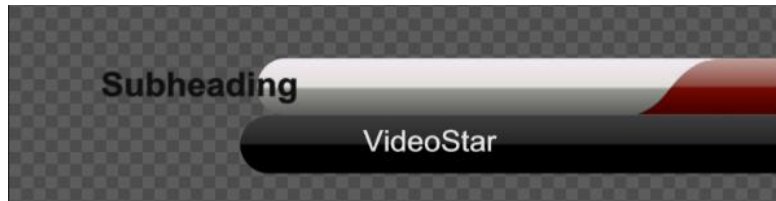
Part 2. Set to play as group, all objects will be played using group effects (in this case Curl effects)

Example: Text moving in from the left, object moving in from the right (play as child)

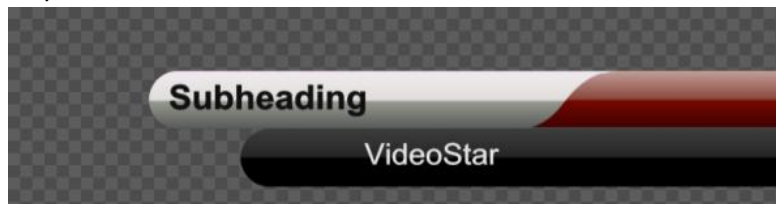
Frame 10



Frame 14

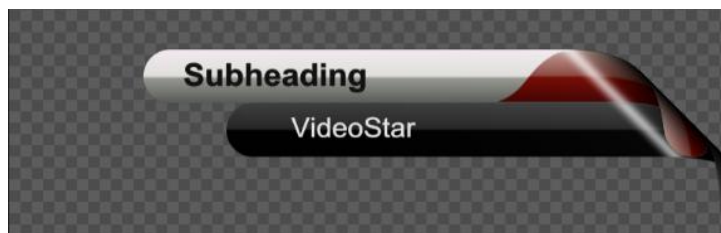


Play as child finish



Example: both text and object play out using Curl effect (play as group)

Frame 30



Frame 40



5.10.2. Play as Group

If set to Play as Group, effects will be played equally to all objects.

5.10.3. Play as Child

If set to Play as Child, objects will play their own effects and group effects will be ignored.

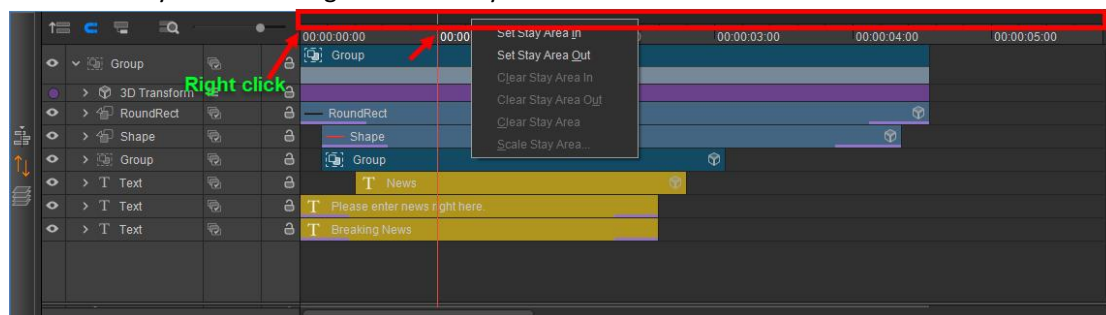
5.11. Setting Stay Area

5.11.1. Setting Stay Area for Title

If you want to change duration of dynamic title, when setting stay areas, animation effect will not be changed.

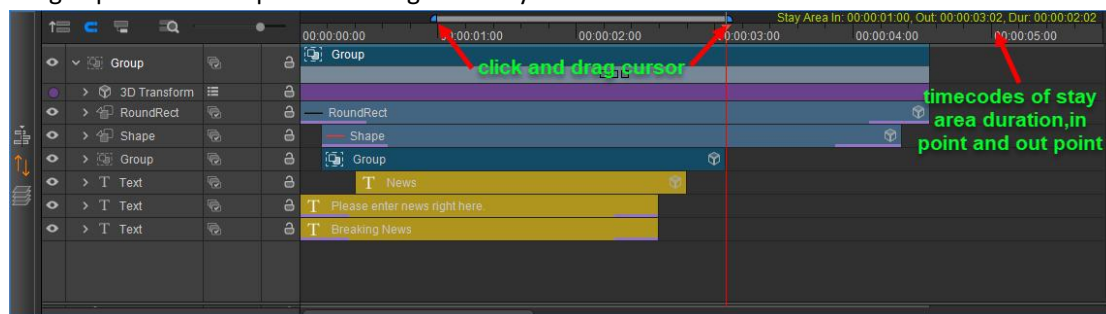
Add/Delete Stay Area

Right click on the space above timeline, and choose “Set Stay Area In” to add a stay area in. You can add a stay area out using the same way.



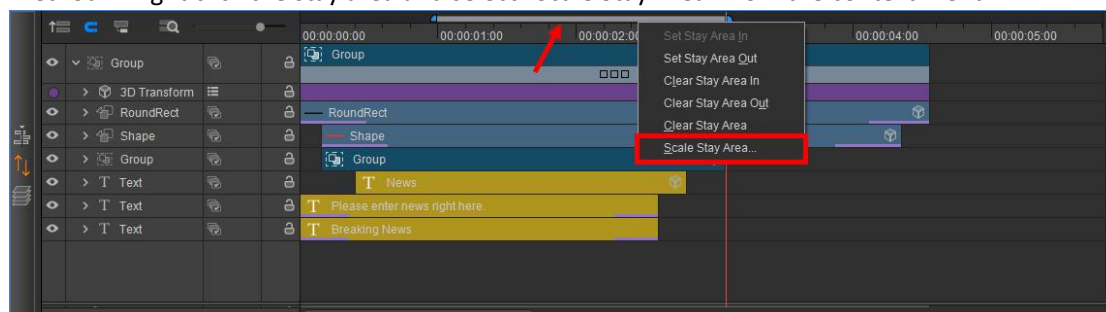
Note: choose options from the context menu to clear stay area, scale stay area and so on.

Drag in point and out point to change the stay area duration.

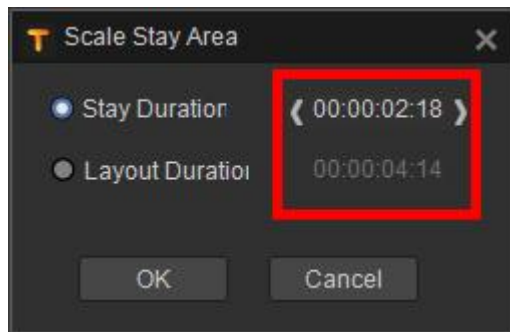


Scale Stay Area

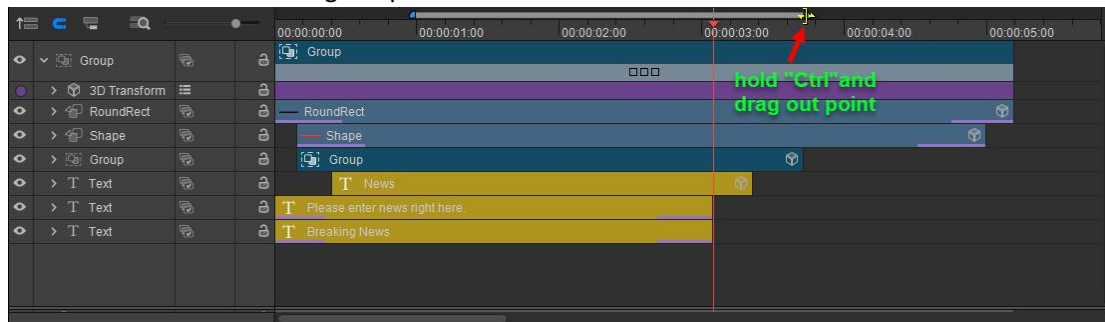
Method 1: right click the stay area and select “Scale Stay Area” from the context menu.



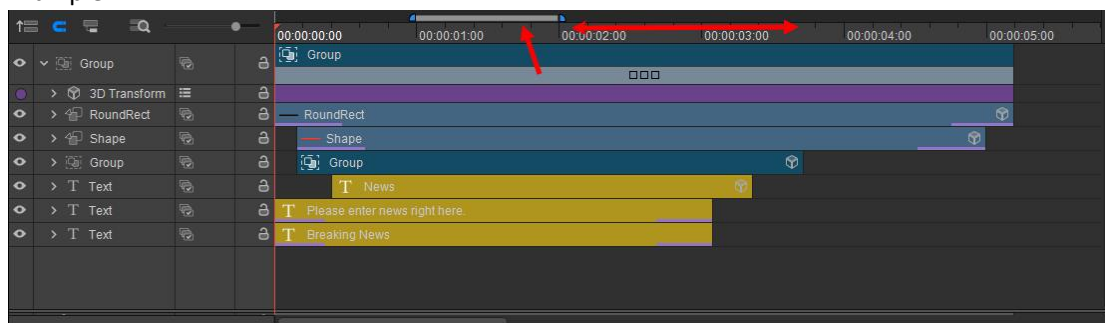
Type in desired timecodes in the popup Scale Stay Area window and then press **Enter**.



Method 2: hold **Ctrl** and drag out point to scale.



Example:



Object duration changes, when scaling the stay area, but animation effect does not change.

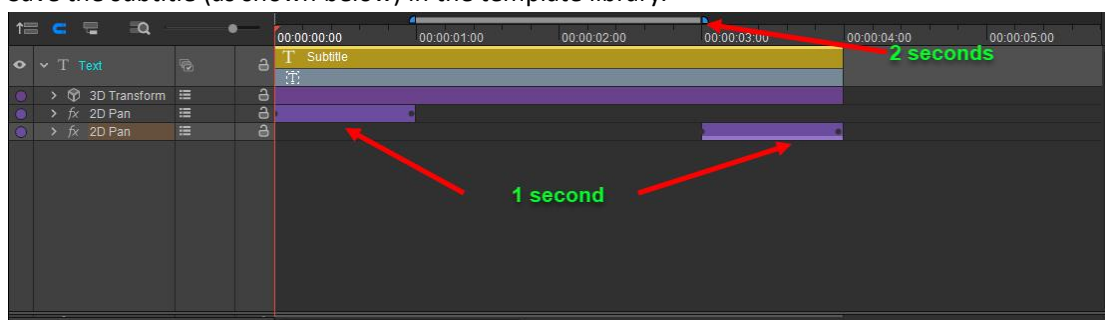
5.11.2. Setting Stay Area for Subtitle

When setting stay areas, subtitle will automatically scale stay area to make sure the same in/out effect.

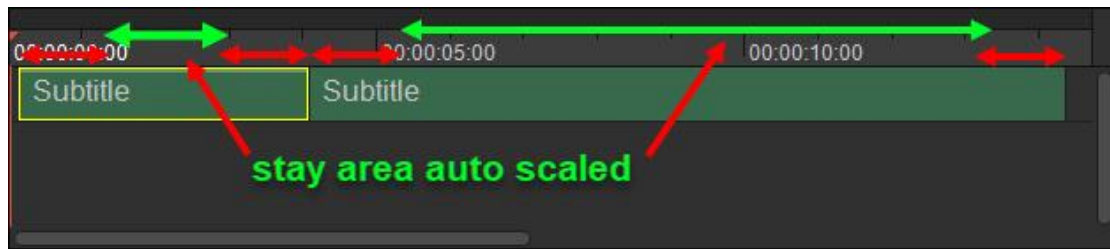
Set Stay Area for Subtitle

Use the operation flow above to set stay area.

Save the subtitle (as shown below) in the template library.



In EDIUS create subtitle using the template (Please refer to the instructions relevant sections of user manual) to see the subtitle timecodes as shown below.



The time marked by the red double arrow is in/out screen effect duration and marked by the green double arrow is stay area of effect.

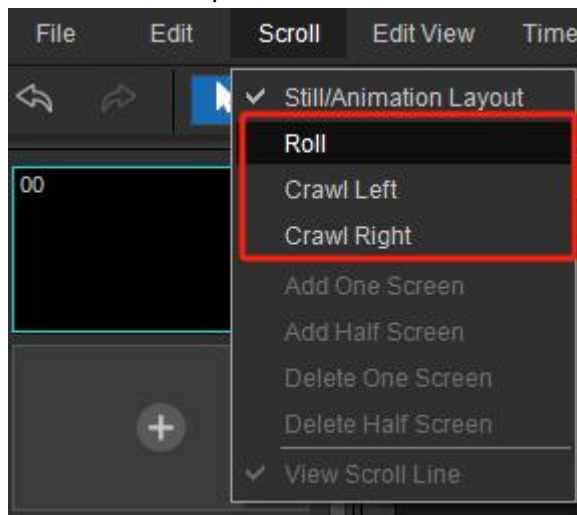
Chapter Six Create Roll/Crawl

The roll screen is often seen at the end of a movie (in the form of credits). In VisTitle you will find many powerful roll functions, including 3D roll and Mask roll screens.

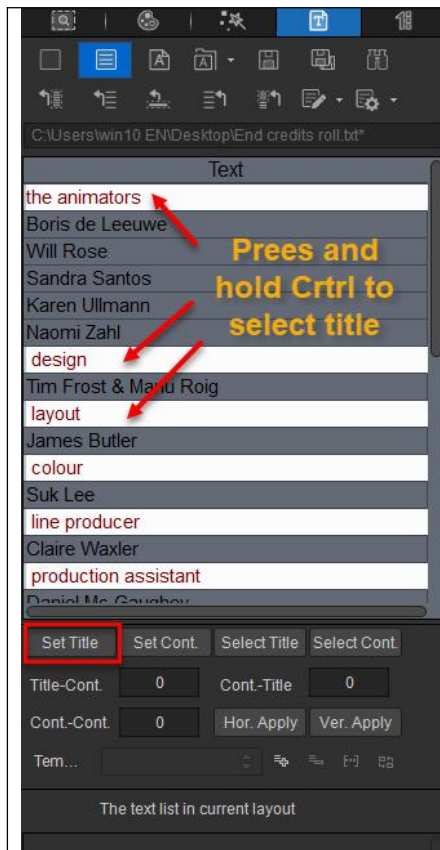
6.1. Operation flow

Most rolls are aligned, and with VisTitle this can be done quickly and conveniently.

- 1) In EDIUS, open VisTitle. (Start VisTitle in NLE systems: There is slight difference in how to start VisTitle in different NLE systems. Please refer to VisTitle Quick Guide for instructions.)
- 2) In the Menu choose scroll, set roll type (up, right, left), and VisTitle will automatically change the current layout into a roll screen.




- 3) Import preset roll screen text onto the Edit Screen.

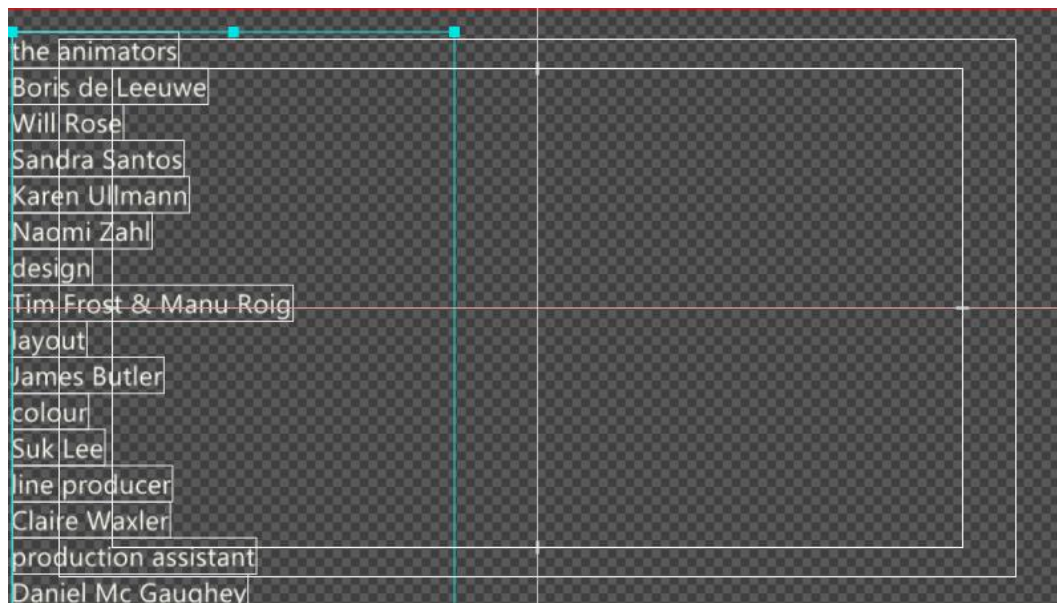


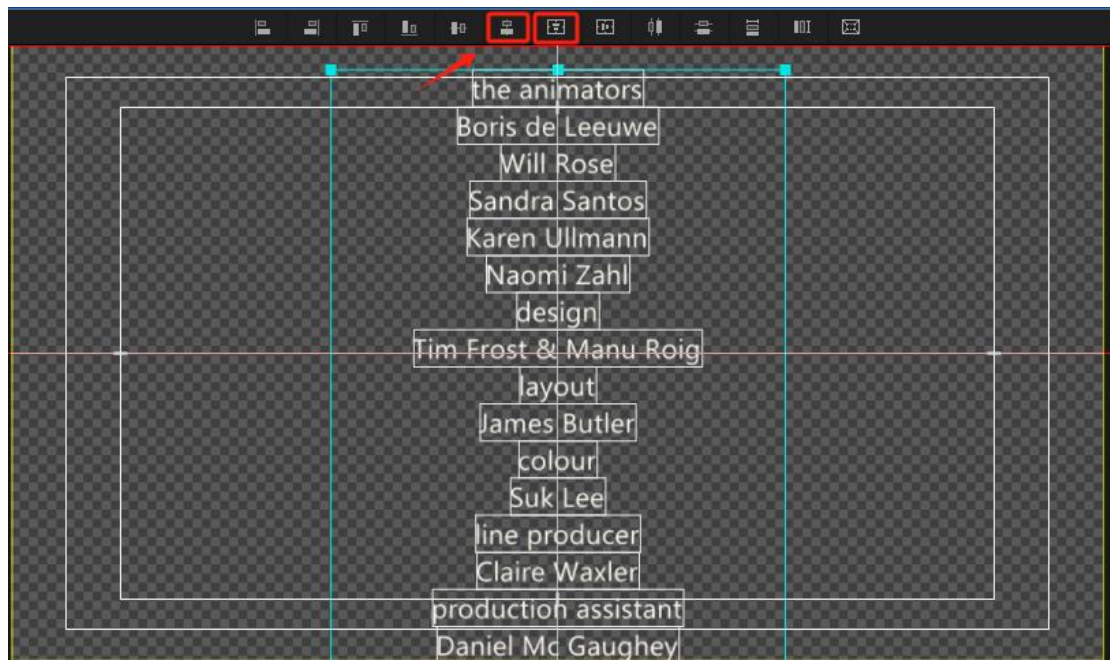
Set Headings: to set multiple headings, hold Ctrl, choose headings then press on. **Set Title**

Heading will turn red. All text under a heading will automatically become its content.

4) Press Ctrl+A to select all text, then press  button. The text will appear in the Edit Screen. Use Vertically Center-Aligned and Align to the Screen's Horizontal Center to centre in toolbar. Example:

Apply "Vertically Center-Aligned" and "Align to the Screen's Horizontal Center to center" in the toolbar.

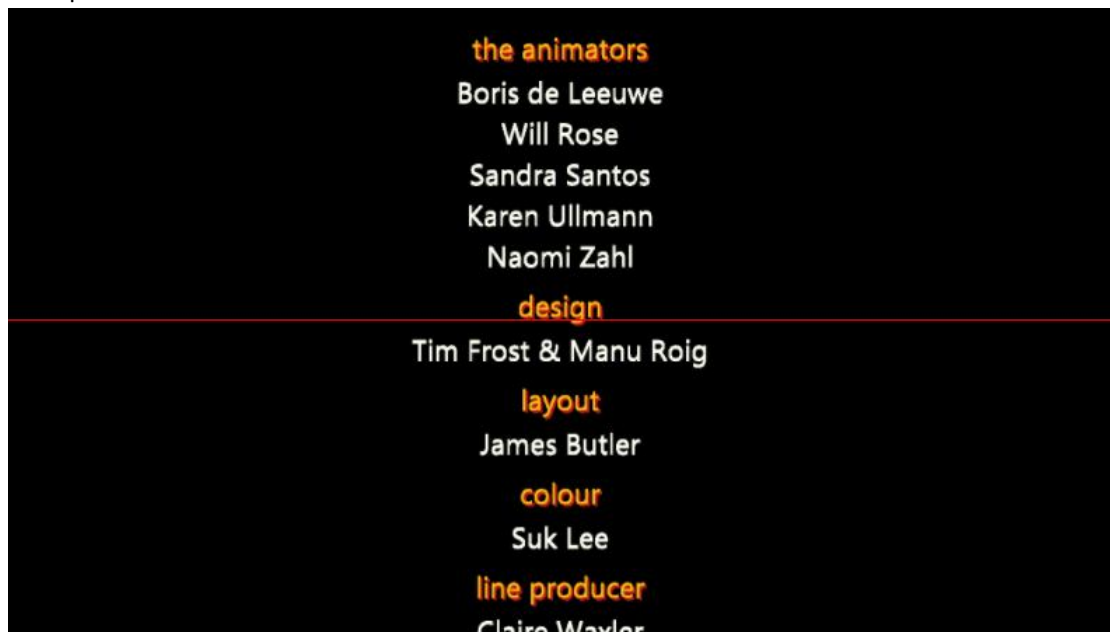




5) Set line intervals using parameters in the image below, then click on **Ver. Apply**.

Set Title	Set Cont.	Select Title	Select Cont.
Title-Cont.	10	Cont.-Title	20
Cont.-Cont.	5	Hor. Apply	Ver. Apply

Example:



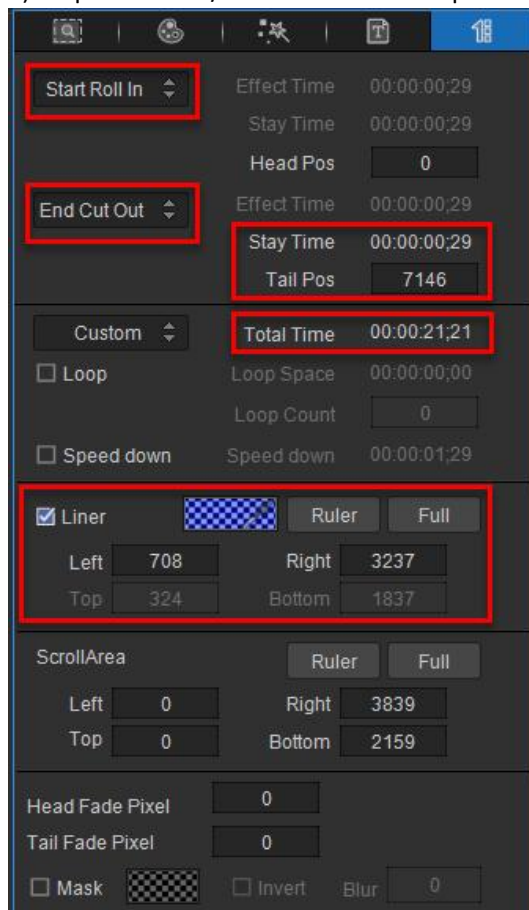
6) Press **Select Title** to choose all headings, then apply Shader using the Shader Tab.

Example:



The same method can be applied to Contents.

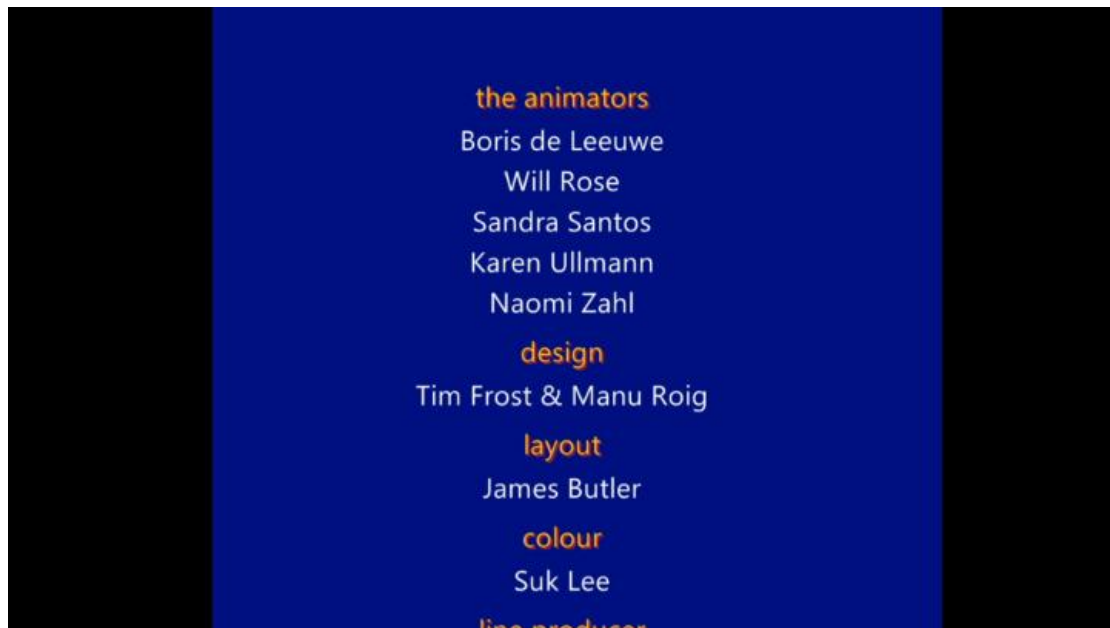
7) Open the Roll/Crawl Tab to set roll parameters.



Here you can set In/Out format, position and time of the tail, total time, background color, and area.

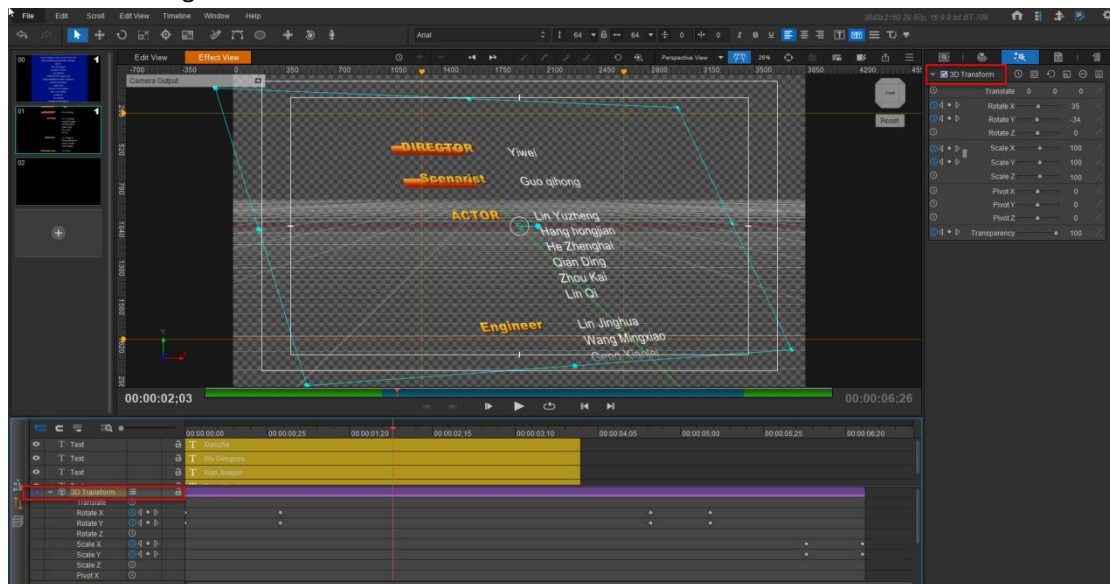
8) Save to Template Library when done, and use in EDIUS.

9) In the EDIUS Timeline, double-click on a roll title to edit text or set roll play time.



6.2. Create 3D roll/crawl

- 1) Use the operation flow above to create a roll/crawl screen.
- 2) Press F10 to activate Effect Edit Mode, and activate 3D Transform in the Effect Tab.
- 3) Click on the Timeline 3D Transform track, and use 3D rotate modulator tools to set roll screen rotation angle.



6.3. Other parameters

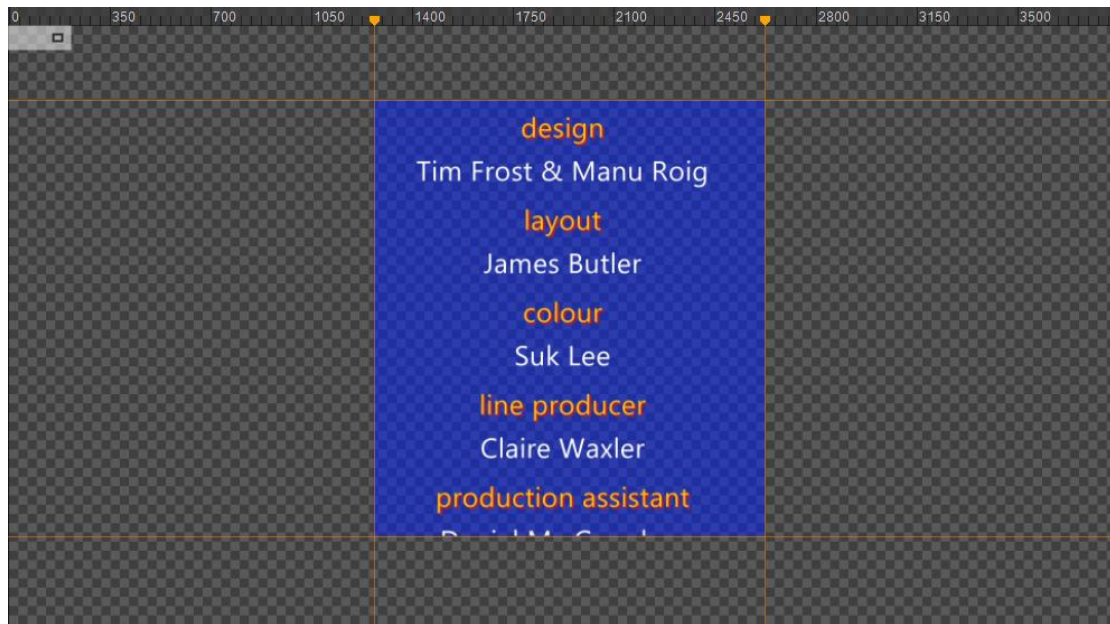
6.3.1. Fade In/Out

Head Fade Pixel	<input type="text" value="120"/>
Tail Fade Pixel	<input type="text" value="120"/>

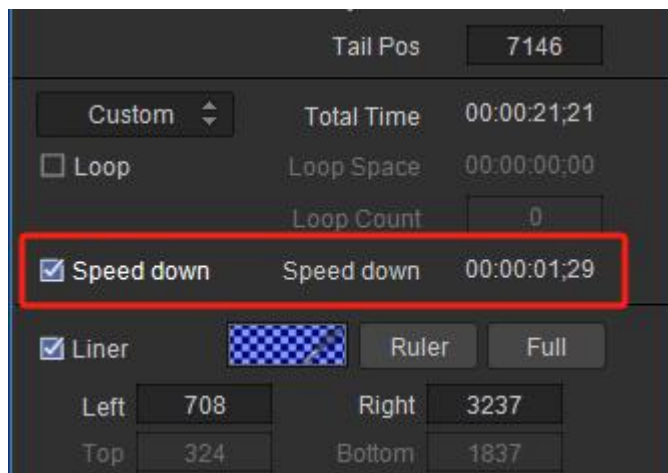


6.3.2. Scroll Area

ScrollArea		<input type="text" value="Ruler"/>	<input type="button" value="Full"/>
Left	<input type="text" value="1265"/>	Right	<input type="text" value="2621"/>
Top	<input type="text" value="324"/>	Bottom	<input type="text" value="1836"/>



6.3.3. Speed down



Chapter Seven Dynamic Texture

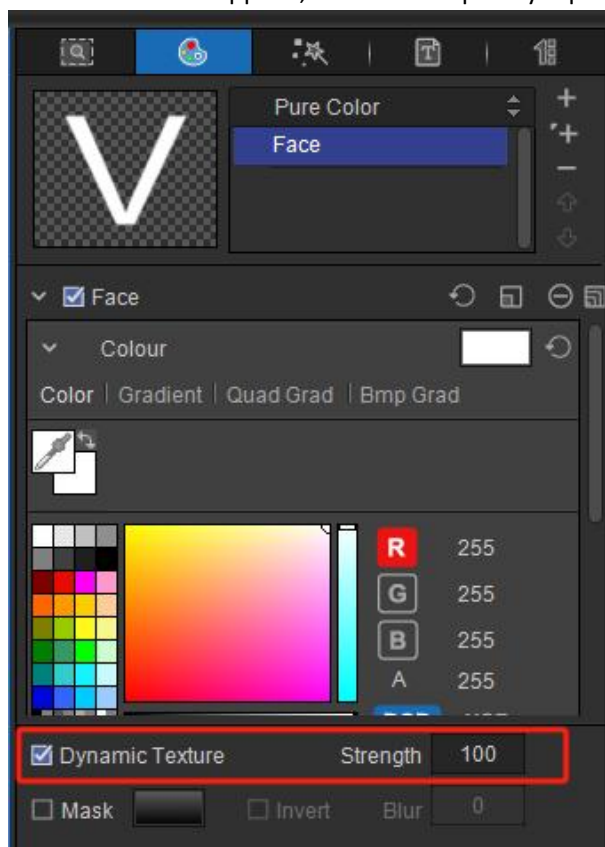
When using Shader, other than normal Face, Edge and Shadow bitmap you can also use Dynamic Texture properties. When played, the object will display dynamic change effects. More than 100 preset templates are available.

Examples:

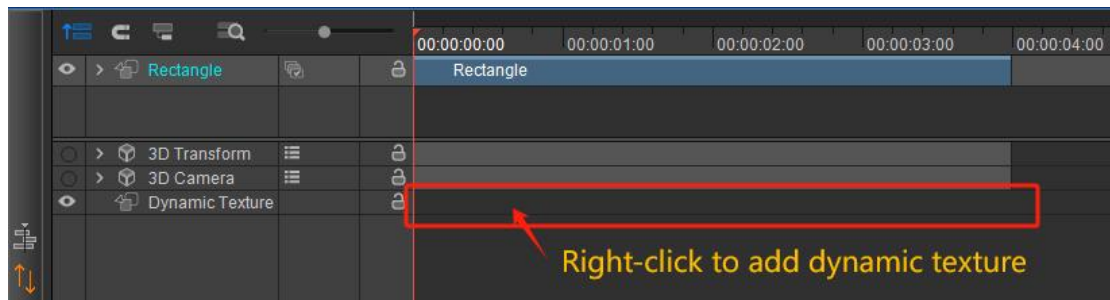


7.1. Applying Dynamic Texture

- 1) Create an object or text.
- 2) In the Shader Tab area, activate Dynamic Texture and set Strength level (0-100). At 0 Dynamic Texture is not applied, at 100 it completely replaces the current object Shader.

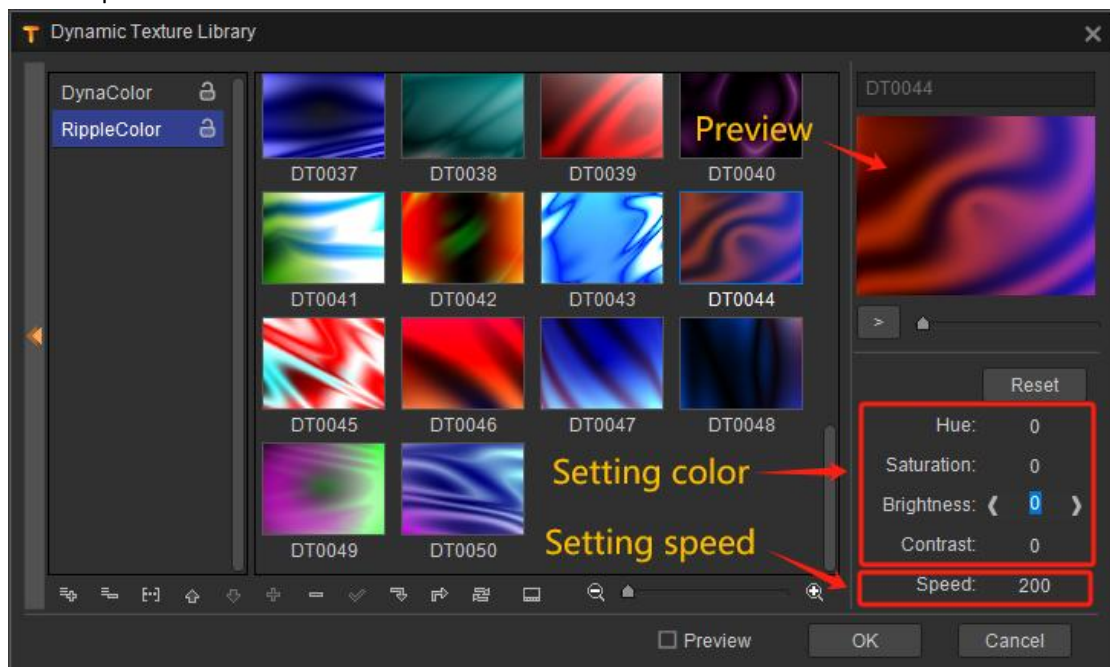


- 3) Right-click the Dynamic Texture track in the Timeline and a context menu will appear.

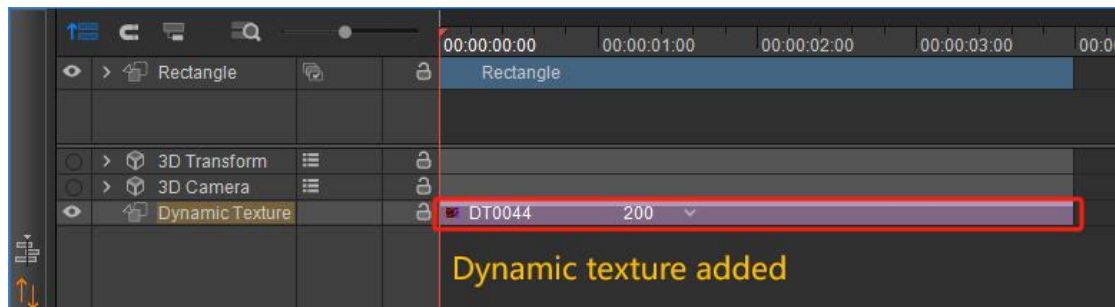


Modify...	Modify file
Fill Fit	Adjust duration automatically
Add	Add a dynamic texture file
Insert	Insert file in current position
Cut	Cut
Cut	Copy
Copy	Paste
Overlay	Mask
Paste	Delete file
Delete	Set file play speed
Speed	Delete all files
Delete All	Select all files
Select All	

- 4) Choose Add, then select from the Dynamic Texture Library. You can make further modifications in this screen, including color and play speed. To apply, double-click on the template or select first and then click on OK.

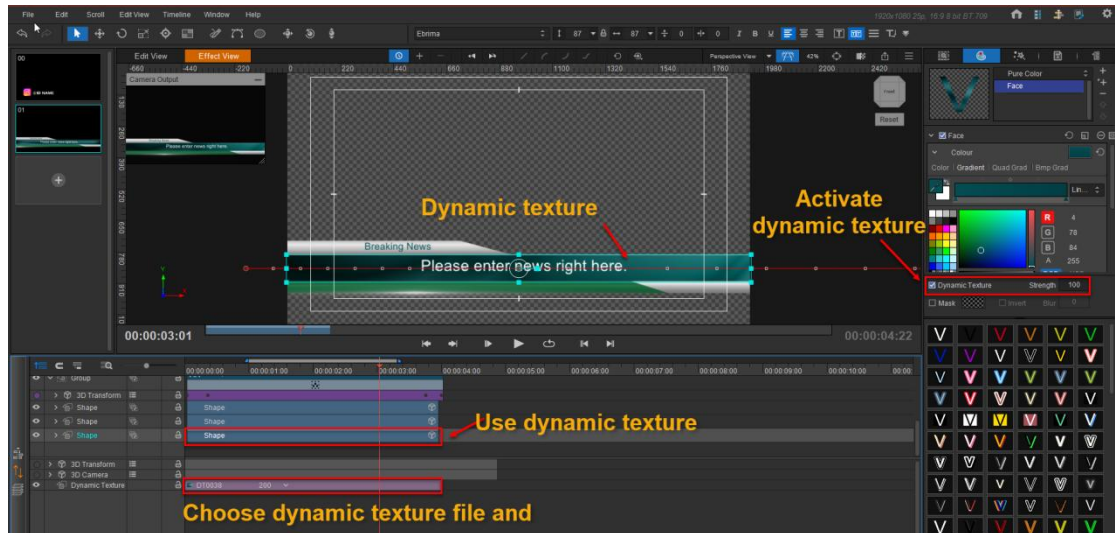


- 5) A bar will appear on the track



6) Set the file In/Out points to mirror object In/Out points.

7) Example.



7.2. Rendreing

- 1) At any point in time, an object's dynamic texture is unique and can't have more than one. The dynamic texture will automatically choose the first Shader property (be it Face, Edge or Shadow).
- 2) For each layout there can only be one Dynamic Texture track, so all objects will make use of this file.
- 3) When rendering in real time, if the Dynamic Texture effects cannot be found, the object will apply the first Shader property (for example Face or Edge).

7.3. Examples

Dynamic Texture background 1



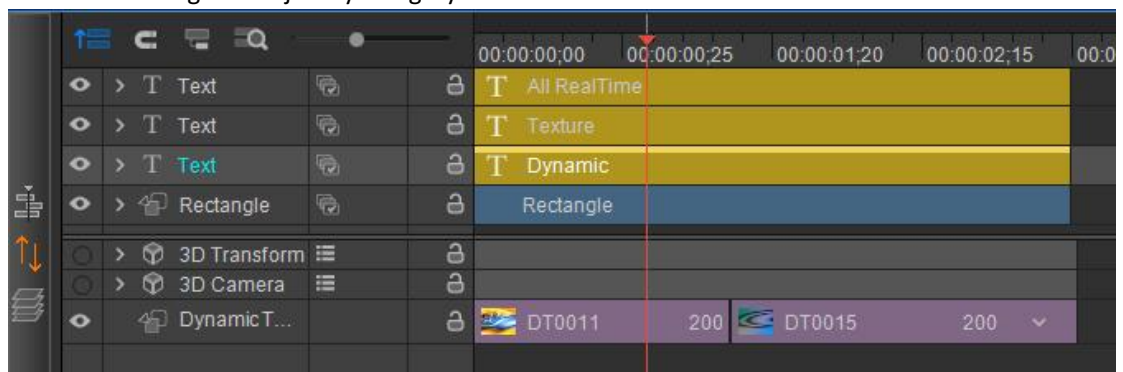
Dynamic Texture background 2



Text Face using Dynamic Texture



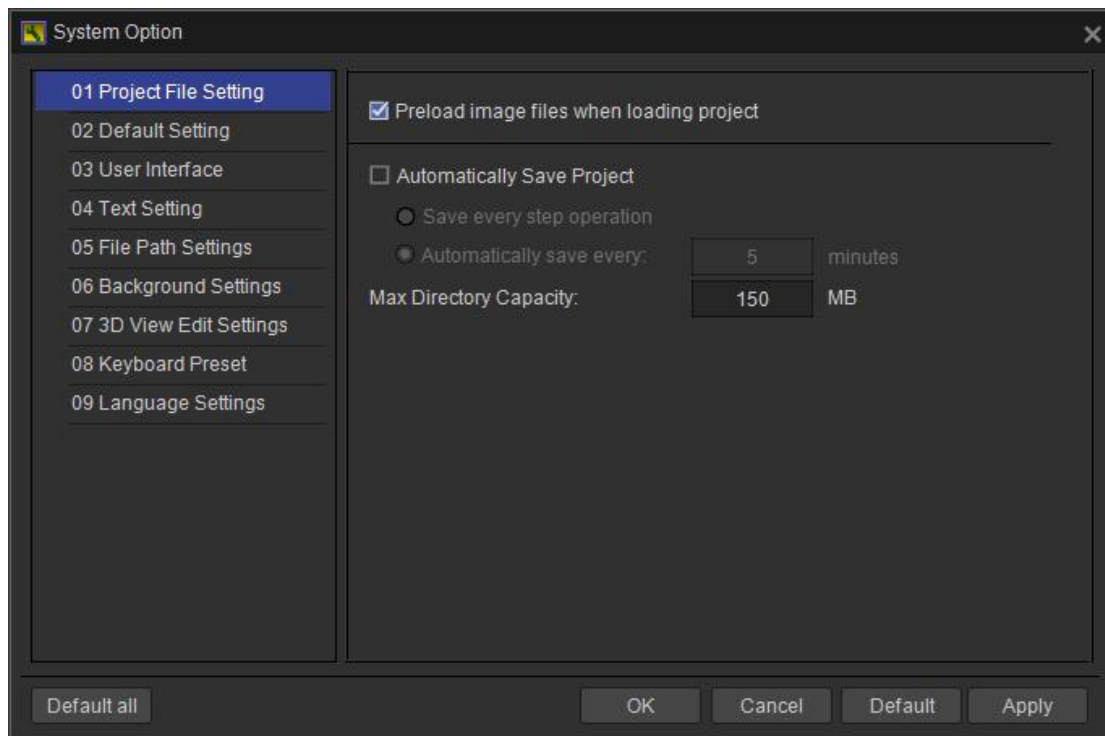
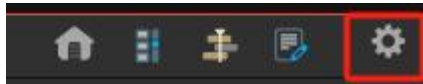
Text and Rectangle Face jointly using Dynamic Texture effects



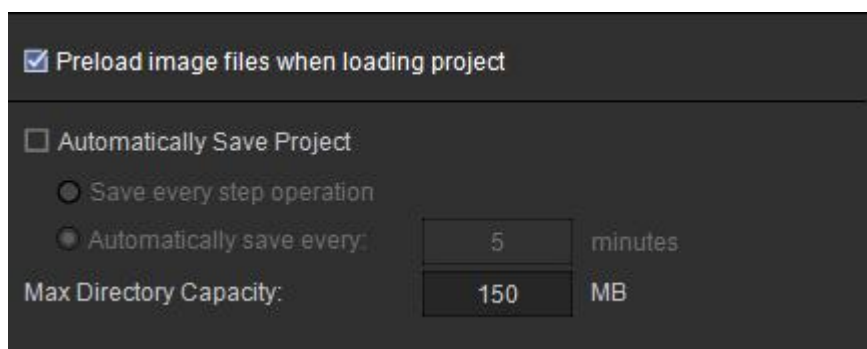
Chapter Eight Applying Settings

Activate system settings

- 1) Press shortkey Ctrl+Shift+O
- 2) Click on [System Option] button at bottom right-hand corner



8.1. Project File Setting



Automatically Save Project: whether save project automatically

Save every step operation: save every step operation in project

Automatically save every * minutes:** automatically save project every the specified time

Max Directory Capacity: set max capacity of auto save path

8.2. Default Setting

Default Fade In/Out Percent:

10

%

Default Object Length:

100

Frame

Precision Of PaintStroke:

3

Convert Aspect Ration From 16:9 To 4:3:

Pan & Scan

Convert Aspect Ration From 4:3 To 16:9:

Letter Box

☒ Scale Object Data when video resolution is changed

Scale Object Data Control Factor:

100

Core Memory Block Size:

0MB

*

☒ Use Path Outline mask render

0

Threshold

*

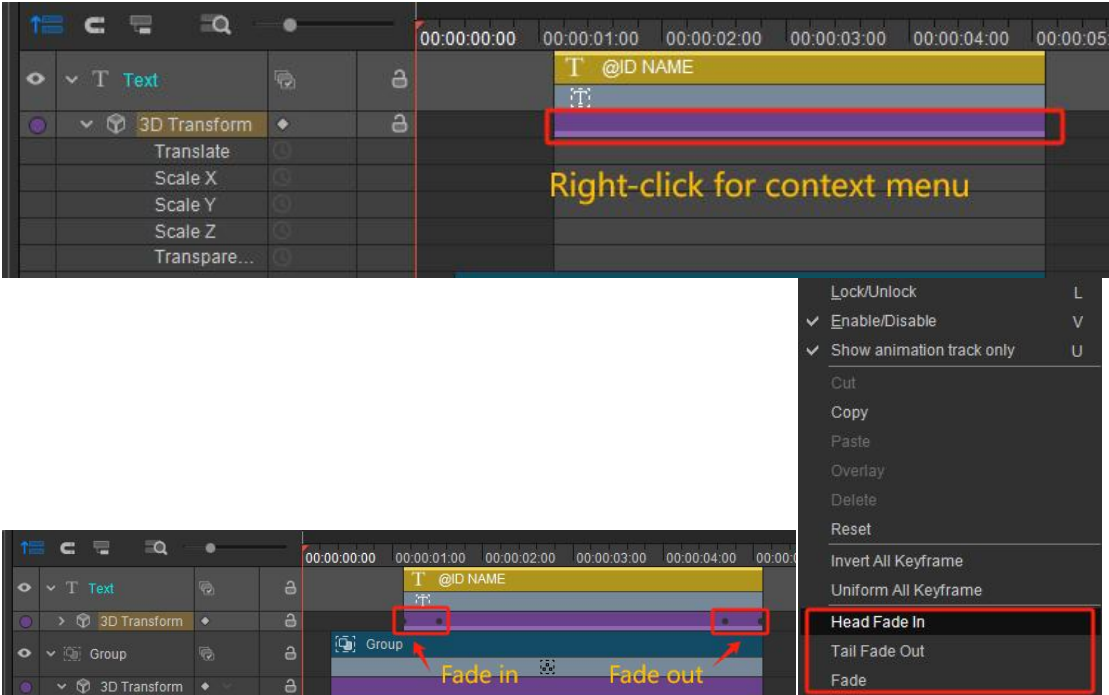
Reset all prompts of message:

Reset

☒ Use Plug-in Profile File

* To apply these changes, you need to restart VisTitle

Default Fade In/Out Percent - applies default Fade In/Out settings for effects in the 3D Transform timeline track



Default Object Length - set default object play duration in the timeline

8.3. User Interface

<input checked="" type="checkbox"/> Edit View Dynamic Zooming	<input checked="" type="checkbox"/> Enable Navigator
<input checked="" type="checkbox"/> Edit View Prompt Message	<input checked="" type="checkbox"/> Timeline View Dynamic Zooming
<input type="checkbox"/> Auto Load Recent Text File	<input type="checkbox"/> Font Combo Box Standard Style

Recent Text File Count:	<input type="text" value="10"/>
Recent Project Count:	<input type="text" value="10"/>
Default Color Mode:	<input type="text" value="RGB"/>
Grid Size:	<input type="text" value="50"/>

Safe Area Proportion:	Outer		Inner	
	Left/Right	<input type="text" value="5"/> %	<input type="text" value="10"/> %	
	Top/Bott...	<input type="text" value="5"/> %	<input type="text" value="10"/> %	

16:9 Show Indicatrix:	<input checked="" type="radio"/> None	<input type="radio"/> 4:3
	<input type="radio"/> 13:9	<input type="radio"/> 14:9

Edit Screen Dynamic Zooming - double-click to adjust screen zoom

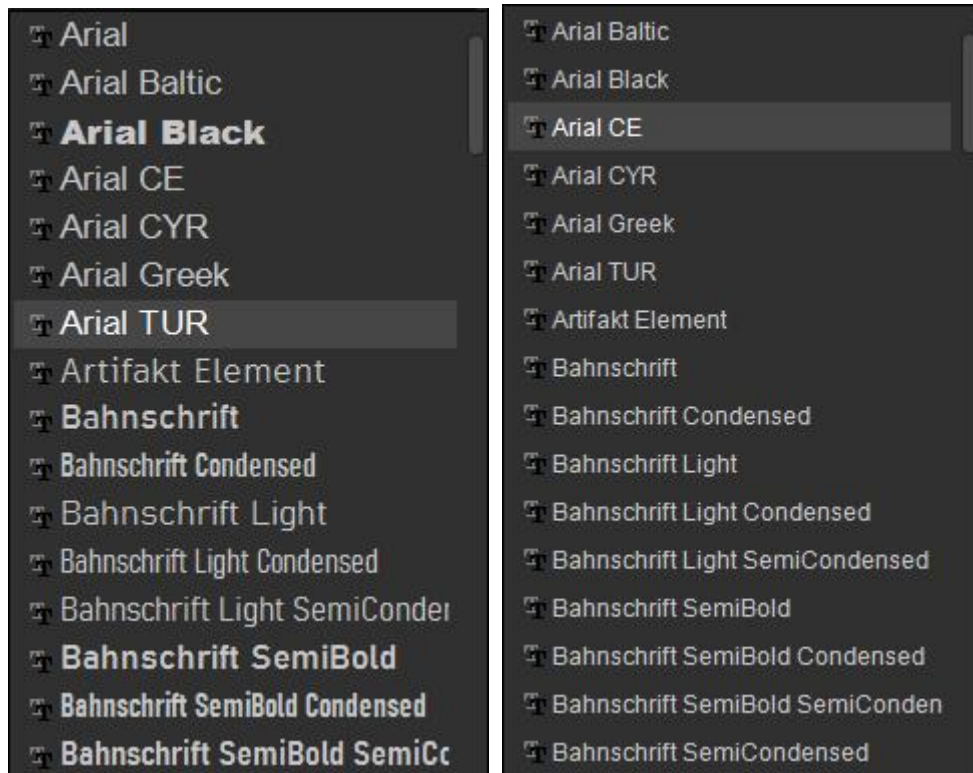
Edit Screen Prompt Message - prompt messages such as "Save File" or "Apply Effect"



Timeline Window Dynamic Zooming - double-click on the timeline to adjust window zoom

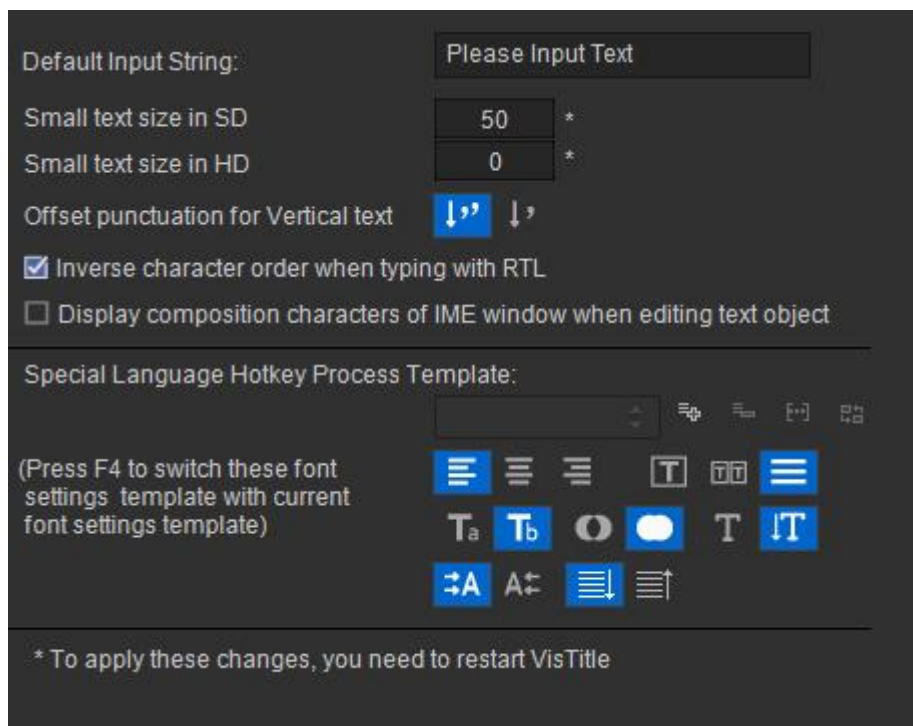
Auto Load Recent Text File - automatically load last used file at start up

Font Combo Box Standard Style - set font Standard list or Use Current Font list



Default Input String - press F2 and preset text will appear in Edit Screen

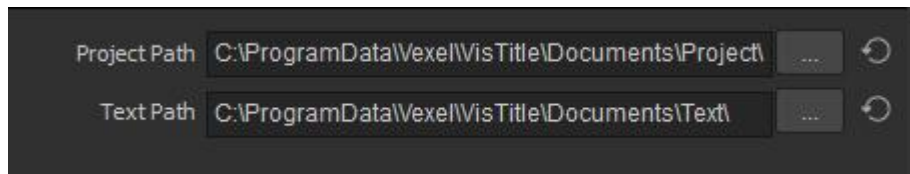
8.4. Text Setting



Set default input string.

Special Language Hotkey Process: switches font setting with current font setting

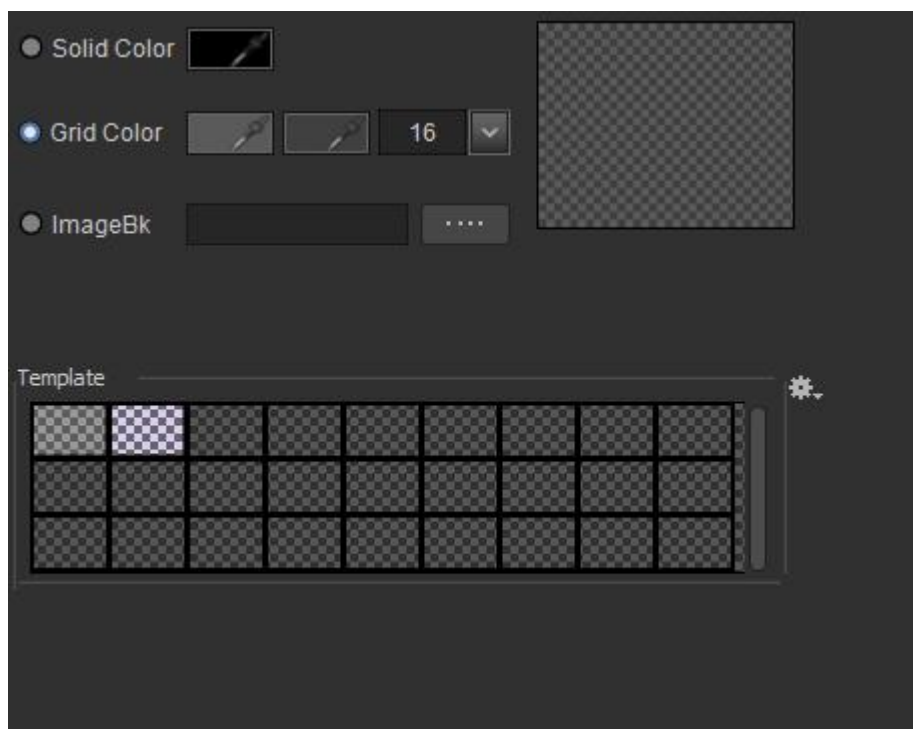
8.5. File Path Settings



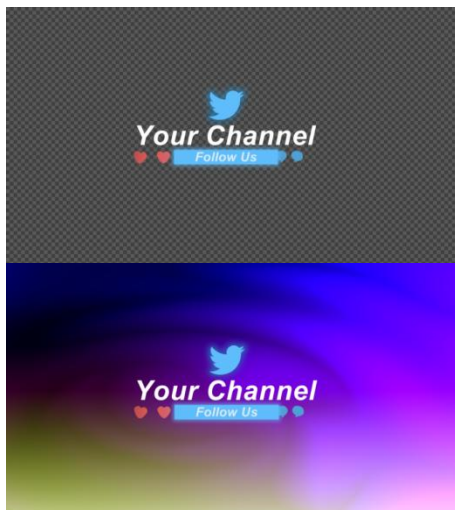
Project Path: sets project path

Text Path: sets text path

8.6. Background Setting



You can set Edit Screen's background as Solid, Grid, Image and save as a background template



8.6.1. Solid Color

Sets one color as Edit Screen background.

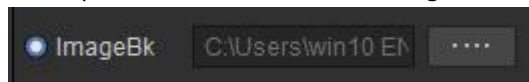
8.6.2. Grid Color

Sets two colors as Edit Screen background.



8.6.3. Image Background

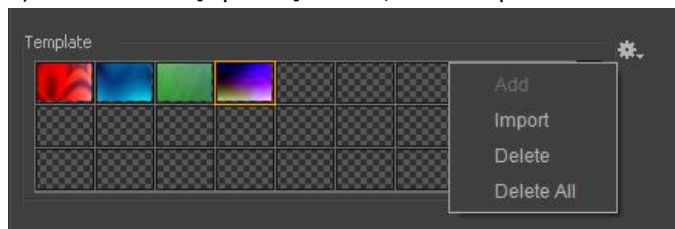
Sets a picture file as Edit Screen background.



8.6.4. Background Template

To save as Background Template

- 1) Choose a background style.
- 2) Choose color or picture file.
- 3) Click on the [Options] button, from drop-down list choose:



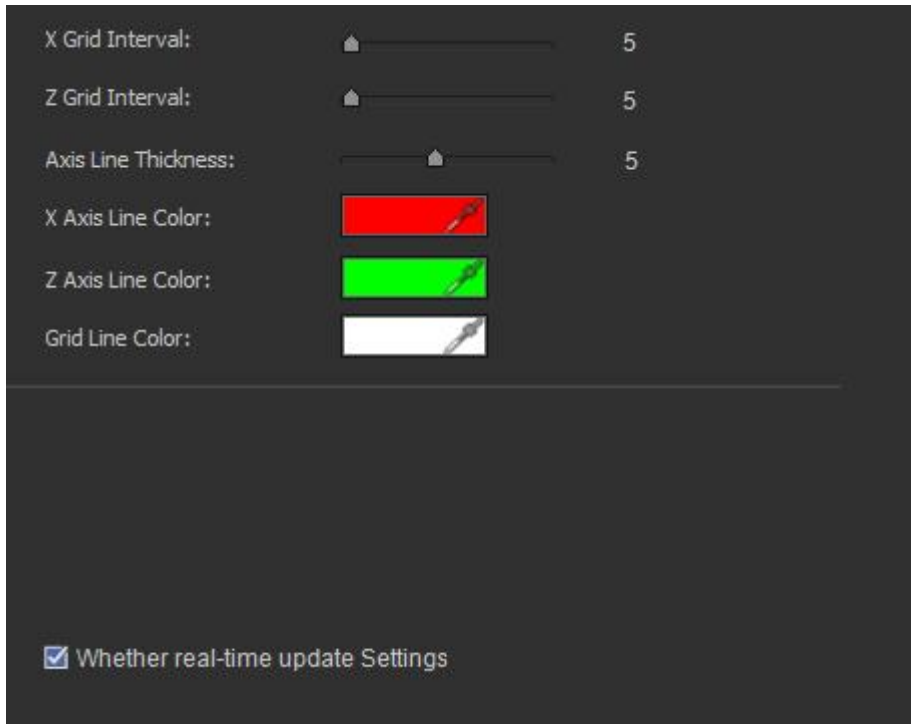
Add: adds background as template

Import: import a background

Delete: deletes background template

Delete All: deletes all templates


8.7. 3D View Edit Settings

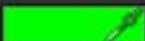



X Grid Interval: 5

Z Grid Interval: 5

Axis Line Thickness: 5

X Axis Line Color: 

Z Axis Line Color: 

Grid Line Color: 

☒ Whether real-time update Settings

X Grid Interval: Setting grid interval in X direction

Z Grid Interval: Setting grid interval in Z direction

Axis Line Thickness: Setting the value of the axis thickness parameter

X Axis Line Color: Setting the X-axis line color

Z Axis Line Color: Setting the Z-axis line color

Grid Line Color: Setting the grid line color

Enable/Disable Live Update Settings

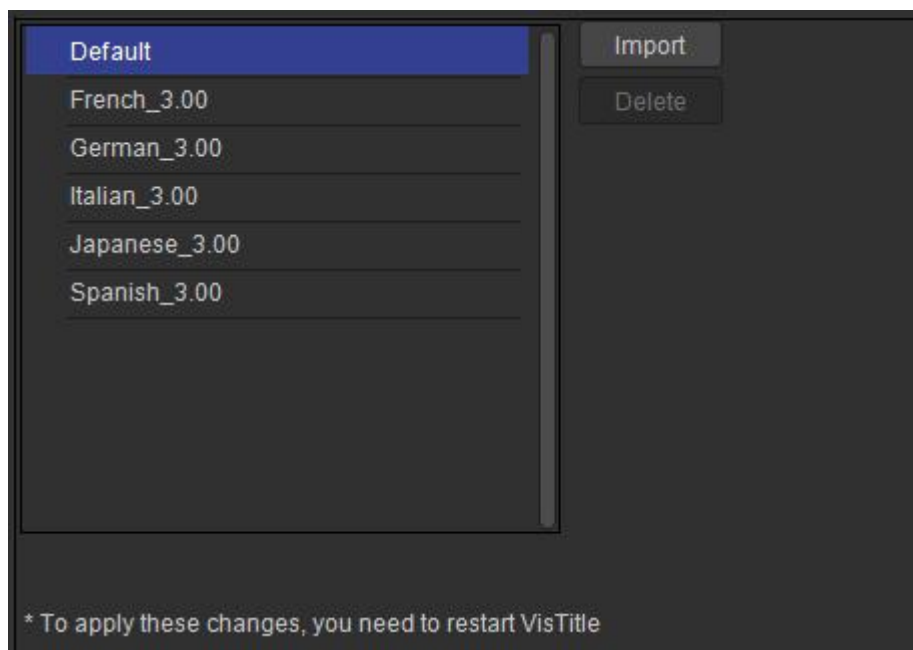
8.8. Keyboard Shortcut

File Command	HotKey
Global	
Start Project	Ctrl + Shift + N
New Document	Ctrl + N
Open Document	Ctrl + O
Save Document	Ctrl + S
Save Document Anim	Alt + S
Auto Save As Document	Ctrl + Shift + S
Auto Save As Document Anim	Alt + Shift + S
Save To NLE	Ctrl + Shift + E
Doc Settings	Ctrl + Shift + P
Undo	Ctrl + Z
Redo	Ctrl + Shift + Z
Library	F3
Edit View Only	F8

There are four major keyboard shortcut groups that apply to different areas: Global, Layout, Timeline and Edit Screen.

Note: keyboard shortcuts may be edited in future editions of this software

8.9. Language Setting



To change the VisTitle display language, you can select one language and click the OK button. The right button are used to import language and delete selected language.

Note: if you want to import other display language, please connect with local dealer.

Note: to apply the language setting, you need to restart VisTitle.

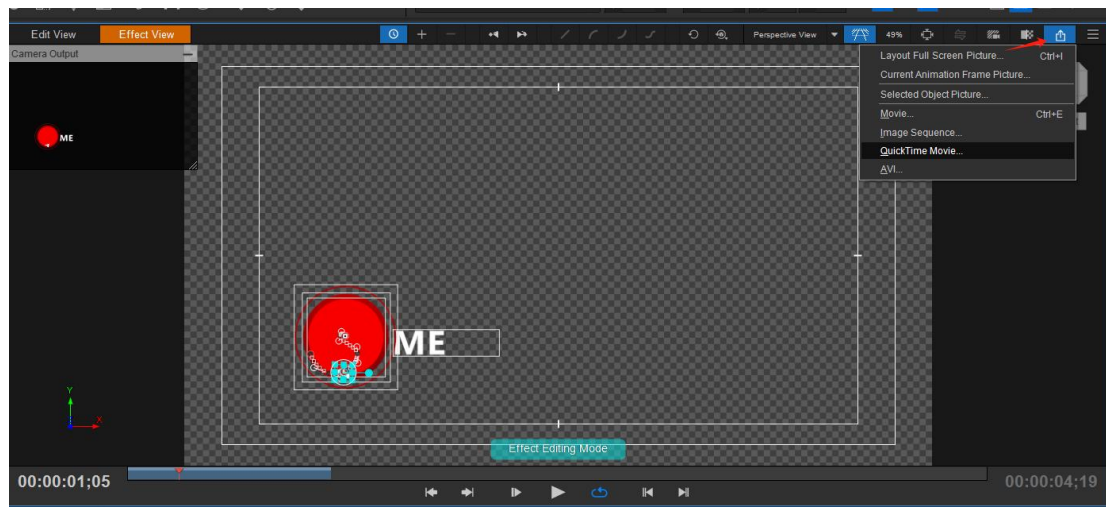
Chapter Nine Layout Export

In practice, the layouts often need to be exported as certain formats, such as PNG sequence, animation, etc. Our software provides the following formats for the user to choose.

Click Export in Edit View (or Effect View) to select the output format, as shown in the figure below.

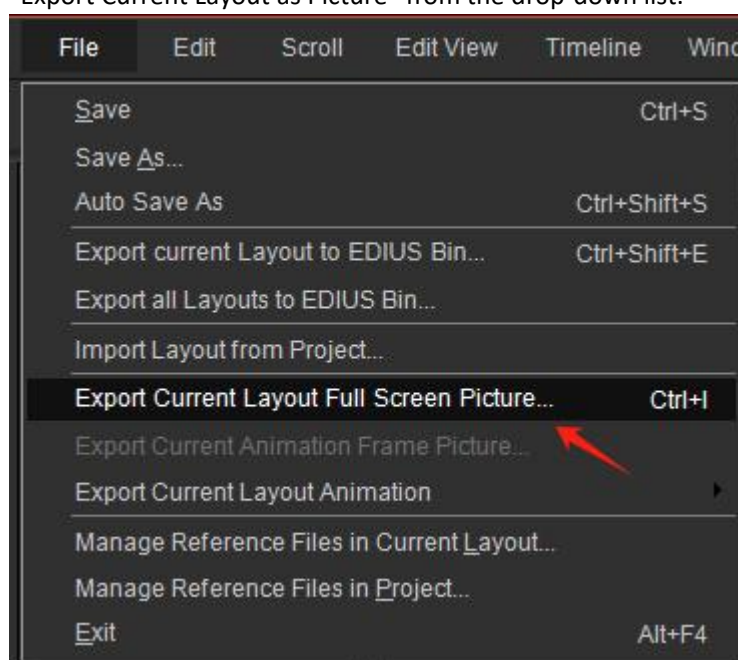
Click Export button in the Edit (or Effect) View to select the output format.

Note: In Edit View, "Output Current Animation Frame Picture" is disabled. This function is available in Effect View.

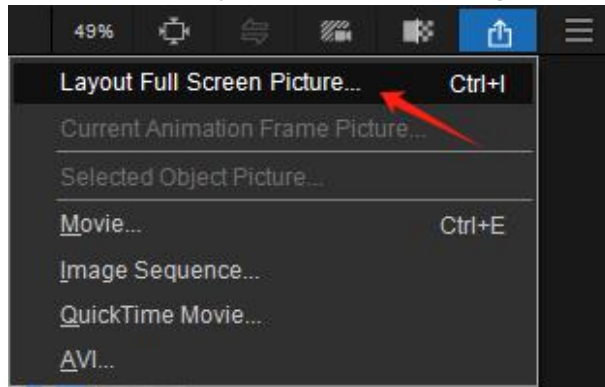


9.1. Export Current Layout as Picture

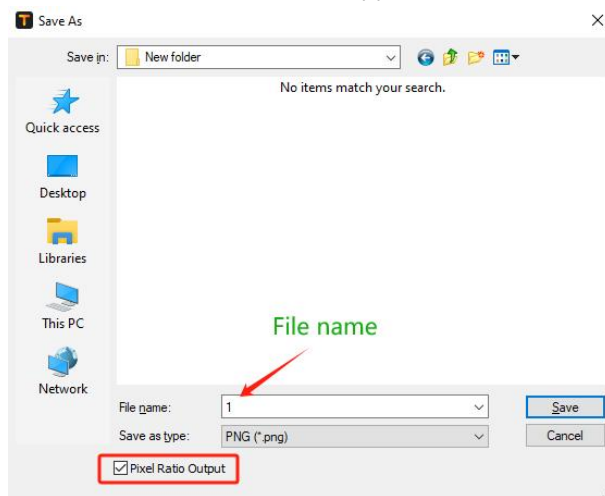
Method 1: press **Ctrl+I** or click on "File" in menu bar and "Export Layout" in tool bar, then select "Export Current Layout as Picture" from the drop-down list.



Method 2: Click Export button in the editing area and select "Layout Full Screen Picture..."

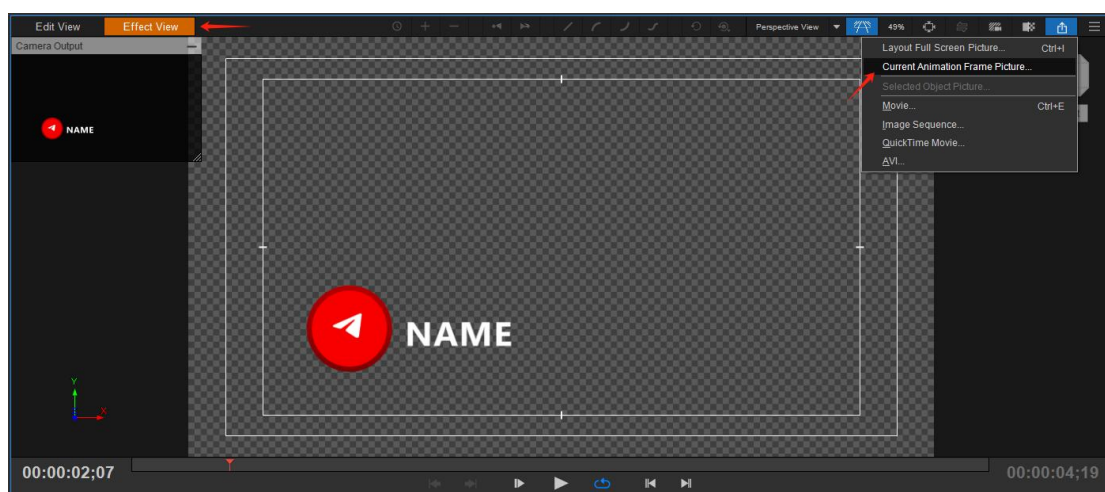


Then the Save as window will appear.

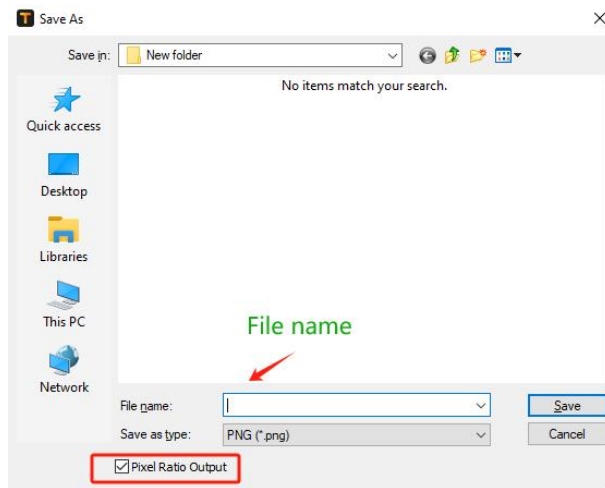


In the Save as window set path, enter file name and select file save type then click the "Save" button.

9.2. Export Current Frame as Picture



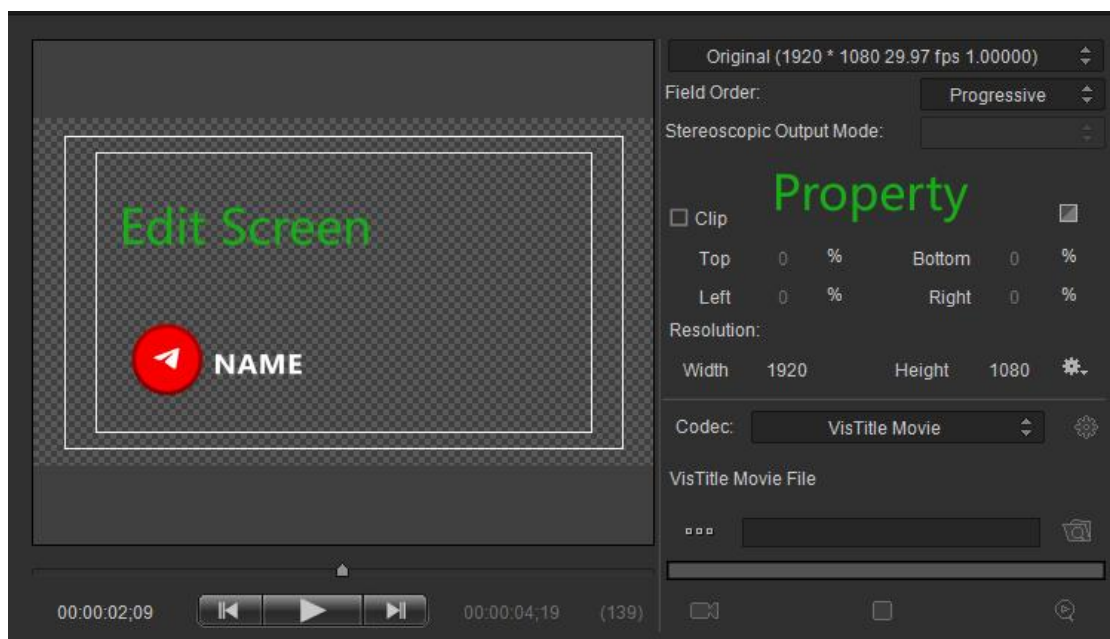
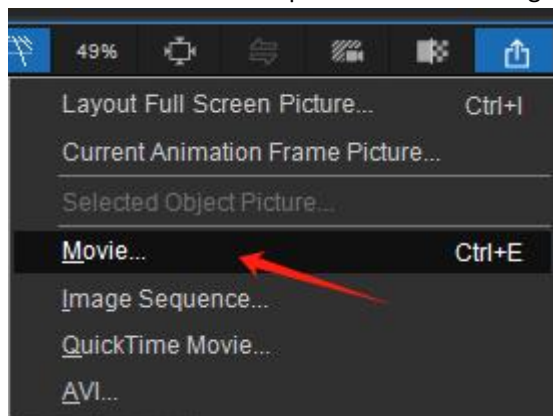
Click the Export button in effects editing area and select "Current Animation Frame Picture..."



In the Save as window set path, enter file name and select file save type then click the “Save” button.

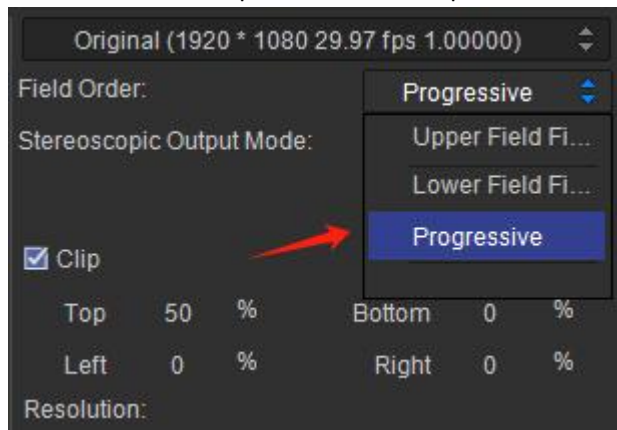
9.3. Export Current Layout as Movie

Press Ctrl+E or select "Export-Movie" in editing area.



Setting properties:

Field Order: select option from the drop-down list.



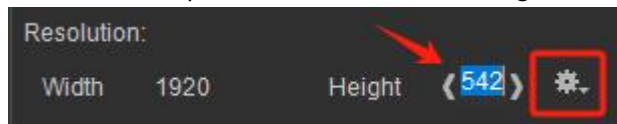
Clip: set parameters of Top, Bottom, Left and Right after enabling “Clip”.



Set parameters by:

1. Clicking on the field and typing in the numbers
2. Dragging the cursor over the field
3. Moving cursor over the field then clicking on “<, >”

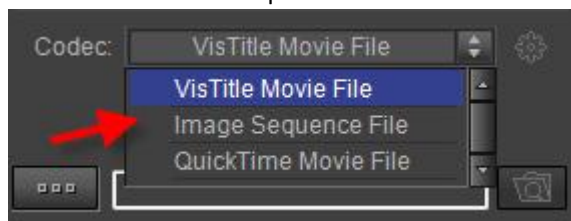
Resolution: set parameters of Width and Height.



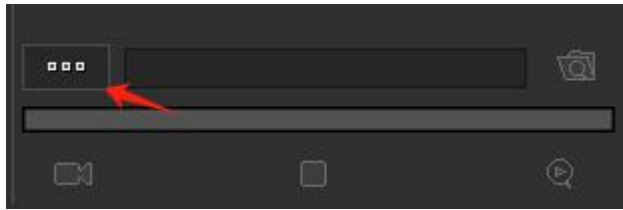
You can also click the marked button shown above then select option from the drop-down list.



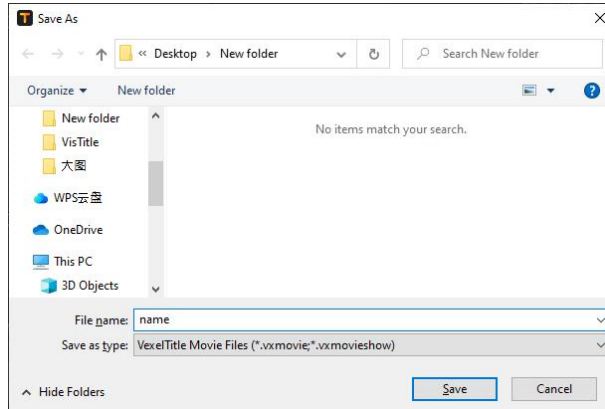
Codec: click on the dropdownbutton and then select option from the drop-down list.



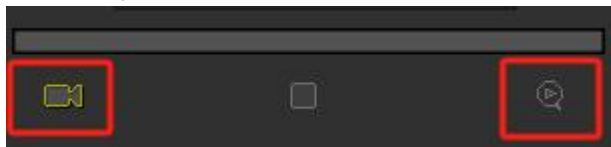
File Path: click the “Browse” button, the Save as window will appear.



Select path, enter file name then click on the “Save” button in the Save as window.

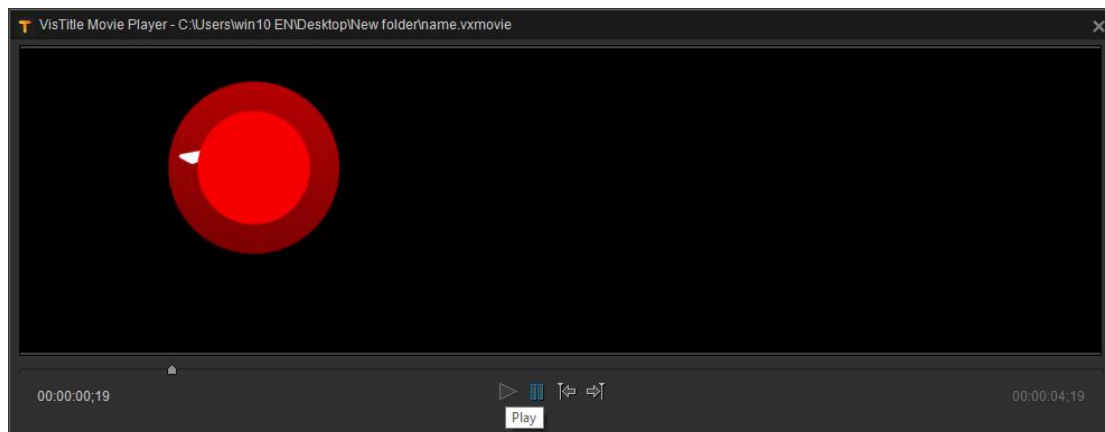


Render and Preview: click the “Render” button to render. After rendering, click on the “Preview” button to preview the movie file.



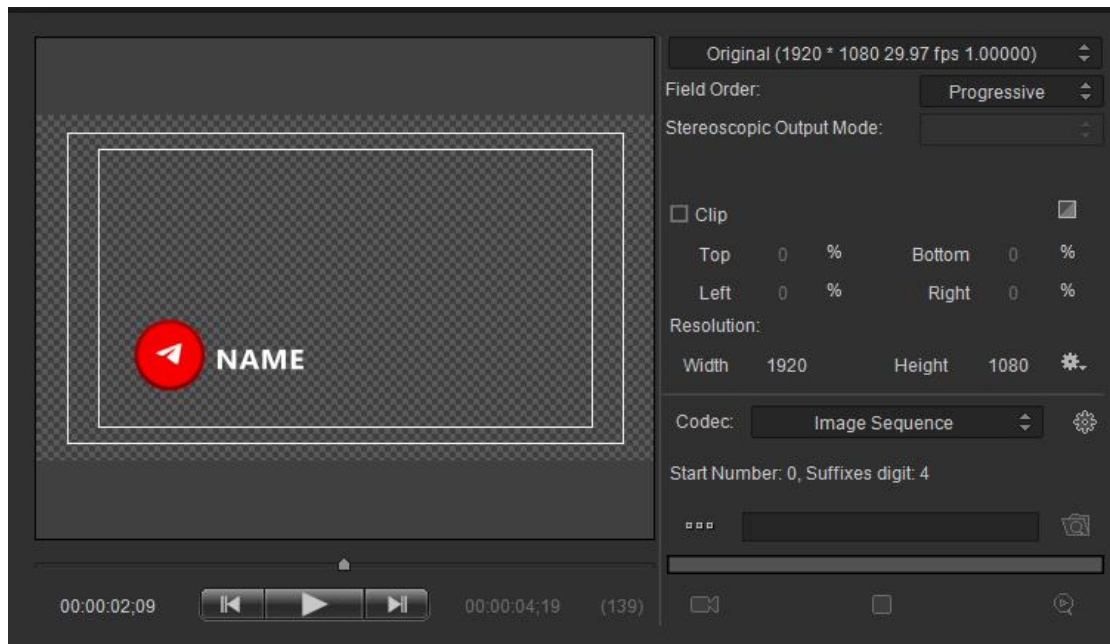
The left button is “Render” and the right is “Preview”.

Preview:

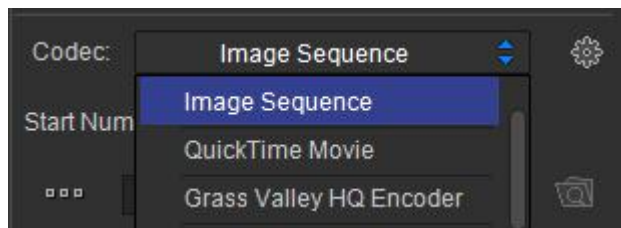


9.4. Export Current Layout as Image Sequence

Click on “File” in menu bar and “Export Layout” in tool bar, then select “Export Current Layout as Image Sequence” from the drop-down list. The Export Movie window will appear.



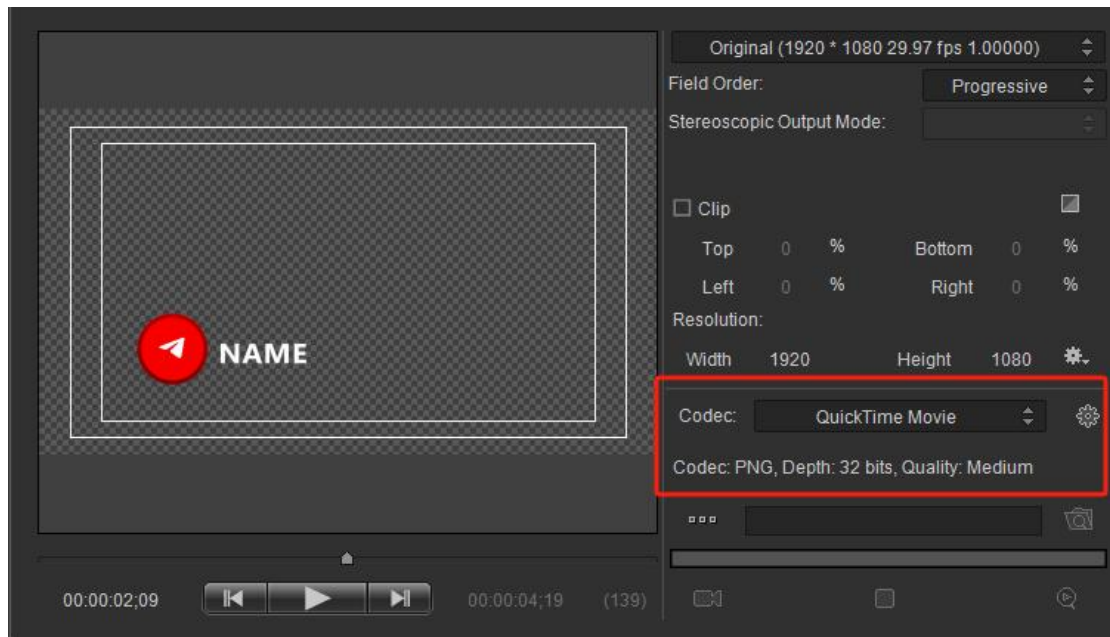
Click on the marked dropdownbutton shown above and then select option from the drop-down list.



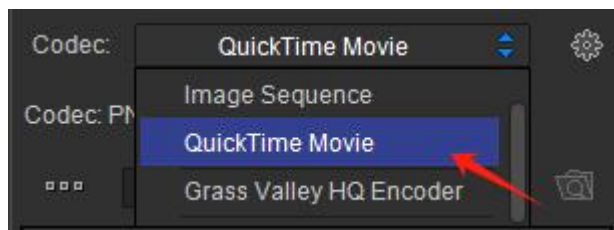
Please refer to **Export Current Layout as Movie** about operation.

9.5. Export Current Layout as QuickTime Movie

Click on “File” in menu bar and “Export Layout” in tool bar, then select “Export Current Layout as Quicktime Movie” from the drop-down list. The Export Movie window will appear.



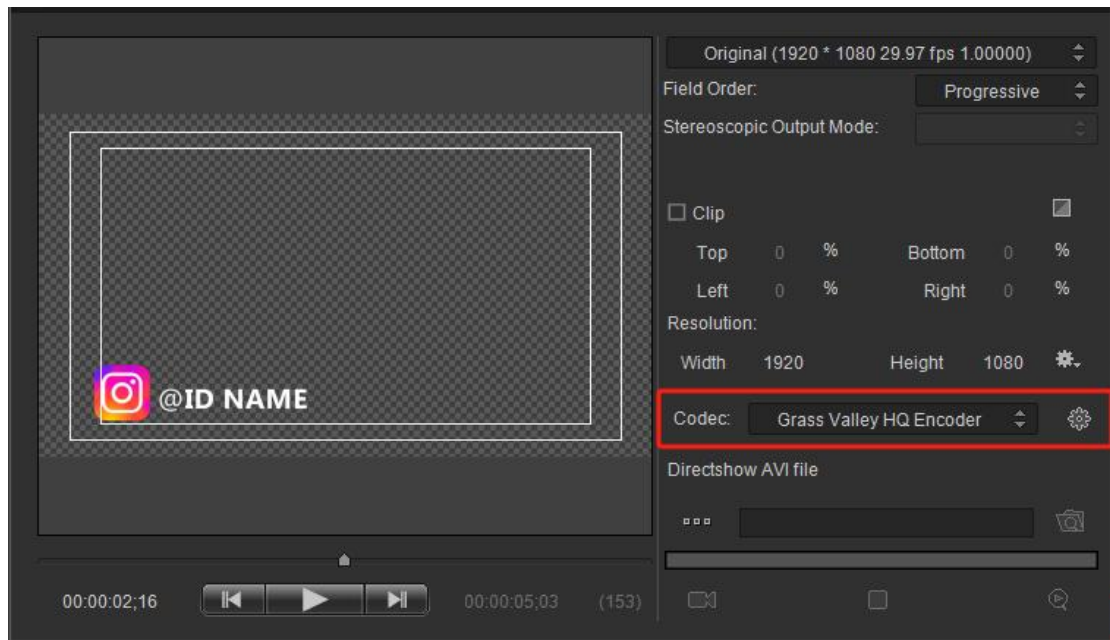
Click on the marked dropdownbutton shown above and then select option from the drop-down list.



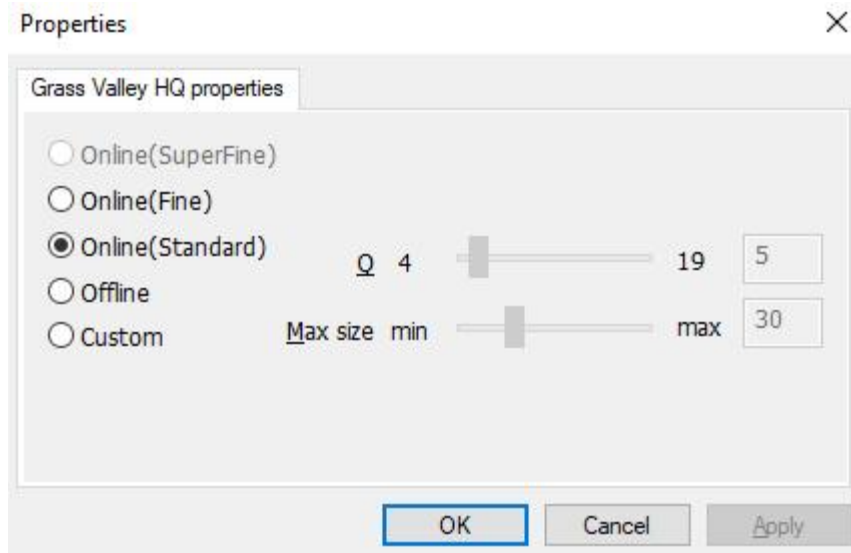
Please refer to **Export Current Layout as Movie** about operation.

9.6. Export Layout to AVI Animation

Click Export button under the File menu, select "Export current layout to AVI animation" from the drop-down list. The animation export window is as shown below:



Click Settings button on the right side of Codec option, the following window pops up.



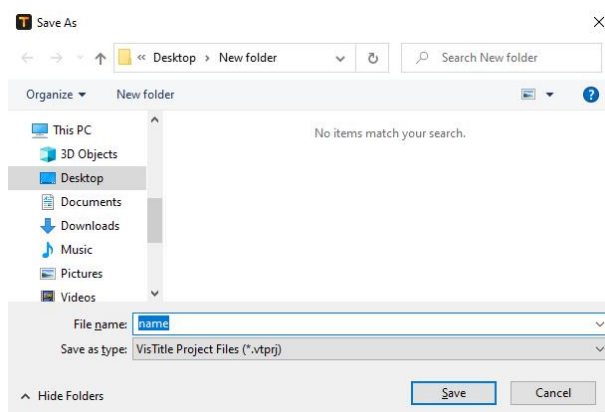
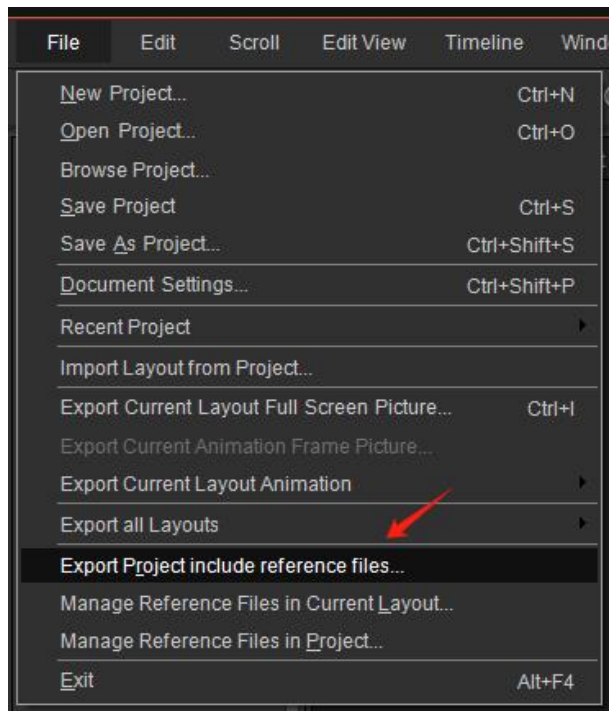
For specific setting methods of export layout to AVI animation, please refer to "Export Current Layout to Animation" chapter.

9.7. Export Project include reference files

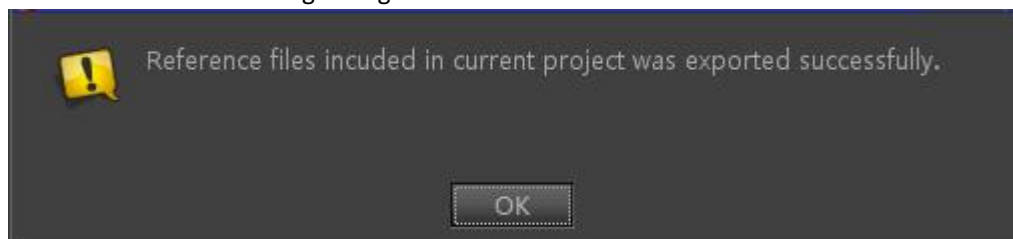
Export the current layout and reference files contained in the layout, such as pictures, animation files, and etc.

Click on "File" in menu bar, then select "Export Project include reference files" from the drop-down list. The Save as window will appear.

Note: This function requires starting VisTitle software from desktop as standalone. It's not available in VisTitle which is opened from EDIUS.



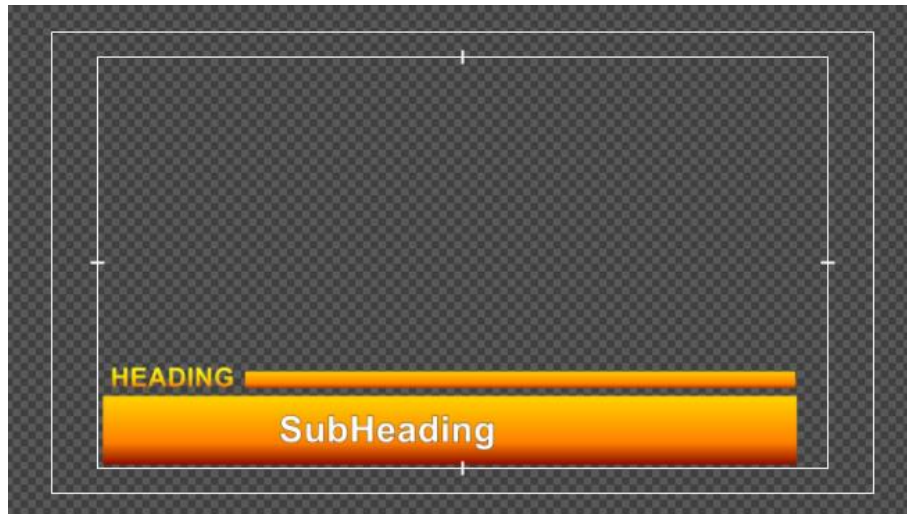
In the Save as window set path, enter file name and select file save type then click the “Save” button to see the following dialog.



Click the “OK” button, you can open the path and the following will appear.


Chapter Ten Examples

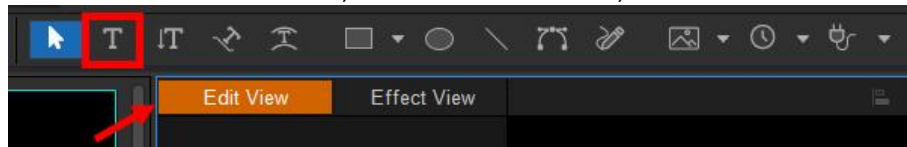
10.1. Create Title




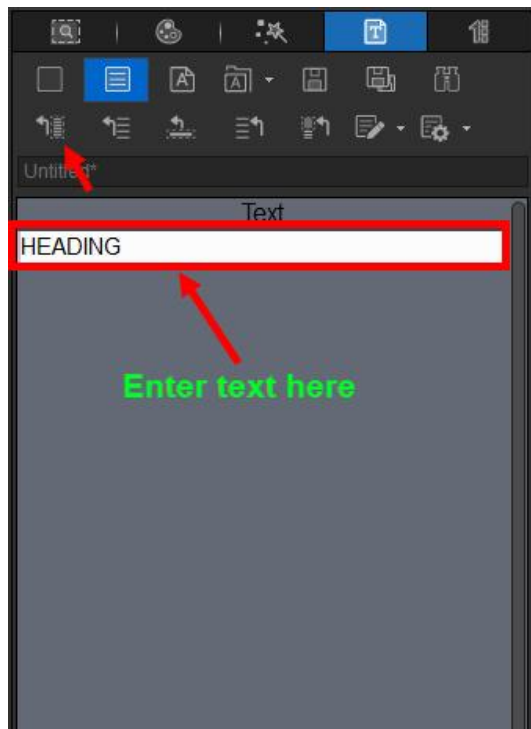
10.1.1. Text


1) Enter the text "Heading" font size 32, and "SubHeading" font size 29.

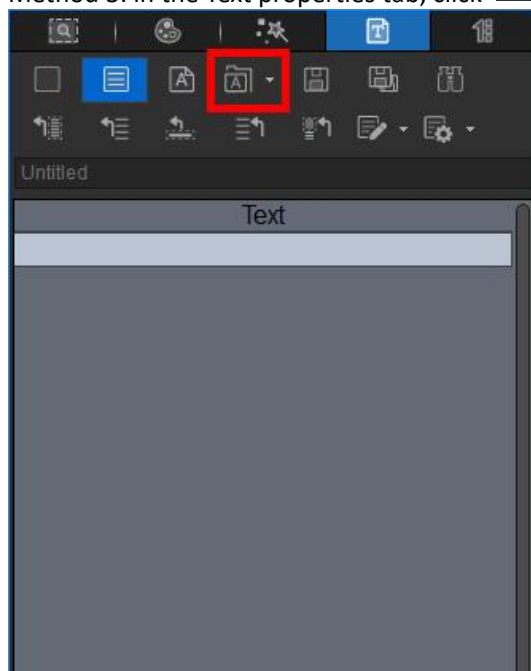
Method 1: Press  button, click on the Edit Screen, then enter text.



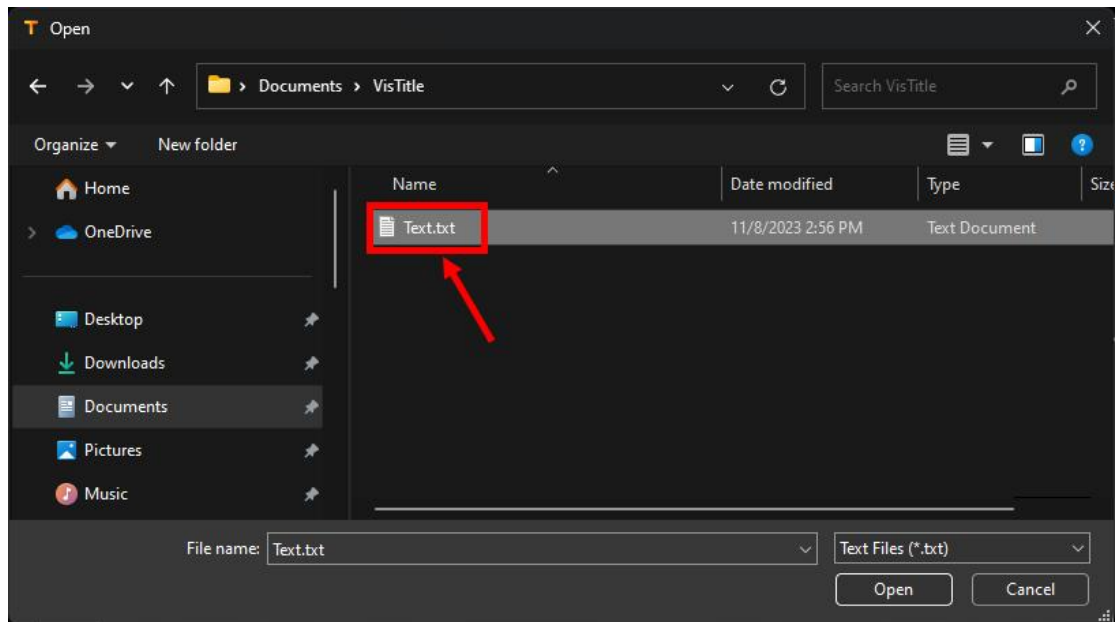
Method 2: in the Text properties tab, click on  button



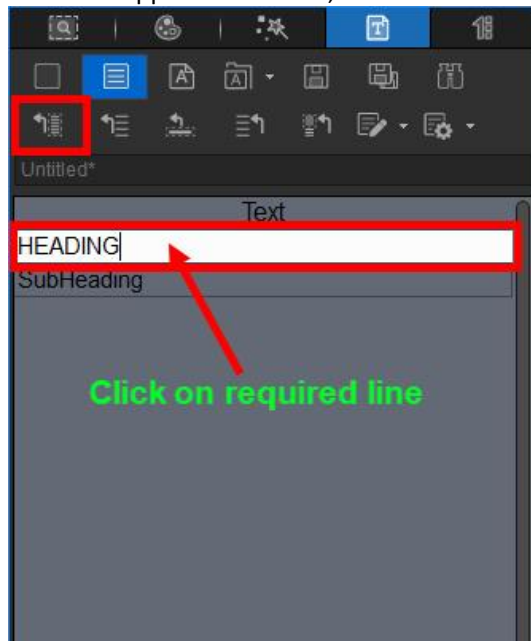
Method 3: in the Text properties tab, click  button



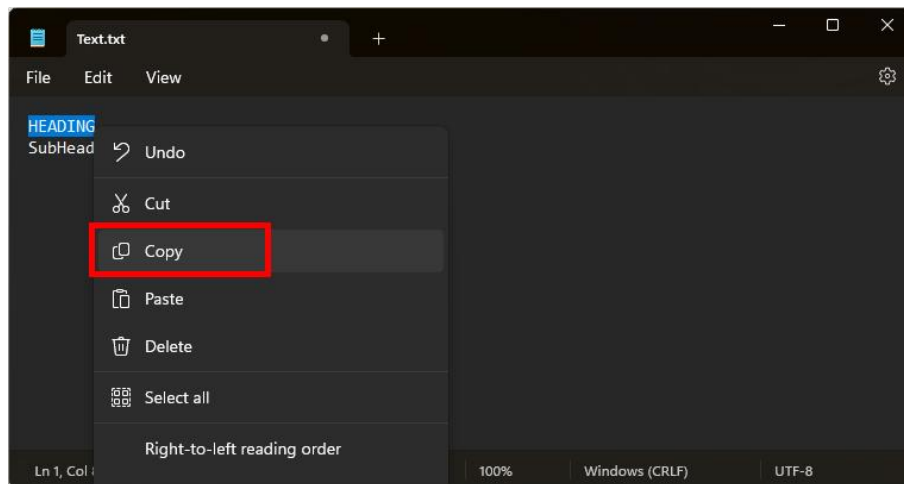
Open saved file



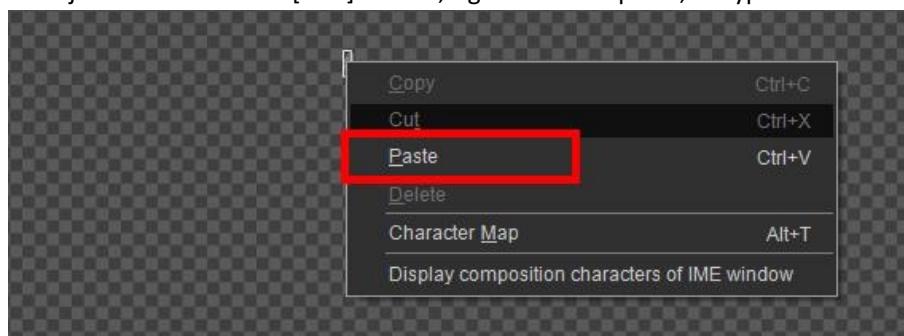
After text appears in the tab, click on  button



Method 4: use System paste
Copy text from desired location



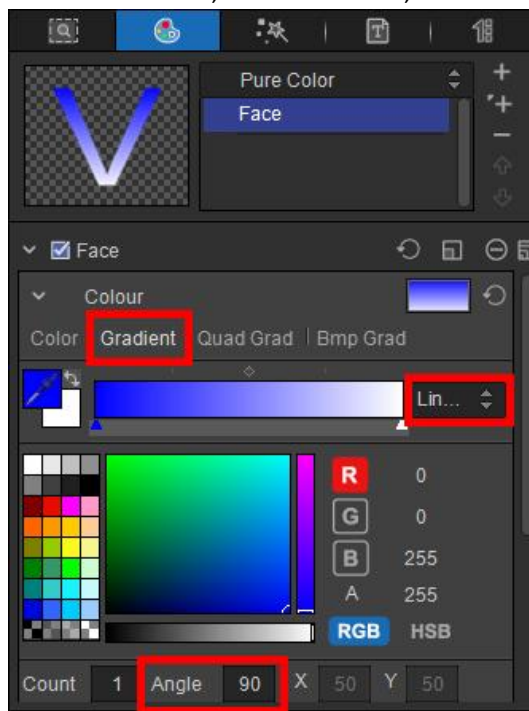
In Object Menu Bar click [Text] button, right-click and paste, or type Ctrl+Shift+V to paste.



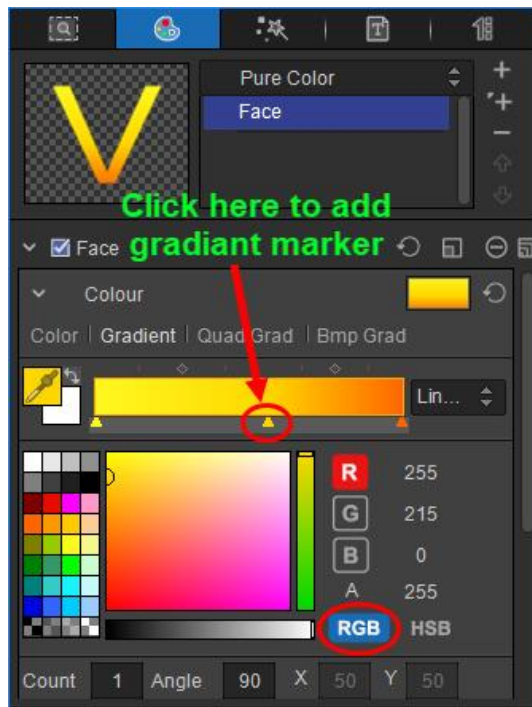
2) Color

Method 1: edit color in the Shader tab

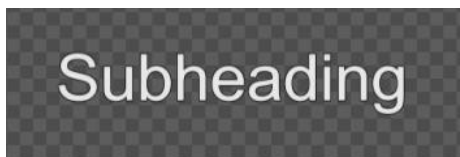
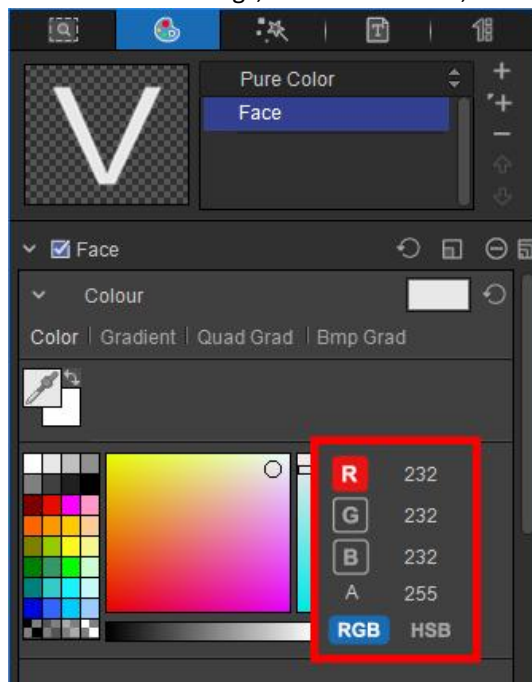
Select "HEADING", click Shader tab, set Gradient as Linear, 90 degrees angle.




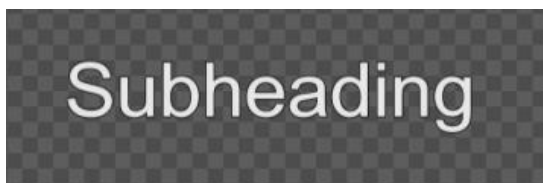
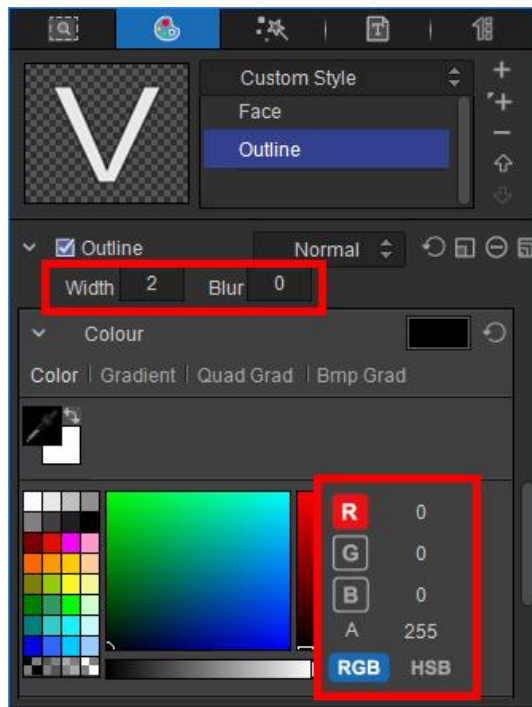
Add a Gradient point, choose RGB style, and set gradient points to (255, 215, 0, 255), (255, 128, 0, 255), (130, 0, 0, 255)



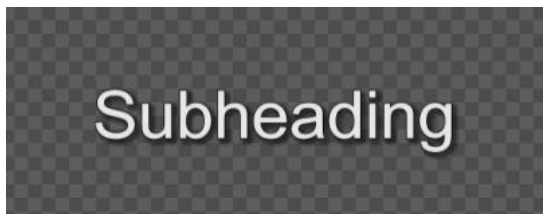
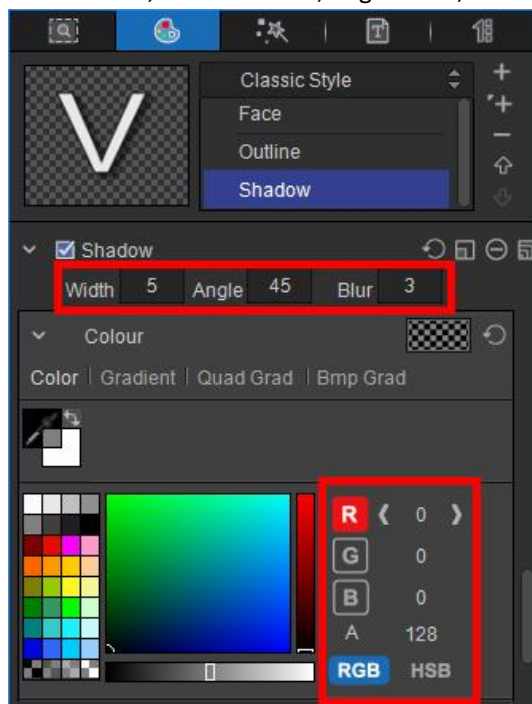
Choose "SubHeading", enter Shader tab, set RGBA to (232, 232, 232, 255)



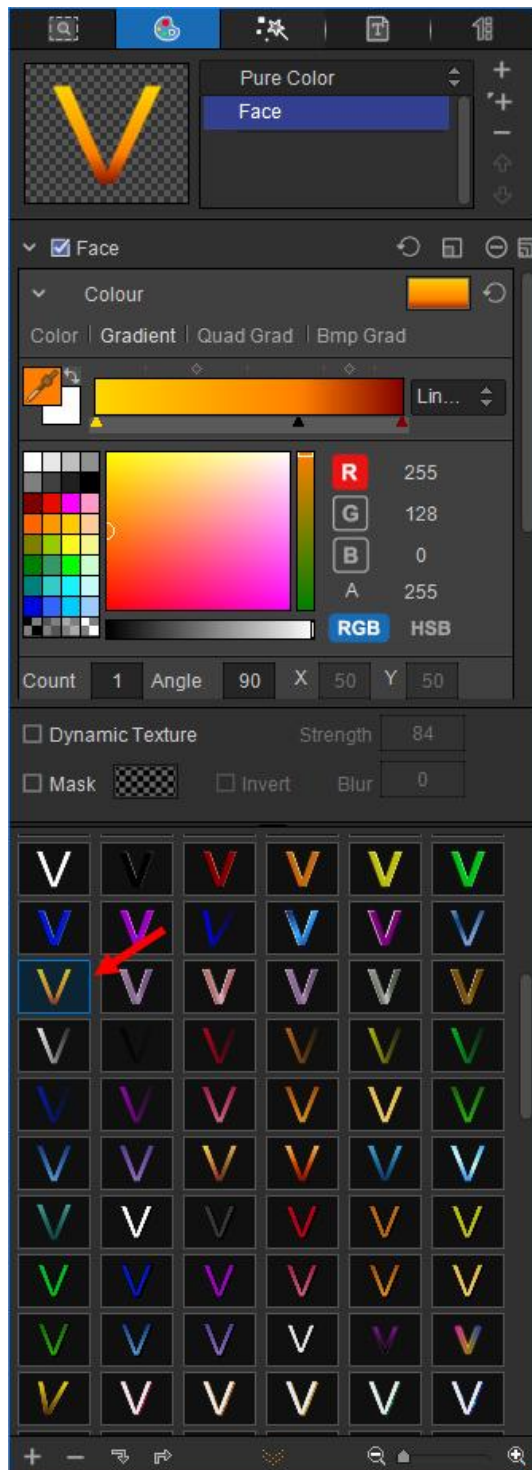
Click on  , add Edge, set width to 2, set blur to 0, RGB style, RGBA to (0, 0, 0, 255)



Add Shadow, set width to 5, angle to 45, blur to 3, RGB style, RGBA to (0, 0, 0, 128)



Method 2: Double-click on the text and select shader from library.



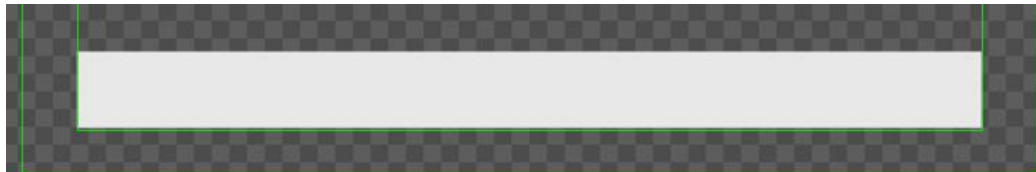
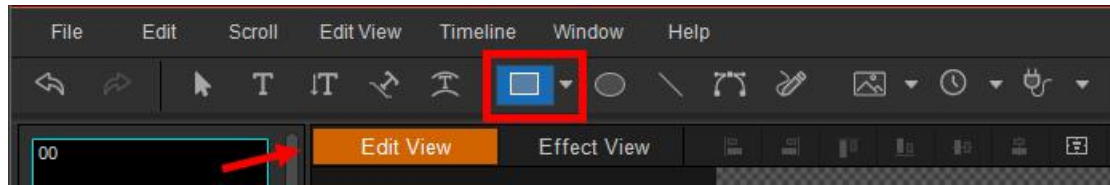
Method 3: Open Shader Template Library, open Single Color catalogue, choose shader 020.




10.1.2. Liner

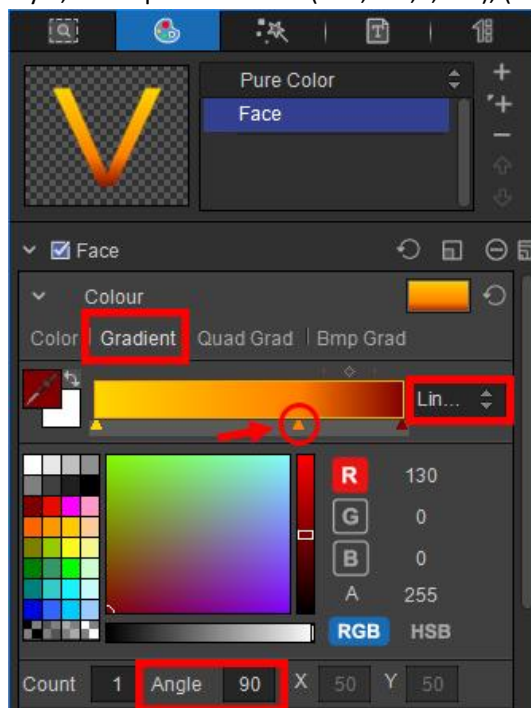
1) Create liner

Create a rectangle on the Edit Screen



2) Set shader

Select object, in  tab choose Gradient-Linear, angle 90, add a Gradient Point, RGB style, RGBA parameters at (255,215,0,255), (255,128, 0,255), (130,0,0, 255)



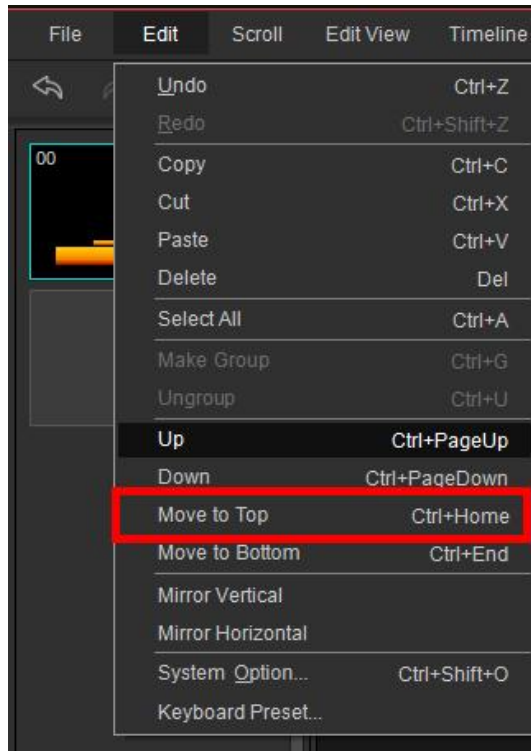
Use the same method to create another rectangle



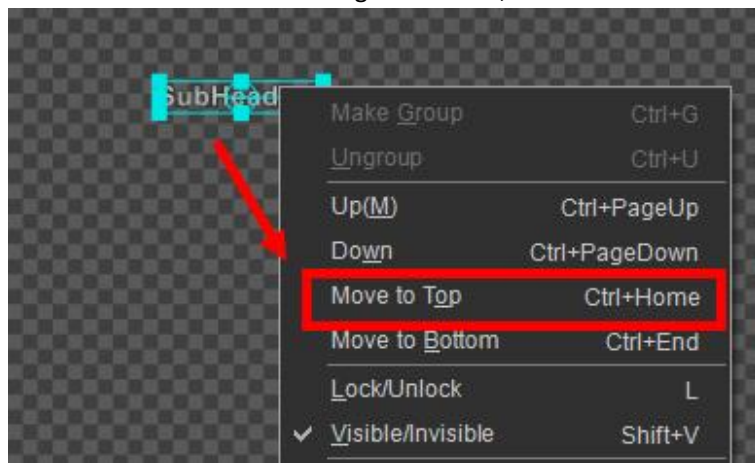
3) Set text and object level

As the text was created before the object, the object will cover the text.

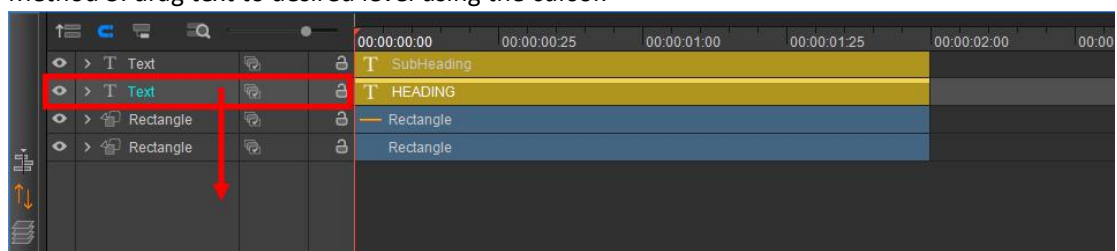
Method 1: Select text, in Edit Menu Bar choose Move to Top, or type Ctrl+Home.

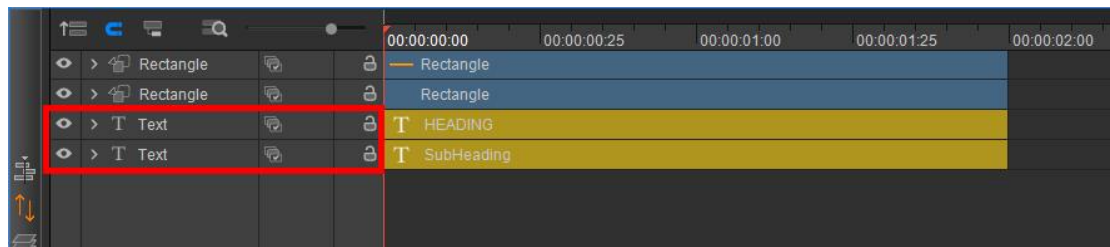


Method 2: in the Edit Screen right-click text, from context menu choose Move to Top



Method 3: drag text to desired level using the cursor.

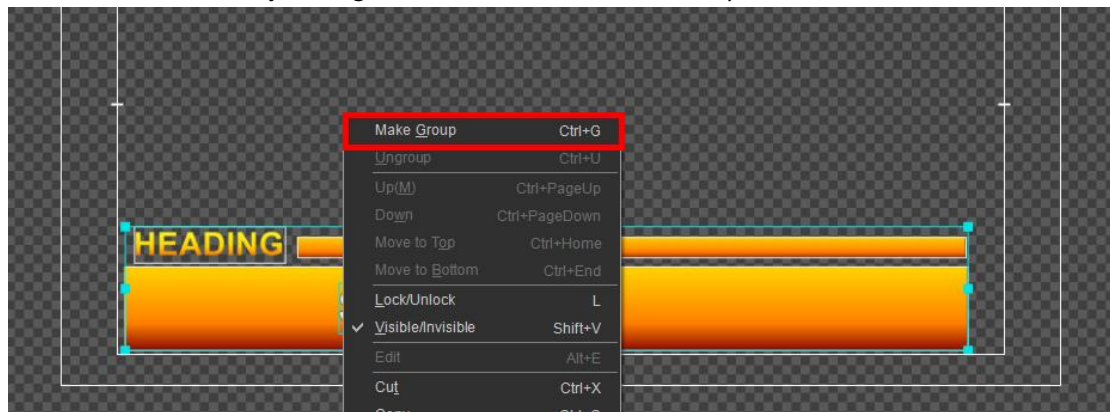




10.1.3. Make Group

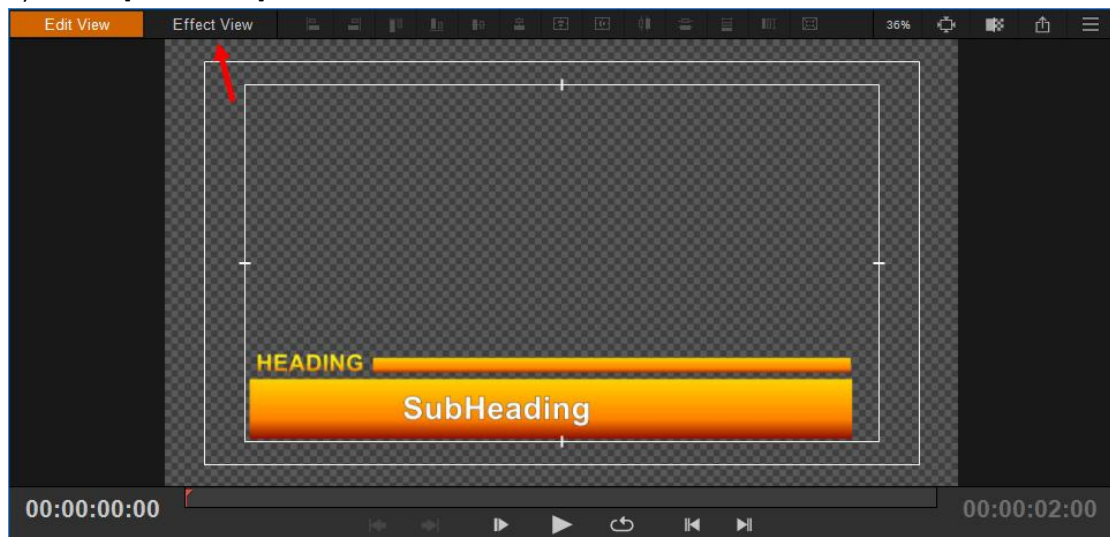
Method 1: select all objects in Edit Screen, type Ctrl+G


Method 2: Select all objects, right-click then choose Make Group from context menu

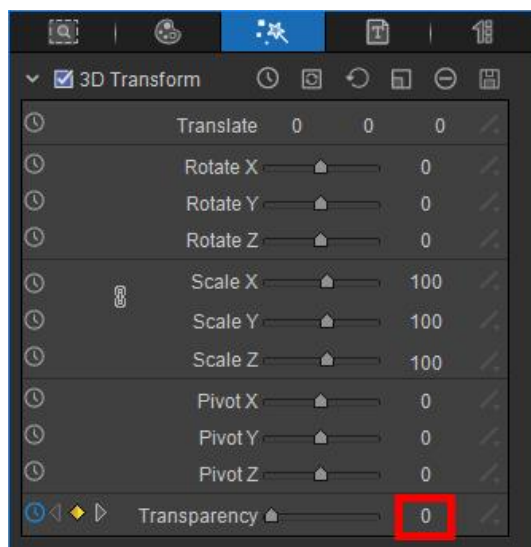
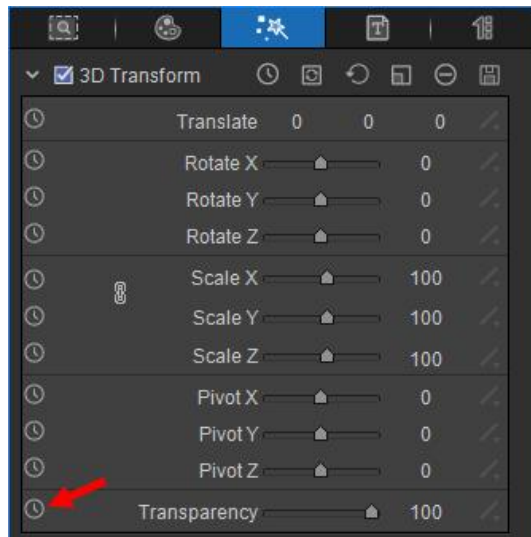
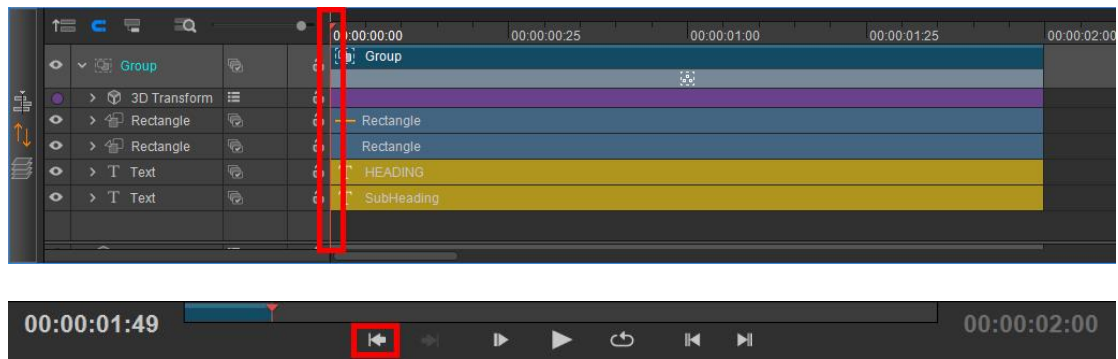


10.1.4. Fade In/Out Animation

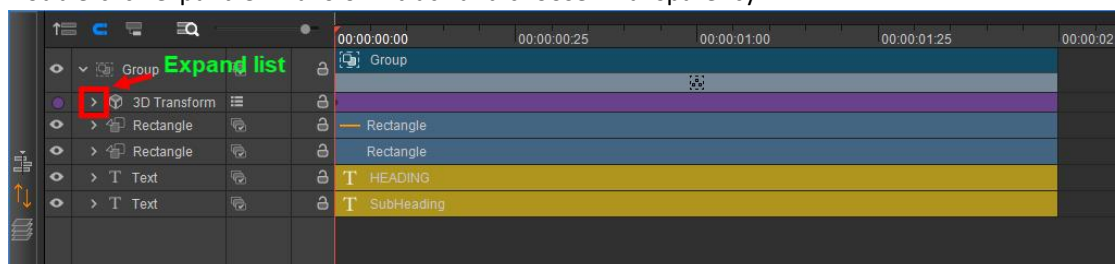
1) Click [Effect View] to activate 3D editor.

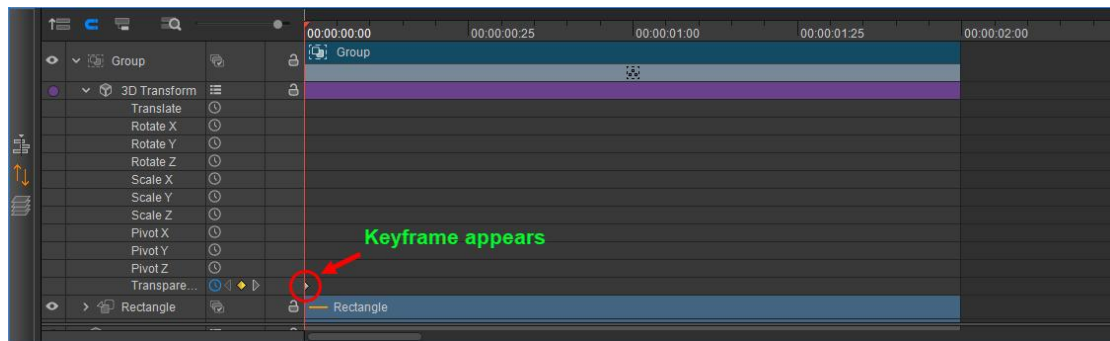


2) Click  to open Effect tab, activate Transparency Keyframe, set transparency to 0, open group in Timeline.

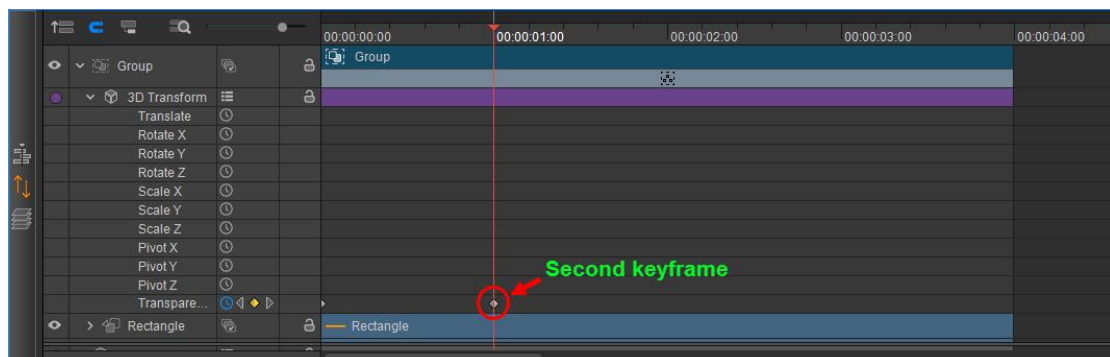
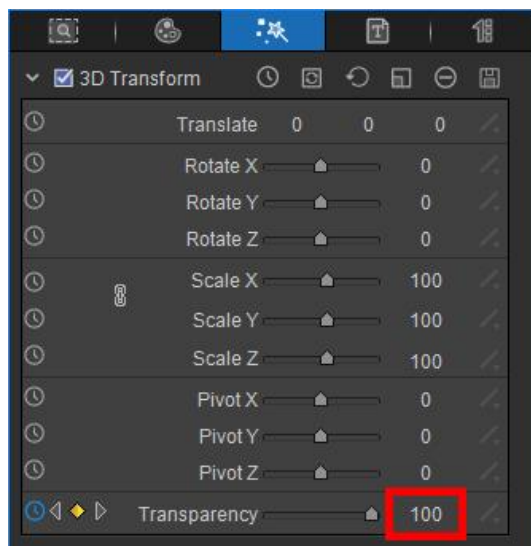
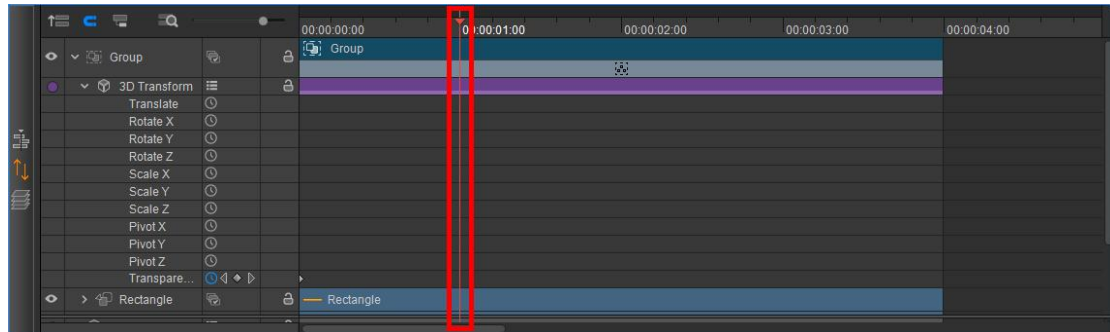


Double-click expand 3DTransform track and choose "Transparency".

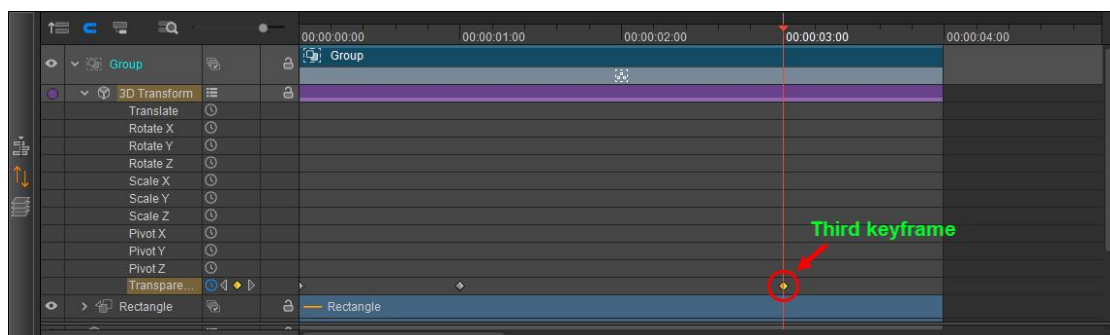
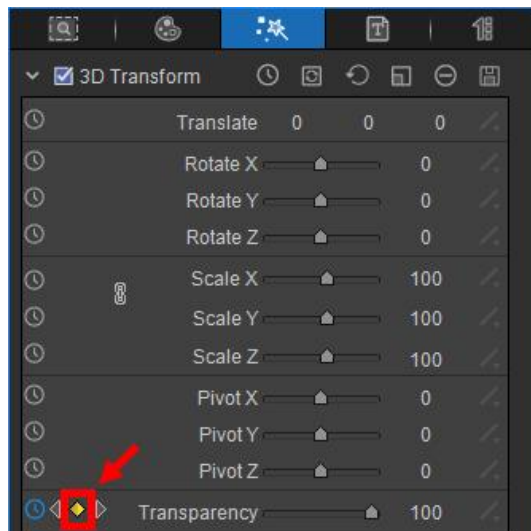
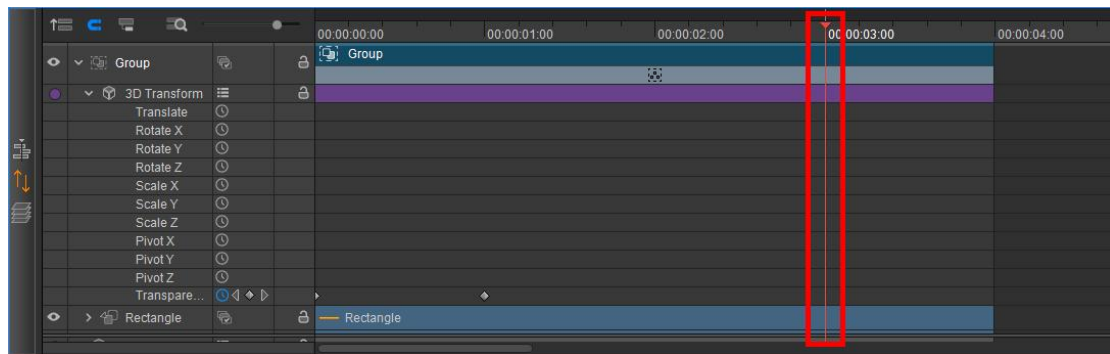




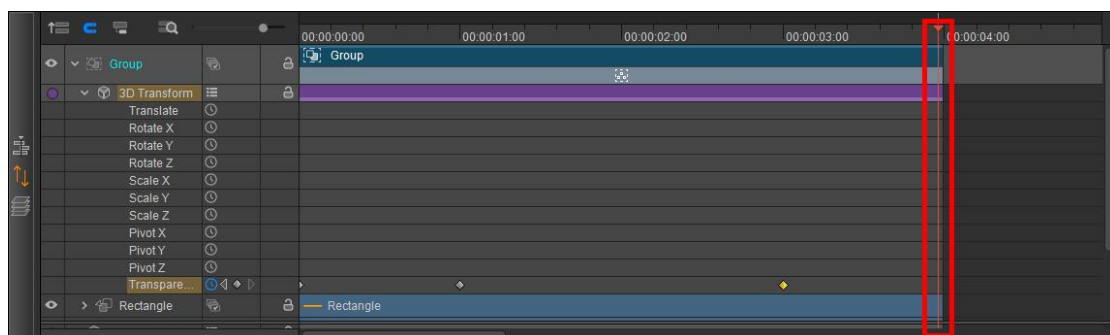
3) Move Timeline marker to 1 second, set Transparency to 100.



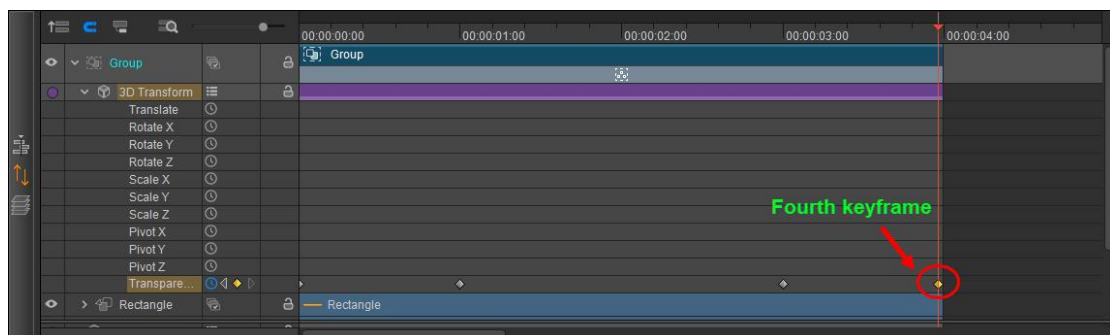
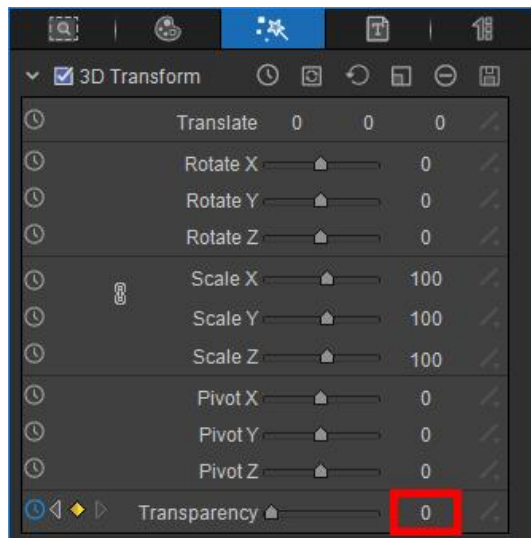
4) Move Timeline marker to 3 seconds, then click Add/Delet Keyframe.




5) Move Timeline marker to Choice End 



Set Transparency value to 0.



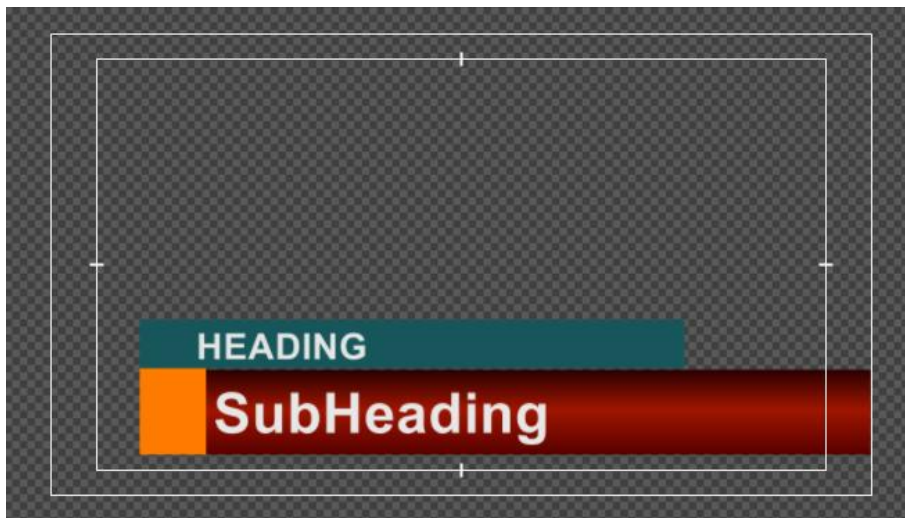
6) Press  button to see Fade In/Out effects.



10.1.5. Preview




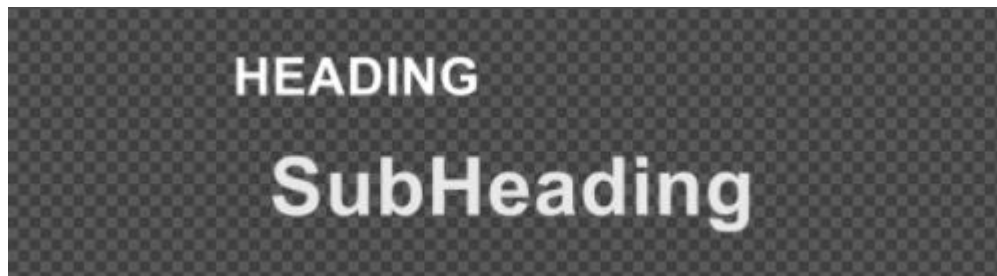
10.2. Create Effect Title



10.2.1. Text

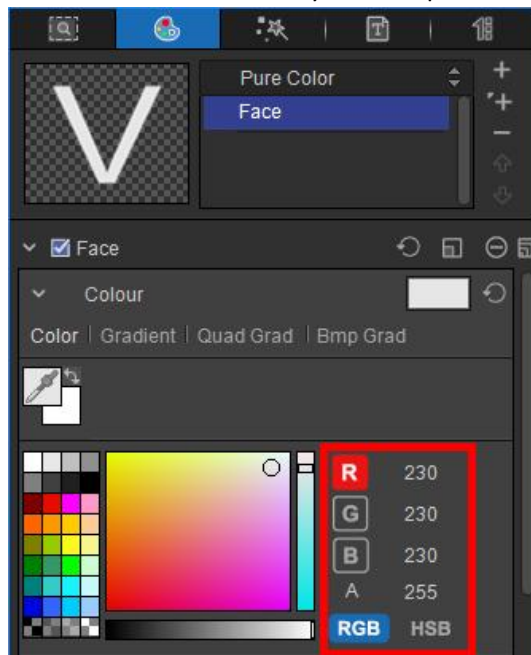
1) Enter Text

Click , enter "HEADING" font size 20, and "Subheading"font size 37.



2) Shader

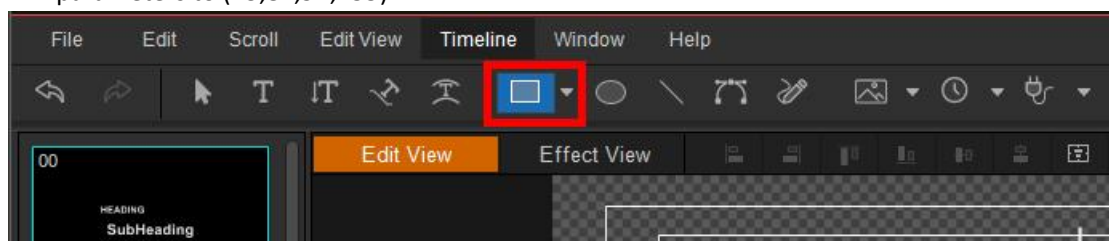
In Shader tab set to RGB style, RGBA parameters at (230,230,230,255)

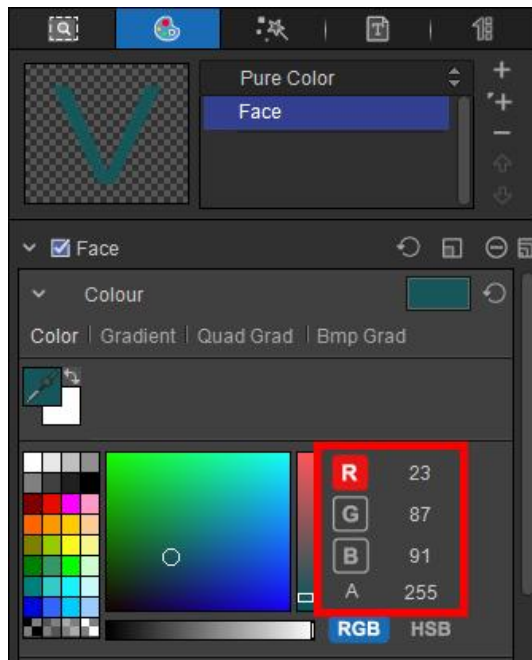


10.2.2. Liner

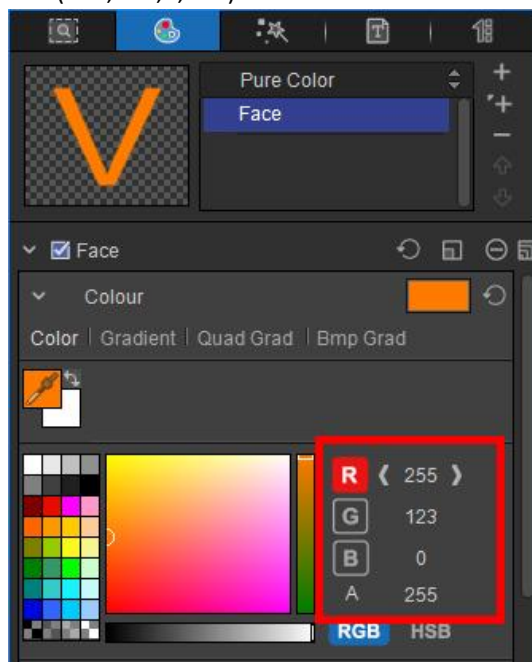
1) Create liner and shader

1. Green Rectangle: in Edit Screen create rectangle, open Shader tab, set to RGB, RGBA parameters to (23,87,91,255)

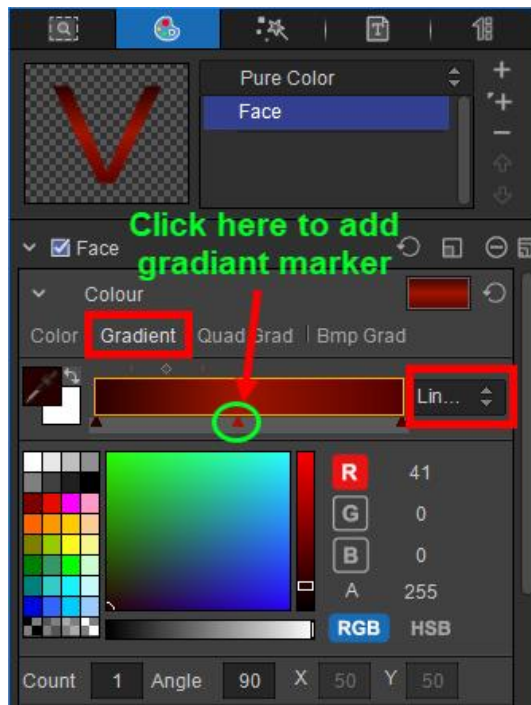




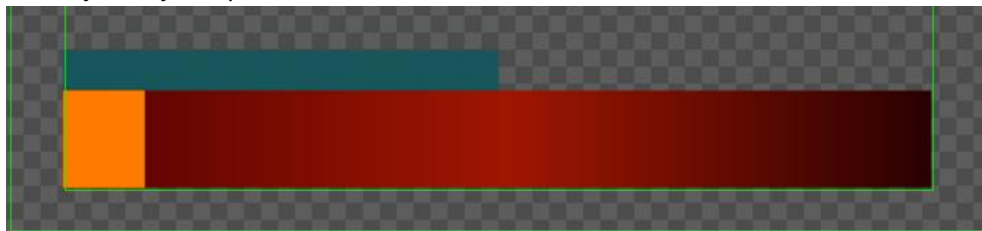
2. Orange Rectangle: create rectangle, open Shader tab, set to RGB, RGBA parameters to (255,123,0,255)



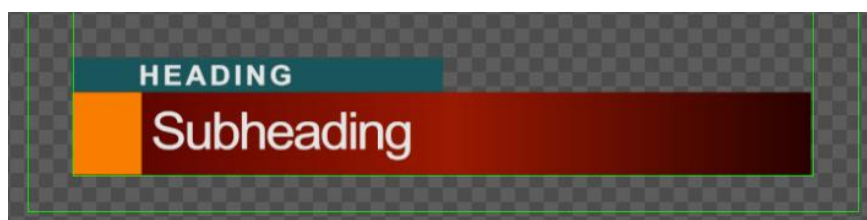
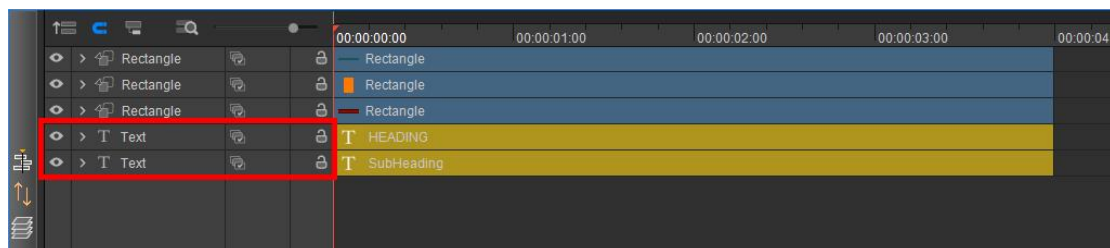
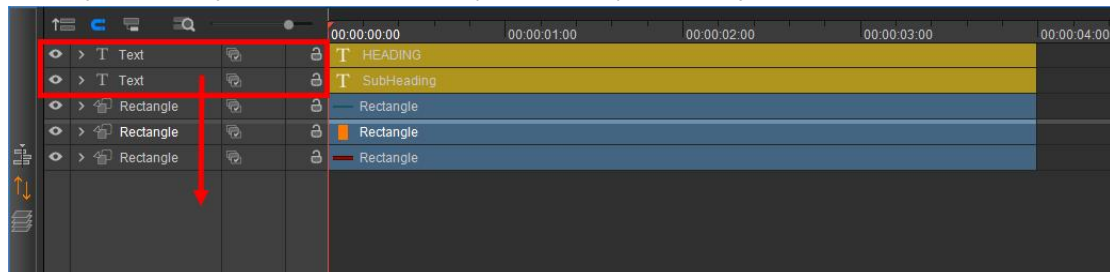
3. Red Gradient Rectangle: copy-paste orange rectangle, extend length, open shader tab, set Gradient to Linear, add a Gradient Point, set to RGB, RGBA parameters to (41,0, 0, 255),(160,22,1,255) (85,0,0,255)



4. Adjust objects' position and size

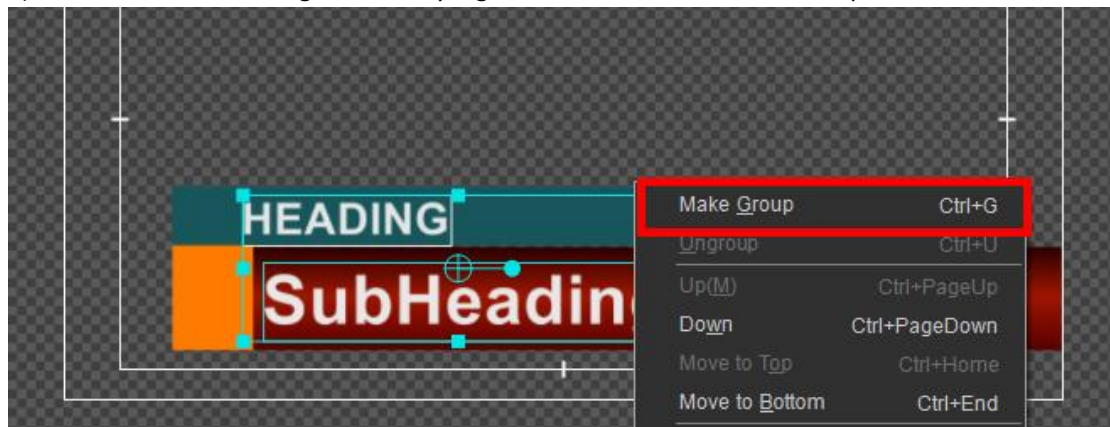


2) Adjust text-object levels so all text is placed on top of the objects.

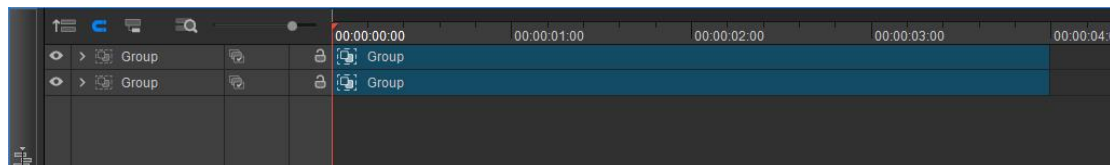
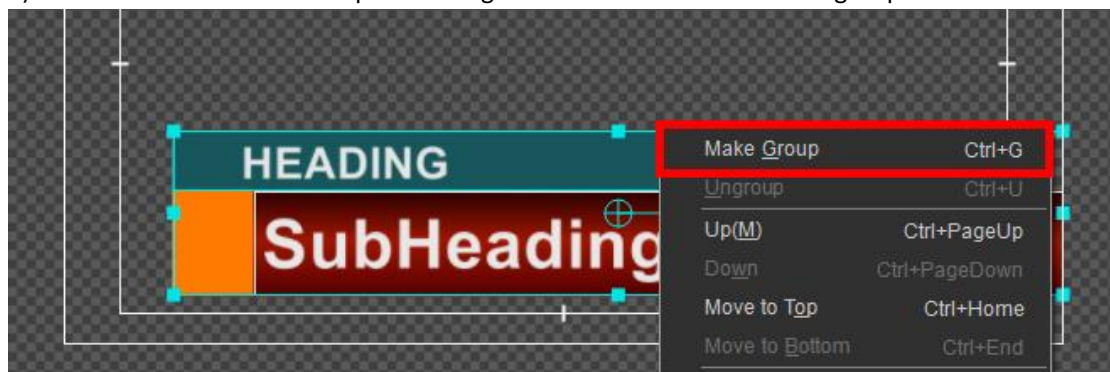


10.2.3. Make Group

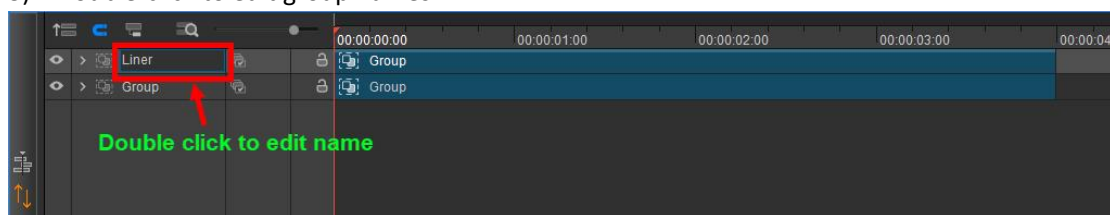
1) Select both texts using the Ctrl key, right-click and choose "Make Group" from context menu.



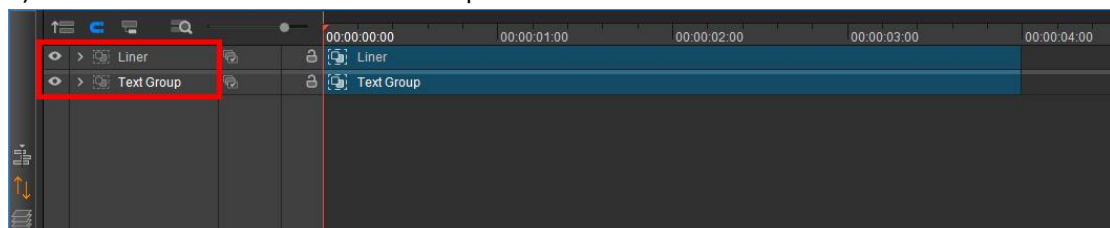
2) Use same method to Group all rectangles. The Timeline now has two groups.



3) Double-click to edit group names



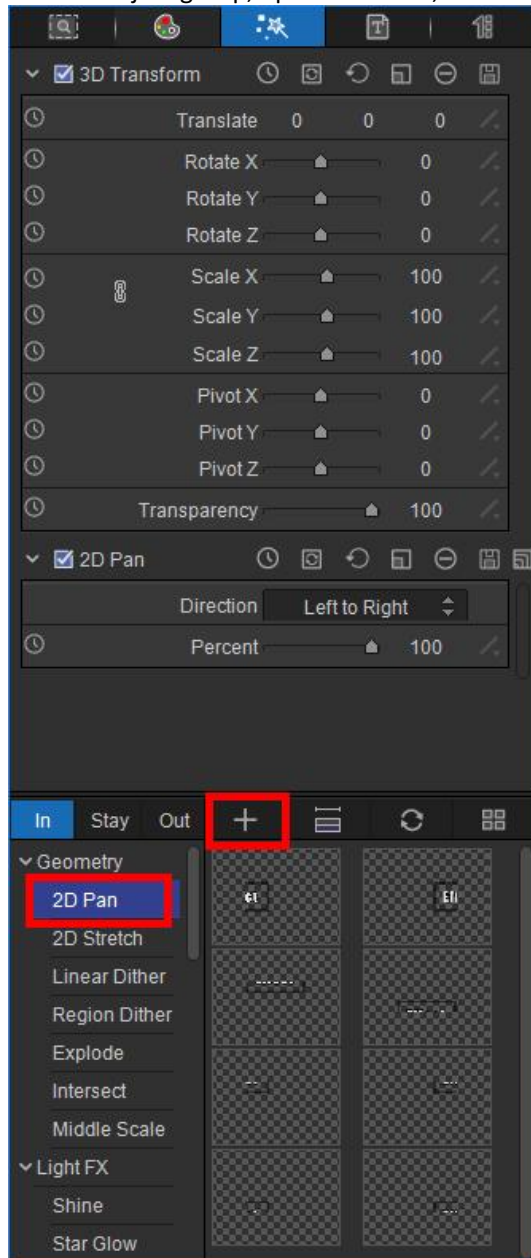
4) Set names as "Liner" and "Text Group"



10.2.4. Create Effect Animation

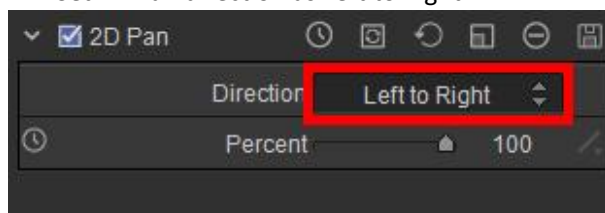
1) Add Effect

Click on object group, open Effect tab, choose 2D Pan, then click on

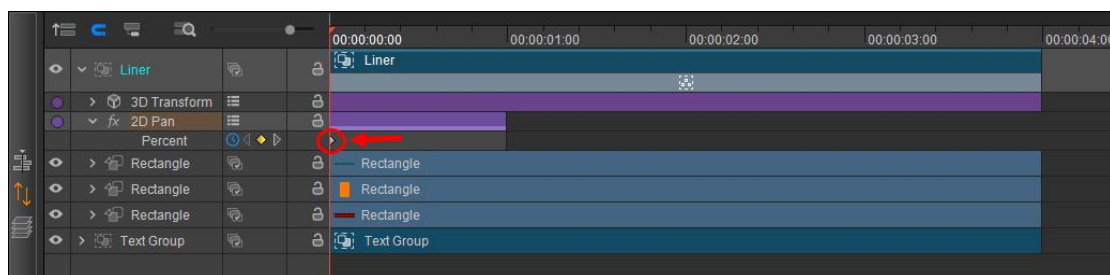
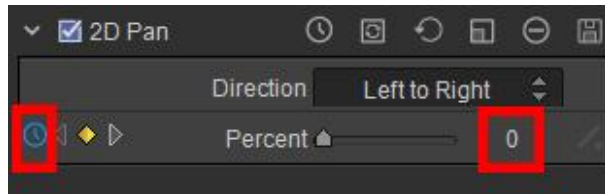
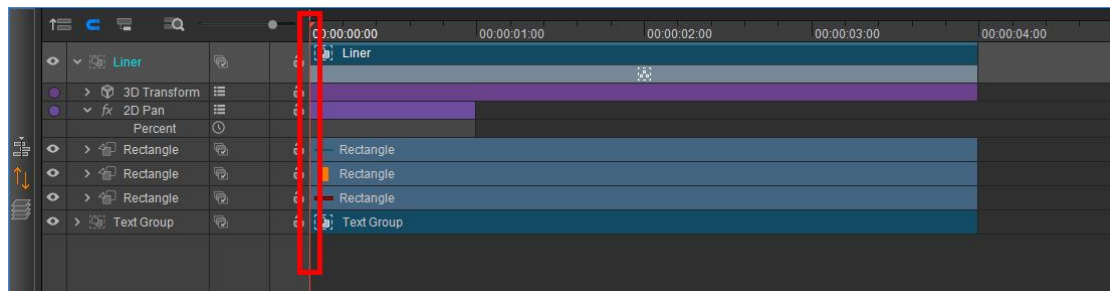


2) Set Keyframe

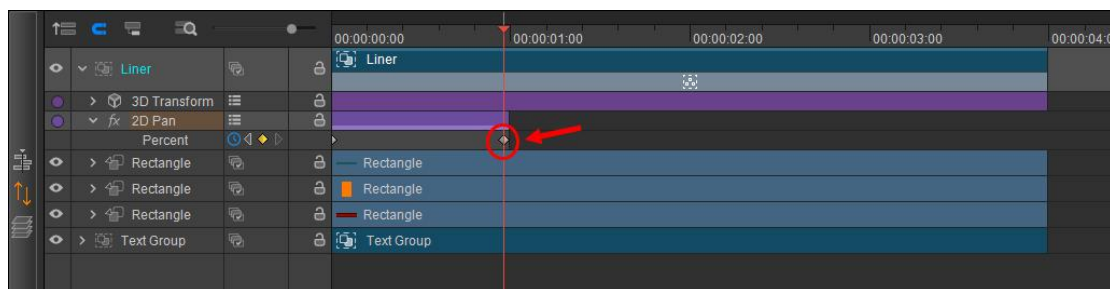
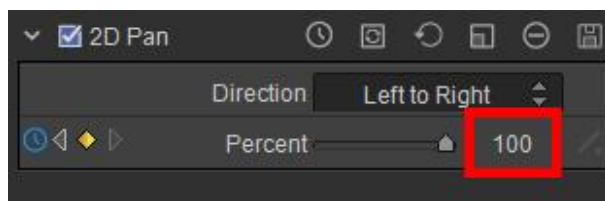
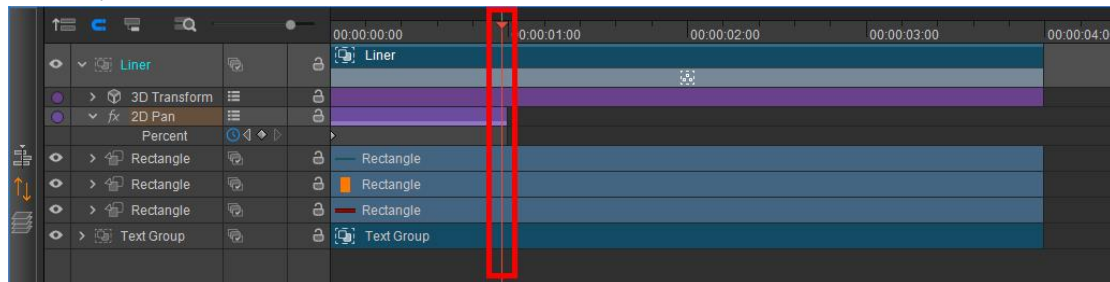
1. Set 2D Pan direction as Left to Right



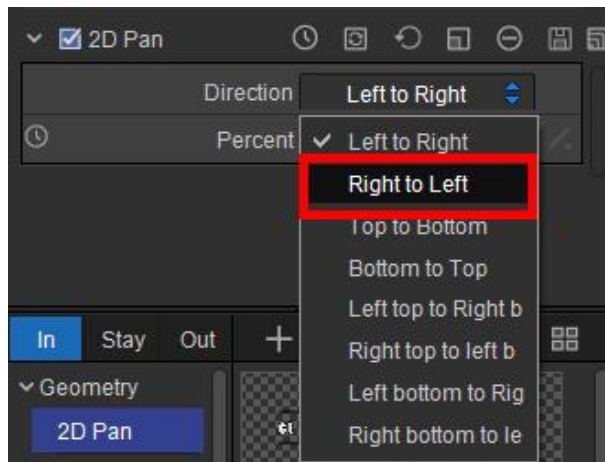
2. Activate effect in Timeline Set percent to 0 at In point



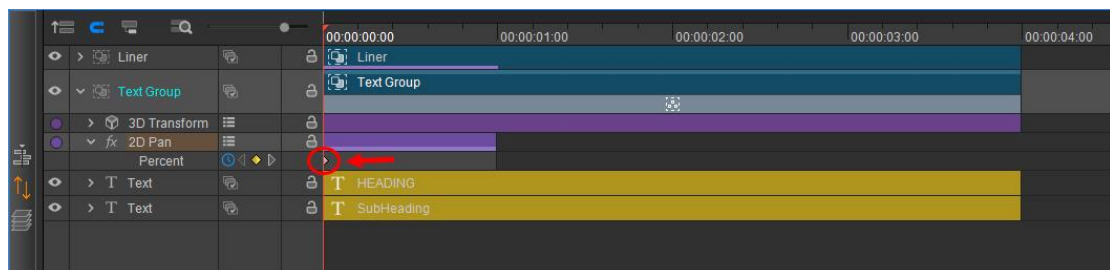
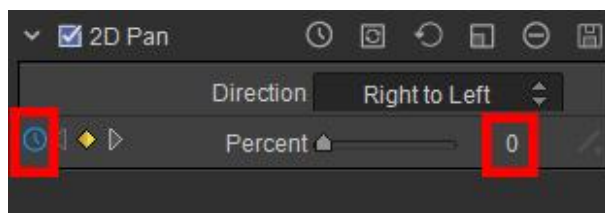
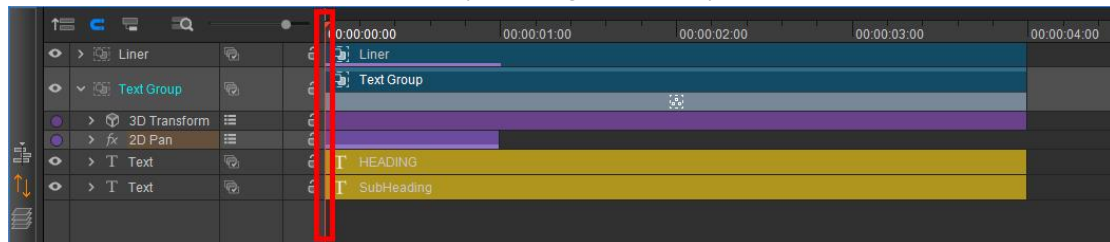
3. Set percent to 100 at 1 second



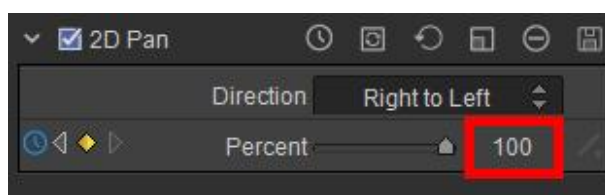
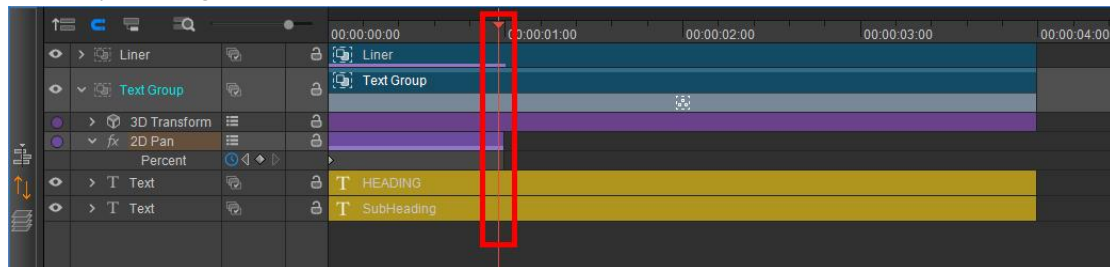
4. Set text group animation 2D Pan, Right to Left

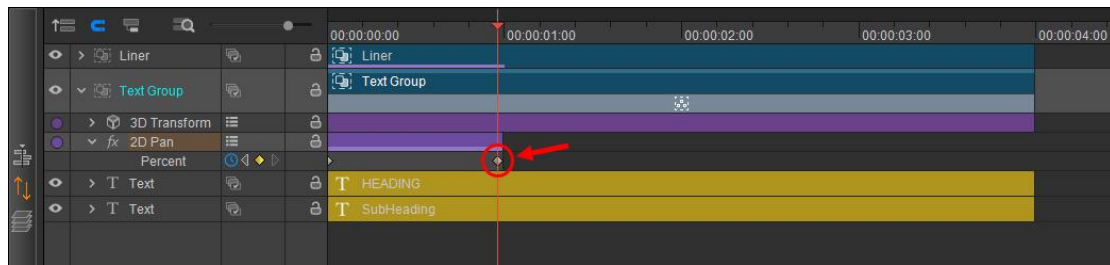


5. Activate animation, in Effect tab set percentage to 0 at In point

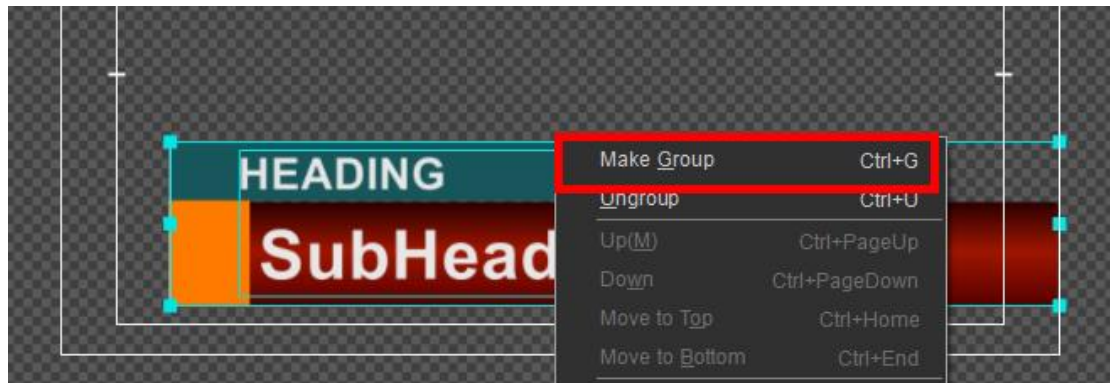


6. Set percentage to 100 at 1 second

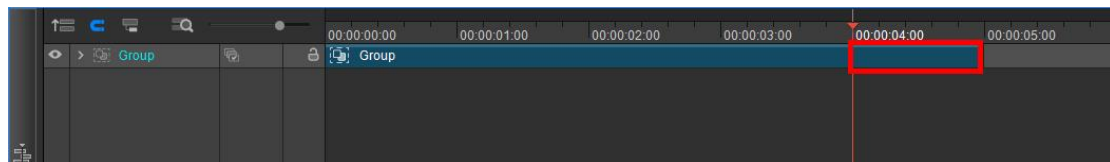
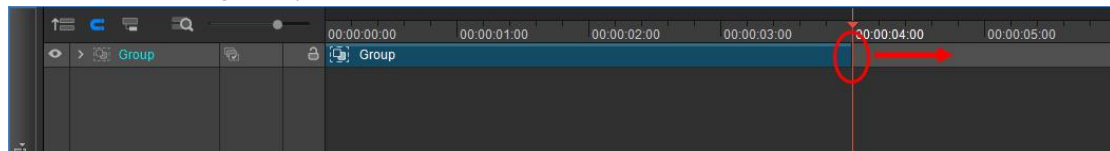




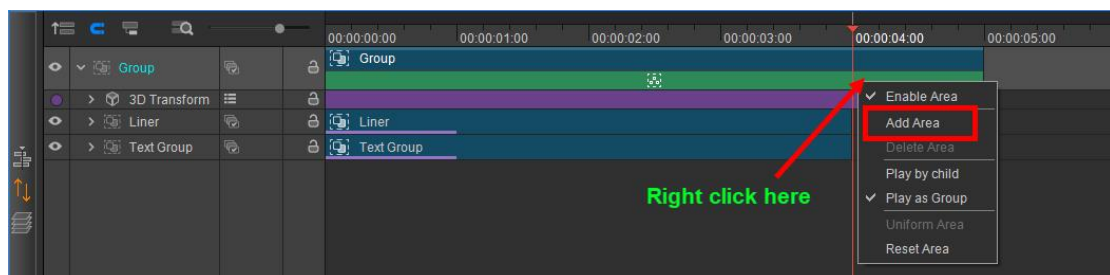
7. In the Edit Screen choose both groups, right-click and choose Make Group from context menu



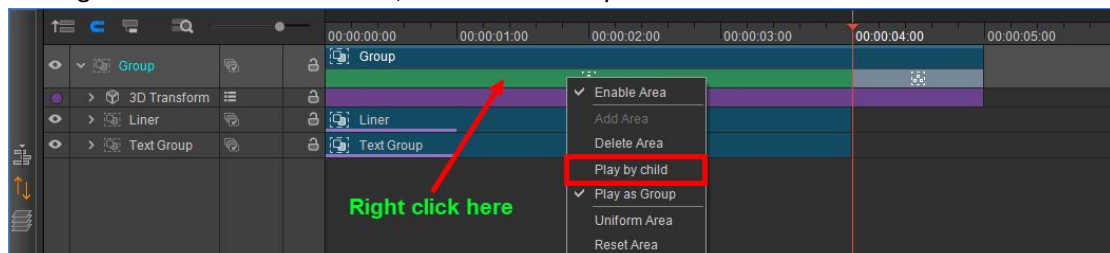
8. Hold Shift, drag Group End to 5 seconds on the Timeline



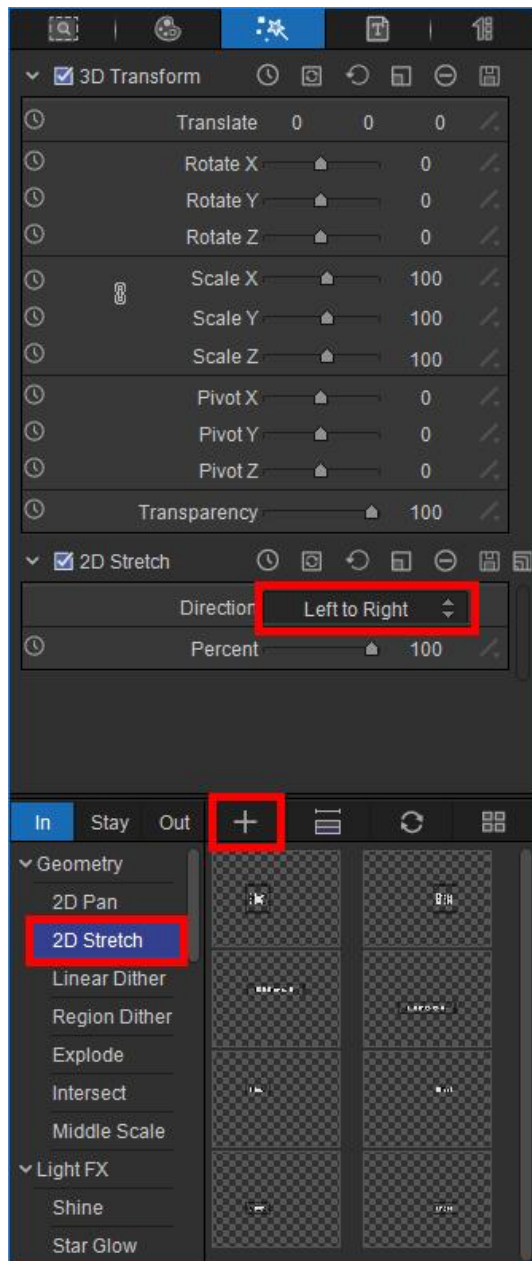
9. Set Timeline marker at 4 seconds, right-click on the track shown below, from context menu choose "Add Area"



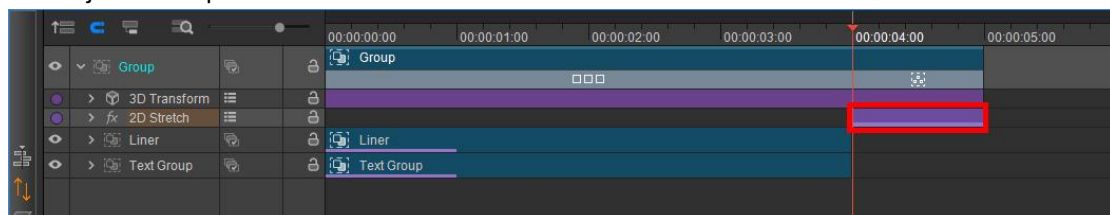
10. Right-click on the track shown, then choose "Play as Child"



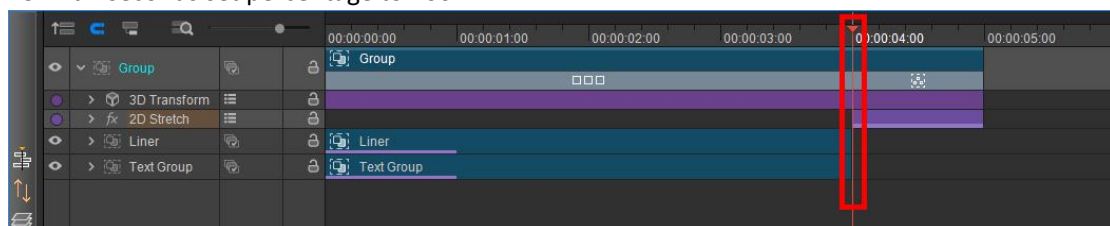
11. Add 2D Stretch effect, from Left to Right.

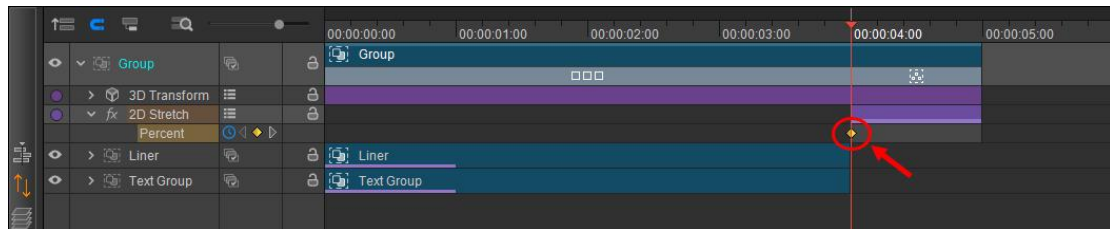
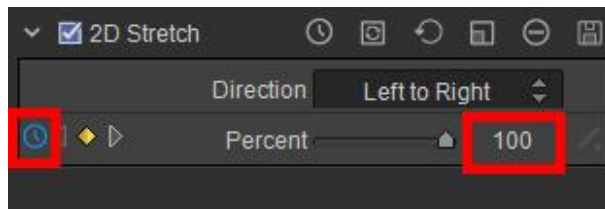


12. Adjust effect position and duration

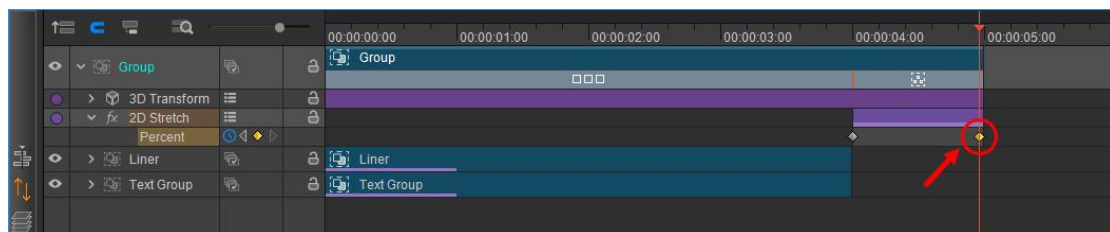
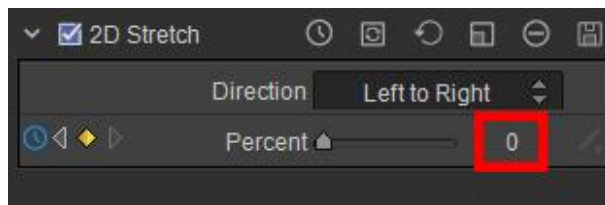
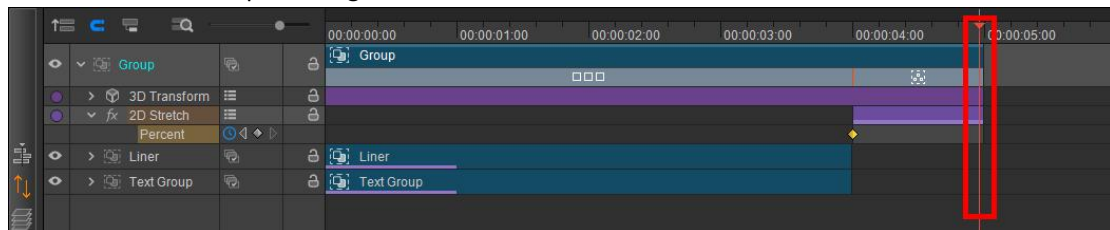


13. At 4 seconds set percentage to 100

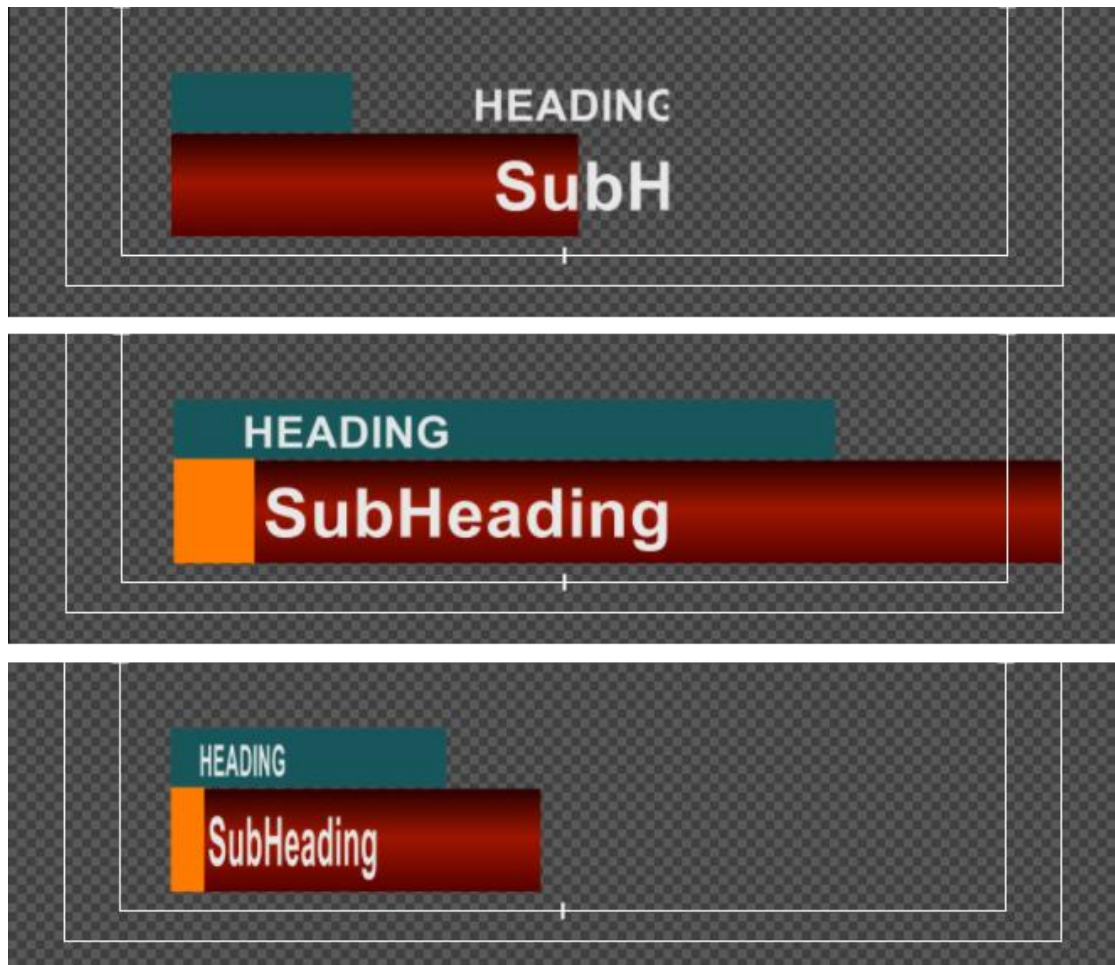




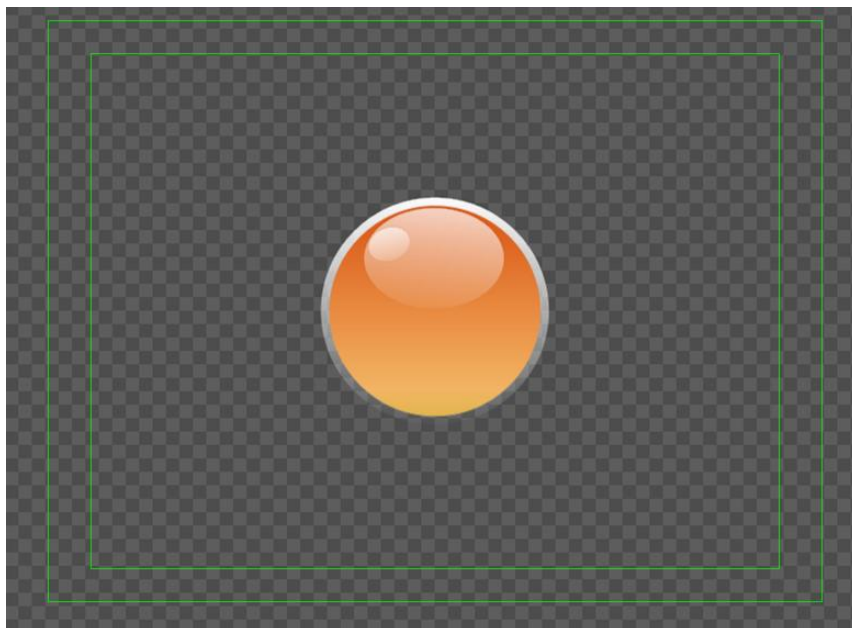
14. At 5 seconds set percentage to 0



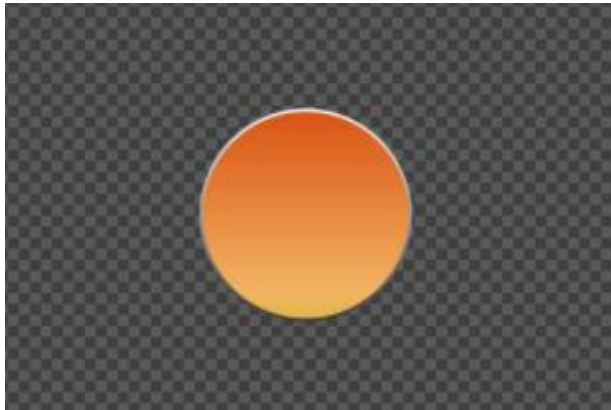
10.2.5. Preview



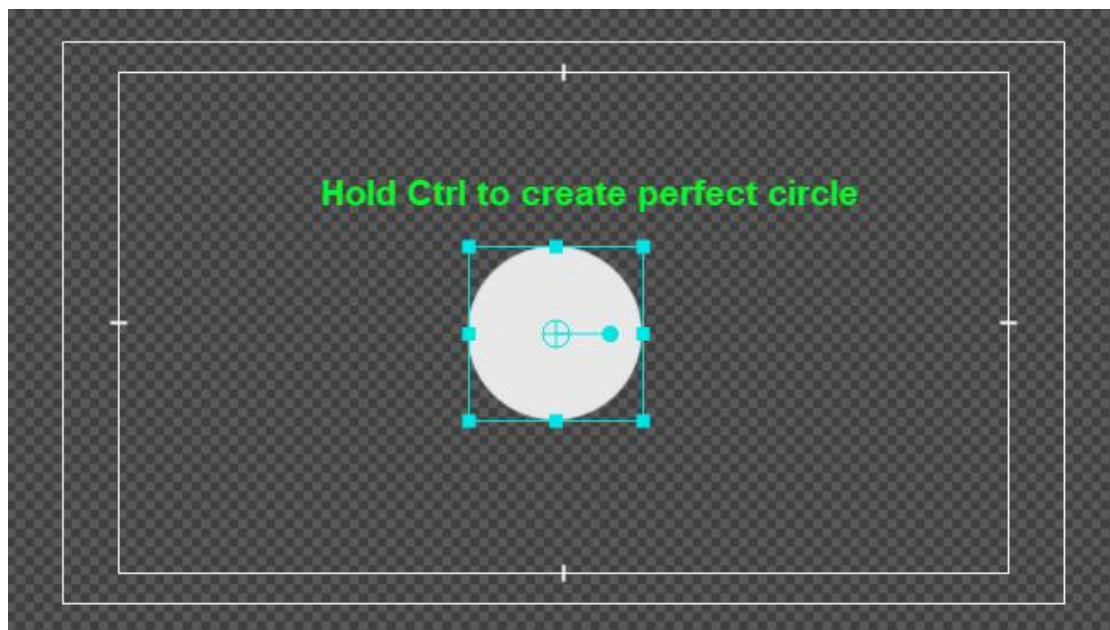
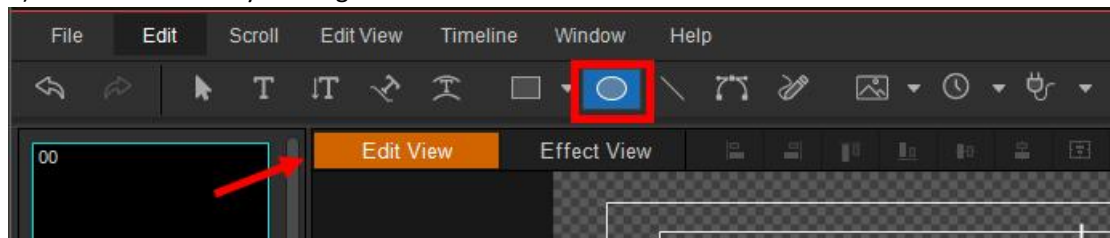
10.3. Create Button



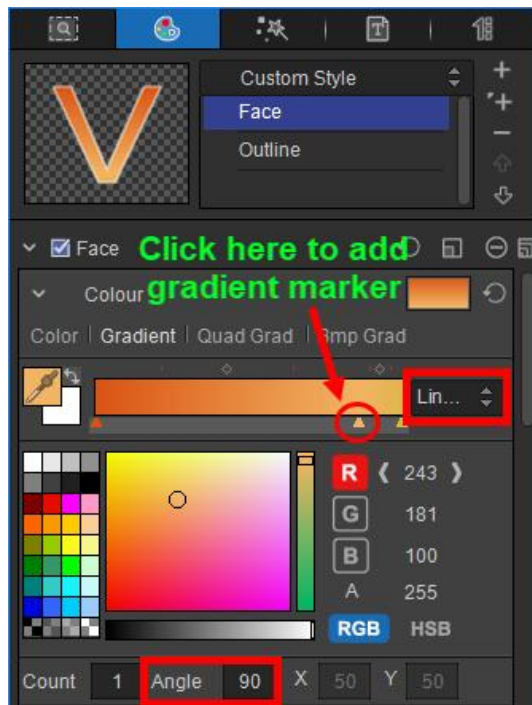
10.3.1. Draw Circle



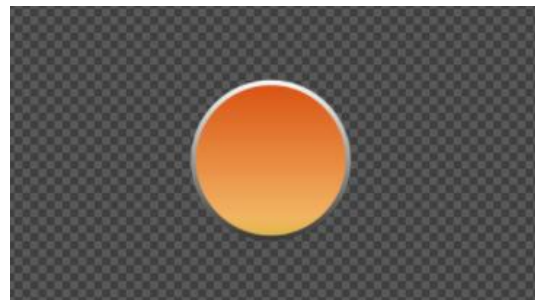
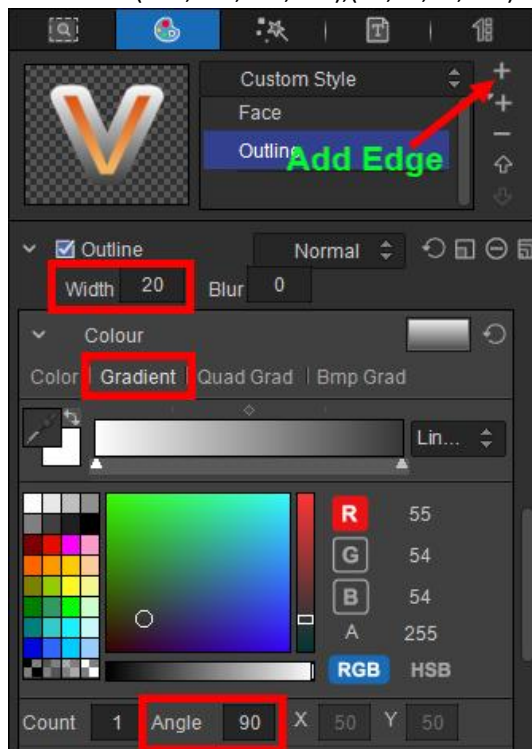
- 1) Create a circle by holding Ctrl.



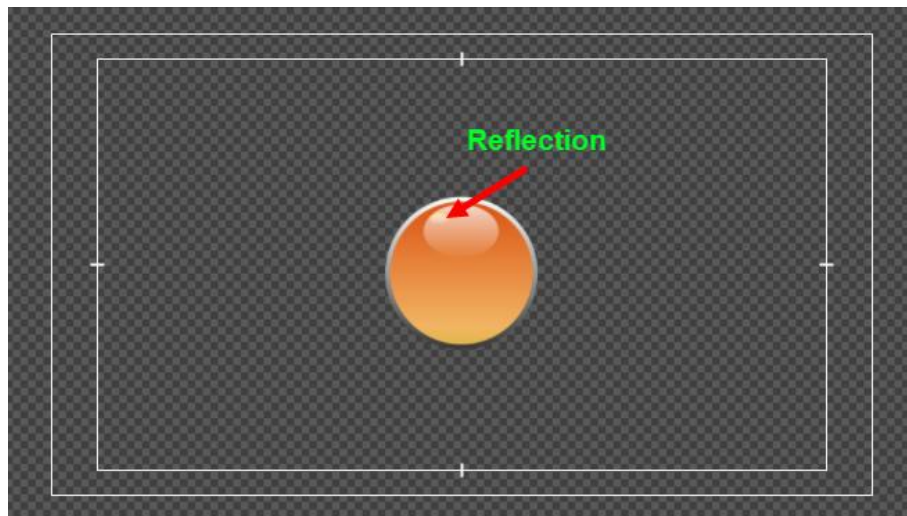
- 2) Set Shader: Gradient to Linear, 90 degrees, add Gradient Point, RGB, RGBA parameters to (218,83,20,255),(243,181,100,255),(224,182,74,255)



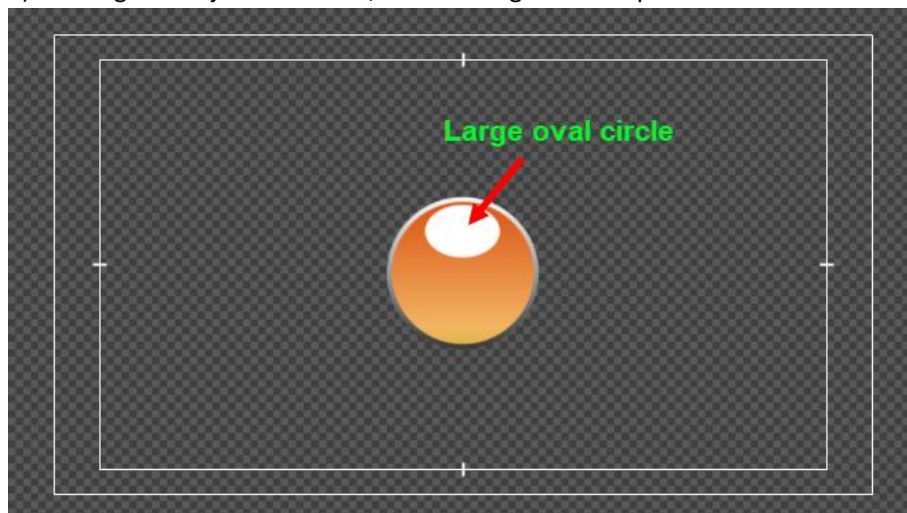
- 3) Add Edge: Width 20, Gradient to Linear, 90 degrees, both Gradient Point RGBA parameters set to (255,255,255,255),(55,54,54,255)



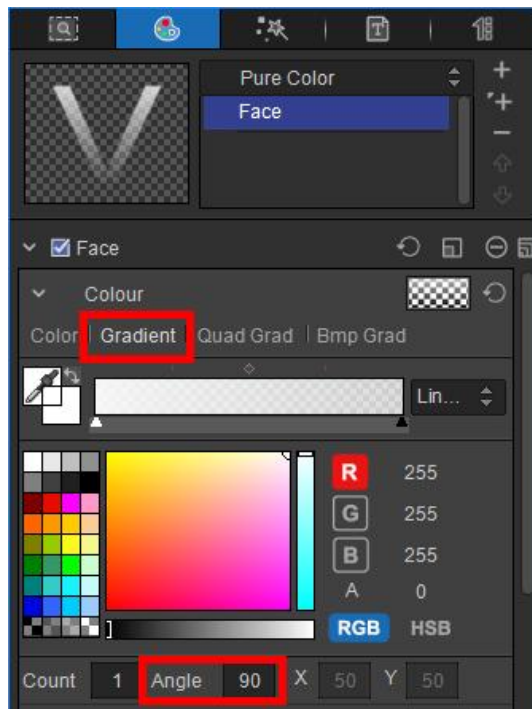
10.3.2. Draw Reflection



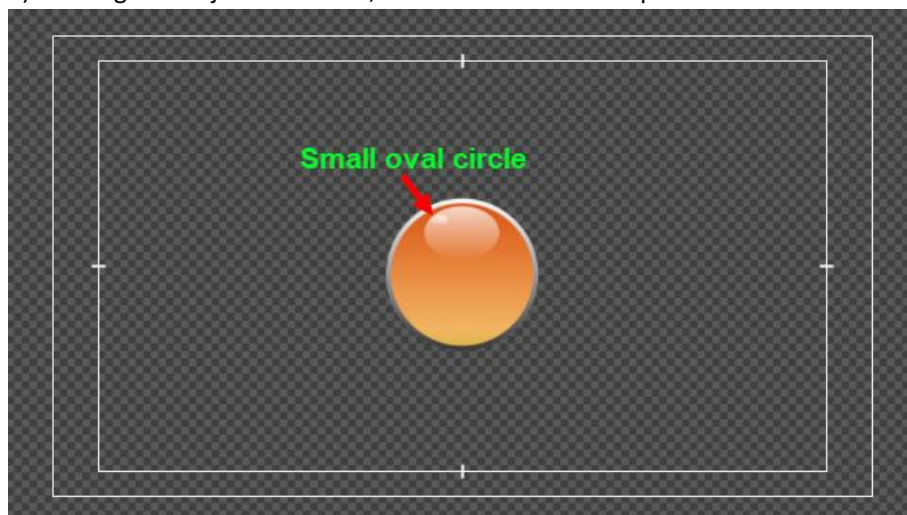
- 1) Using the Object Menu Bar, create a large oval-shaped circle



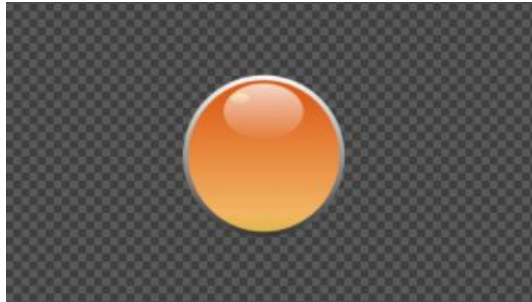
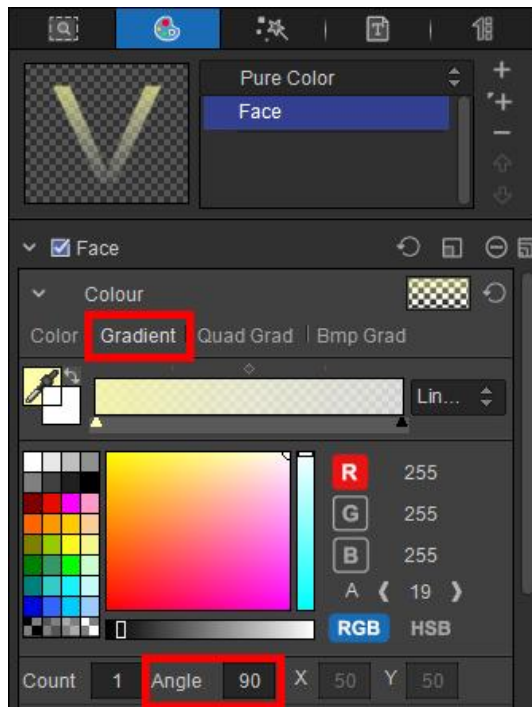
- 2) Set Shader: Gradient to Linear, 90 degrees, both Gradient Point RGBA parameters to (255,255,255,205),(255,255,255,0)



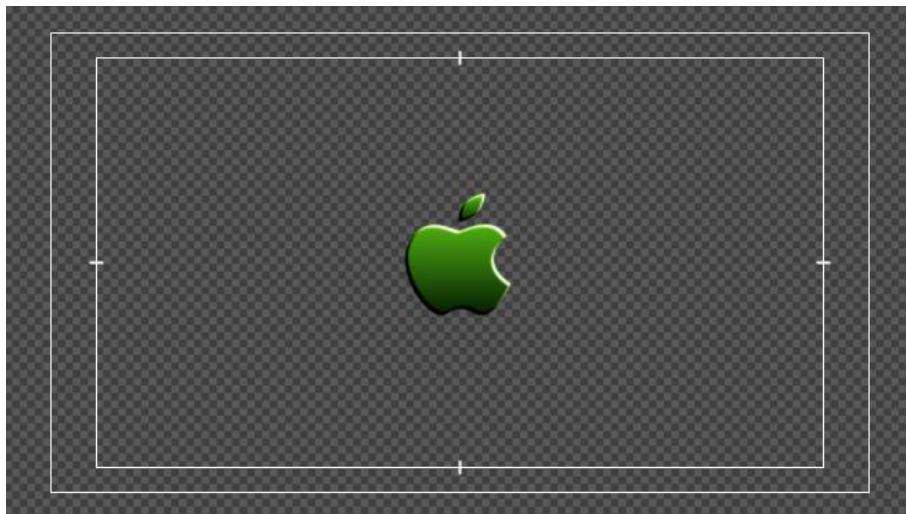
3) Using the Object Menu Bar, create a small oval-shaped circle



4) Set Shader: Gradient to Linear, 90 degrees, both Gradient Point RGBA parameters to (255,255,155,182),(255,255,255,19)

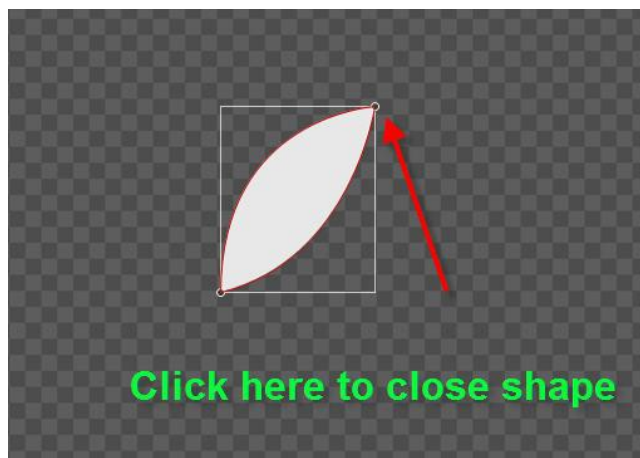
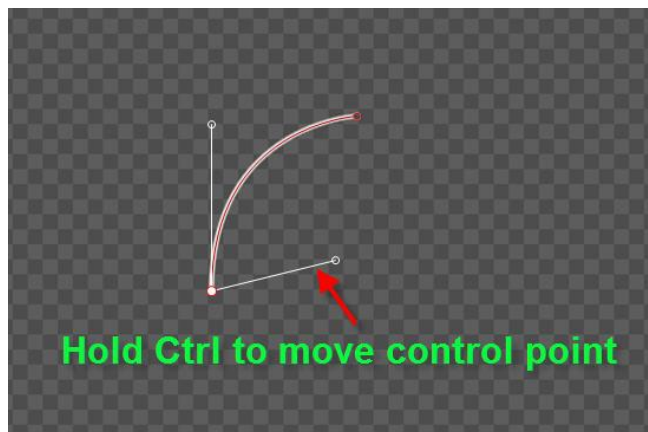
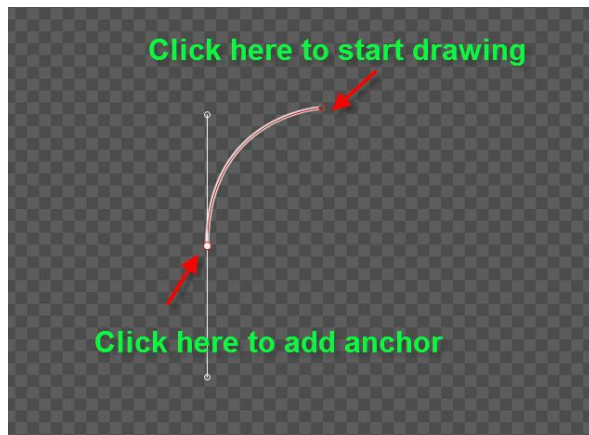


10.4. Create Custom Shape

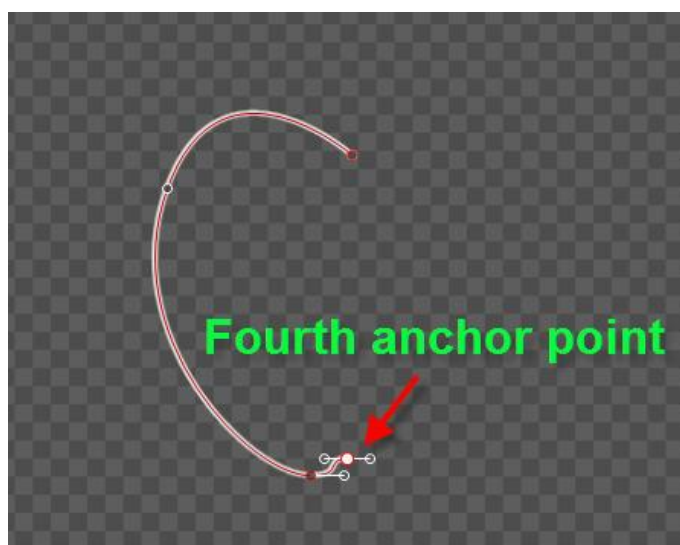
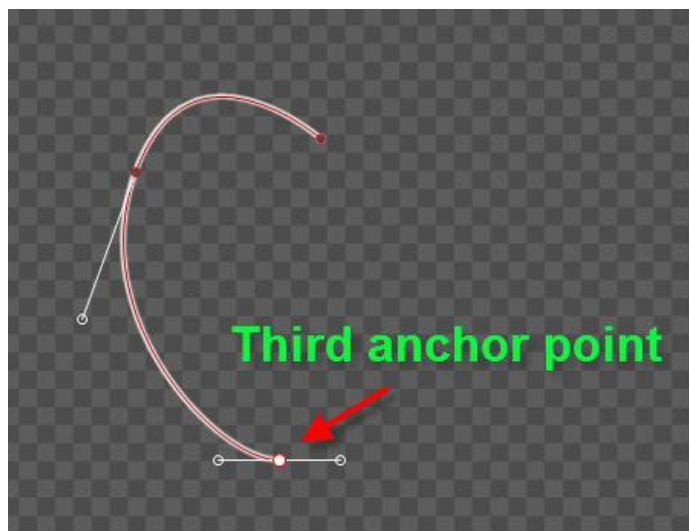
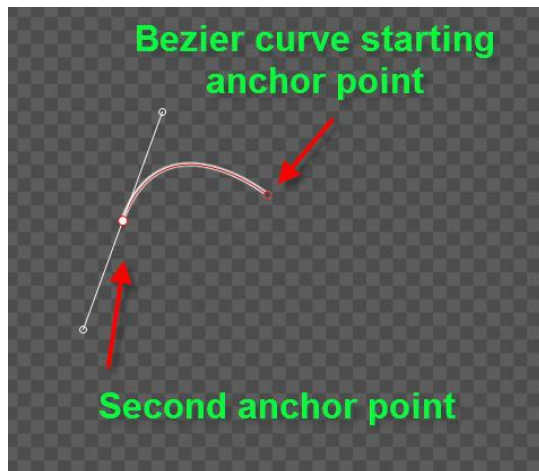


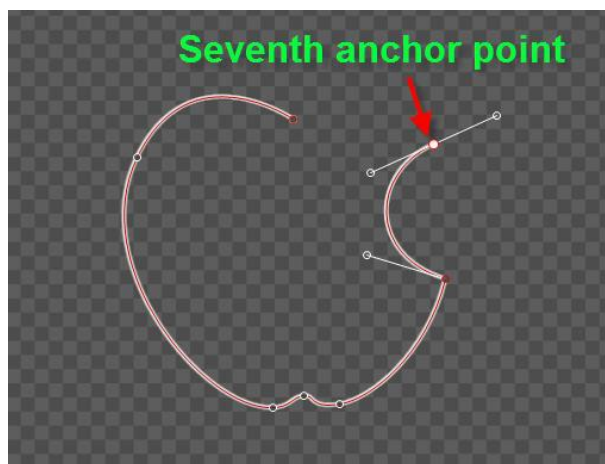
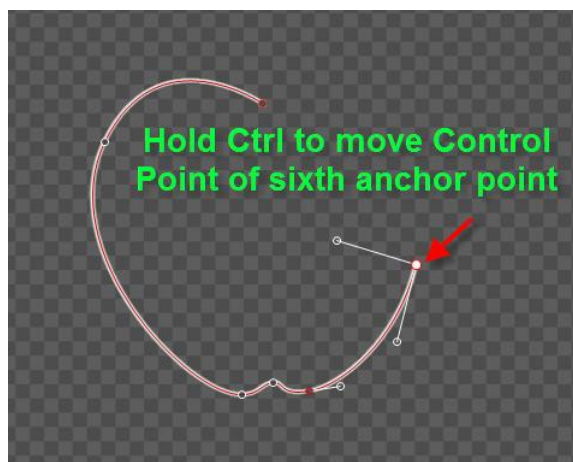
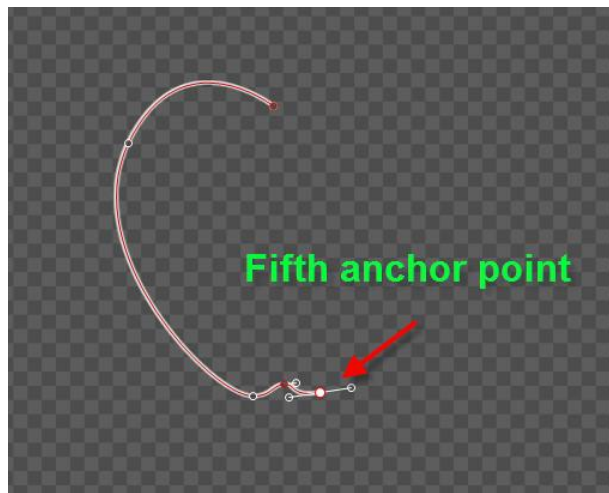
10.4.1. Draw Leaf

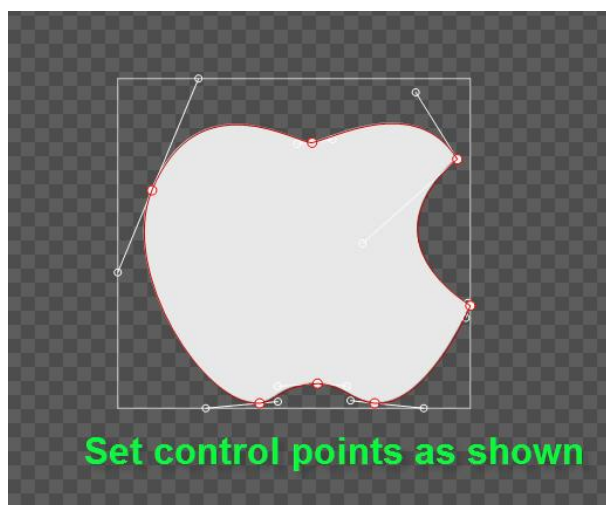
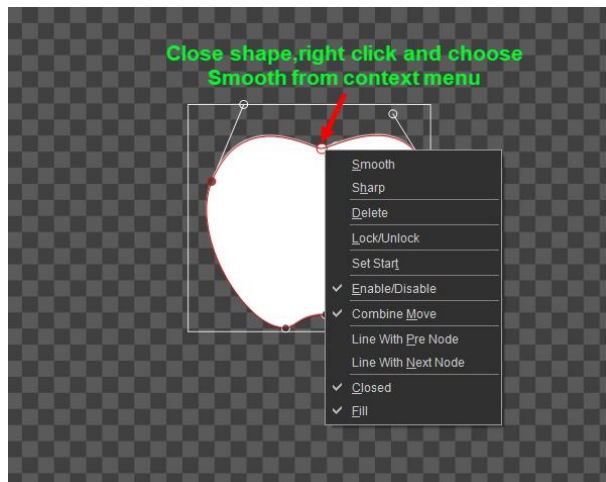
Use the Bezier Curve tools to draw the following lines



10.4.2. Draw Apple

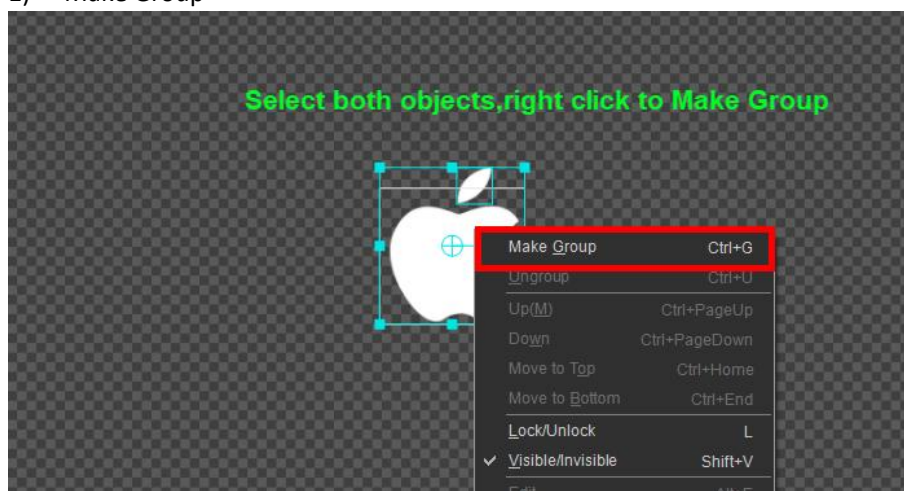




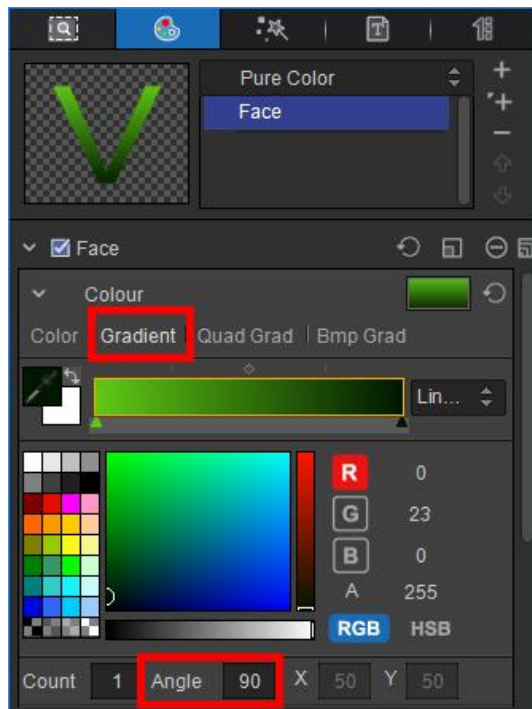


10.4.3. Shader

1) Make Group



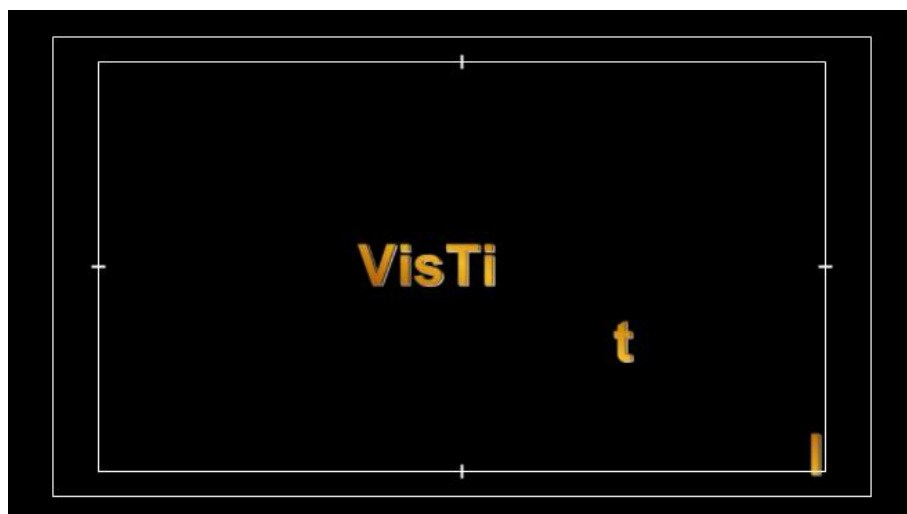
2) Set Shader: Gradient to Linear, 90 degrees, RGB, both Gradient Point RGBA parameters set to (96,201,21,255),(0,23,0,255)



3) Set Concave effect: Raise mode, Brightness 100, Blur level 2, 45 degree angle, Height 4.

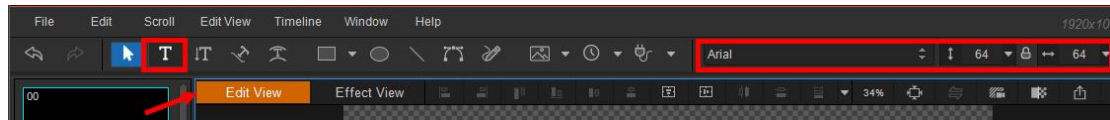


10.5. Create Play by Character

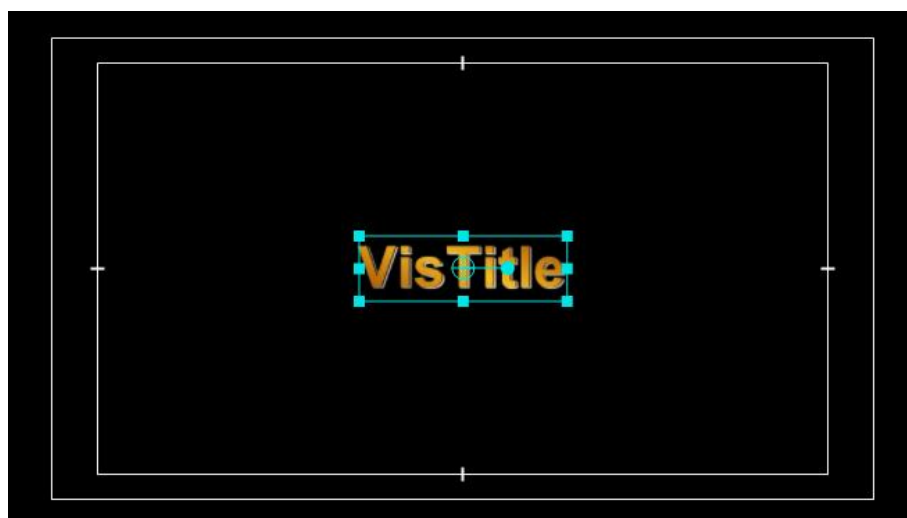
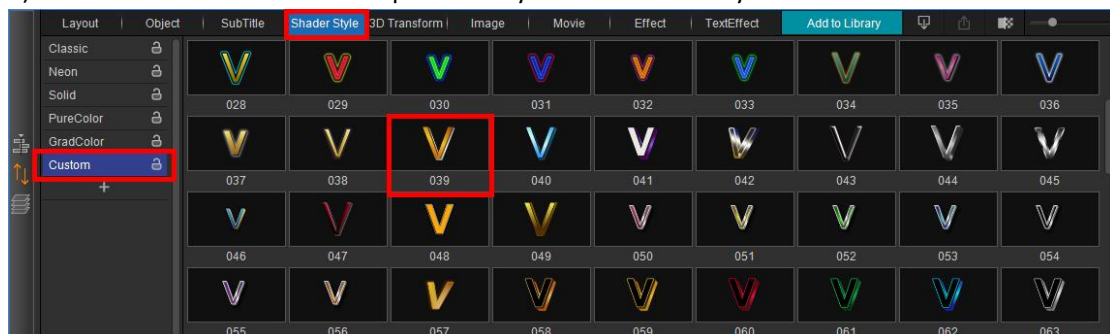


10.5.1. Enter Text and Shader

- 1) Using the Object Menu Bar [Text] button, enter "VisTitle", font size 64, and press "C" to centre.

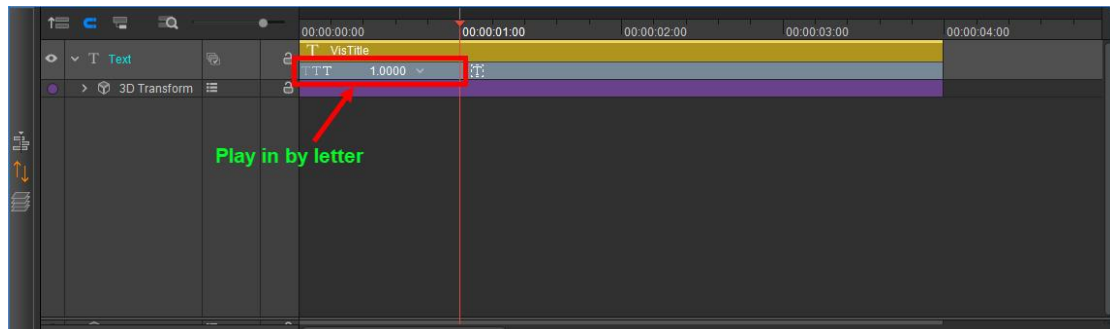
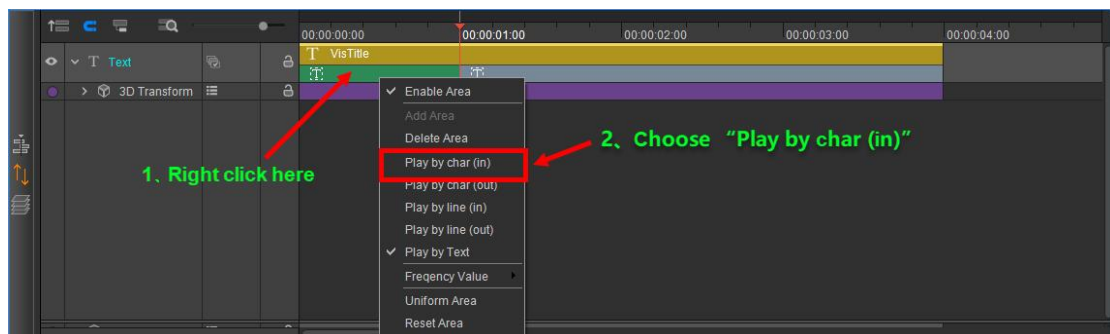
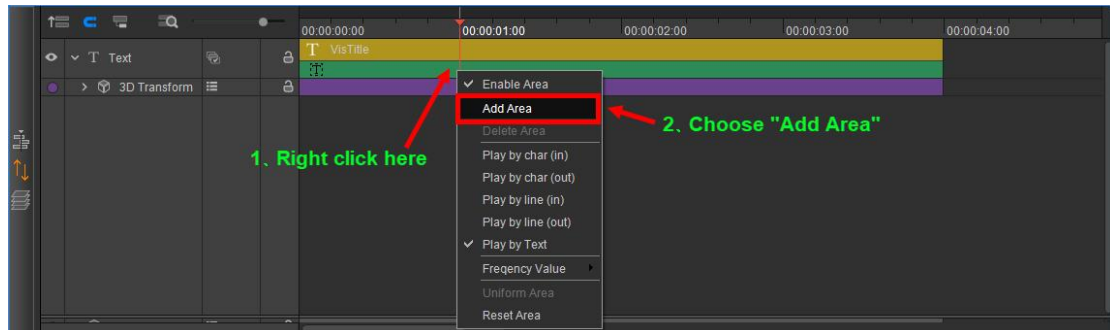


- 2) Shader: from the shader template library double-click on style 039

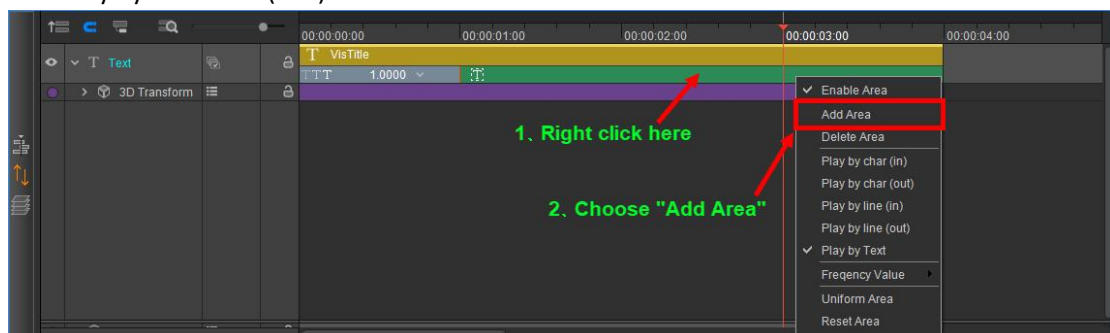


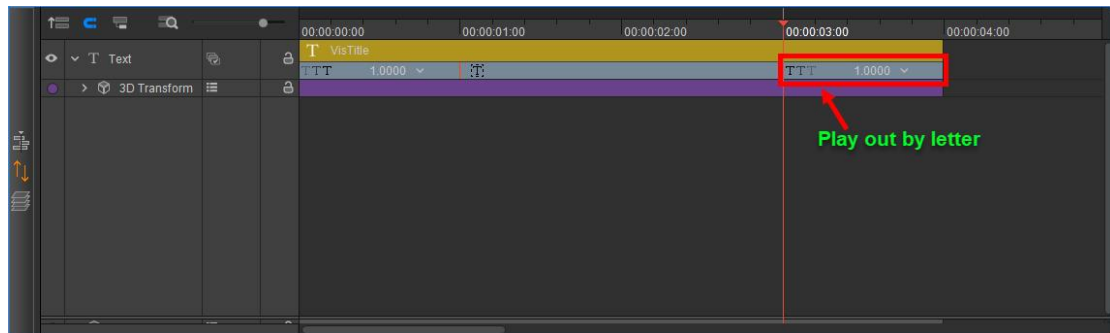
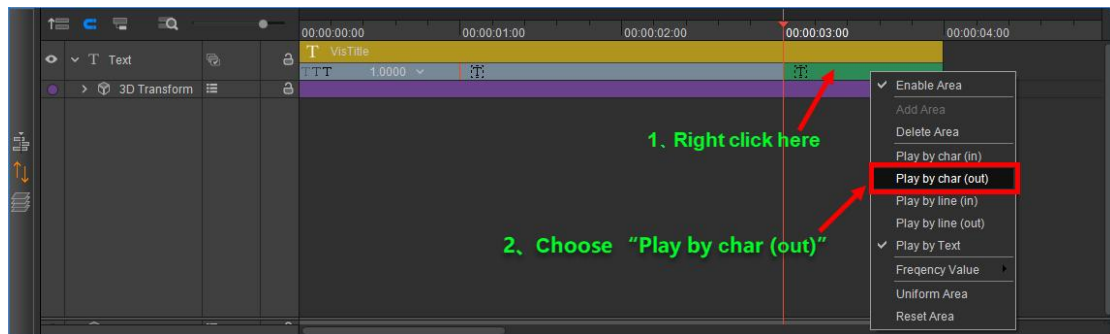
10.5.2. Add Area

- 1) Expand text track, drag timeline marker to 1 second, right-click on the Text track, choose Add Area. In first area, right-click and choose Play by Character (In).

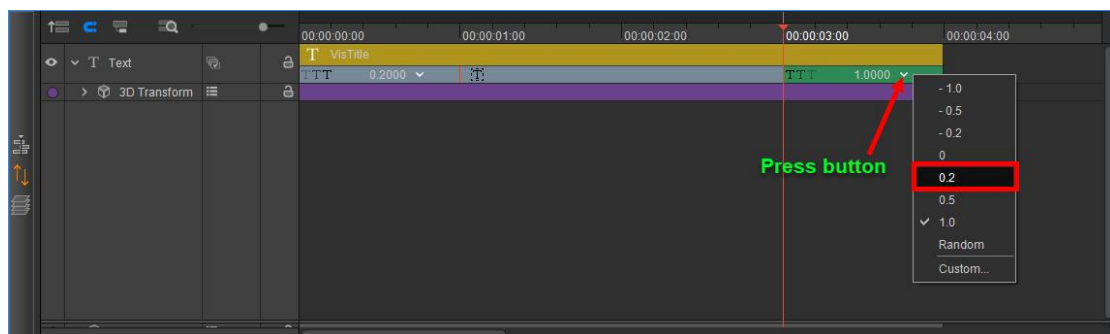
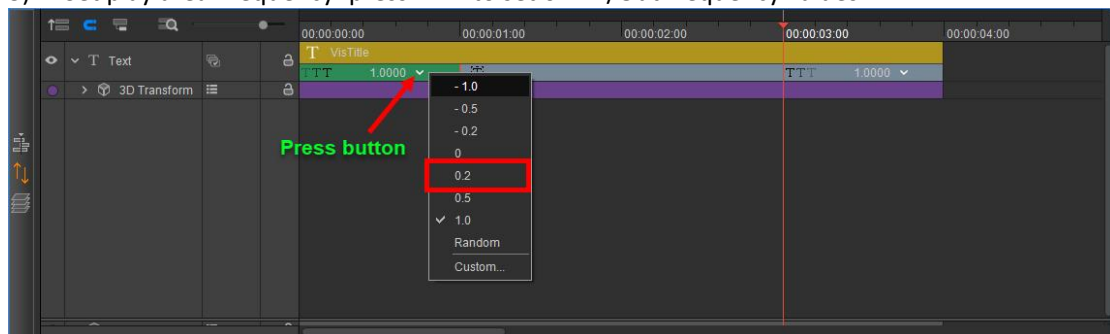


- 2) Drag timeline marker to 3 seconds, right-click Add Area. In last area right-click and choose Play by Character (Out)



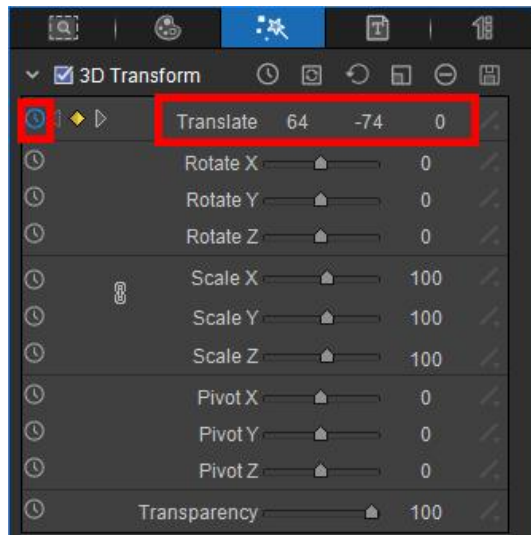
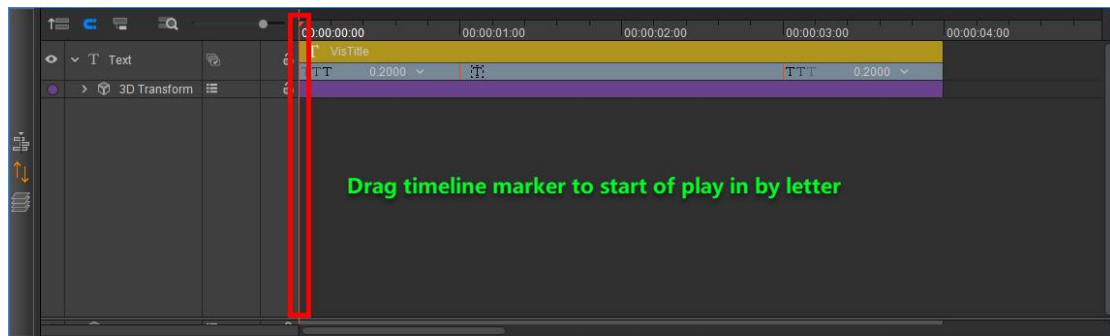


3) Set play area Frequency: press  to set 0.2 In/Out frequency values.

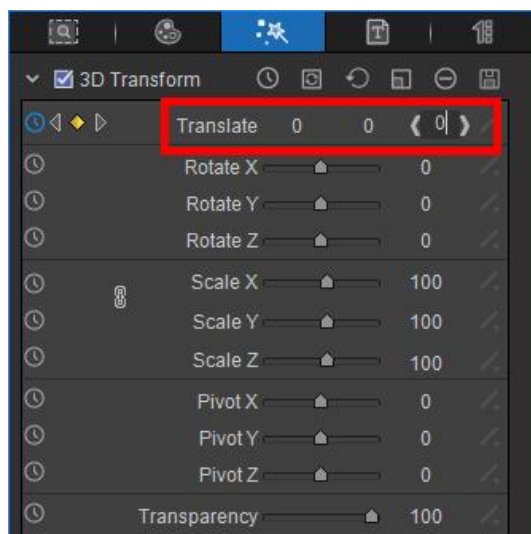
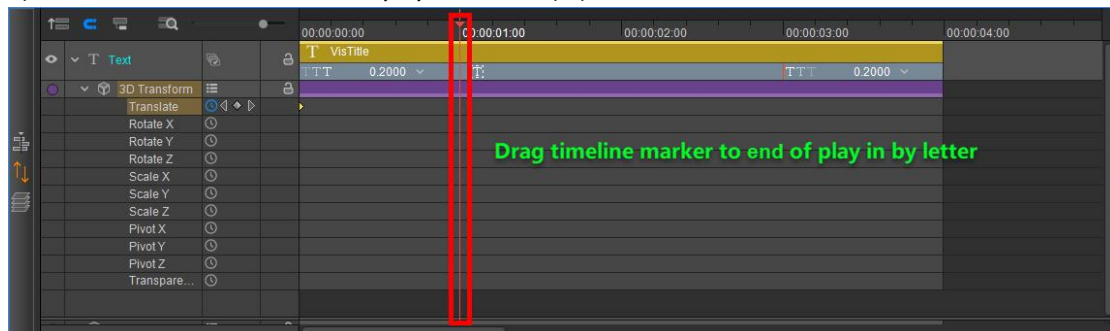


10.5.3. Set Keyframe in 3D Transform

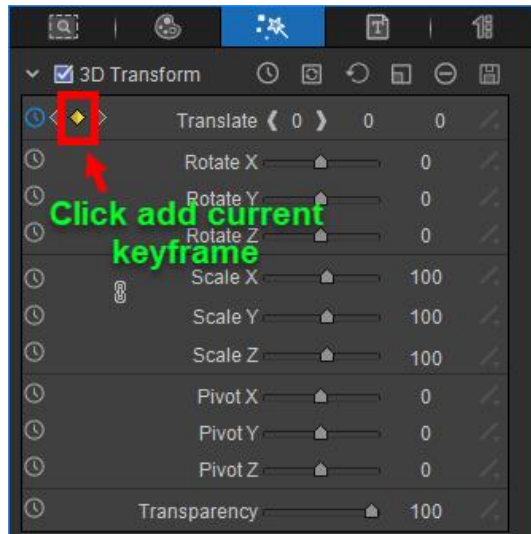
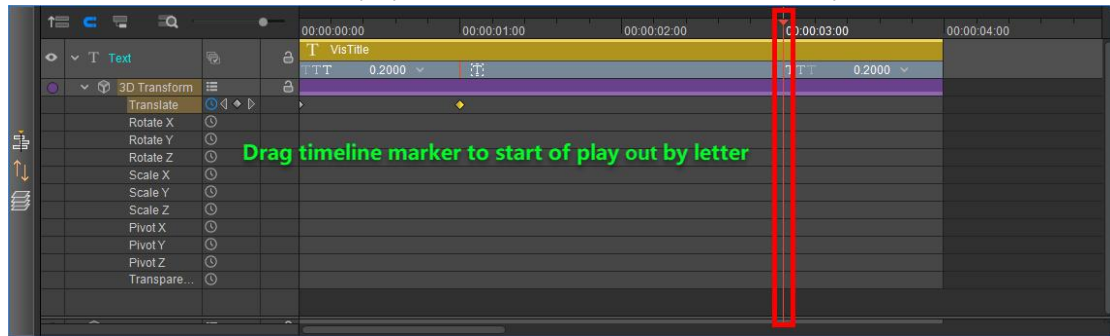
- 1) Drag timeline marker to start position, open Effect tab, set Translate XYZ positions to 64, -74, 0.



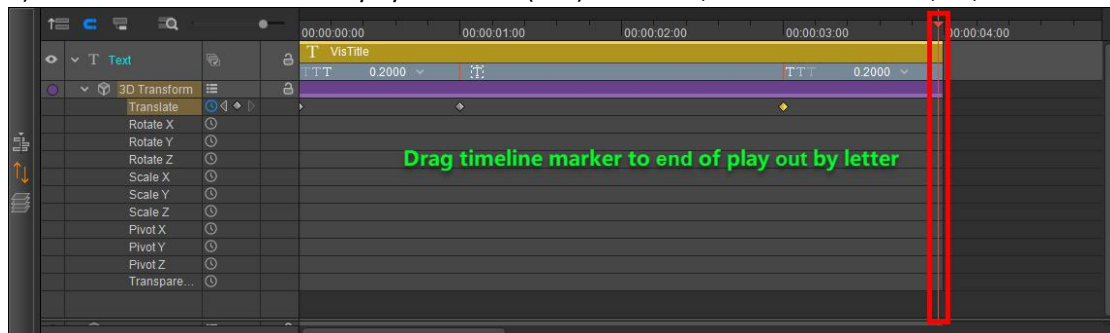
2) Place timeline marker at Play by Character (In) Out-Point, set Translate to 0, 0, 0

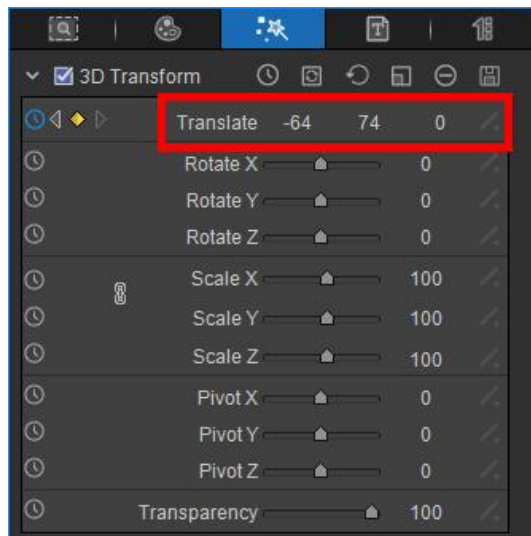


3) Set timeline marker at Play by Character (Out) In-Point, click Add Keyframe

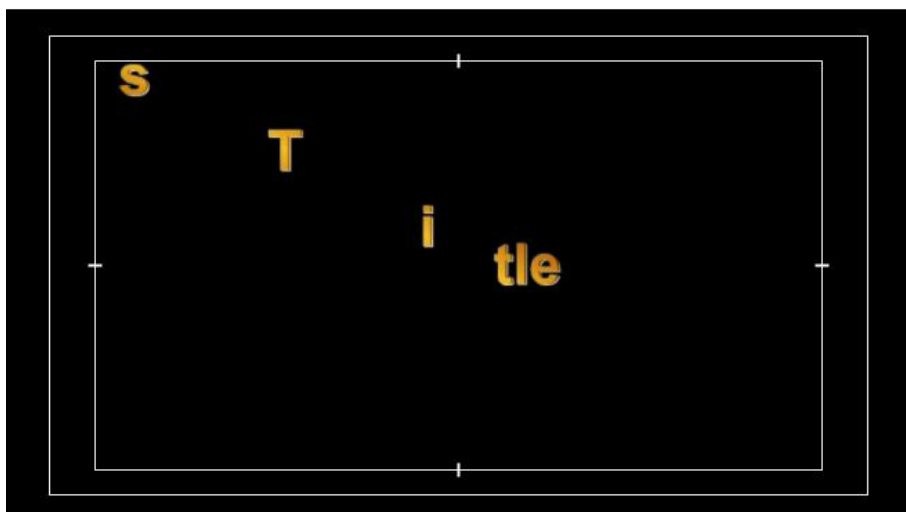
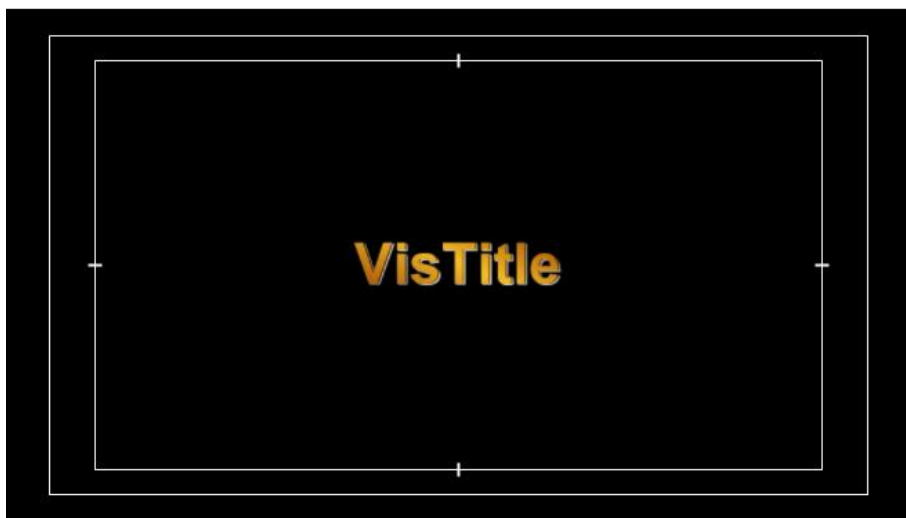
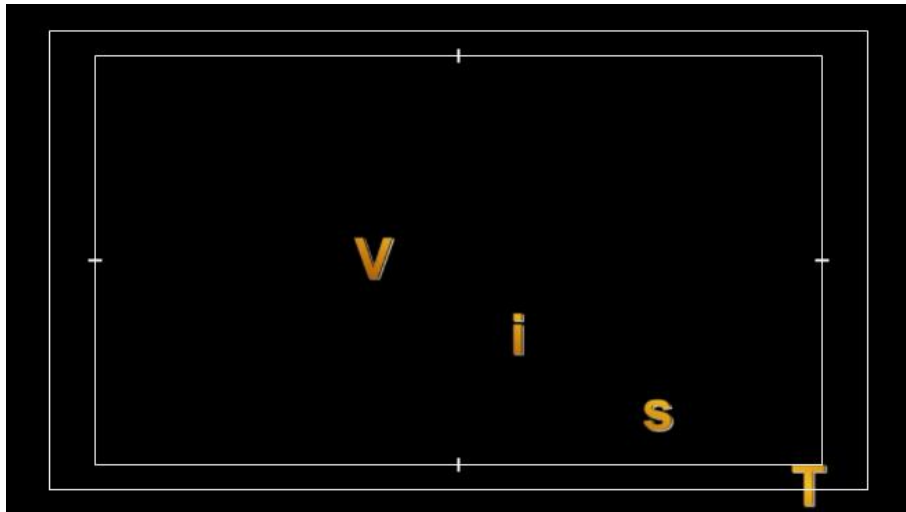


4) Set timeline marker at Play by Character (Out) Out-Point, set Translate to -64, 74, 0

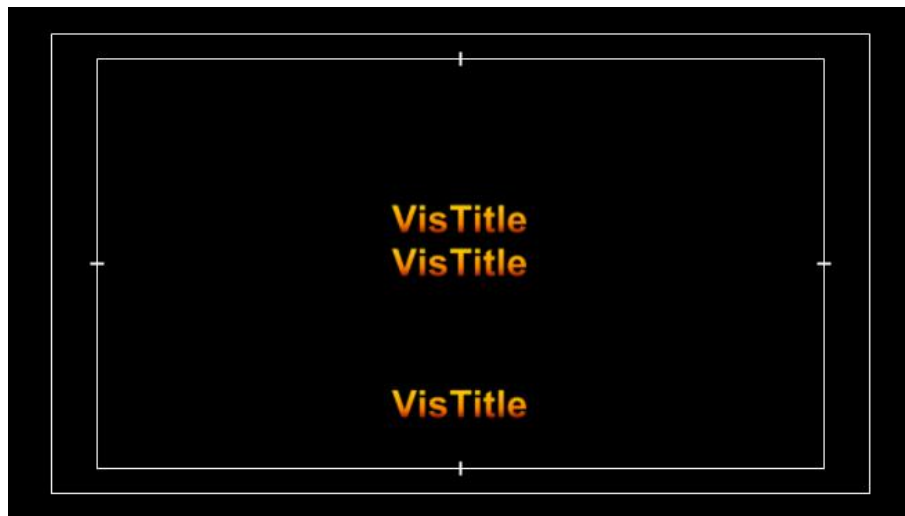




10.5.4. Preview

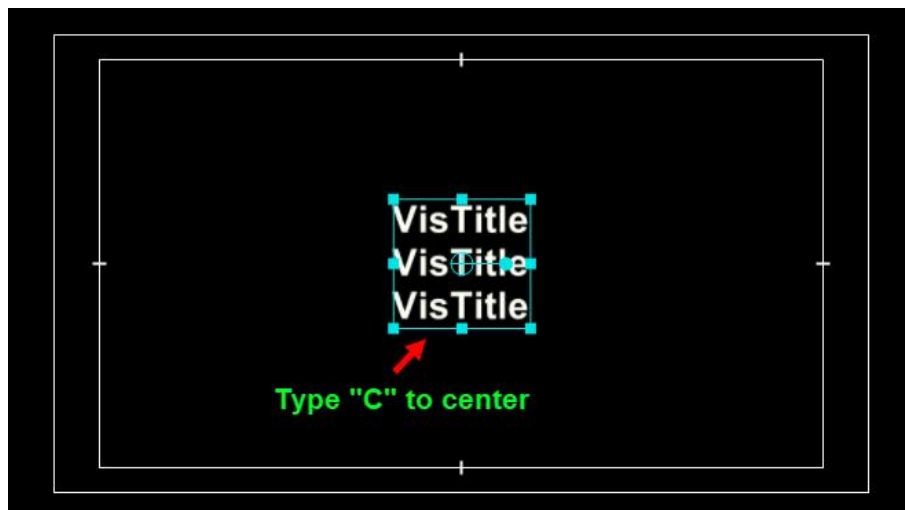
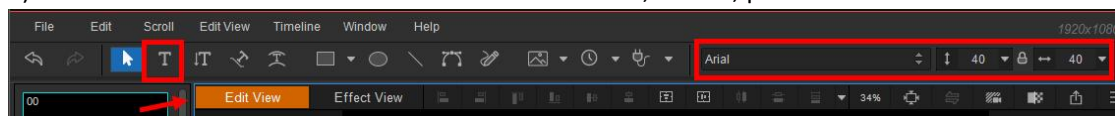


10.6. Create Play by Line



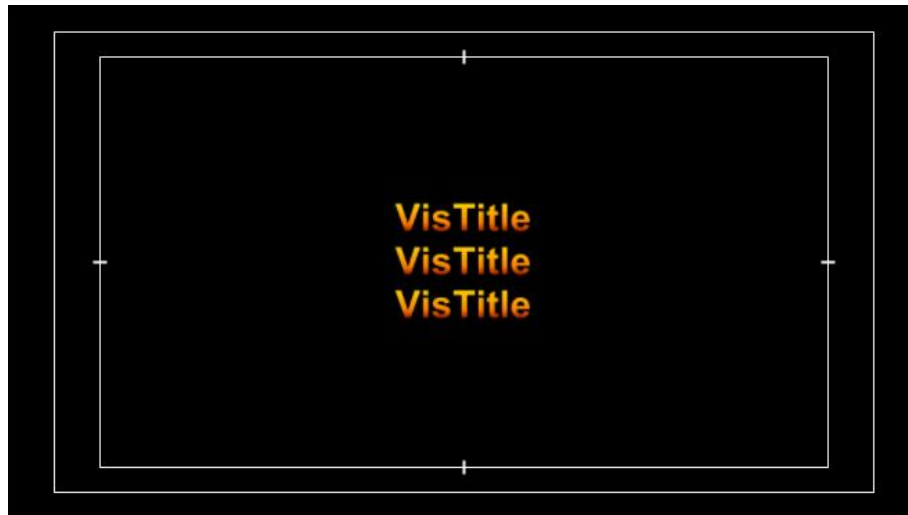
10.6.1. Enter Text and Shader

- 1) Write "VisTitle" three times on three different lines, size 40, press "C" to centre.



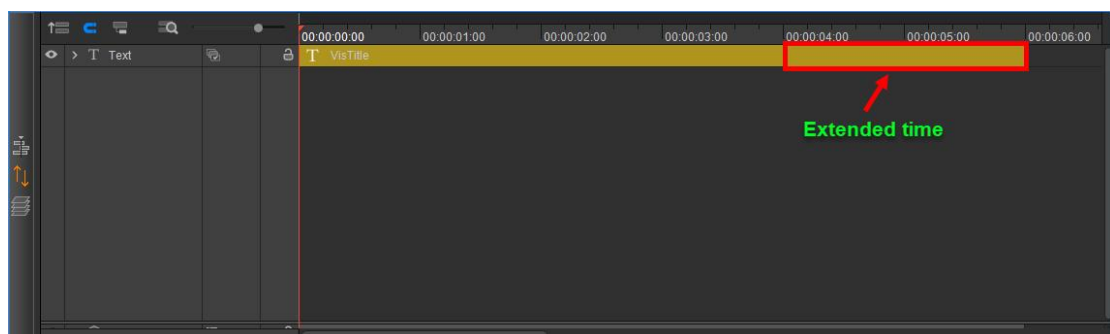
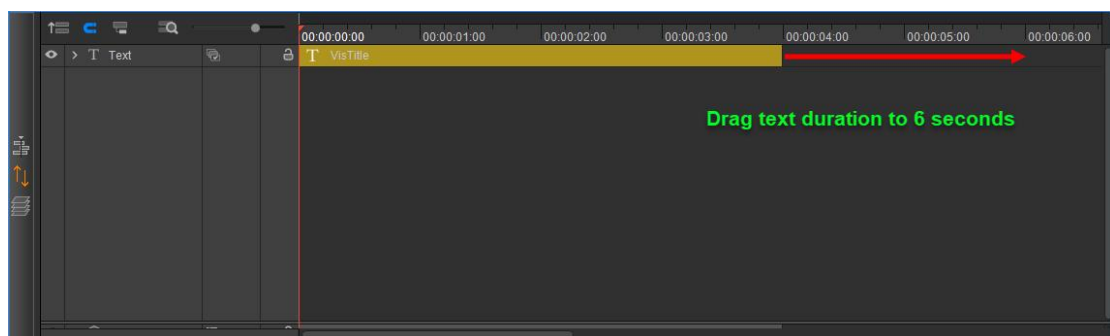
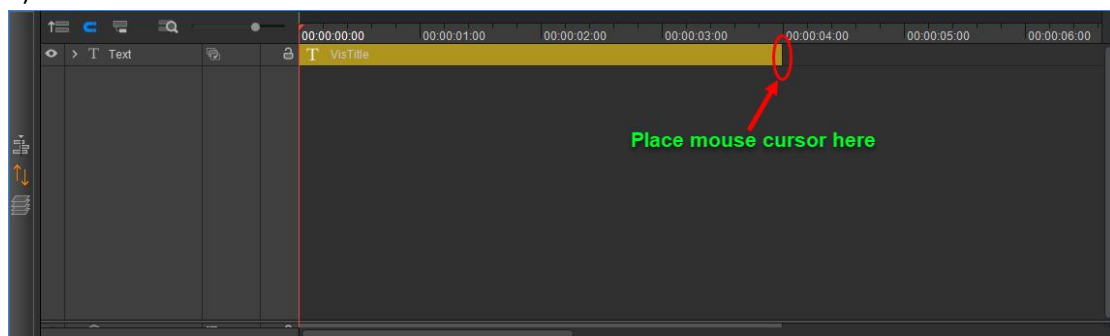
- 2) Shader: apply shader 020 from the templates library





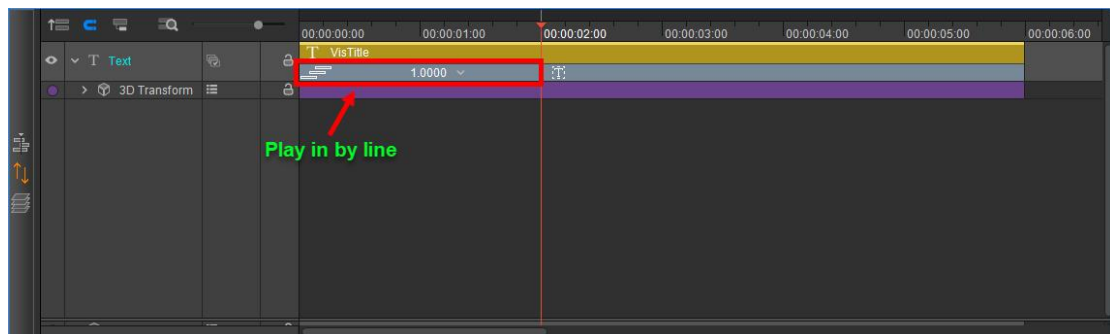
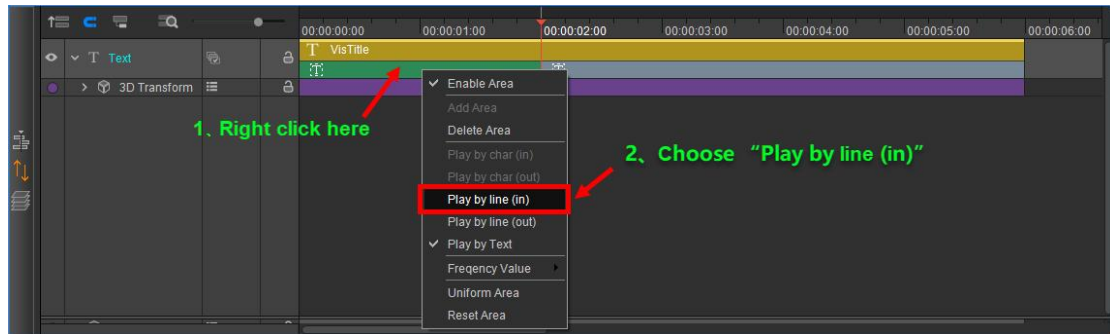
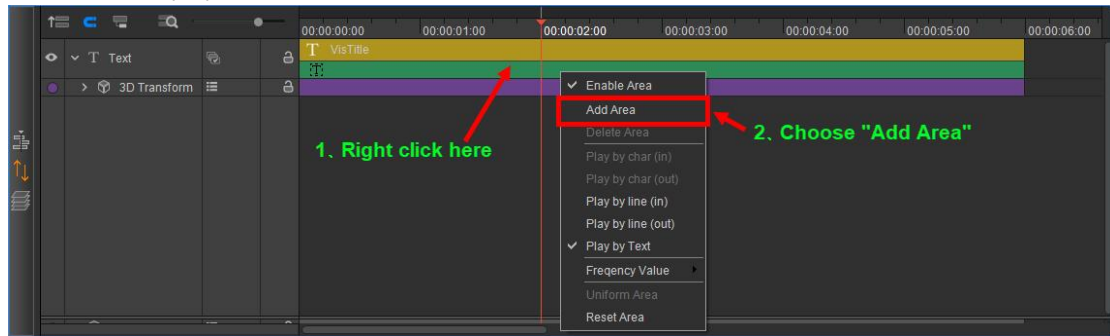
10.6.2. Add area

- 1) Extend duration to 6 seconds

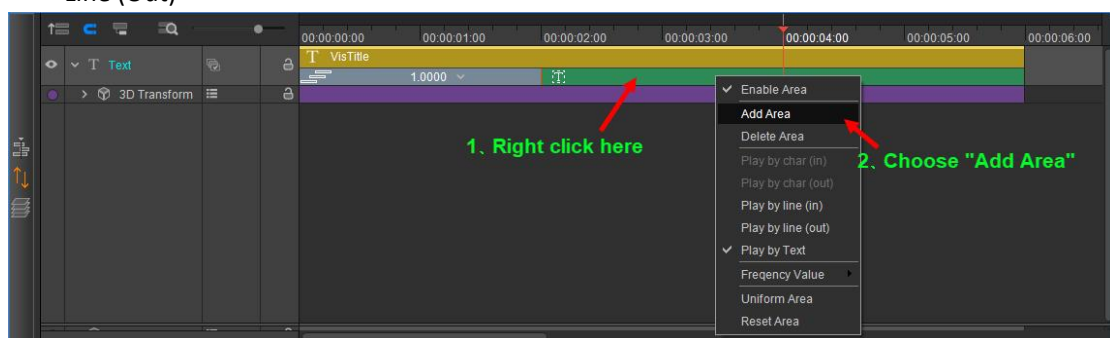


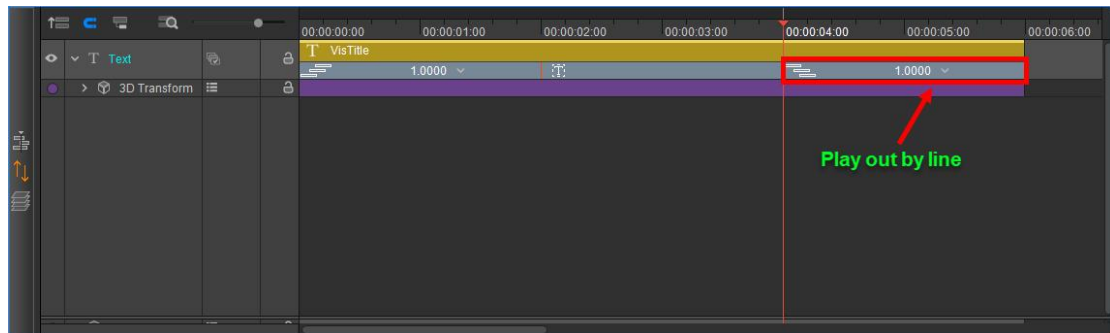
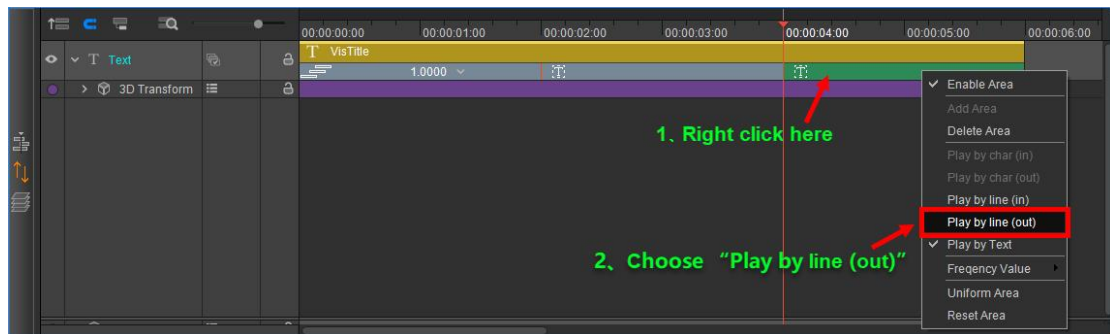
- 2) Expand tracks, drag timeline marker to 2 seconds, right-click to Add Area, right-click again to


set as Play by Line (In)

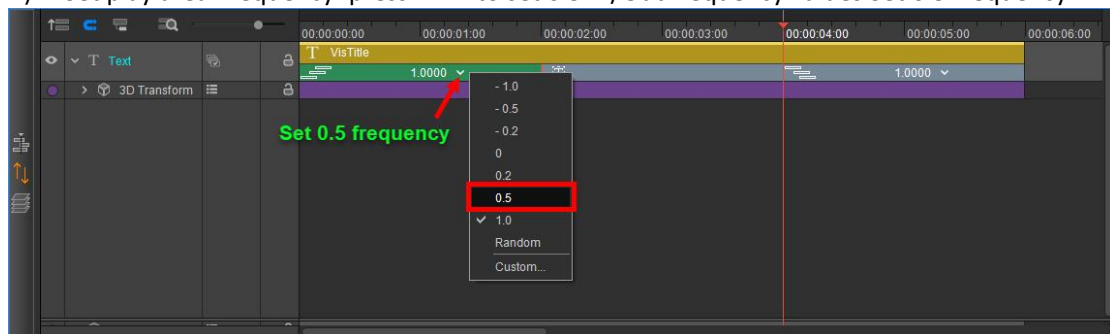


3) Set timeline marker at 4 seconds, right-click to Add Area, right-click again to set as Play by Line (Out)

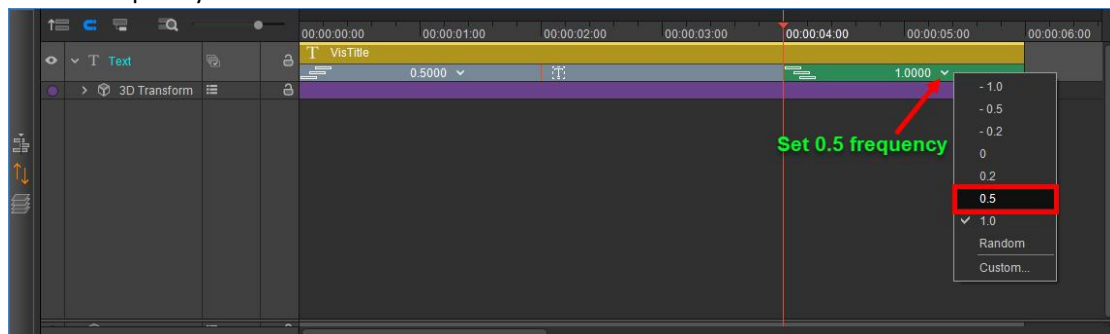




4) Set play area Frequency: press  to set 0.5 In/Out frequency values Set 0.5 frequency

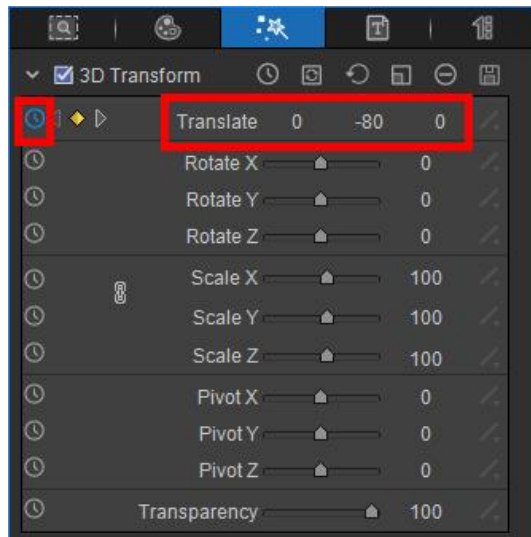
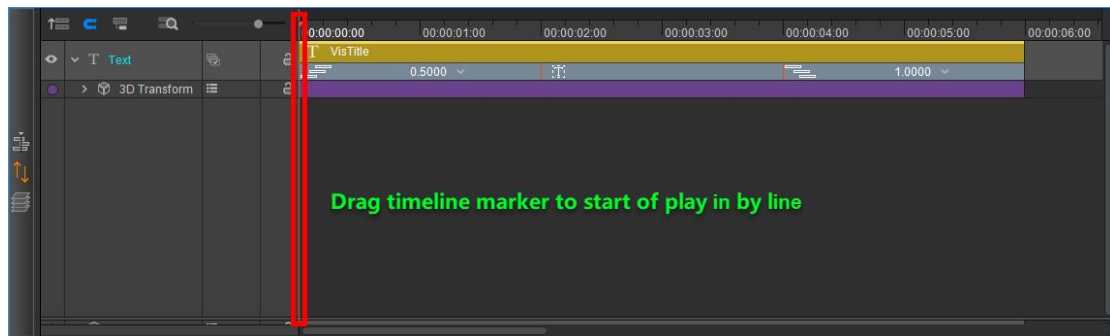


Set 0.5 frequency

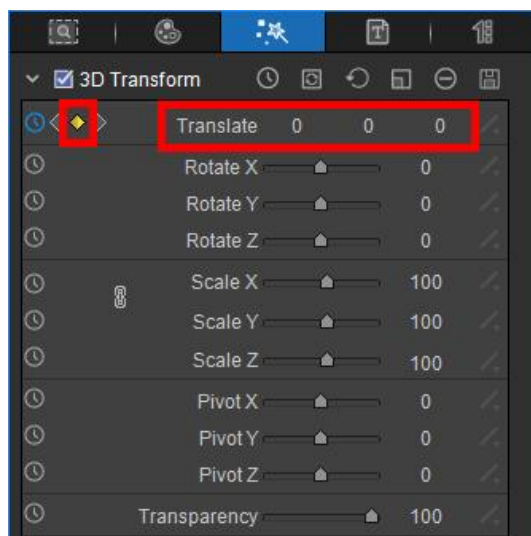
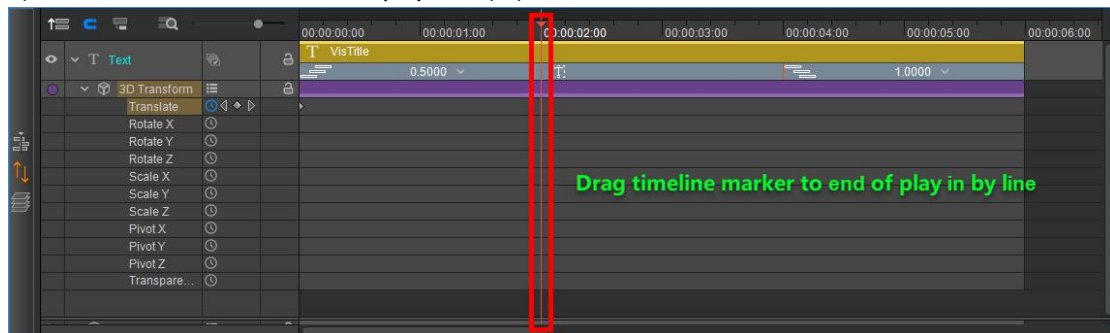


10.6.3. Set Keyframe in 3D Transform

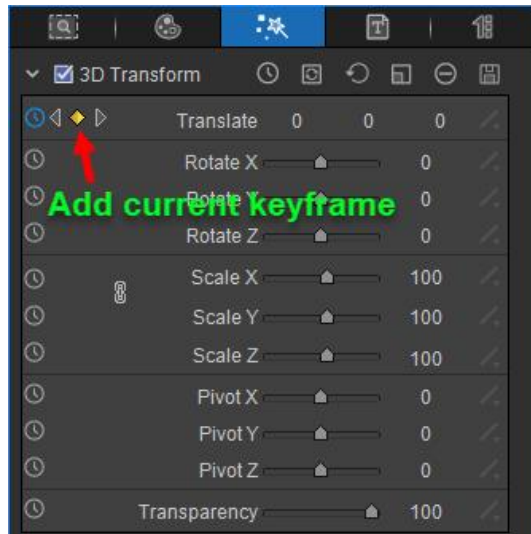
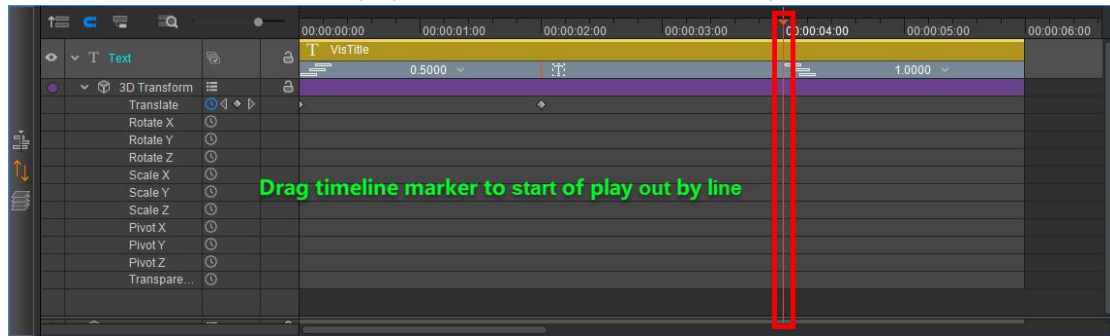
- 1) Drag timeline marker to start position, open Effect tab, set translate XYZ positions to 0, -80, 0



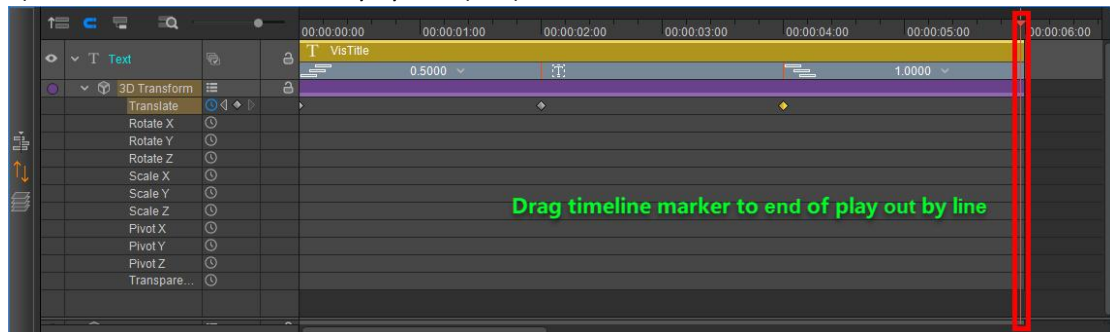
2) Place timeline marker at Play by Line (In) Out-Point, set Translate to 0, 0, 0

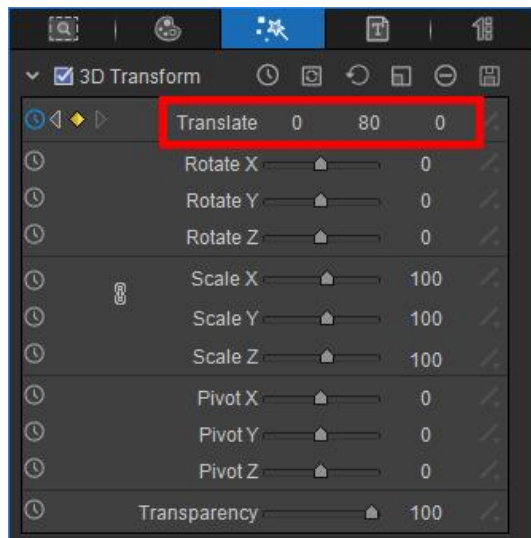


3) Set timeline marker at Play by Line (Out) In-Point, click Add Keyframe



4) Set timeline marker at Play by Line (Out) Out-Point, set Translate to 0, 80, 0

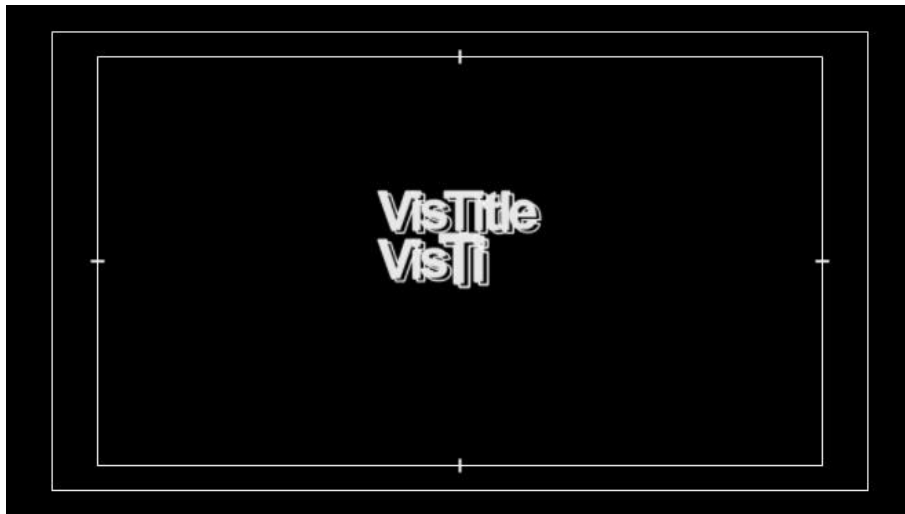




10.6.4. Preview

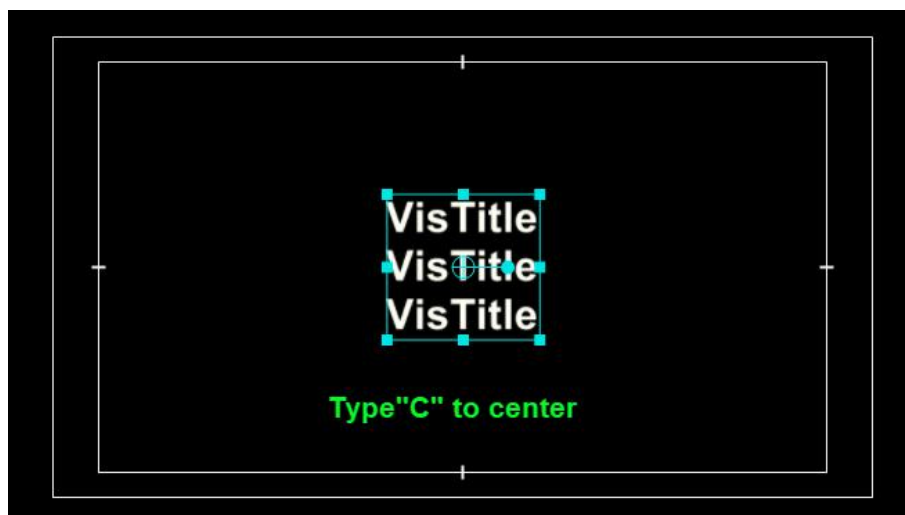
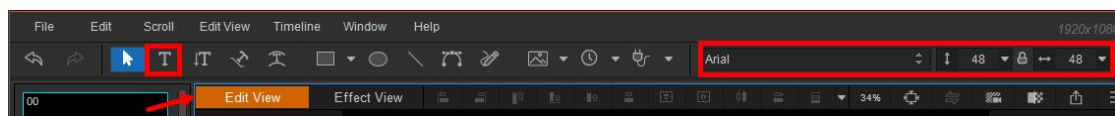


10.7. Create Mixed Play by Character/Line

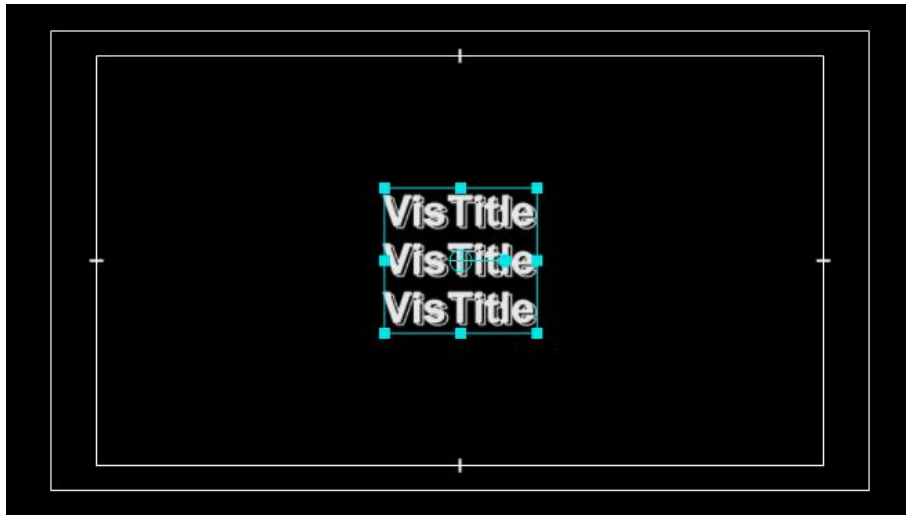
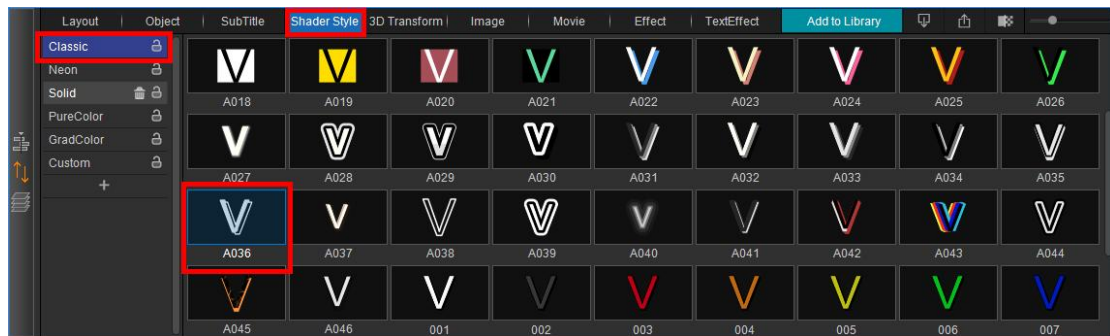


10.7.1. Enter Text and Shader

- 1) Using the Object Menu Bar [Text] button, enter "VisTitle", font size 48, and press "C" to centre

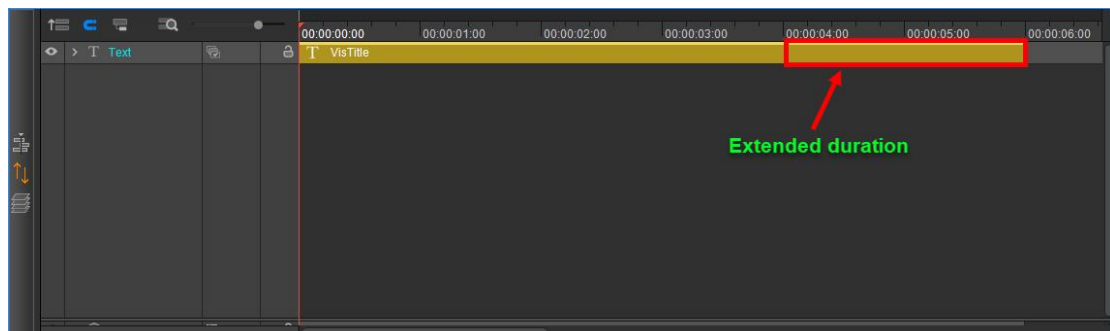
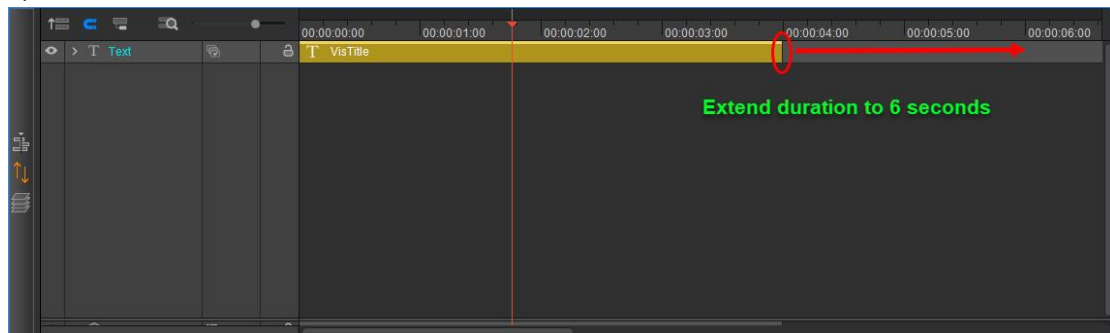


- 2) Shader: apply shader A036 from the templates library

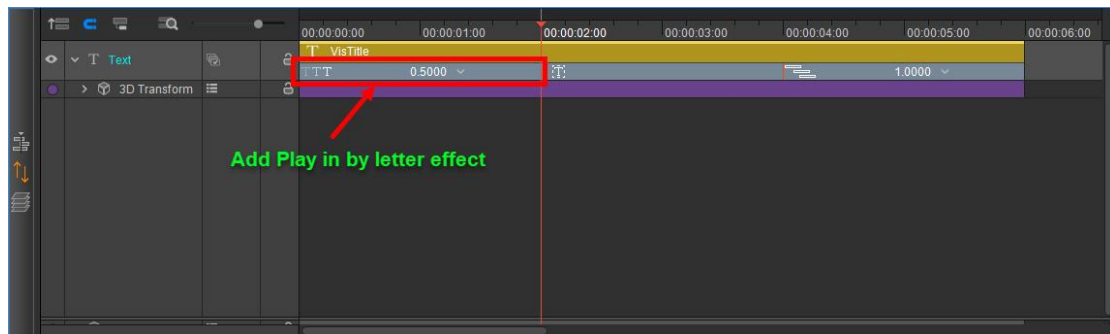


10.7.2. Add area

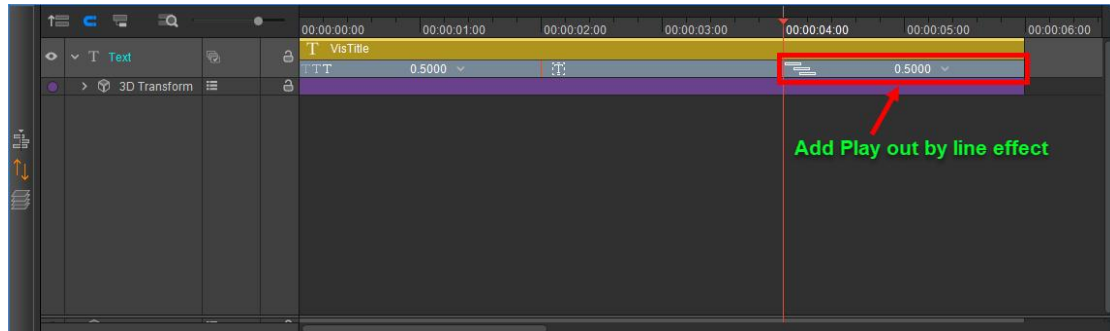
- 1) Extend duration to 6 seconds



- 2) From 0 to 2 seconds, add Play by Character area, frequency value 0.5

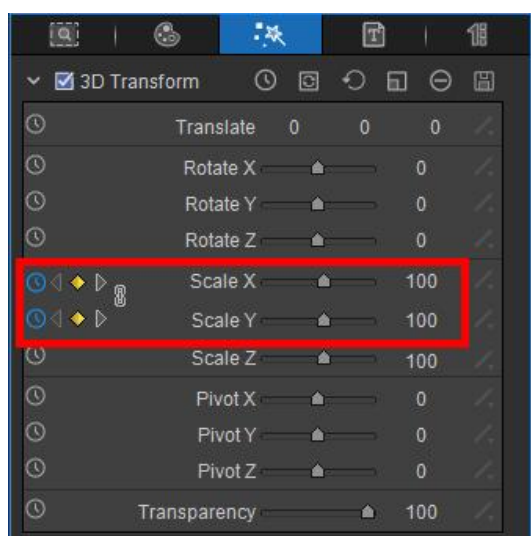
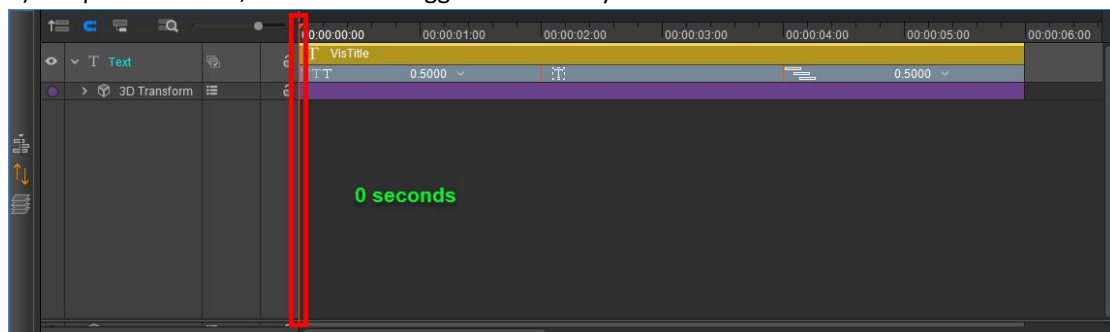


3) From 4 to 6 seconds, add Play by Line area, frequency value 0.5

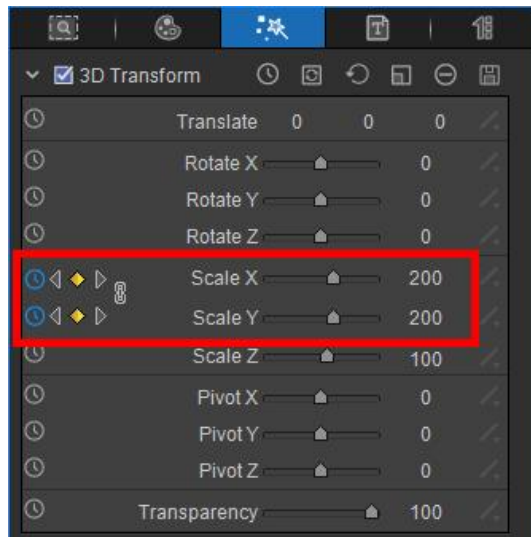
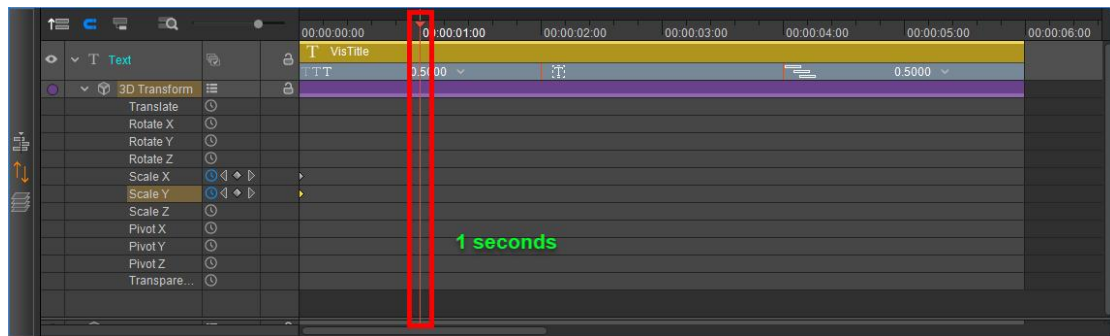


10.7.3. Set Keyframe in 3D Transform

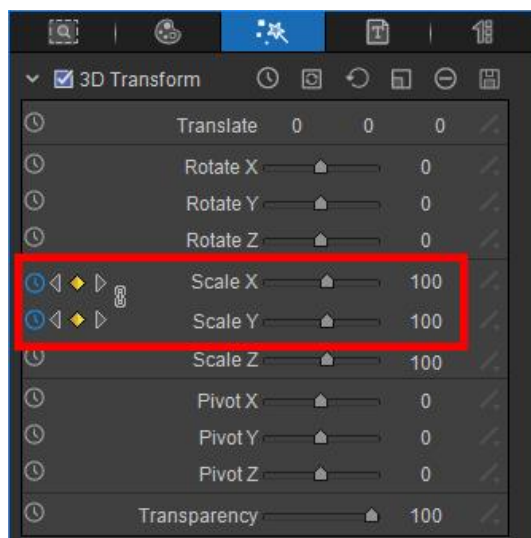
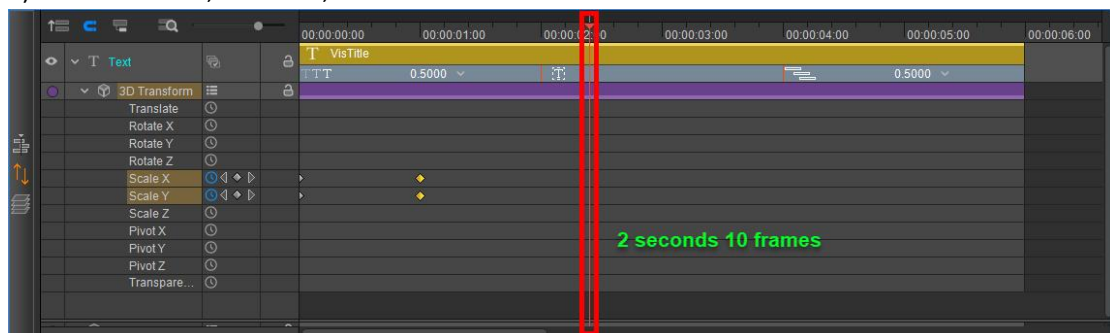
1) Open Effect tab, at 0 seconds toggle XY scale keyframe to 100 each.



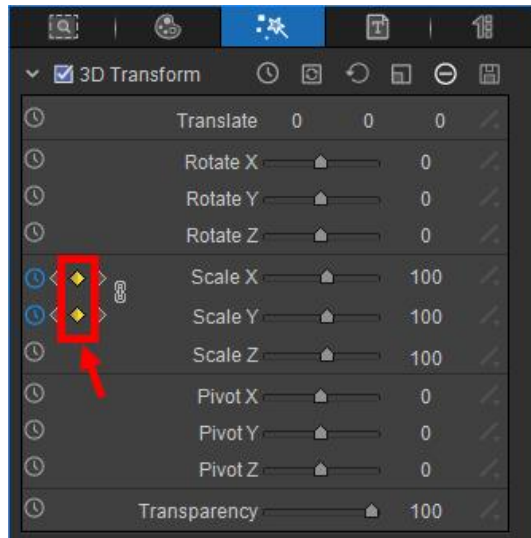
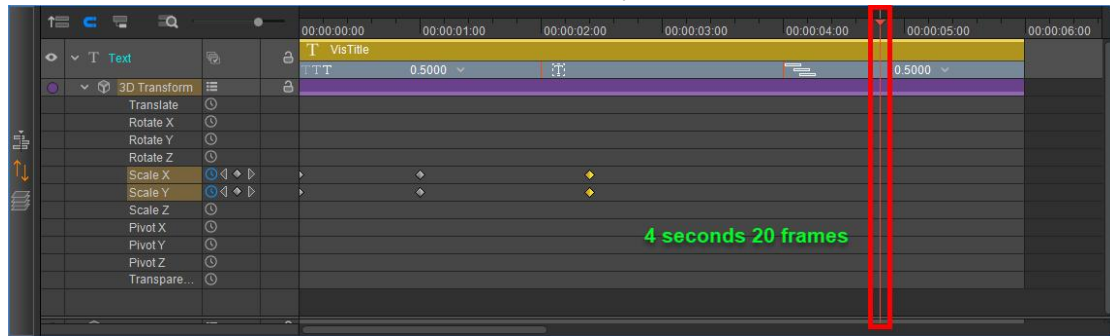
2) At 1 second set XY scale keyframe to 200 each.



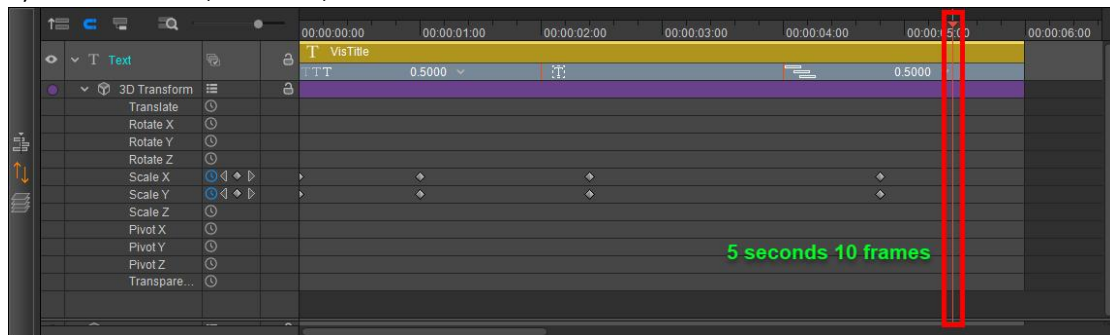
3) At 2 seconds, frame 10, set XY scale at 100 each

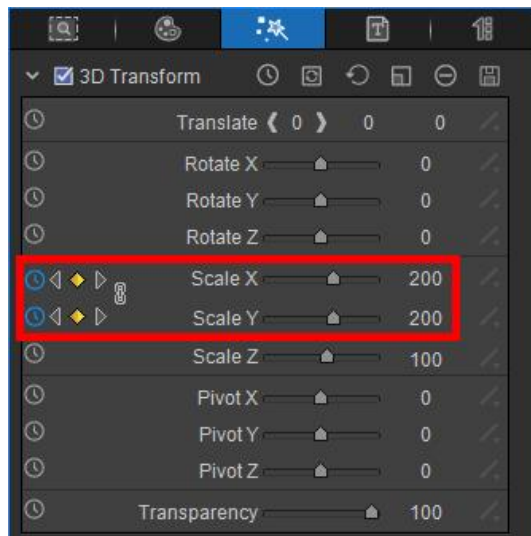


- 4) At 4 seconds, frame 20, set XY scale to current keyframe

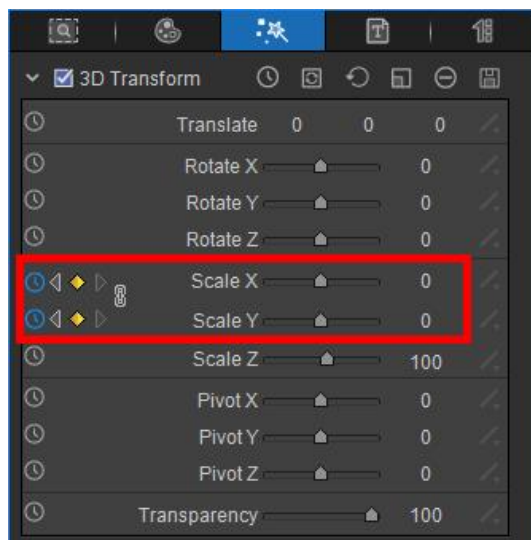
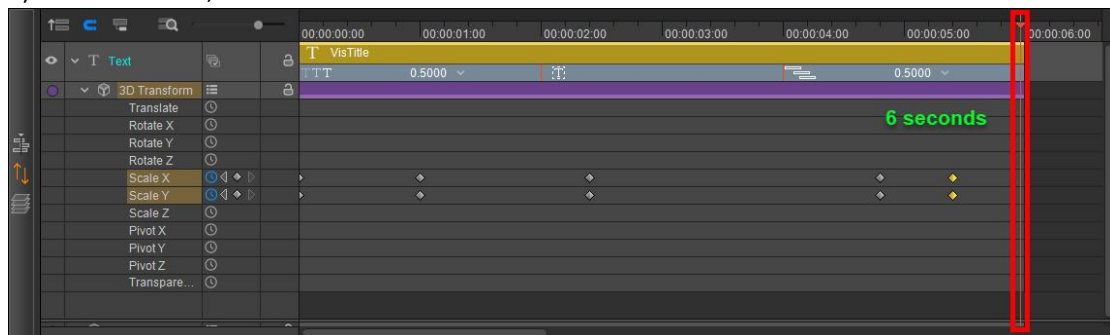


- 5) At 5 seconds, frame 10, set XY scale to 200 each

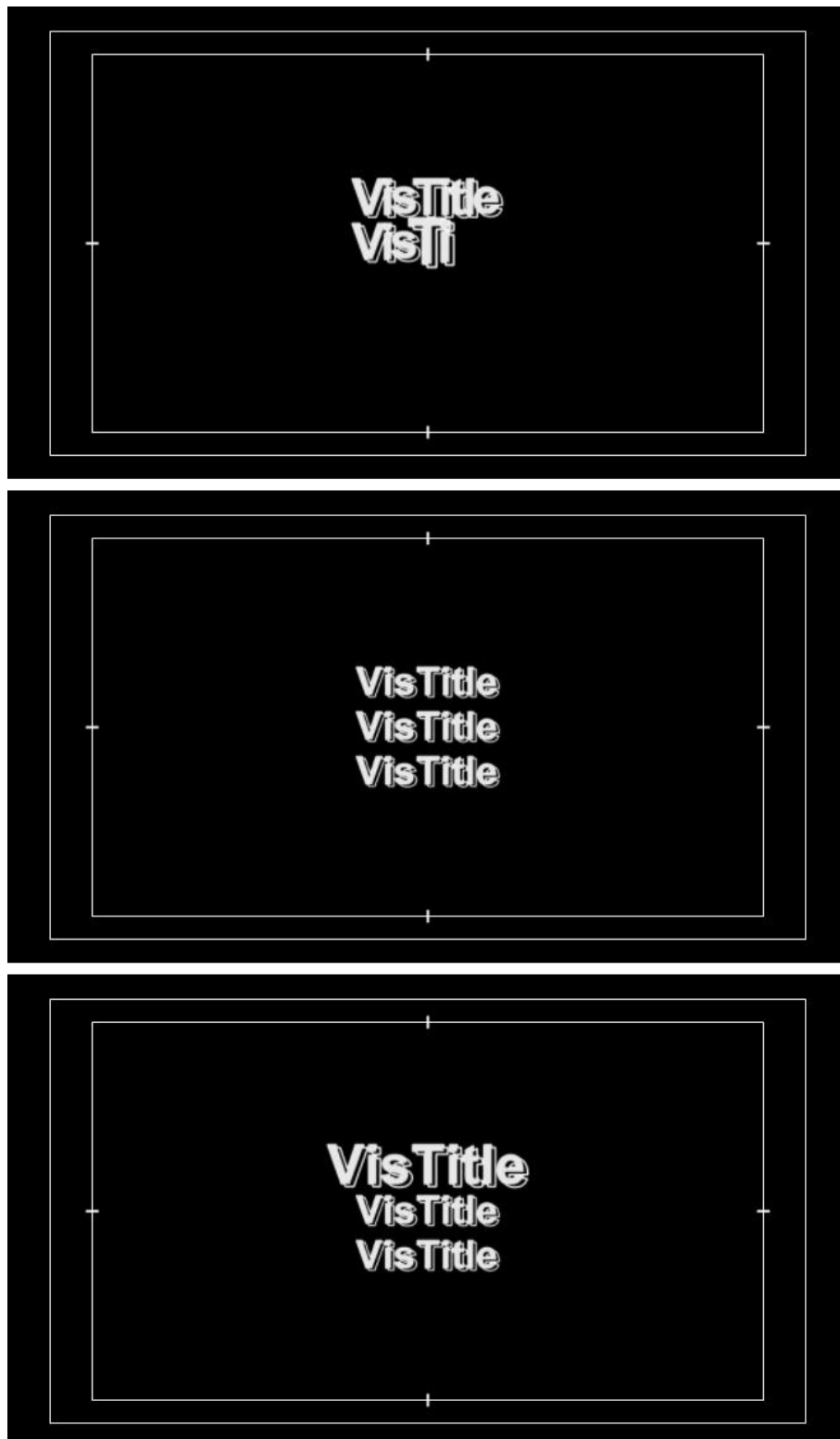




6) At 6 seconds, set XY scale to 0 each

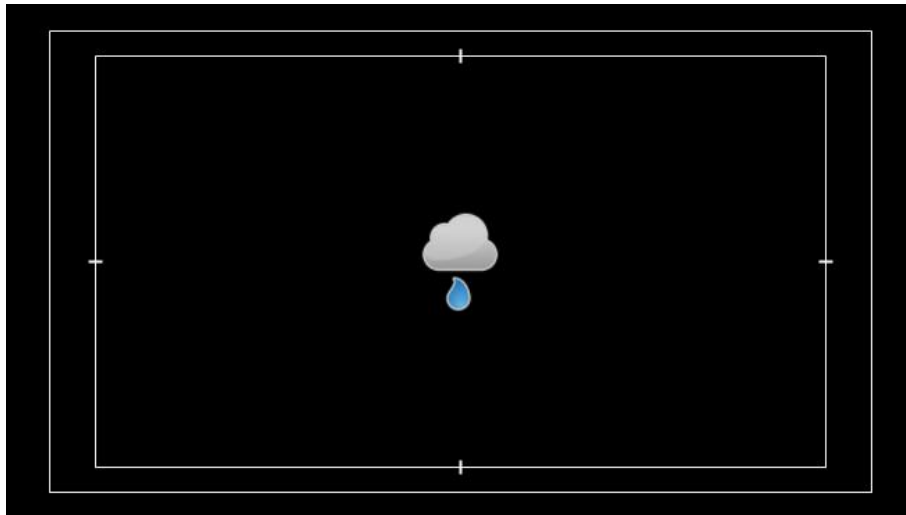


10.7.4. Preview



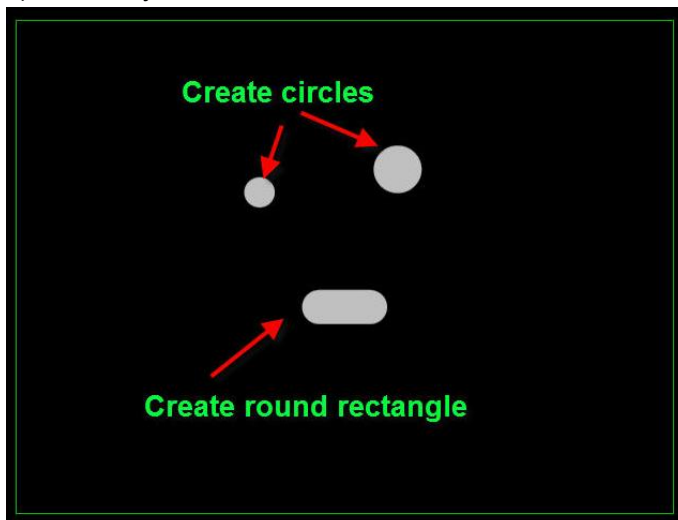
10.8. Create Advanced Animation Keyframe

Raindrops Animation

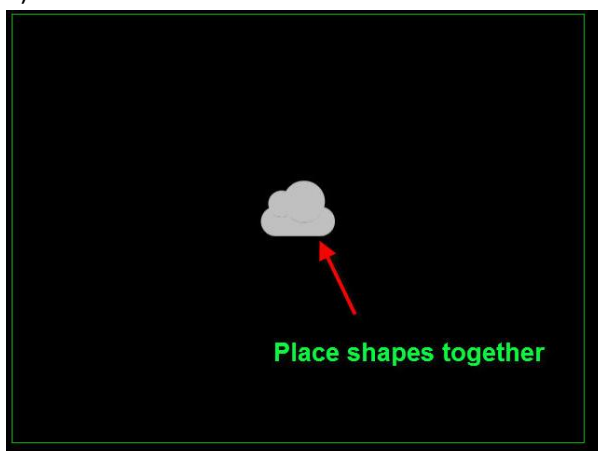


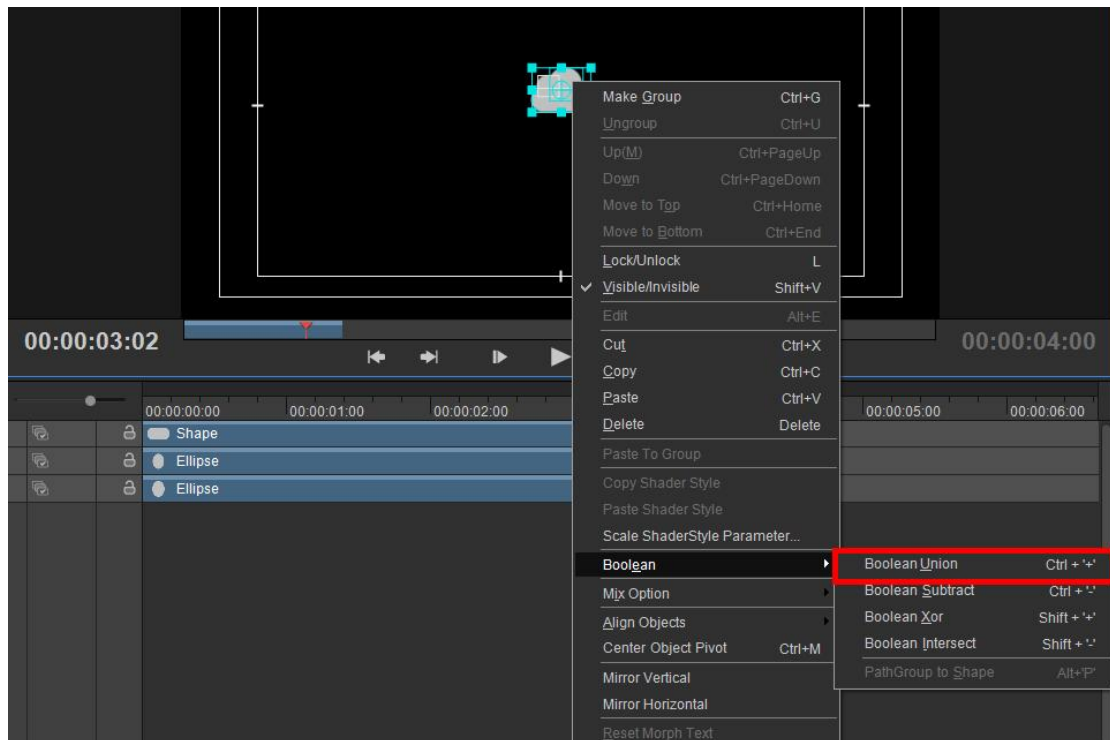
10.8.1. Create Cloud

- 1) Use Object Menu Bar to create circles and a round rectangle

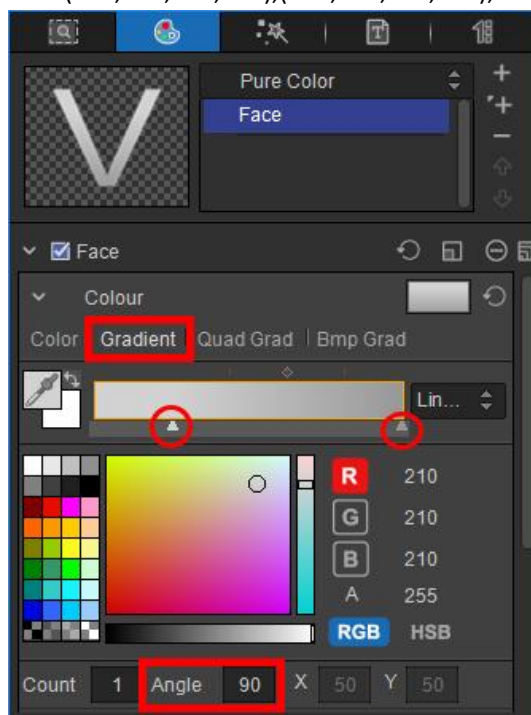


- 2) Choose "Boolean Union"

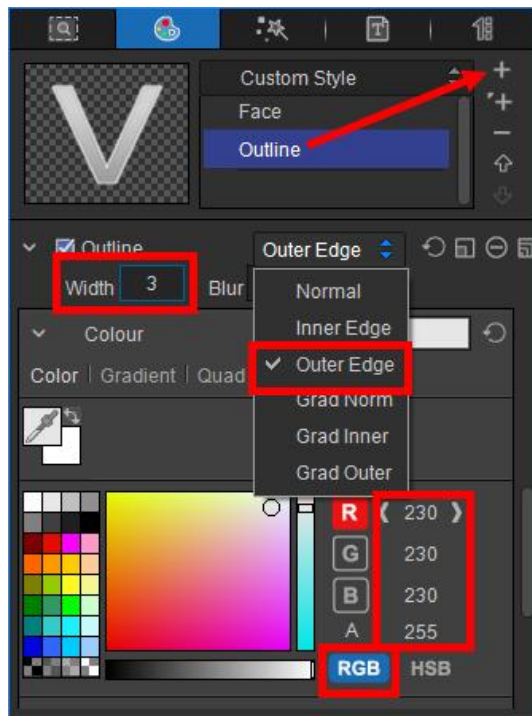





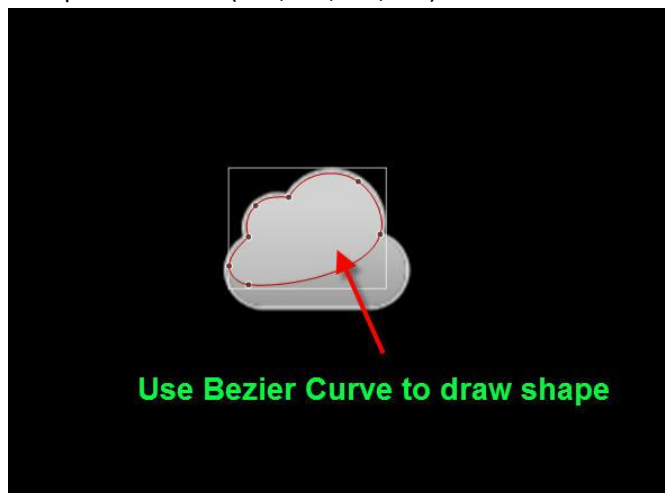
3) Set Shader: Gradient to Linear, RGB, RGBA parameters at (210,210,210,255),(152,152,152,255), 90 degrees.

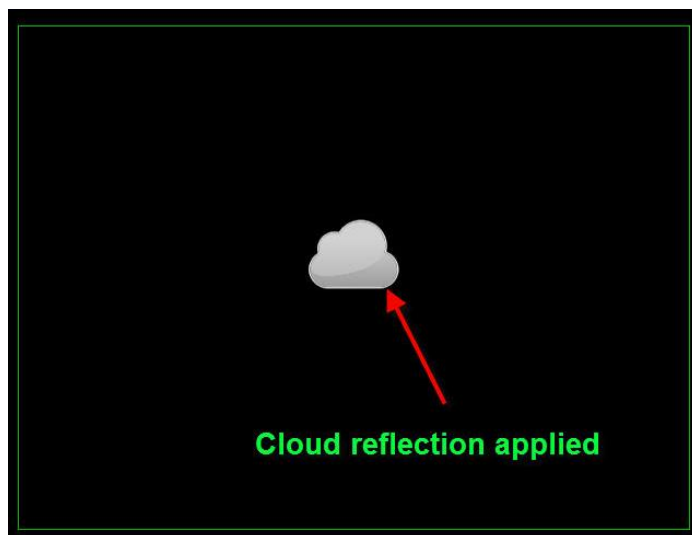
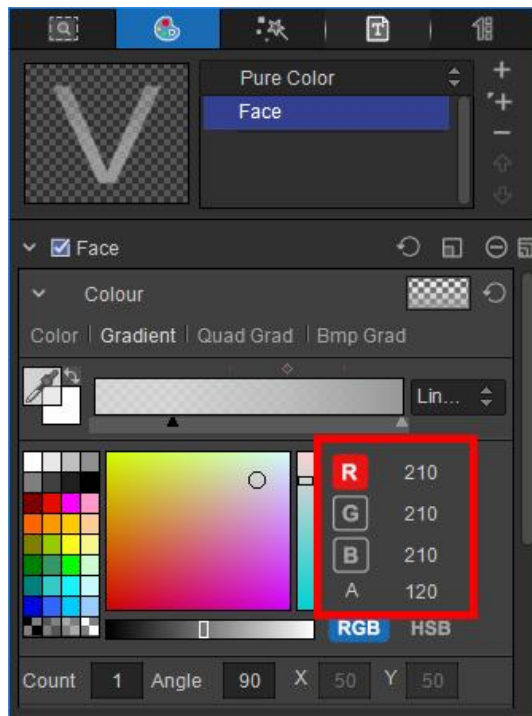


Add Edge, set to Outer Edge, Width 3, RGB, RGBA parameters at (230,230,230,255).



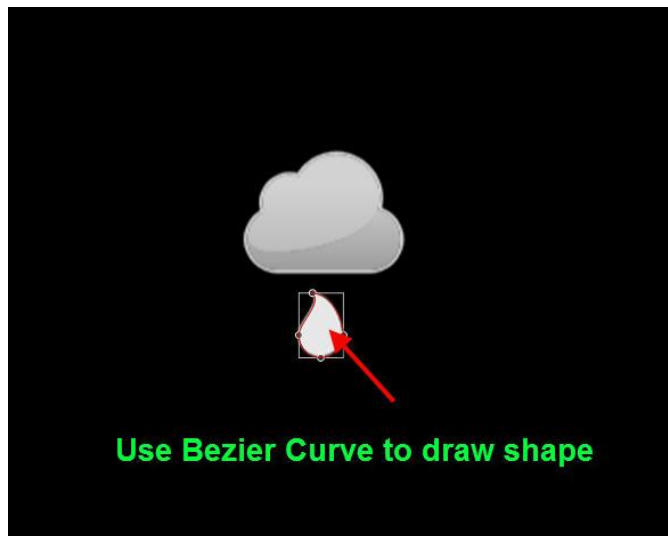
- 4) Use Bezier Curves  to add cloud reflection. Set reflection: Single color, RGB, RGBA parameters at (210,210,210,120)





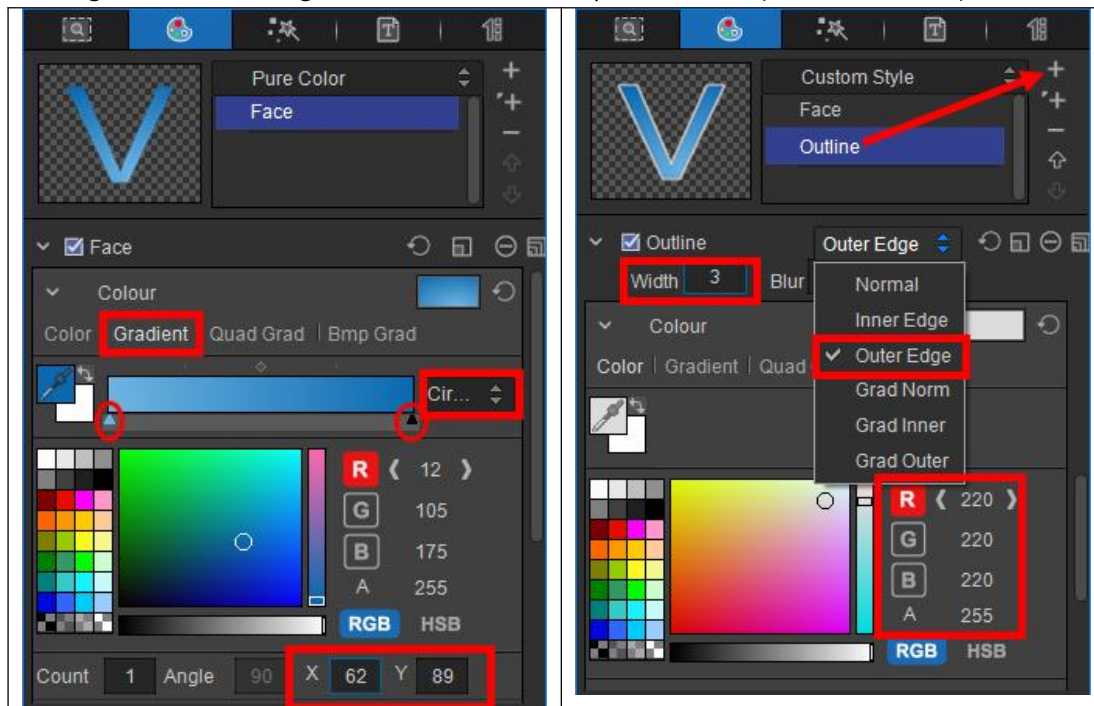
10.8.2. Create Raindrop

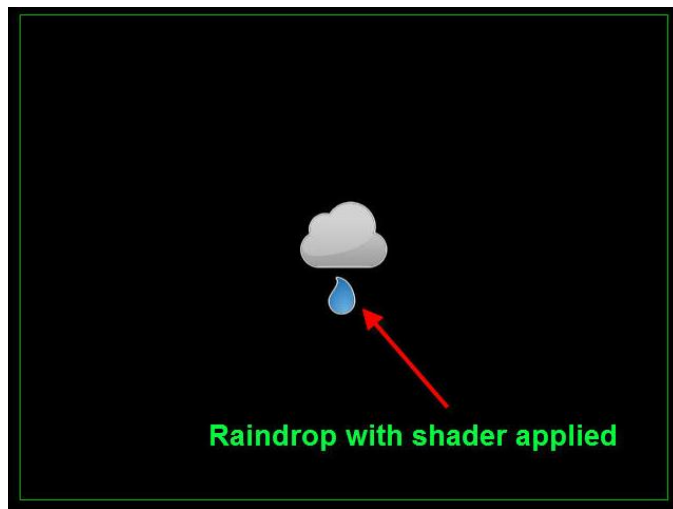
- 1) Use Bezier Curve to draw raindrop



- 2) Set Shader: Gradient to Linear, 90 degrees, XY axis to (62, 89), RGB, RGBA parameters at (110,181,227,255),(12,105,175,255).

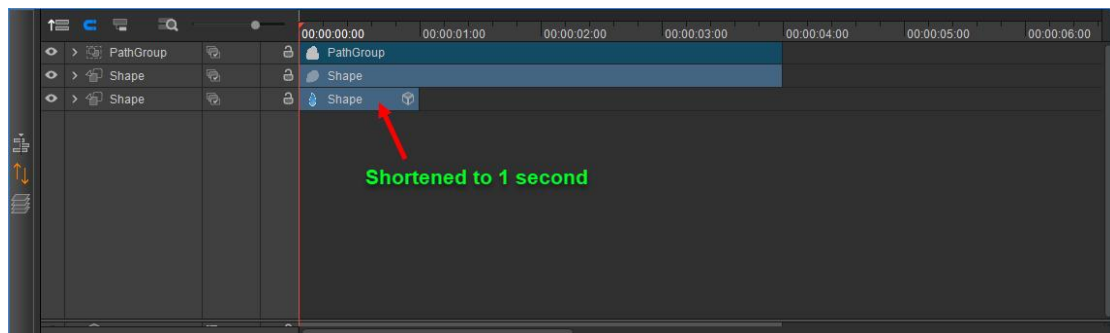
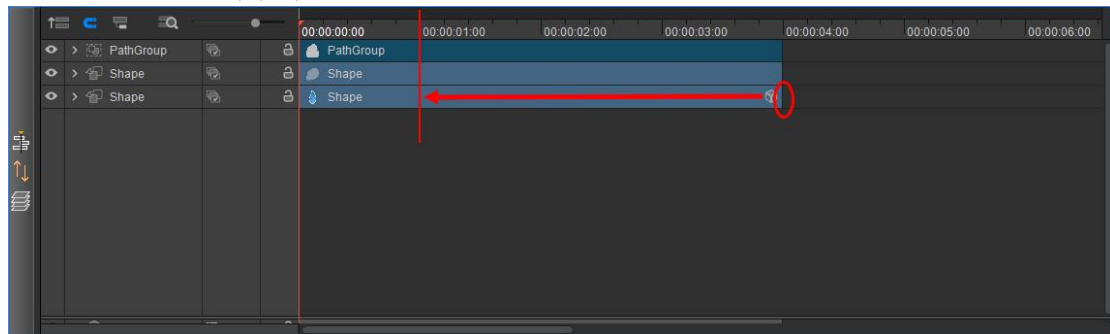
Add Edge, set to Outer Edge, Width 3, Blur 0, RGBA parameters at (220,220,220,255)



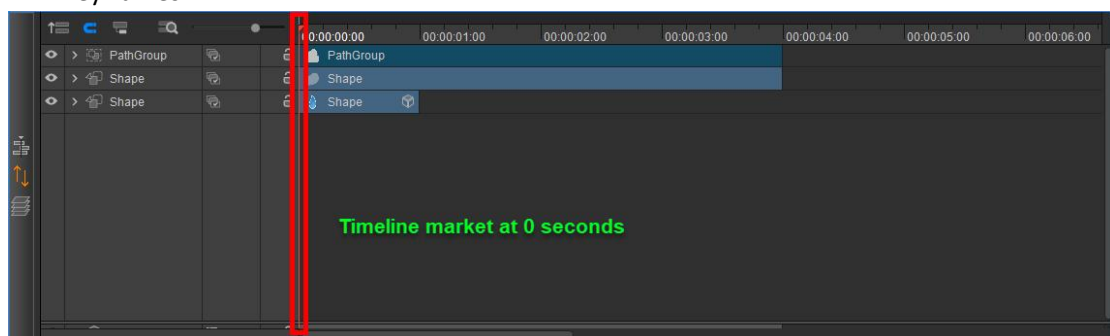


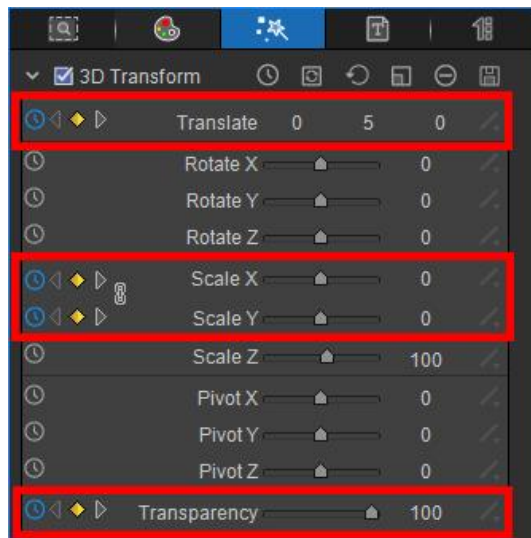
10.8.3. Set Raindrop Animation Keyframe

- 1) Reduce raindrop play time, from 4 seconds to 1 second

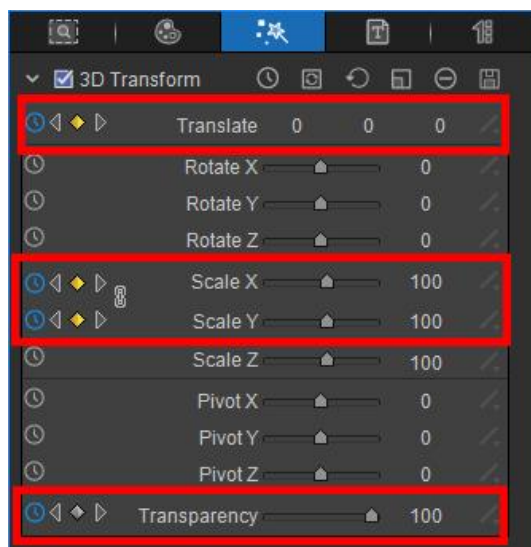
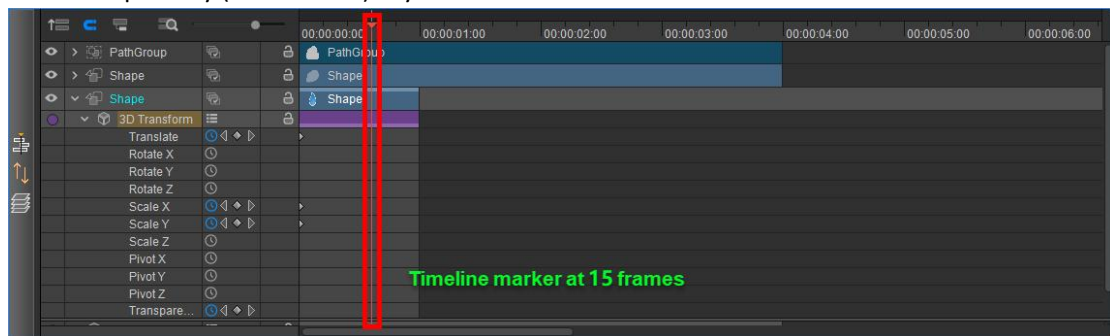


- 2) At 0 seconds, activate 3D Transform Translate (0,5,0), XY scale (0,0), and Transparency (100) keyframes.

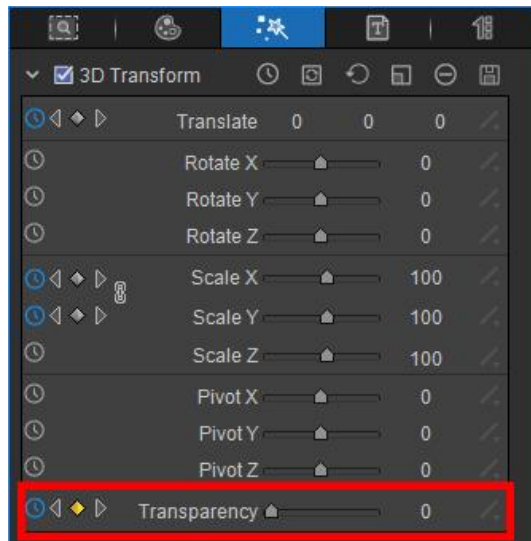
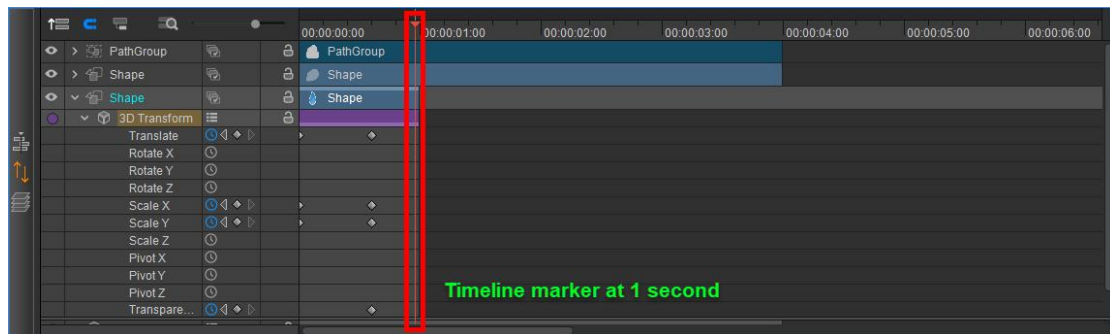




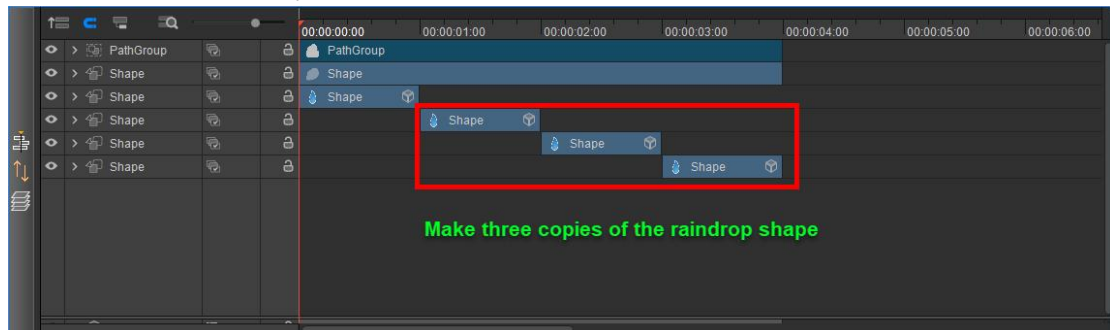
- 3) Drag timeline marker to frame 15, then set Translate (0,0,0), XY scale (100,100), and Transparency (add current) keyframes.



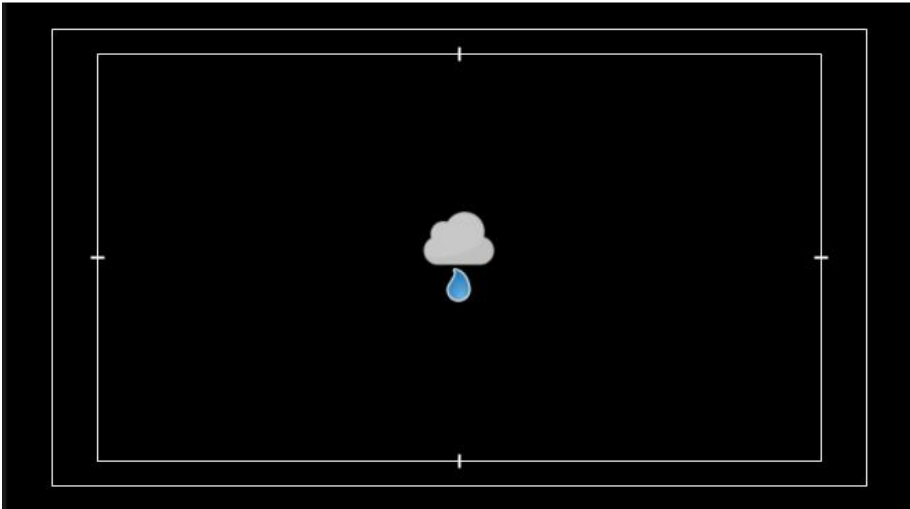
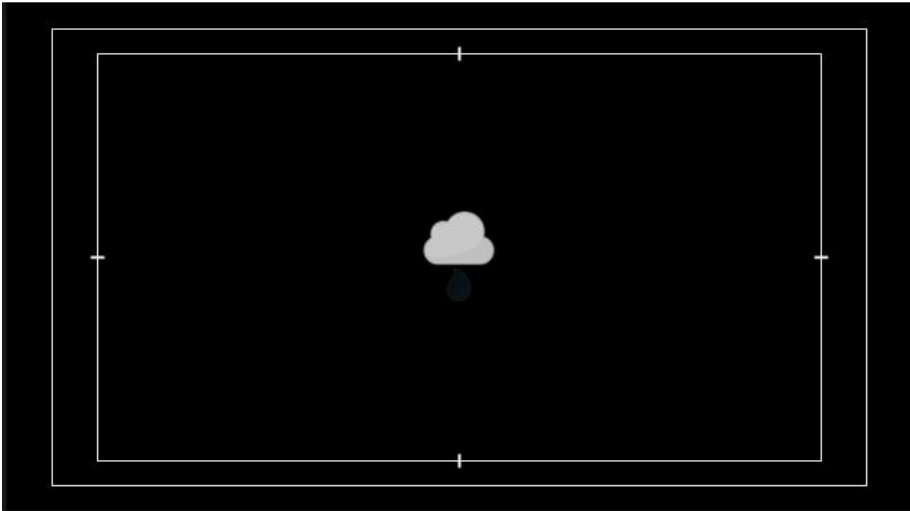
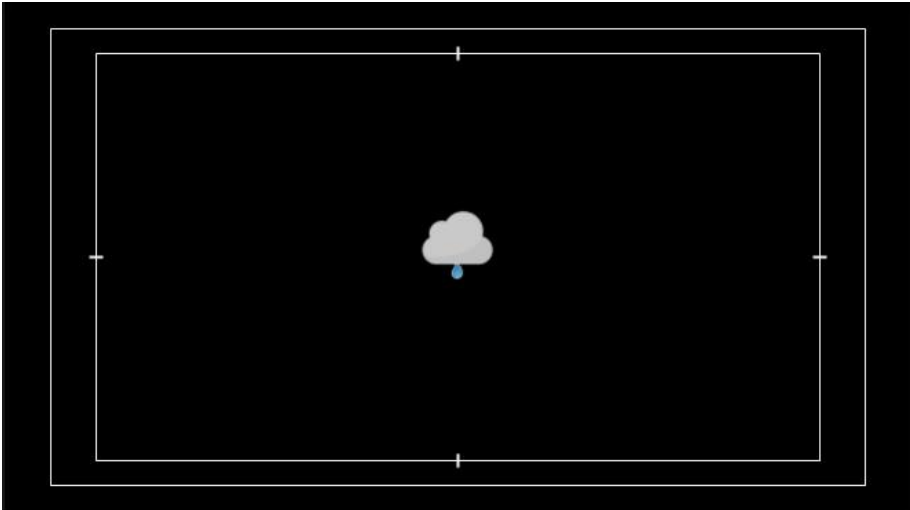
- 4) Drag timeline marker to 1 second, set Transparency to 0



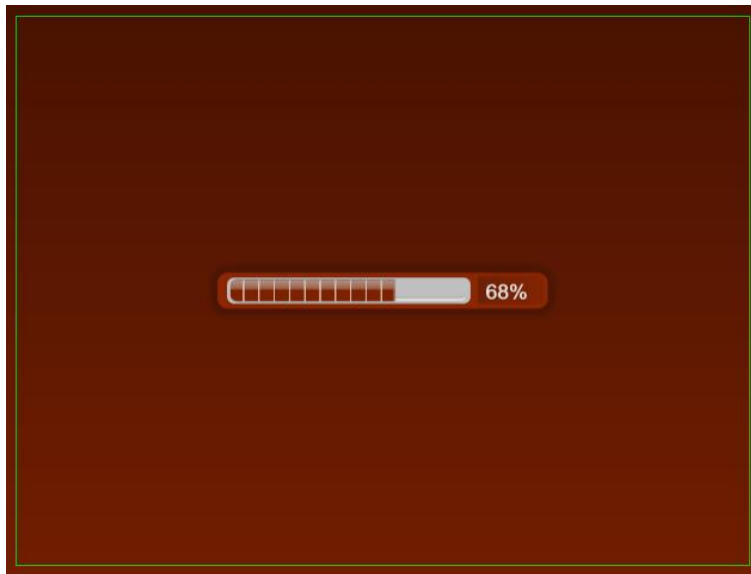
5) Make three more copies to create rainfall effect



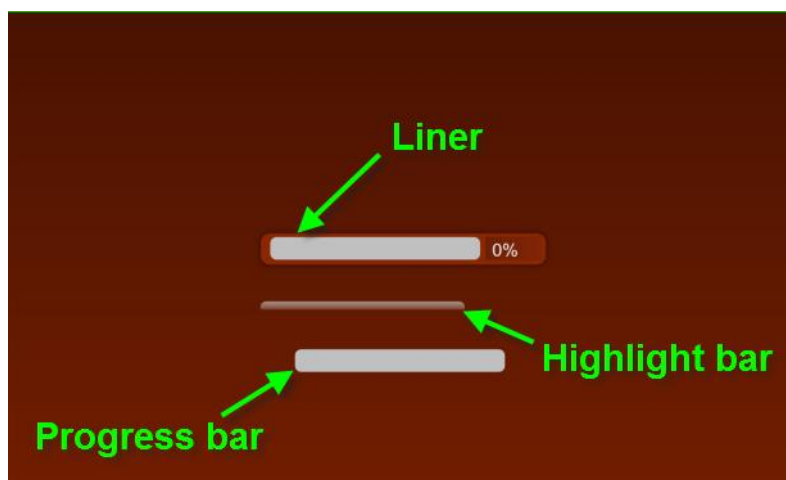
10.8.4. Preview



10.9. Create Progress Bar

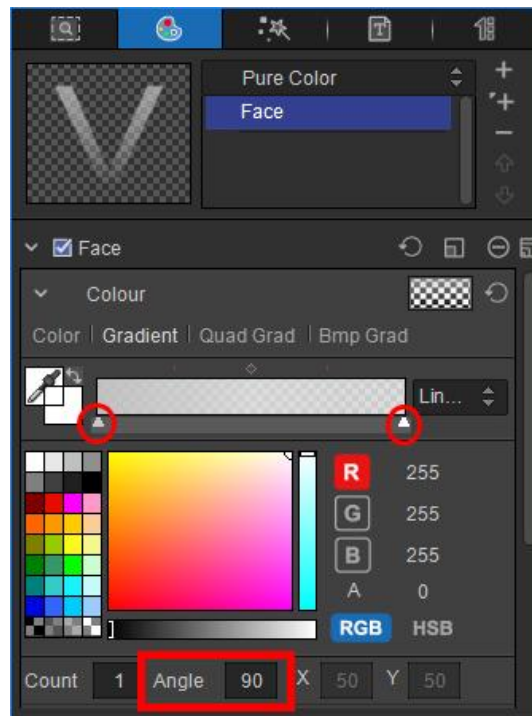
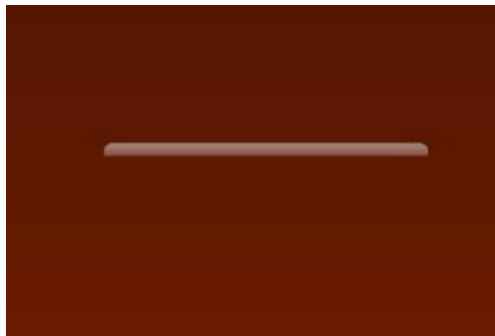


10.9.1. Liner

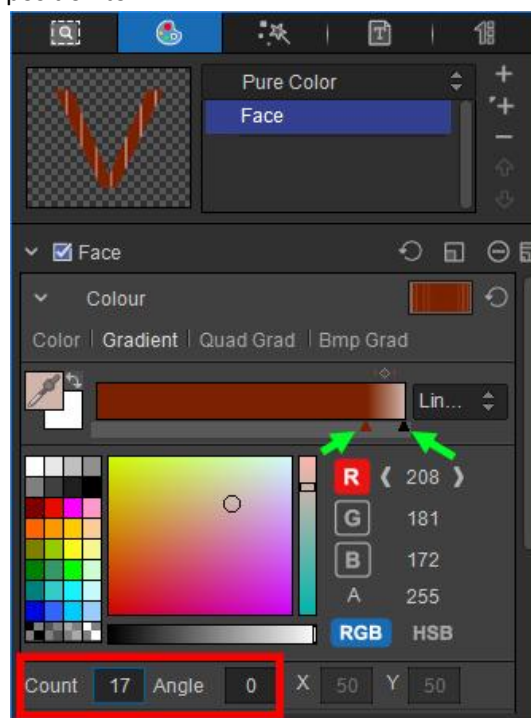
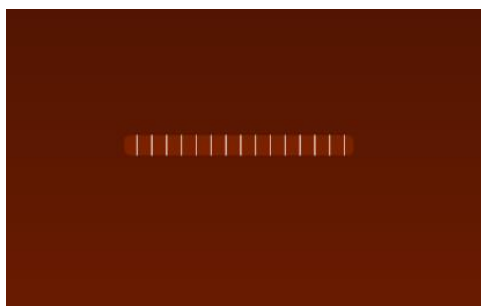


10.9.2. Color

- 1) Select the progress bar high-light, select gradient, 90 degrees, with the RGBA values at (188,188,188,200), (255,255,255,0).

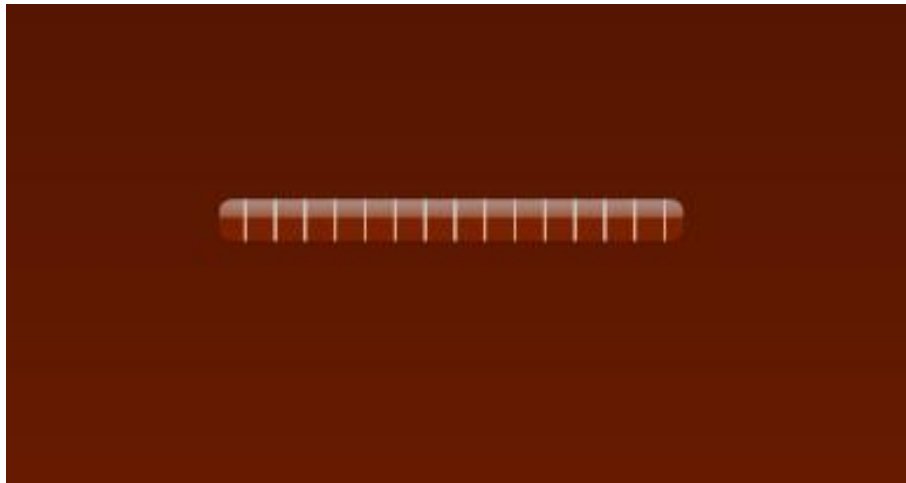


- 2) Select the progress bar, select gradient, set RGBA values at (125,34,0,255), (208,181,172,255), and adjust gradient position to 17.

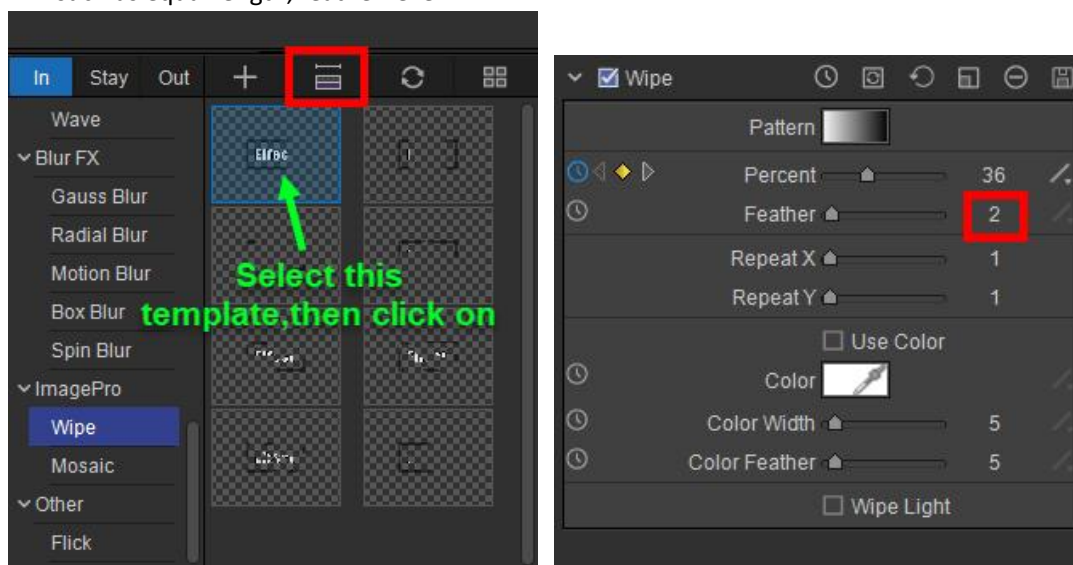


10.9.3. Merge progress bar and high-light

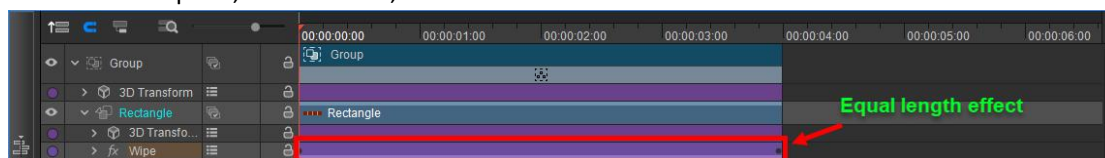
- 1) Click on create group, then name group



- 2) Create Animation: select the group, choose template Wipe001. Click to add special effects such as equal length, feather level 2.



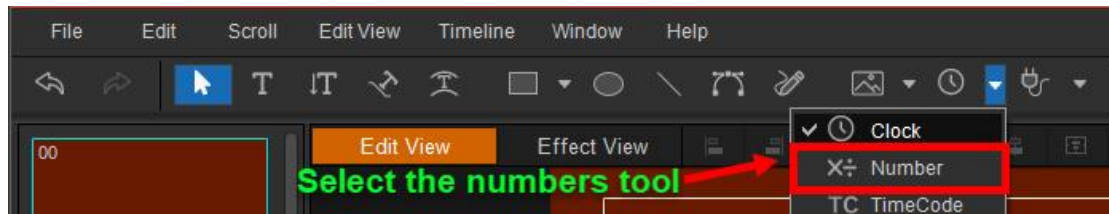
Select this template, then click on,



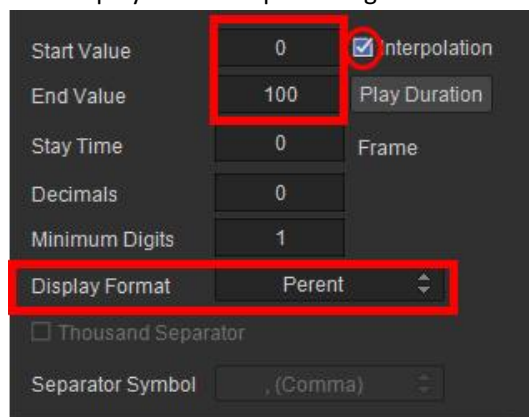
10.9.4. Percentage Animation



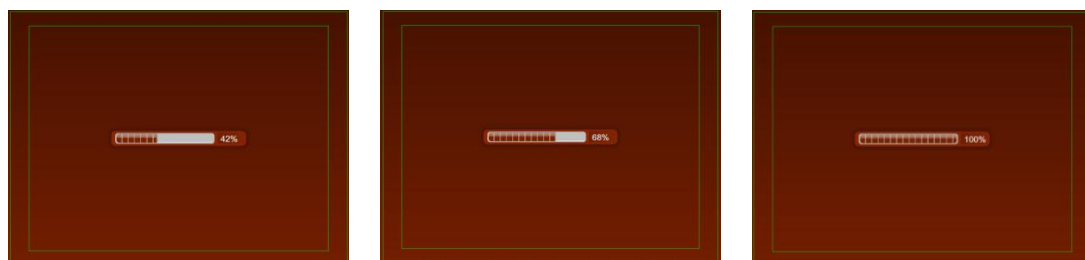
- 1) Select the numbers tool, set size to 17, RGBA to (232,232,232,255)



- 2) Set digital animation: Check the key frame interpolation, start value 0, end value 100, the display format to percentages.



10.9.5. Preview Animation

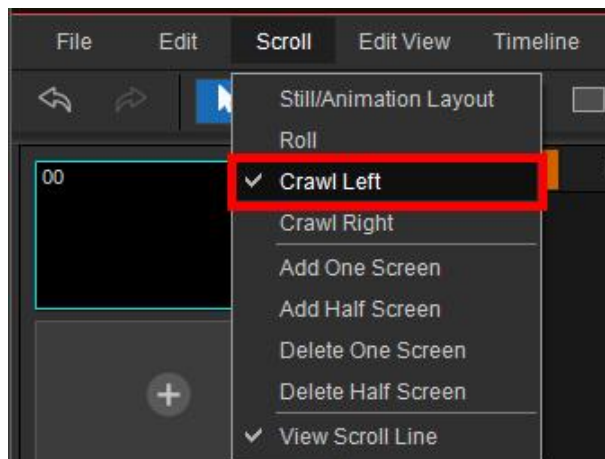


10.10. Create Roll Up

Please consult the chapter "Create Roll" for instructions.

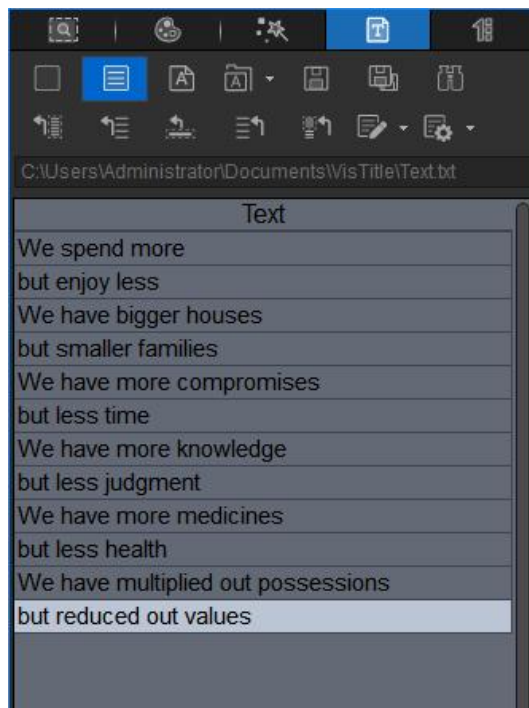
10.11. Create Crawl

10.11.1. Crawl Left

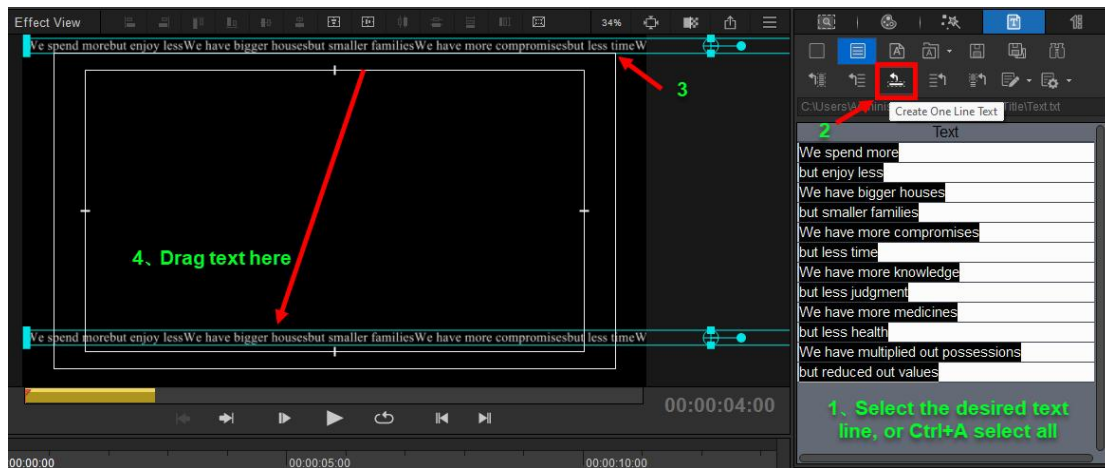


10.11.2. Create Text

Enter text in Text tab

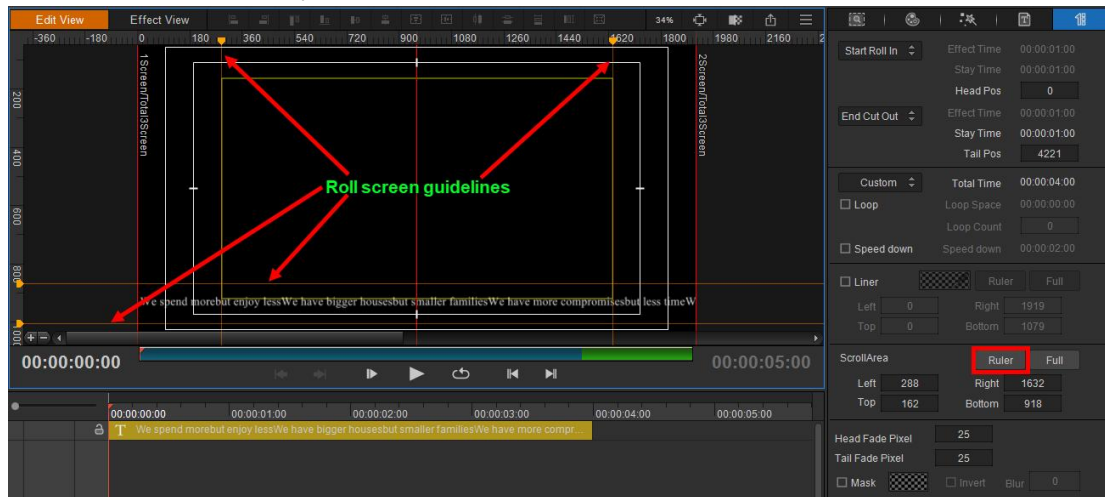


Click on [One Line Text] to create in Edit Screen

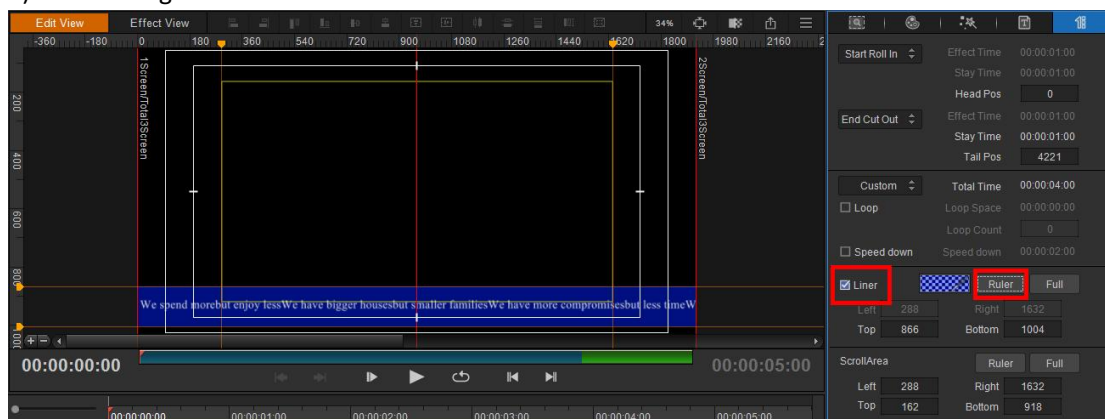


10.11.3. Set Parameters

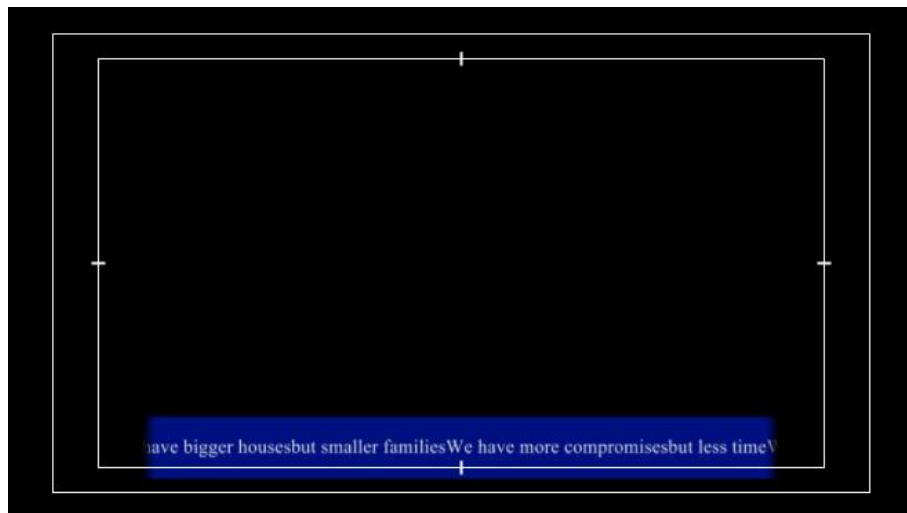
1) Use the ruler (Tab key) to set roll area



2) Set background area




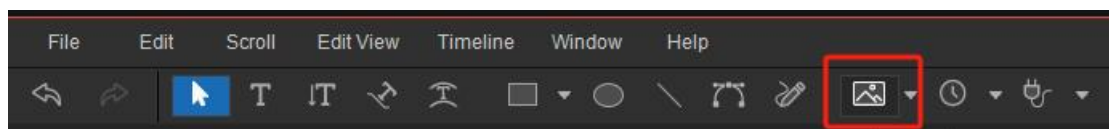
3) Example



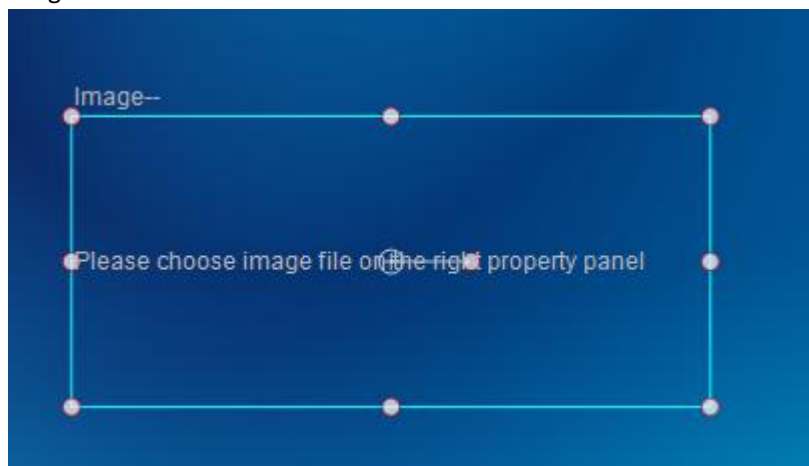
10.12. Render Image

1. Create Image

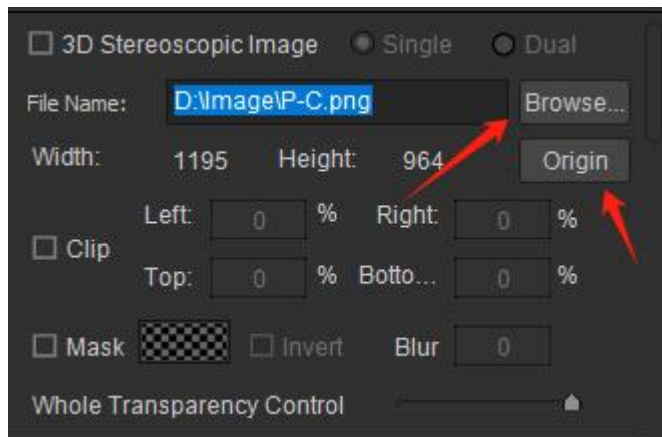
In the Object menu bar press the button .



Drag cursor then release.

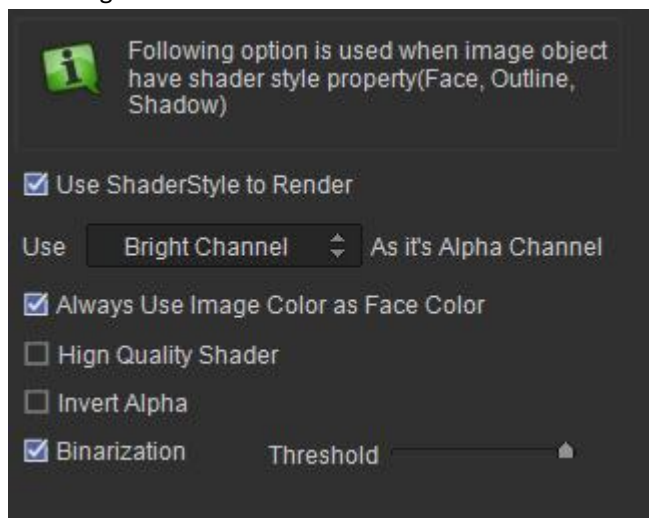


Select image file in Property tab.



2. Set Parameters

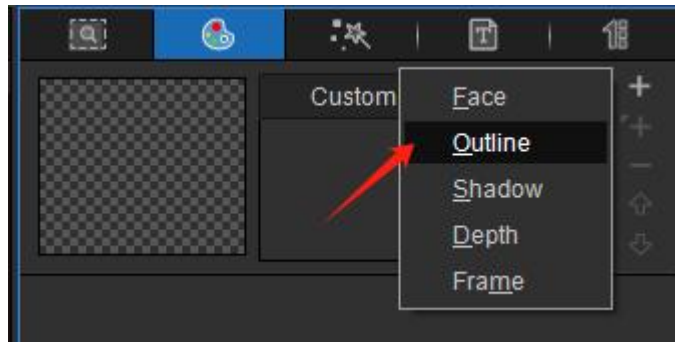
Check "Use Shaderstyle to Render" and use "Bright Channel" as Alpha channel. Enable "Always Use Image Color as Face Color" and "Binarization" and set Threshold value.



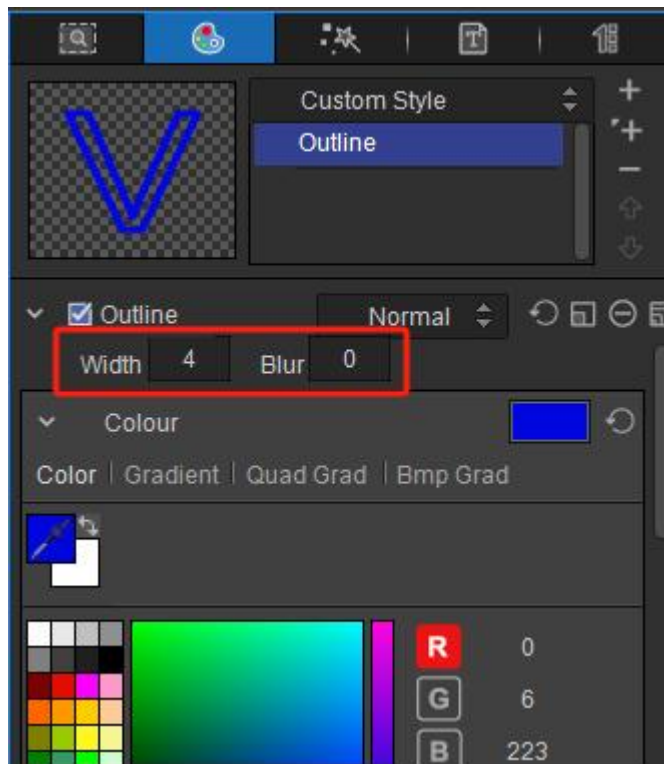
3. Add Face, Outline, Shadow

Add Outline

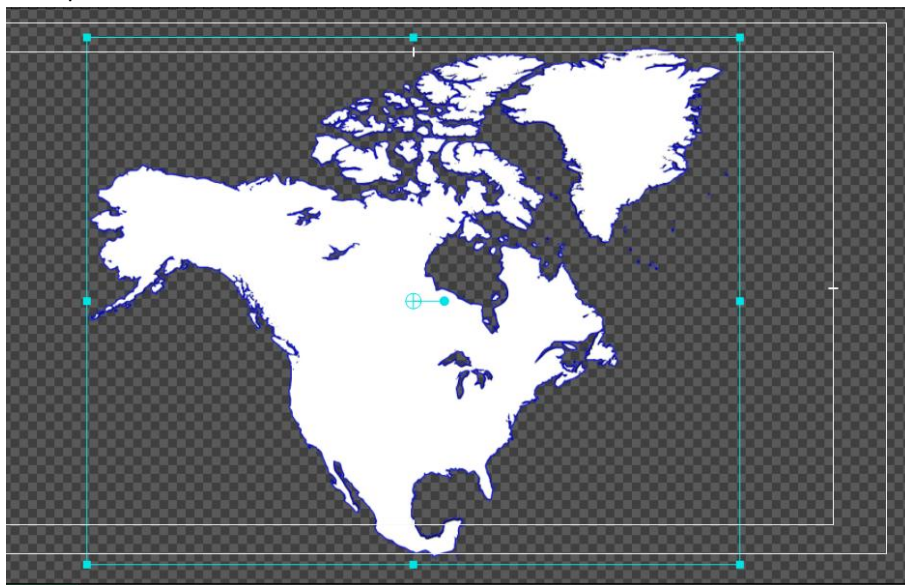
Click the “Add” button to add an outline in Shader tab.



Set color and width, Blur value as 4, 0.

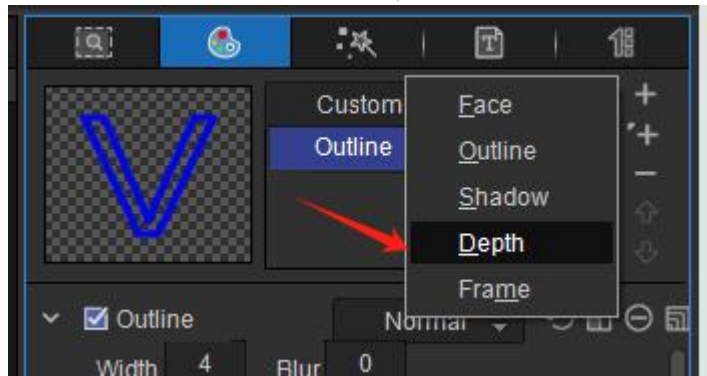


Example:

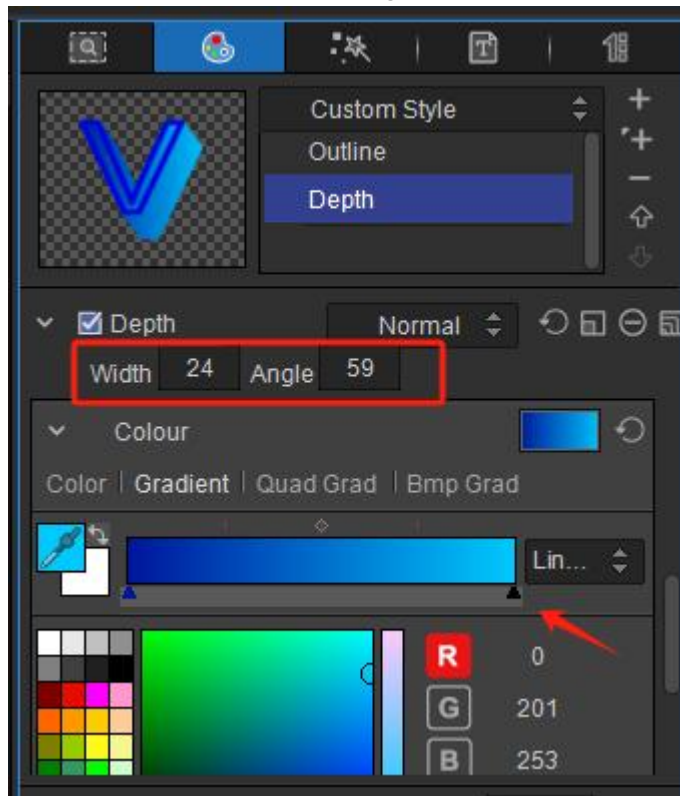


Add Depth

Click the “Add” button to add a depth.



Select Gradient and set width, angle as 24, 59.

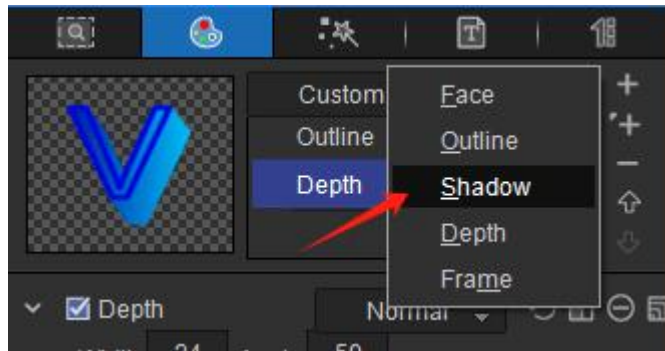


Example:

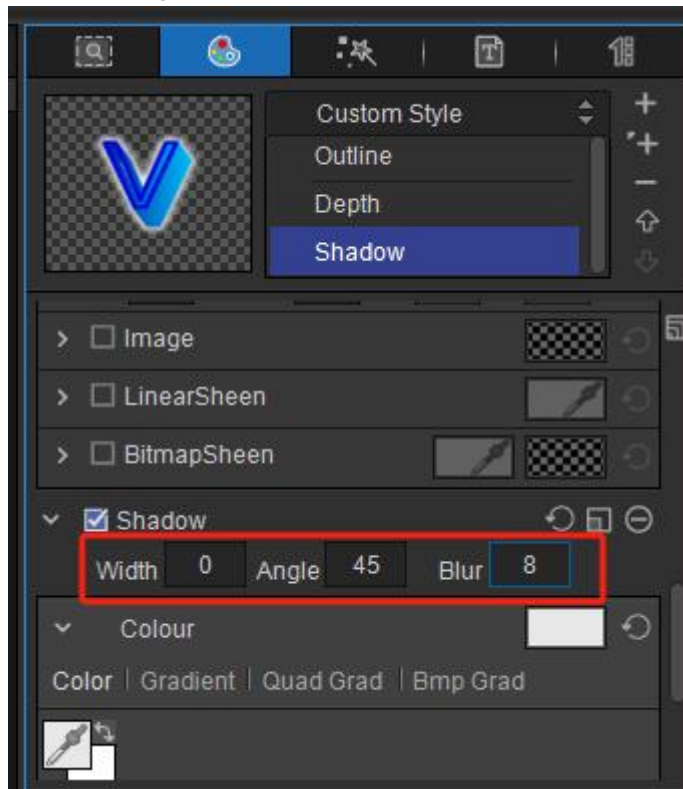


Add Shadow

Click the “Add” button to add a shadow.



Set width, angle and Blur value as 0, 45 and 8.



Example:



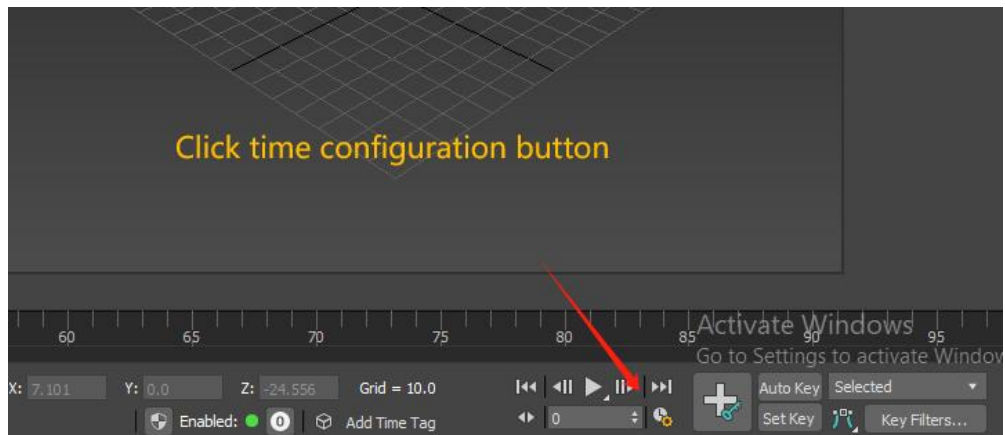
4. Preview



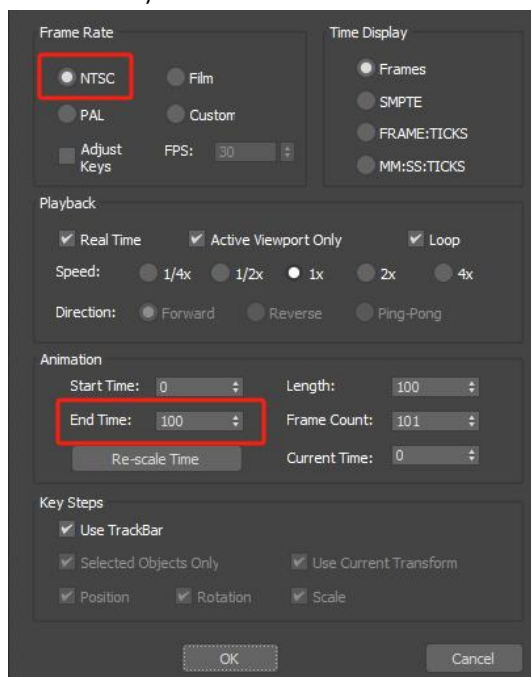
10.13. Using 3ds max animation in VisTitle

10.13.1. Set Frame Rate and Time


- 1) Click [Time Configuration] 

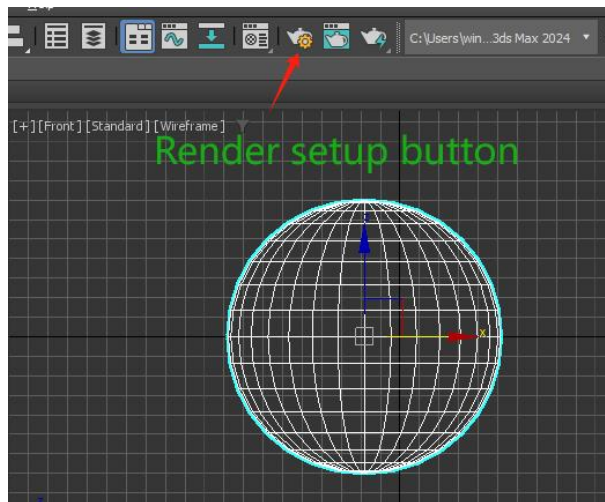


- 2) In "Frame Rate" select PAL, and in "Animation" enter End Time (25 frames equals 1 second). Click on OK.

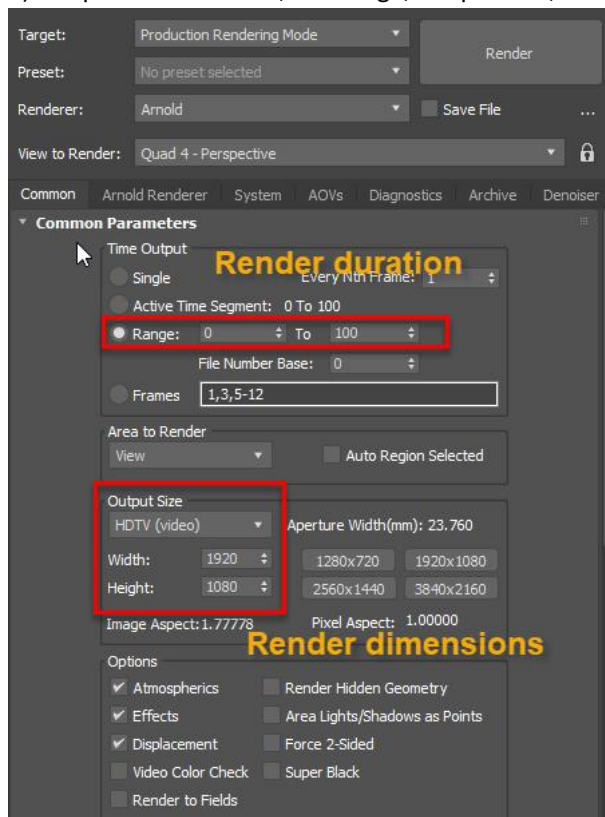


10.13.2. Render Setting

- 1) Click [Render setup] 

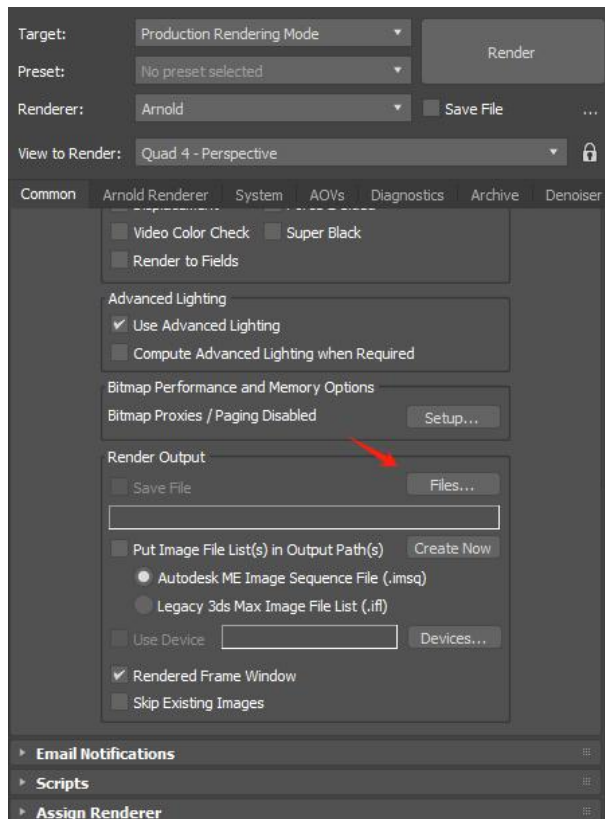


2) Open Common tab, set Range, Output Size, and activate Render to Fields.

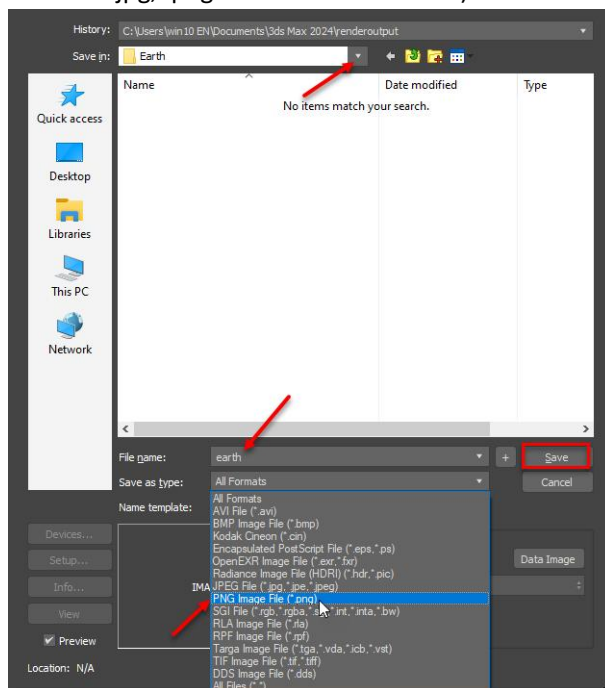


10.13.3. Save Setting

1) In the Render Scene dialog window, click Files under Render Output.

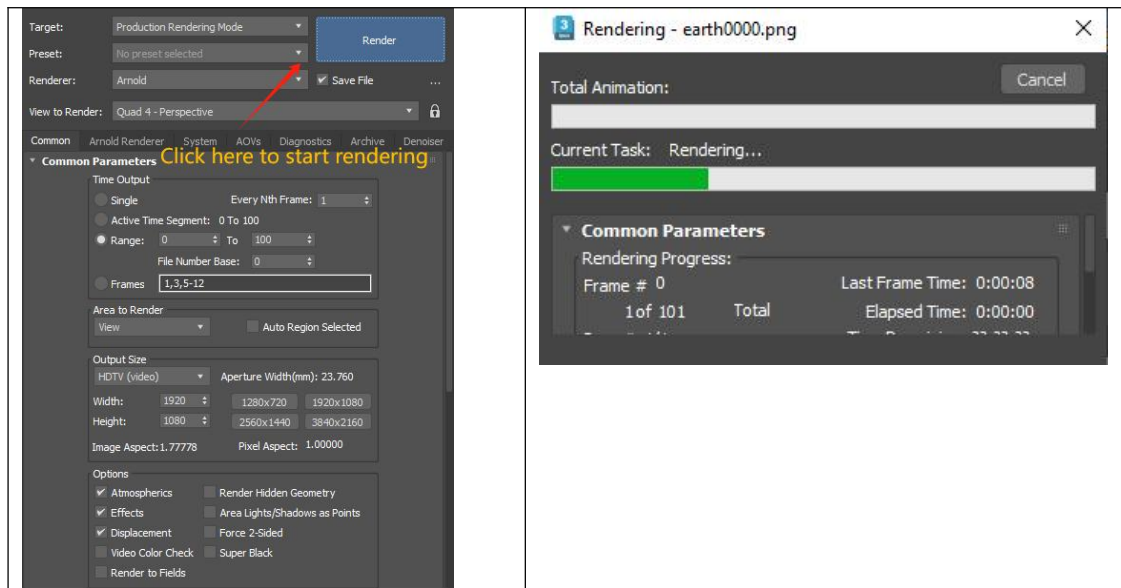


- 2) In Save As, enter Render Output File name, save as png Image File. (Here, .tga files are used, but .jpg, .png files can also be used).




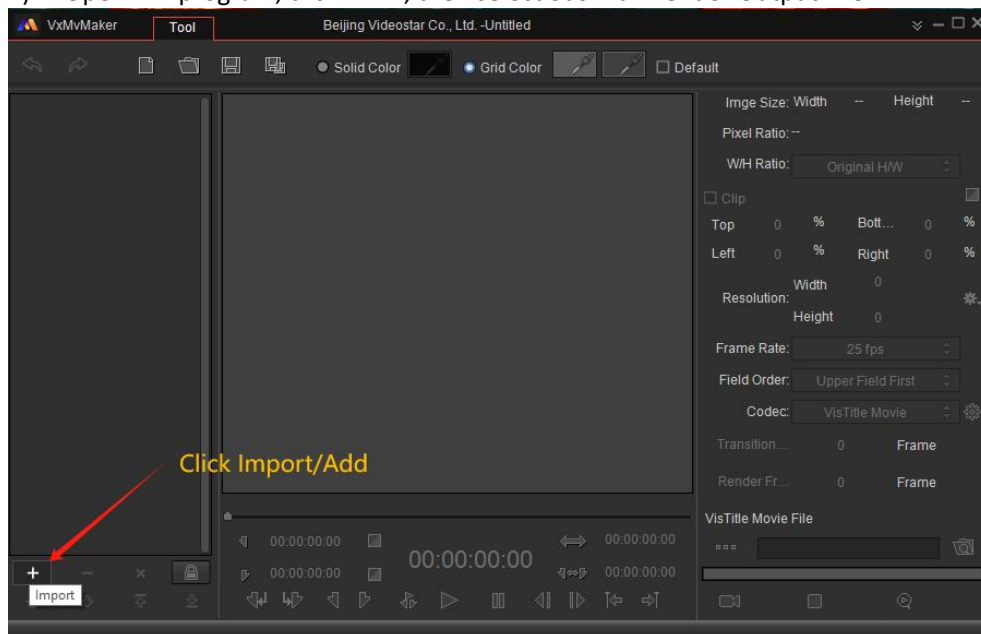
10.13.4. Render Animation

In the Render dialog window, click on [Render] button.

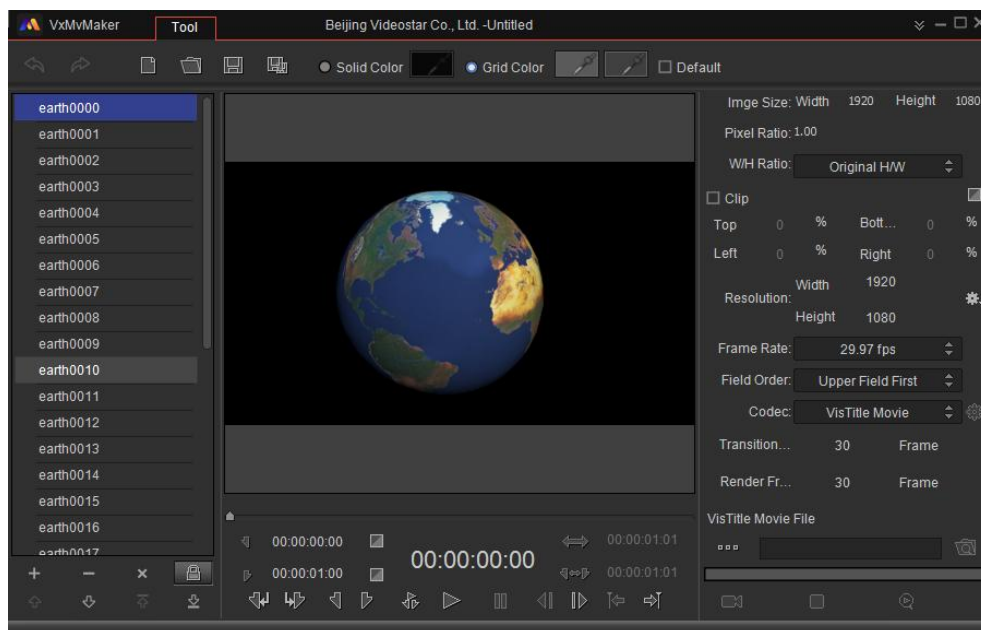
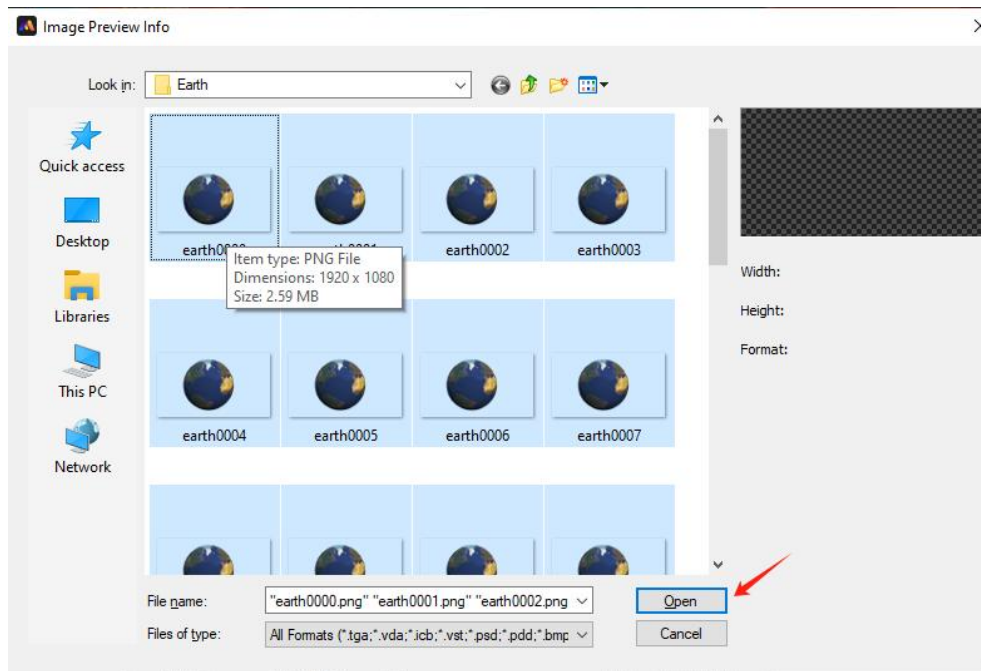


10.13.5. Change Format

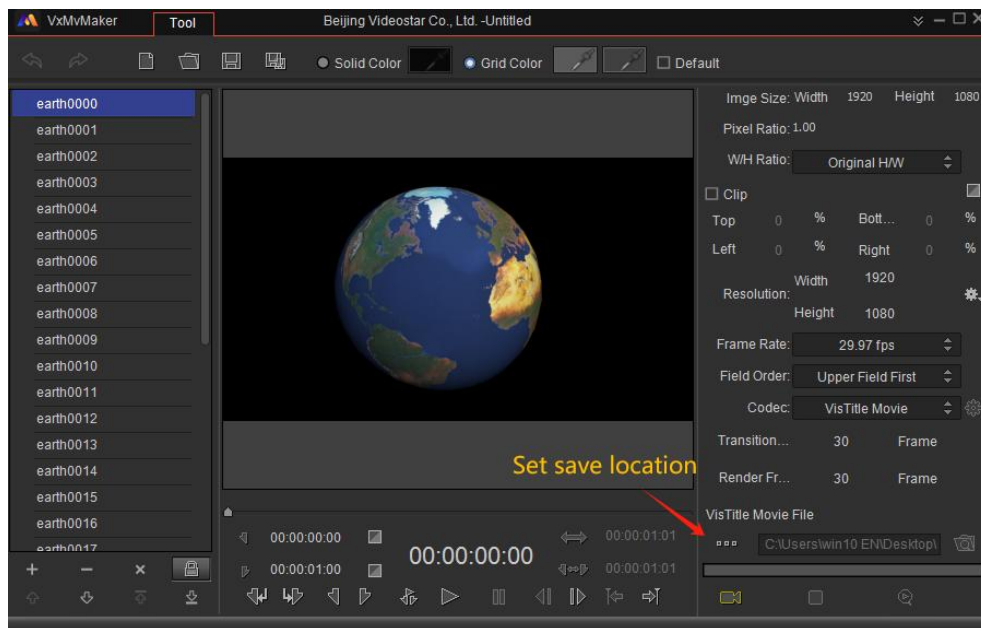
- 1) Open MV program, click , then select 3ds max Render Output File.



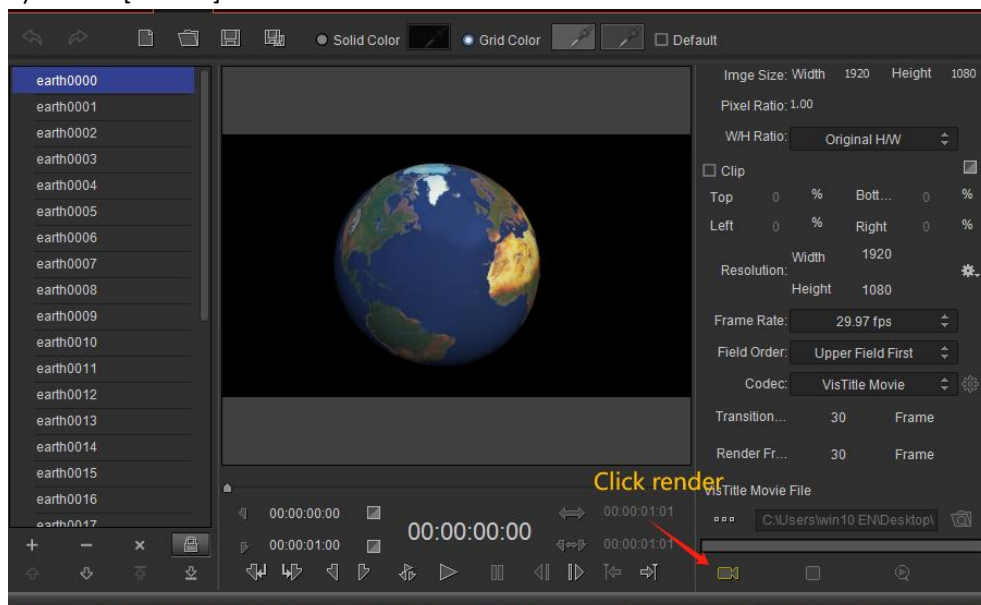
- 2) Type Ctrl+A to select all, then click [Open].



3) Set save location

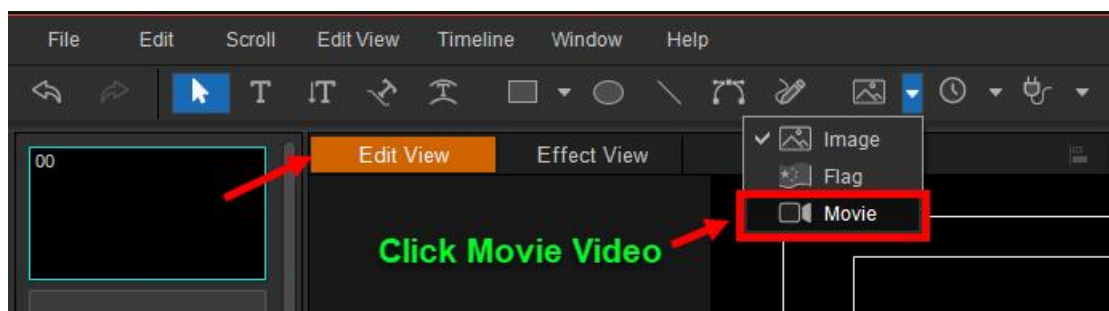


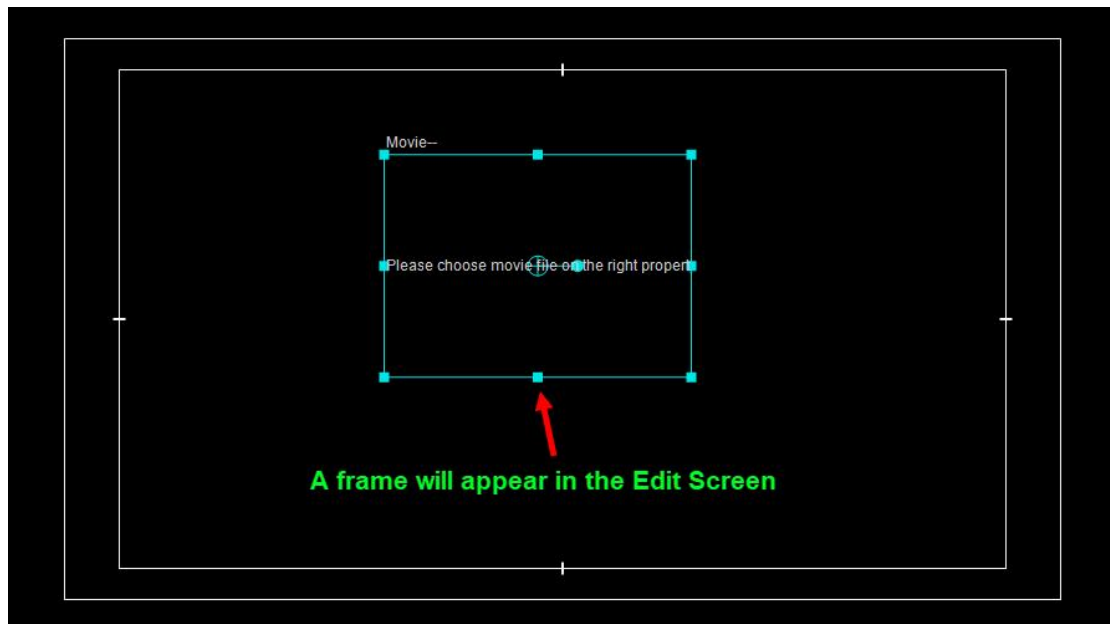
4) Click [Render] button



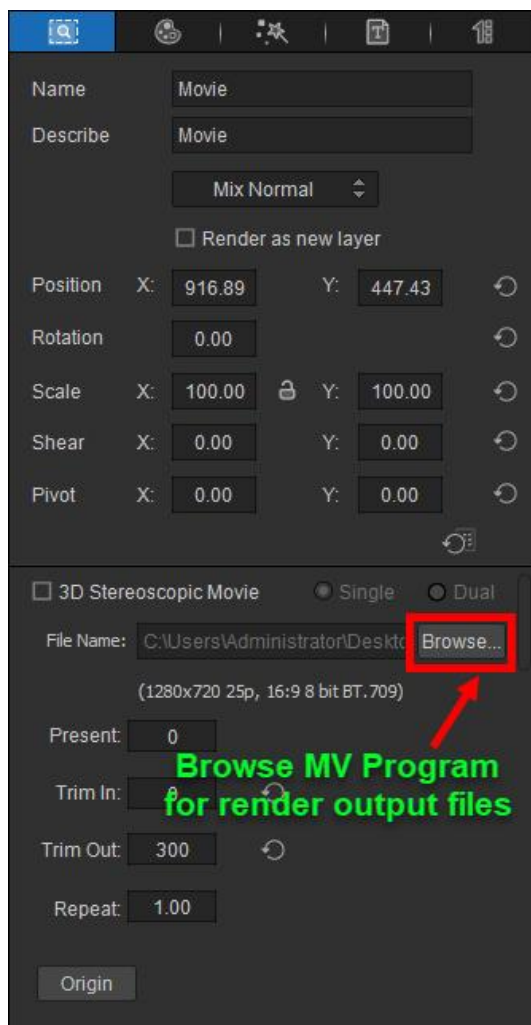
10.13.6. Using in VisTitle

1) Open VisTitle, in the Object Menu Bar click . A frame will appear in the Edit Screen





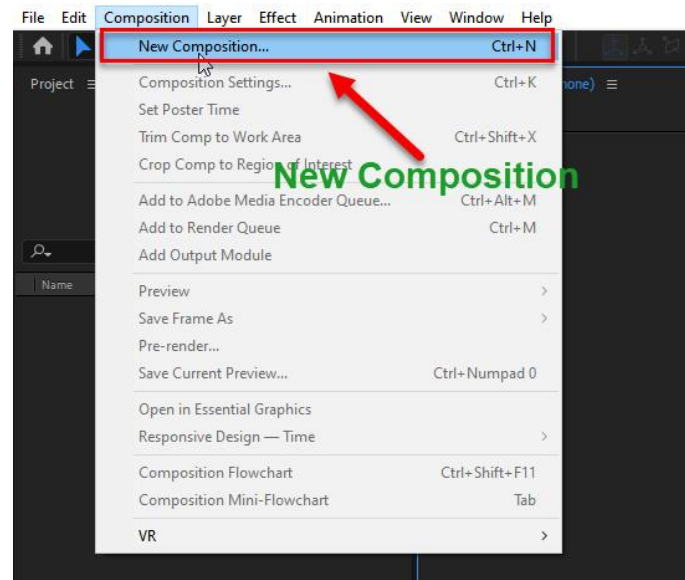
- 2) In the Properties Tab, click **Browse...** and open the MV Render Output File.



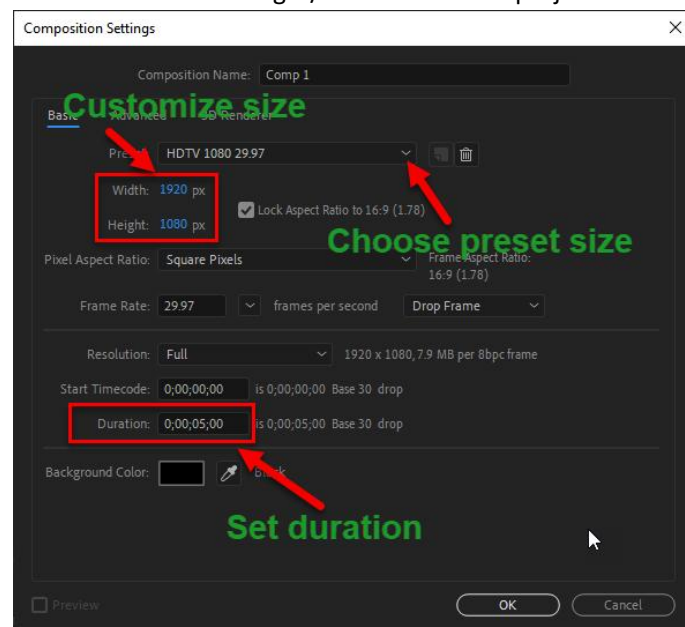
10.14. After Effect Animation in VisTitle

10.14.1. New Composition and Composition Setting

- 1) Open After Effects, then choose Composition, New Composition

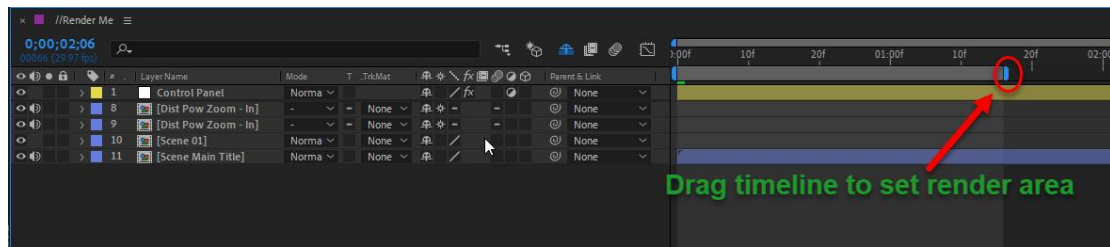


- 2) In Composition Settings dialogue window, choose size from Preset drop-down list or set custom size in Height/Width fields. Set project Duration, then click on OK.



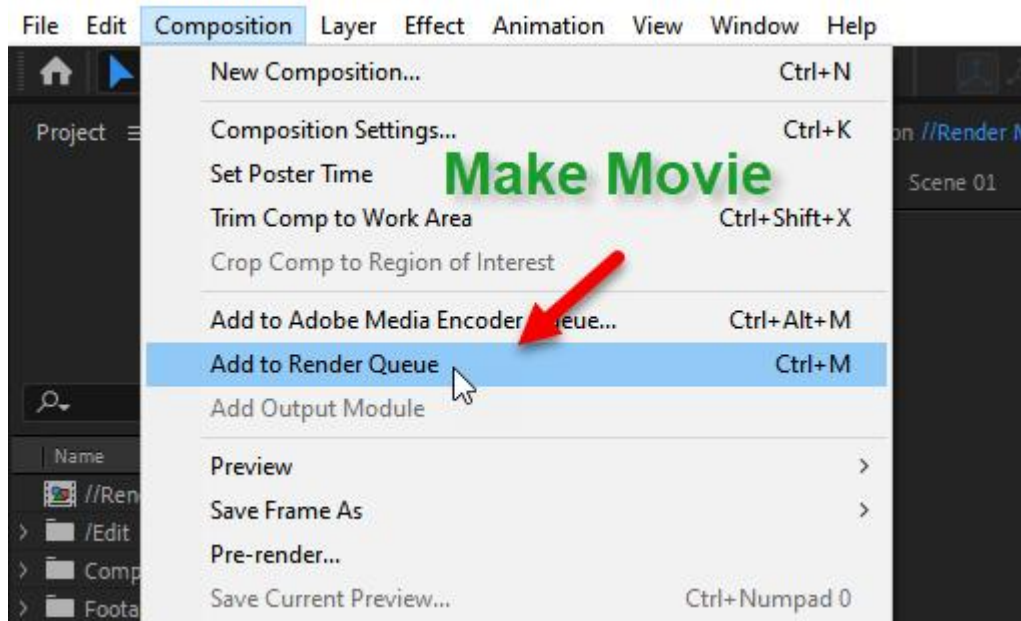
10.14.2. Render Area

Drag timeline to set render area

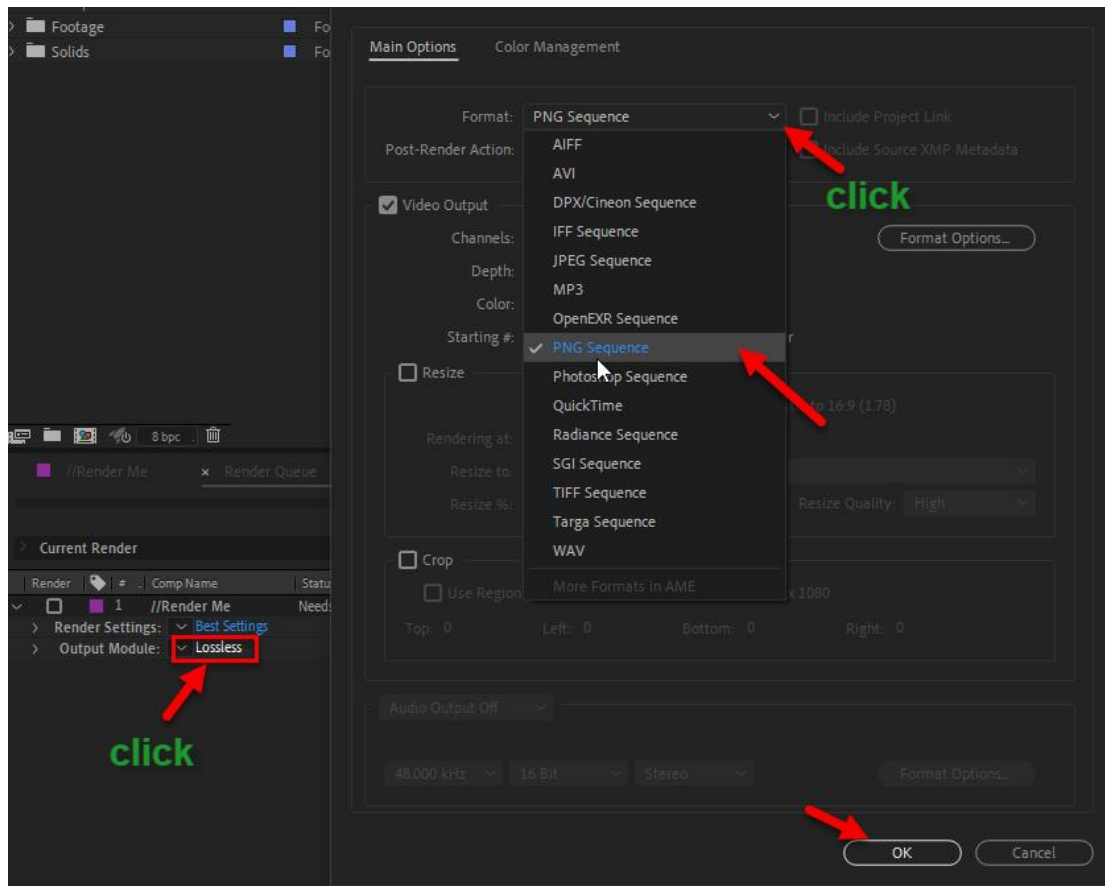


10.14.3. Render Setting

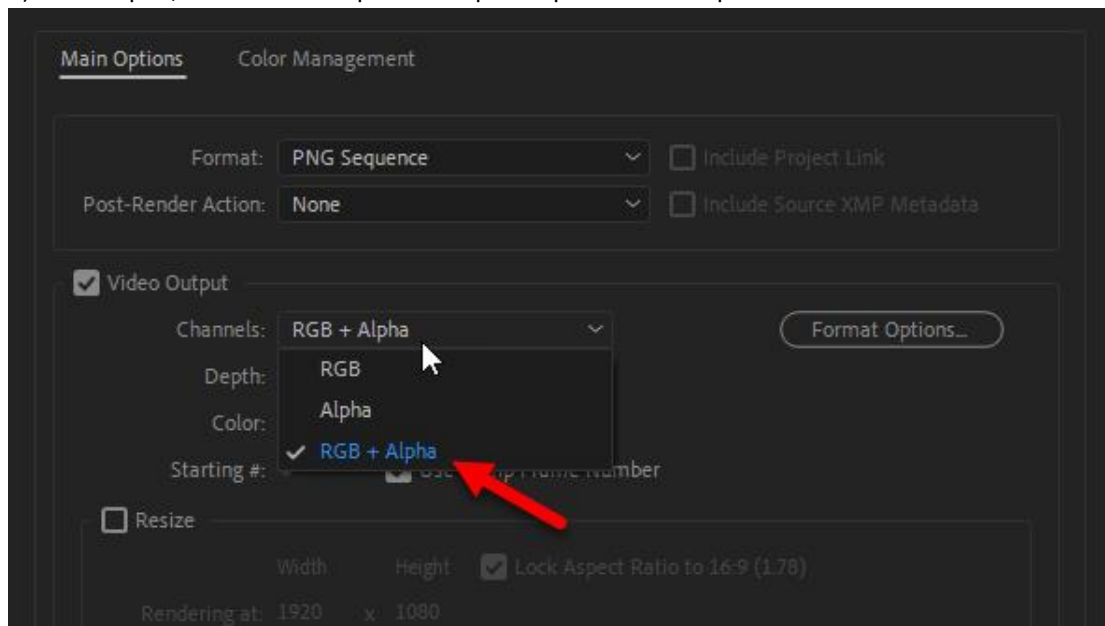
- 1) In Menu Bar choose Composition, Make Movie.



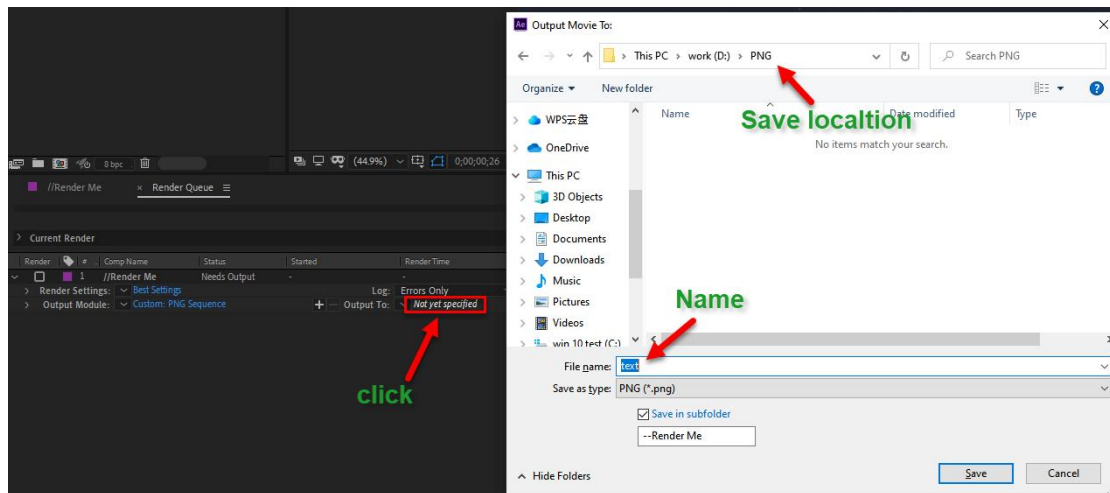
- 2) Output Module Settings: in Render Queue tab click [Lossless], then choose PNG Sequence from Format drop-down list.



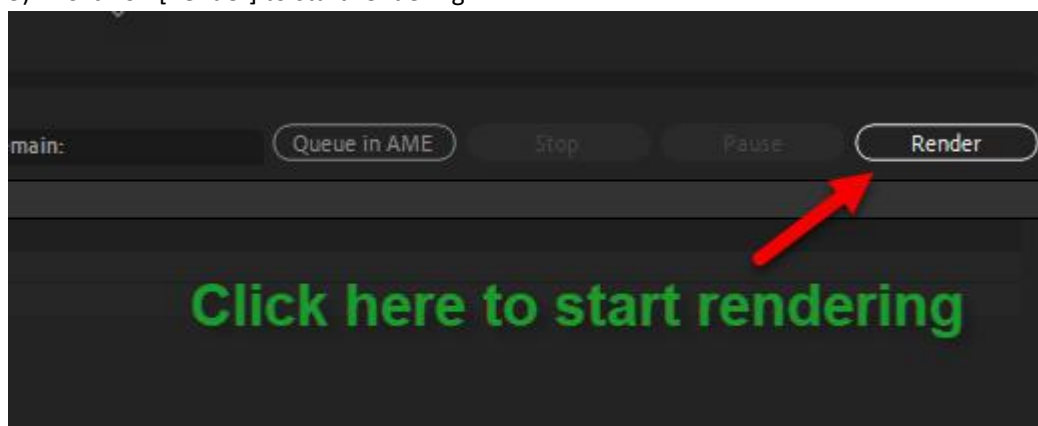
3) Set Alpha, choose RGB+Alpha to output sequence is transparent. Click on OK.



4) Name file: click [comp1[#####].tga] button, set save location and enter file name. Click on Save.

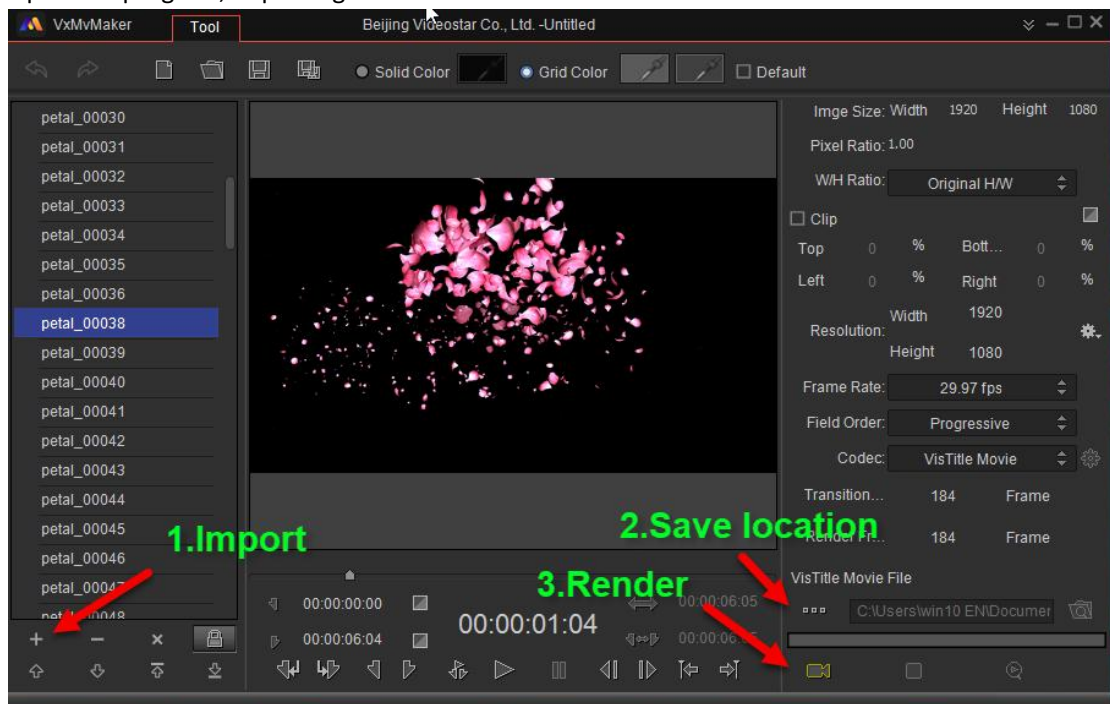


5) Click on [Render] to start rendering.




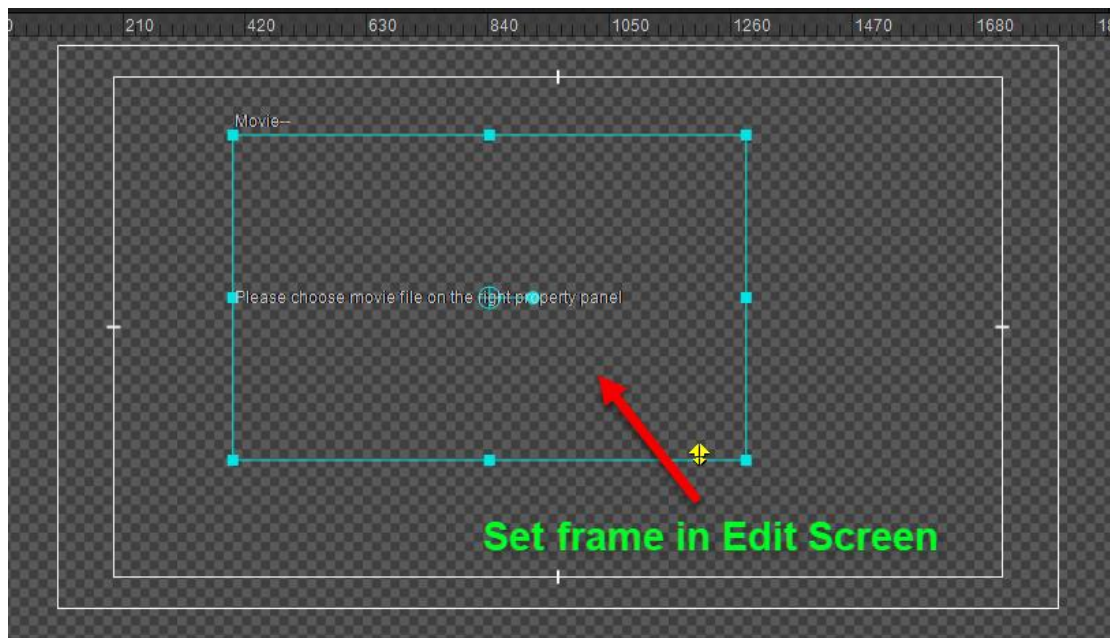
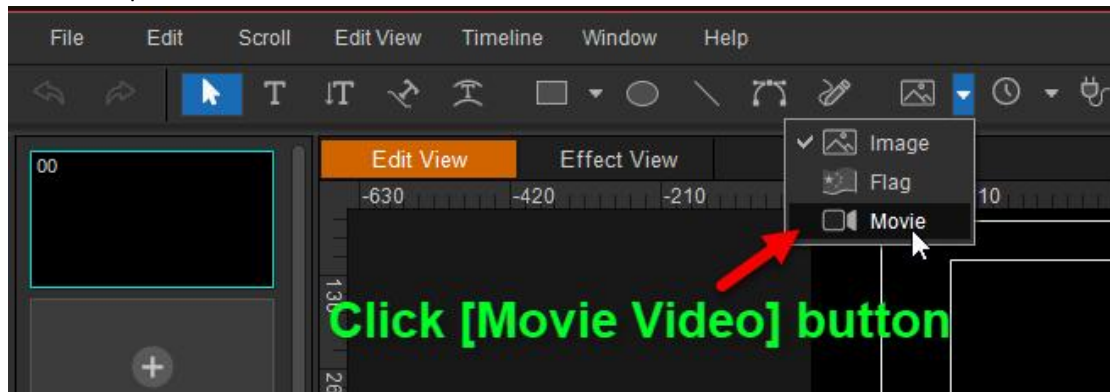
10.14.4. Change Format

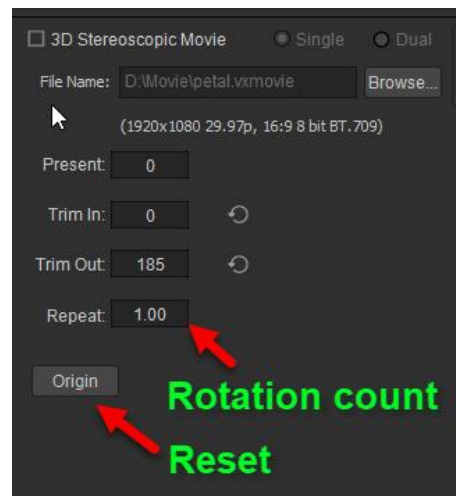
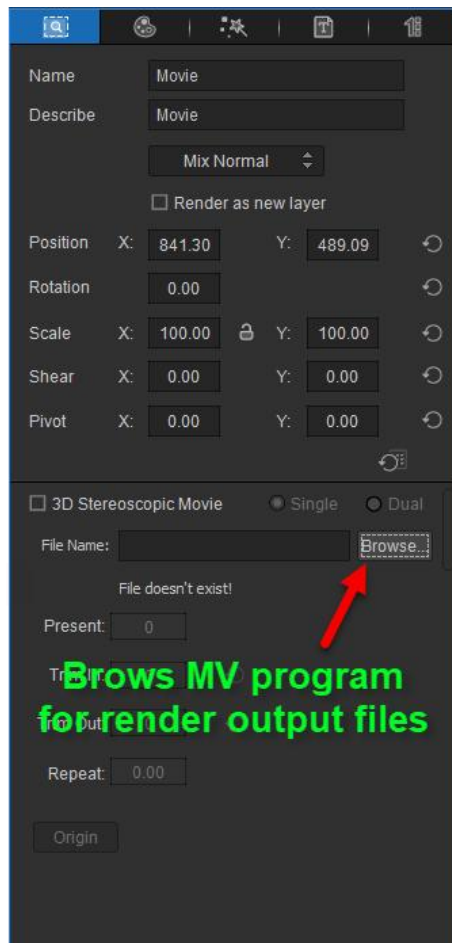
Open MV program, import .tga file created in After Effects



10.14.5. Using in VisTitle

Open VisTitle, click  , a frame will appear on the Edit Screen. In Properties Tab open MV render output file.



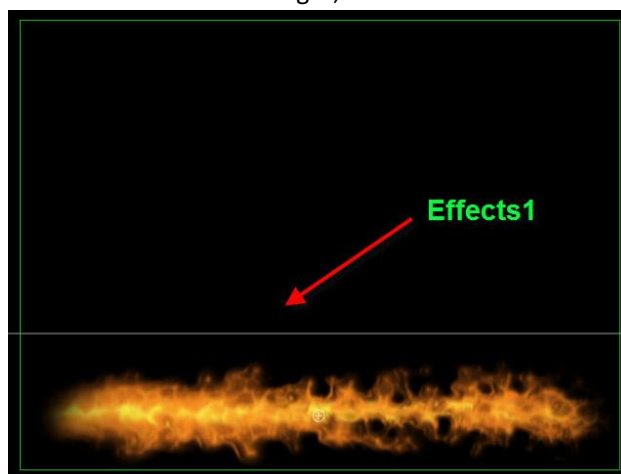


10.15. Combine Animation with Animated Header

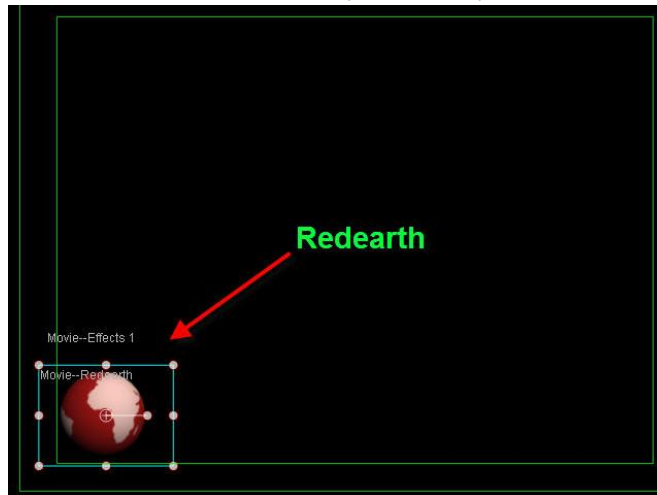
10.15.1. Set Keyframe positions

- 1) In the Animation Template Library, choose Movie2, "Effects1". Double-click to place in Edit Screen.

Activate the 3D Edit Mode, and set Effect1 Y-axis to 180 (this animation is a flame that moves from left to right, but here we invert the direction)

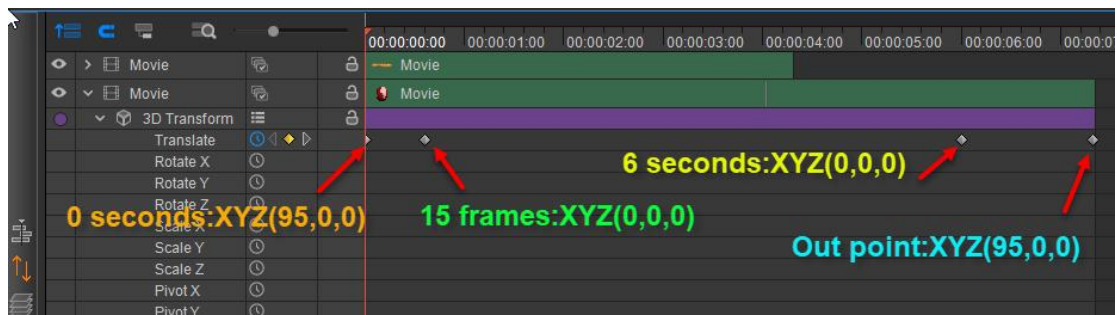
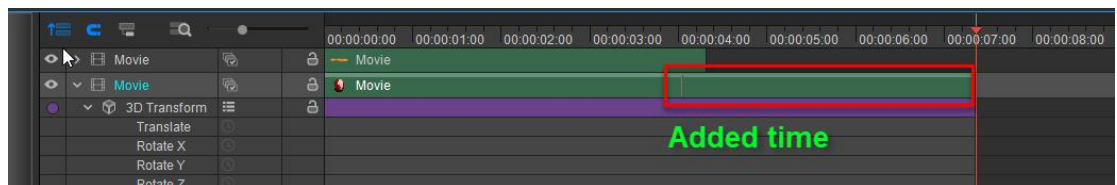
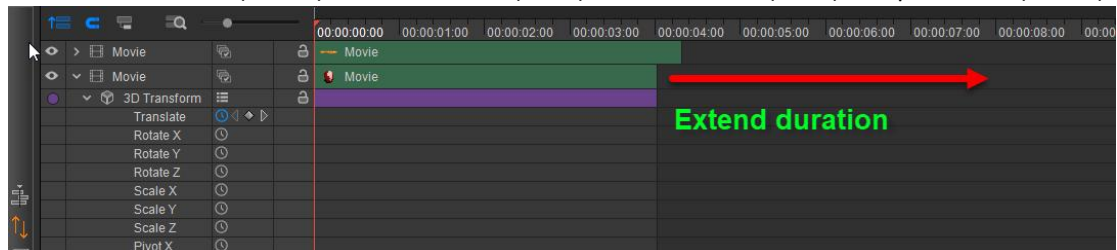


- 2) From the Animation Template Library, choose Movie1, "Redearth". Adjust size and position.



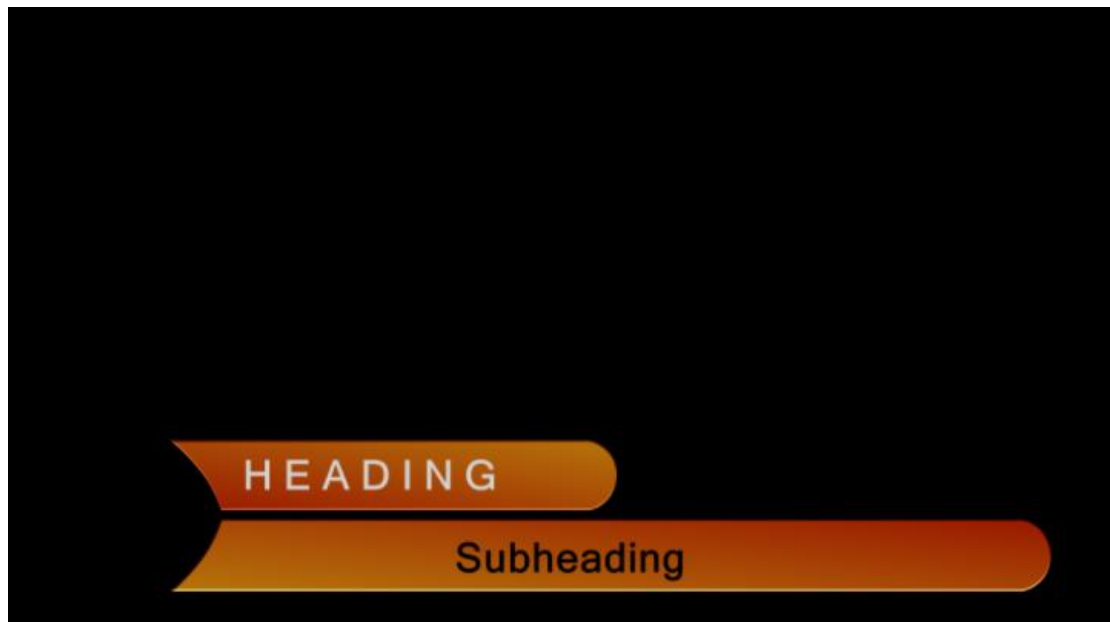
- 3) Set Redearth keyframes: extend duration to 7 seconds 9 frames, then drag timeline marker to 0 seconds. In 3D Transform set animation displacement keyframes.

0 seconds: XYZ (95,0,0), 15 frames: XYZ (0,0,0), 6 seconds: XYZ (0,0,0), End point: XYZ (95,0,0),

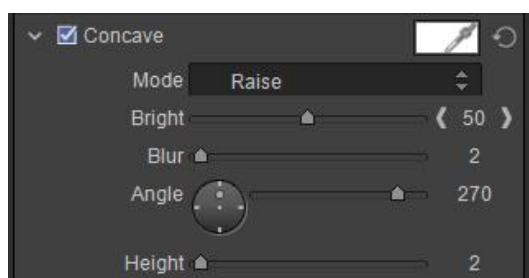
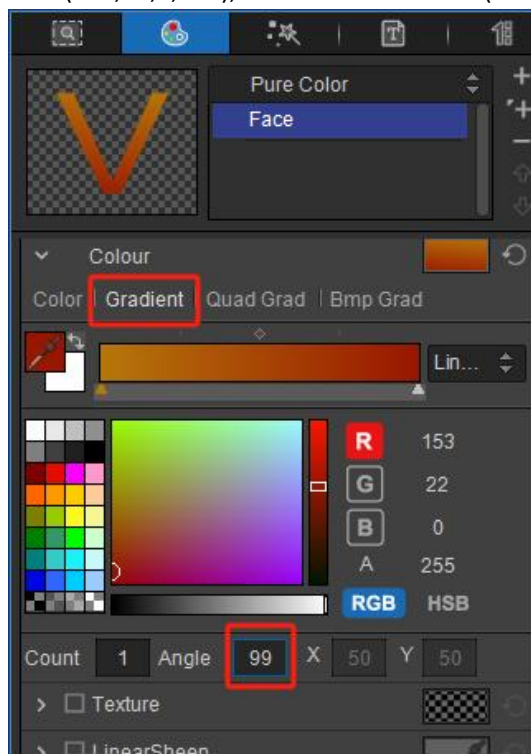


10.15.2. Background and Text

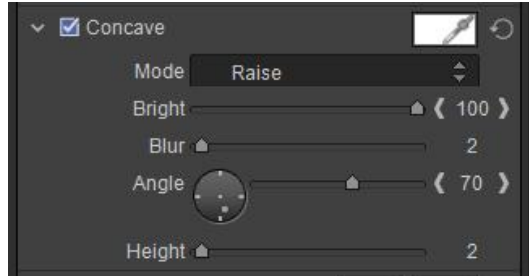
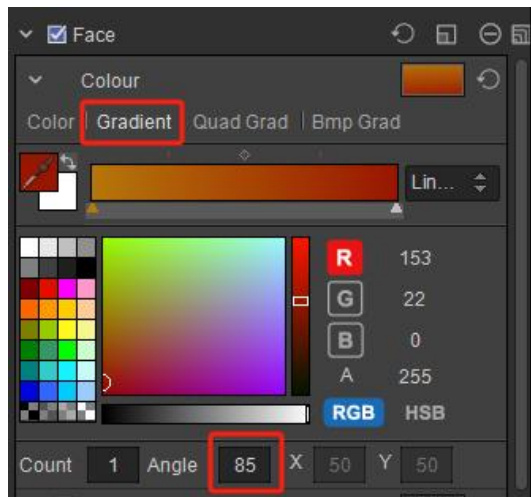
- 1) Use Bezier Curves to draw backgrounds, then insert text.



- 2) Set upper background color: set to gradient, 99 degree, RGBA (185,125,12,255) and (152,19,0,255); concave effect RGBA (255,255,255,255).



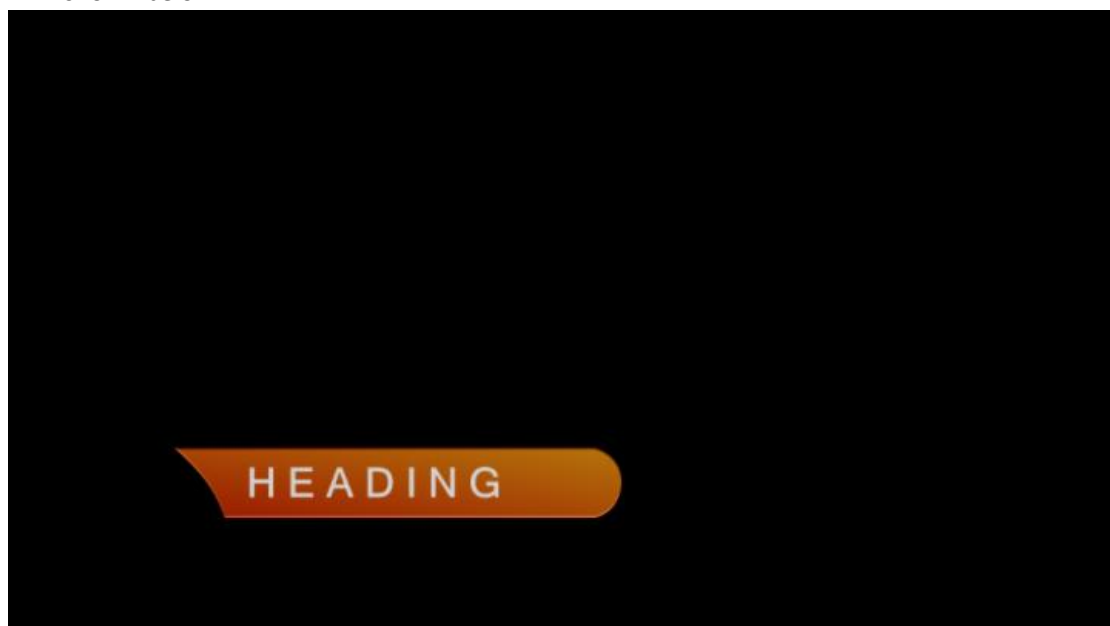
- 3) Set lower background color: set to gradient, 85 degree, RGBA (218,168,44,255) and (142,23,6,255); concave effect, RGBA (255,255,255,255).

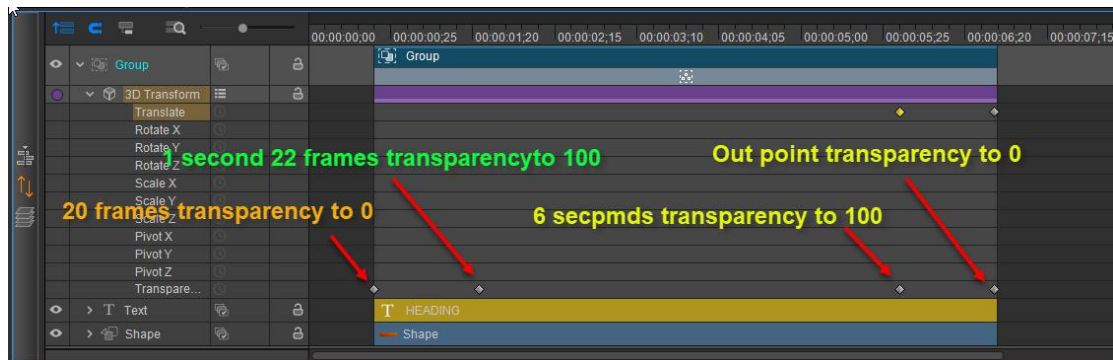
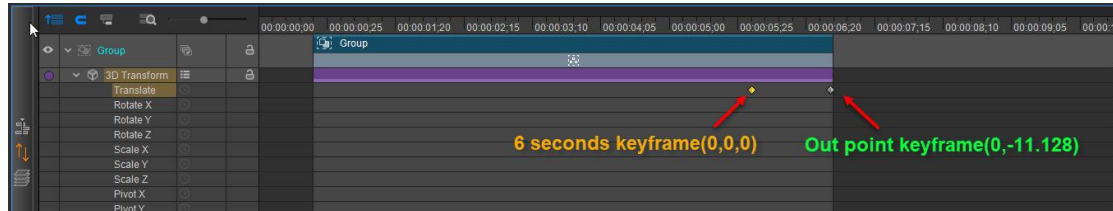
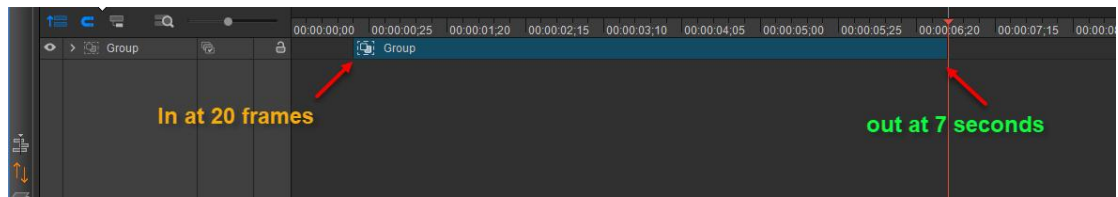


- 4) Text color: set "HEADING" RGBA to (210,210,210,255), and "Subheading" RGBA to (0,0,0,255)

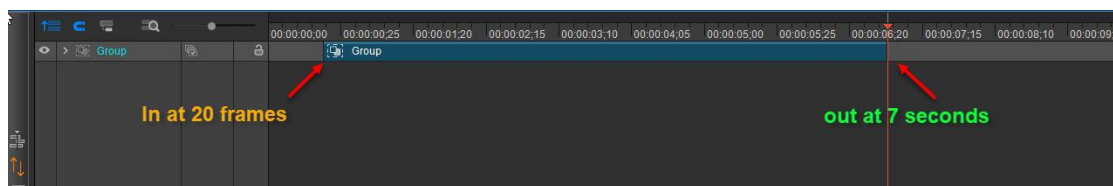
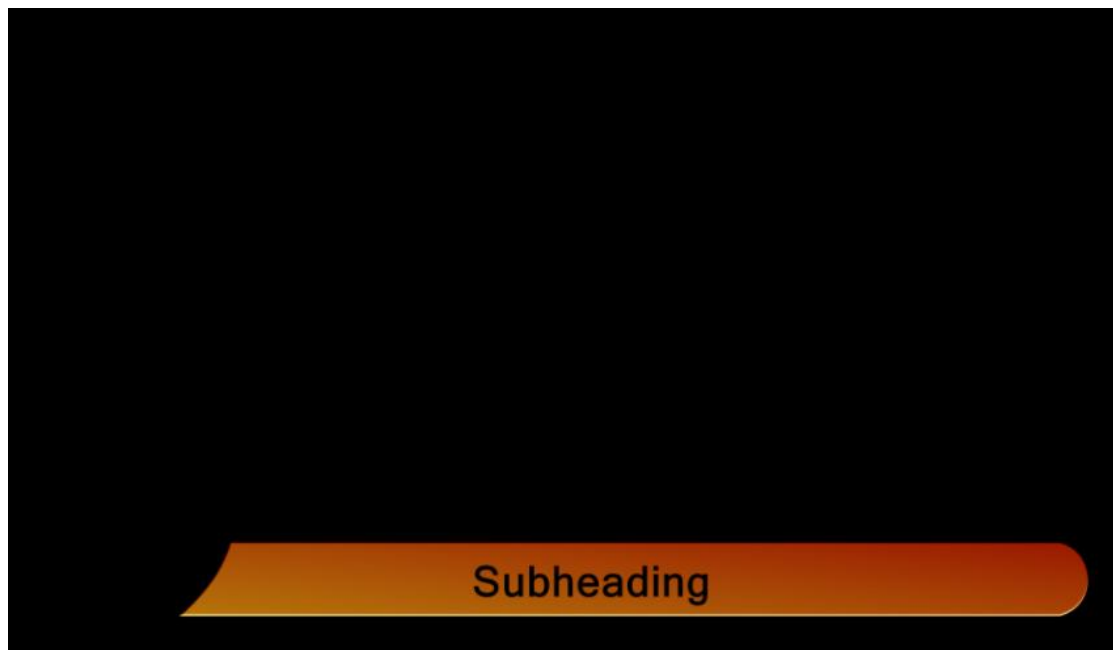


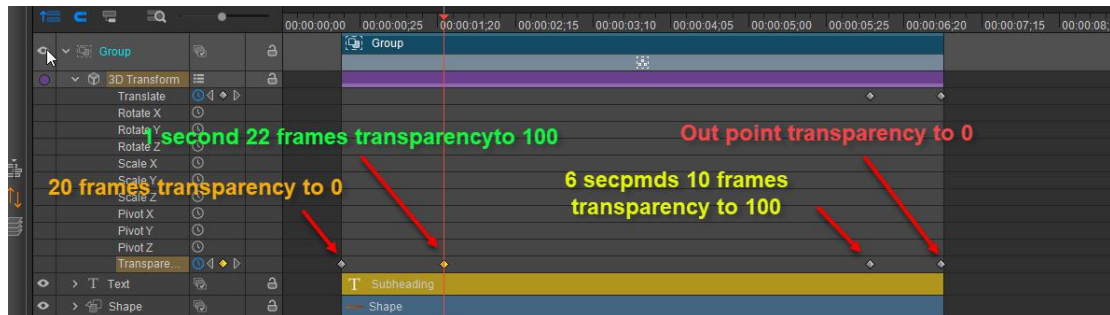
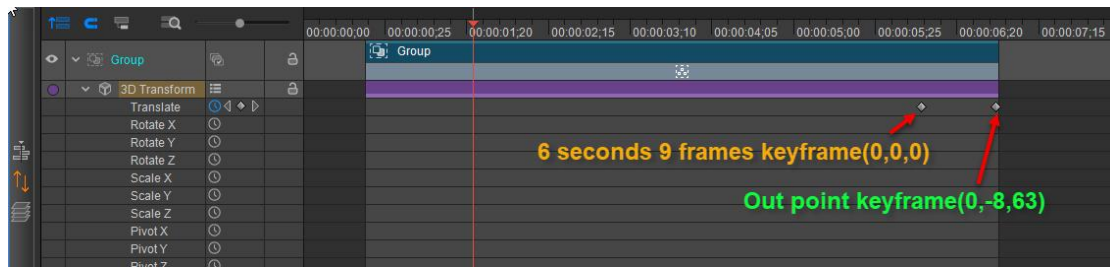
- 5) Choose "HEADING" and background to Make Group, then set keyframes and duration as shown below



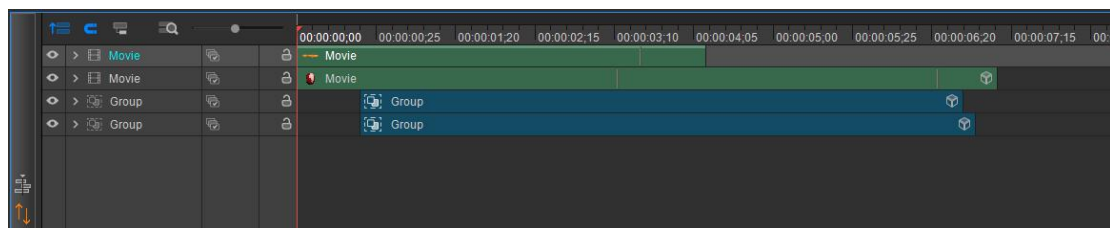


- 6) Choose "Subheading" and background to Make Group, then set keyframes and duration as shown below

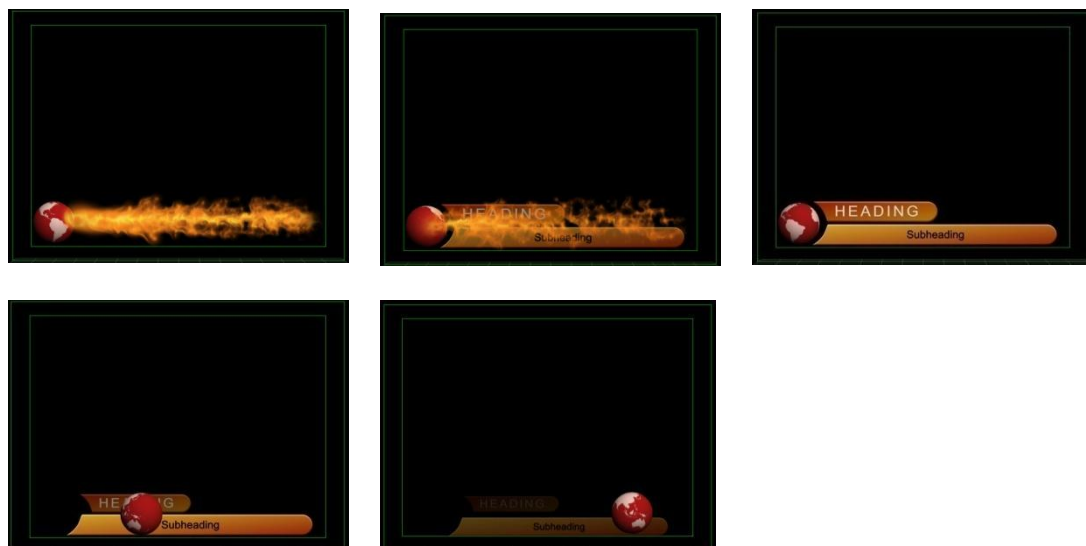




10.15.3. Set position



10.15.4. Animation Preview



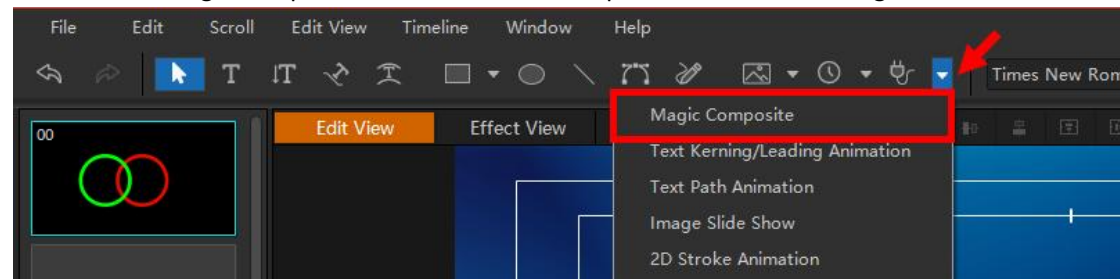
Chapter Eleven Plugins

11.1. Magic Composite

◆ Operation Flow of Magic Composite

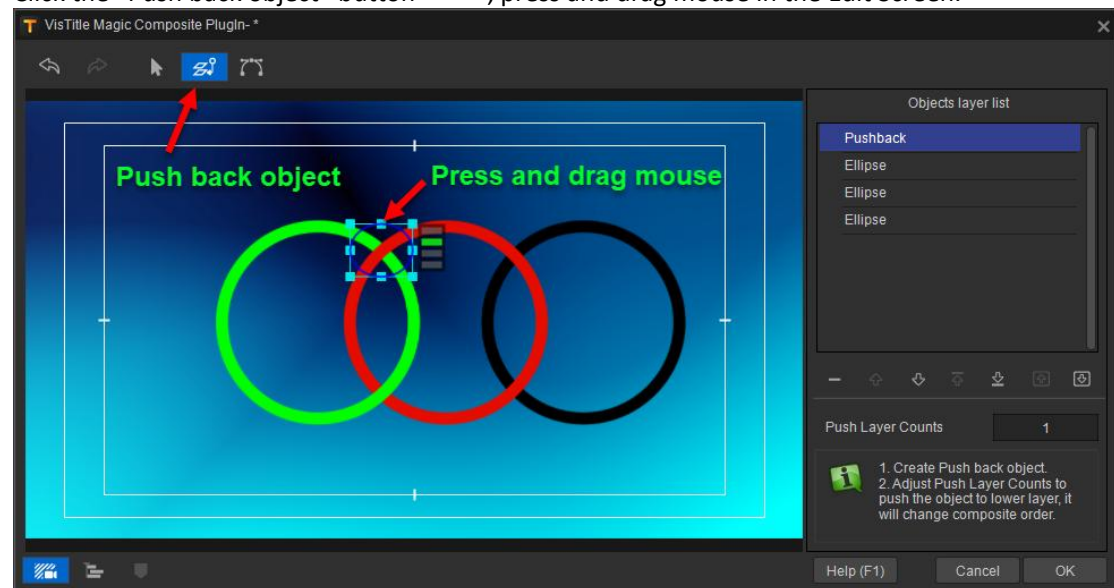
1. Run Magic Composite Plugin

Choose “Magic Composite” button from the drop-down list of “Title Plugin”.

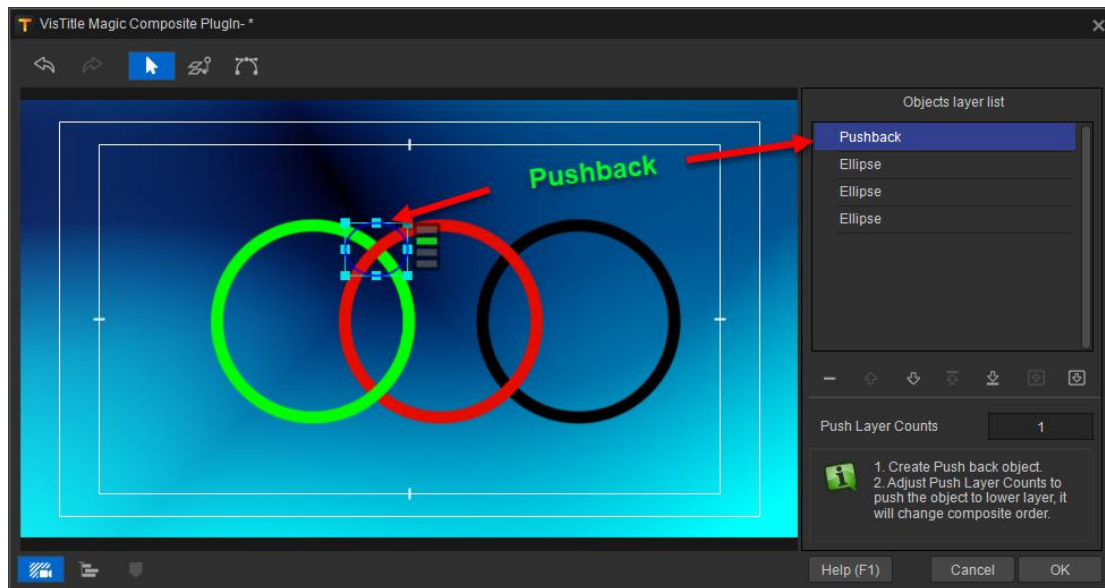


2. Create Push Back

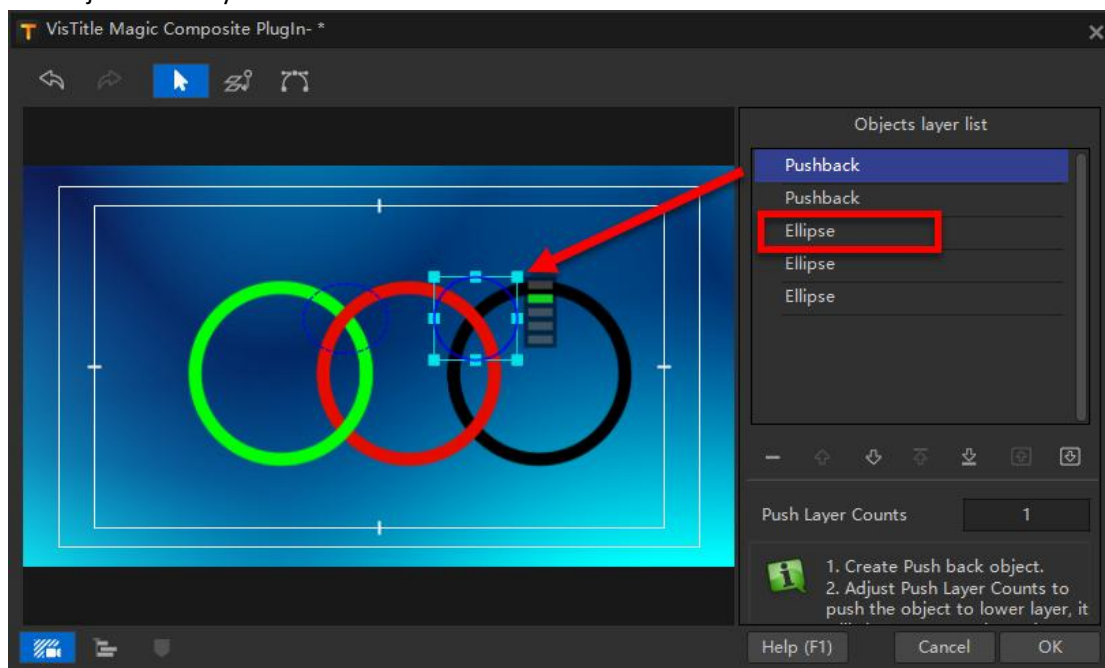
Click the “Push back object” button , press and drag mouse in the Edit Screen.



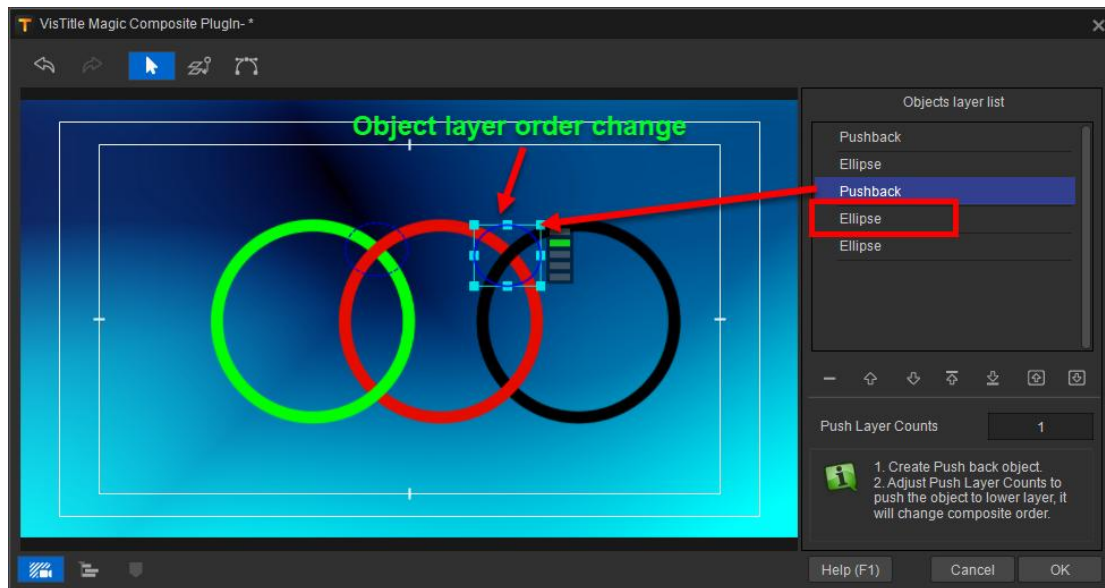
Release mouse, create a push back object. New pushback object appears in the object layer list.



3. Adjust Push Layer Counts

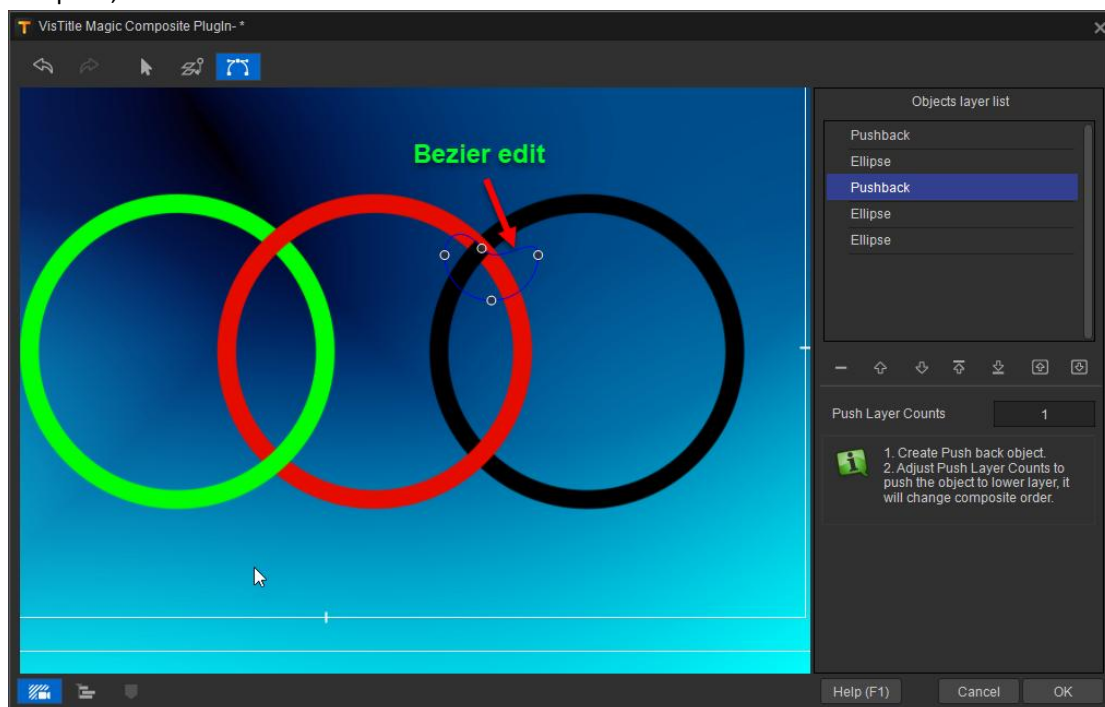


First click to select push in Edit Screen, or in the object layer list click to select. Then click the “Down” button under object layer list to change object layer order.

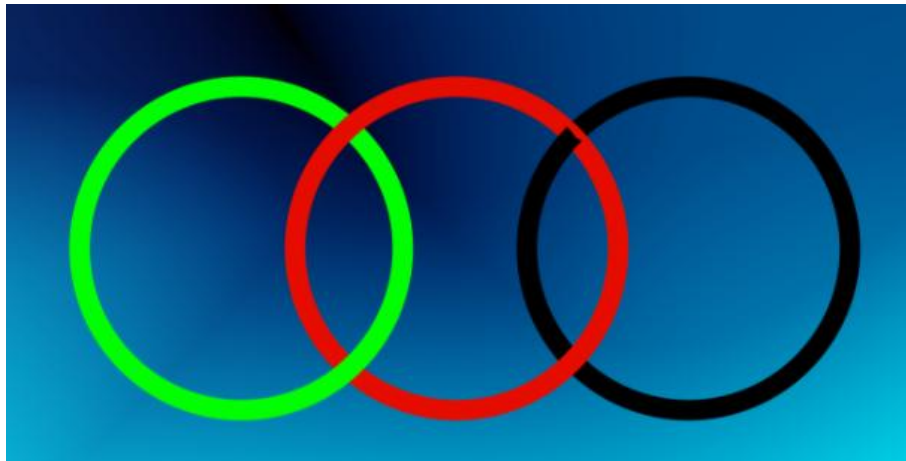


4. Bezier Editor

First select a push object, click the “Bezier Editor” button or double click left mouse button, push, and edit Bezier curve.



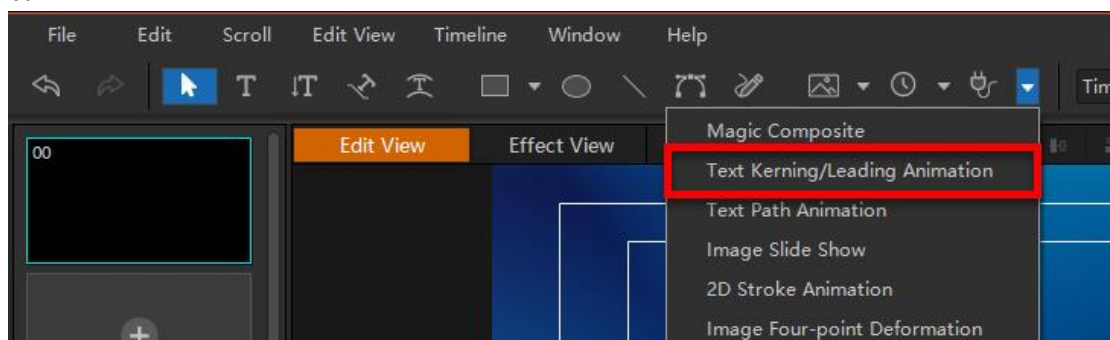
5. Preview



11.2. Text Kerning/Leading Animation

◆ Operation Flow of Text Kerning/Leading Animation

Click the “Horizontal Text” button to create a text object in Edit Screen of VisTitle. After creating object, select “Text Kerning/Leading Animation” from the drop-down list of “Title Plugin” in tool bar.



11.2.1. Kerning Animation

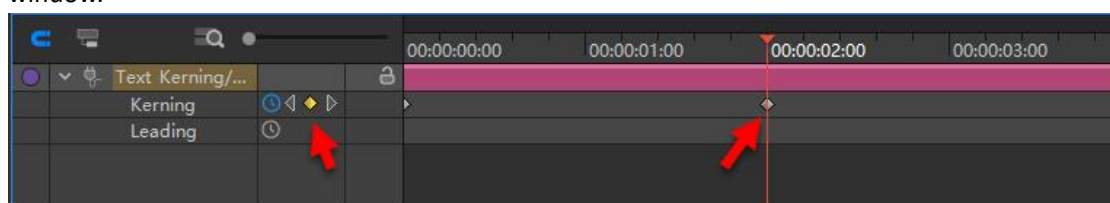
1. Set Kerning Animation Mode

Click the “Align Center” button in menu bar to set kerning animation mode.

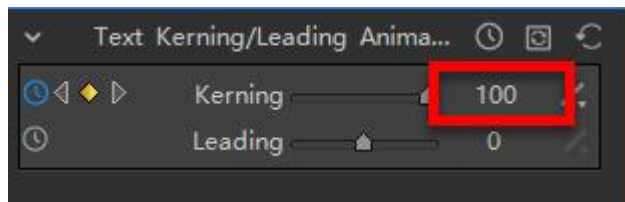


2. Keyframe Setting

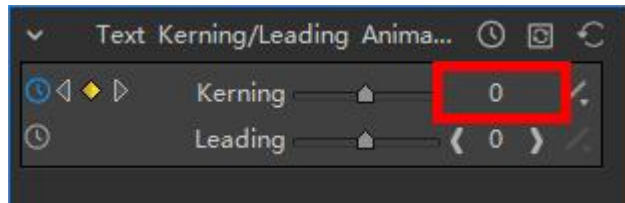
Move timeline to 2 second position, click the “Add/remove keyframe” button in the timeline window.



Change keyframe parameter to 100 in Property screen.



Move timeline to 4 second position in the timeline window then in Property screen set parameter as 0.



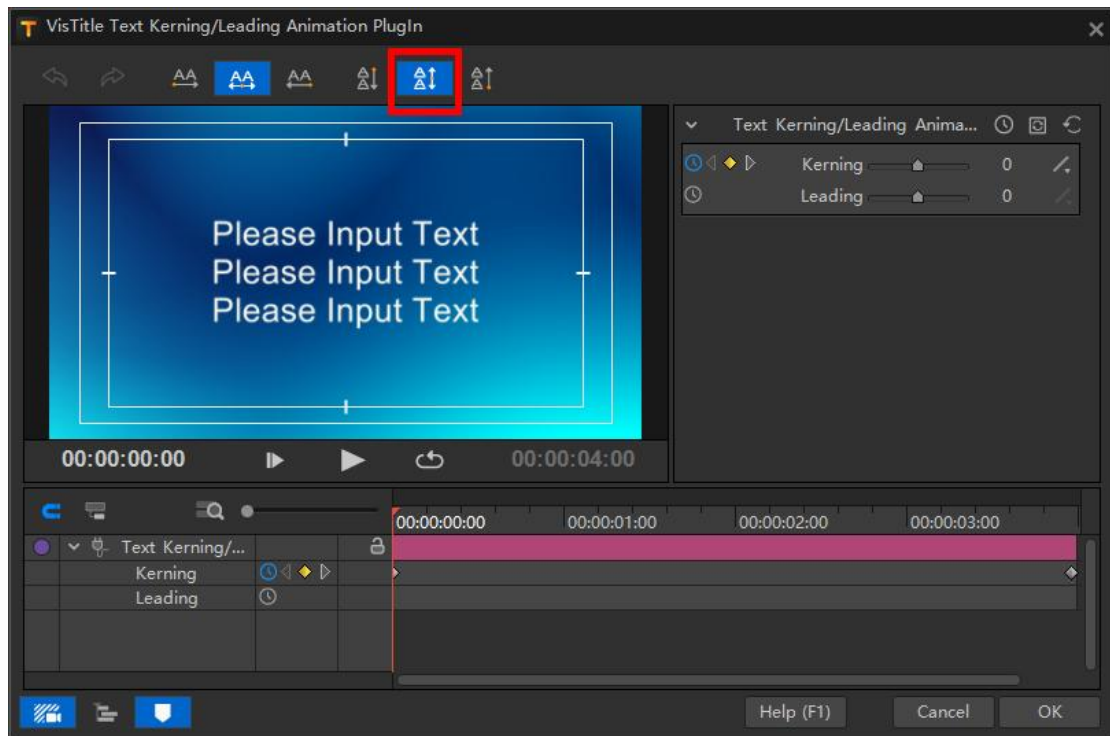
3. Preview



11.2.2. Leading Animation

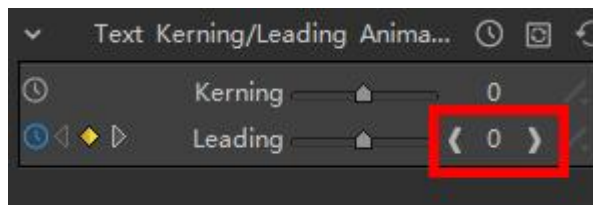
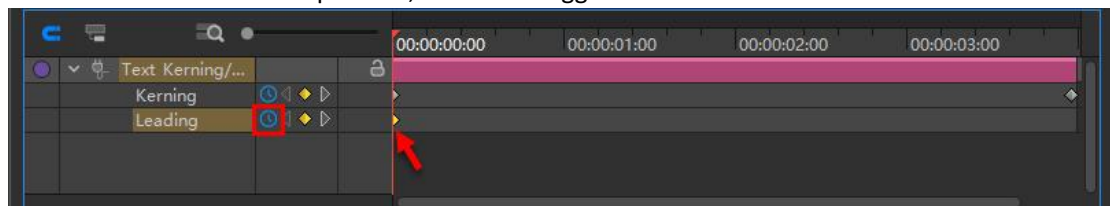
1. Set Leading Animation Mode

Click the “Align Middle” button in menu bar to set leading animation mode.

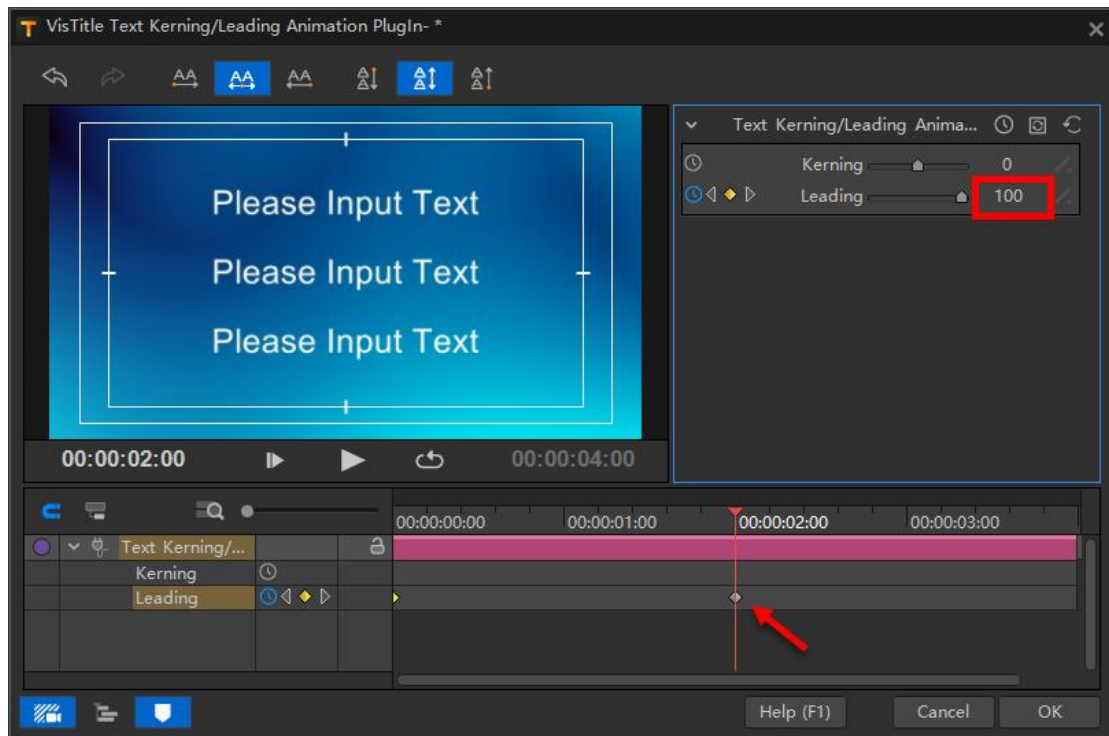


2. Keyframe Setting

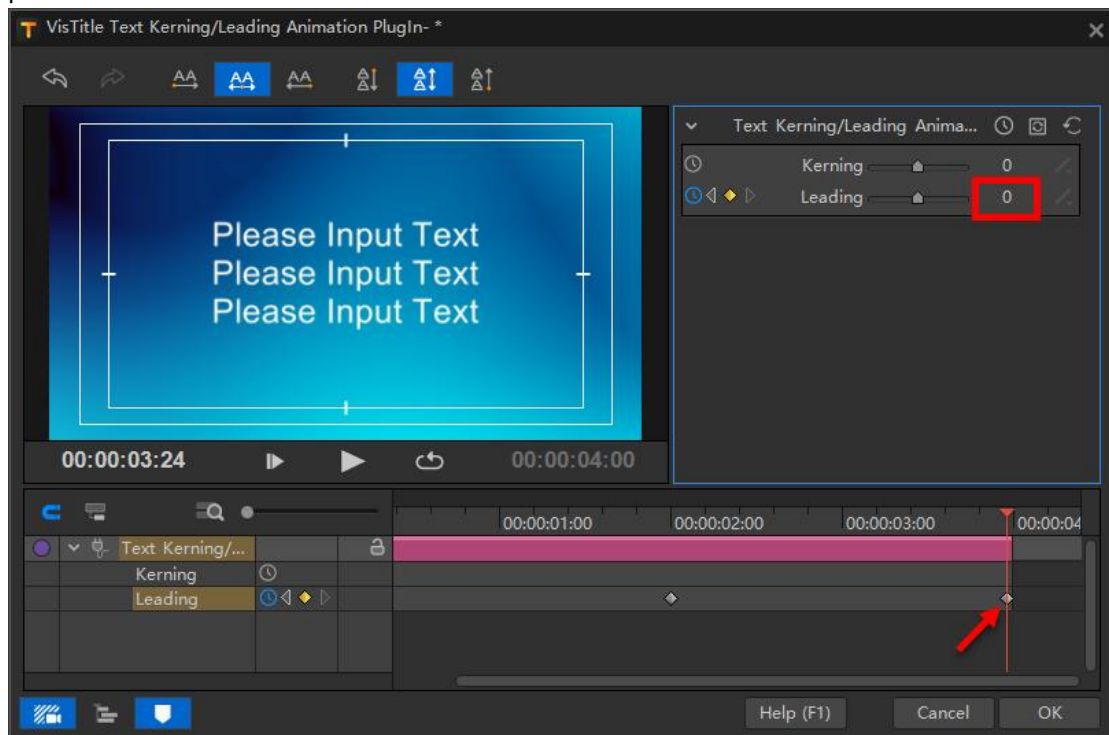
Move timeline to 0 second position, click the “Toggle Animation” button in the timeline window.



Move timeline to 2 second position in the timeline window then in Property screen set parameter as 100.



Move timeline to 4 second position in the timeline window then in Property screen set parameter as 0.



3. Preview

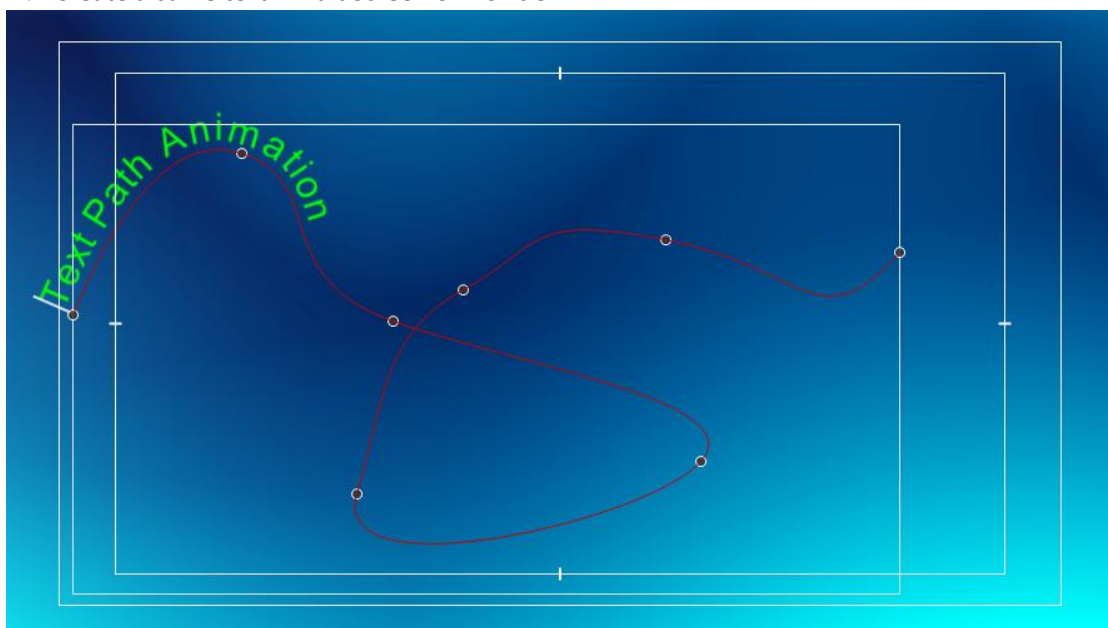
Please Input Text
Please Input Text
Please Input Text

Please Input Text
Please Input Text
Please Input Text

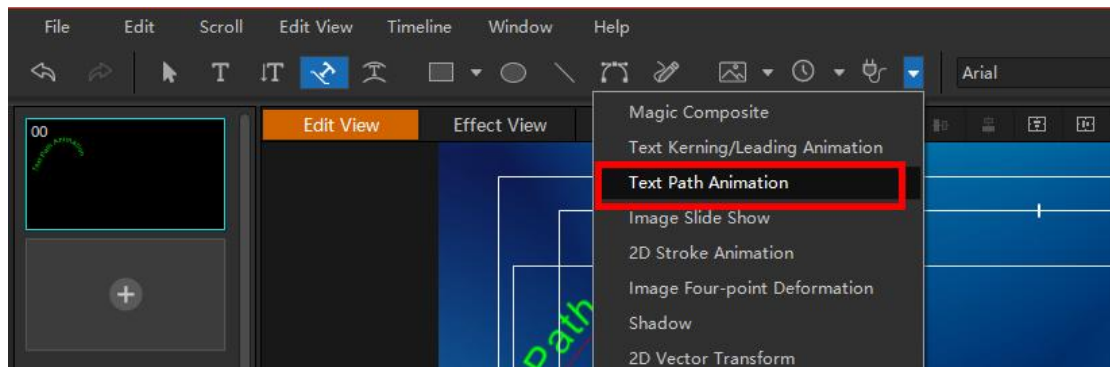
11.3. Text Path Animation

◆ Operation Flow of Text Path Animation

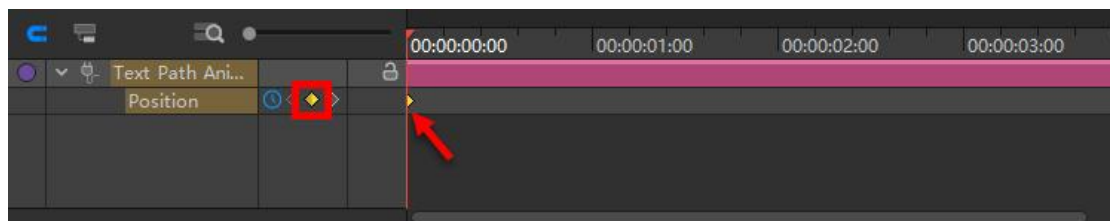
- 1、 Create a curve text in Edit Screen of VisTitle.



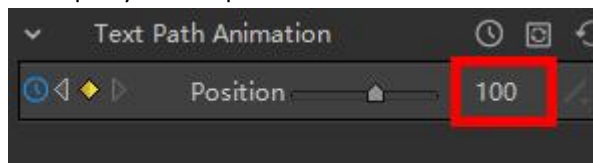
- 2、 After creating, select “Text Path Animation” from the drop-down list of “Title Plugin” in tool bar.



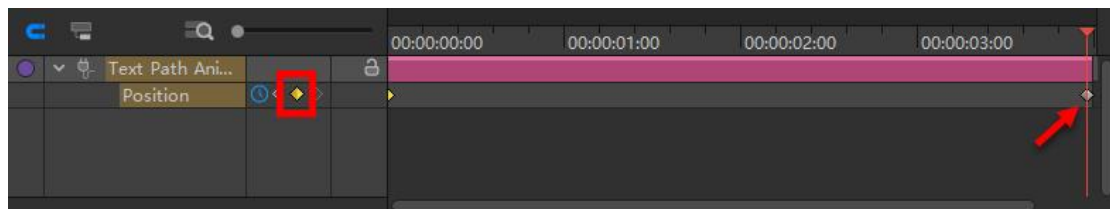
- 3、 Move timeline to 0 second position, click the “Toggle Animation” button in the timeline window.



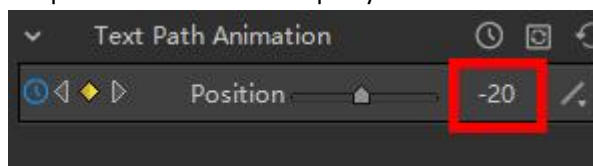
In Property tab set parameter as 100.



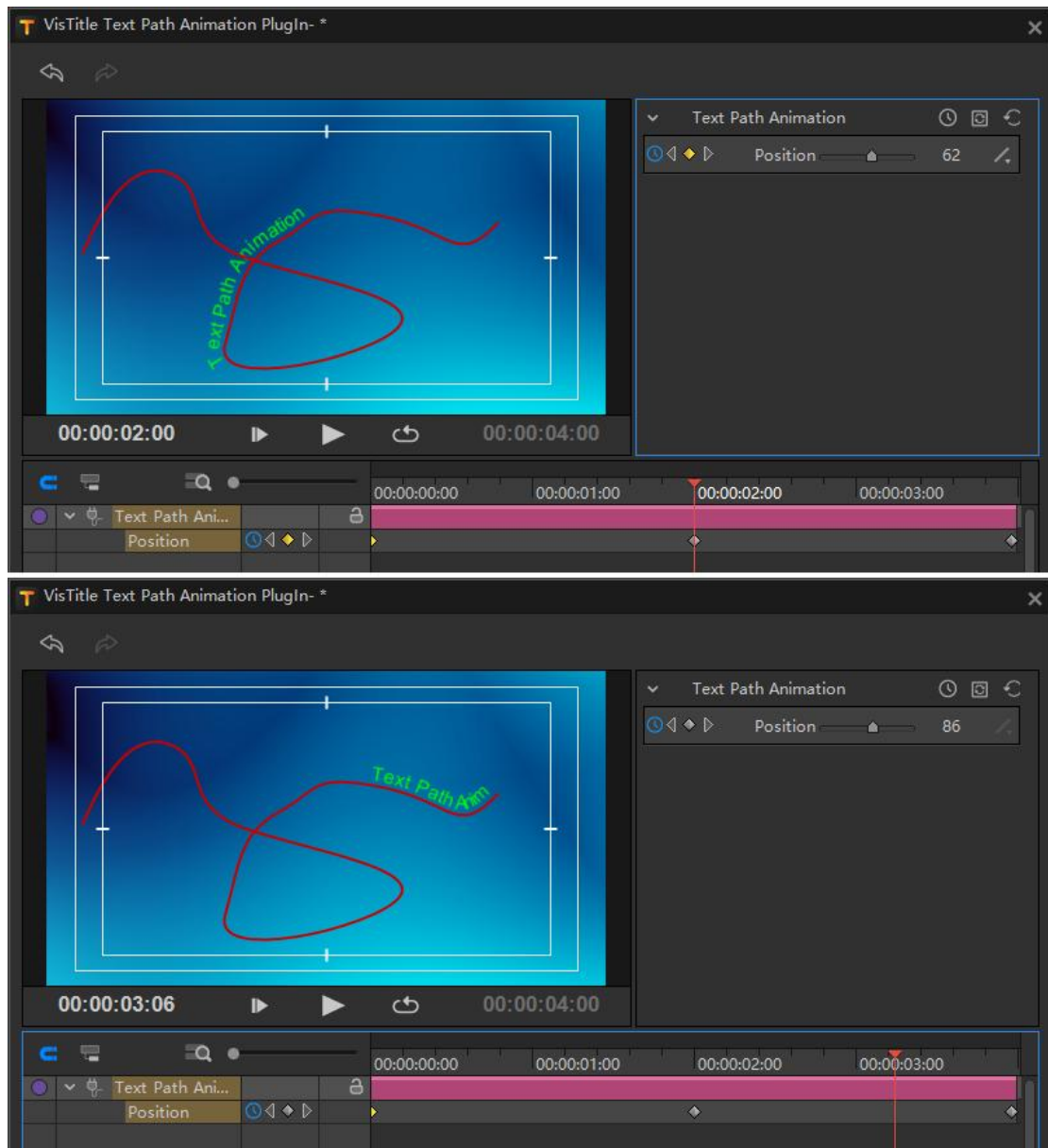
- 4、 Move timeline to the tail frame position then click “Add/Remove keyframe” in the timeline window.



Set parameter as -17 in Property tab.



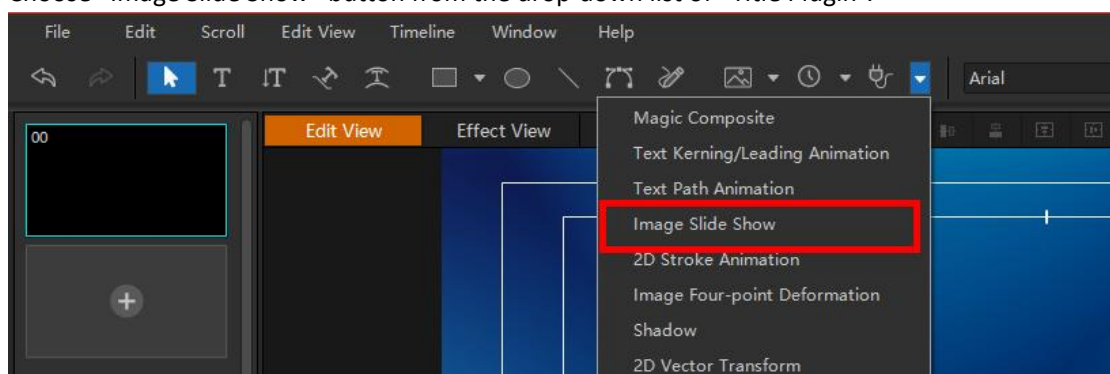
- 5、 Preview



11.4. Image Slide Show

◆ Operation Flow of Image Slide Show

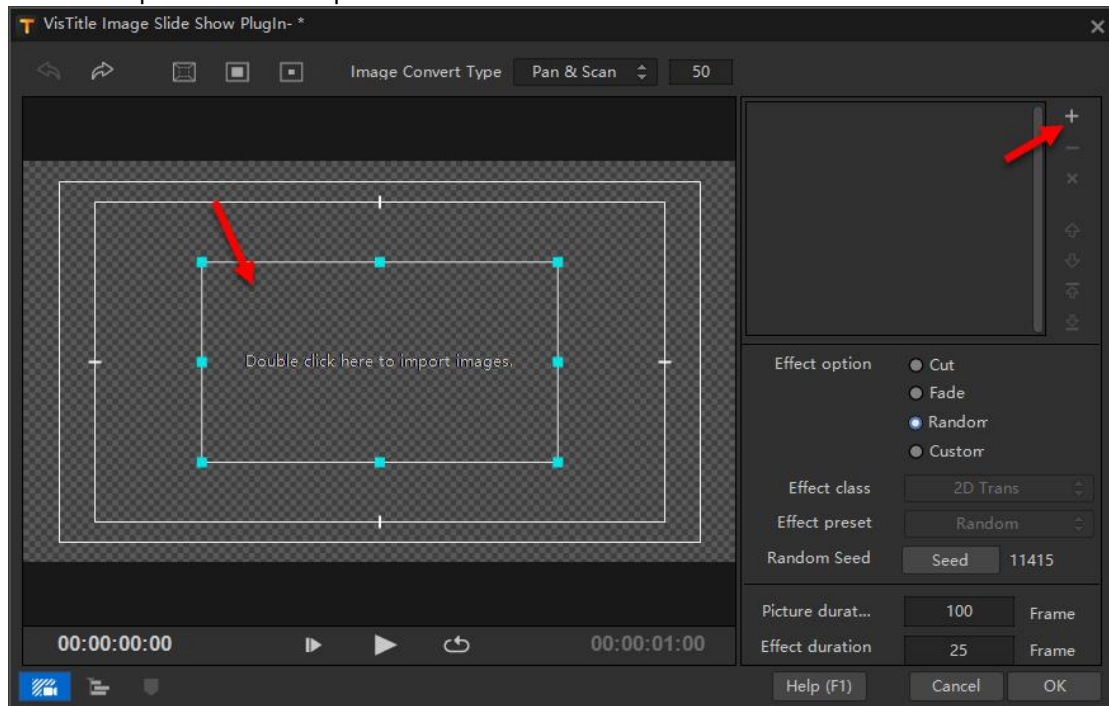
Choose “Image Slide Show” button from the drop-down list of “Title Plugin”.



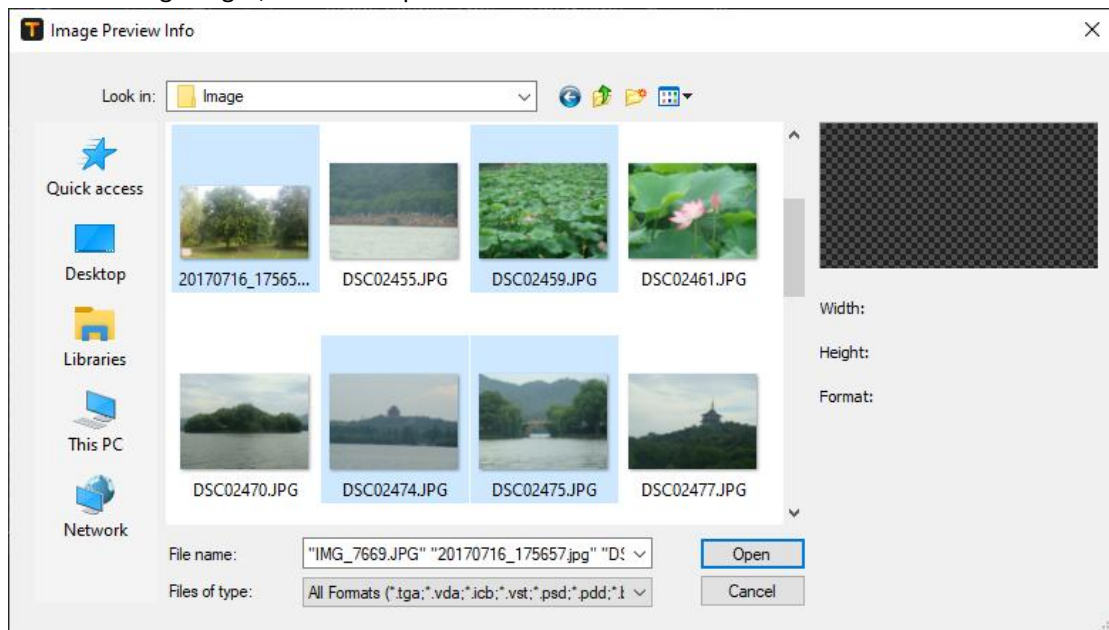
1. Import Images

Click the marked area in the following picture to import images.

Or click “Import”  to import.

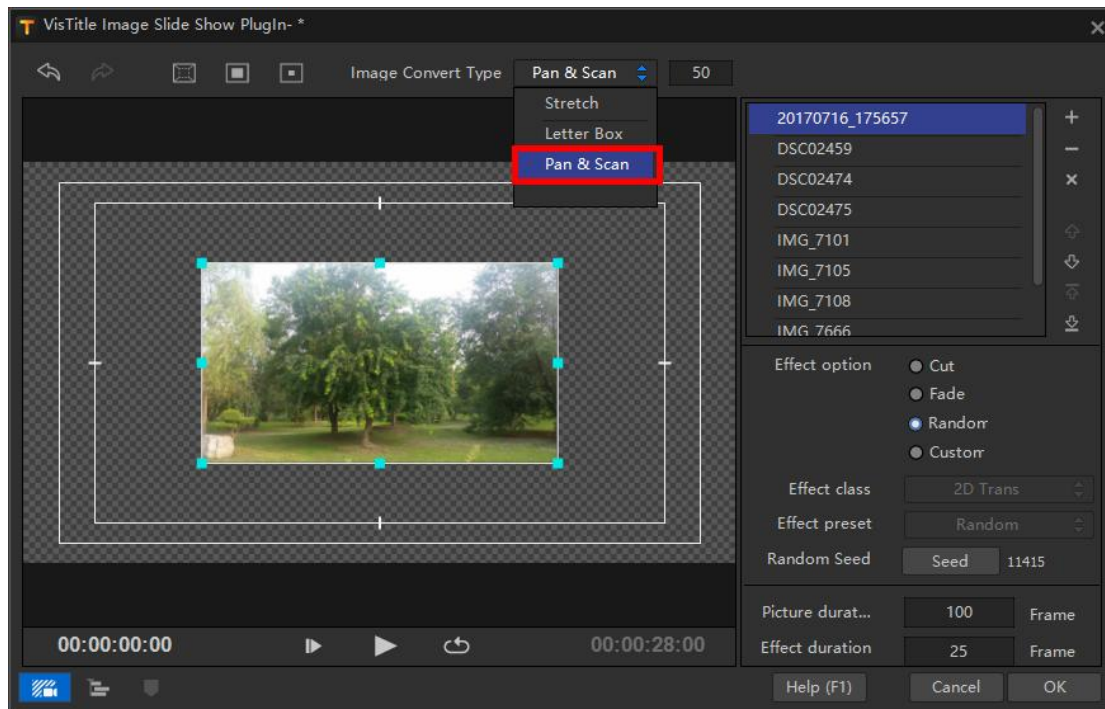


After choosing images, click the “Open” button.



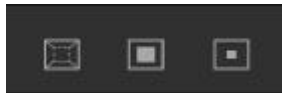
2. Set Image Convert Type

Click “Image Convert Type”, select “Pan & Scan” in the context menu.

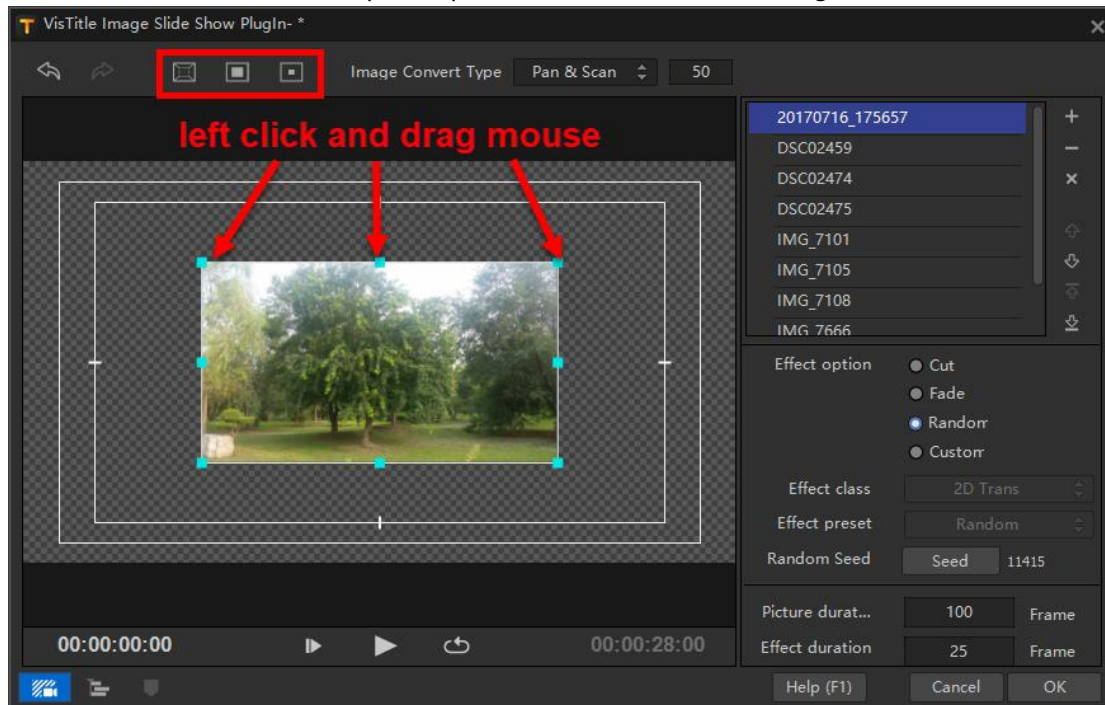


Set Size

- 1) Clicking the following buttons can quickly alter size, supported common sizes are full screen, 1/4 and 1/8.



- 2) Move cursor to the control points, press left mouse button and drag.

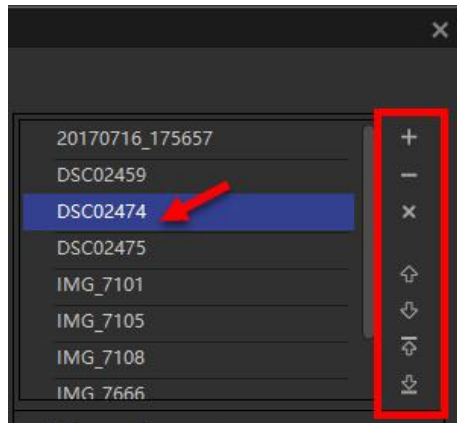


3. Adjust Image Order

Left click chosen image, for example DSC02474, in the image list. Then click the "Delete" button to delete the image.

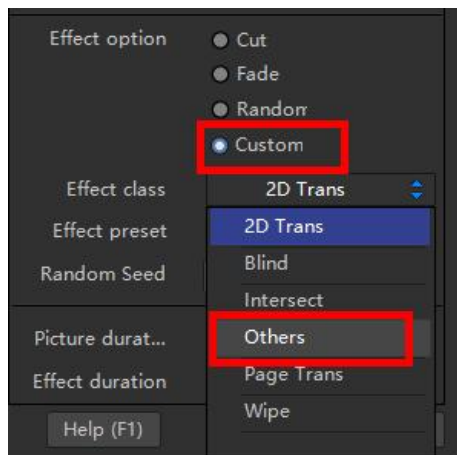
The buttons on the right side of the list from top to bottom: "Add", "Delete", "Empty", "Up",

“Down”, “Move to Home” and “Move to End”.

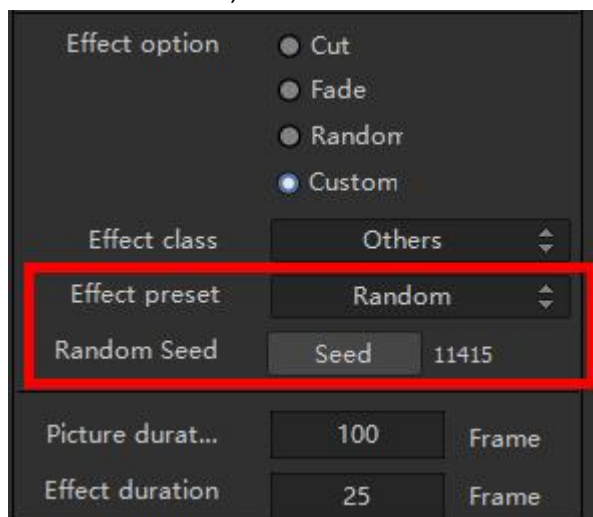


4. Set Special Effect

Choose “Custom” in the Effect Option screen. Click “Effect Class”, select “Others” in the context menu.



Click “Effect Preset”, select “Random” in the context menu.

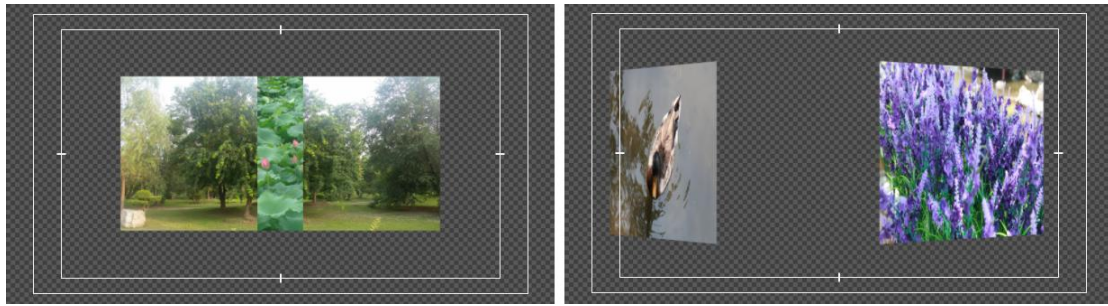


Click the “Seed” button behind Random Seed.

Set Picture duration and Effect duration numerical values as 75 and 25.



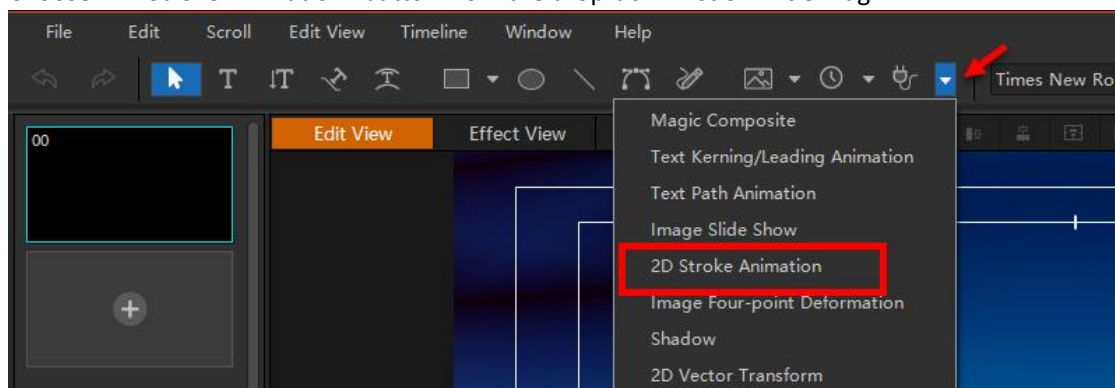
5. Preview



11.5. 2D Stroke Animation

◆ Operation Flow of 2D Stroke Animation

Choose “2D Stroke Animation” button from the drop-down list of “Title Plugin”.

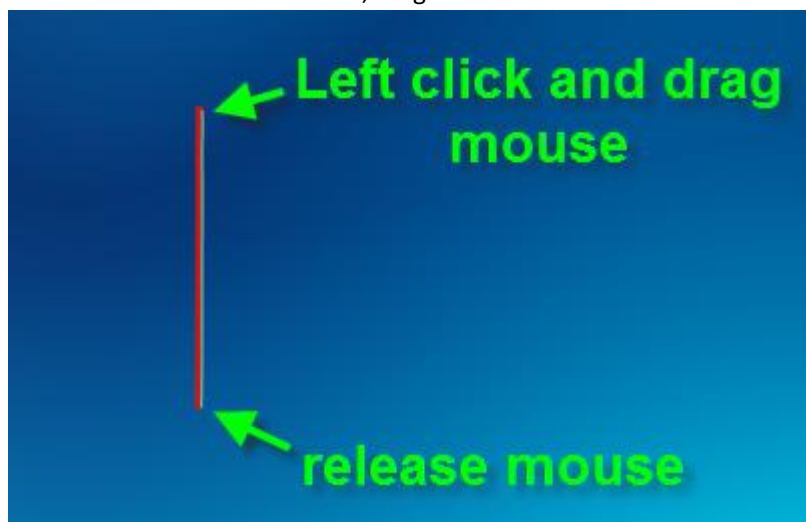


1、Create Stroke Lines

1. Click “PaintStroke” in the tool bar.



2. Left-click in the Edit Screen, drag mouse to create StrokeLine01.

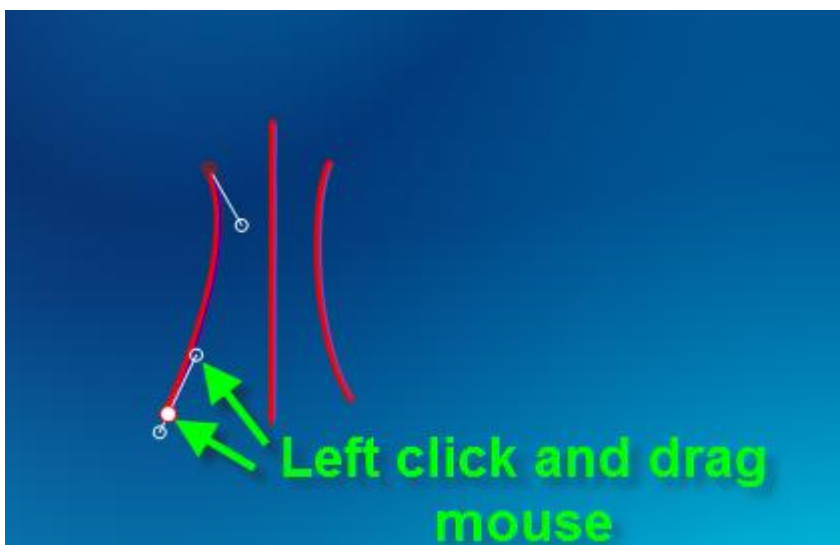


3. Use the same way to create StrokeLine02 and StrokeLine03.

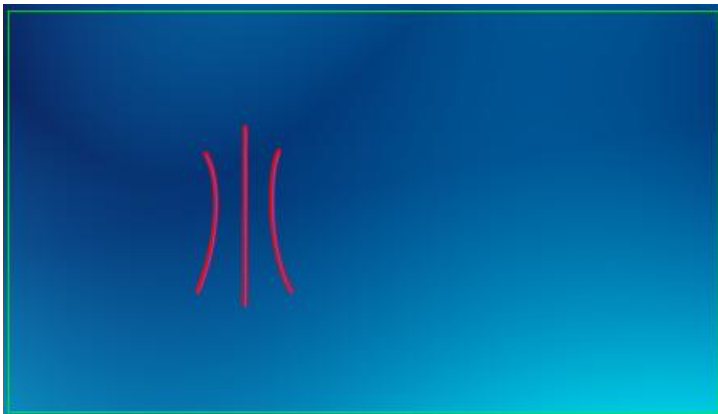


2、 Edit Bezier

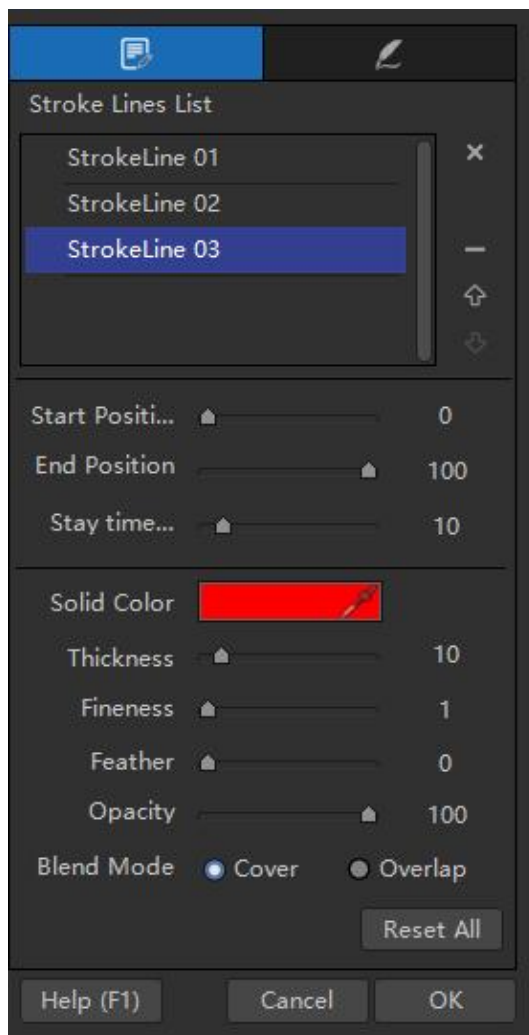
Left-click to select a stroke line in the Edit Screen, then double-click, or click “Bezier” in tool bar.



Drag control points to adjust.

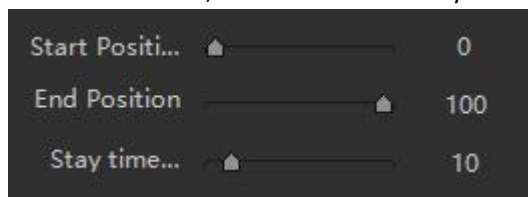


3、 Set Properties



Set Start Position and End Position

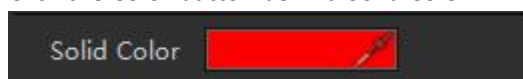
Left click to select a stroke line (for example StrokeLine 01) in the Stroke Lines List panel.
Set Start Position, End Position and Stay Time Ratio numerical value as 0, 100 and 0.



Use the same way to set properties parameters for StrokeLine 02 and StrokeLine 03.

Shader

Click the Color button behind Solid Color.

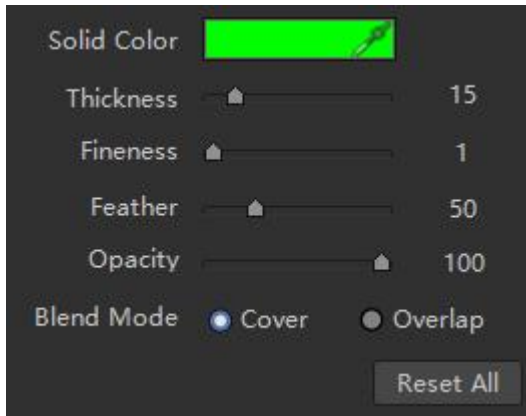


Select color in the Color Select window then click the "OK" button.




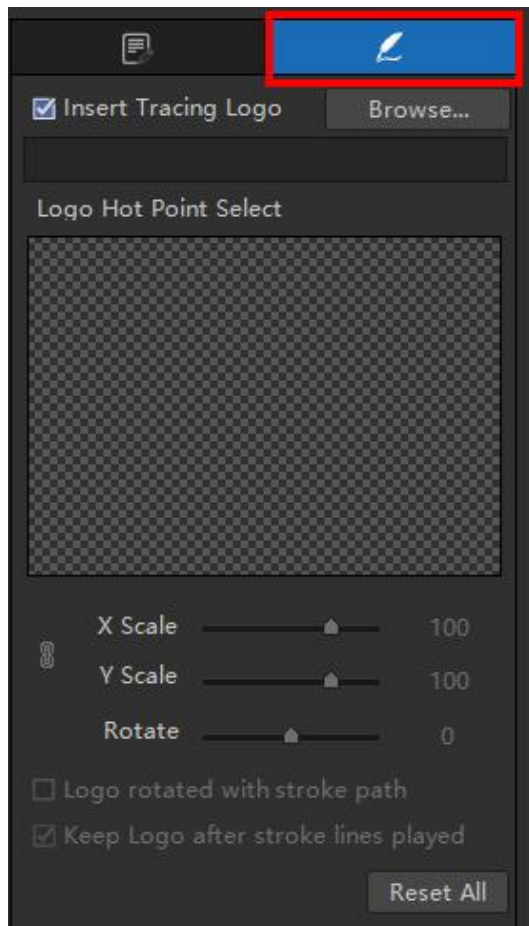
Note: this operation will change color of all stroke lines.

Set Thickness, Fineness, Feather and Opacity value as 15, 1, 50 and 100.

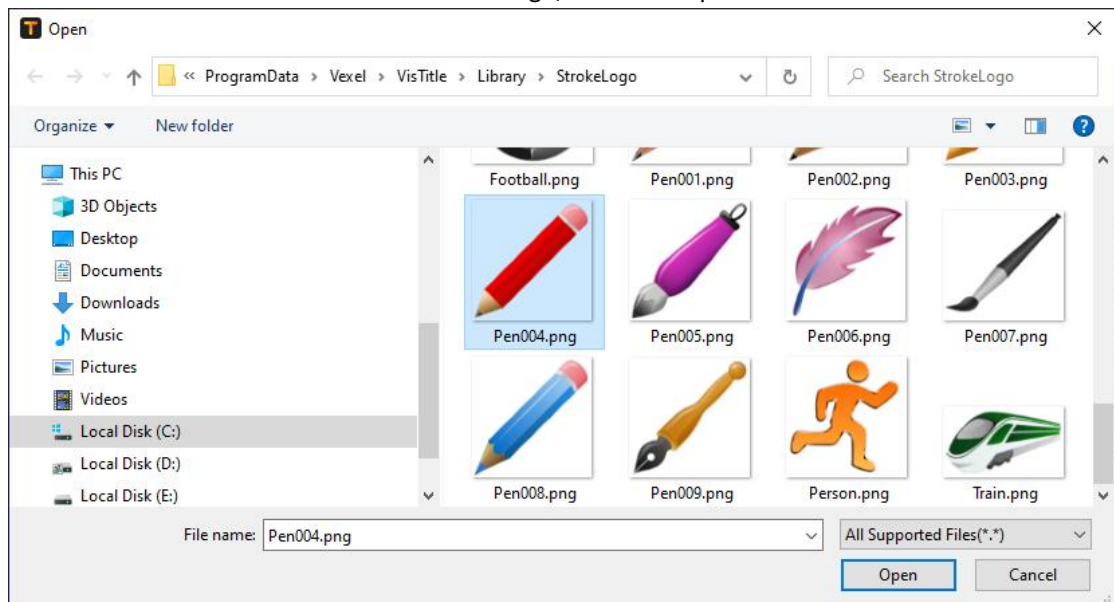


4、Logo

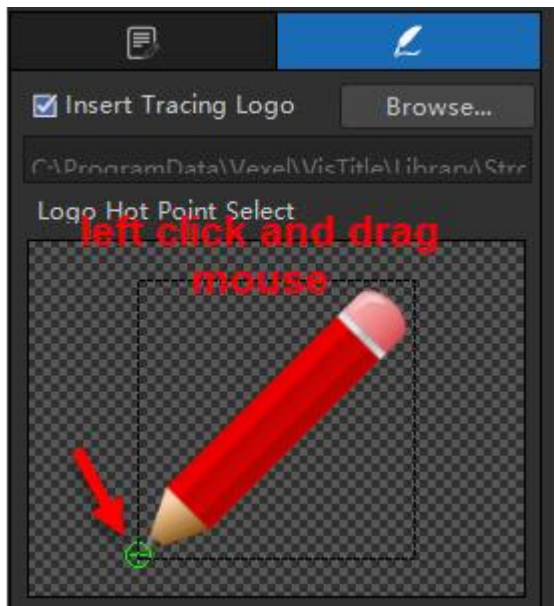
1. Click on the "Logo" button  to open Logo tab. Enable "Insert Tracing Logo".



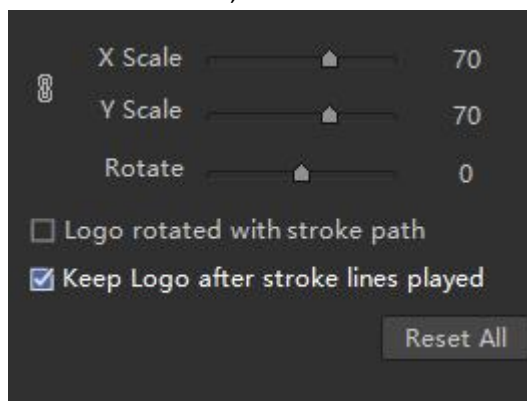
2. Click the “Browse” button then select a logo, click the “Open” button.



3. Left click and drag the hot point to set logo hot point position.

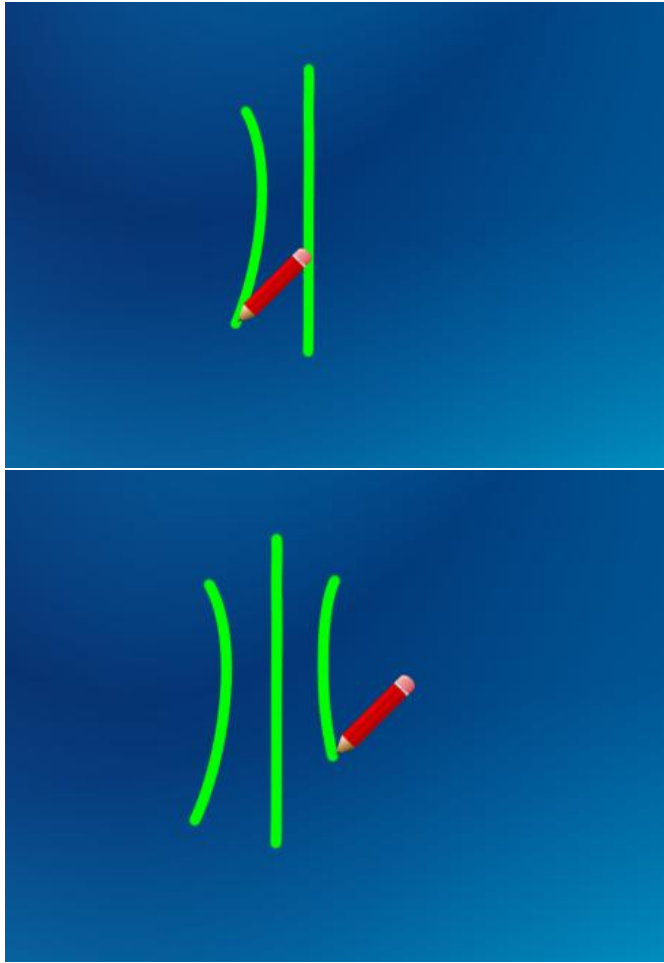


4. Set X Scale value, Y Scale value and Rotate value as 70, 70 and 0.



5. Preview

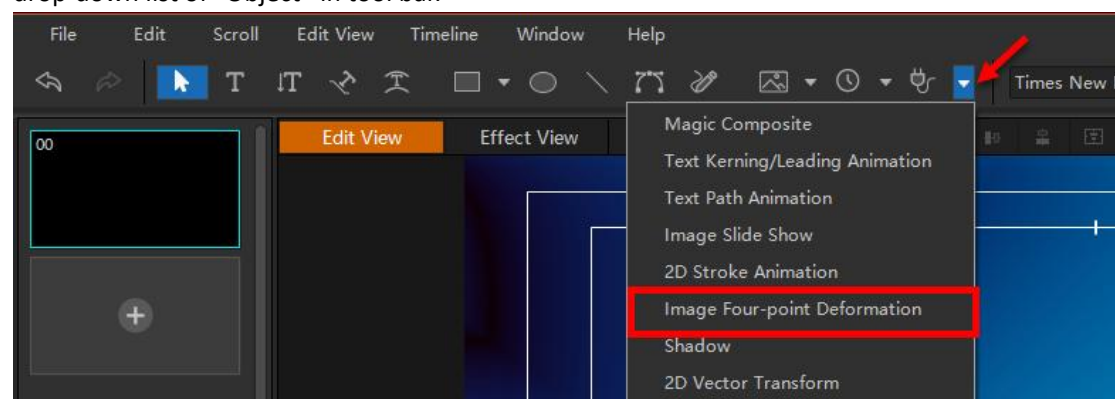




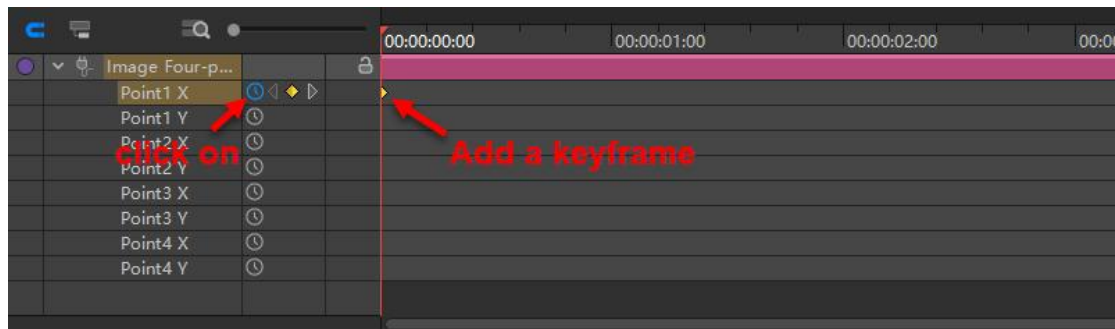
11.6. Image Four-point Deformation

◆ Operation Flow of Image Four-point Deformation

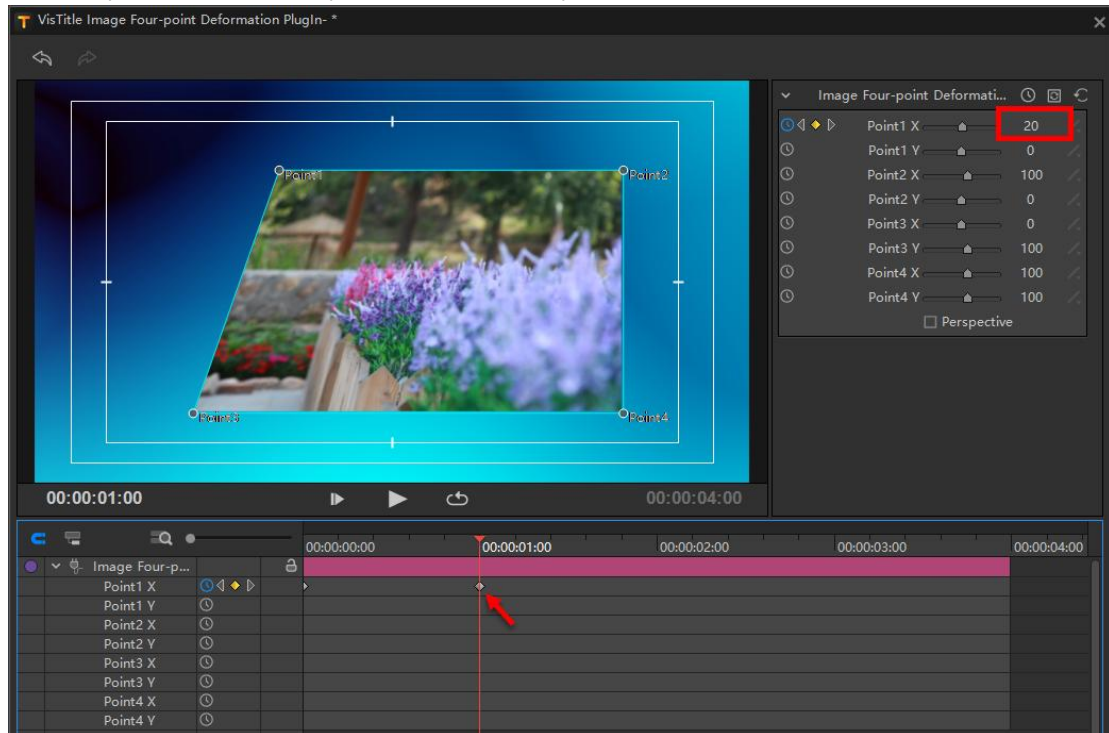
Create an image object in Edit Screen, choose “Image Four-point Deformation” button from the drop-down list of “Object” in tool bar.



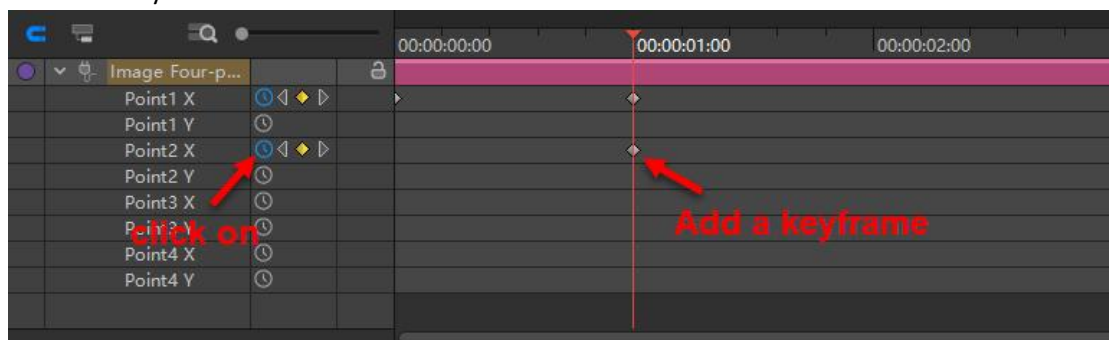
1. Click on Point1 in Edit Screen, “Add/Remove Keyframe” button after Point1x in timeline window, you can apply and add a keyframe at 0 second position.



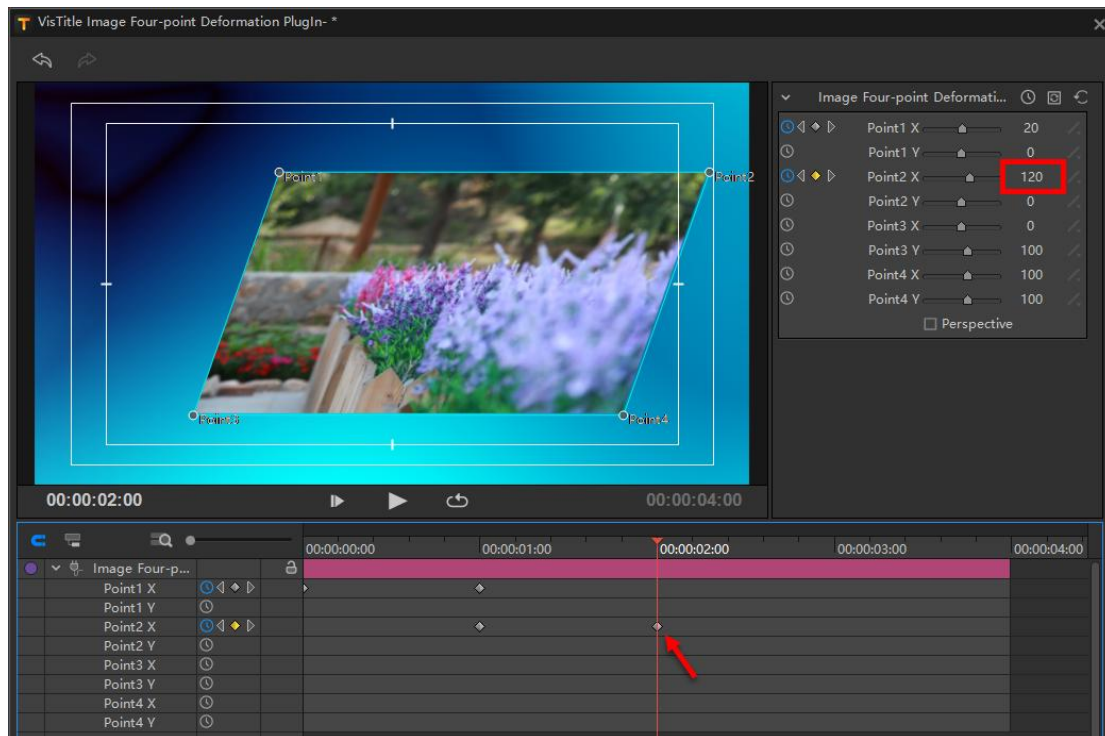
Add a keyframe at 1 second position, set the keyframe value as 20.



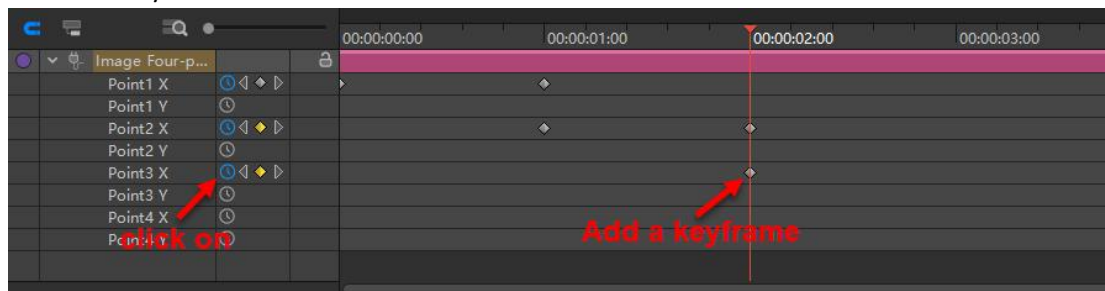
- Click on Point2 in Edit Screen, move timeline to 1 second position, then click on "Add/Remove Keyframe" button after Point2x in timeline window, thus, you can apply and add a keyframe.



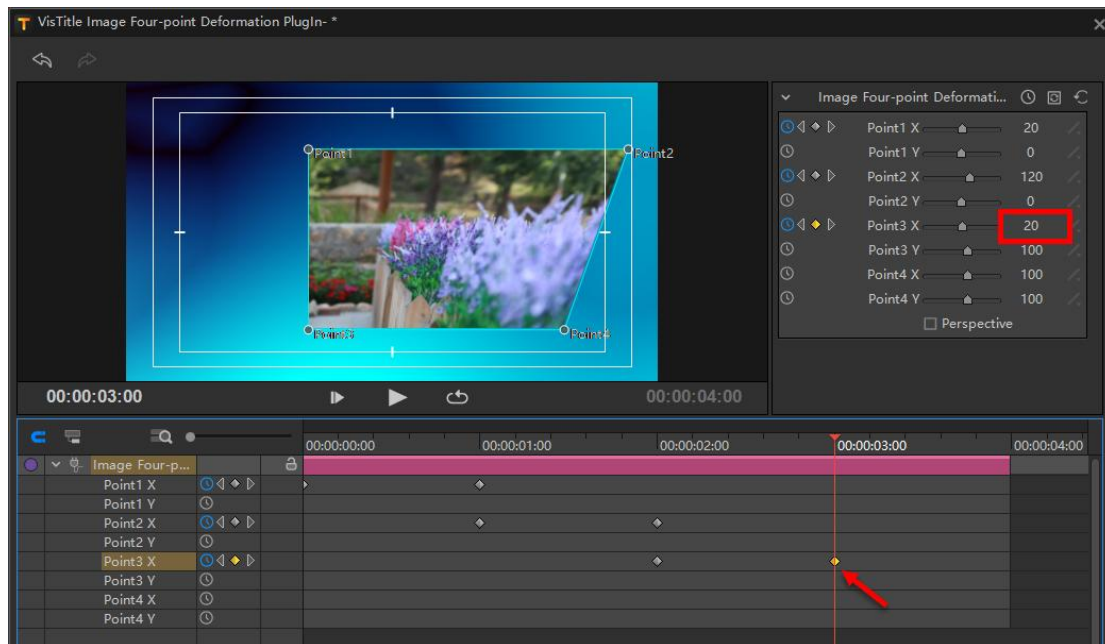
Move timeline to 2 second position, then click on "Add/Remove Keyframe" button to add a keyframe, Set the keyframe value as 120.



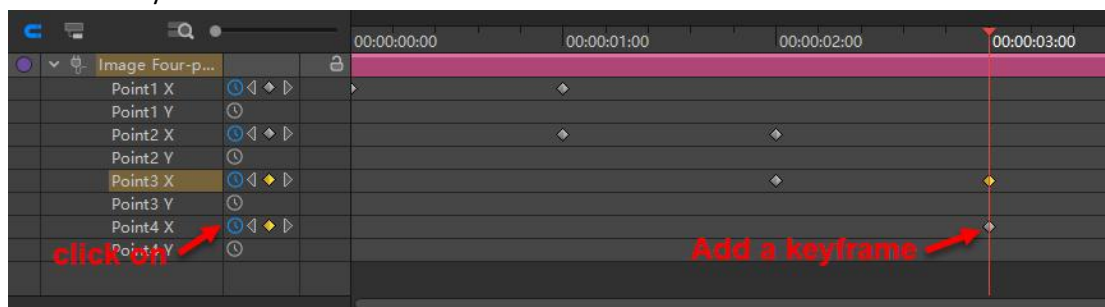
3. Click on Point3 in Edit Screen, move timeline to 2 second position, then click on "Add/Remove Keyframe" button after Point3x in timeline window. Thus, you can apply and add a keyframe.



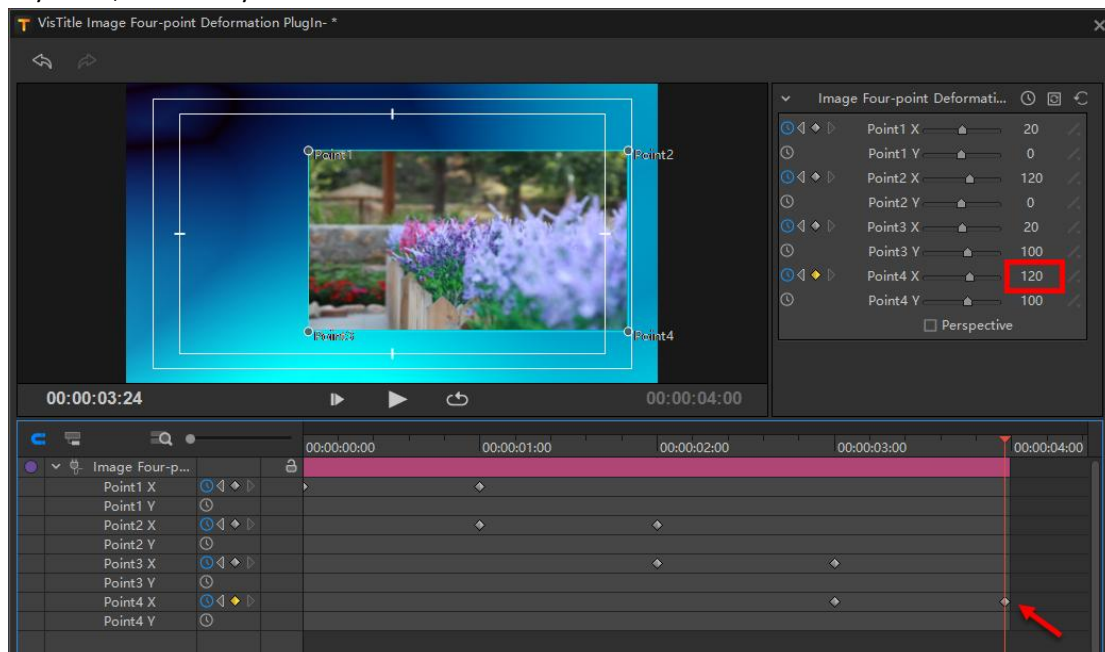
Move timeline to 3 second position, then click on "Add/Remove Keyframe" button to add a keyframe, Set the keyframe value as 20.



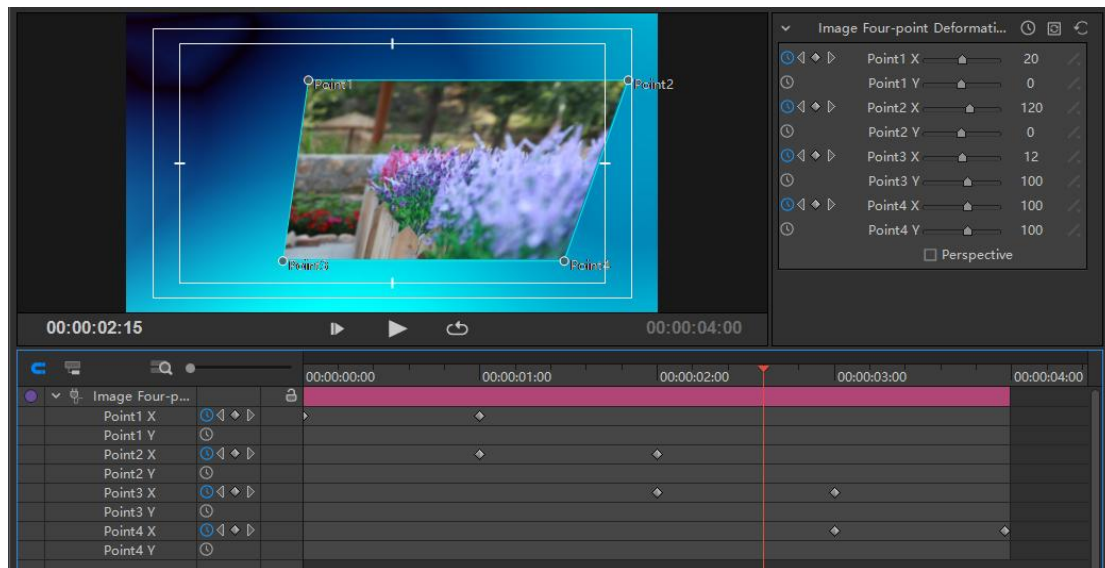
4. Click on Point4 in Edit Screen, move timeline to 3 second position, then click on “Add/Remove Keyframe” button after Point4x in timeline window. Thus, you can apply and add a keyframe.



Move timeline to 4 second position, then click on “Add/Remove Keyframe” button to add a keyframe, Set the keyframe value as 120.



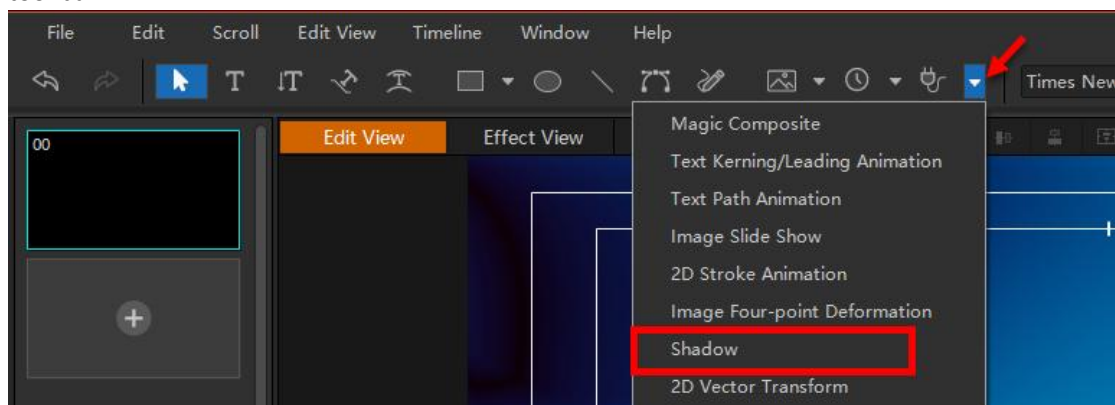
5. Preview



11.7. Shadow

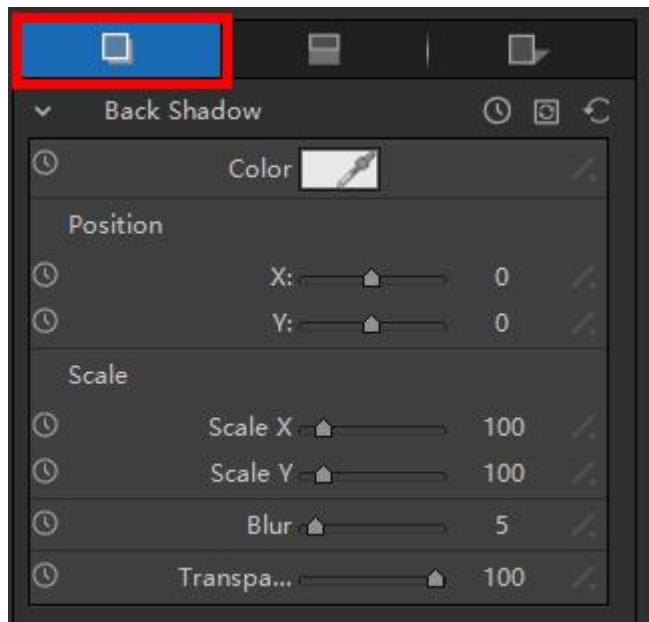
◆ Operation Flow of Shadow

Create an object in Edit Screen, choose “Shadow” button from the drop-down list of “Object” in tool bar.

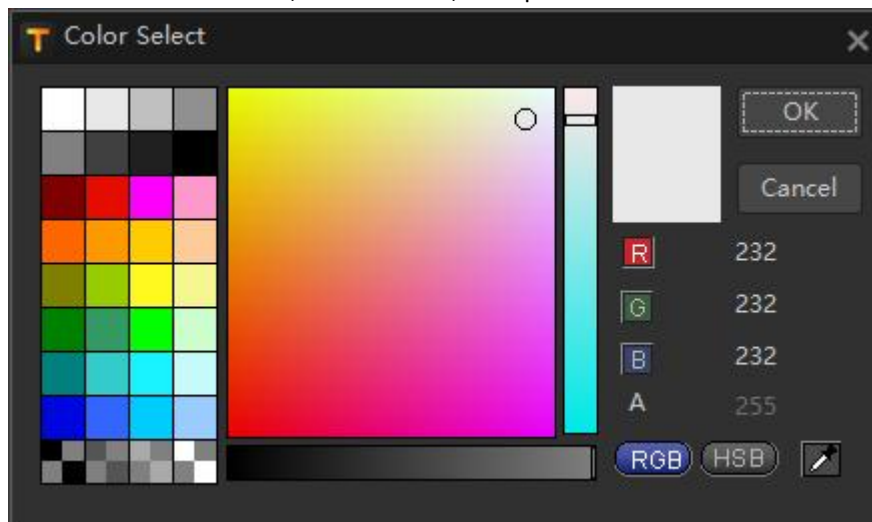


11.7.1. Back Shadow

Click on “Back Shadow” button in Property panel.

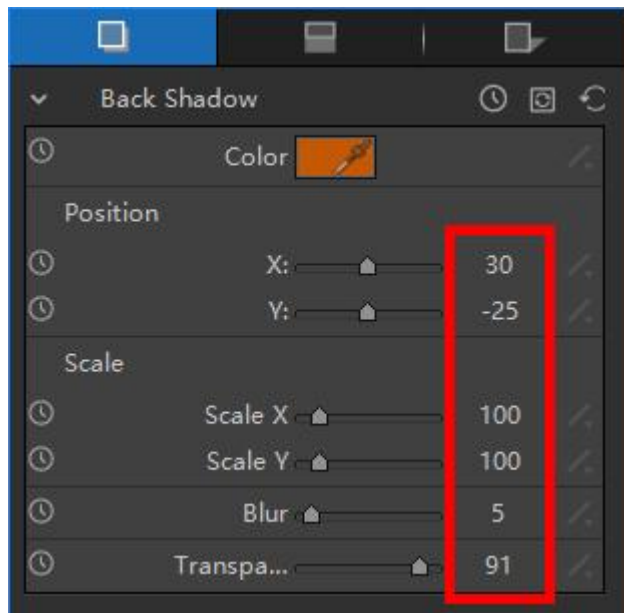


Click on the Color button, select a color, then press the "OK" button.



◆ Still Shadow

Step-1 Setting parameters in back shadow properties panel.



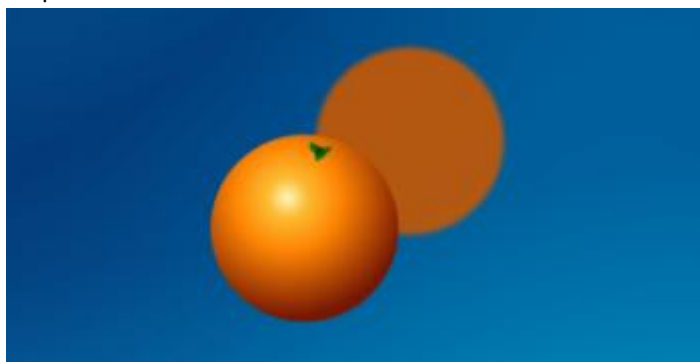
Click on "Translation" button in tool bar.



You can also drag control point in editor area to adjust positions in the X and Y axis.

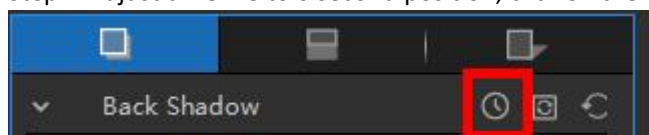


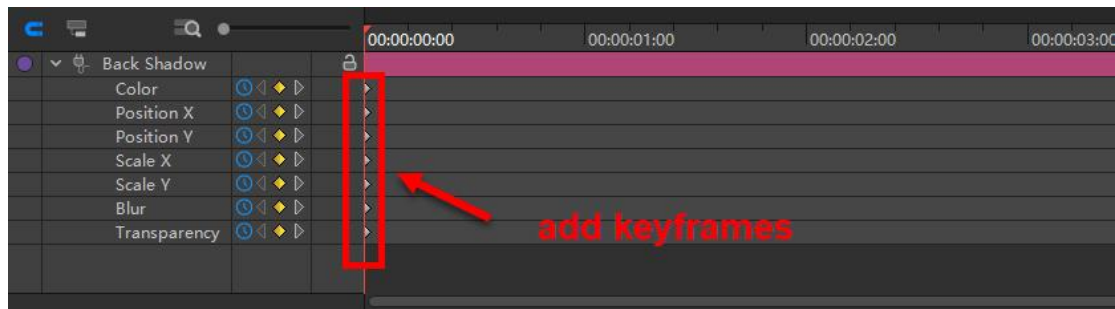
Step-2 Preview



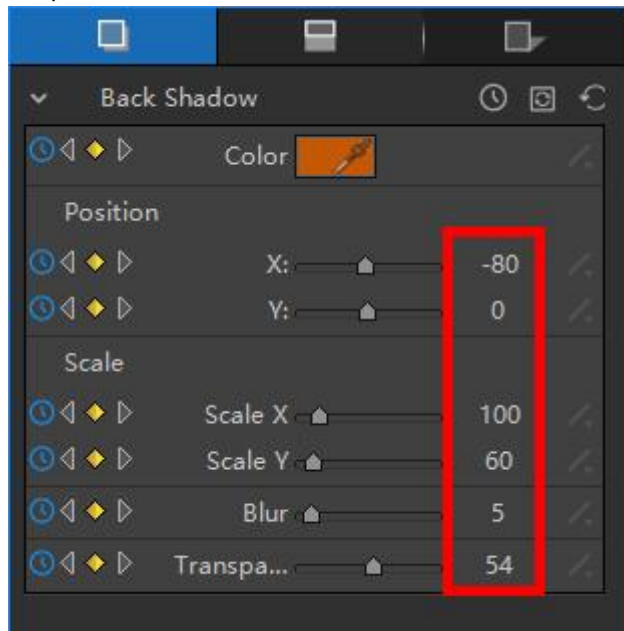
◆ Dynamic Shadow

Step-1 Adjust timeline to 0 second position, click on the "All Parameters Animating" button.

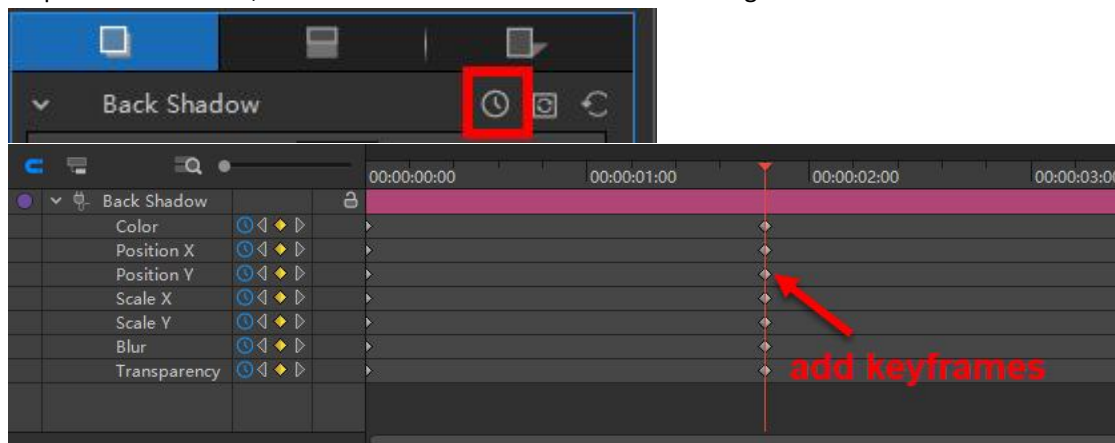




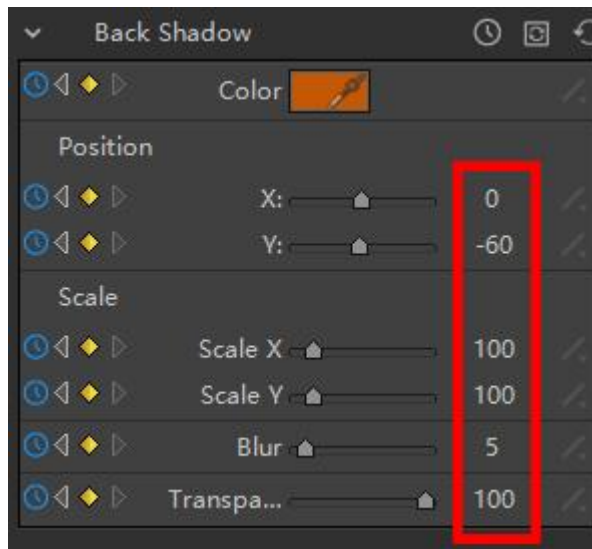
Set parameters shown below.



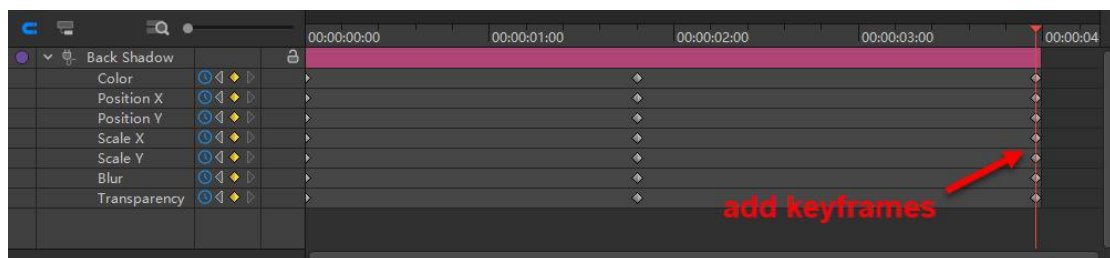
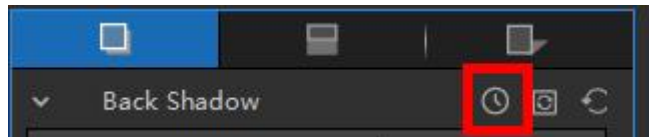
Step-2 Move timeline, then click on the "All Parameters Animating" button.



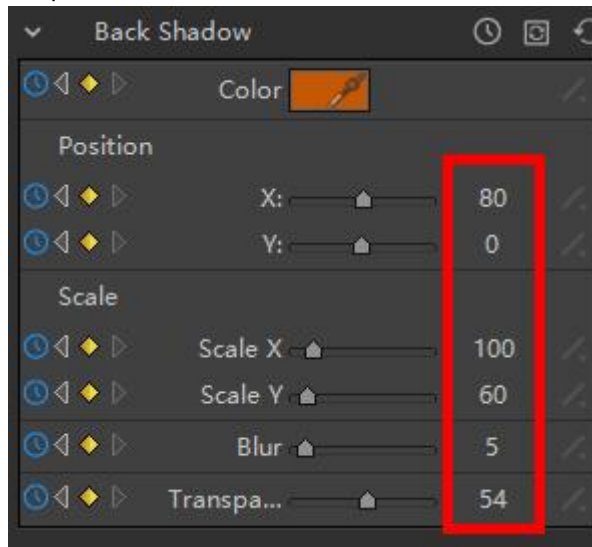
Set parameters shown below.



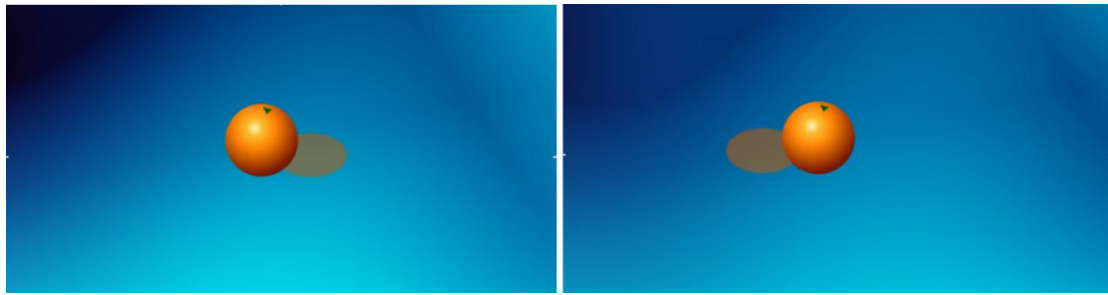
Move timeline to the tail frame position, click on "All Parameters Animating" button.



Set parameters shown below.

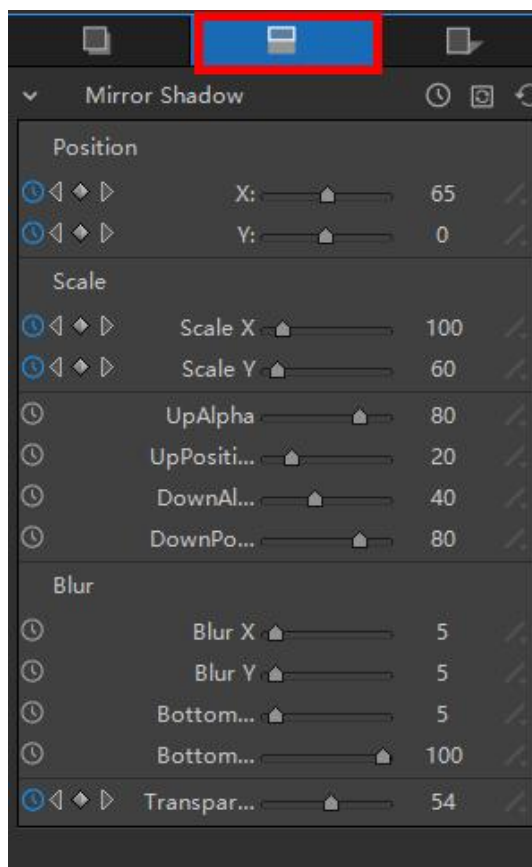


Step-4 Preview



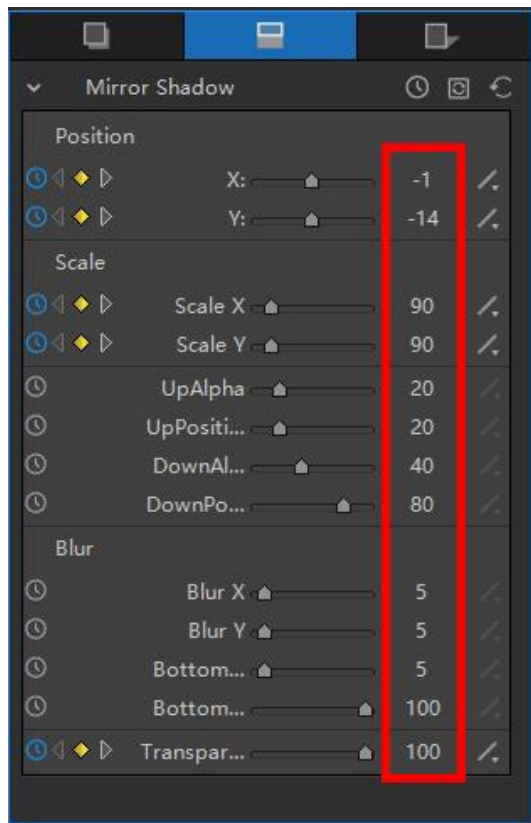
11.7.2. Mirror shadow

Click on the “Mirror Shadow” button in the Property panel.



Still Shadow

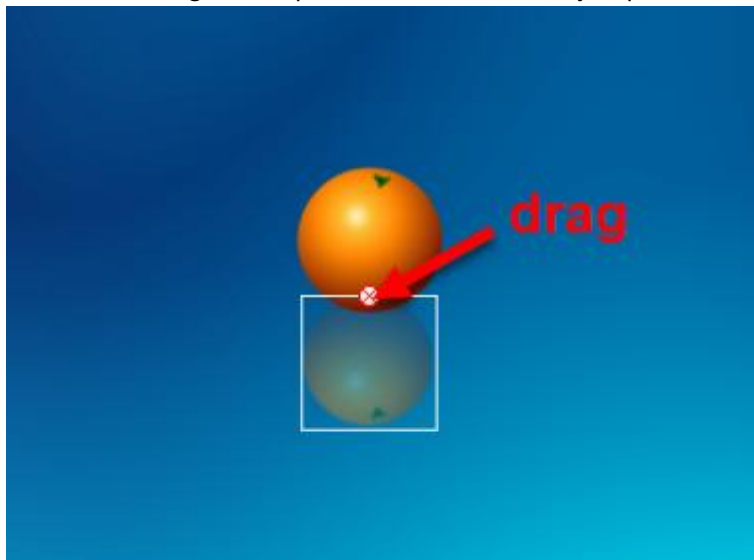
Step-1 Setting parameters in mirror shadow properties window.



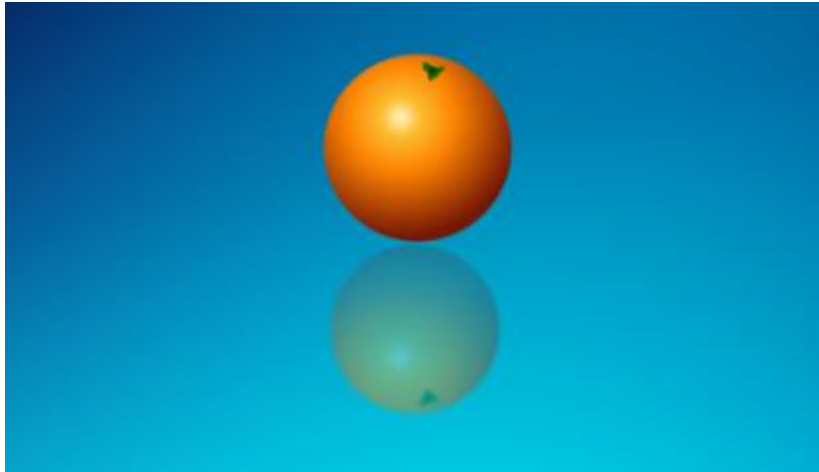
Click on "Translation" in tool bar.



You can also drag control point in editor area to adjust positions in the X and Y axis.

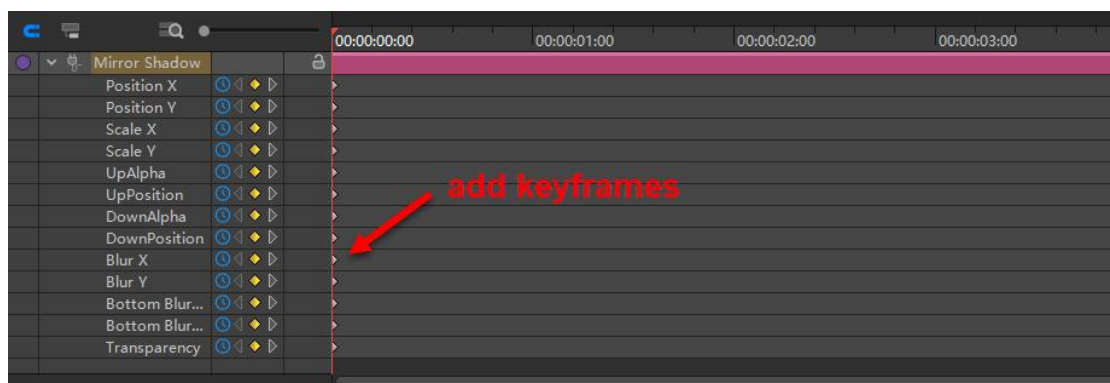
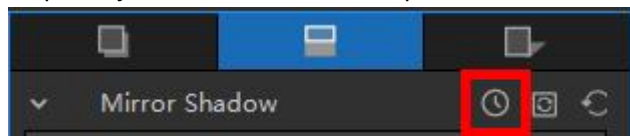


Step-2 Preview

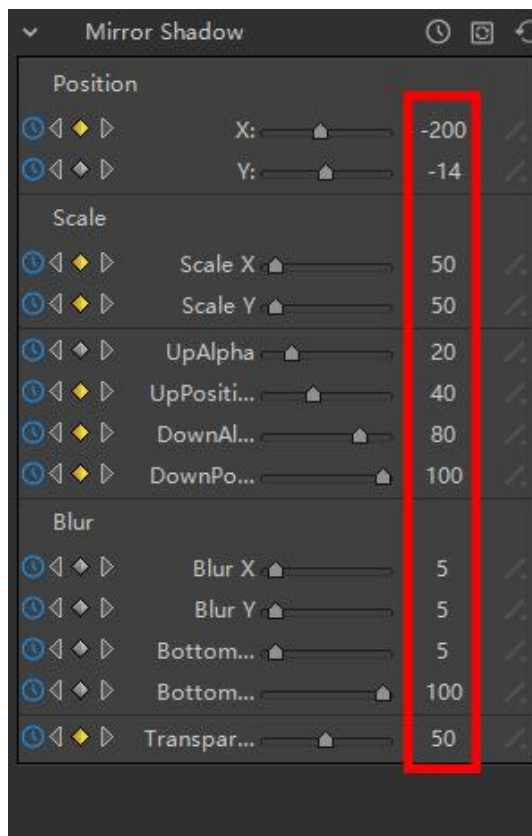


◆ Dynamic Shadow

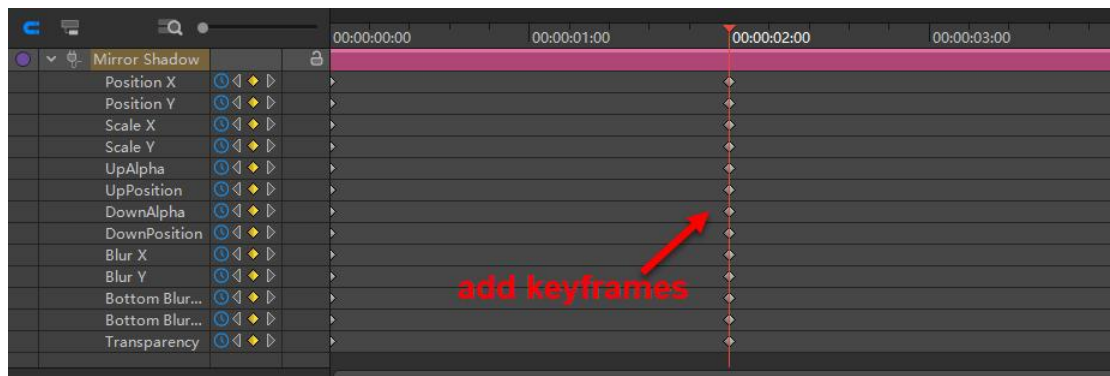
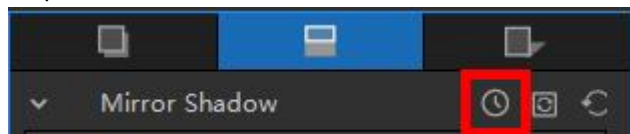
Step-1 Adjust timeline to 0 second position, click on the “All Parameters Animating” button.



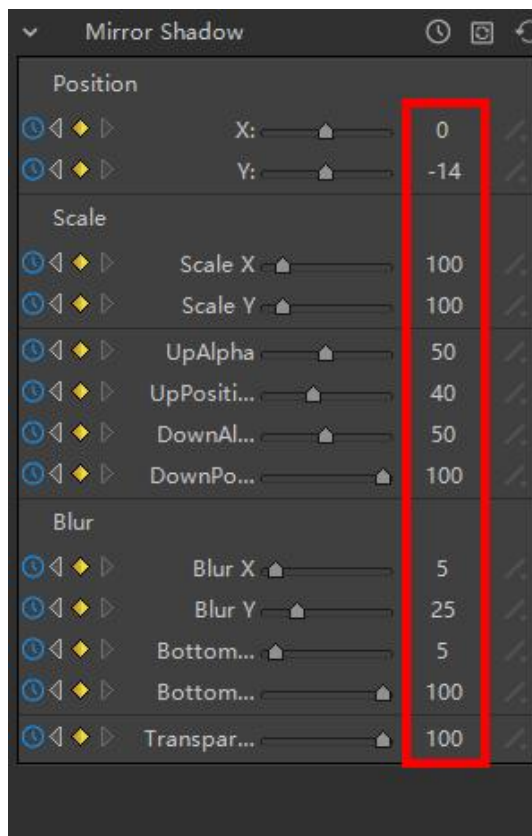
Set parameters shown below.



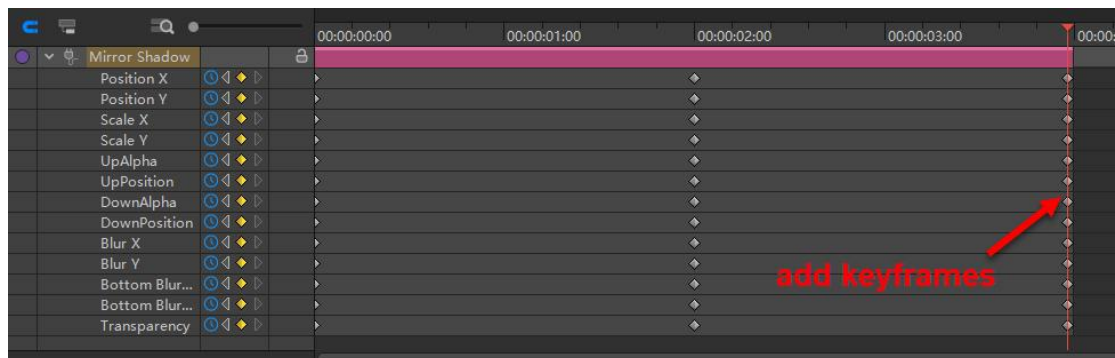
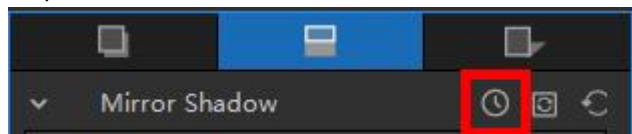
Step-2 Move timeline, then click on the “All Parameters animating” button.



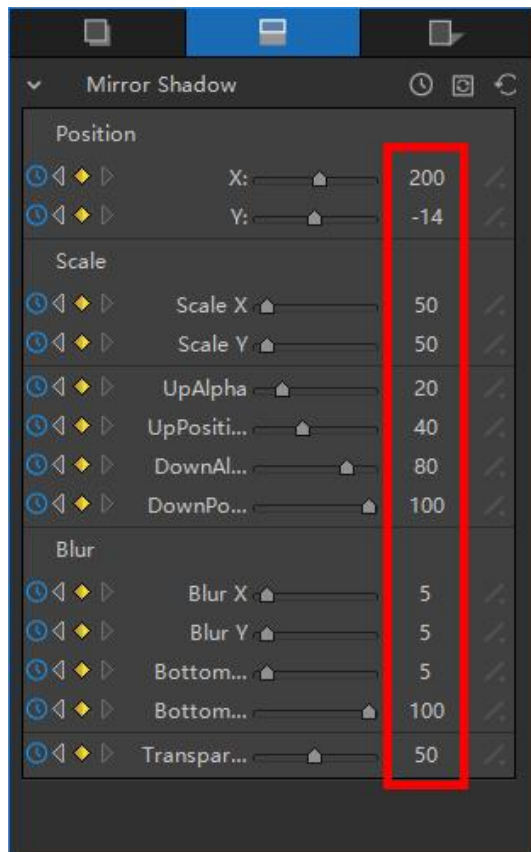
Set parameters shown below.



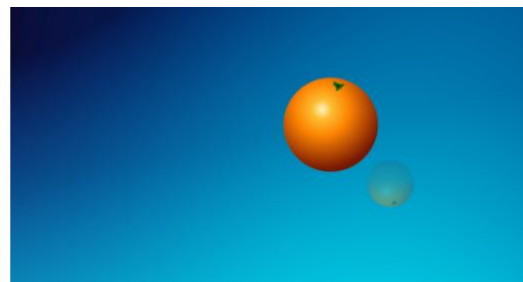
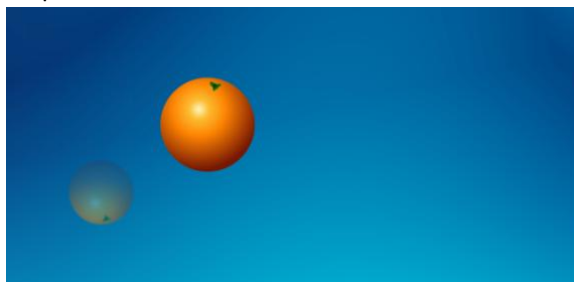
Step-3 Move timeline, then click on "All Parameters Animating".



Set parameters shown below.

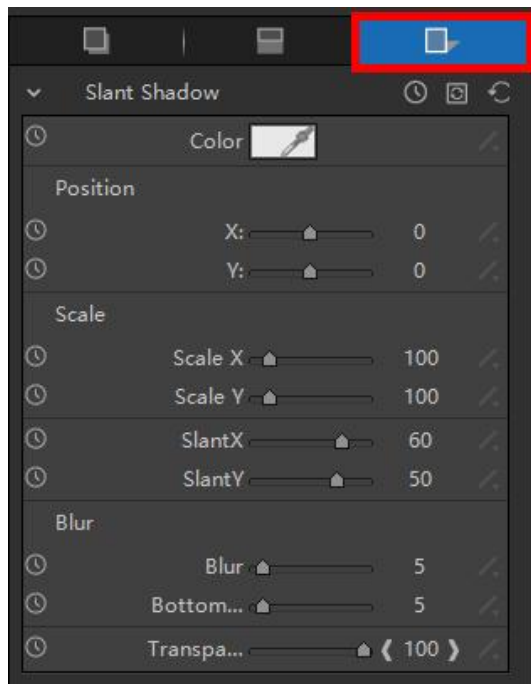


Step-4 Preview



11.7.3. Slant Shadow

Click on the "Slant Shadow" button in the Property panel.

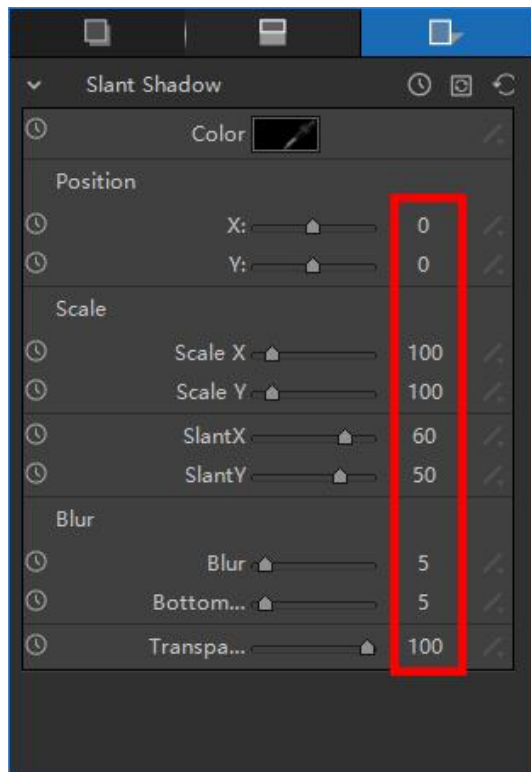


Click Color button, select a color, then press "OK" button.



◆ Still Shadow

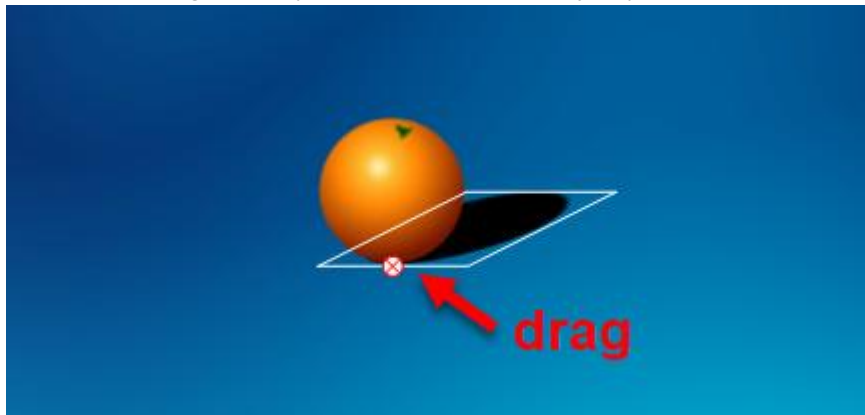
Step-1 Setting parameters in slant shadow properties window.



Click on "Translation" in tool bar.



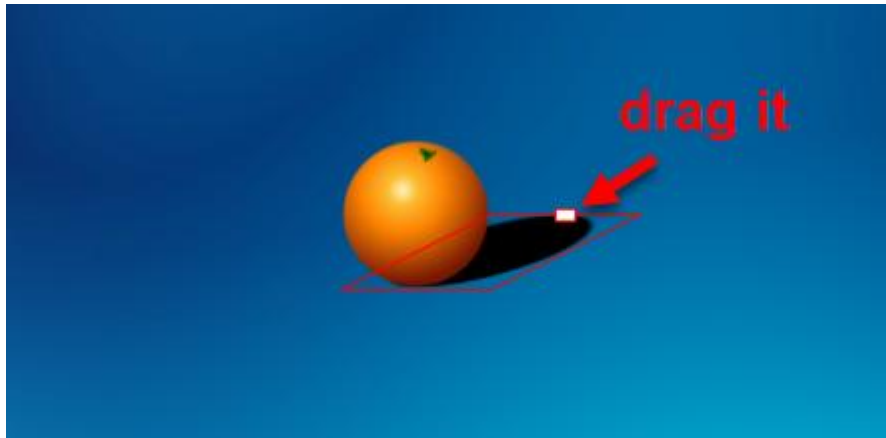
You can also drag control point in editor area to adjust positions in the X and Y axis.



Click on "Slant" in tool bar.



You can also drag control point in editor area to adjust slant shadow positions in the X and Y axis.

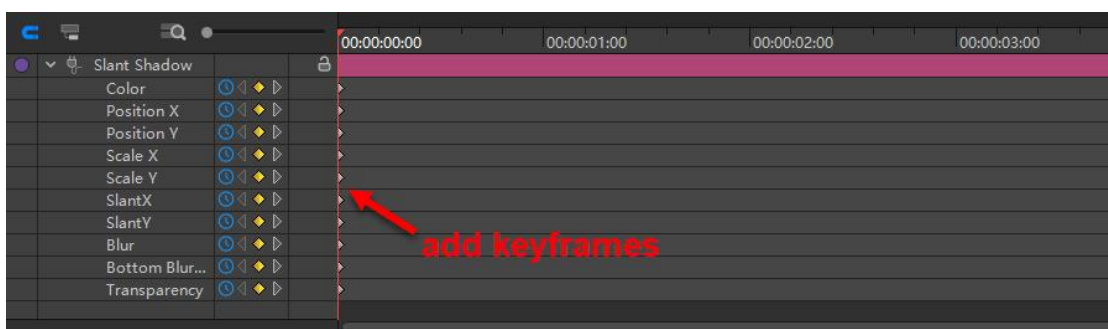
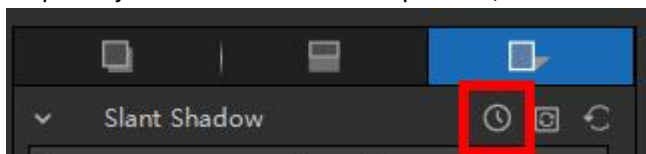


Step-2 Preview

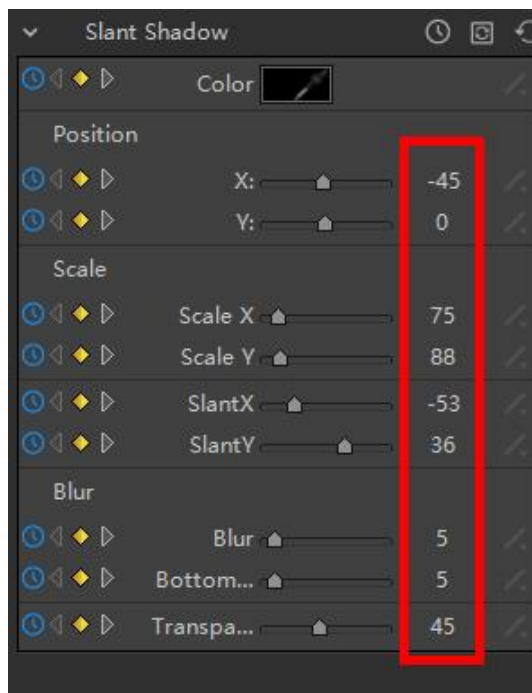


◆ Dynamic Shadow

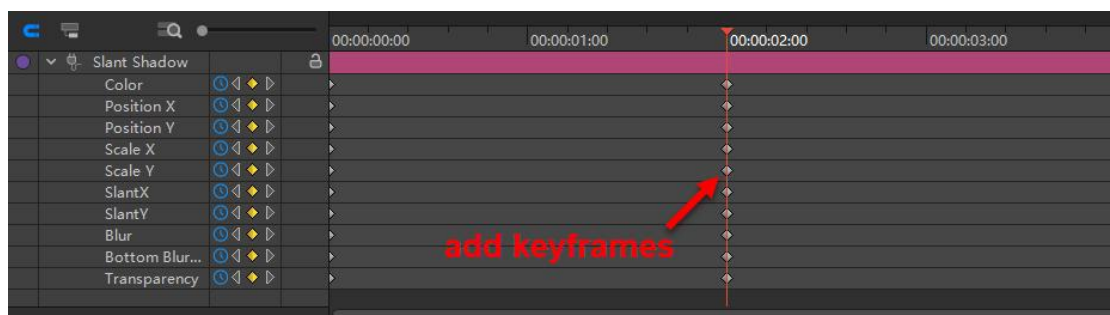
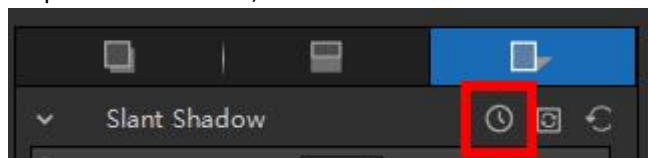
Step-1 Adjust timeline to 0 second position, click on “All Parameters Animating”.



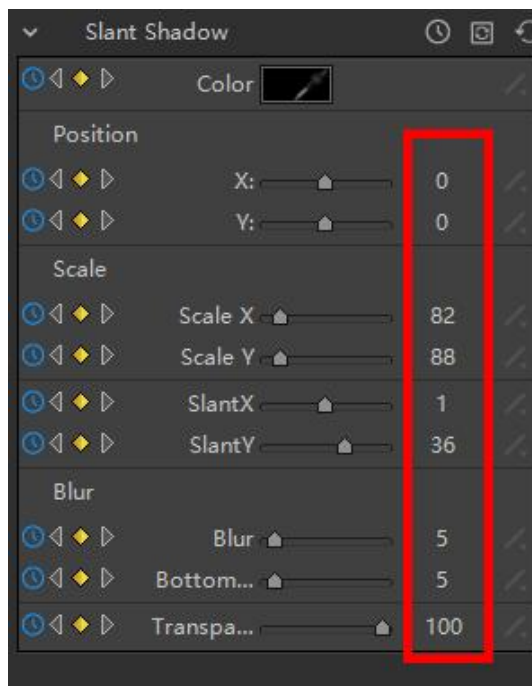
Set parameters shown below.



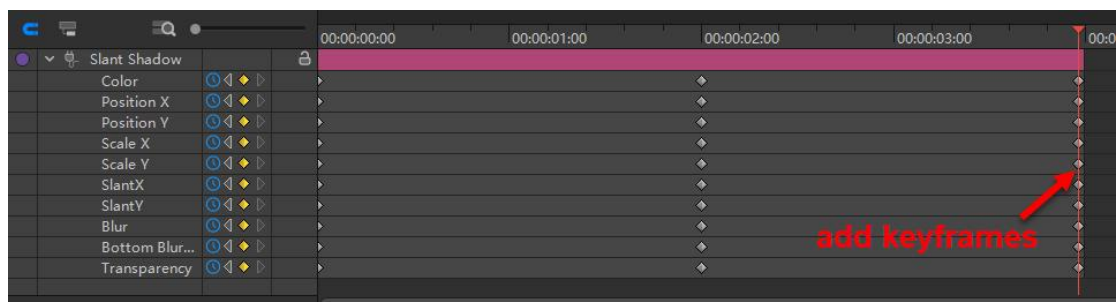
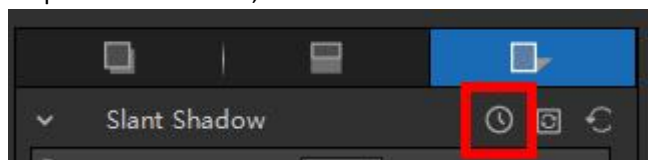
Step-2 Move timeline, then click on the “All Parameters Animating” button.



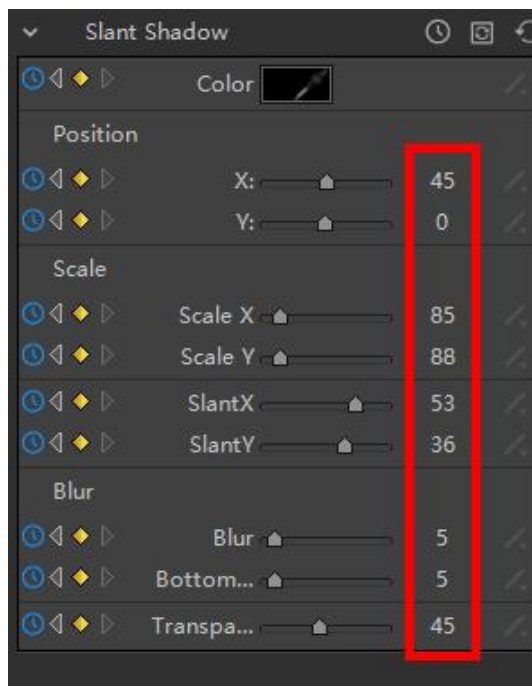
Set parameters shown below.



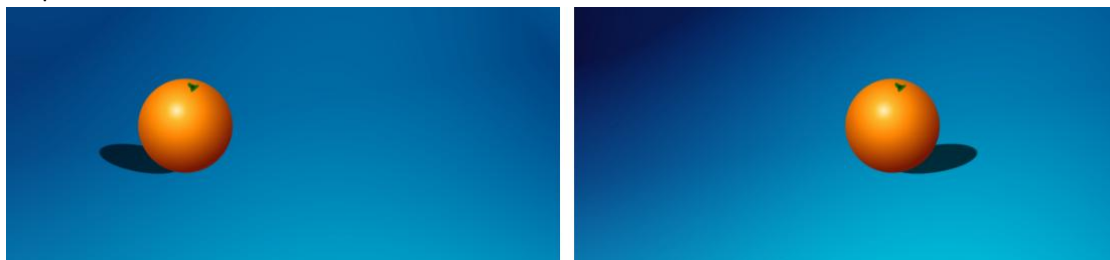
Step-3 Move timeline, then click on “All Parameters Animating”.



Set parameters shown below.



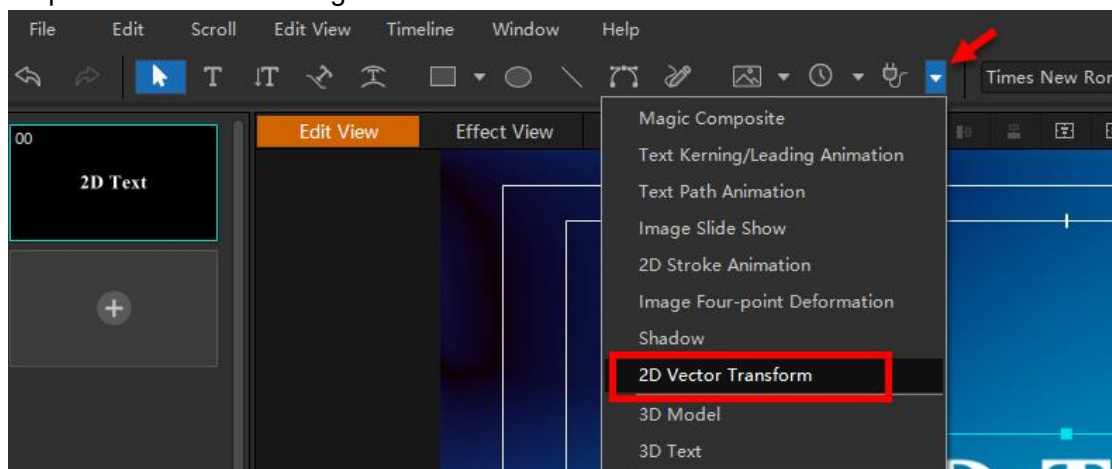
Step-4 Preview



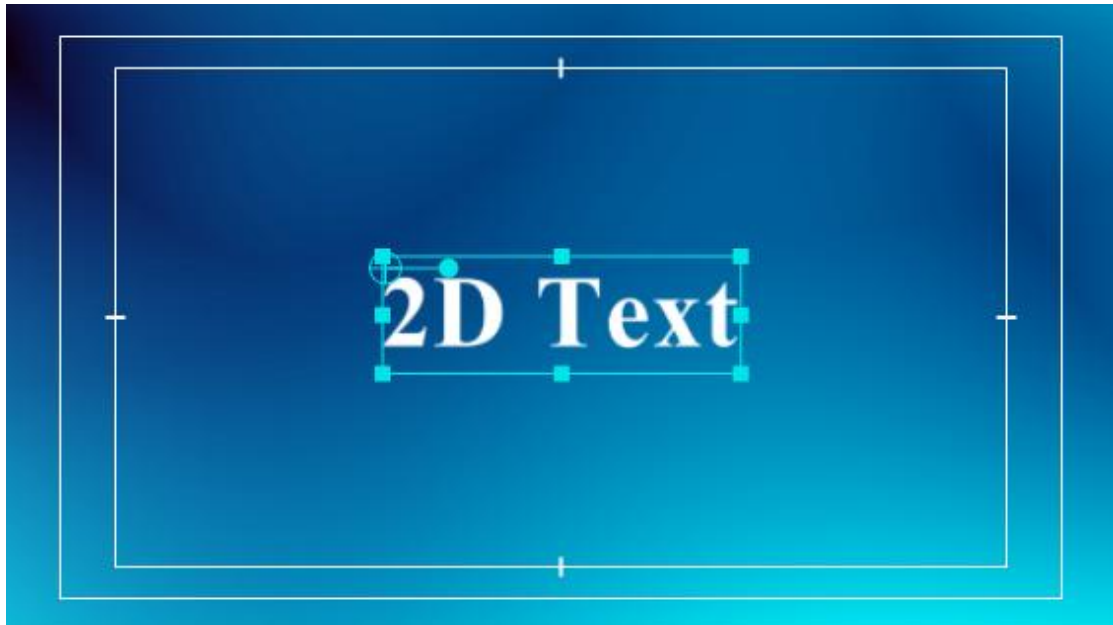
11.8. 2D Vector Transform

◆ Operation Flow of 2D Vector Transform

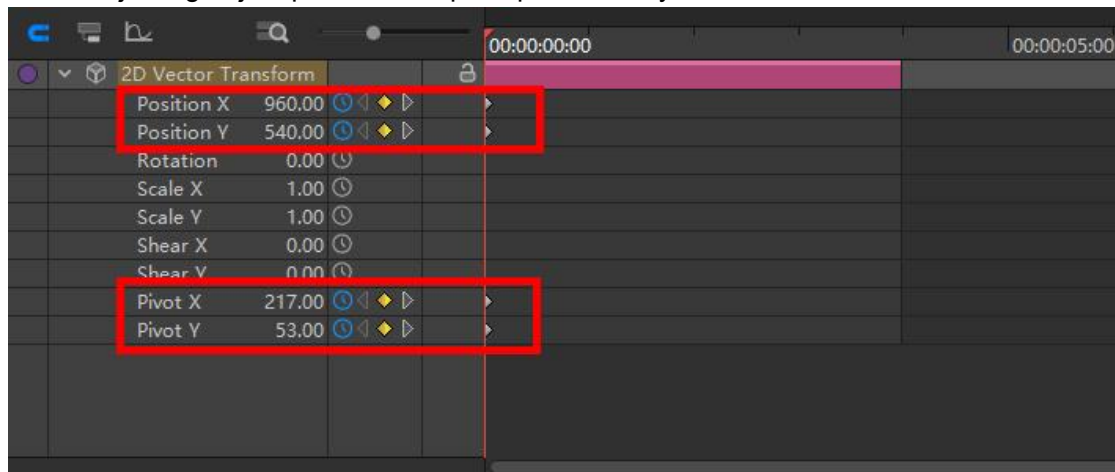
1. Create a text object in Edit Screen and select "2D Vector Transform" from the drop-down list of "Title Plugin" in tool bar.



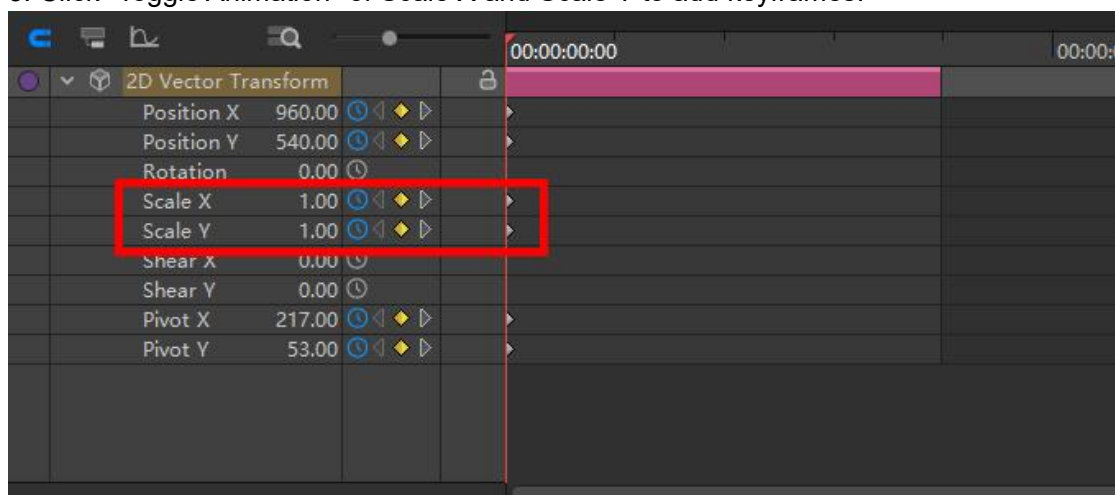
2. Move timeline to 0 second, and drag the text object to adjust position.



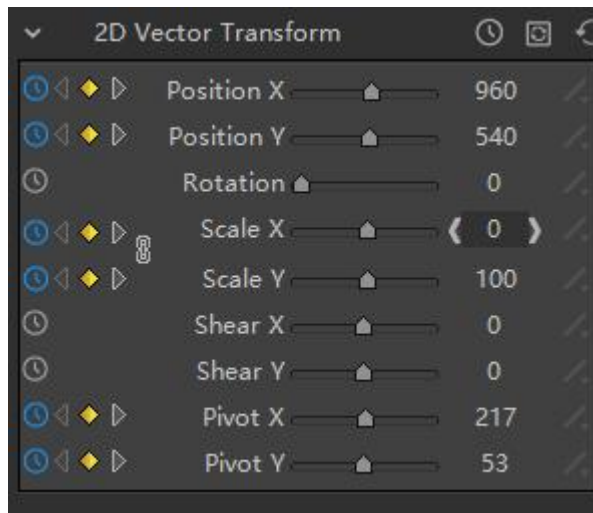
When adjusting object position and pivot position, keyframes will add in Timeline window.



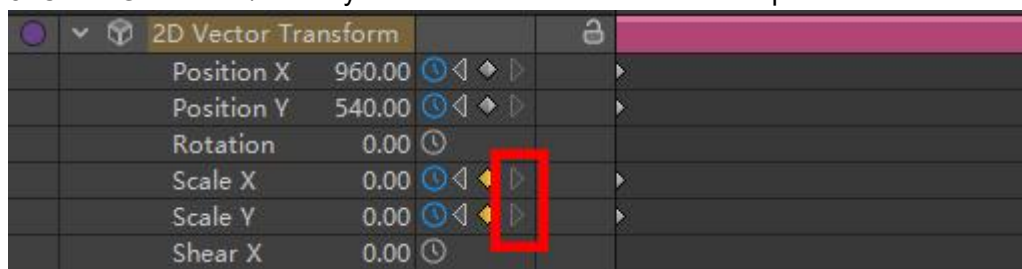
3. Click "Toggle Animation" of Scale X and Scale Y to add keyframes.



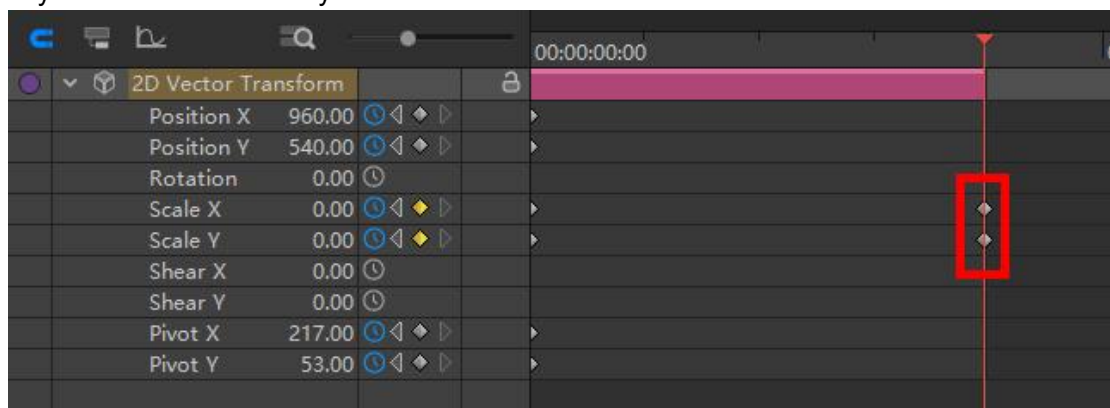
4. In the Properties Window set Scale X value and Scale Y value to 0.



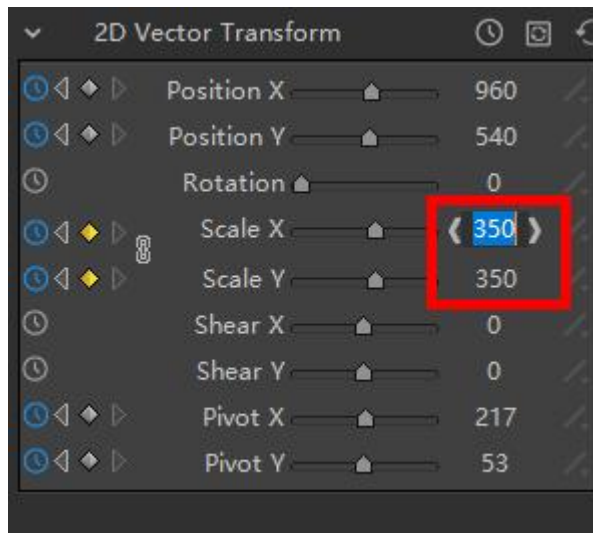
5. Click "Go to Next/Tail Keyframe" in Timeline Window or Properties Window.



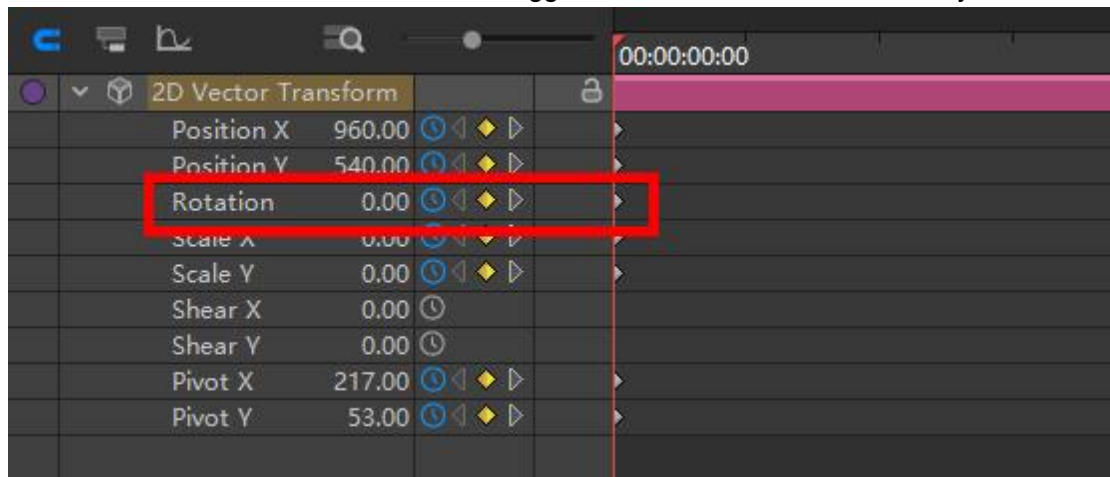
Move timeline to the tail keyframe then click "Add/Remove Keyframe" to add Scale X keyframe and Scale Y keyframe.



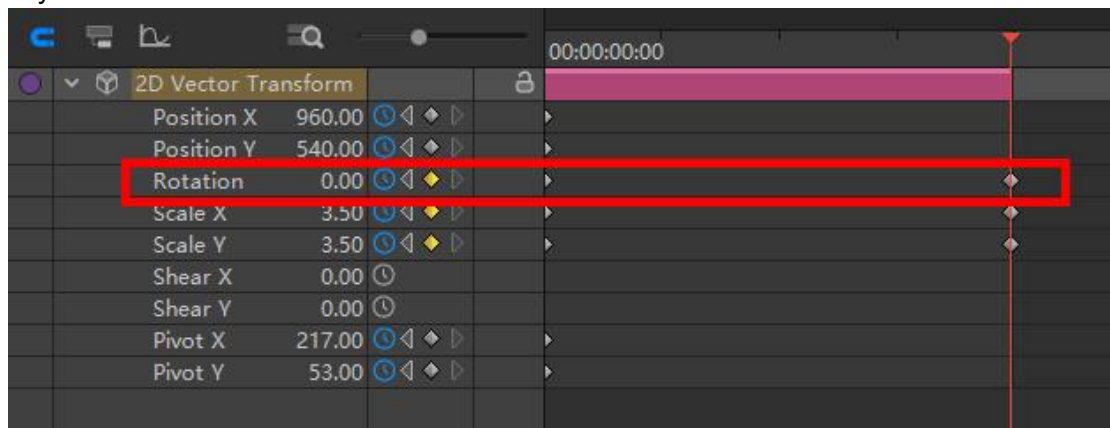
6. In the Properties Window set Scale X value and Scale Y value to 350.



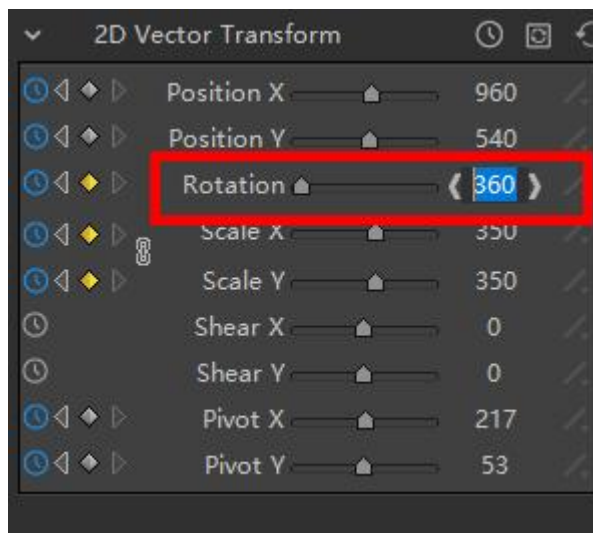
7. Move timeline to 0 second and click "Toggle Animation" to add Rotation keyframe.



8. Move timeline to the tail keyframe and click "Add/Remove Keyframe" to add Rotation keyframe.

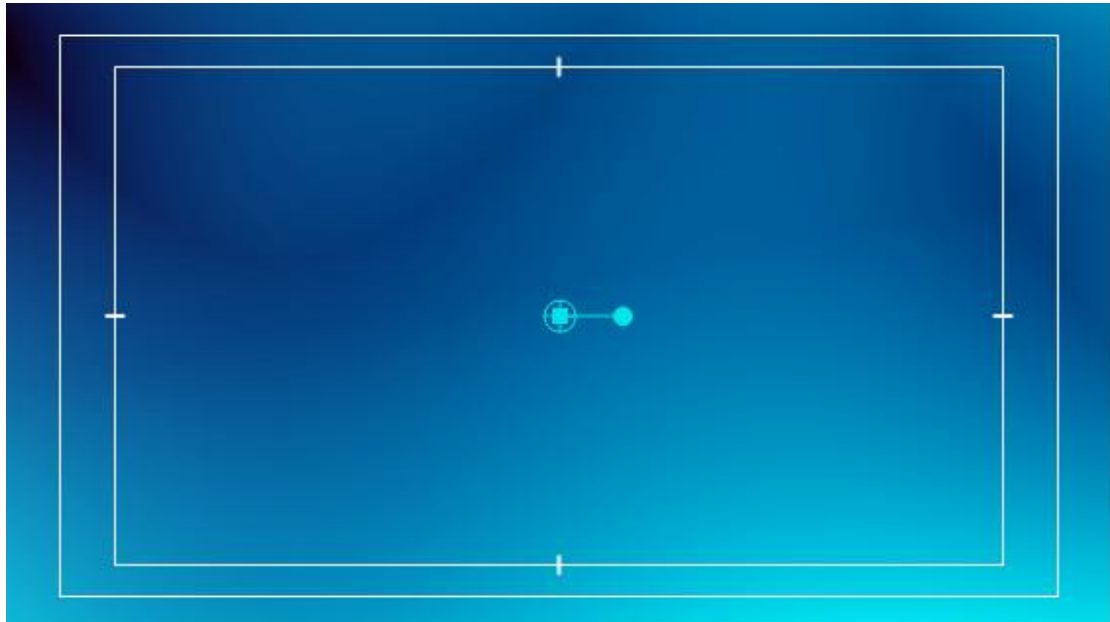


9. In the Properties Window set Rotation to 360.



10. Preview

At 0 second:



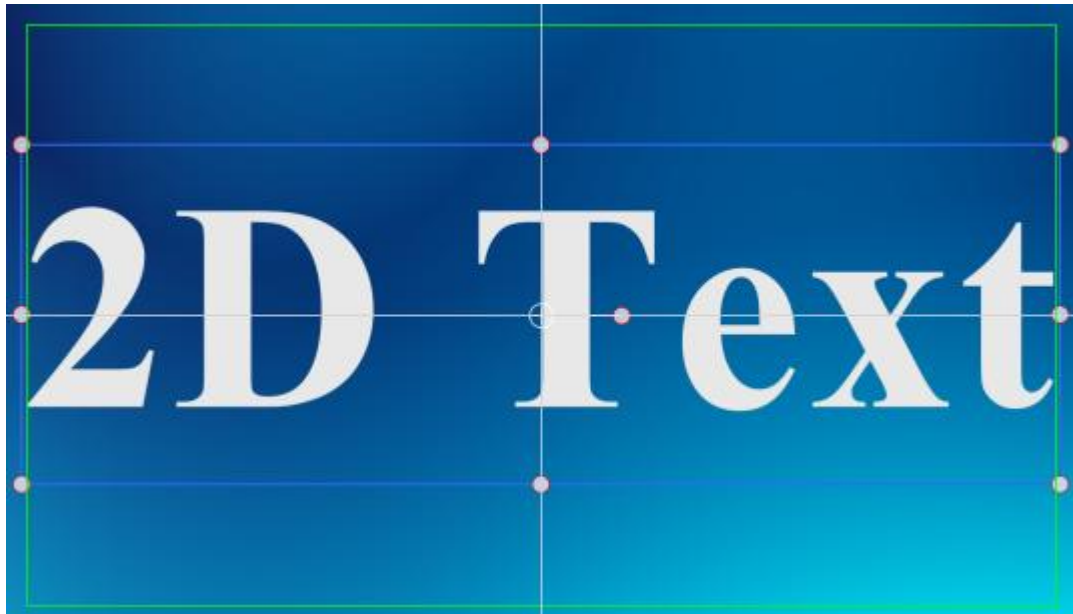
At 1 second:



At 2 second:



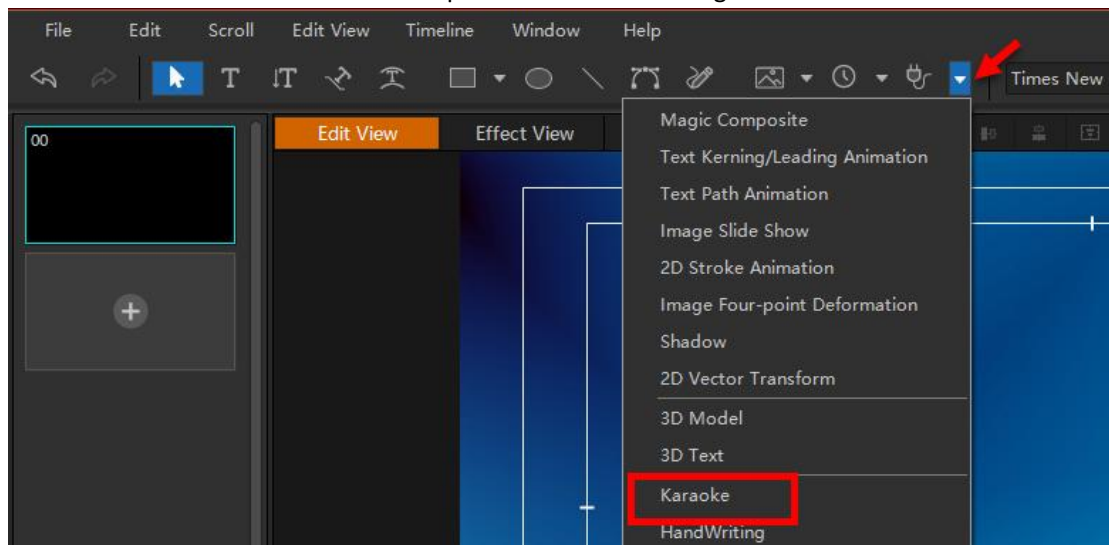
At 4 second:




11.9. Karaoke

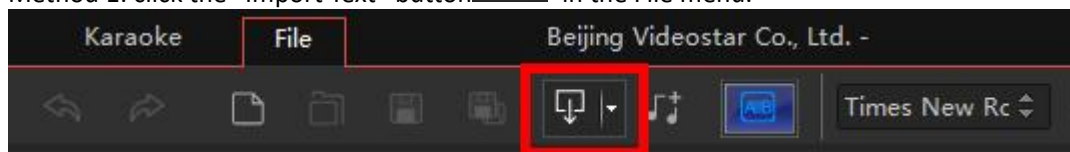
◆ Operation Flow of Karaoke

Choose “Karaoke” button from the drop-down list of “Title Plugin”.

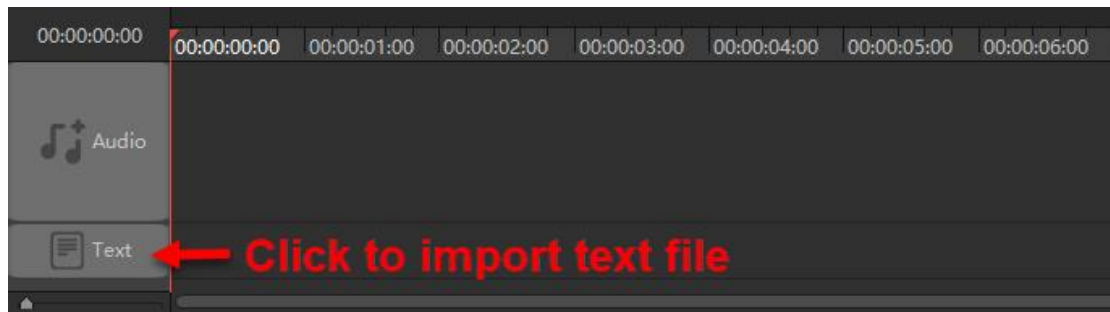


- 1、 Import File
- 1) Import Text

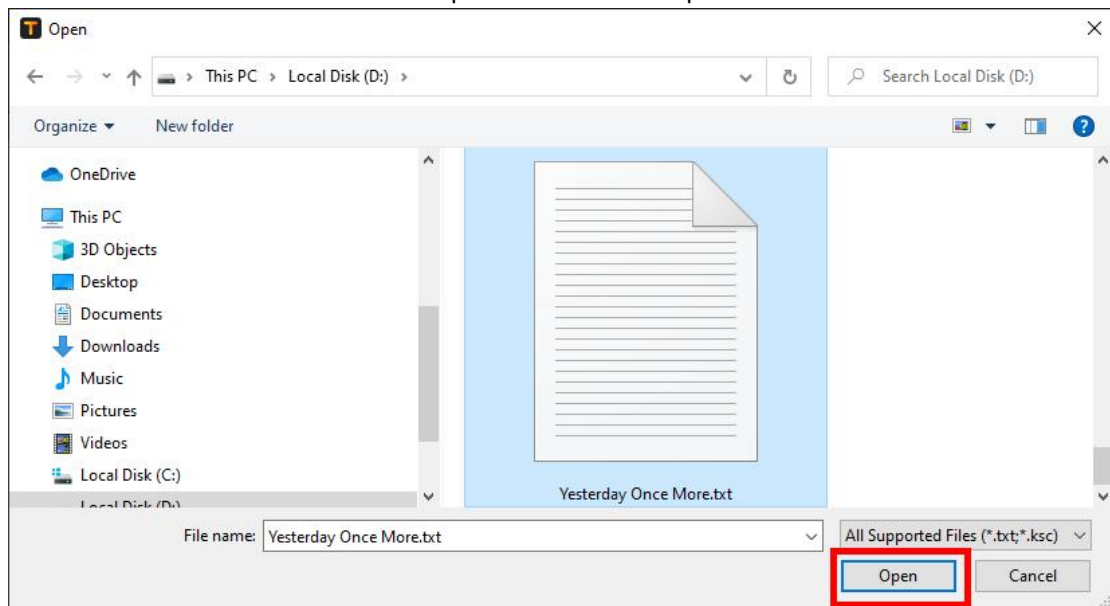
Method 1: click the “Import Text” button  in the File menu.




Method 2: left-click on the text track head in the timeline panel.



Browse and select file then click the “Open” button in the Open window.

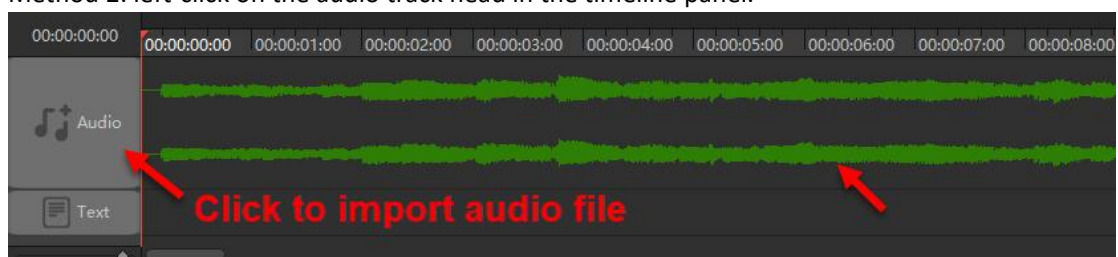


2) Import Audio File

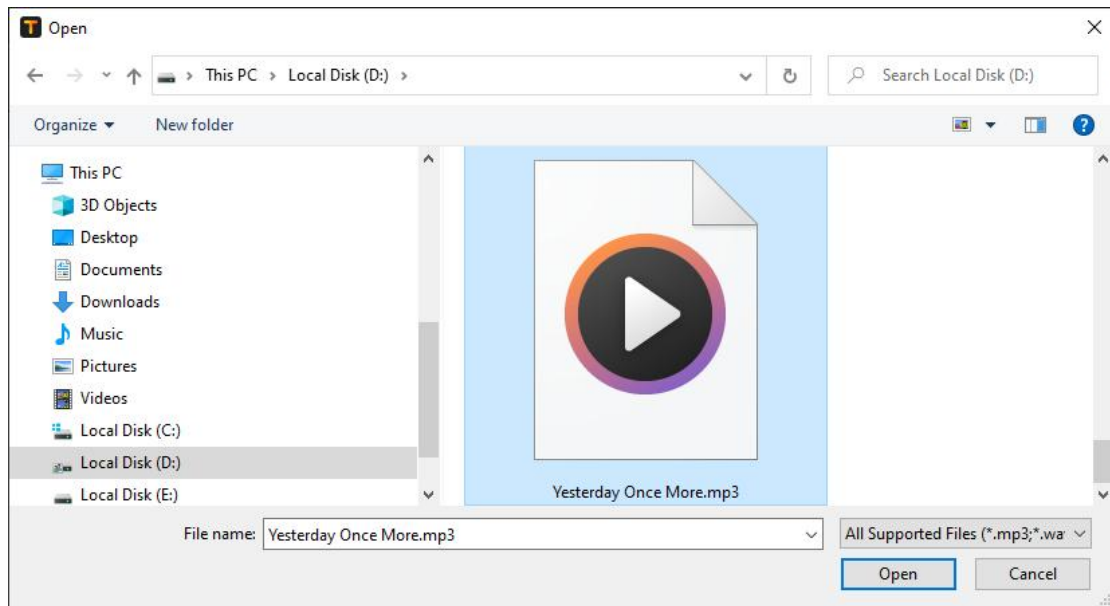
Method 1: click the “Import Audio” Knob  in the File menu.



Method 2: left-click on the audio track head in the timeline panel.



Browse and select *.mp3 file, *.wav file then click “Open” button.



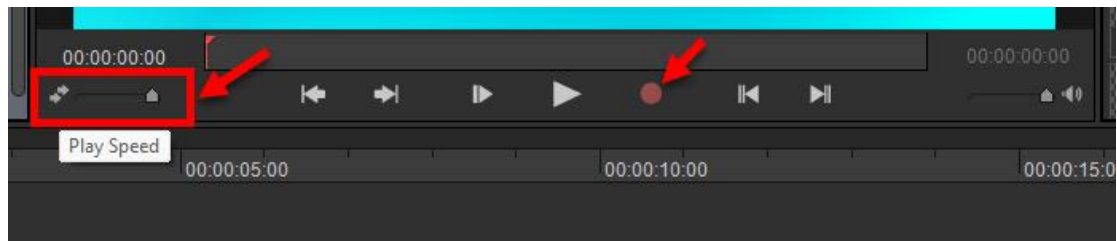
2、Set Font Properties

Set font as Arial, Bold and size as 70 in tool bar.

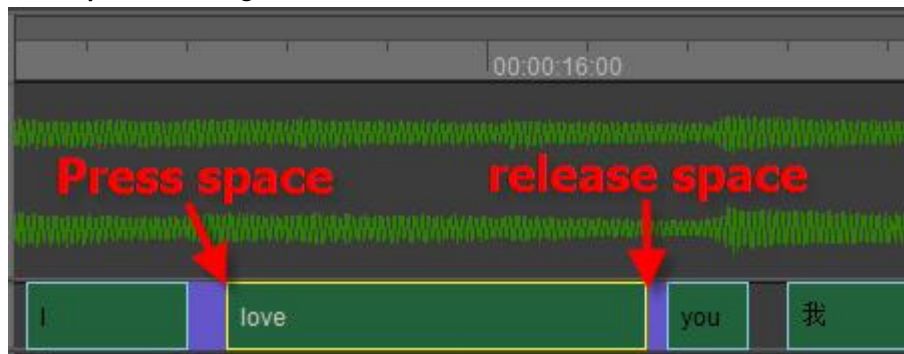


3、Record Karaoke

Adjust play speed and volume then click the “Record” button.



Press **Space** as the sign of timein and release as timeout.



4、Shader

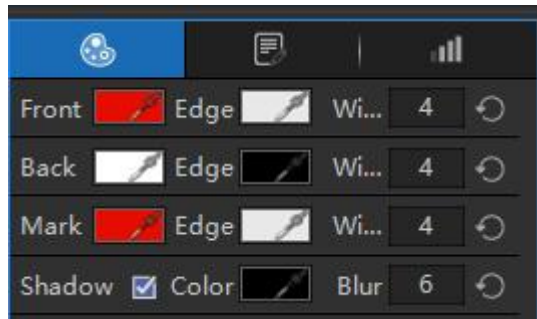
Click Color button behind Front, choose color in the popup Color Select window.



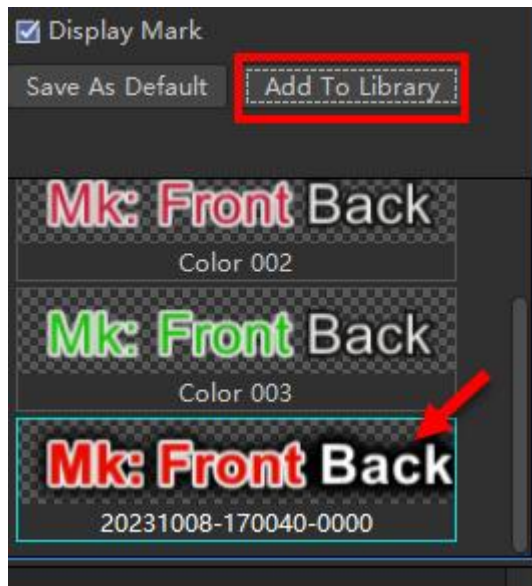
Left click in the Width numerical value frame, input number 4.



Back color setting methods are the same as front color setting.

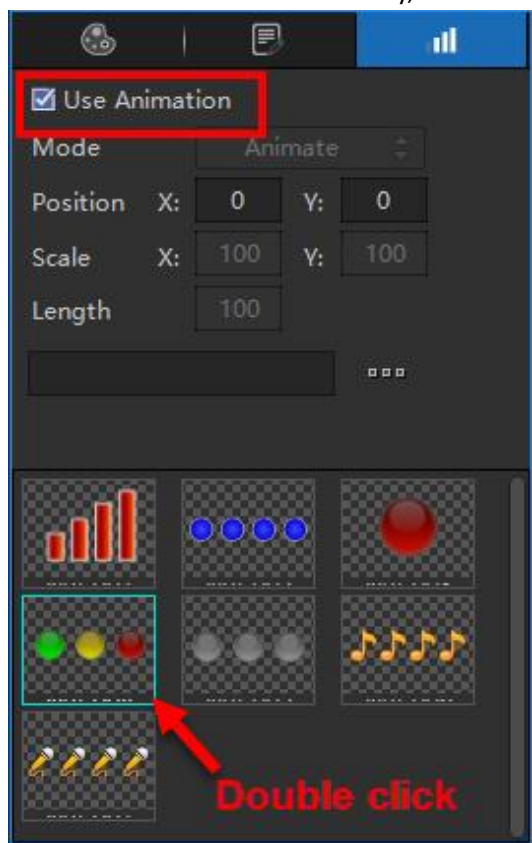


Click the "Add to Library" button to save the current shader template to library.



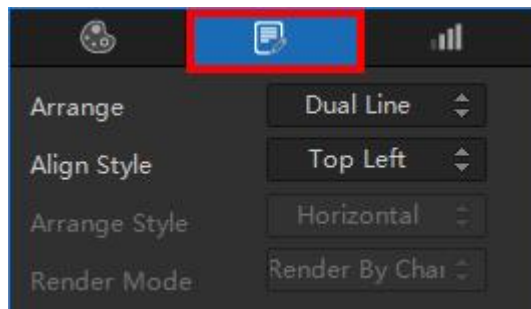
5、 Set Animation Properties

Click the “Animate” button to switch to animation property setting panel. Activate “Use Animation”. In the animation library, double click to choose template.

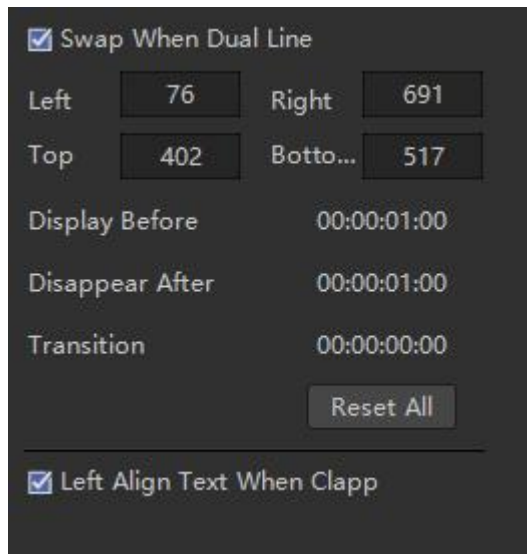


6、 Basic Property

Click the “Property” button to switch to property setting panel. Click to choose “Dual Line” and “Top Left” in the drop-down lists of Arrange and Align Style.

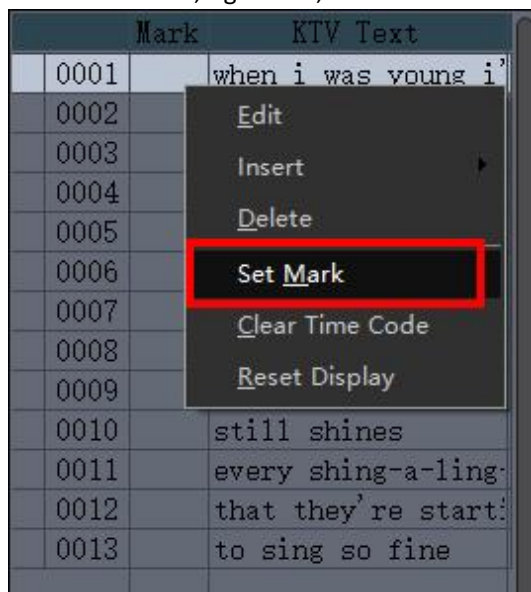


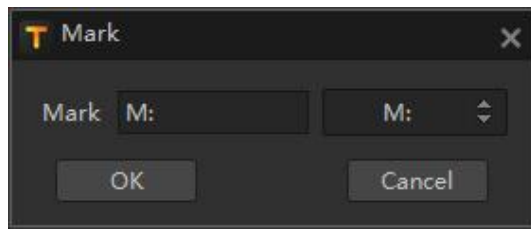
Enable “Swap When Dual Line” and set Left, Right, Top and Bottom value as 76, 691, 402 and 517.



7、Set Mark

Select a text line, right click, select “Set Mark” in the context menu, Mark dialog pops out.

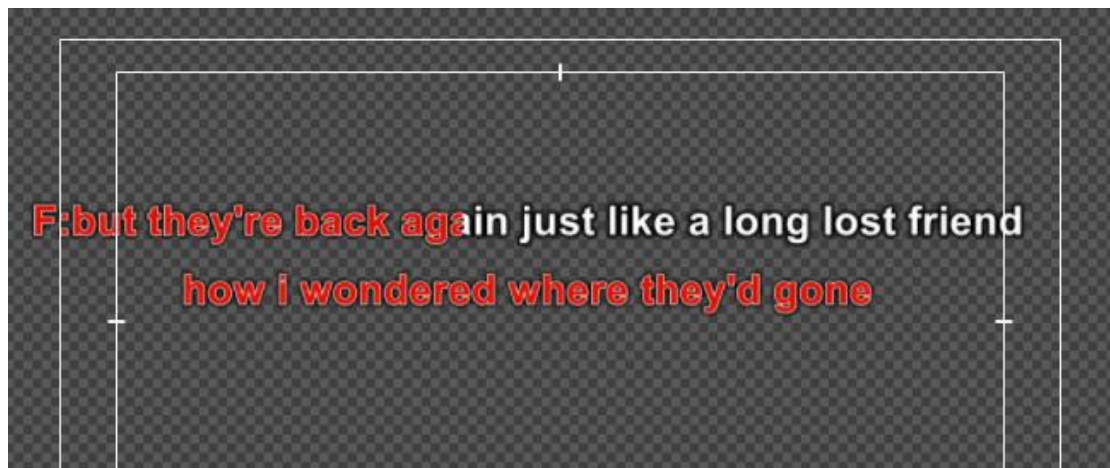
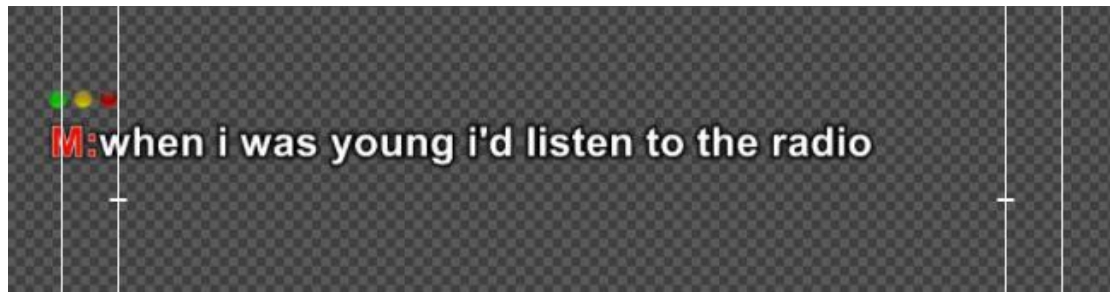




Click on the drop-down menu marked in the picture above, to choose marks such as M, F and T.

	Mark	KTV Text
0001	M:	when i was young i'
0002		waiting for my favo
0003		when they played i'
0004		it make me smile
0005		those were such hap
0006		how i wondered when

8、 Preview



11.10. Handwriting

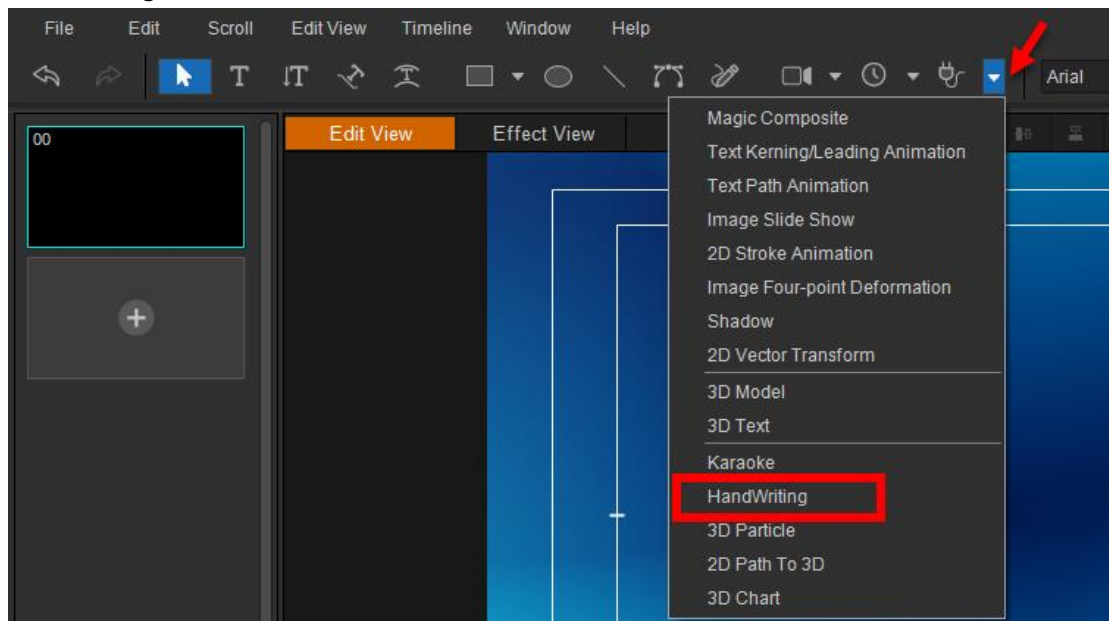
11.10.1. Brief Introduction

Using handwriting plugin can make general handwriting effect. Stroke radius and stroke speed will be set different values according to different requirement. You can edit color property of every stroke. Or applying original alpha to set color.

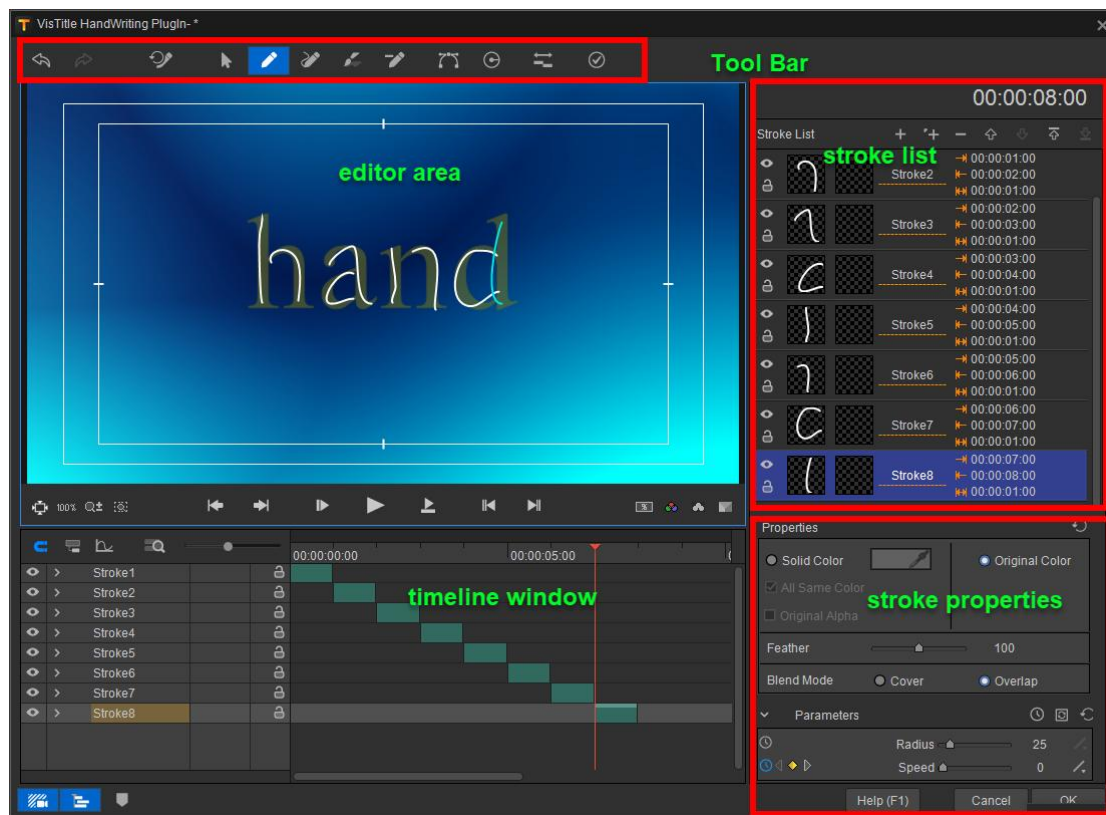
Create a text or image object, choose one object as handwriting material.



Click on “Object” button in tool bar, then choose “Handwriting” button from the drop-down list of “Title Plugin”.



11.10.2. Handwriting Interface Description



◆ Tool Bar



The buttons order from left to right is “Undo”, “Redo”, “Reset”, “Select”, “Fast Draw”, “Paint Sketch”, “Paint Contour”, “Delete”, “Edit Bezier”, “Edit Radius”, “Auto Head-Tail Arrange Stroke time”, “Hide Circle”.

◆ Editor Area

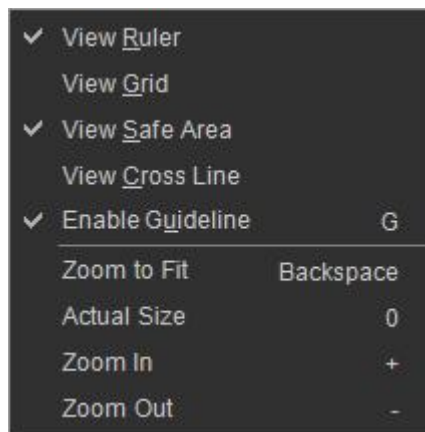
Editor area is used for painting sketch, painting contour and showing handwriting effect.



The buttons order of marked buttons from left to right is “Fit Window”, “Actual Size”, “View Zoom”, “To select the previous stroke”, “To select the next stroke”, “Play Start”, “Play”, “Current”, “To Home”, “To end”, “show Alpha Image”, “Show Full Color”, “Show Alpha Only”, “Show Fill Color”.

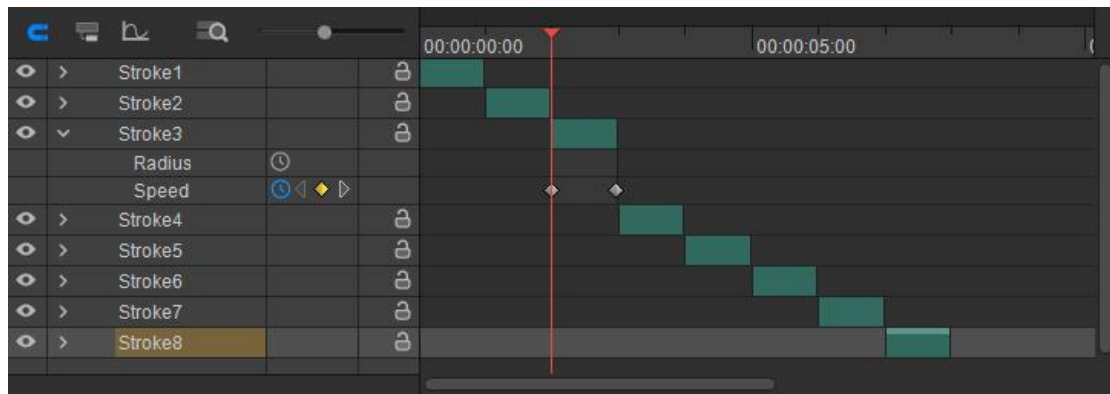
Common right button functions of editor area

Right-click on editor area. Following is the context menu.

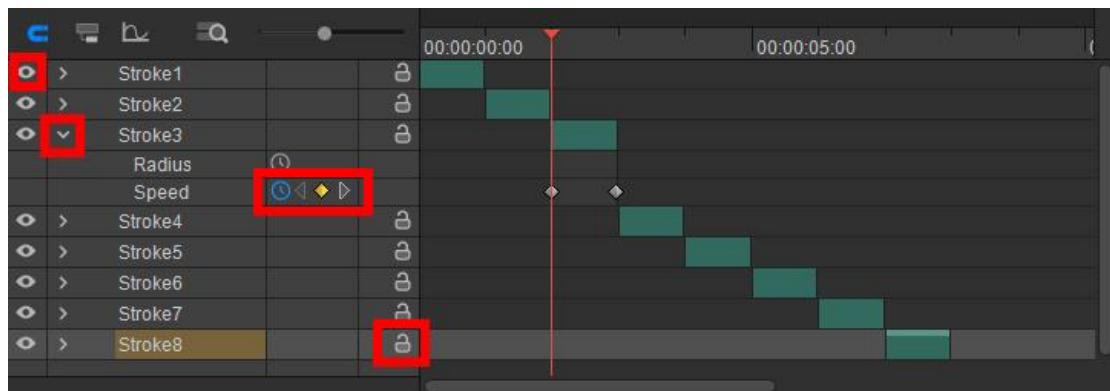


◆ Timeline

Timeline screen is used to display strokes and set stroke radius or speed. Timeline window includes two parts. The right part can show timeline position and stroke playing time length. The left part displays object tree structure. It is applied to add or remove keyframe.



The common buttons in timeline screen



The buttons order of marked buttons from left to right is “Track Visible/Invisible”, “Expand/Collapse Track”, “Toggle Animation”, “Go to Prev/Head Keyframe”, “Add/Remove keyframe”, “Go to Next/Tail Keyframe”, “Lock/Unlock Track”.



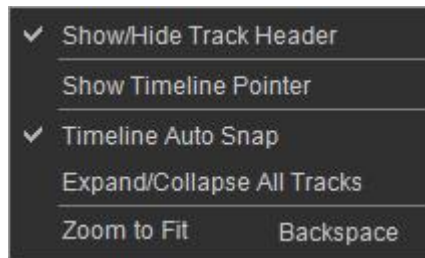
The buttons order from left to right is “Timeline Auto Snap”, “Expand all Track”, “Graph View”. The right marked button is used in scaling time.

General right button functions of timeline window

Click on a stroke in timeline window, then right-click on it. The following is the corresponding context menu.

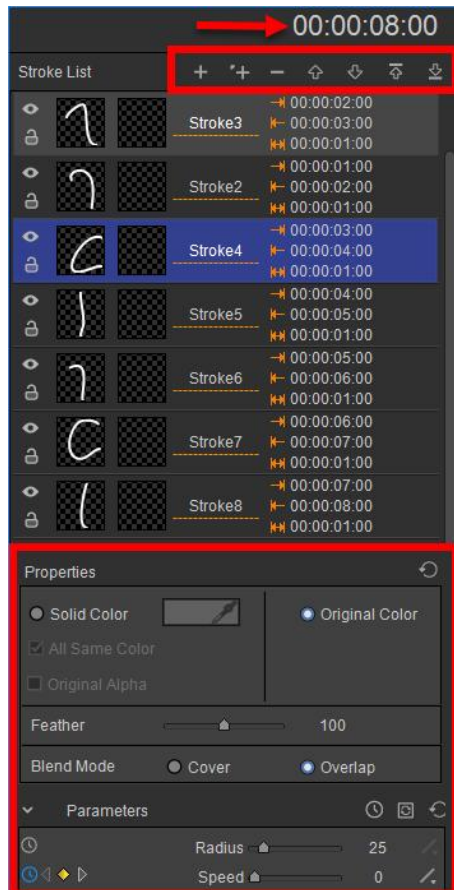
Up(M)	Ctrl + PageUp
Down	Ctrl + PageDown
Move Top	Ctrl + Home
Move Bottom	Ctrl + End
Locked	L
✓ Visible	V
Show animation track only	
Delete	Delete

Right-click on the blank of timeline window.



◆ Stroke Properties

Stroke properties screen contains stroke list window and attribute setting panel.



The marked time by arrow is total playing time of all strokes. Clicking on it and inputting number can scale all strokes play time proportionally.

Stroke list

Stroke list layout shows all strokes in editor screen. It can be used for deleting and inserting stroke. The buttons order of marked buttons from left to right in the right part of the image is "Add", "Insert", "Delete", "Up", "Down", "Head", "Bottom".

Properties

In the part below of the image, the marked screen is properties setting panel to edit stroke color, radius and speed.

11.10.3. Paint Sketch

Click on "Fast Draw" button in tool bar,



Press and drag mouse to draw a stroke. If you operate “Handwriting” for the first time, you need not choose “Fast Draw” button.



Note When painting sketch you should draw according to actual writing type. For example, the type is from left to right.

“Paint Sketch” button can be applied to delete original sketch.



The methods to delete stroke:

Method1: Click on the selected stroke, then click on “Delete” button in tool bar.

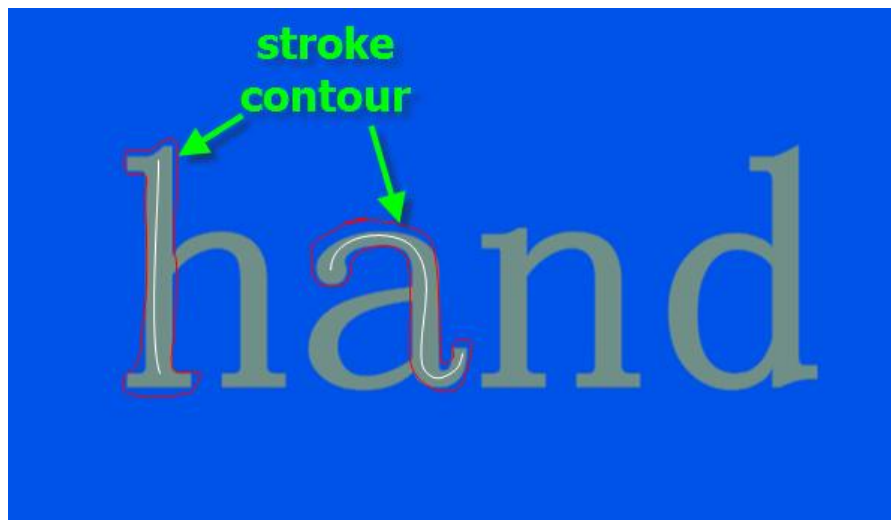


Method2: Click on the selected stroke, then click on “DELETE” of keyboard shortcuts.

11.10.4. Paint Contour

Click on “Paint Contour” button, then drag cursor to draw a closed curve around stroke edge of stroke sketch.





Note Stroke contour should be larger a little than stroke edge

11.10.5. Edit Bezier

When tiny sketch or contour fault need be rectified, you can use Bezier editor.

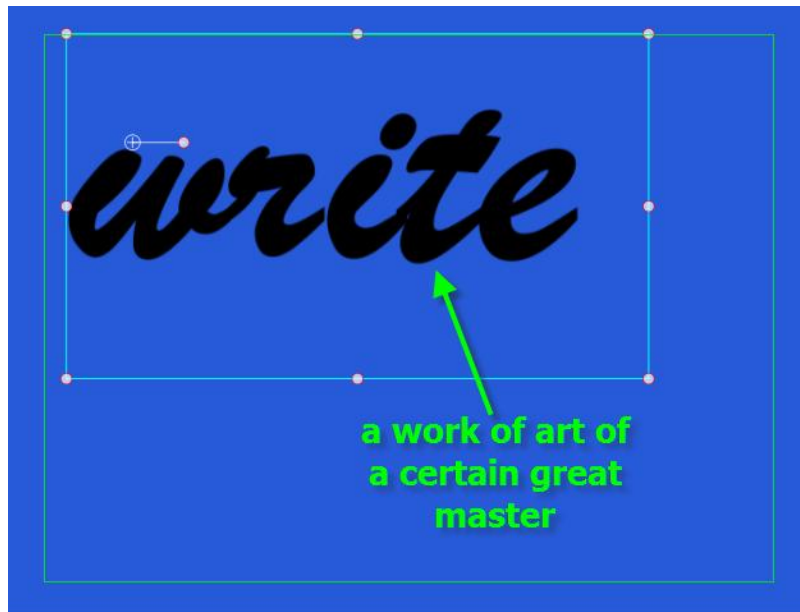
Click on stroke sketch or contour in editor screen, then double-click on cursor or click on “Edit Bezier” button in tool bar.



You can refer to guidance of VisTitle to learn editing Bezier approach.

11.10.6. Stroke Radius

Some special font, for example, running-hand of great handwriting master, their radius often need be adjusted to be perfect.



Open “Handwriting” to paint sketch or contour, then choose stroke to change its radius.

Method1:

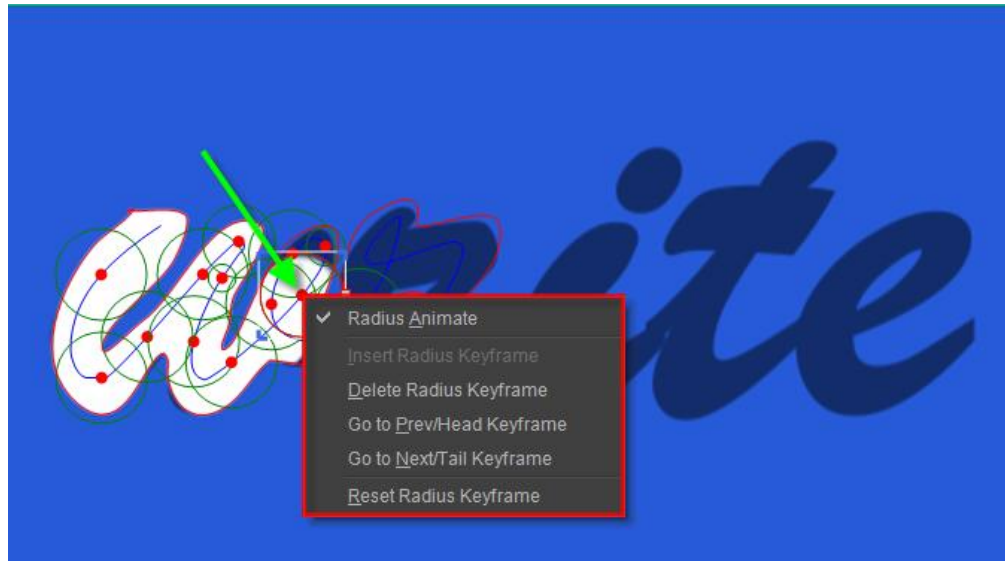
Click on current stroke in editor screen, then choose “Edit Radius” button. There will be a circle on Stroke sketch. Click on the control point and drag it to change stroke radius.



Note Click on “Hide Circle” button you can set circle visibly or invisibly.



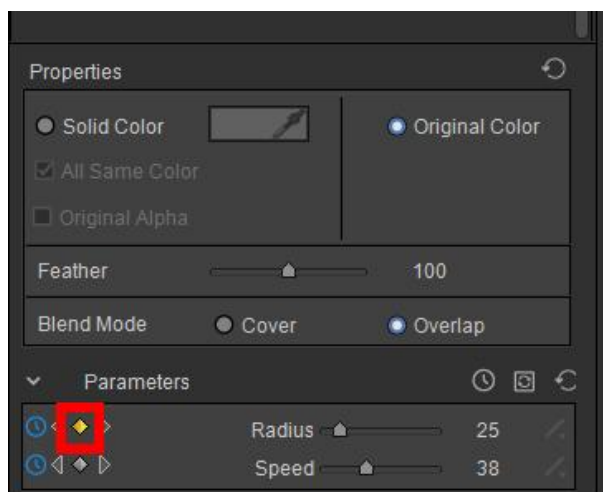
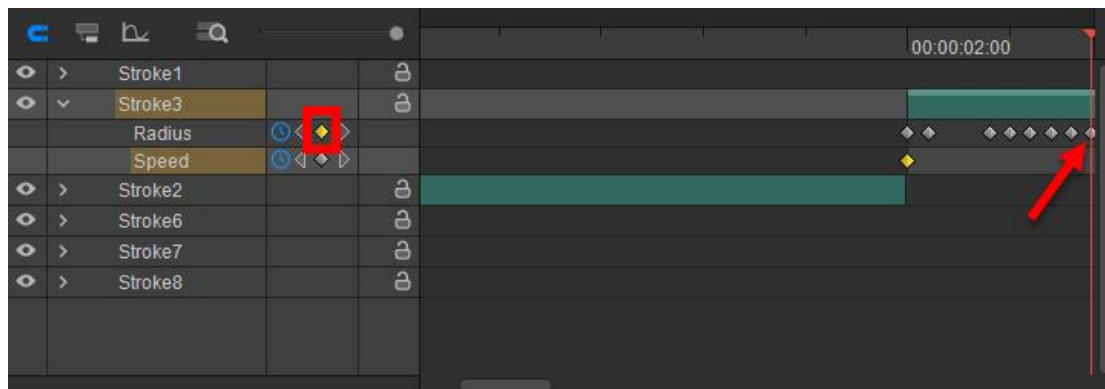
Right-click on circle center.



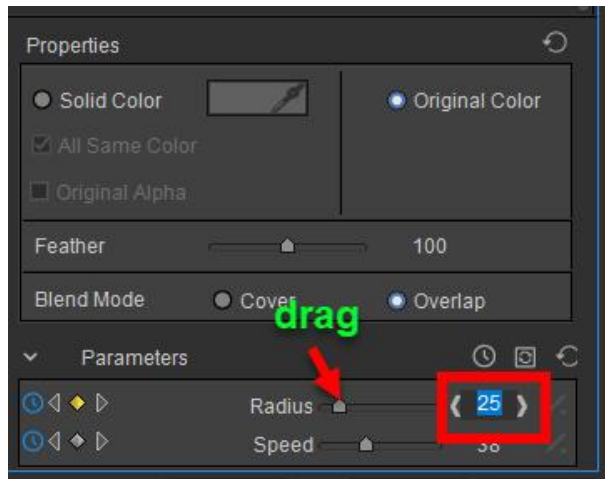
Method 2:

Click on current stroke in editor screen. Move timeline to preview. Add a keyframe to adjust stroke radius wherever radius need be changed.

Click on “Add/Remove Keyframe” button to add a keyframe in properties or timeline window.

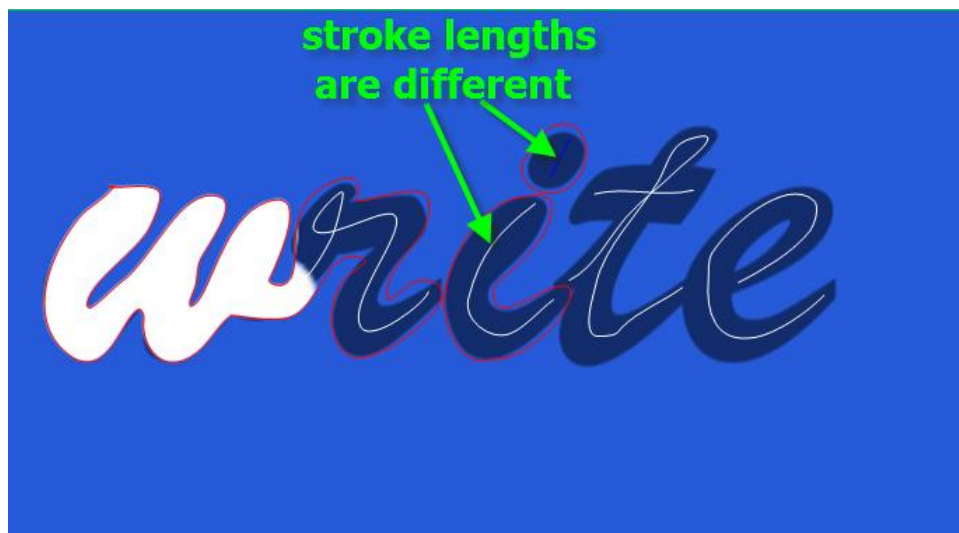


Drag radius slider or input suitable value then click on ENTER.



11.10.7. Stroke Playing Speed

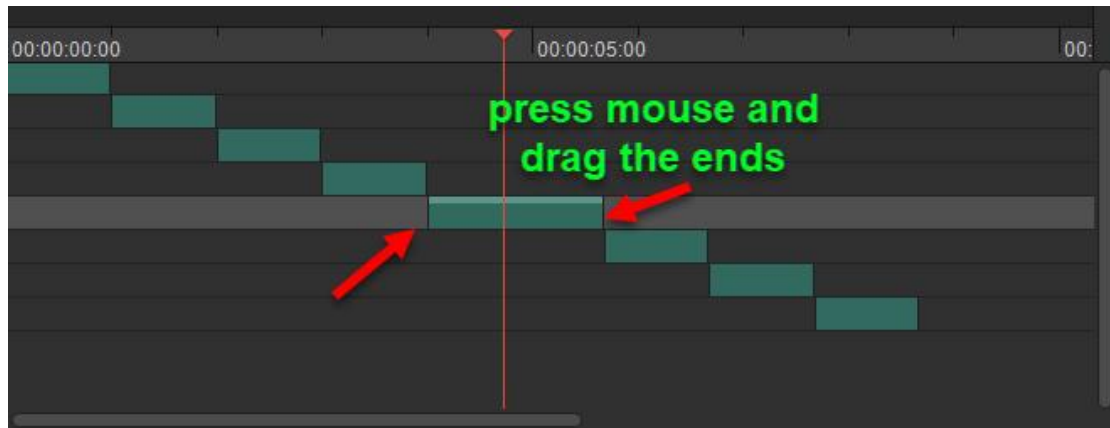
All strokes playing time are equal in the system default condition. Changing stroke playing time length, stroke playing speed will change. But every stroke is played at constant speed.



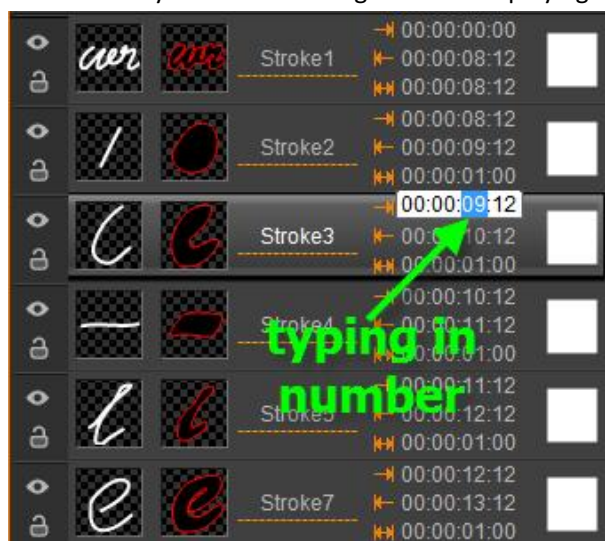
Every stroke can be adjusted to show special effect.

Method1: (playing current stroke at constant speed)

Click on selected stroke in timeline window, then drag both ends of the stroke. Along with the change of stroke playing time length, stroke playing speed will change.



Click on selected stroke in stroke list window. Double-click on in-time and out-time, then type in values. Thus you can also change the stroke playing time length.



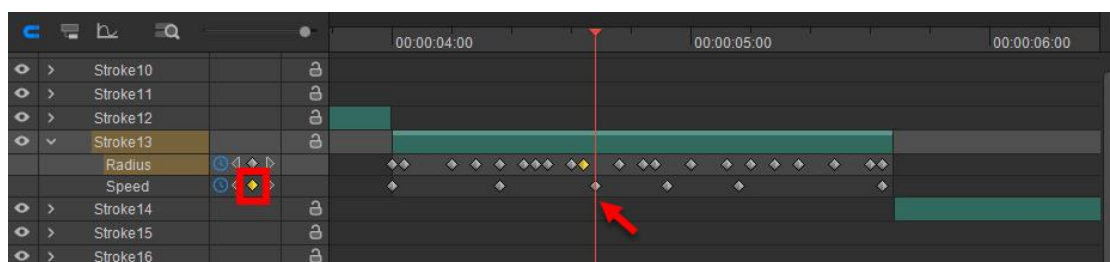
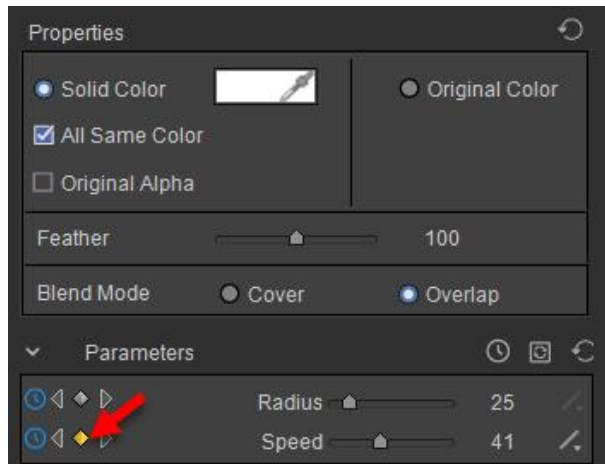
Method2: (playing current stroke at different speed)

Add a keyframe and change keyframe values to adjust stroke playing speed. This action is often used when several strokes are linked up.

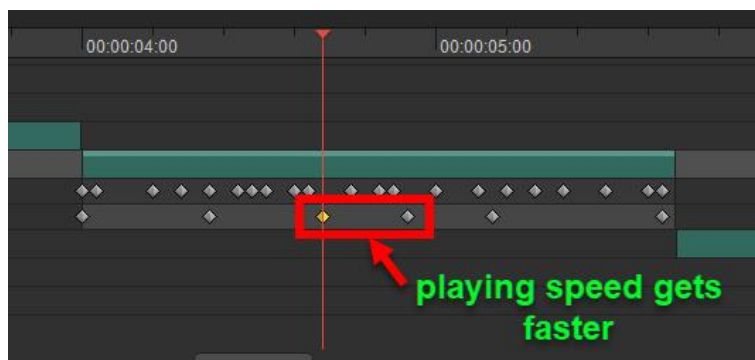


The marked part is drawn fast, so the playing speed need be adjusted.

Click on "Add/Remove Keyframe" in timeline window or properties window to add a keyframe.



Click on the second keyframe and move it to suitable position after add a keyframe. The shorter playing time between the first keyframe and the second keyframe gets, the faster current stroke playing speed will get.

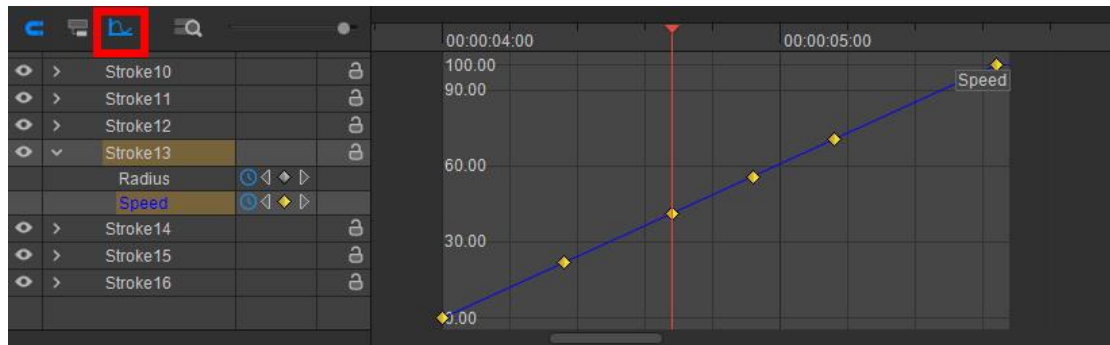


Just like when increase time length between two keyframes, playing speed will get slower.

11.10.8. Edit Graph View

◆ Radius

Choose "Graph View" button in timeline window. Click on radius track.



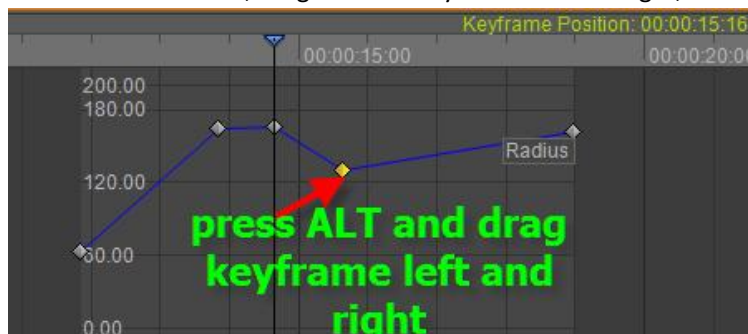
Move timeline in graph view window, then click on mouse to add a keyframe. The marked time is playing time length of current stroke.



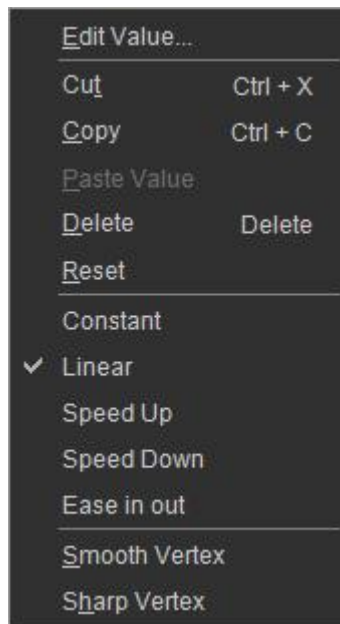
Press mouse and drag it up and down to adjust selected keyframe values,



Press ALT and mouse, drag selected keyframe left and right,



Right-click selected keyframe,



Right-click in the area where there are not keyframes,



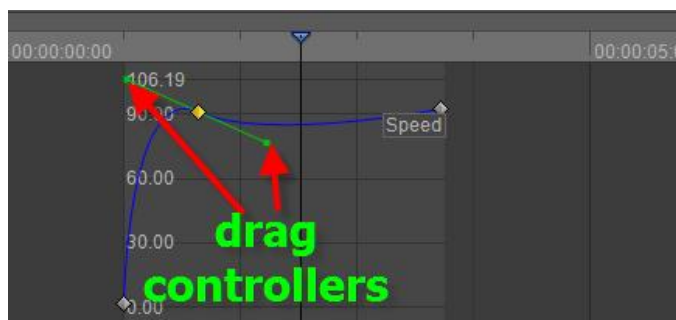
◆ Speed

Choose “Graph View” button in timeline window. Click on speed track to switch to speed graph view.

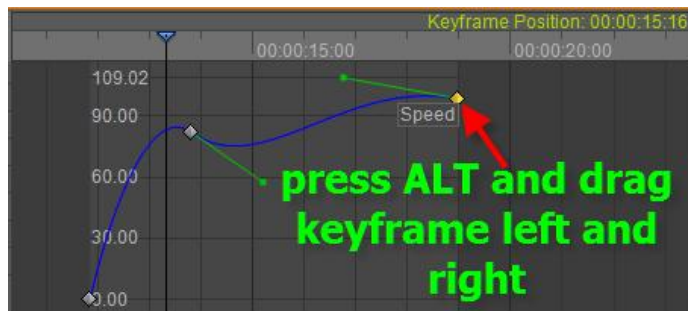
Move timeline in graph view window, then click on mouse to add a keyframe.



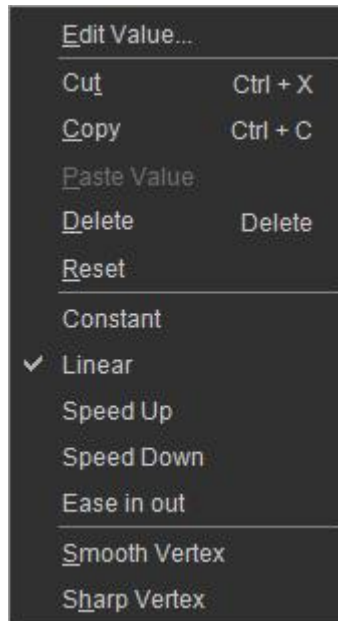
Press mouse and drag it up and down to adjust selected keyframe values. Press mouse and drag controllers to show speed change between two keyframes.



Press ALT and mouse, drag selected keyframe left and right,



Right-click selected keyframe,



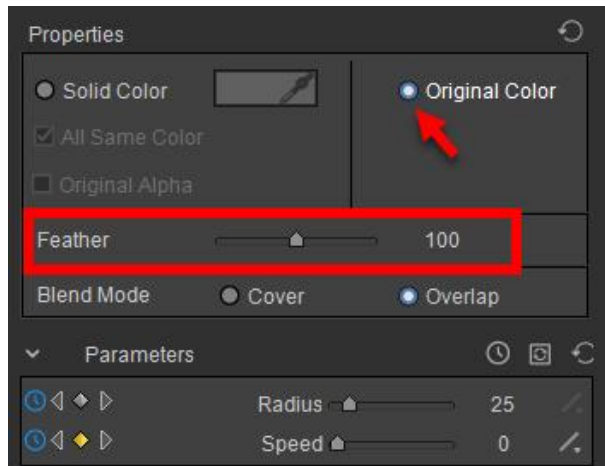
Right-click in the area where there are not keyframes,



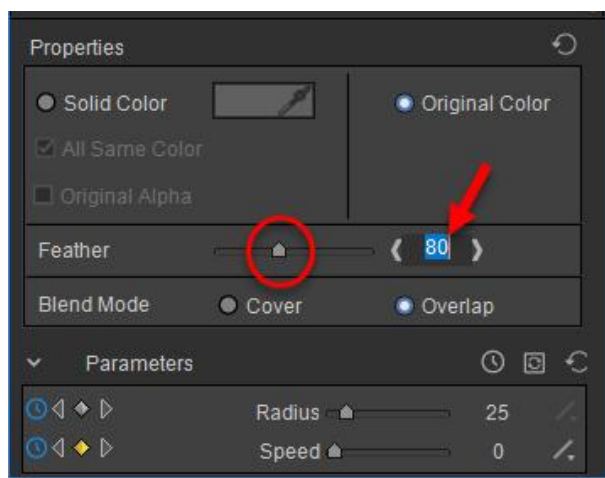
11.10.9. Stroke Color

◆ Original Color

Strokes color is original color in the system default condition. Here only feather value can be changed.

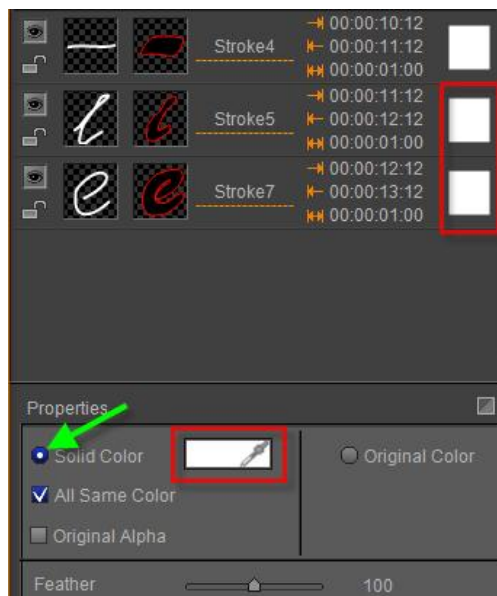


Drag feather slider, input number and click on ENTER to change feather value.

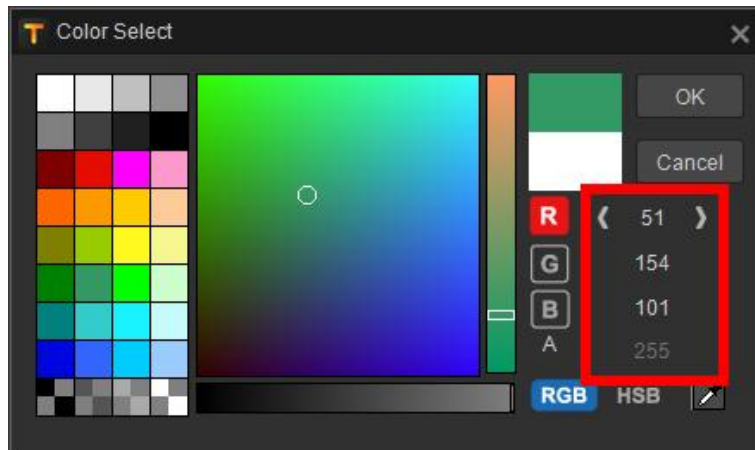


◆ Solid Color

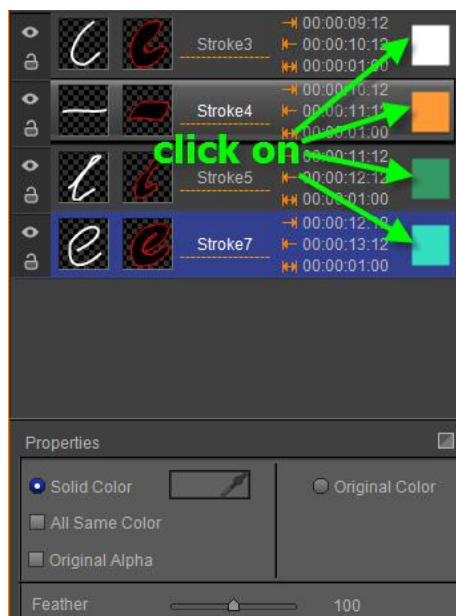
Click on “Solid Color” button. All strokes color is equal in the system default condition.



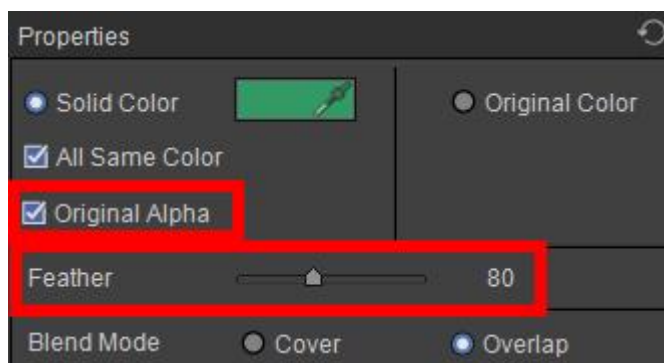
Click on color panel behind “Solid Color” button. Choose a color in the left part or move circle to select a color. The values of RGB can be changed to pick out a color.



If you want to set different stroke color, firstly click on “All Same Color” to make it unable, secondly choose a stroke, thirdly select a color in color panel.

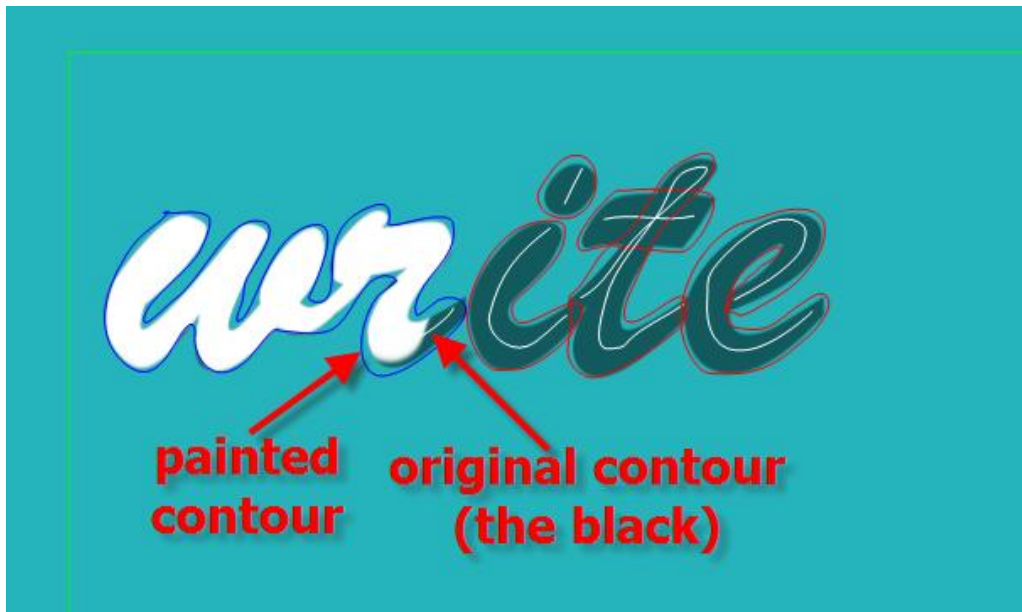


Click on “Original Alpha” button to apply it. Double-click to close it. Drag feather slider or input number and click on ENTER to change feather value.



Original Alpha

When activating “Original Alpha”, strokes are drawn according to the original strokes. When close “Original Alpha”, strokes are drawn according to the contour size.



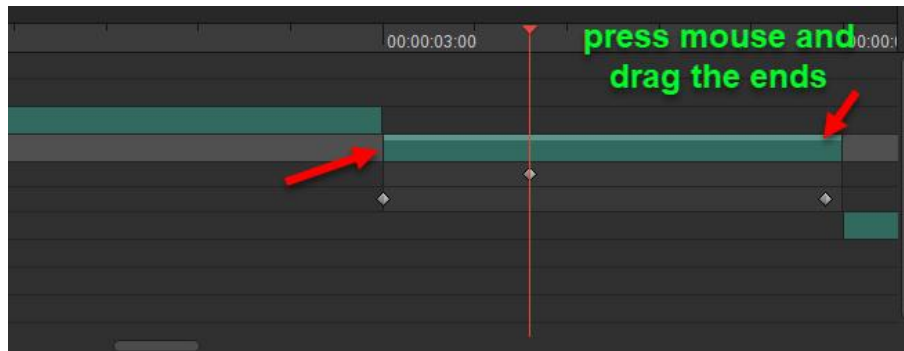
Following is different effects of applying original alpha and close original alpha.



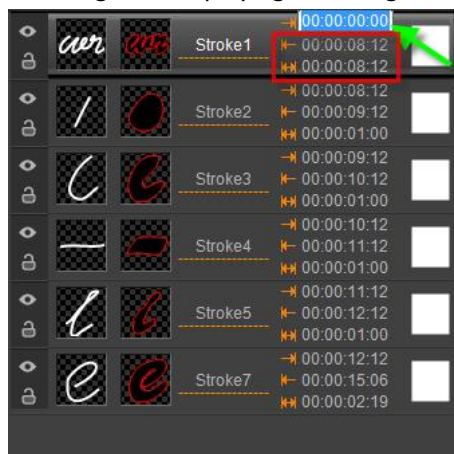
11.10.10. Playing Time

Stroke playing time length

Choose a stroke in editor window or stroke list window, then drag both ends of the stroke to change its playing time length.



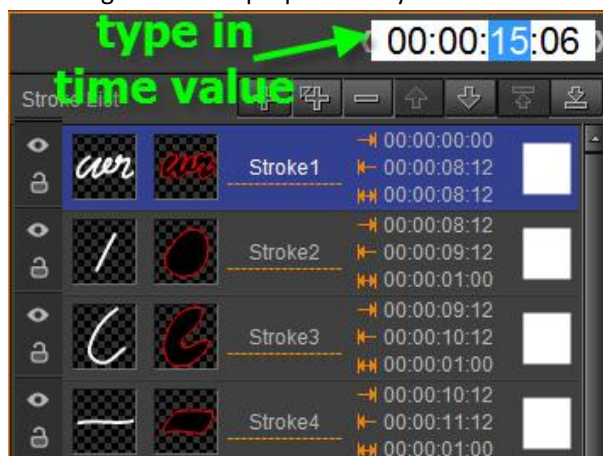
To change stroke playing time length after selecting a stroke in stroke list window,



Double-click on the marked, type in suitable values.

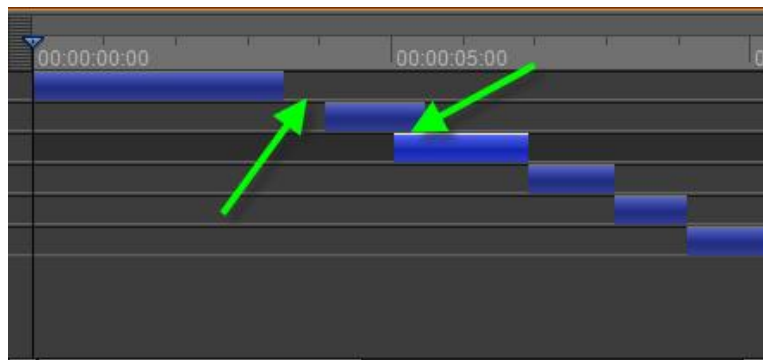
Total playing time length

Click on the time number above stroke list window, type in value then click on ENTER. The time number is total playing time length of all strokes. Once it has been changed, every stroke playing time length is scaled proportionally.



There are some special conditions after changing stroke playing time length, such as strokes

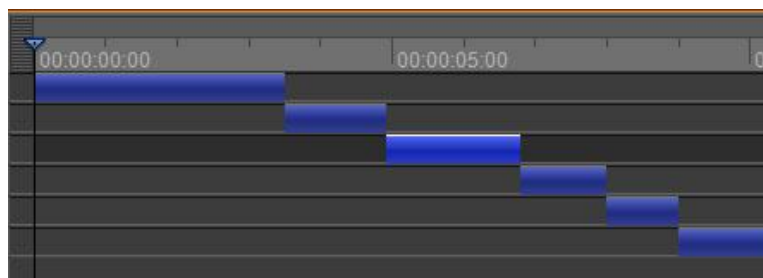
overlap, gap.



Click on “Auto Head-Tail Arrange Stroke Time” button,



Strokes will auto head-tail arrange.

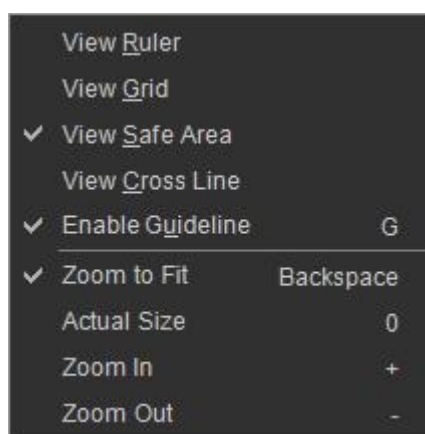


11.10.11. Setting General Functions Preview area

◆ Edit Ruler or Grid

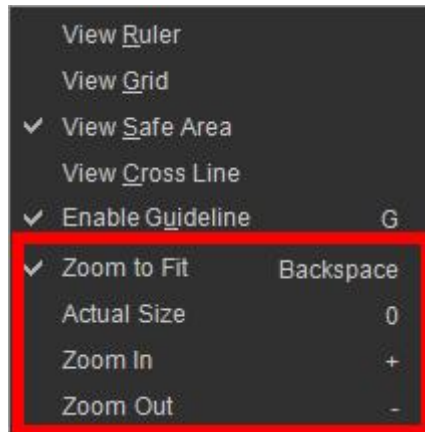
Followings are some basic functions preview area .

Right-click on mouse, choose the applied option.



◆ Set View Zoom

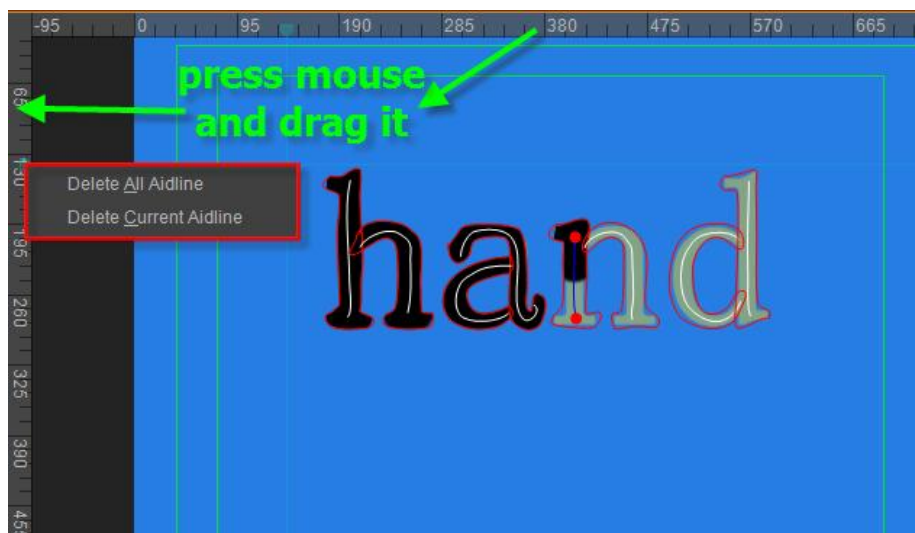
Method 1: Right-click in the preview area, choose “View Zoom”,



Method 2: Right-click and drag mouse in the editor screen.

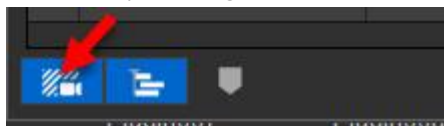
◆ Set Aidline

To create aidline you can press left key of mouse and drag it in ruler area. If you want to delete the aidline, you can right-click in the aidline head.



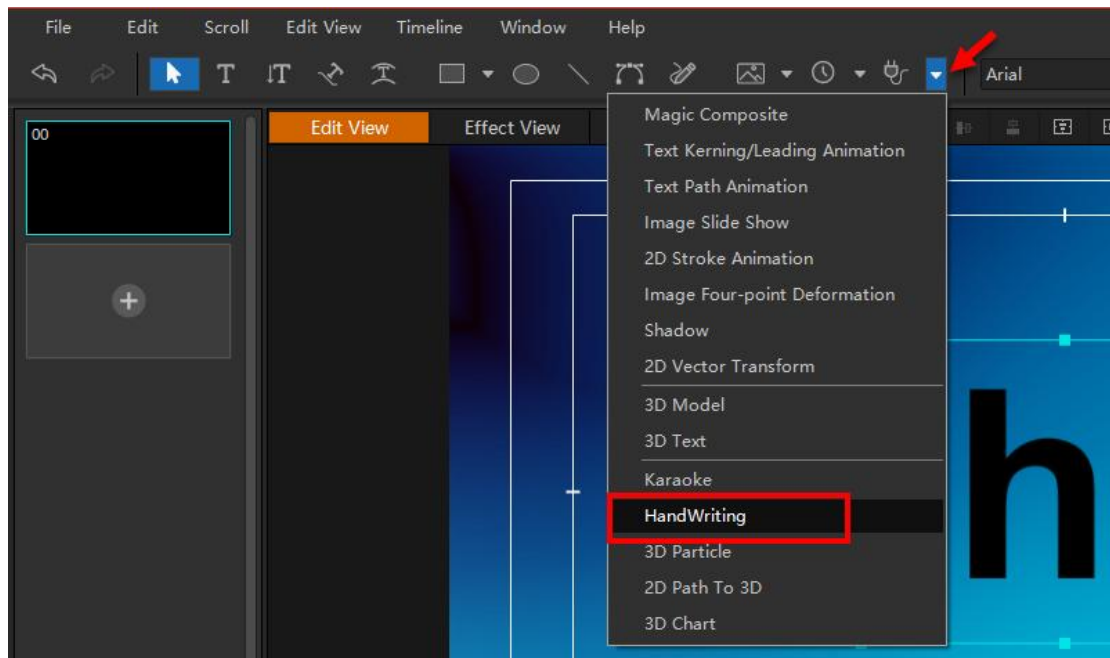
11.10.12. Set Sync Background

Click on “Sync Background” button in the status bar to set.



11.10.13. Operation Flow of Handwriting

Create a text or image object in Edit Screen, then choose “Handwriting” button from the drop-down list of “Title Plugin”.

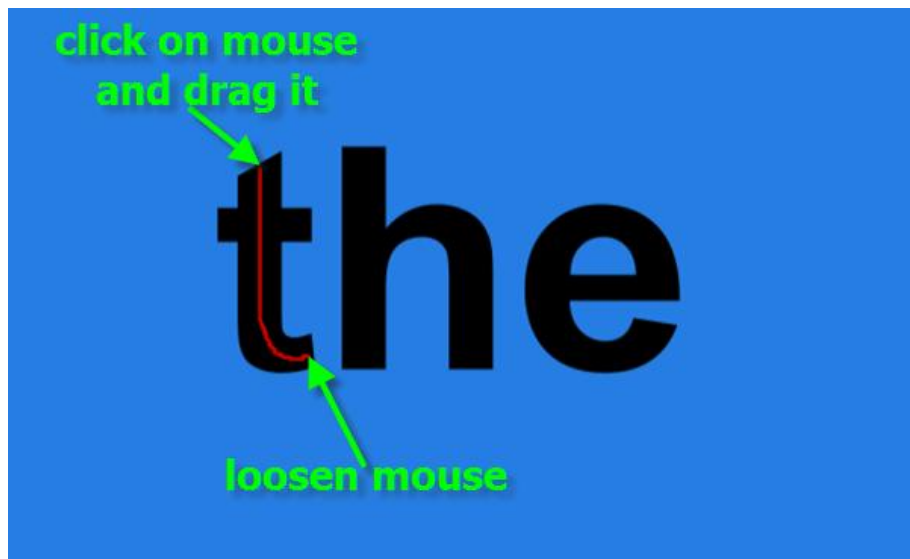


Step-1 Paint Stroke Sketch

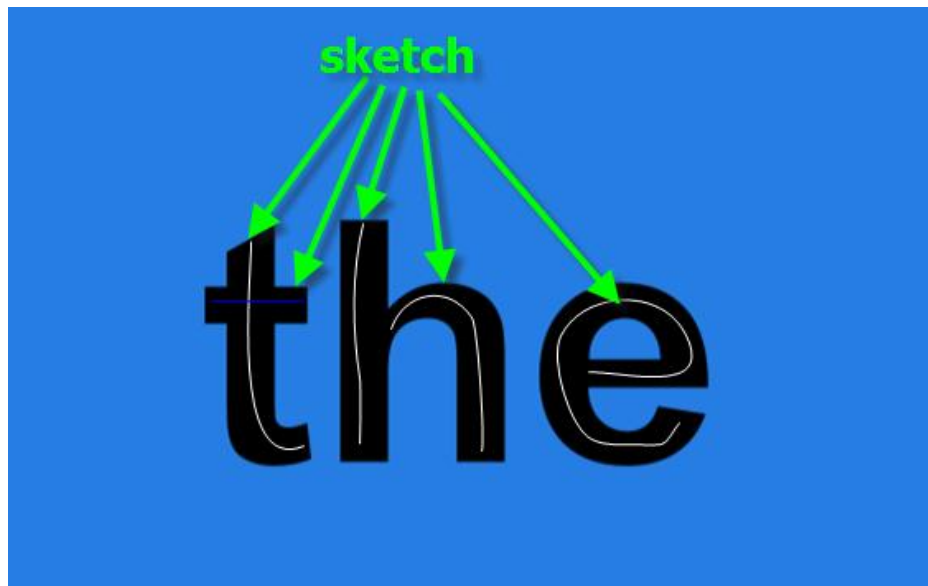
Click on the “Fast Draw” button in tool bar.



Press and drag mouse to draw a stroke. If you open the Handwriting plugin for the first time, you need not choose “Fast Draw” button.



Draw all sketches.

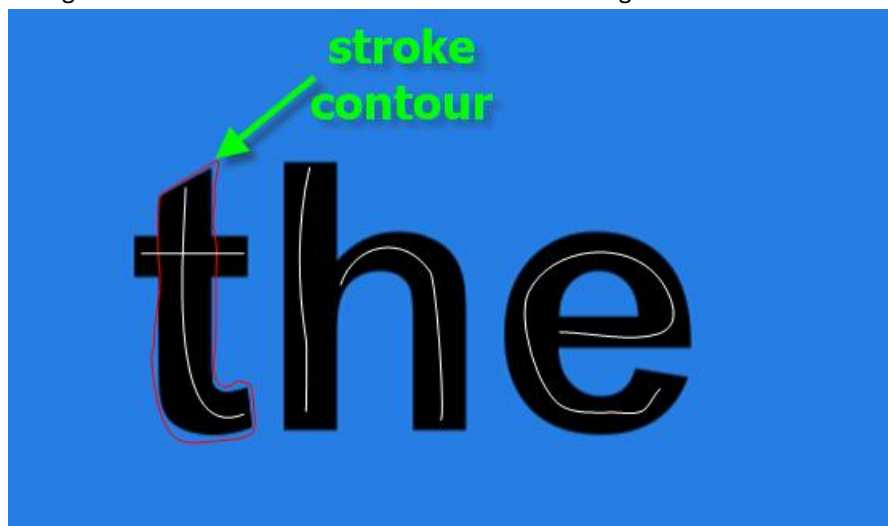


Step-2 Paint Contour

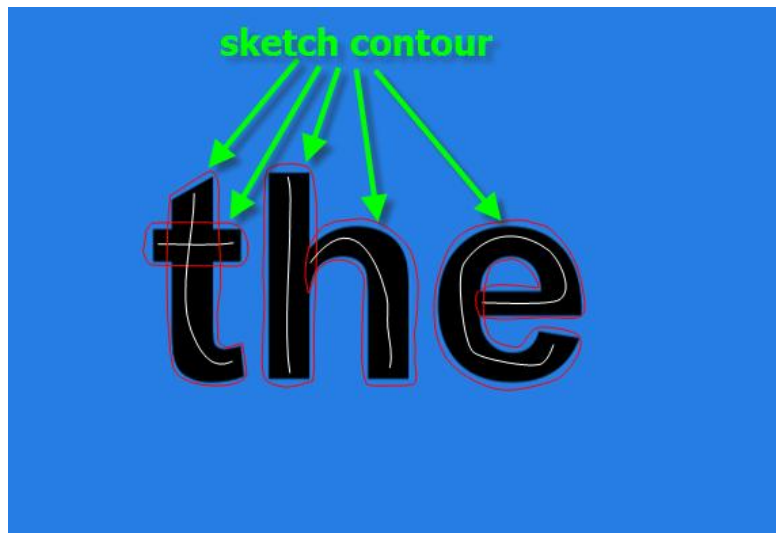
Choose a stroke sketch then click on "Paint Contour" in tool bar.



Drag mouse to draw a closed curve around stroke edge of stroke sketch.

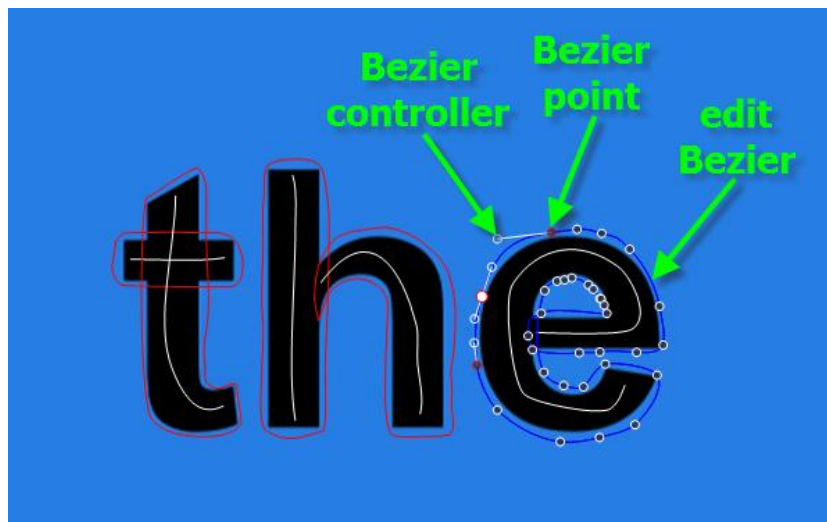


Draw all contours.



Step-3 Edit Bezier

Double-click on stroke sketch or contour in Edit Screen.

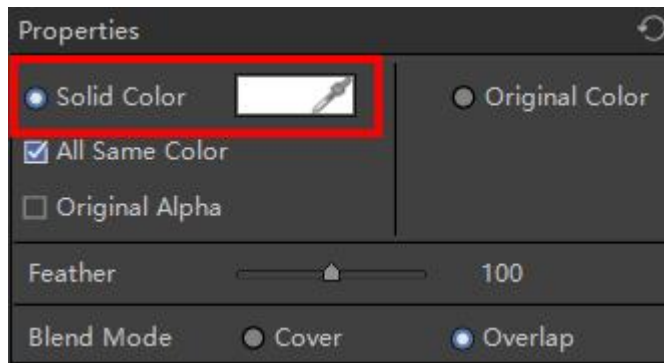


Drag Bezier point or Bezier controller to edit Bezier.

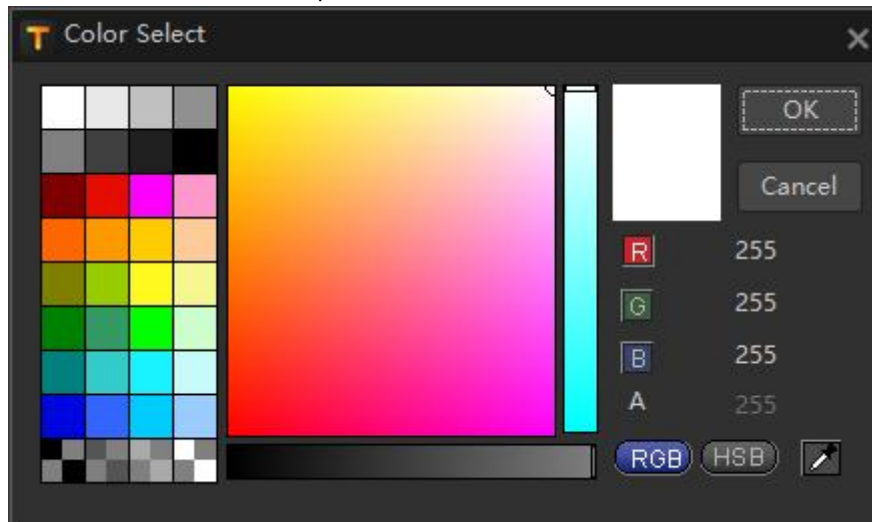


Step-4 Stroke Color

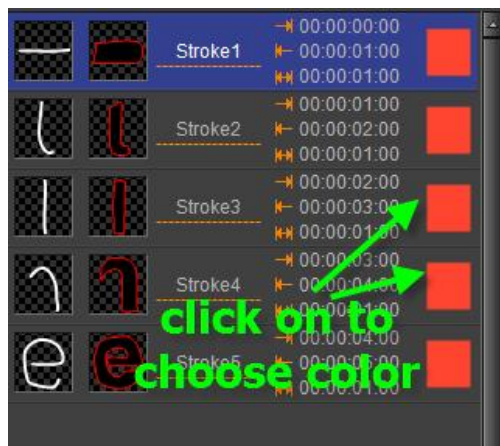
Click on "Solid Color" button to set same color for all strokes. Set feather value as 100. Click on Color button behind "Solid Color".



Choose a color in the color panel, then click on the “OK” button.



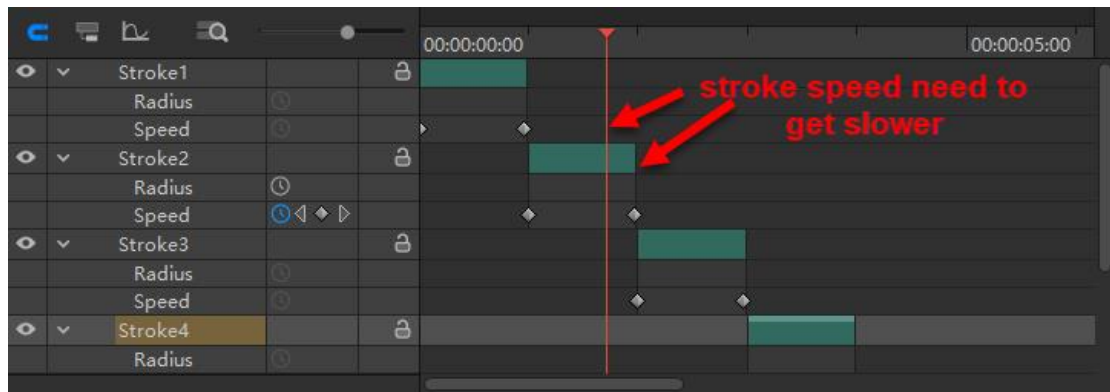
You can also click on Color button in stroke list panel to choose a color.



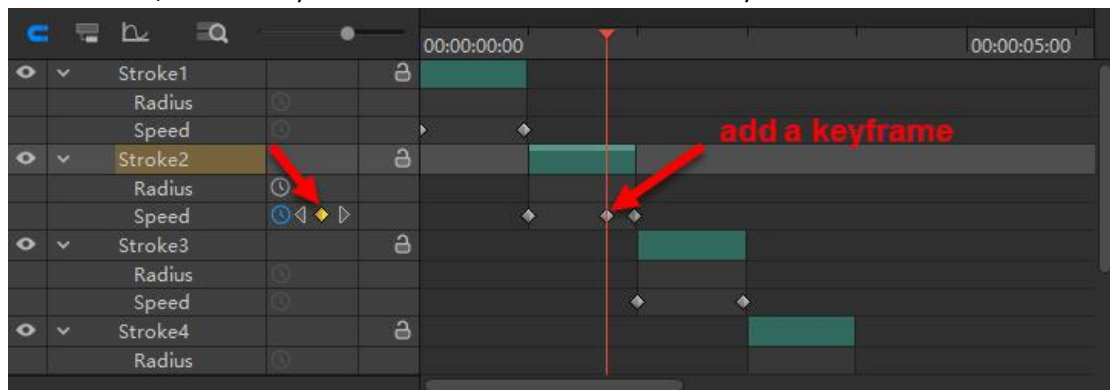
Step-5 Stroke Playing Speed

Change Playing Speed of a Section of Stroke

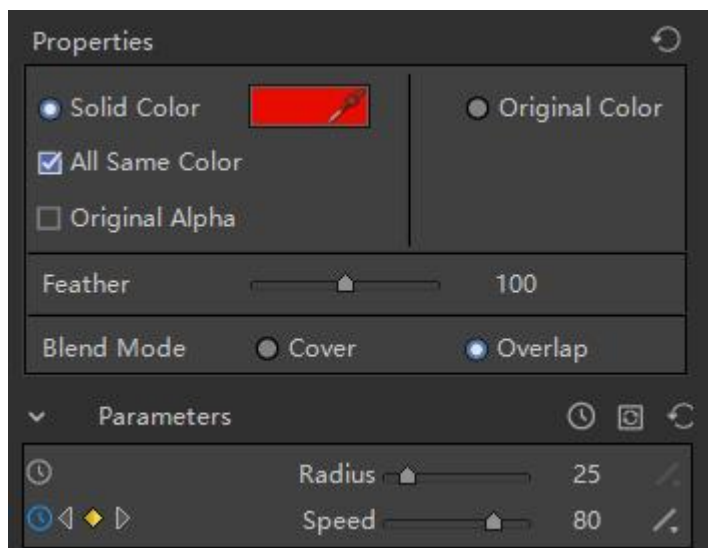
Move timeline to the position where stroke playing speed need to be changed.



Click on "Add/Remove Keyframe" in timeline window to add a keyframe.

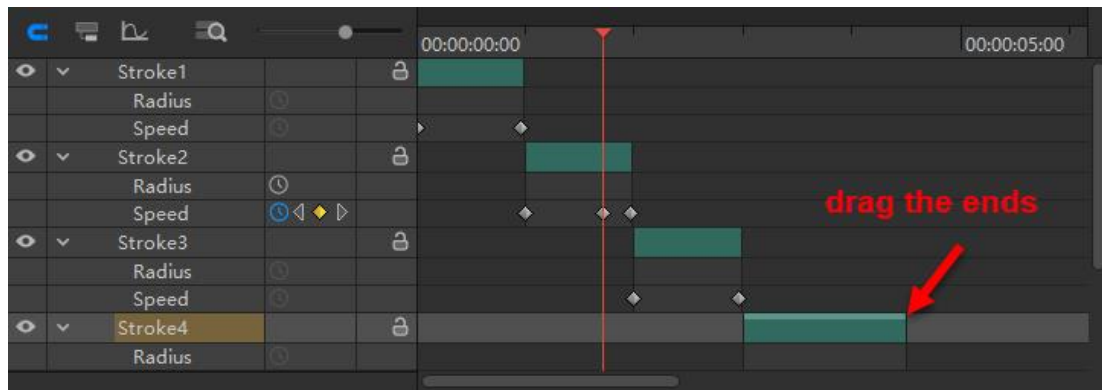


Click on "Add/Remove Keyframe" in the Property tab to add a keyframe. Set keyframe value as 80.



Change Playing Speed of a Stroke

Click on the selected stroke in timeline window, then drag both ends of the stroke.

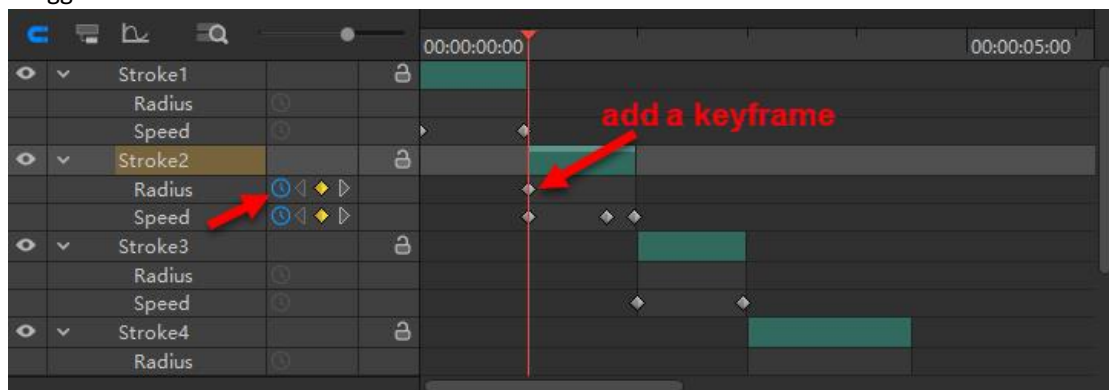


Step-6 Set Radius

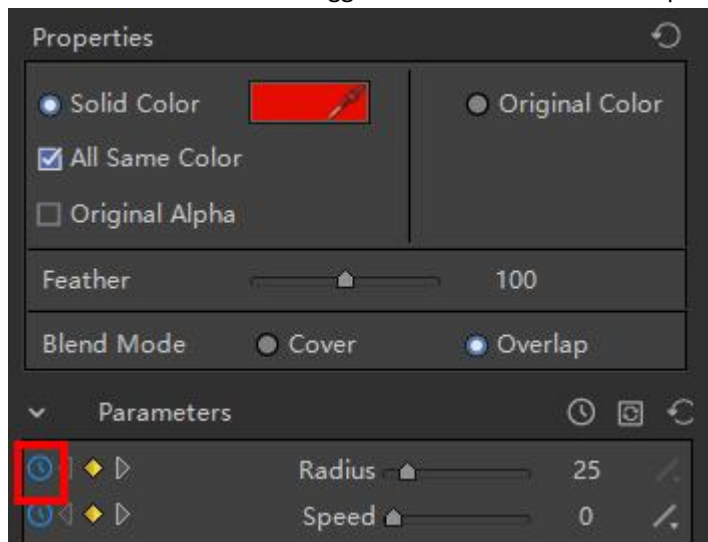
Step-1 Click on "Edit Radius" in tool bar.



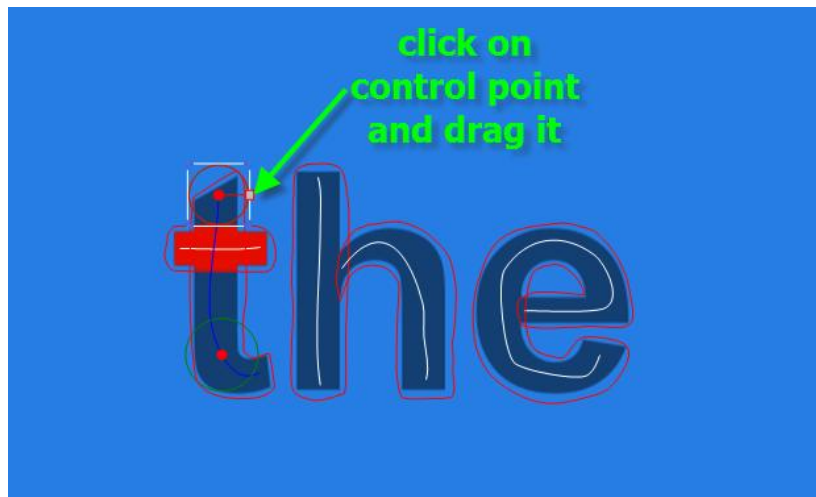
Step-2 Move timeline to the position where stroke radius need to be changed. Click on the "Toggle Animation" button in timeline window.



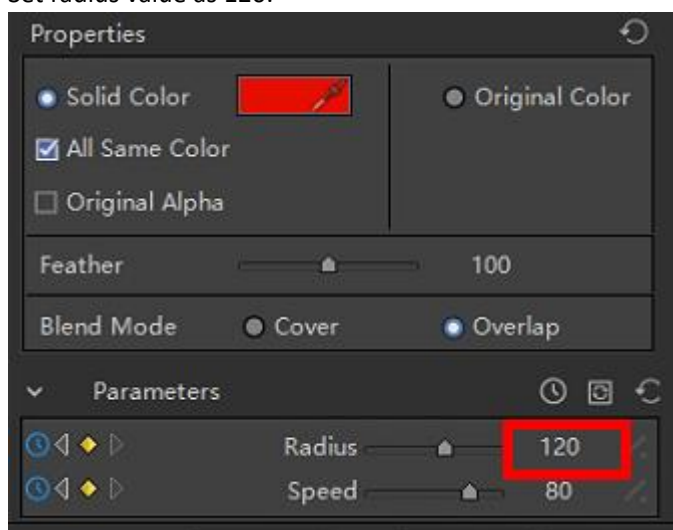
You can also click on the "Toggle Animation" button in Property tab to add a keyframe.



Step-3 Drag radius slider in the Edit Screen or input suitable Radius value in the Property tab to change stroke radius.

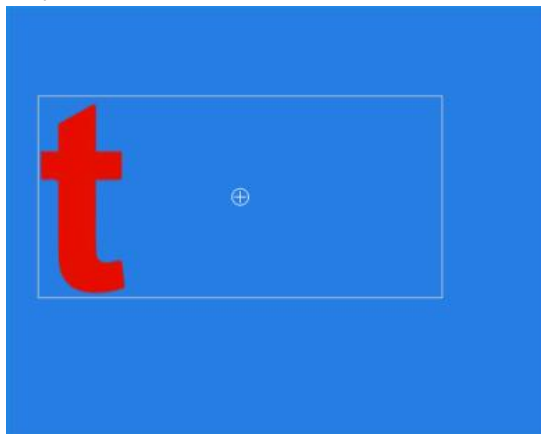


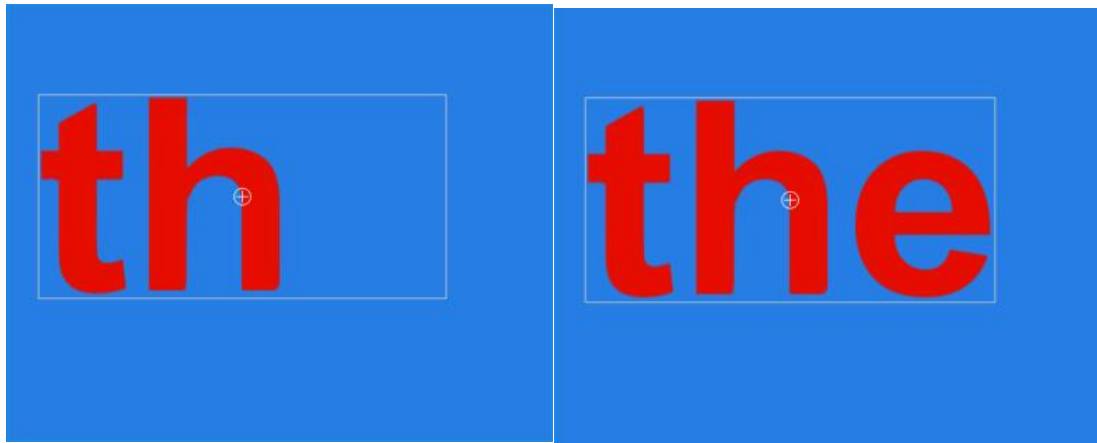
Set radius value as 120.



Just like you can add several keyframes and edit different strokes radius values.

Step-7 Preview



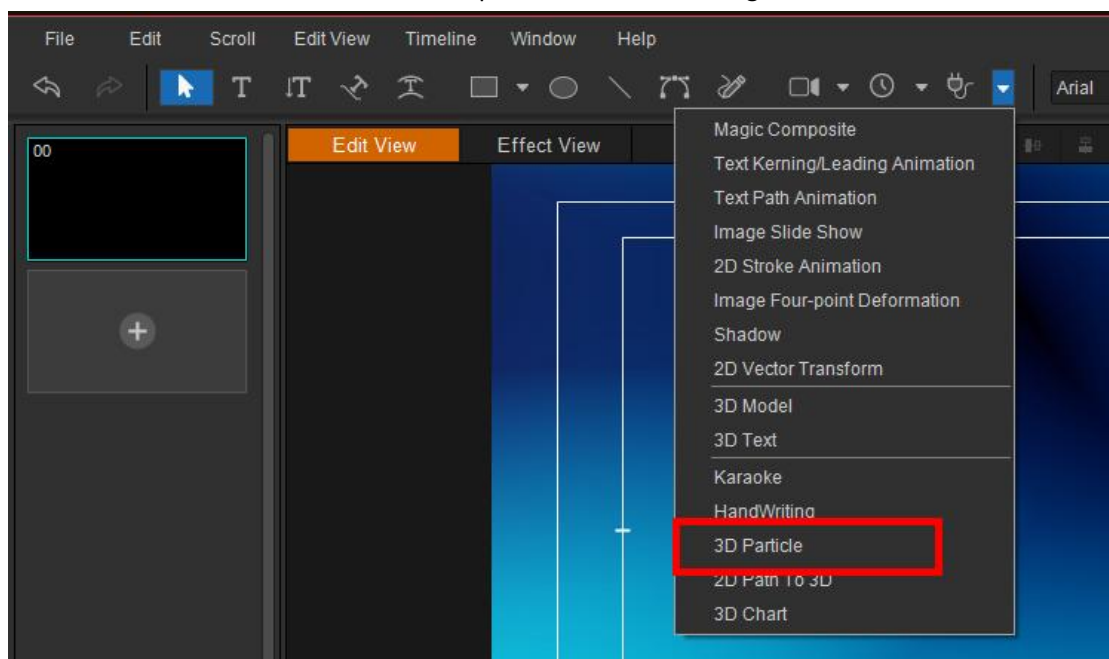


11.11. 3D Particle

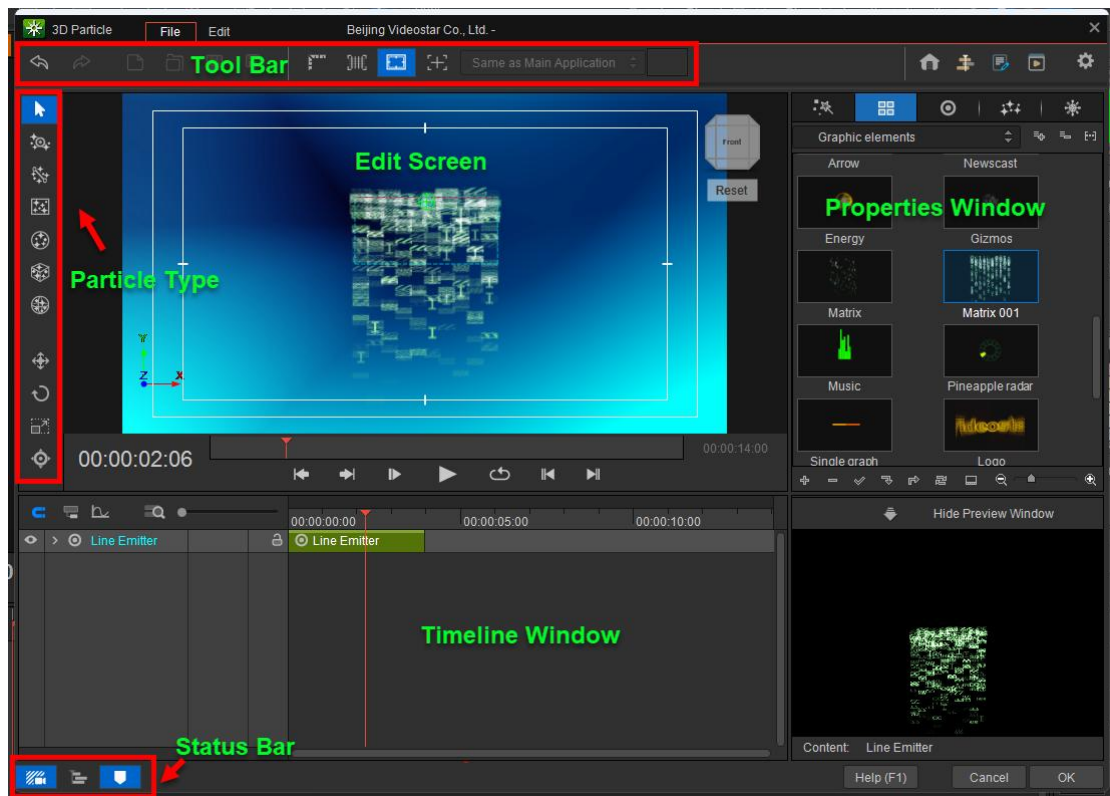
11.11.1. Brief Introduction of 3D Particle

3D Particle plugin is a professional 3D particle tool. Using 3D Particle plugin can make point particle, line particle and box particle and so on. Creating 3D particle and preview can be acted on simultaneously. You can set particle life and size and so on. Particle emitter with multiple particle streams can be created as needed. Plentiful particle templates can be applied directly.

Choose “3D Particle” button from the drop-down list of “Title Plugin”



11.11.2. Interface Description



◆ Tool Bar



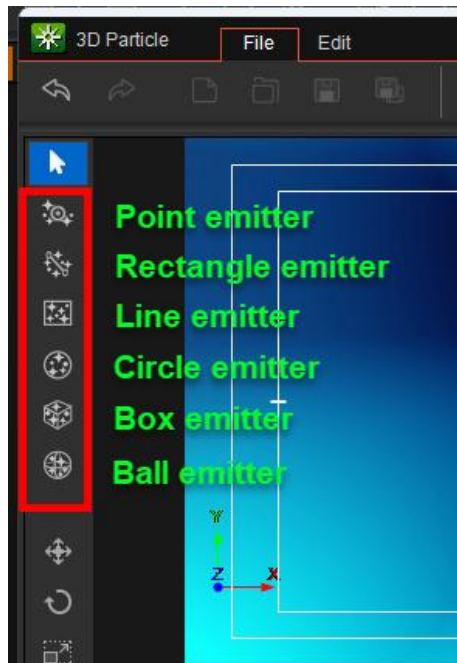
The buttons from left to right are "Undo", "Redo", Edit Menu (including "Copy object", "Paste Object", "Cut Object" and "Delete Object"), "Show/Hide View Ruler", "Show/Hide View Grid", "Show/Hide View Safe Area", "Show/Hide View Crossline" and background option.

File menu includes New, Open, Save and Save as.

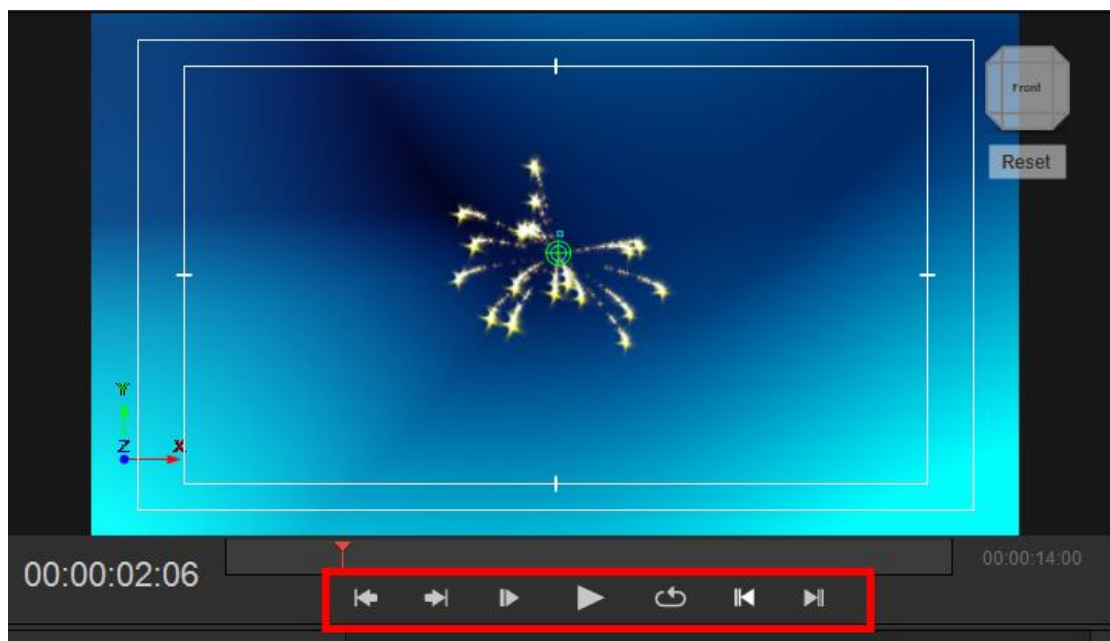


◆ Particle Type

Particle type includes Point Emitter, Line Emitter, Rectangle Emitter and so on. Click the buttons to choose a certain type.



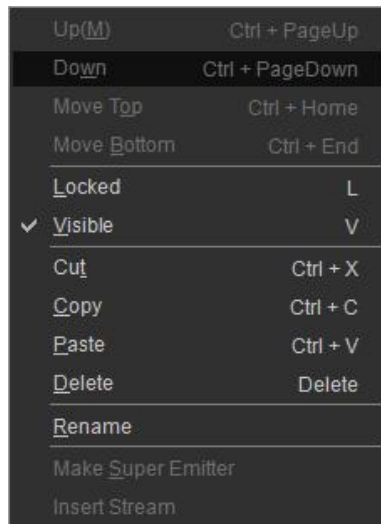
◆ Edit Screen



Edit particle in 3D edit show window. The marked buttons from left to right are “To Head of Selection”, “To End of Selection”, “Play from Start”, “Play”, “Loop”, “To Home”, “To End”. Left time code is the current play time. You can click it and enter value to set play time. Right time code is the total play time.

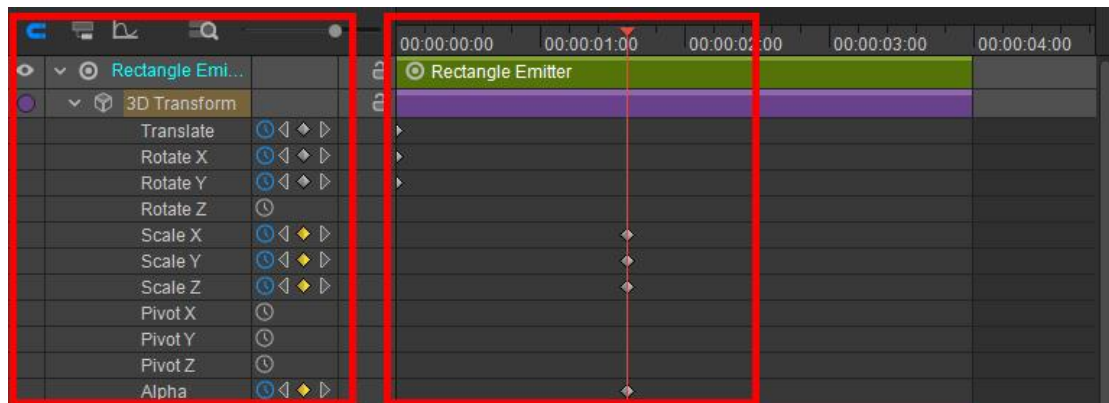
Context Menu

Right click on a particle emitter, the following context menu will appear.

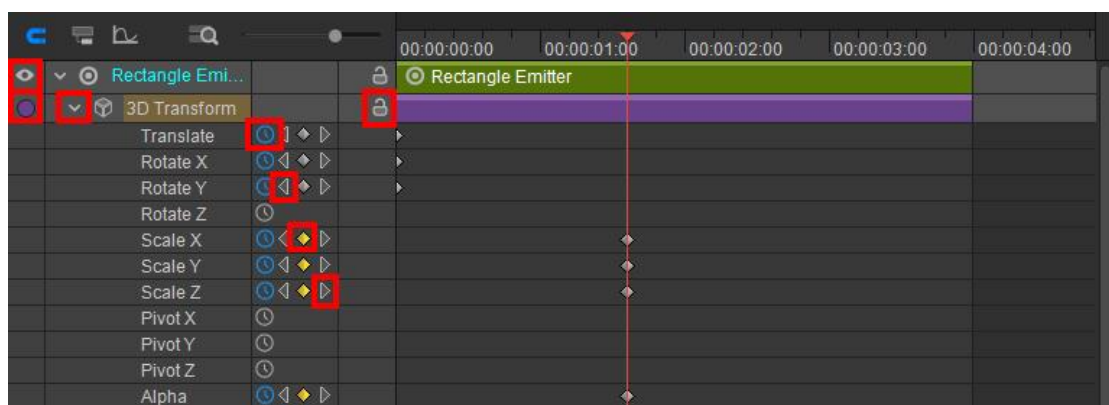


◆ Timeline Window

Timeline Window is used in setting 3D Transform keyframe, playing time and so on. Timeline Window includes two parts. The right part can show timeline position and particle playing time length. The left part displays object tree structure. It is applied to add or remove keyframe.



Buttons in Timeline Window



The marked buttons from top to bottom are “Track Visible/Invisible”, “Expand/ Collapse Track”, “Toggle Animation”, “Go to Prev/Head Keyframe”, “Add/Remove Keyframe”, “Go to Next/Tail Keyframe”, “Enable/Disable Track” and “Lock/Unlock Track”.

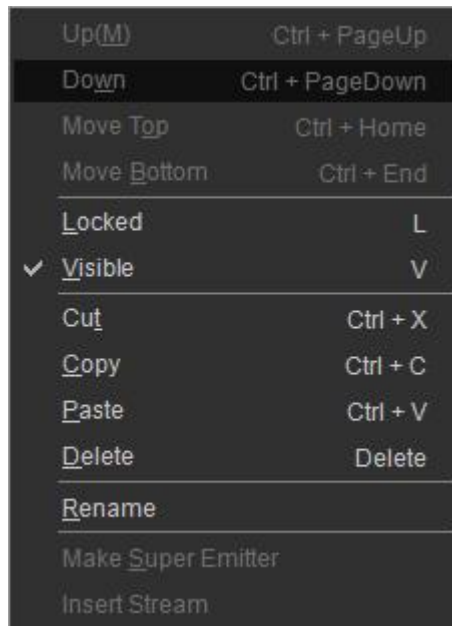


The buttons from left to right are “Timeline Auto Snap”, “Expand all Track” and “Graph View”. The

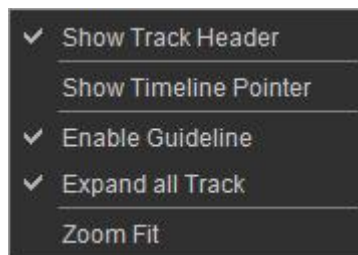
right marked button is used in zooming in/out timeline window.

Context Menu

Right-click on an emitter track in the Timeline to see the context menu:

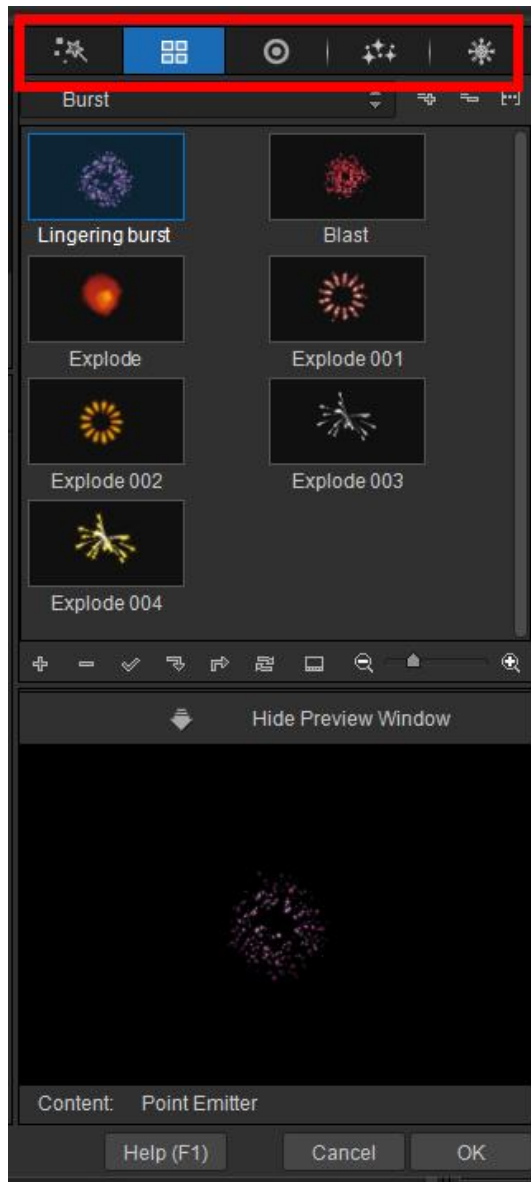


Right-click on empty space in the Timeline to see the context menu:



◆ Properties Window

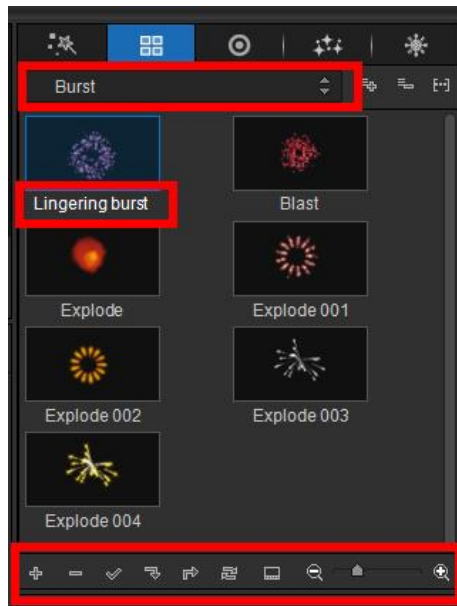
The Properties Window has five tabs: 3D Transform, Template Library, Emitter Property, Particle Property and Particle Parameter.



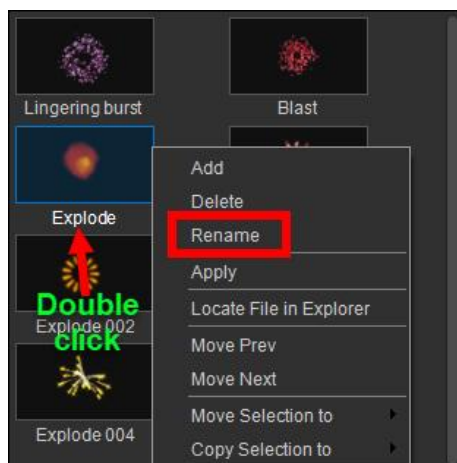
Template Library

The above marked buttons in the image below from left to right: Template Library List, “Add”, “Delete” and “Rename”

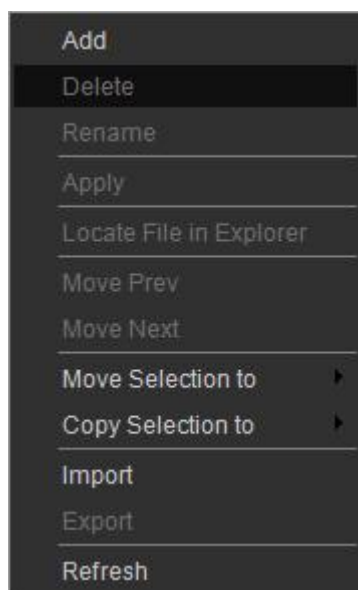
The below marked buttons from left to right are “Add”, “Delete”, “Apply”, “Import”, “Export”, “Refresh”, “Switch Display Mode” and Zoom In/Out bar-button in the image below.



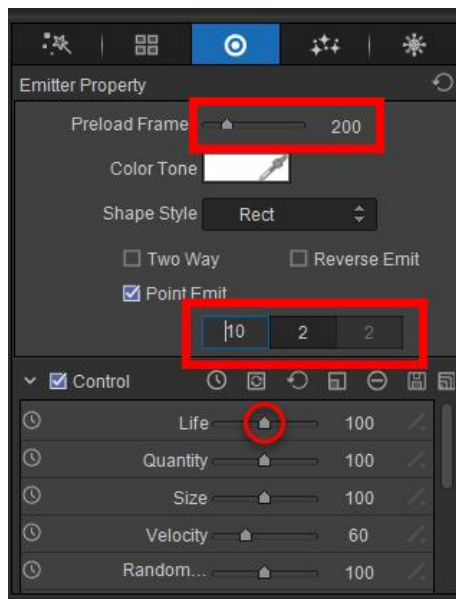
Changing template name: double-click on the template name or right-click on the template and choose "Rename" from the context menu, enter a new name and then click on the "OK" button.



Right-click on empty space in the library to see the context menu:



Set Parameters



Set parameters by:

4. Clicking on the field and typing in the numbers
5. Dragging the cursor over the field
6. Moving cursor over the field then clicking on "<, >"
7. Dragging the slide marked in green in the image above

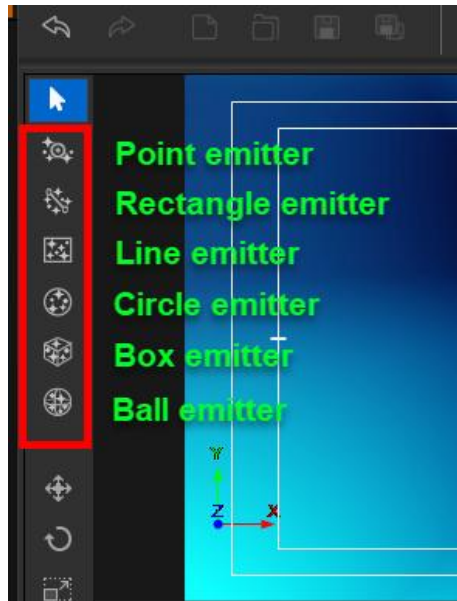
◆ Status Bar



The buttons are "Syna background with host program" and "Use low layer image as background" used to set plugin background.

11.11.3. Create Emitter

Choose a particle type then click or drag mouse in Edit Screen.

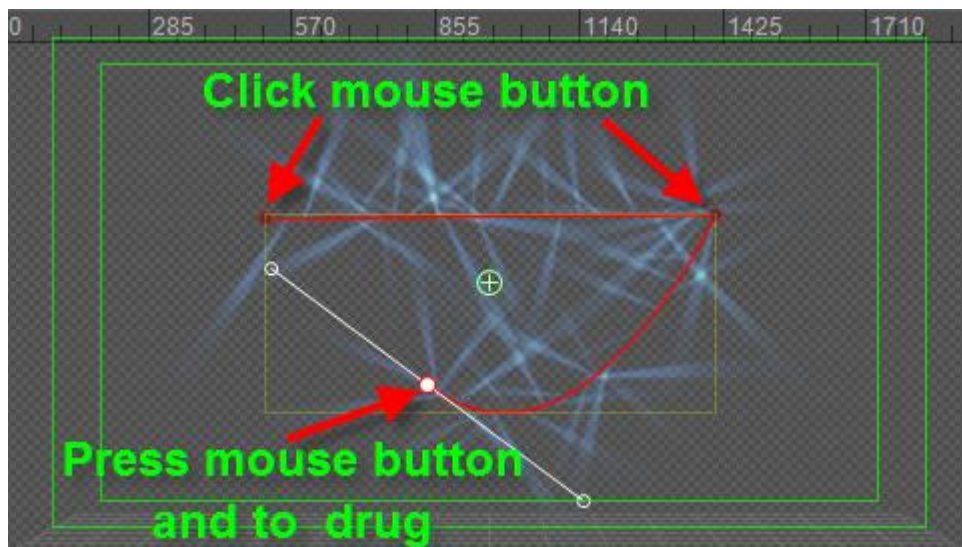


◆ Point Emitter

Click the “Point Emitter” button then click on the Edit Screen.

◆ Line Emitter

Click the “Line Emitter” button then left click or drag mouse in Edit Screen to create emitter points. Press **ESC** or right click to finish creating.



You can Bezier Edit the line.

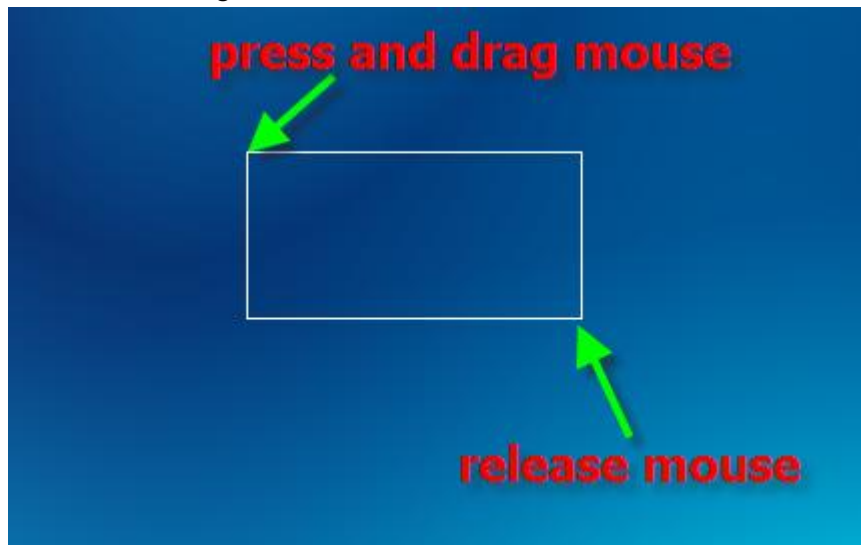
◆ Other Emitter

Other Emitter includes Rectangle Emitter, Circle Emitter, Box Emitter and Ball Emitter. Here take Rectangle Emitter as example.

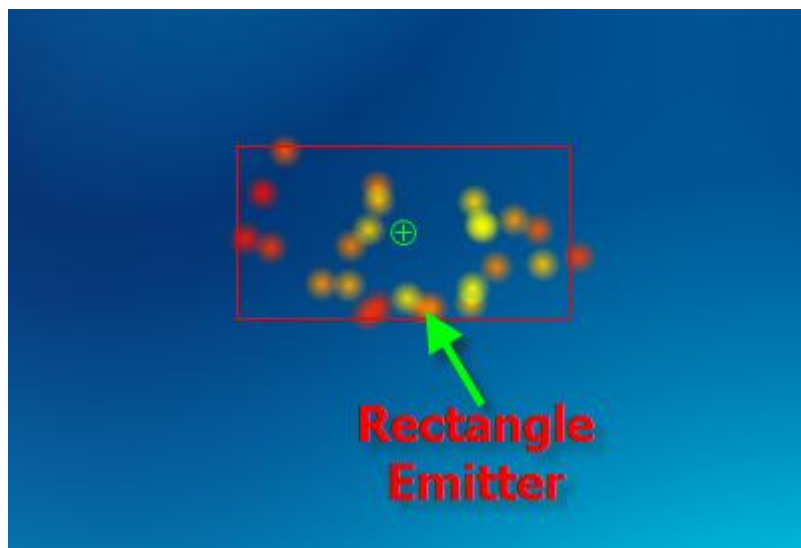
1. Click the “Rectangle Emitter” button.



2. Press and drag mouse in Edit Screen.



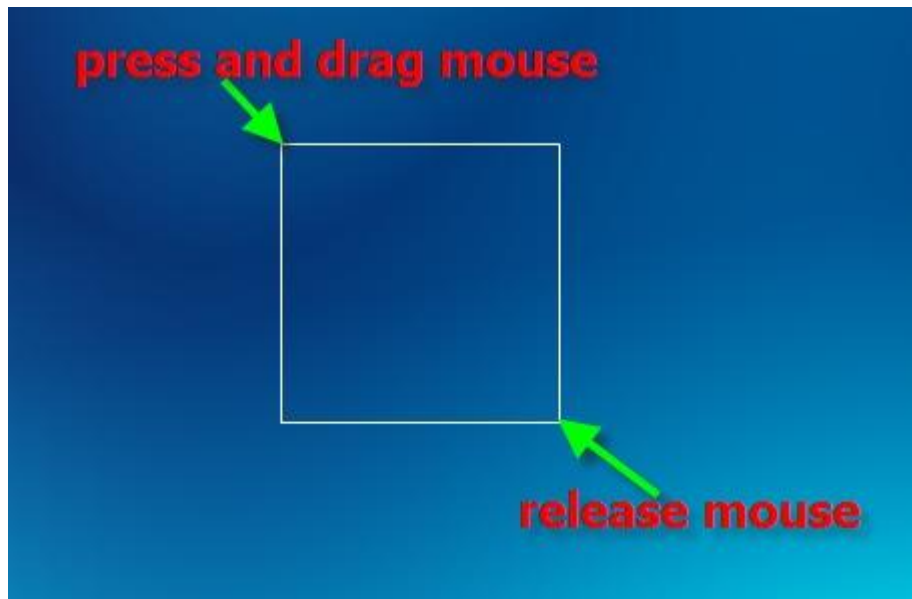
3. After creating a rectangle, release mouse.



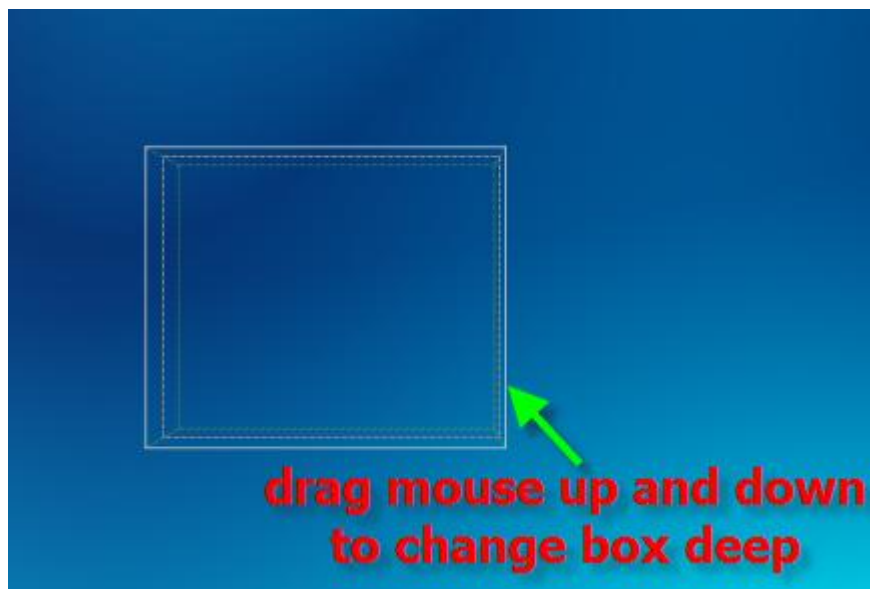
Note: holding Ctrl and dragging mouse, you can create a square.

To create Box particle:

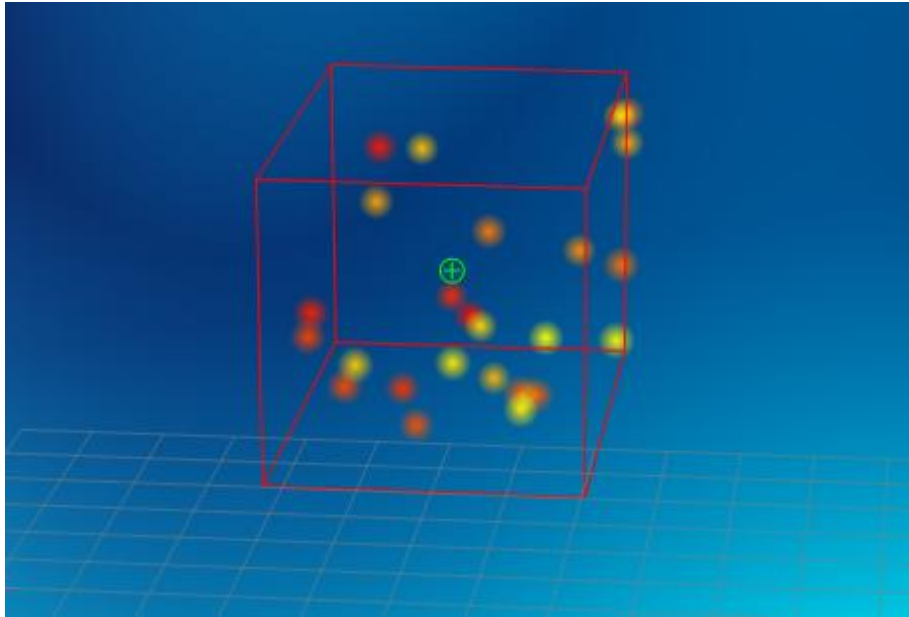
1. First, click the "Box Emitter" button.
2. Second, press and drag mouse then release in Edit Screen.



Drag mouse up and down to change box deep.

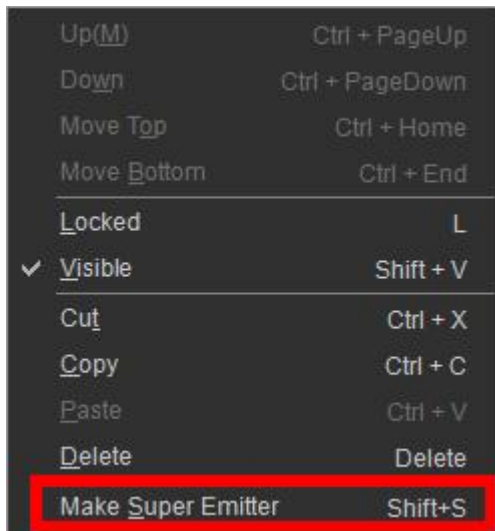


3. Finally, left click.



11.11.4. Make Super Emitter

Method 1: In Edit Screen right click an emitter, select “Make Super Emitter” from the context menu or press **Shift+S**.

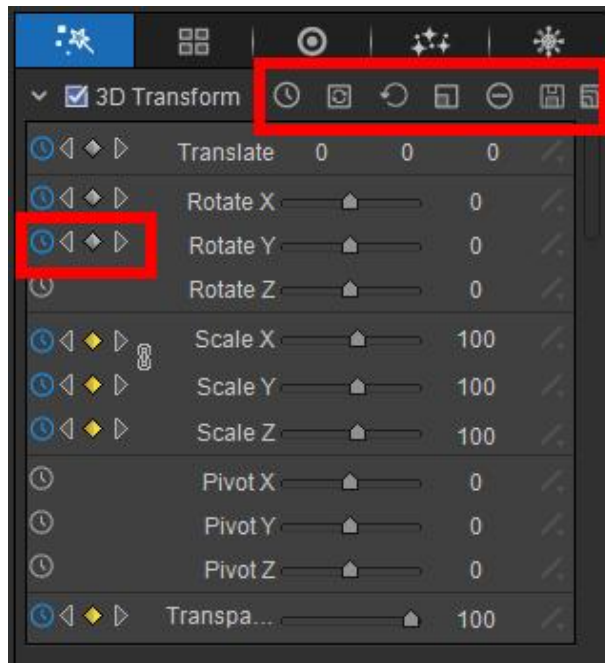


Method 2: In Timeline Window right click an emitter track, select “Make Super Emitter” from the context menu.



11.11.5. 3D Transform

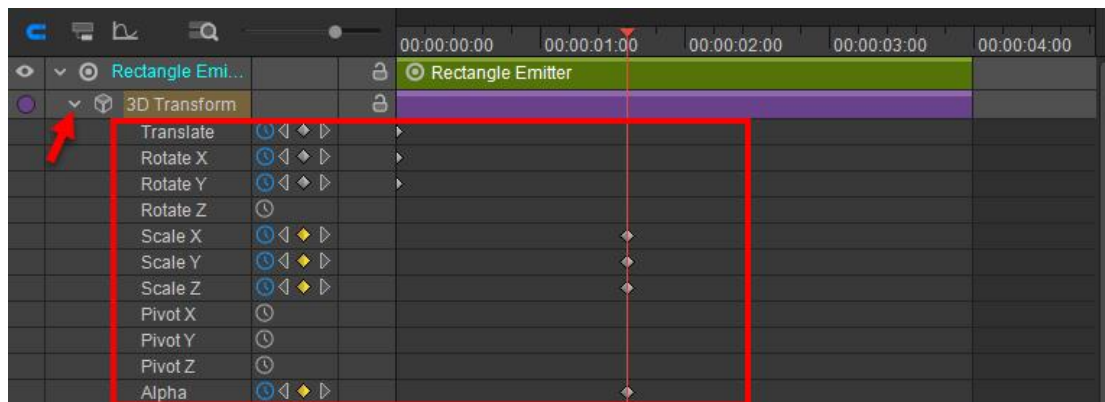
◆ Set 3D Transform Parameters in Properties Window

Select a particle emitter in Edit Screen then in Properties Window click on the “3D Transform” button to open the 3D Transform tab. The above buttons from left to right are “All Parameters Animating”, “Reset Current Keyframe”, “Reset”, “Fold/Expand”, “Delete” and “Save File” in the image below.



Add/Remove Keyframe

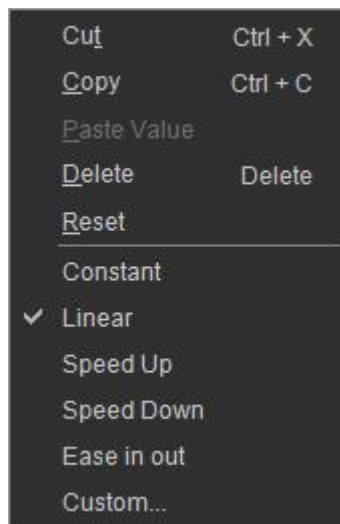
In Timeline Window click on , a keyframe will be added at current play position. You can also click on  to add keyframe at current play position or click the “Add/Remove Keyframe” button in 3D Transform tab. The left marked buttons are “Toggle Keyframe”, “Go To Pre/Head Keyframe”, “Add/Remove Keyframe” and “Go To Next/Tail Keyframe” in the image above.



Set Keyframe Parameters

Click on the value and typing in numbers then press **ENTER**. Please refer to other chapters about the other methods.

Right-click on a keyframe marker to see the context menu:

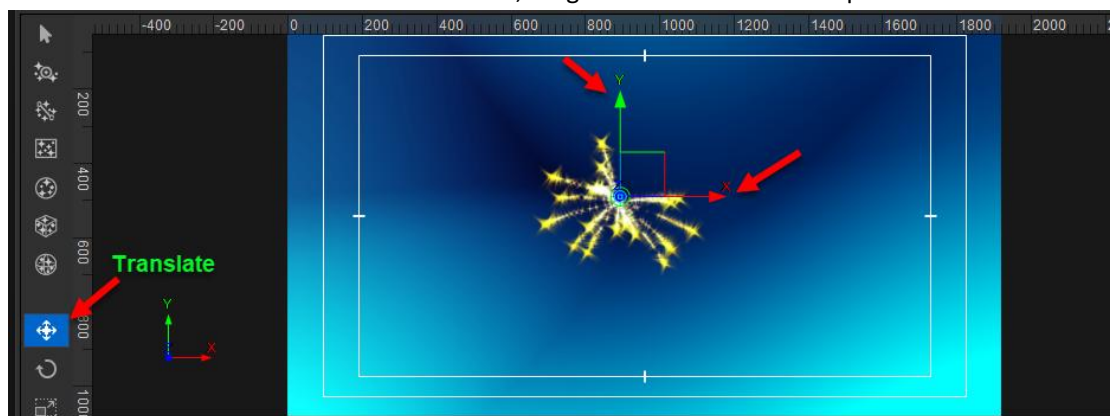


◆ Set 3D Transform Parameters in Edit Screen

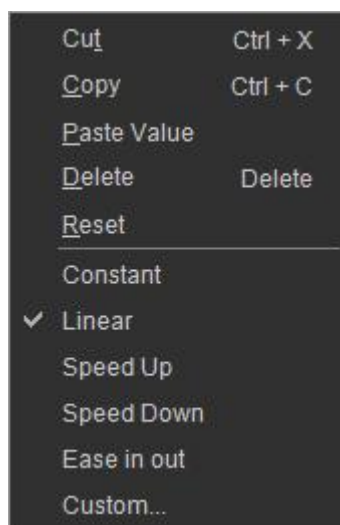
Select a particle emitter then click the 3D Transform buttons in Edit Screen.

Translate

In Edit Screen click on the “Translate” button, drag the markers to set XYZ position.

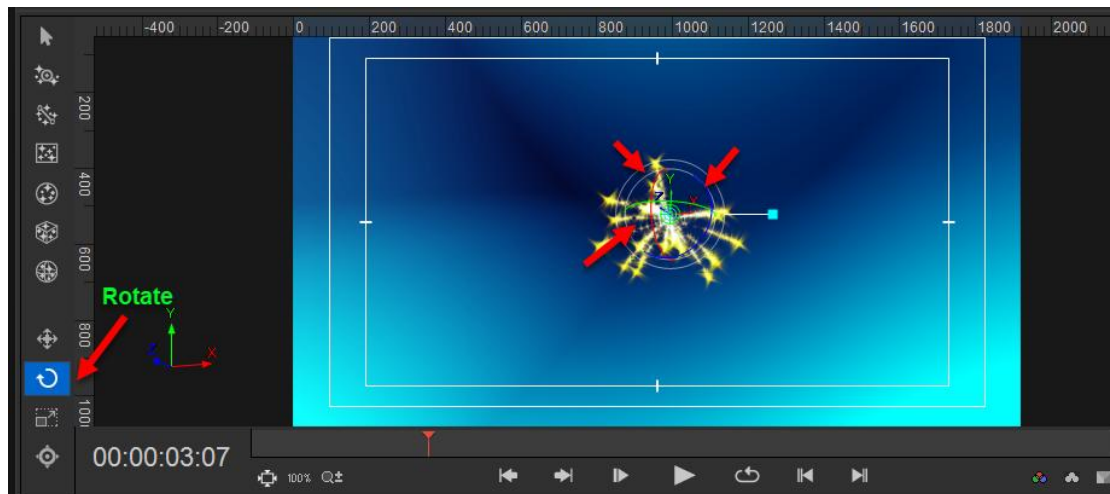


Move timeline onto a keyframe, then in Edit Screen right click other keyframe markers to see the context menu.

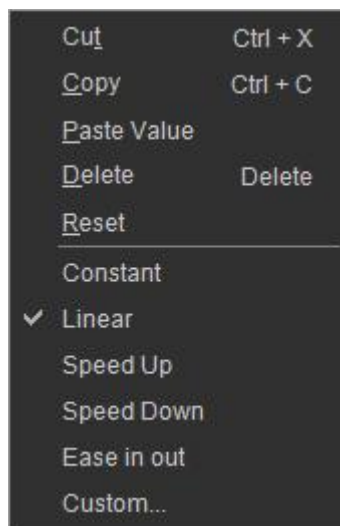


Rotate

In Edit Screen click on the “Rotate” button, drag the markers to set XYZ rotation.

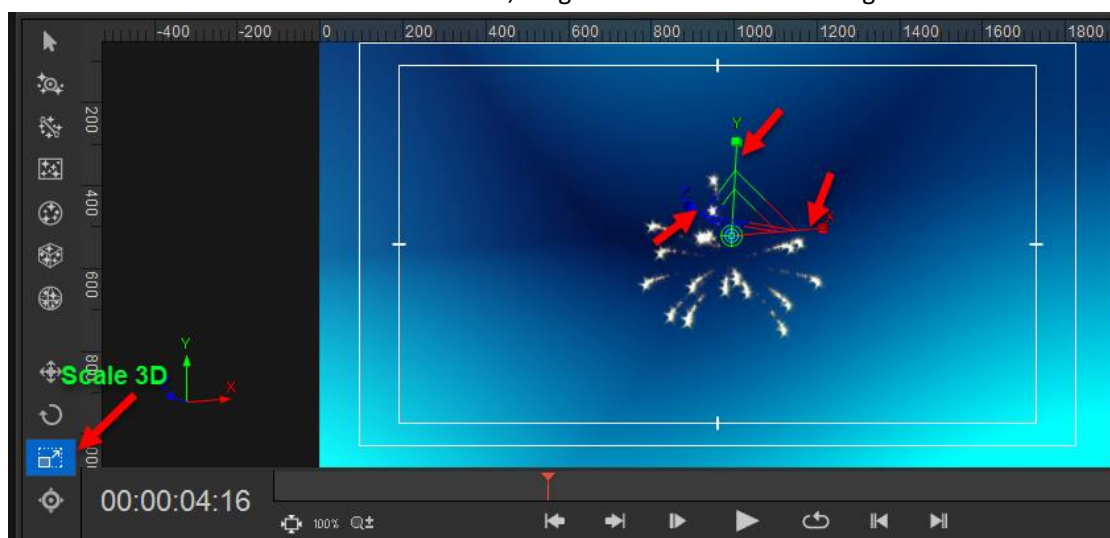


Move timeline onto a keyframe, then in Edit Screen right click other keyframe markers to see the context menu.

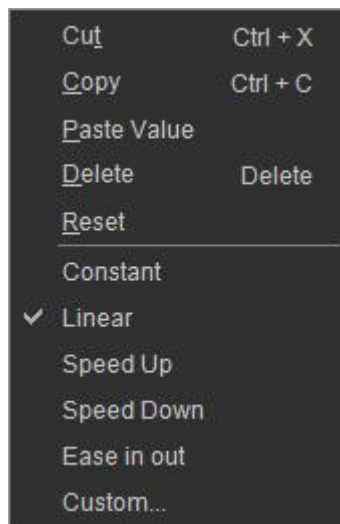


Scale 3D

In Edit Screen click on the “Scale 3D” button, drag the markers to scale along XYZ axis.

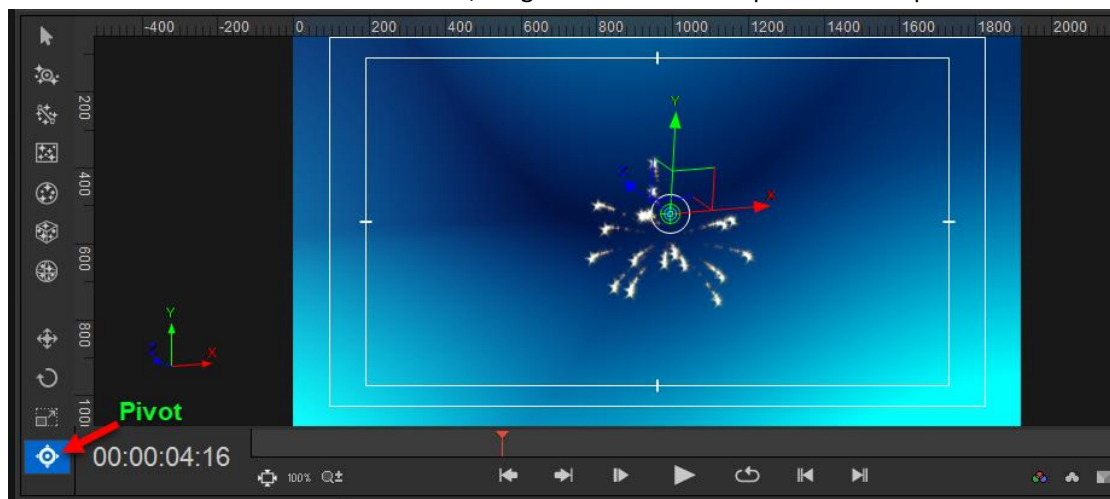


Move timeline onto a keyframe, then in Edit Screen right click other keyframe markers to see the context menu.

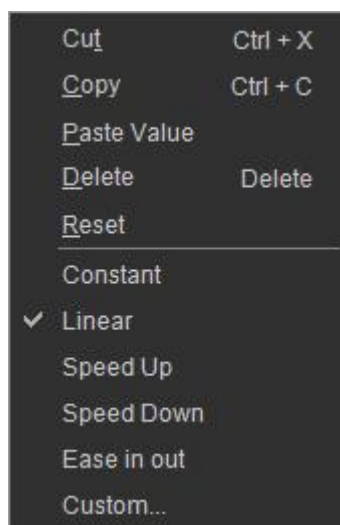


Pivot

In Edit Screen click on the “Pivot” button, drag the markers to set pivot XYZ axis position.

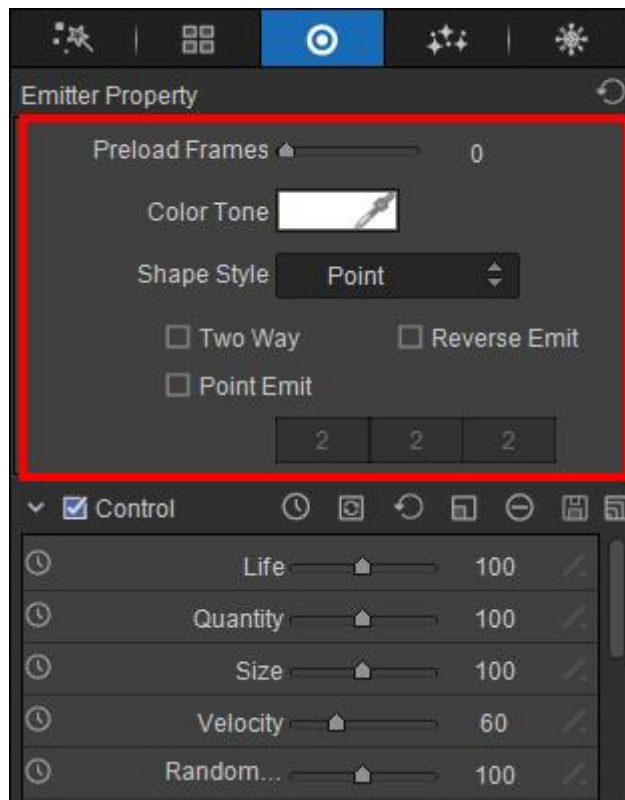


Move timeline onto a keyframe, then in Edit Screen right click other keyframe markers to see the context menu.



11.11.6. Emitter Property

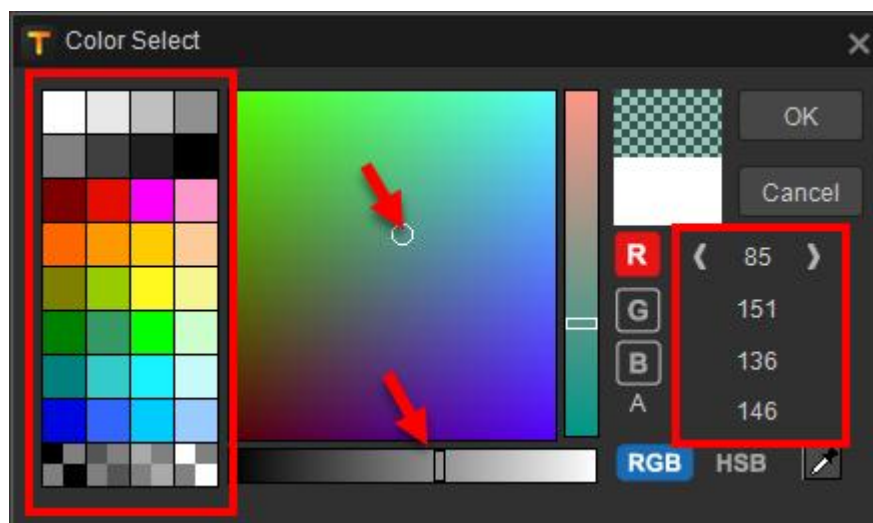
In Edit Screen select an emitter then in Properties Window, click on the “Emitter Property” button to open the Emitter Property tab. Emitter Property tab consists of Emitter Property screen and Control screen.



◆ Emitter Property

Preload Frame: set emitter head keyframe effect as the preload frames effect.

Color Tone: click the “Color Tone” button, the Color Select window will appear.

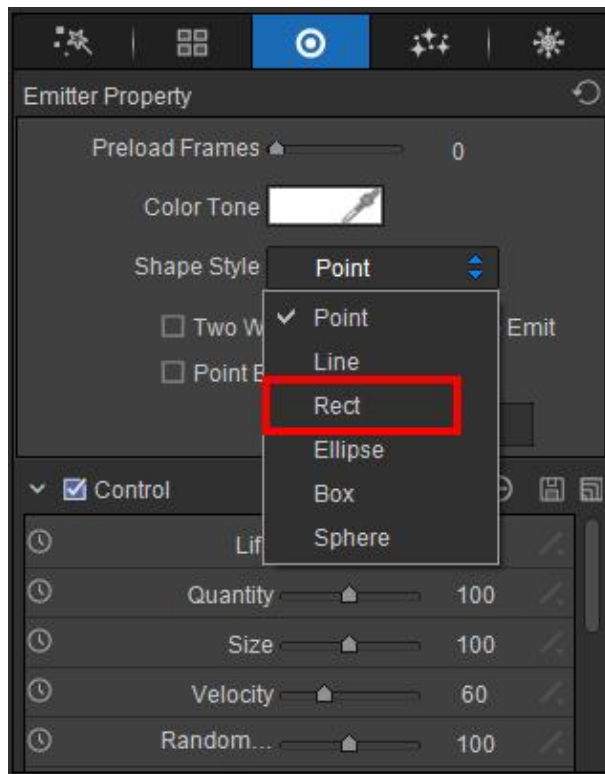


To set color:

6. Choose one of the 32 preset colors

7. Use the cursor to pick a color from the palette
8. Set parameters in the RGB Alpha fields
9. Use the scroll bar to set alpha

Shape Style: set particle emitter shape style.

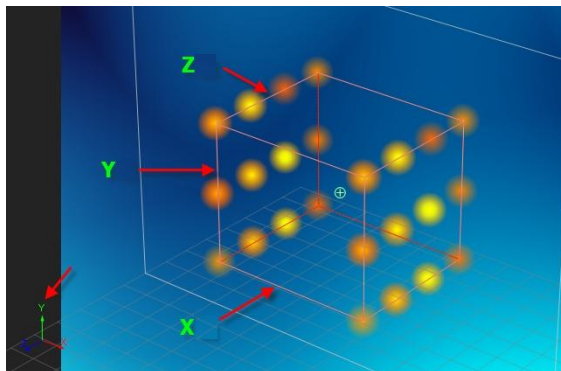


Emit Direction: set particle emit direction.

Point Emit: set emitter number in XYZ axis.



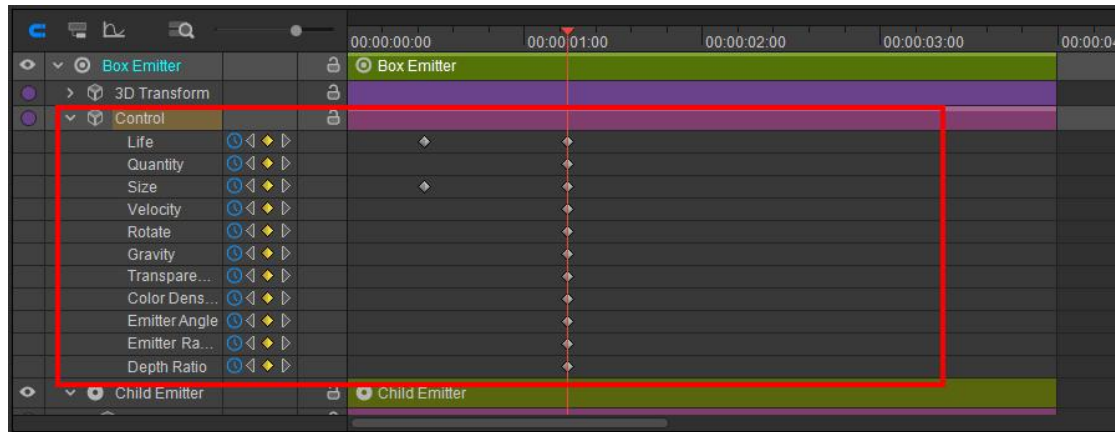
For example, Box emitter number in XYZ axis is 2, 3 and 4 as shown below.





◆ Control Property

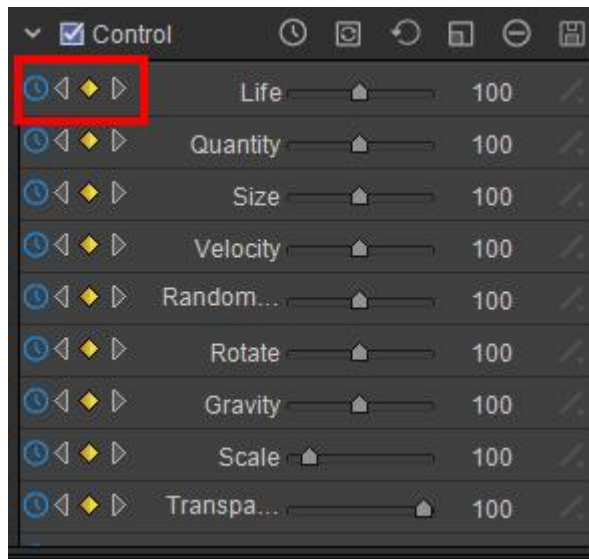
Expand the Control track in Timeline Window.

In Timeline Window expand the Control track to see that Control properties include Life, Quantity, Size and so on.



Add/Remove Keyframe

In Timeline Window click on , a keyframe will be added at current play position. You can also click on  to add keyframe at current play position or click the “Add/Remove Keyframe” button in 3D Transform tab. The left marked buttons are “Toggle Keyframe”, “Go To Pre/Head Keyframe”, “Add/Remove Keyframe” and “Go To Next/Tail Keyframe” in the image below.

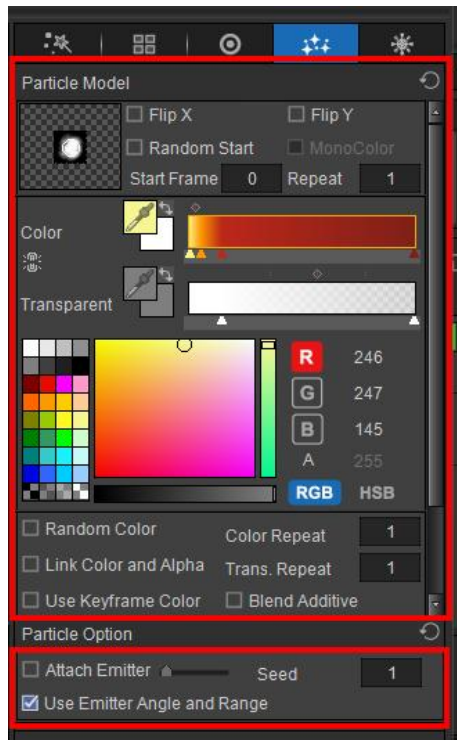


Set Keyframe Parameters

Click on the value and typing in numbers then press **ENTER**. Please refer to other chapters about the other methods.

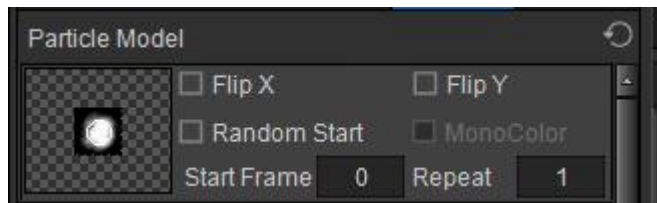
11.11.7. Particle Property

Click the selected emitter track to enable the Particle Property tab. Particle Property tab consists of Particle Model screen and Particle Option screen.



◆ Particle Mode

Particle Image



Flip X: enable “Flip X”, particle image will flip horizontal.

Flip Y: enable “Flip Y”, particle image will flip vertical.

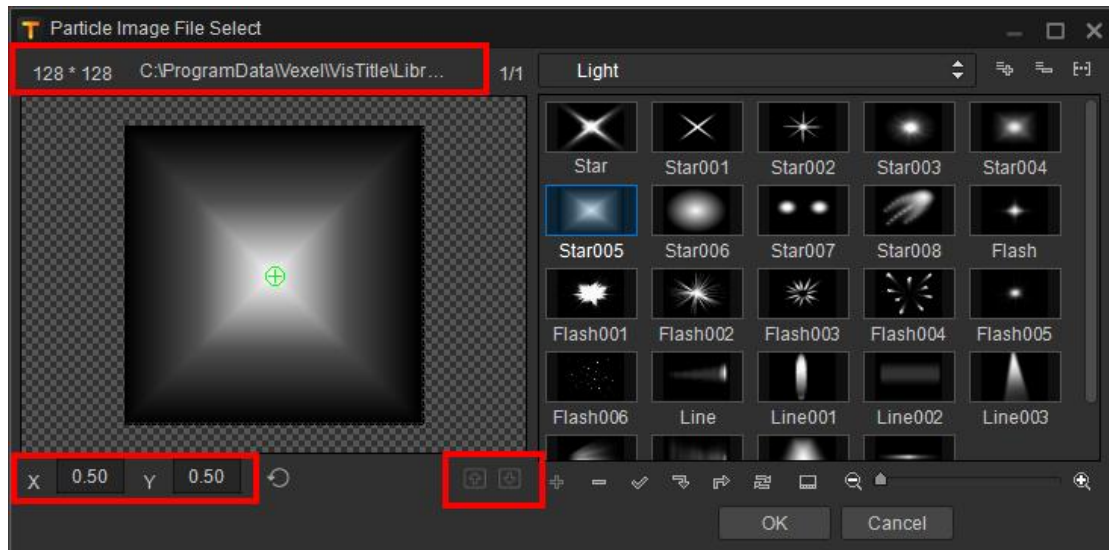
Random Start: enable “Random Start”, particle start frame effect is random frame effect of particle image animation

Start Frame: set particle start frame effect as a certain frame effect of particle image animation.

Repeat: set particle animation speed. For example, inputting 5, you can see that next frame animation plays every 5 frame.

MonoColor: set particle image color as monochrome.

Click the left marked space, the Particle Image File Select window will appear. The left part is particle image basic information and preview. The right part is particle image template library.



You can preview in the left part after click an image in the right part. The above marked is image size, path and current preview frame/preview frames. The left marked is image pivot position. You can change and reset the X, Y parameters or drag the marked pivot. The right marked buttons are "Prev Frame" and "Next Frame"

Particle Color

You can click the left above marked button or check the below marked option to link Color and Alpha.

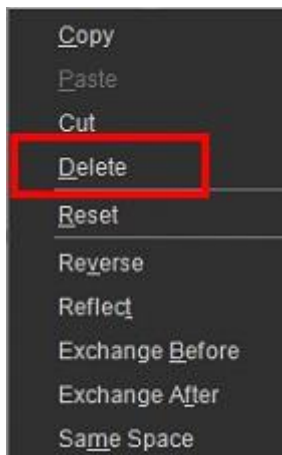


In the image above click under the color bar to add a Marker, drag to set position. Set the central position between colors using the blurred block over the color bar. First click on Color Marker, then set color. To set color:

1. Choose one of the 32 preset colors
2. Use the cursor to pick a color from the palette
3. Set parameters in the RGB Alpha fields

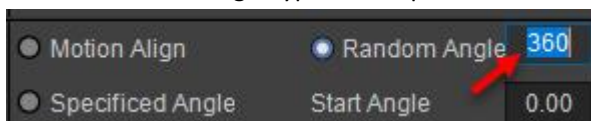


Press **Delete** to remove Marker, or right click Marker then select “Delete”.



Motion Angle

Choose a motion angle type then input numbers.

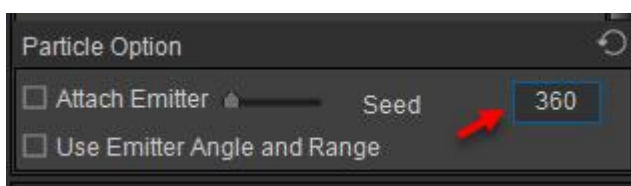


◆ Particle Option

Attach Emitter: after enabling “Attach Emitter”, you can use the scroll bar to set distance between particle and emitter.

Seed: set random seed number

Use Emitter Angle and Range: enable/disable emitter angle and range



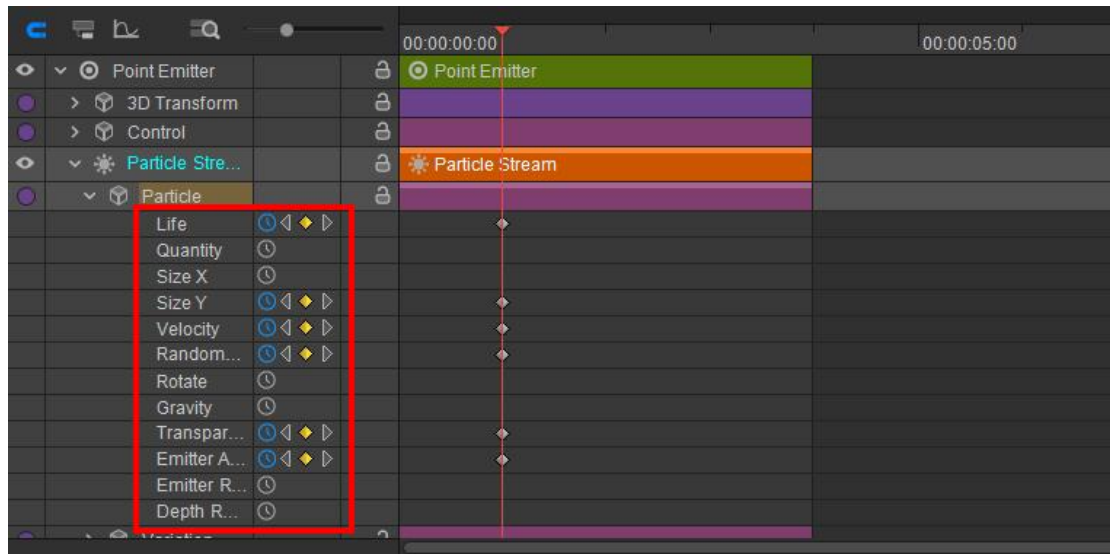
The marked is “Reset” button to reset all Particle Option parameters.

11.11.8. Particle Parameter



Click the selected emitter track to enable the Particle Parameter tab. Particle Parameter tab consists of Particle screen, Variation screen and Over Life screen.

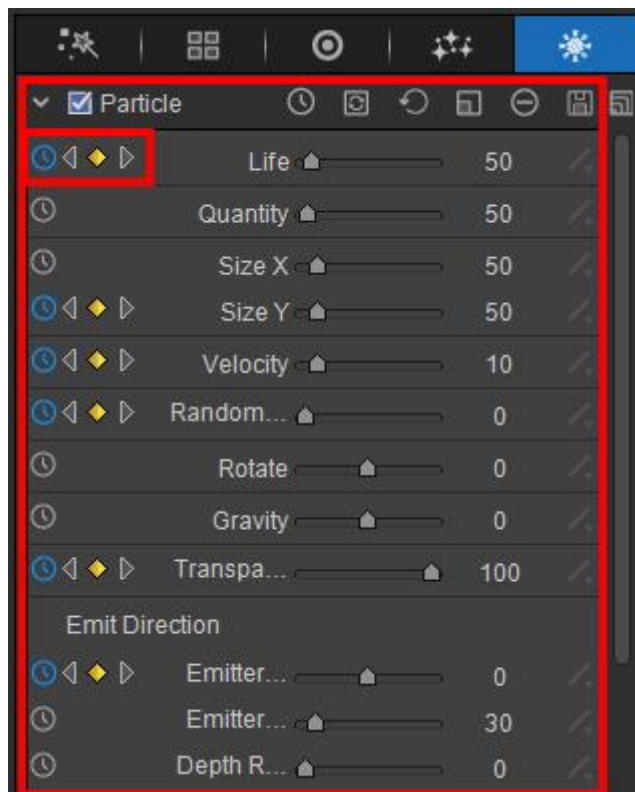
◆ Particle

In Timeline Window expand the Particle Stream-Particle track.



Add/Remove Keyframe

In Timeline Window click on , a keyframe will be added at current play position. You can also click on  to add keyframe at current play position or click the “Add/Remove Keyframe” button in 3D Transform tab. The middle marked buttons are “Toggle Keyframe”, “Go To Pre/Head Keyframe”, “Add/Remove Keyframe” and “Go To Next/Tail Keyframe” in the image below.

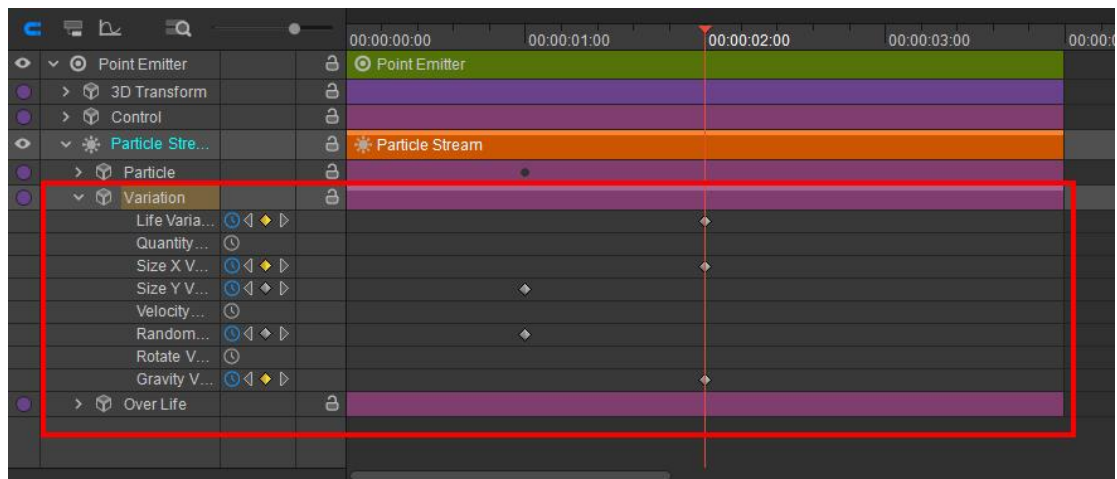


Set Keyframe Parameters

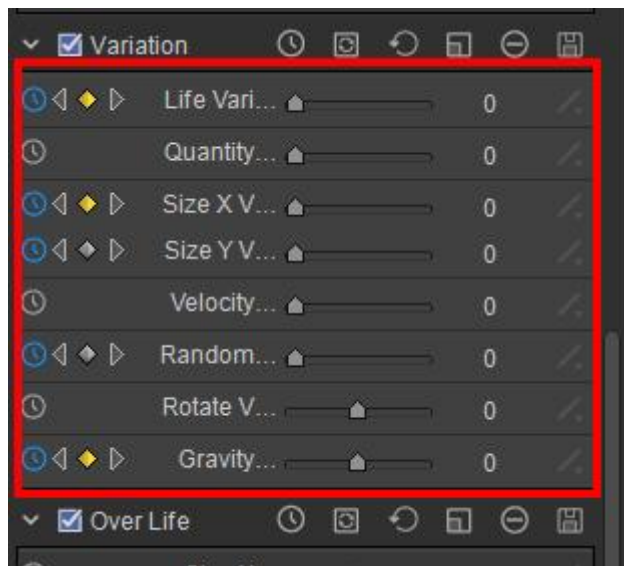
Click on the value and typing in numbers then press **ENTER**. Please refer to other chapters about the other methods.

◆ Variation

In Timeline Window expand the Particle Stream-Variation track.



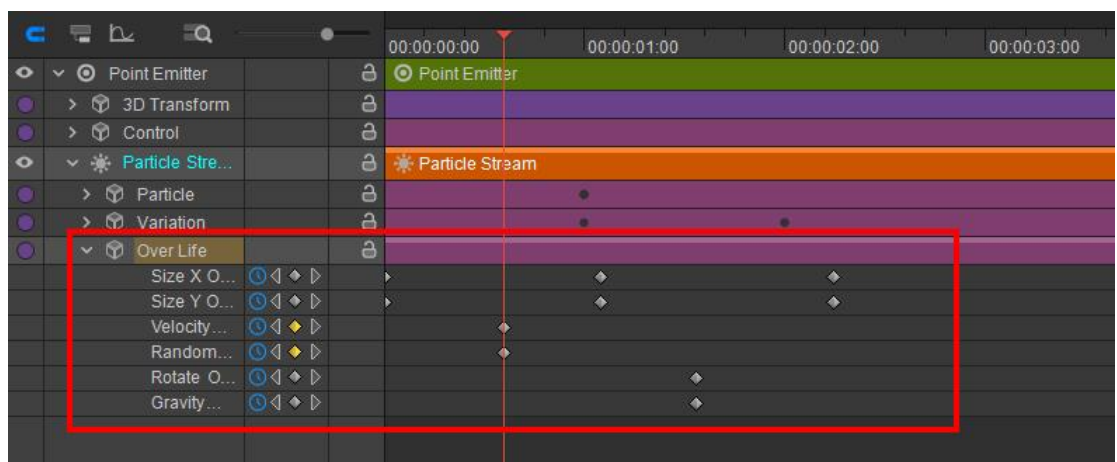
Variation parameters:



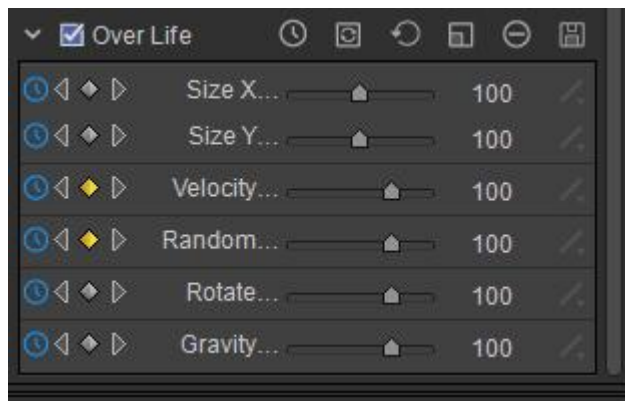
Please refer to other chapters about the methods of setting parameters.

◆ Over Life

In Timeline Window expand the Particle Stream-Over Life track.



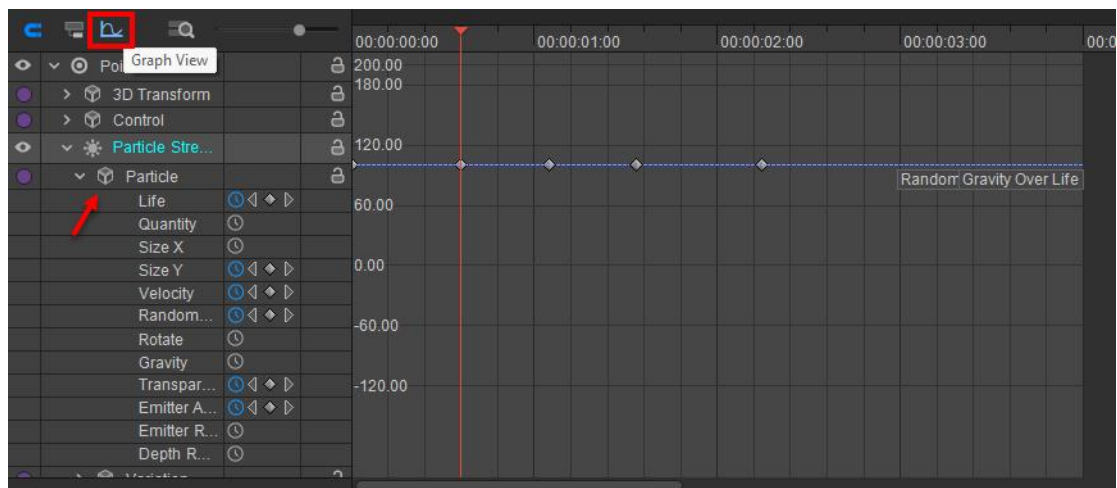
Over Life parameters:



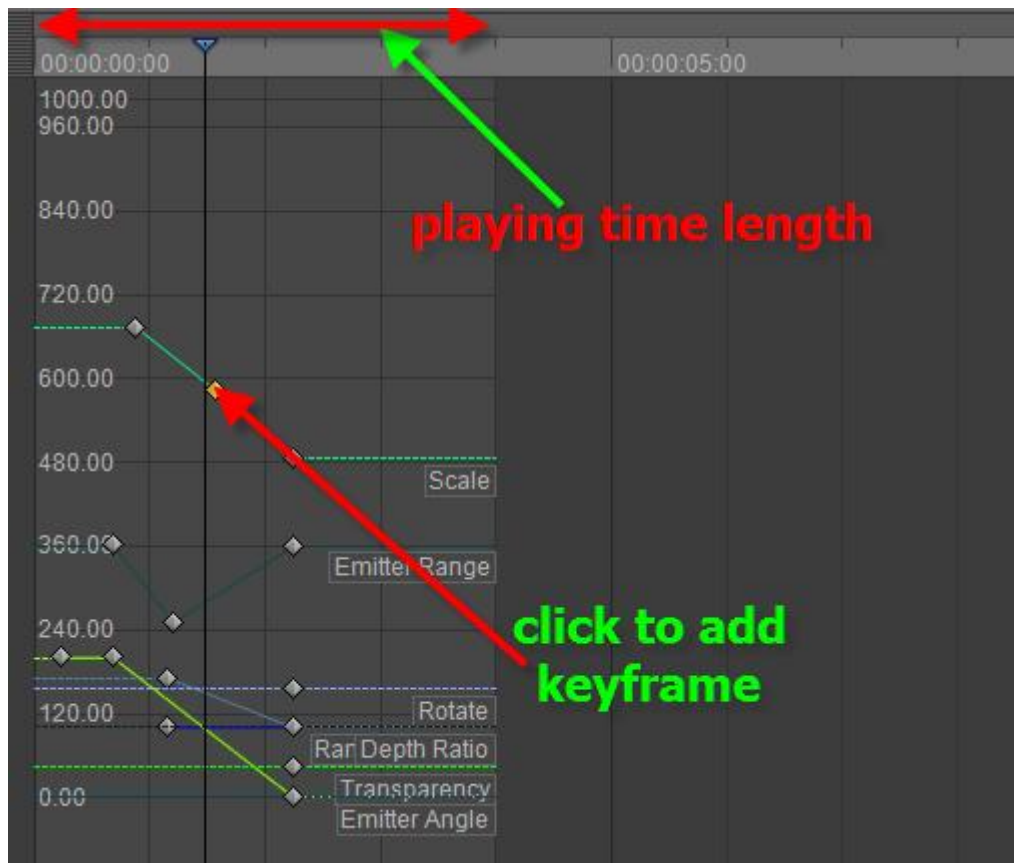
Please refer to other chapters about the methods of setting parameters.

11.11.9. Edit Graph View

Choose “Graph View” button in Timeline Window. Every property graphic view has its own color.

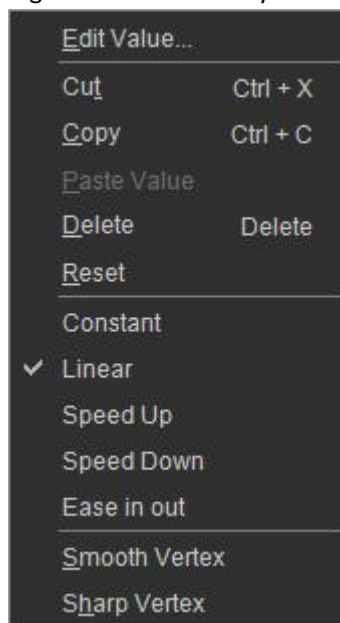


Move timeline in Graph View window, then click to add a keyframe. The marked time by double-arrow is playing time length.



Click keyframe marker and drag up and down to adjust the value.

Right-click selected keyframe marker to see the context menu:



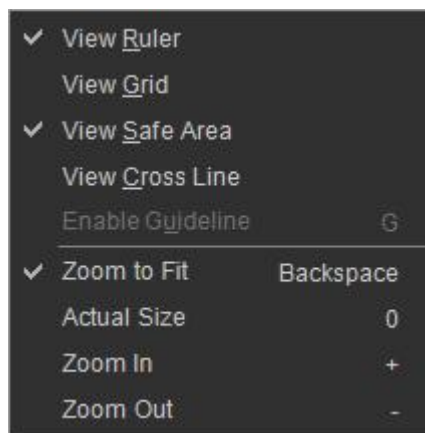
Right-click the area where there are not keyframe markers to see the context menu:



11.11.10. Set Edit Screen

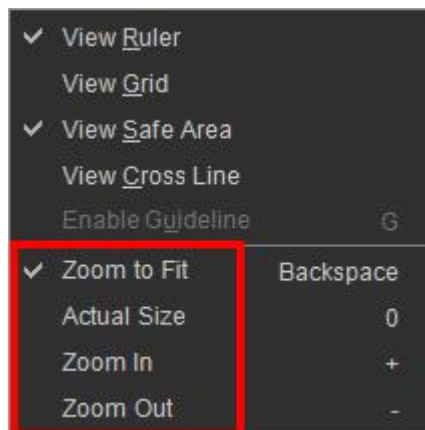
◆ Edit Ruler or Grid

Right-click in Edit Screen, choose one option.



◆ Set View Zoom

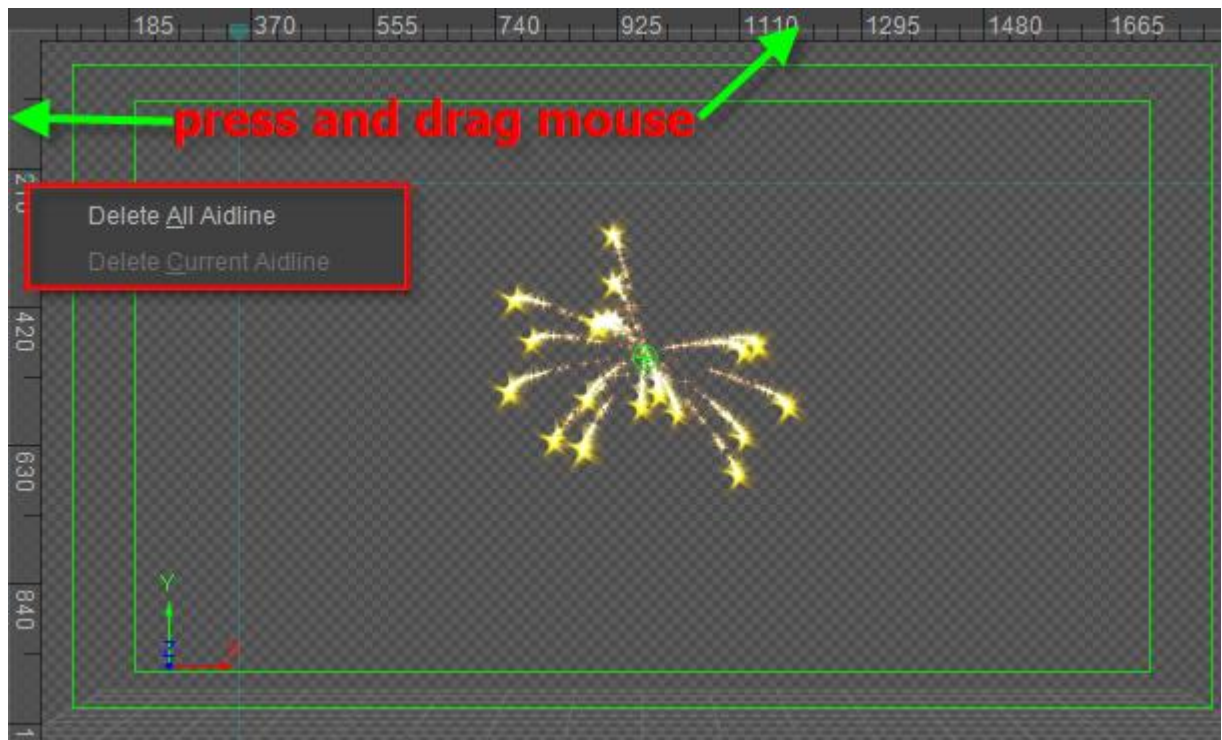
Method 1: Right-click then select



Method 2: Right-click and drag cursor in Edit Screen

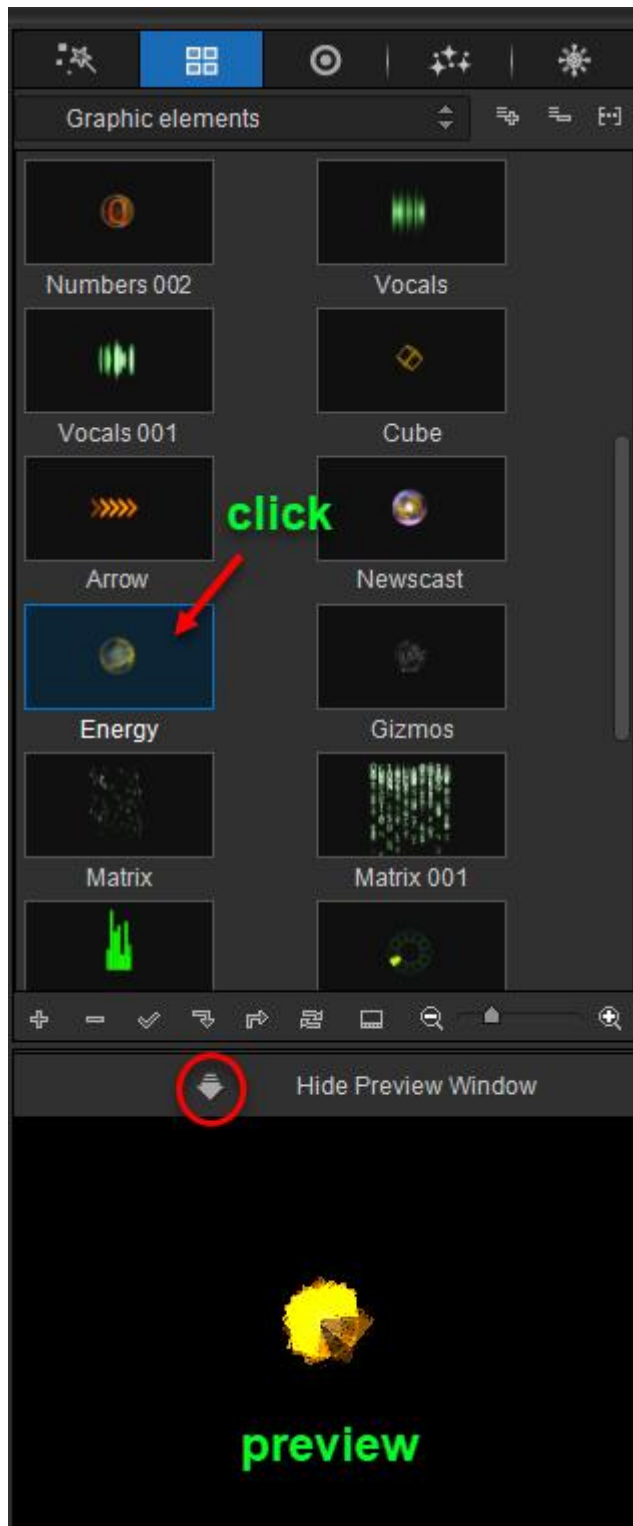
◆ Aidline

To create aidline you can left click and drag cursor in ruler area. To delete the aidline, you can right-click in the aidline head.



11.11.11. How to Preview Particle

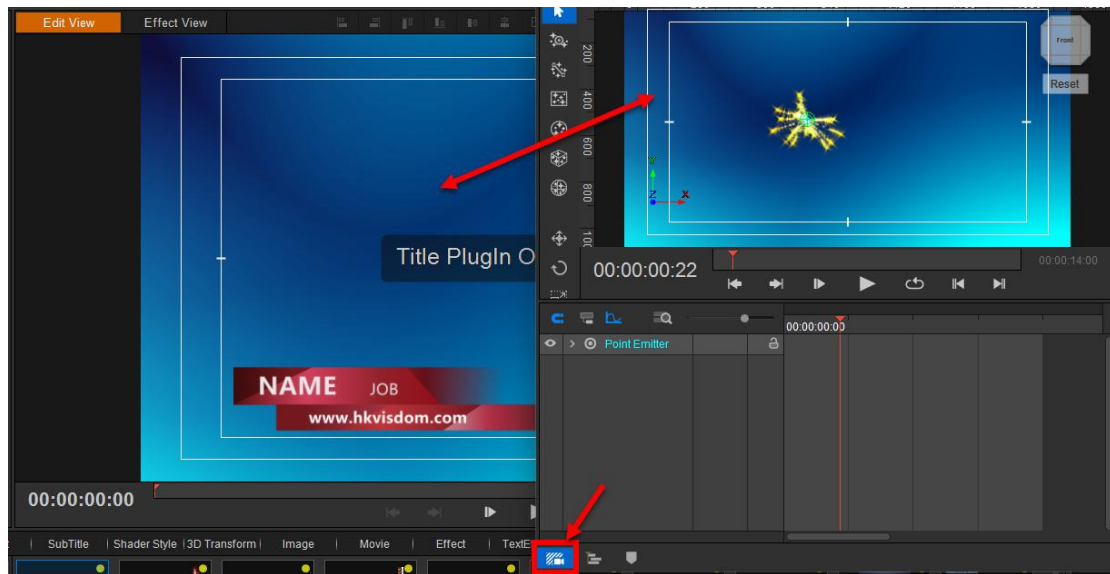
In Template Library tab click a particle, you can preview in the Preview Window.



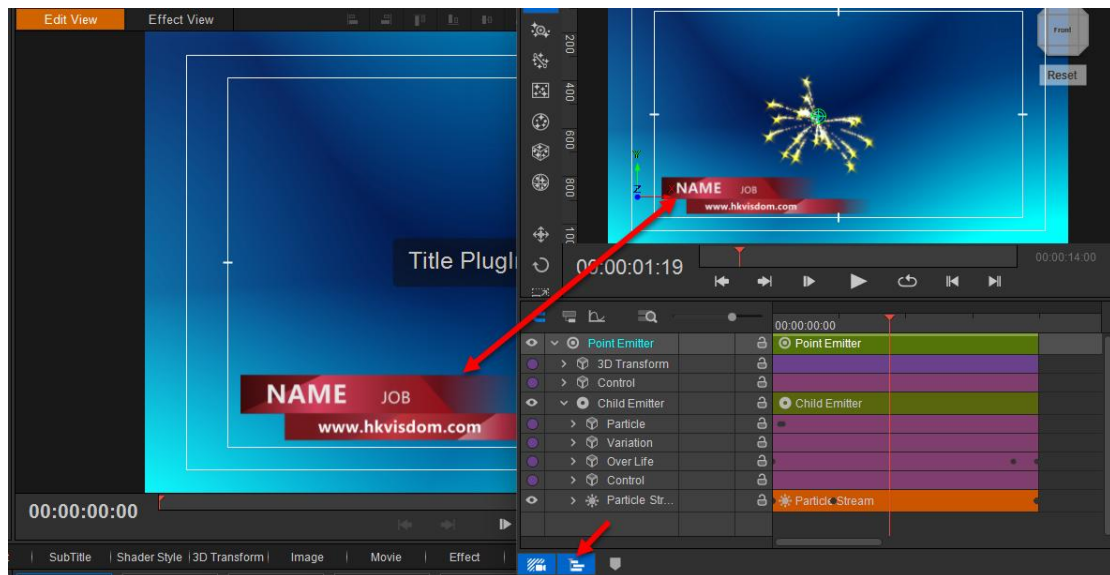
Click the marked “Show/Hide Preview Window” button to show/hide Preview Window.

11.11.12. Set Background

Enable “Sync background with host program” in status bar to set same background with the host program background.



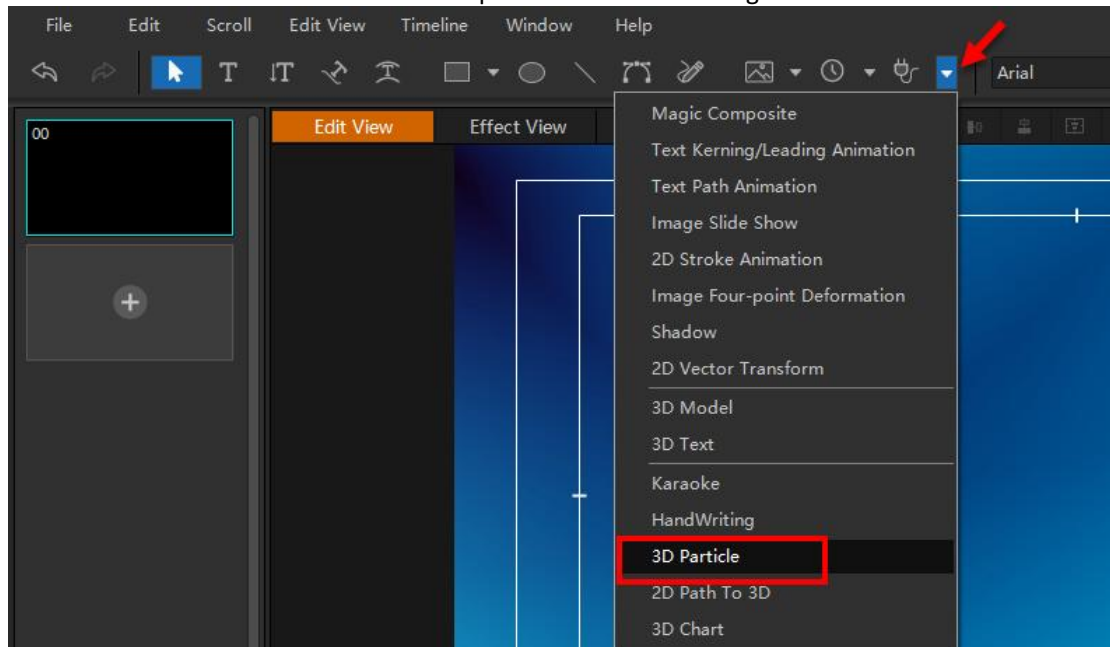
Enable “Use low layer image as background” in status bar to set low layer image in host program as background.



11.11.13. Operation Flow of 3D Particle

1. Run 3D Particle Plugin

Choose “3D Particle” button from the drop-down list of “Title Plugin”.



2. Create Particle Emitter

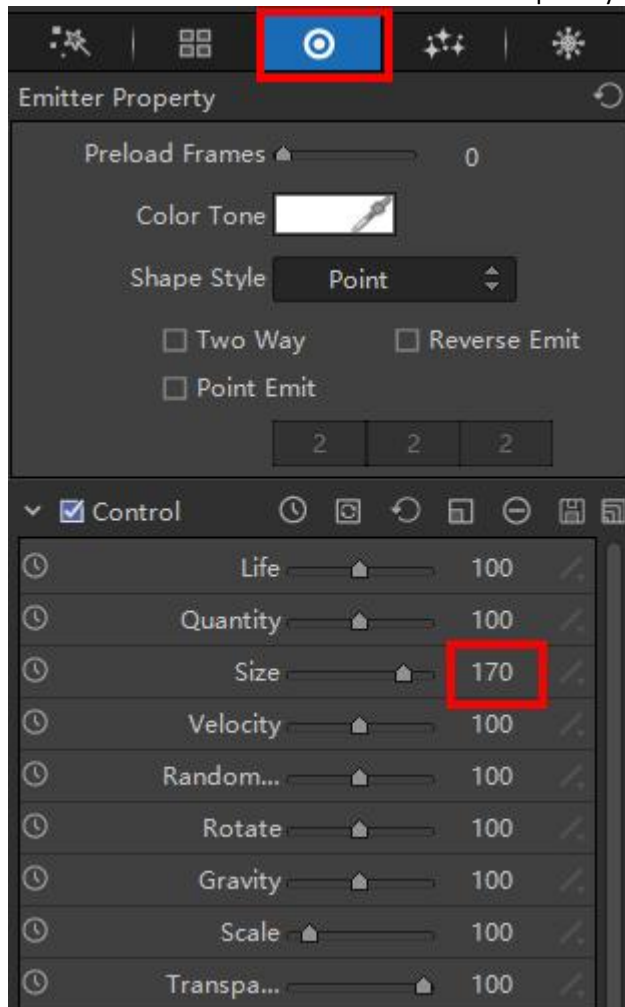
Press the “Point Emitter” button then click on the Edit Screen.



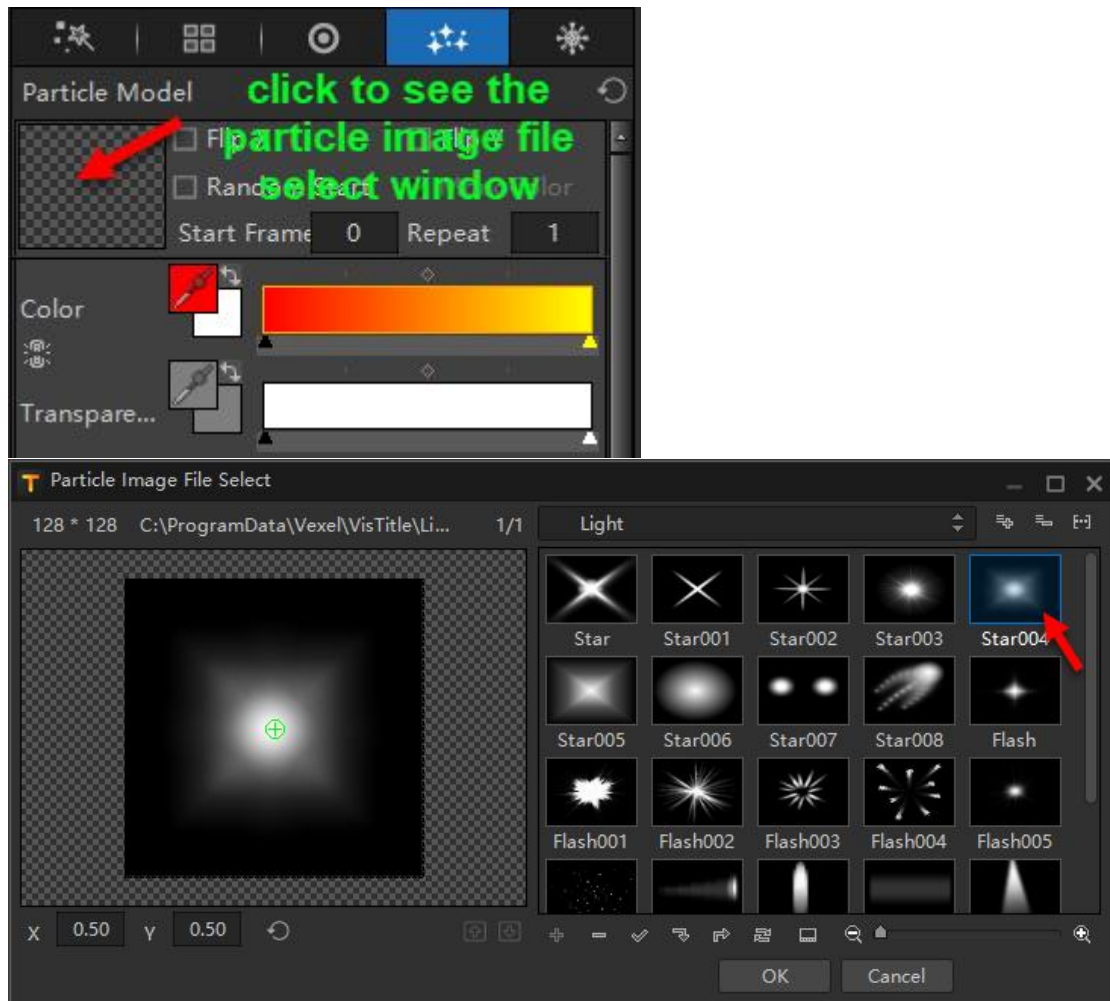


3. Set Emitter Parameters

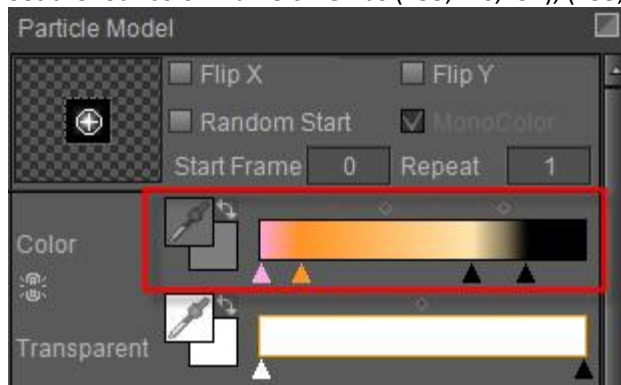
Set size as 170 in Control screen of Emitter Property tab.



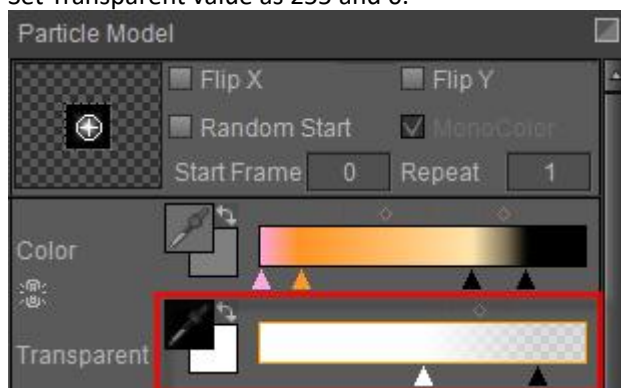
4. In Particle Property tab click the marked field shown below. Then in Particle Image File Select window select Star004.



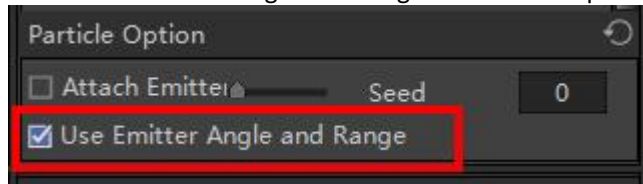
Set the four color markers RGB as (255,126,154), (255,137,34), (255,252,165) and (0,0,0).



Set Transparent value as 255 and 0.

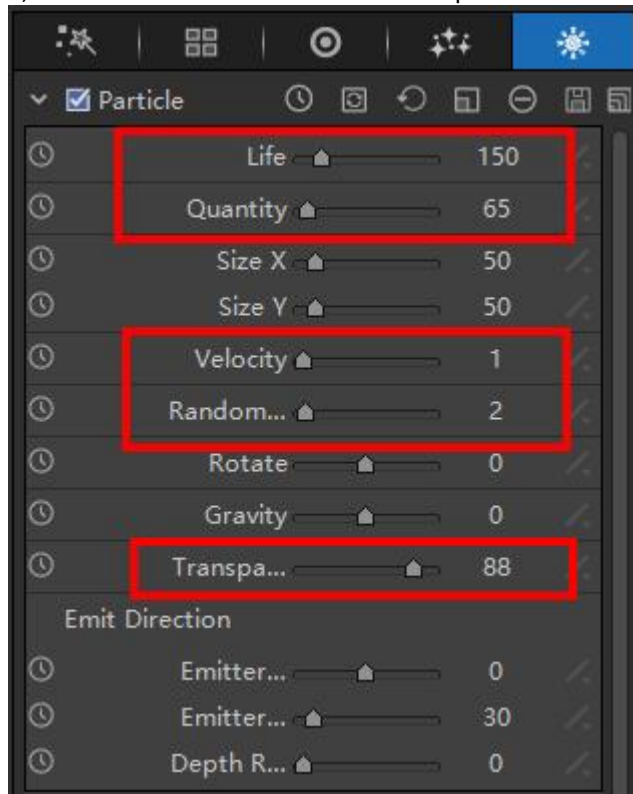


Check “Use Emitter Angle and Range” in Particle Option screen.

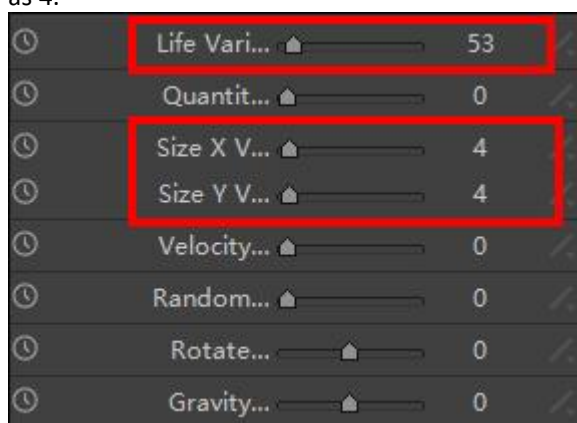


5. Set Particle Parameters

In Particle screen of Particle Parameter tab, set Life value as 150, Quantity value as 65, velocity as 1, Random Motion value as 2 and Transparent value as 88.



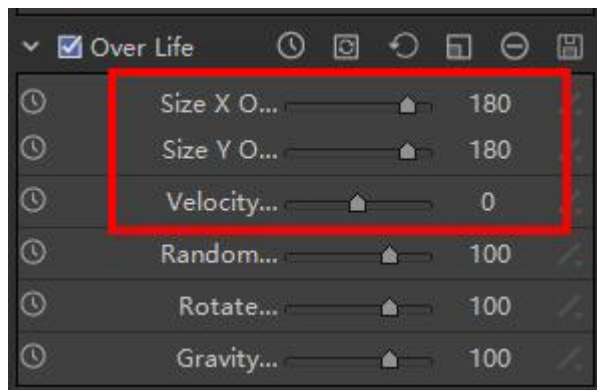
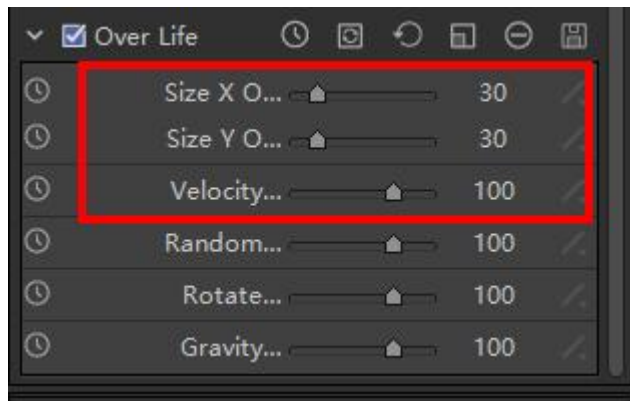
In Variation screen, set Life Variation value as 53, Size X Variation value and Size Y Variation value as 4.



In Over Life Screen, click the “Toggle Animation” button of Size X Over Life. Set the value as 30 then click the “Go To Next/Tail KeyFrame” button and set the value as 180.

Click the “Toggle Animation” button of Size Y Over Life. Set the Head Keyframe value as 30 and the Tail Keyframe value as 180.

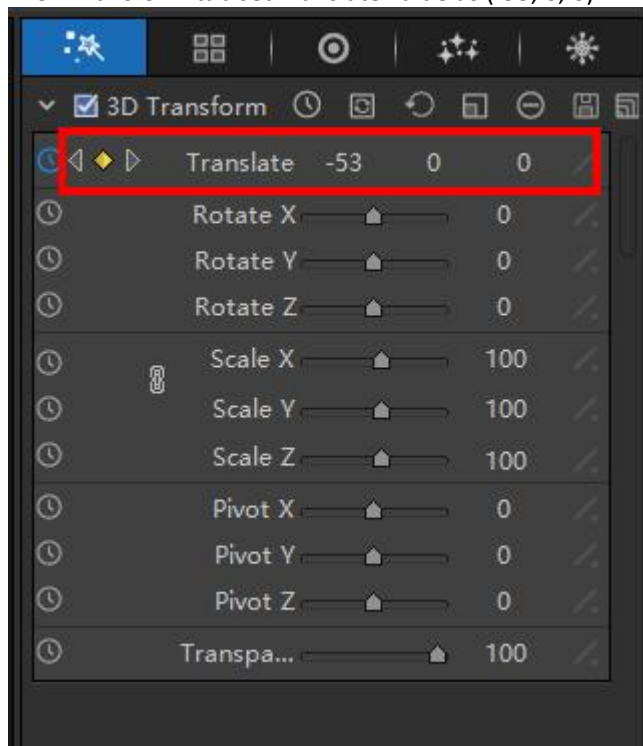
Click the “Toggle Animation” button of Velocity Over Life. Set the Head Keyframe value as 100 and the Tail Keyframe value as 0.



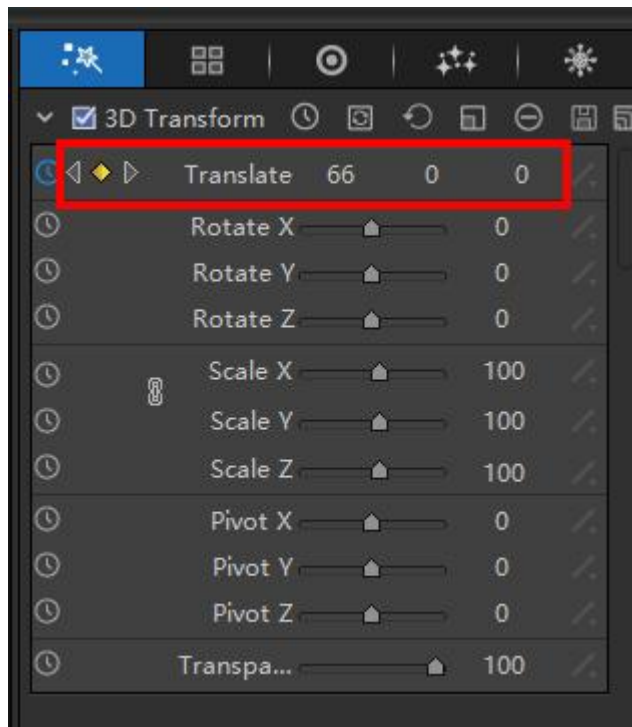
6. Set 3D Transform Parameters

Move timeline to 0 second position, Click on the "Toggle Animation" button of Translate.

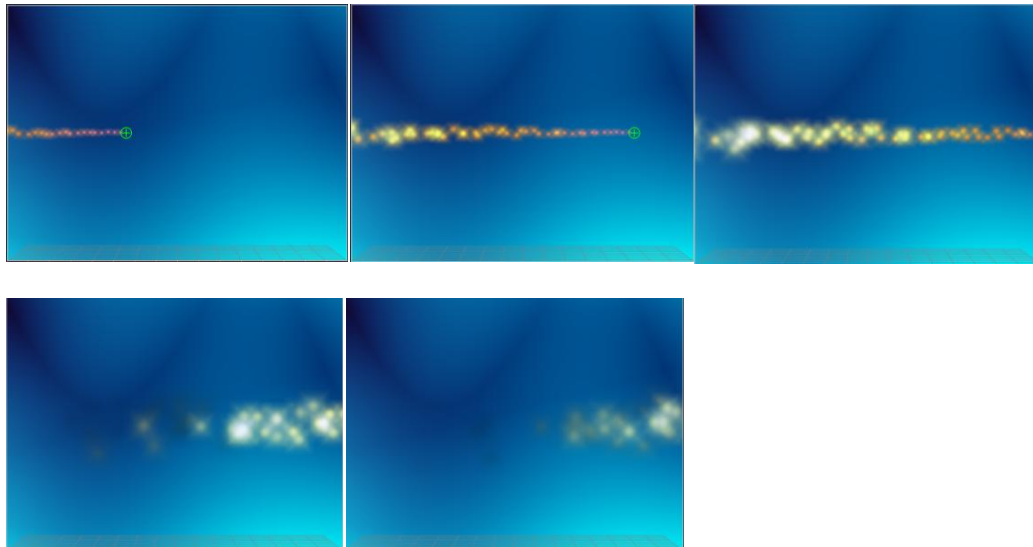
In 3D Transform tab set Translate value as (-53, 0, 0).



Move timeline to 1 second position, in 3D Transform tab set Translate parameter shown below.



7. Preview



11.12. 3D Plugin

◆ Operation Flow of 3D Plugin

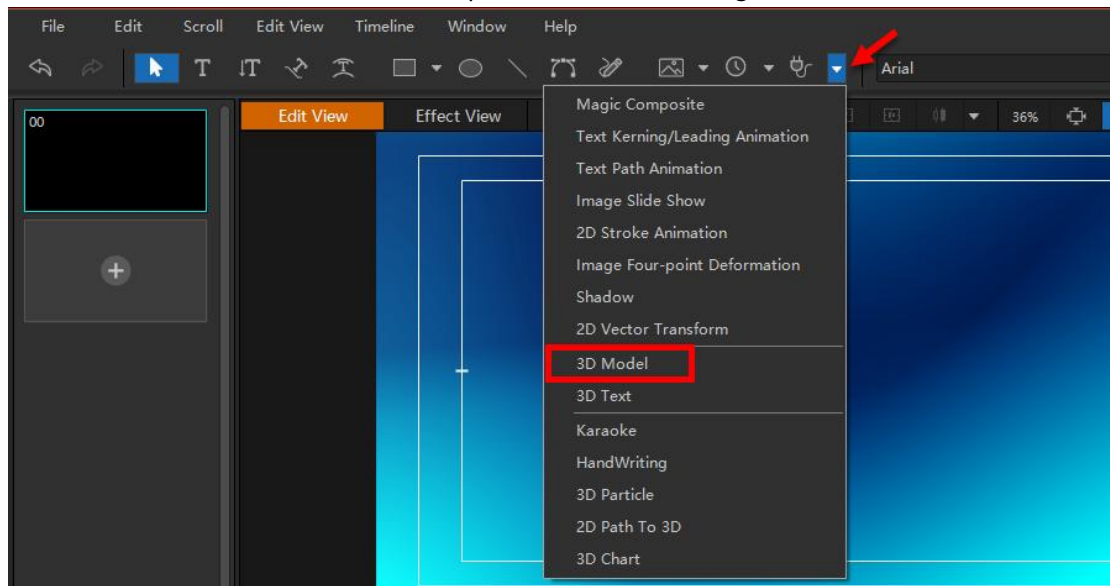
Operation of 3D model, 3D text, and 2D Path to 3D plugins are generally the same, which will be introduced in the same chapter.

11.12.1. Operation Differences of Three Plugins

Operation differences of these three plug-ins are as follows.

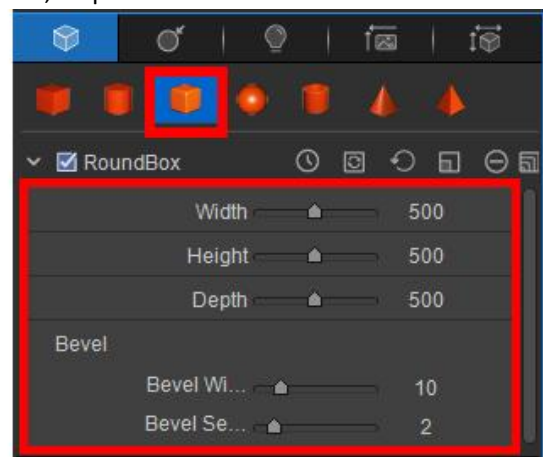
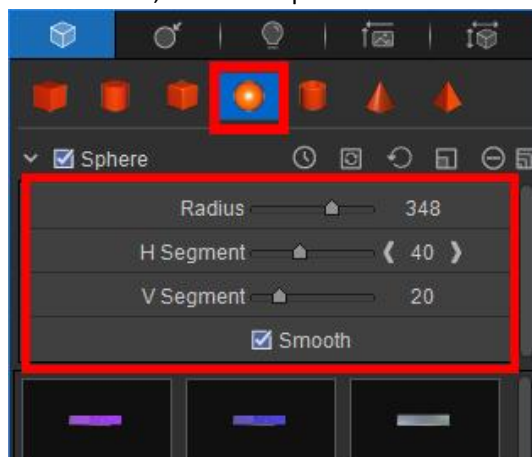
◆ 3D Model

Choose “3D Model” button from the drop-down list of “Title Plugin”.



◆ Set Model Properties

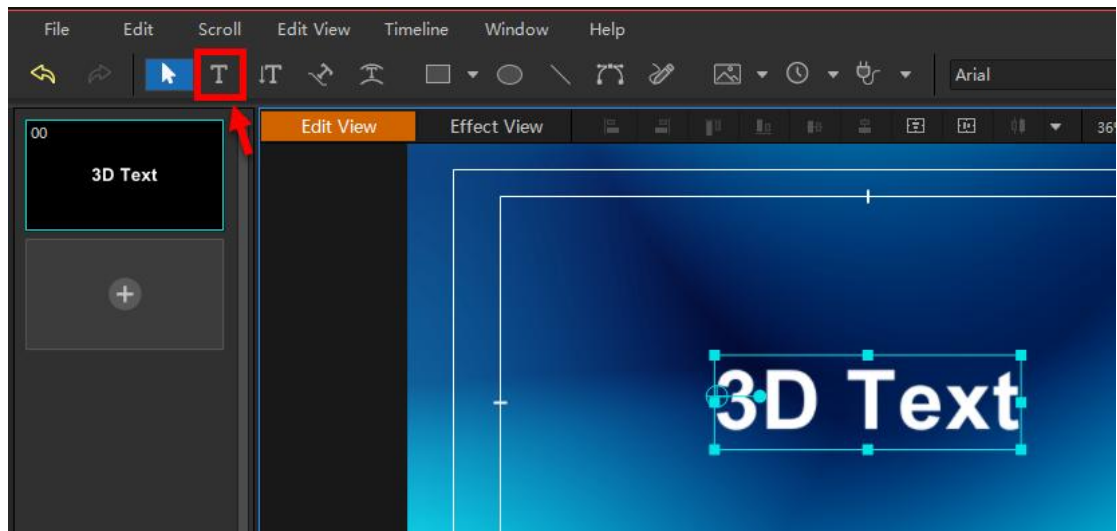
In Model tab, click the “Sphere” or RoundBox button ,set parameters as needed.



◆ 3D Text

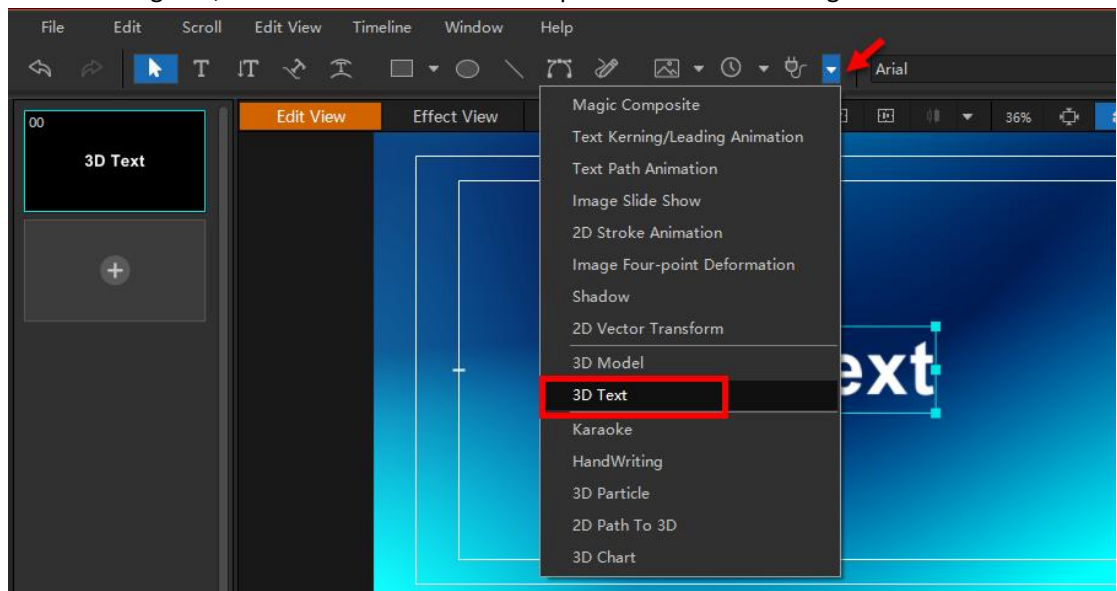
1. Create Text Object

Click the “Horizontal Text” button to create a text object in Edit Screen.



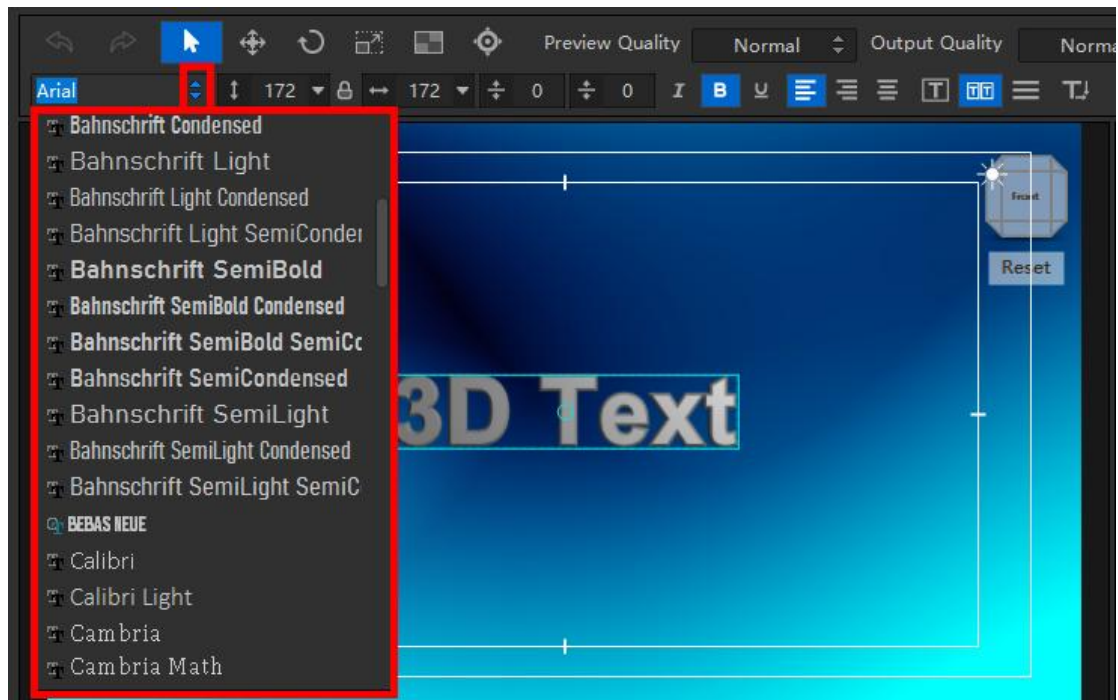
2. Run 3D Text Plugin

After creating text, select "3D Text" from the drop-down list of "Title Plugin" in tool bar.

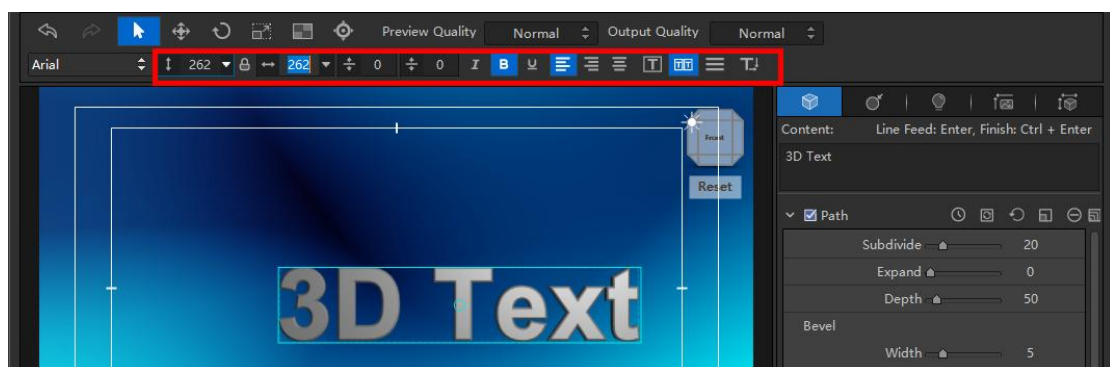
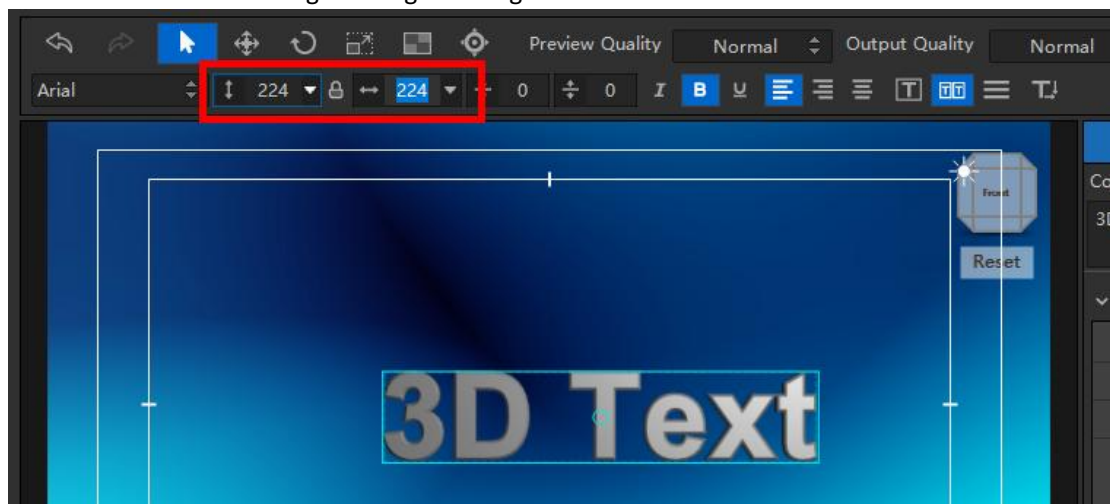


3. Set Font Properties Parameters

In Font Bar choose a font as shown below.



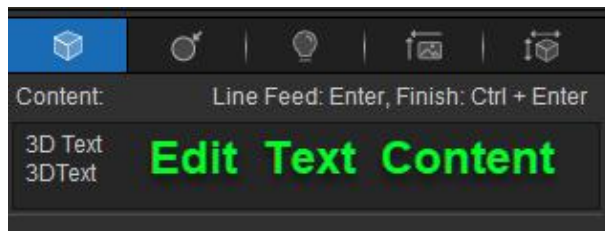
You can set font size through setting text height and width shown below.



Please refer to relevant chapters about methods of setting parameter.

4、Set Model Properties

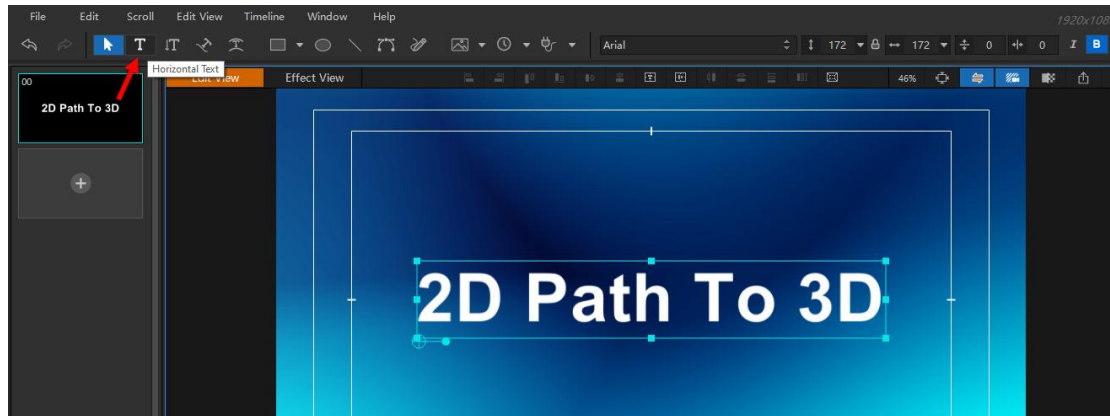
In content screen you can change text content. Press **Enter** to line feed and **Ctrl+Enter** to finish editing.



◆ 2D Path To 3D

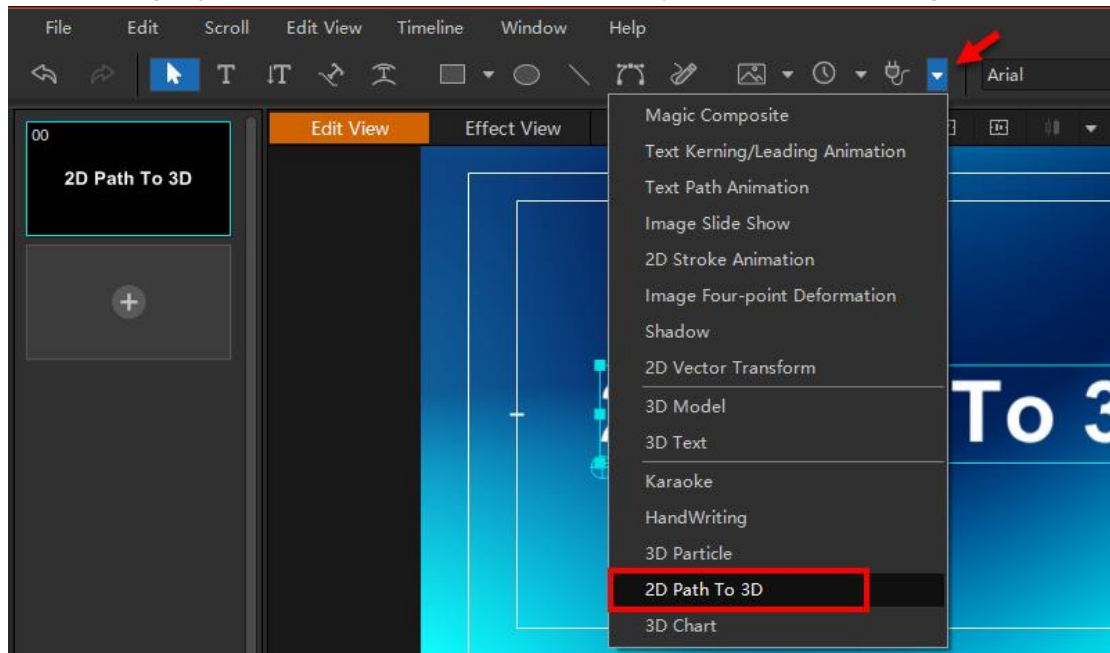
1. Create Object (taking text object as example)

Click the “Horizontal Text” button to create a text object in Edit Screen.



2. Run 2D Path To 3D Plugin

After creating object, select “2D Path To 3D” from the drop-down list of “Title Plugin” in tool bar.



11.12.2. Same Operation of Three Plugins

Other operations of the three plug-ins are basically the same. The material properties, lighting properties, UV coordinate properties, and three-dimensional transformation properties are introduced below.

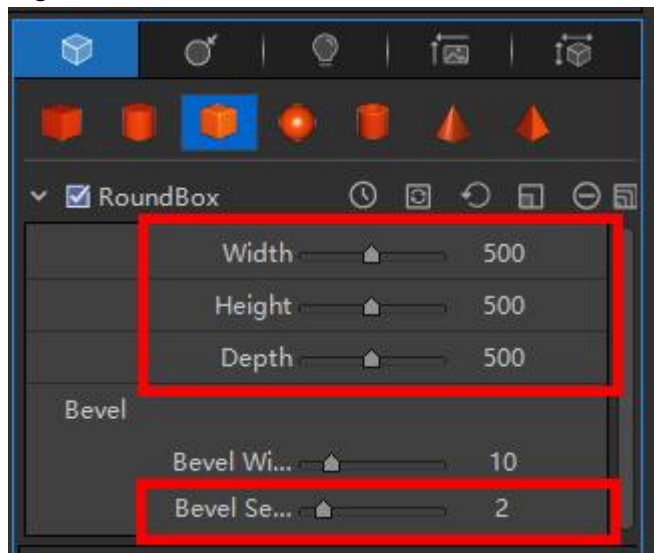
11.12.2.1. Material Property

The material property of object can be set in all the three plug-ins. The following uses "Phong", "Bump" and "Reflect" material as examples to introduce how to apply the materials.

◆ Phong Material

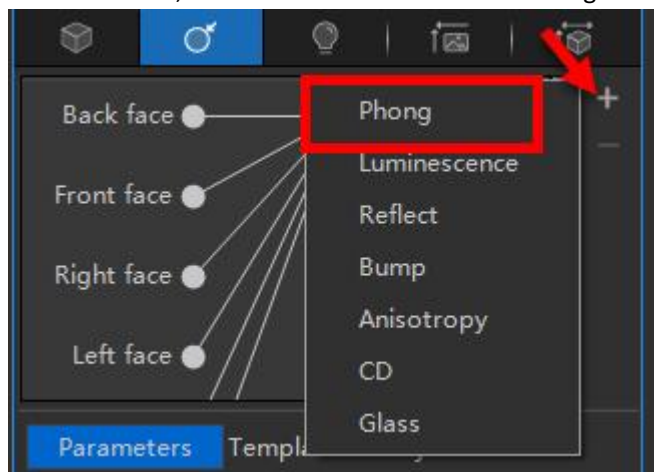
1) Set Model Properties

In Model tab, click the "Round Box" button and set width, height and depth as 500 and Bevel Segment value as 2.

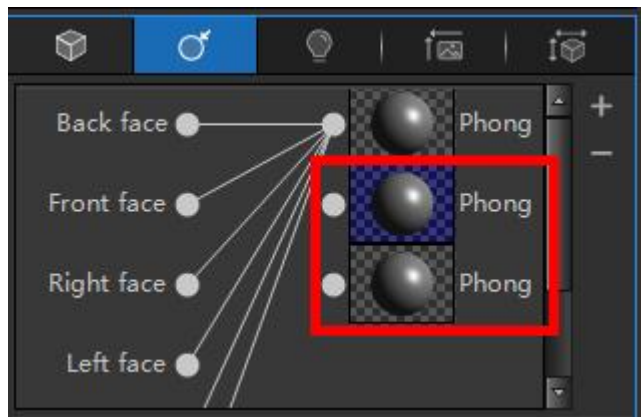


2) Set Material Properties

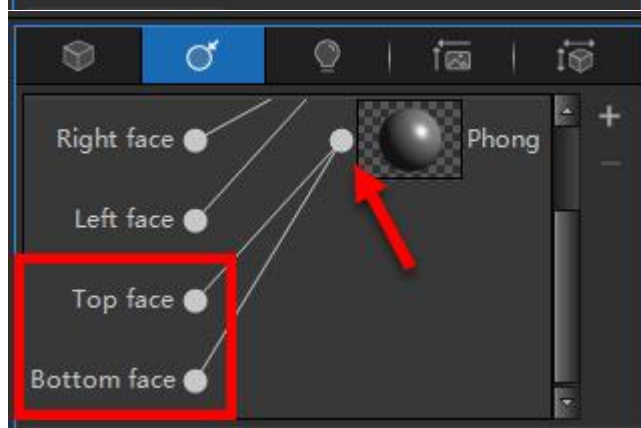
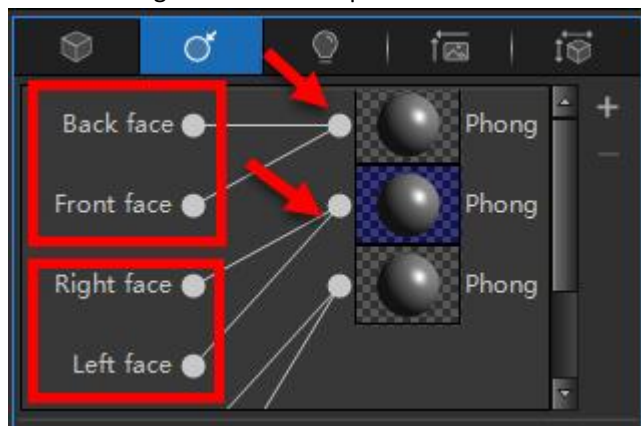
In Material tab, click the "Add" button to add Phong material.



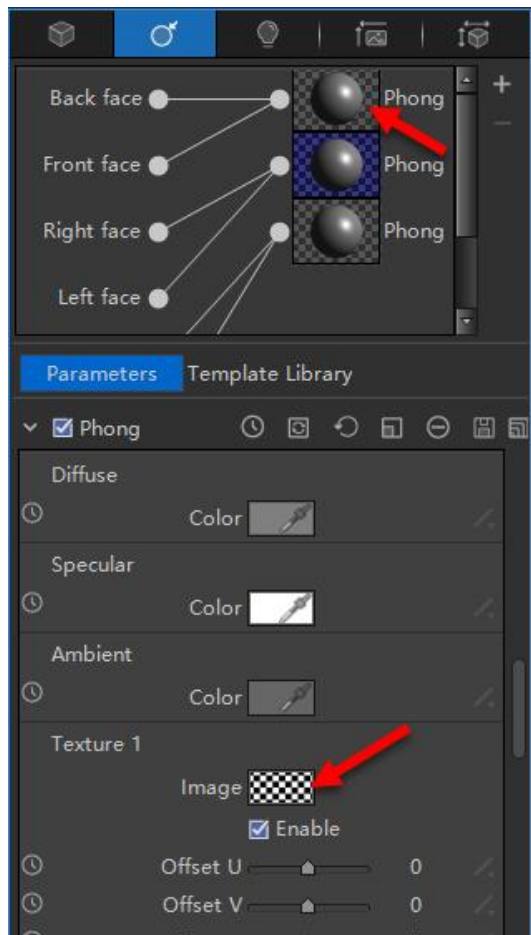
Add Phong material again.



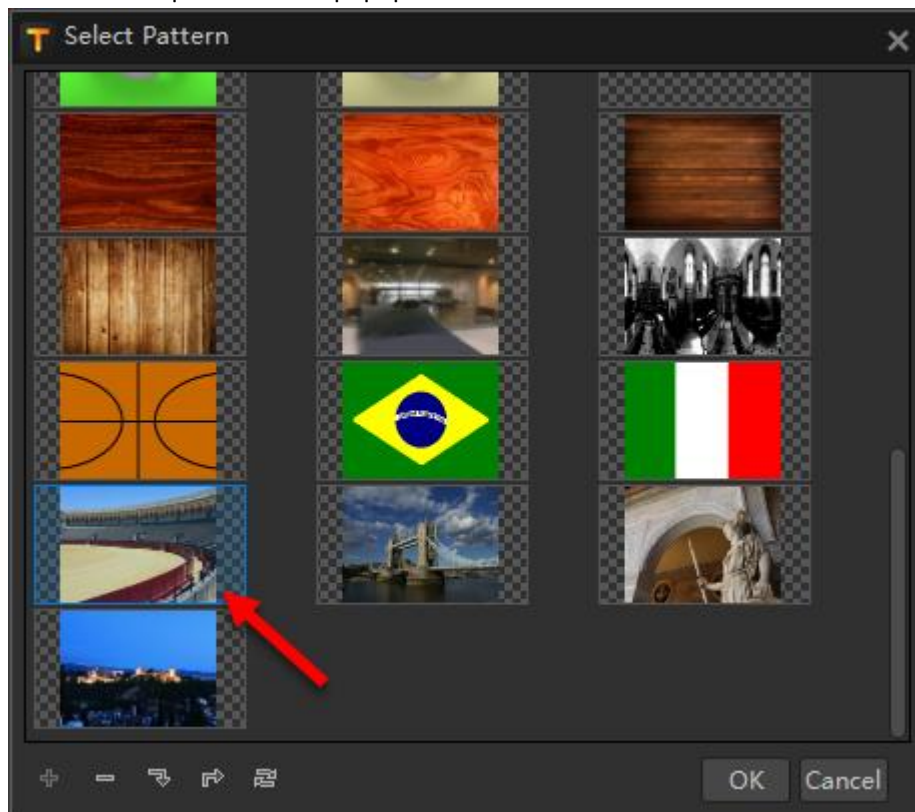
Link Back Face and Front Face with the first Phong material, Right Face and Left Face with the second Phong material and Top Face and Bottom Face with the third Phong material.



Select the first Phong material and in Parameters screen click the "Texture-Image" button.

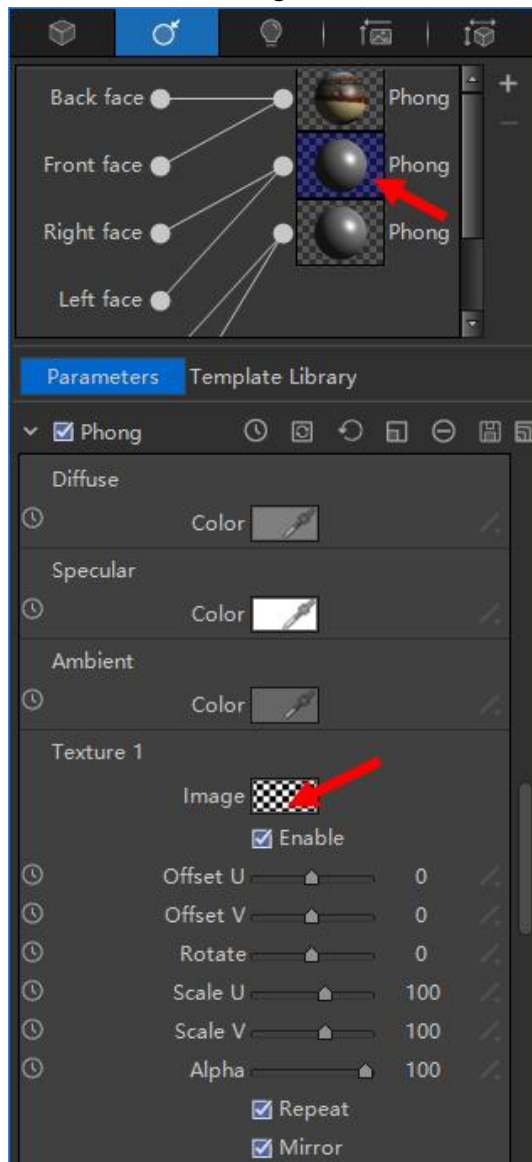


Double click a pattern in the popup Select Pattern Window.

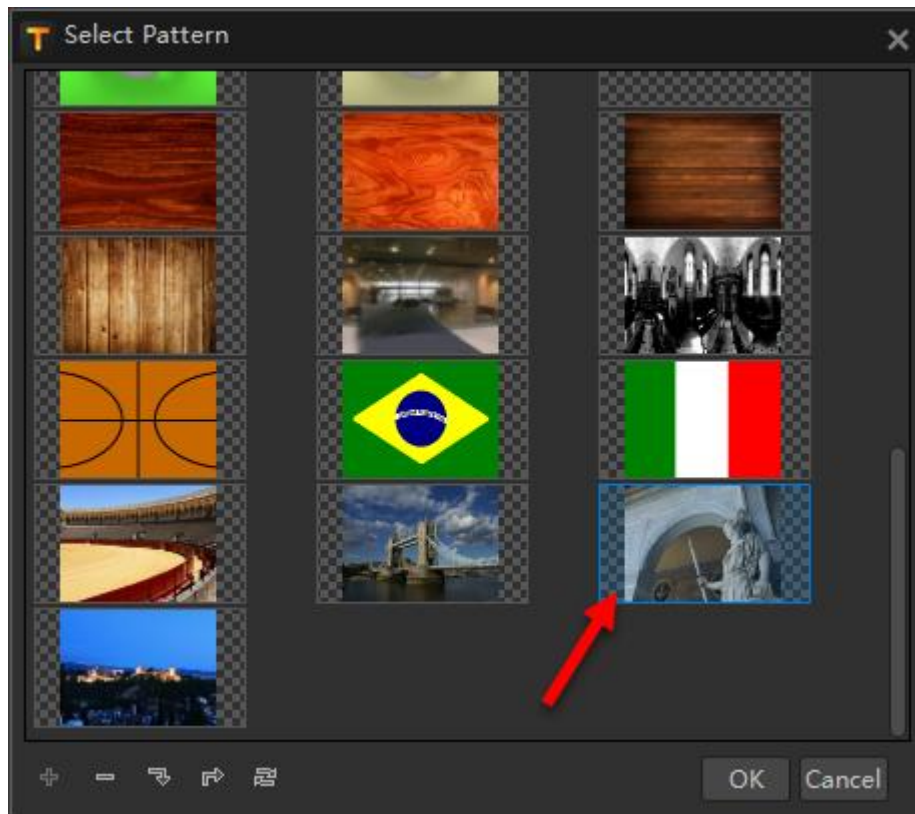


Set other parameters as the default.

Select the second Phong material and in Parameters screen click the “Texture-Image” button.

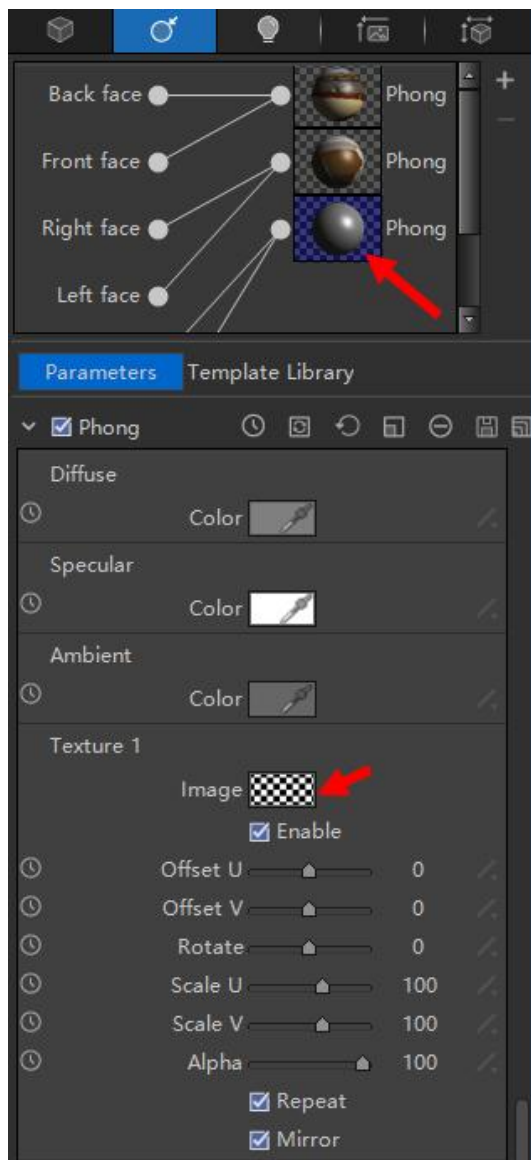


Double click a pattern in the popup Select Pattern Window.

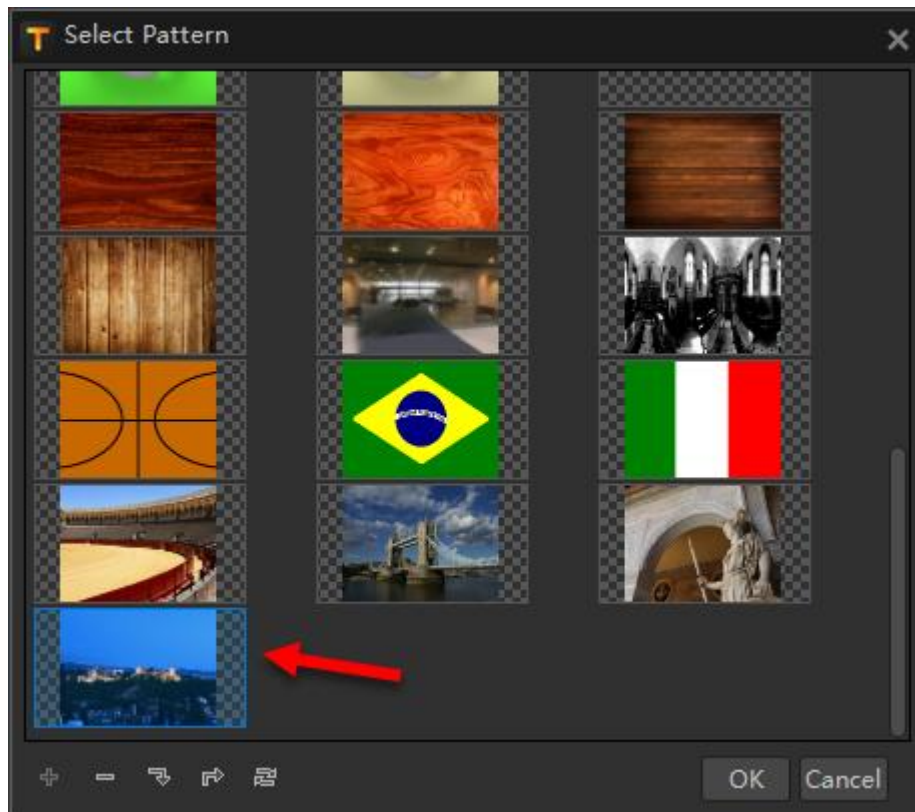


Set other parameters as the default.

Select the third Phong material and in Parameters screen click the “Texture-Image” button.



Double click a pattern in the popup Select Pattern Window.

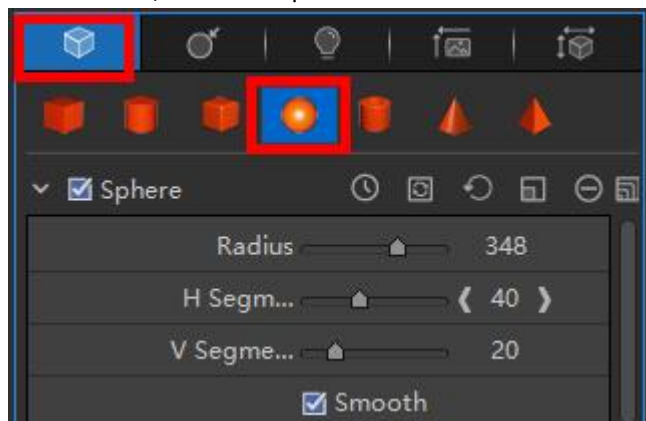


Set other parameters as the default.

◆ Bump Material

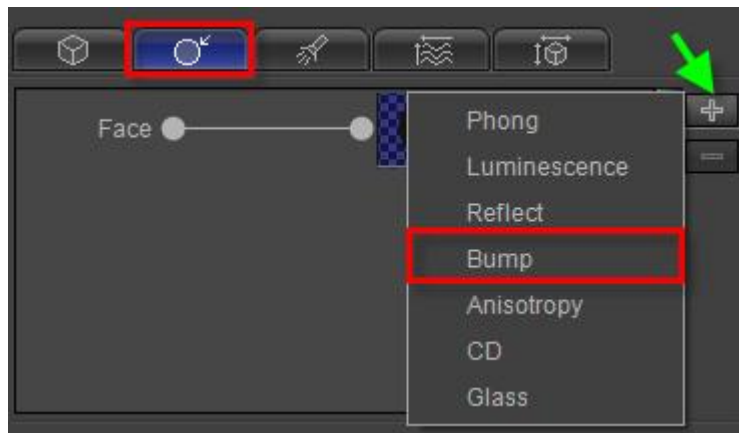
1) Set Model Properties

In Model tab, click the “Sphere” button and set radius as 348.

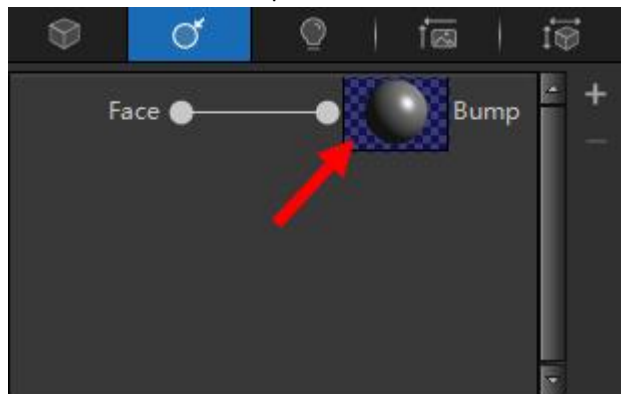


2) Set Material Properties

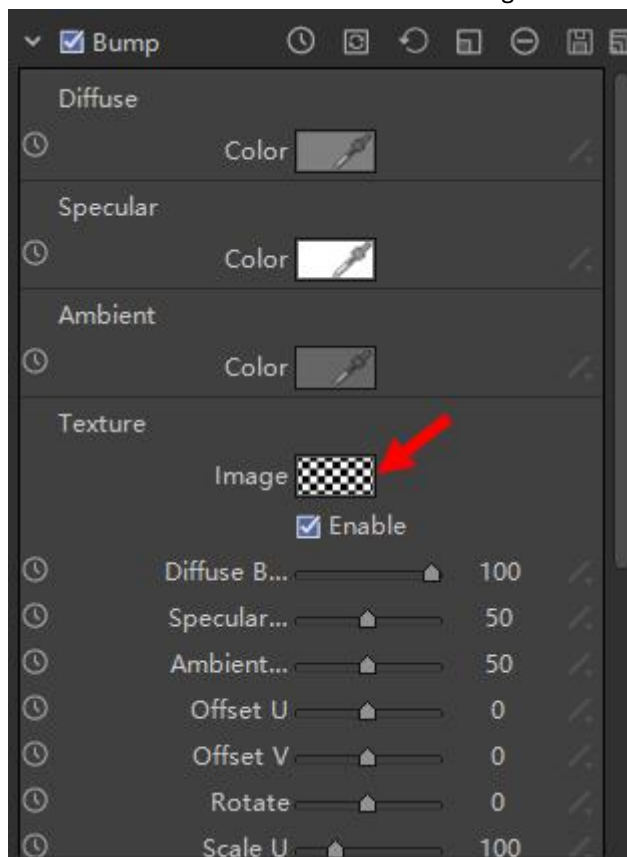
In Material tab, click the “Add” button to add Bump material.



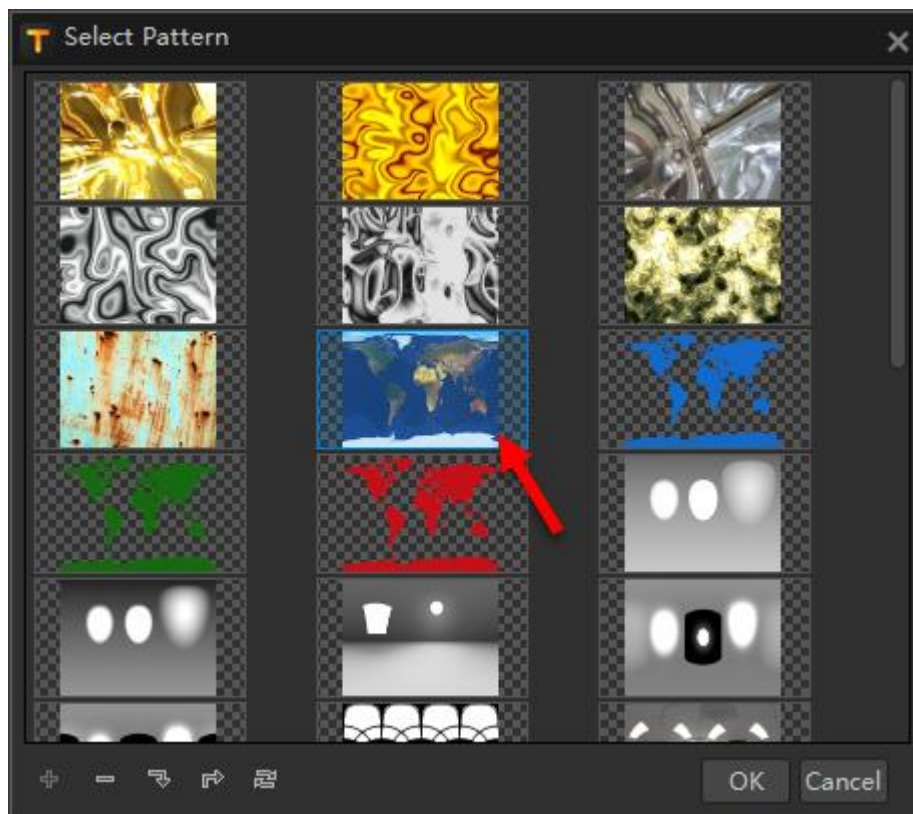
Link Face with the Bump material to set Face material as Bump and delete the Phong material.



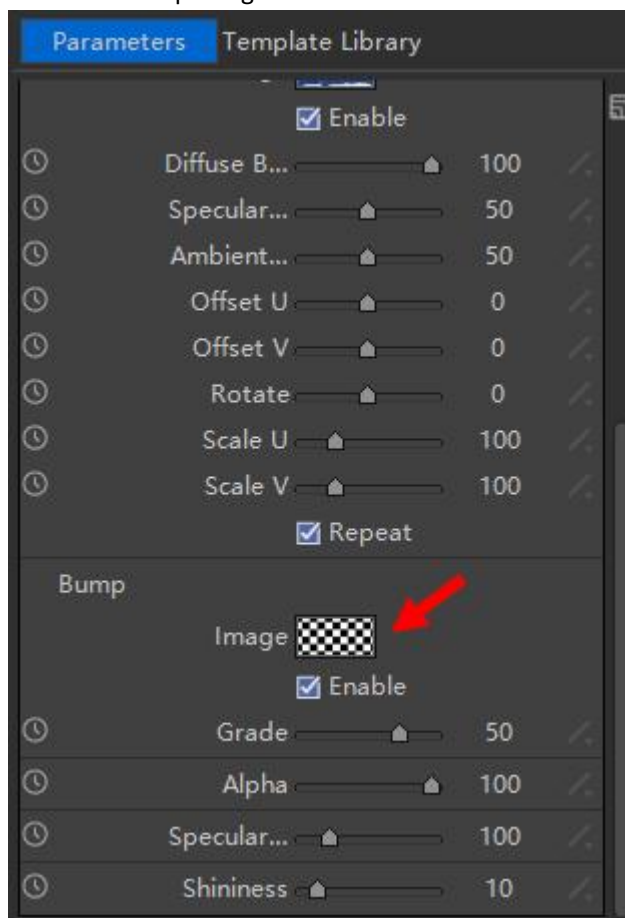
In Parameters screen click the "Texture-Image" button.



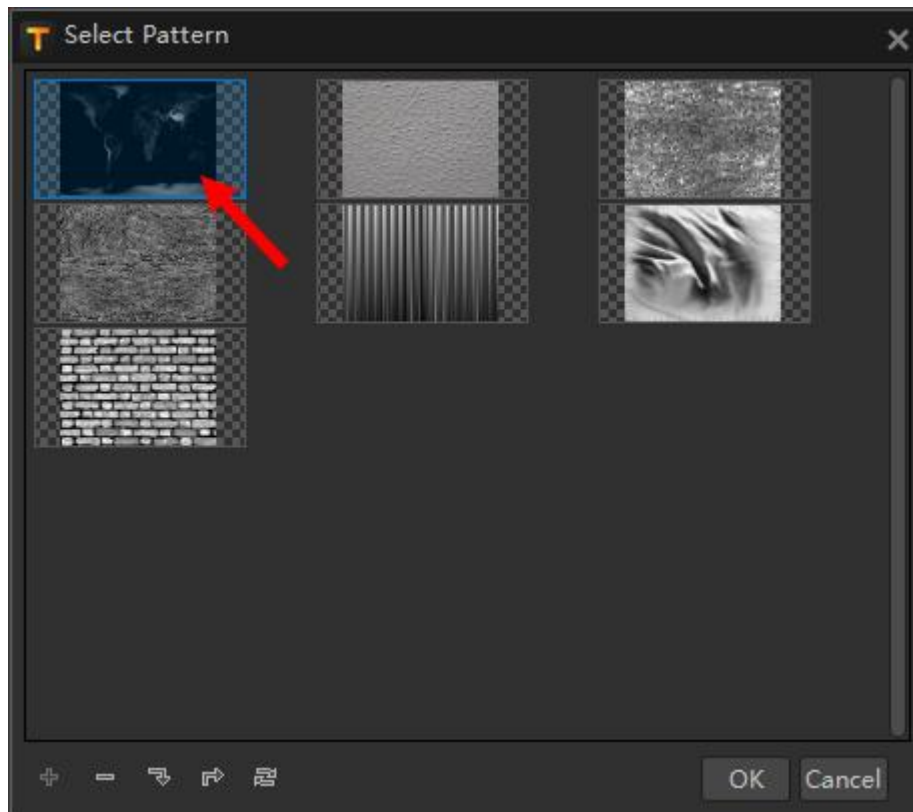
Double click a pattern in the popup Select Pattern Window.



Click the “Bump-Image” button.



Double click a pattern in the popup Select Pattern Window.

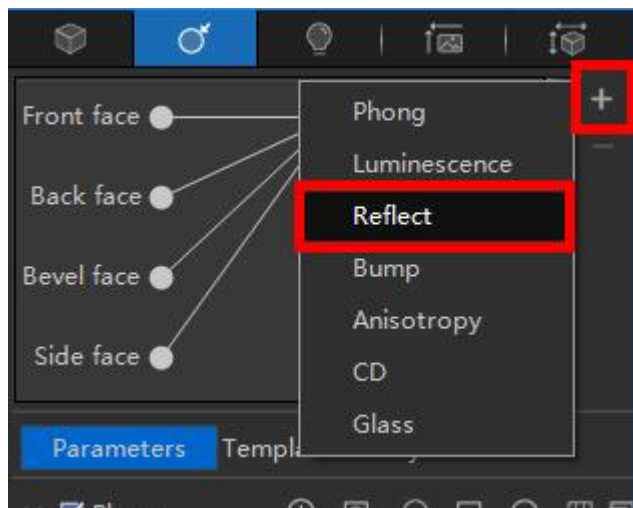


Set other parameters as the default.

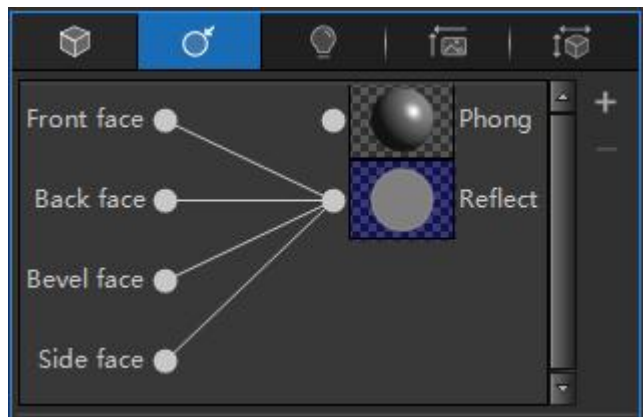
◆ **Reflect Material**

1. Set Material Properties

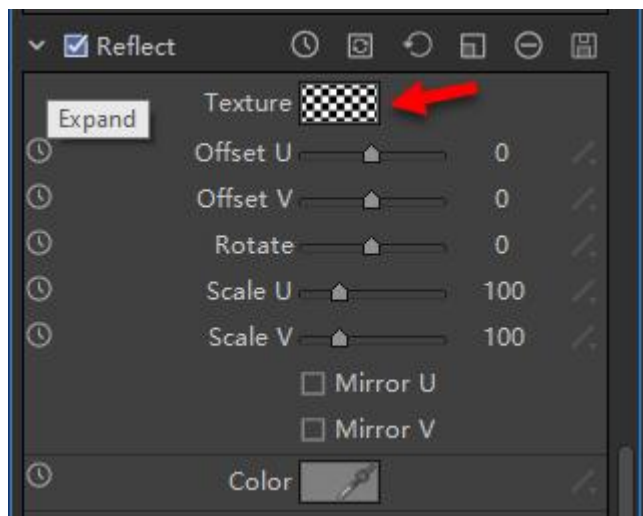
In Material tab add a Reflect material.



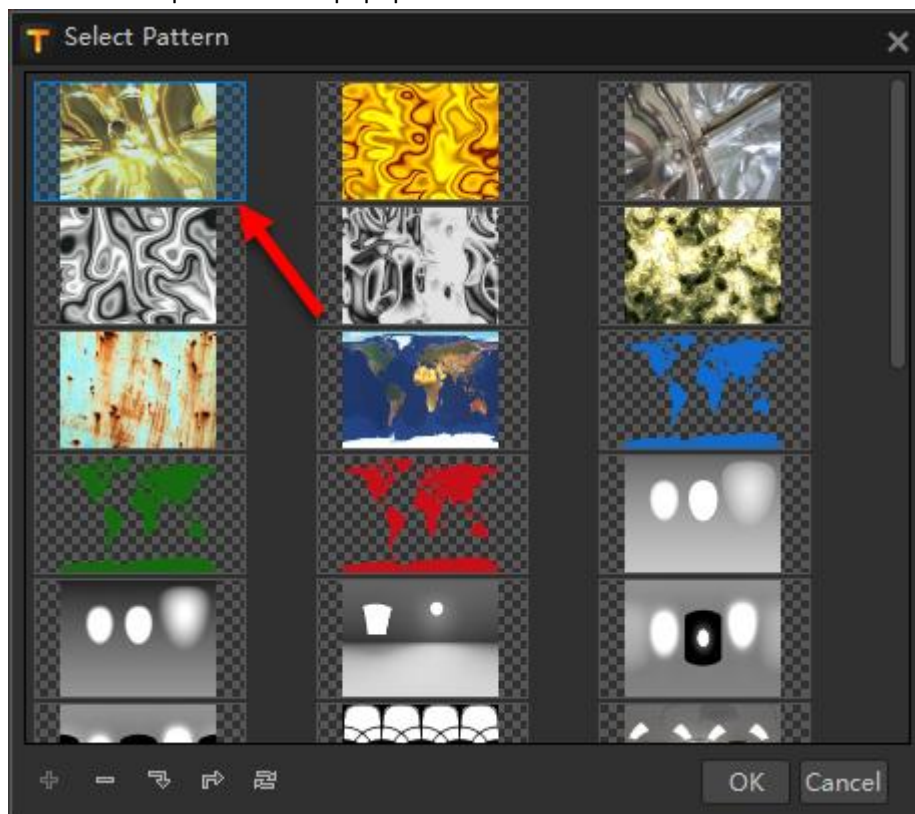
Set all faces material type as Reflect.



In Parameters screen click the "Texture" button.

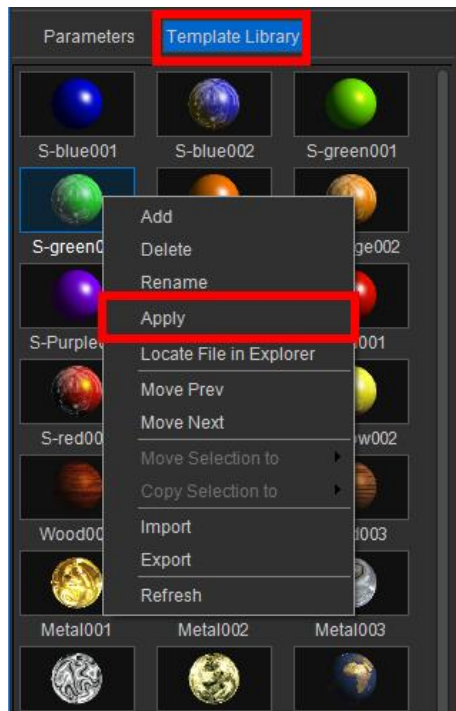


Double click a pattern in the popup Select Pattern Window.



◆ Template Library

Double-click template or choose “Apply” in right-click menu to in material template library to apply material properties of the template.

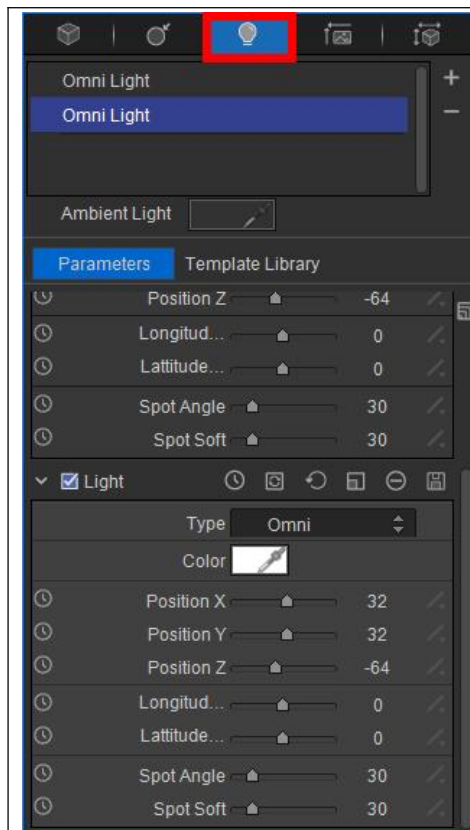


11.12.2.2. Light

Settings of light property in the three plugins are the same. Introduction of light property is as follows.

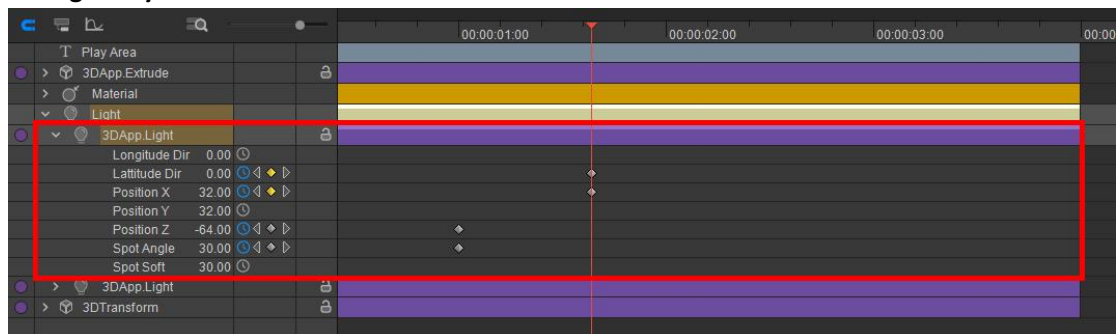
In Properties Window click on the “Light” button to open the Light tab. Please refer to other chapters about setting parameters.

◆ Light Tab Introduction





Add: add light
Delete: delete light
Ambient Light: set ambient light color.
Template Library: open Template Library
Parameters: open Parameters screen
Type: select light type
Color: set light color
Position X: set light X position
Position Y: set light Y position
Position Z: set light Z position
Longitude dir: set light Longitude direction
Latitude dir: set light Latitude direction
Spot Angle: set spot angle
Spot Soft: set spot soft


Set Light Keyframe in Timeline Window

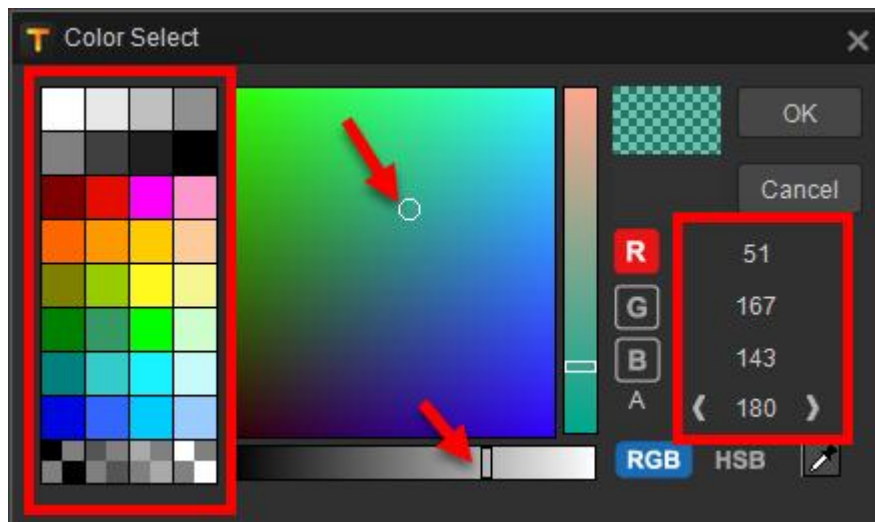


Add/Delete Light

Click the “Add” button  and choose a light type to add. Click on the light in light list and click the “Delete” button  to delete.

Set Ambient Light Color

Click the button  right of Ambient Light, Color Select Window will appear.



The "Color" section has 32 preset colors. To set color:

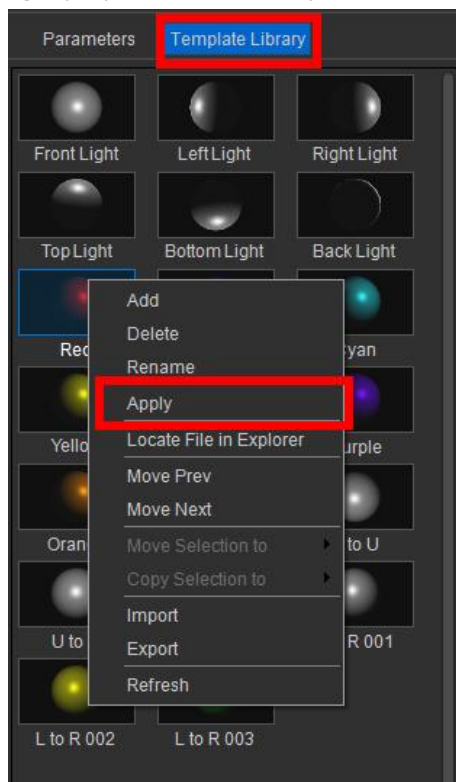
1. Choose one of the 32 preset colors
2. Use the cursor to pick a color from the palette
3. Set parameters in the RGB Alpha fields
4. Use the scroll bar to set alpha

Color

Please refer to the Set Ambient Light Color.

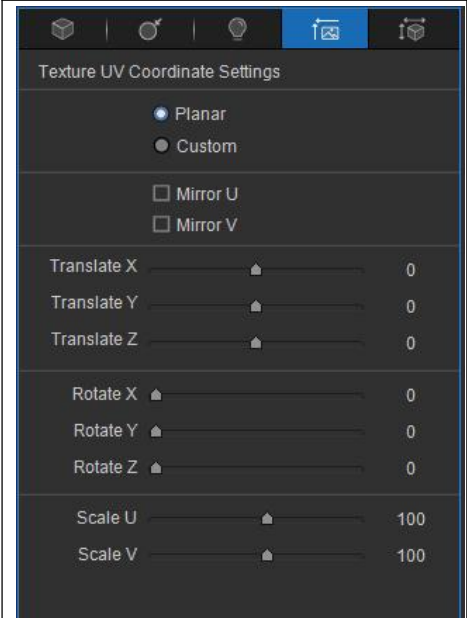
◆ Template Library

Double-click template or choose "Apply" in right-click menu to in light template library to apply light properties of the template.



11.12.2.3. UV Coordinates

The operation of setting UV coordinates in the three plugins is the same. Switch to the UV properties tab and set the parameters as needed. See the table below for the meaning of each parameter.

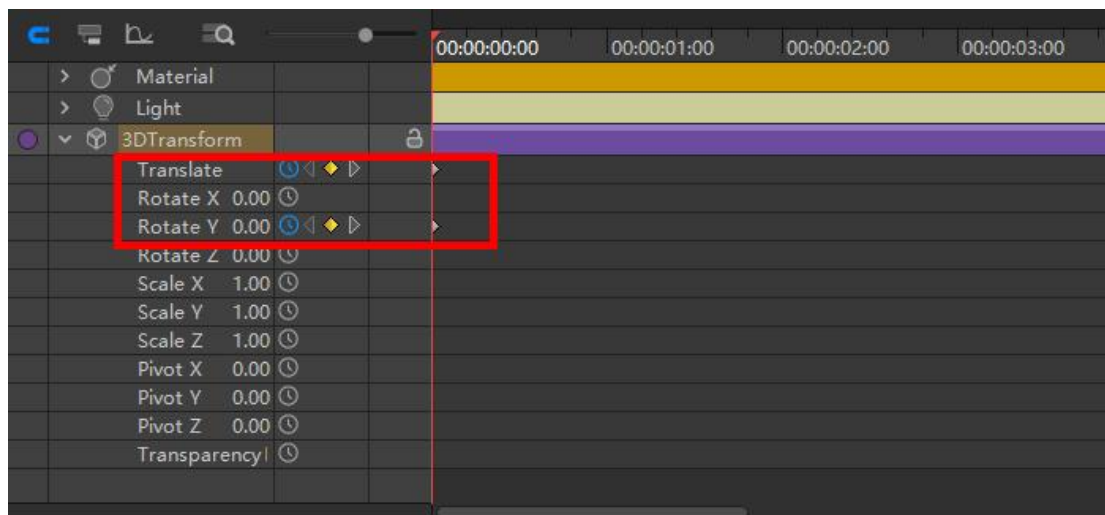
	<p>Planar: enable “Planar”, texture will be planar.</p> <p>Custom: enable “Custom”, texture will be custom texture.</p> <p>Mirror U: after enabling “Planar” enable “Mirror U”, texture will have mirror U.</p> <p>Mirror V: after enabling “Planar” enable “Mirror V”, texture will have mirror V.</p> <p>Translate X: set texture X position after enabling “Planar”</p> <p>Translate Y: set texture Y position after enabling “Planar”</p> <p>Translate Z: set texture Z position after enabling “Planar”</p> <p>Rotate X: set texture X rotation after enabling “Planar”</p> <p>Rotate Y: set texture Y rotation after enabling “Planar”</p> <p>Rotate Z: set texture Z rotation after enabling “Planar”</p> <p>Scale U: scale texture along U coordinate after enabling “Planar”</p> <p>Scale V: scale texture along V coordinate after enabling “Planar”</p>
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11.12.2.4. 3D Transform Property

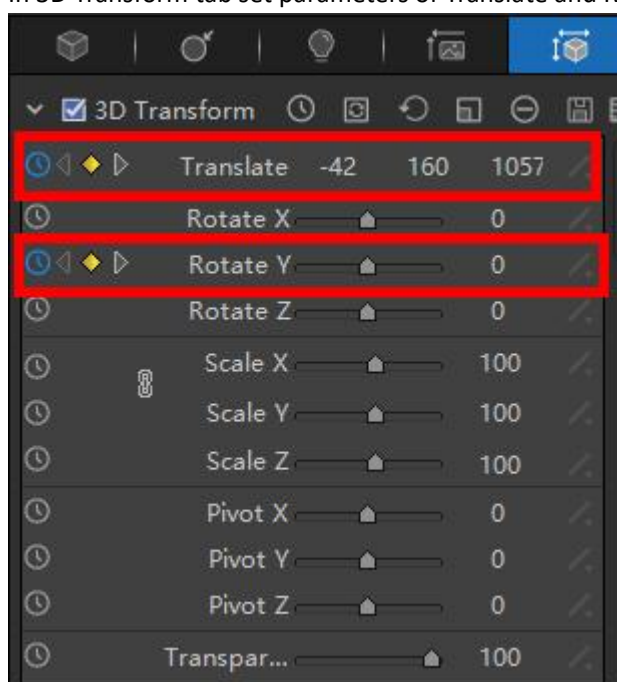
The 3D transform operations are the same in the three plug-ins. The specific setting of 3D transformation is introduced as follows.

◆ Set 3D Transform Parameters

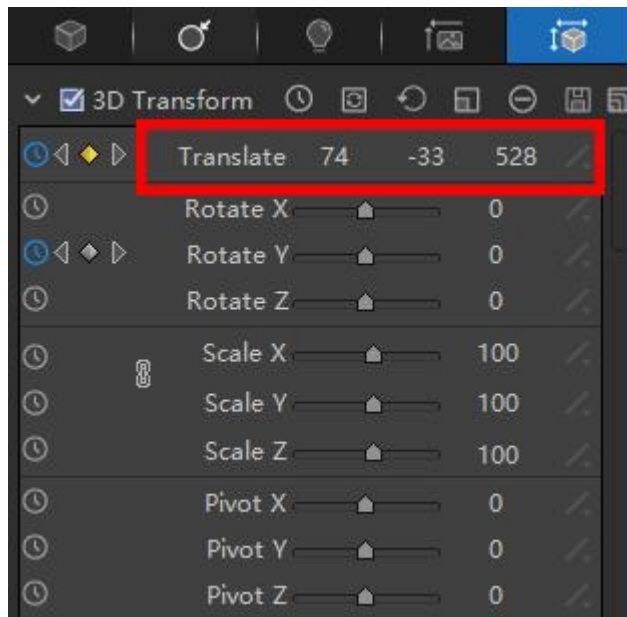
Move timeline to 0 second position, click on “Toggle Animation” buttons of Translate and Rotate Y.



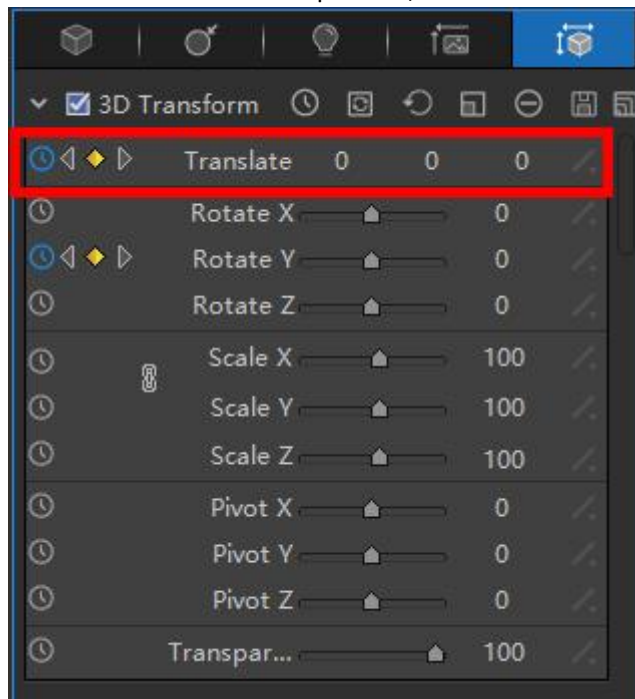
In 3D Transform tab set parameters of Translate and Rotate Y.



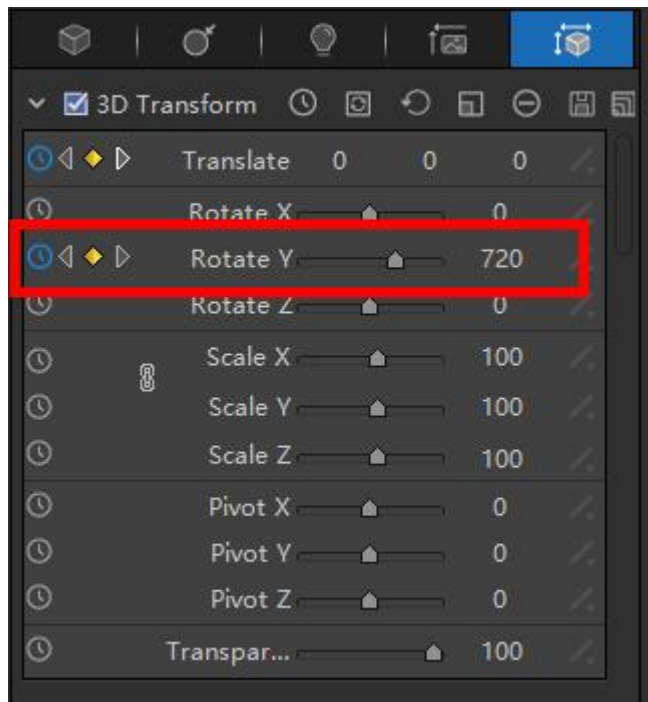
Move timeline to 1 second position, set Translate value as (74,-33,528).



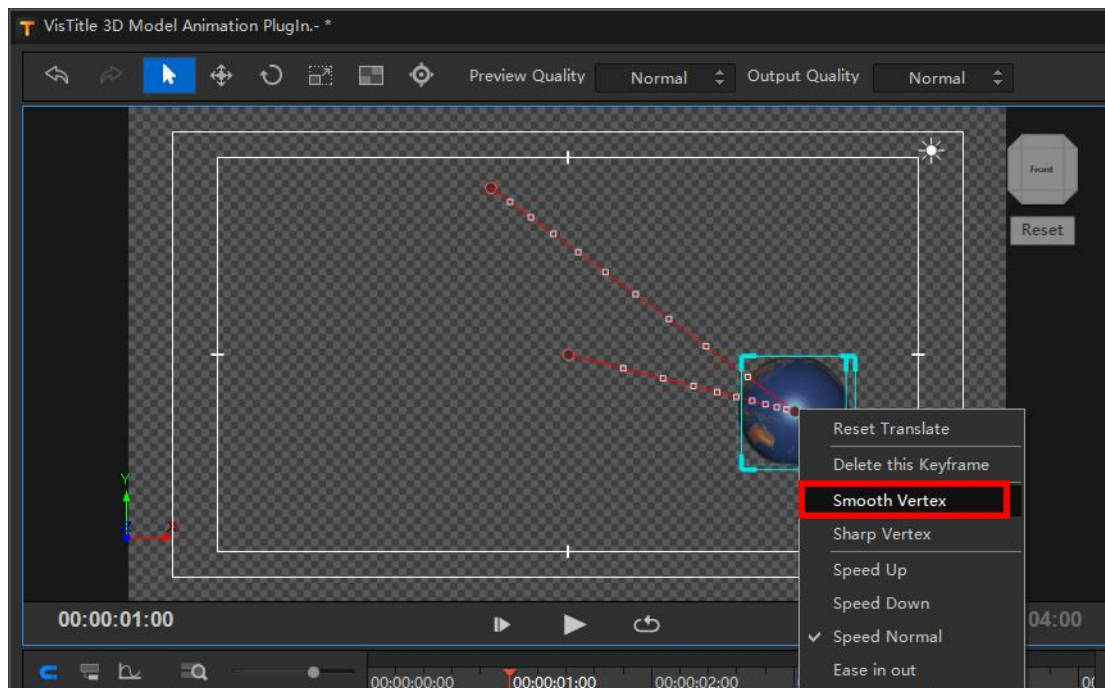
Move timeline to 2 second position, set Translate value as (0,0,0).



Move timeline to the last frame position, set Rotate Y value as 720.

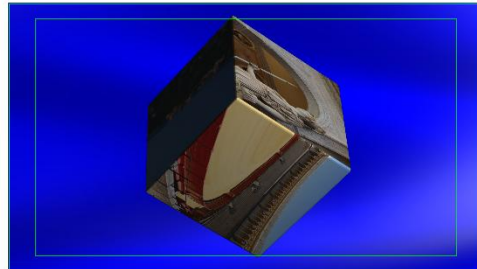
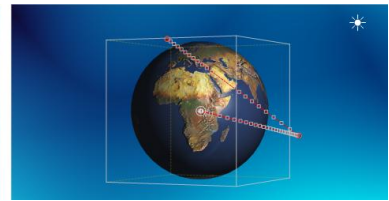
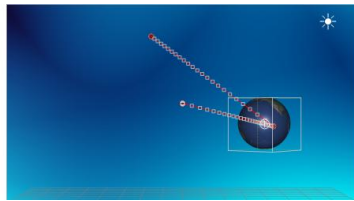
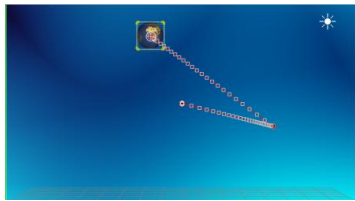


In Edit Screen right click the keyframe marker of 1 second and select “Smooth Vertex” from the context menu.

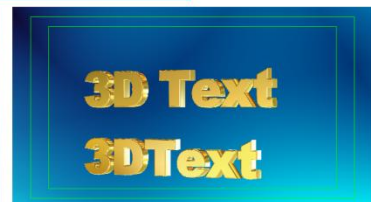


11.12.3. Preview

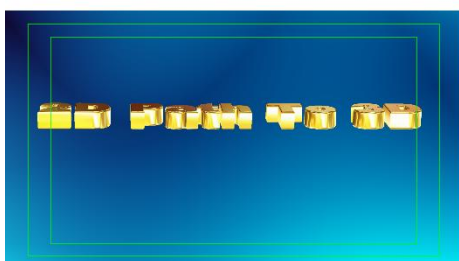
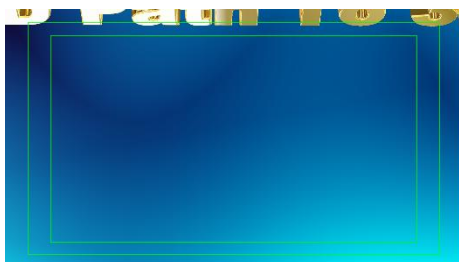
◆ 3D Mode



◆ 3D Text



◆ 2D Path To 3D



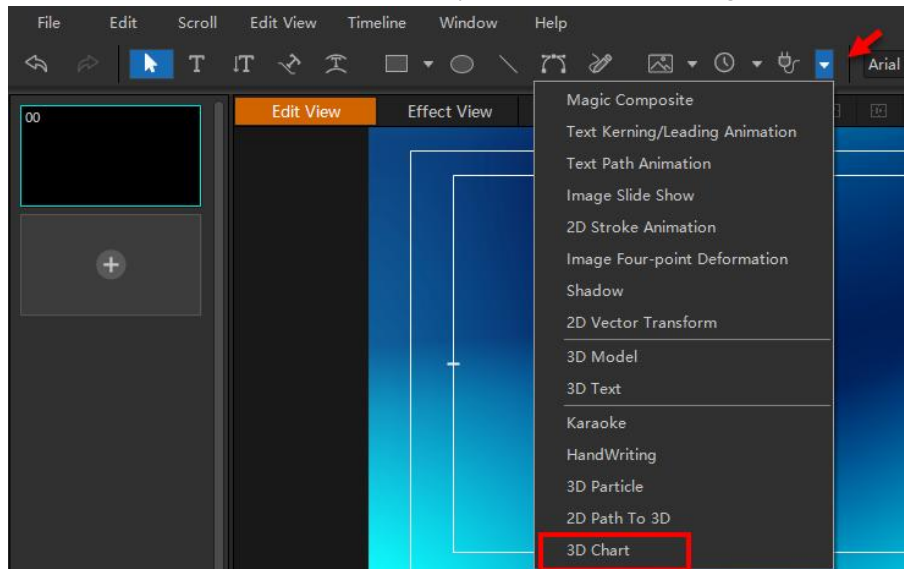
11.13. 3D Chart

◆ Operation Flow of 3D Chart

11.13.1. Operation Flow of Still Pie Chart

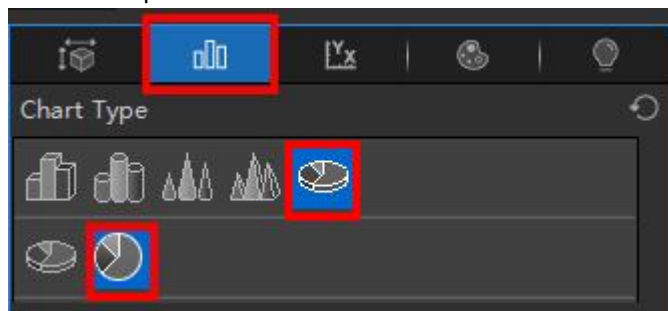
1. Run 3D Chart Plugin

Choose “3D Chart” button from the drop-down list of “Title Plugin”.

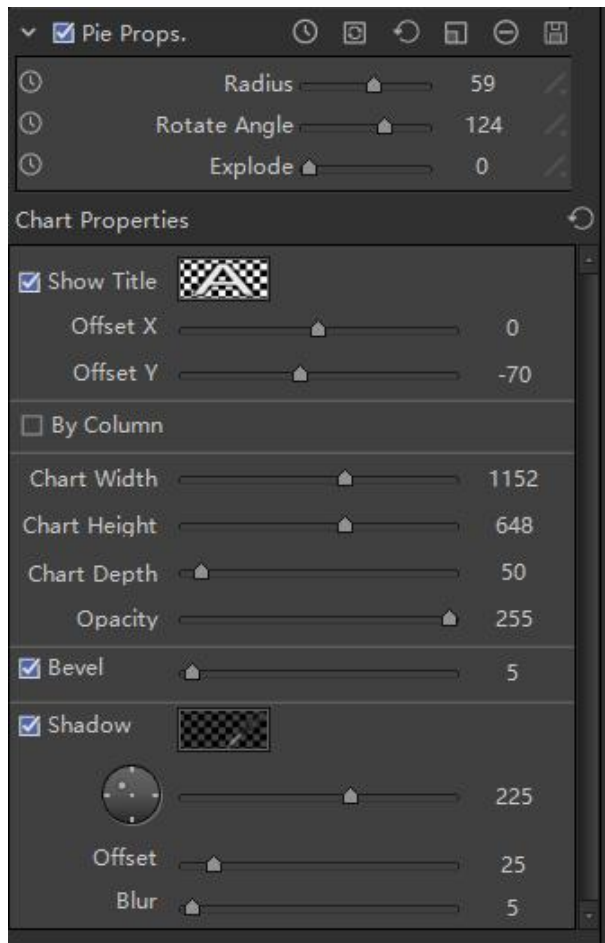


2. Set Chart Properties

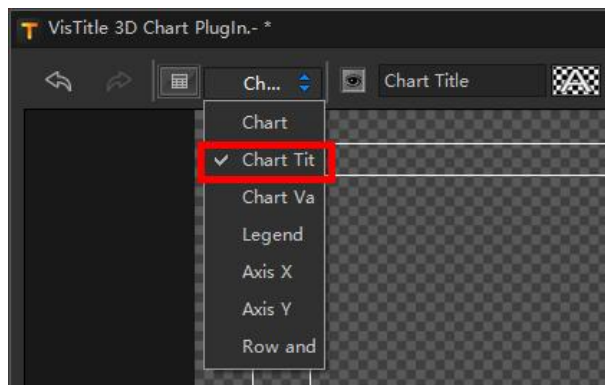
In Chart Properties tab click the “Pie” button and select “2D Pie”.



Set Pie Properties parameters and Chart Properties parameters:



In tool bar select “Chart Title” and edit the text.




3. Change Chart Data

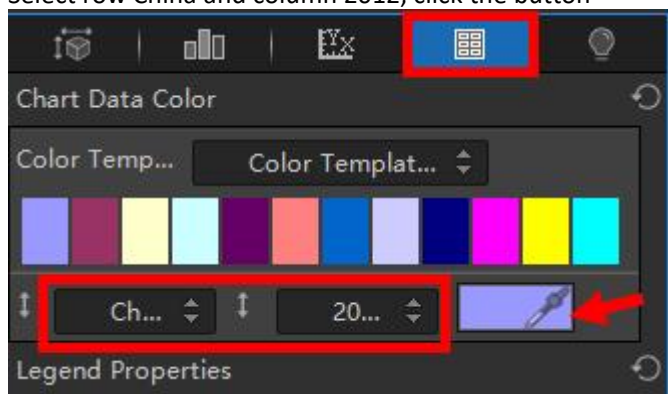
Click “F2” or the “Chart Data Editing” button and Chart Data Window will appear. Change data in the window.

	2012					
China	35.00					
America	55.00					
Germany	10.00					

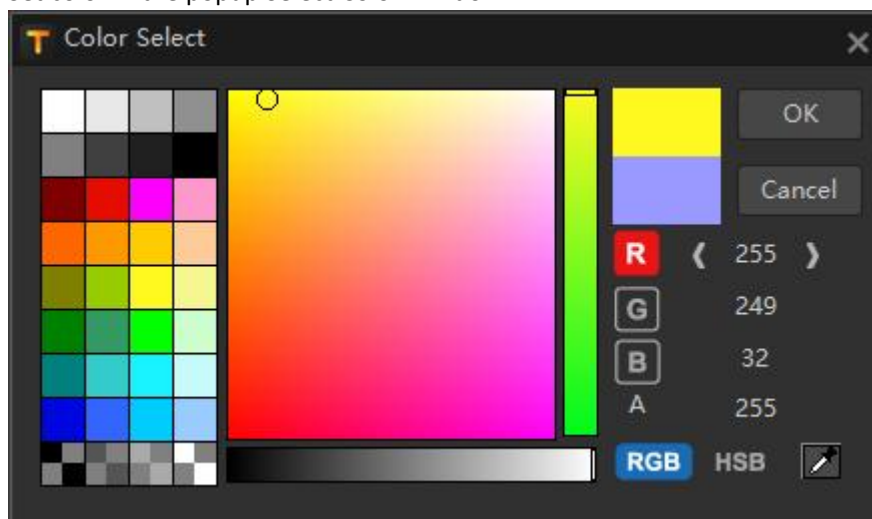
4. Set Chart Miscellaneous Properties


Set Chart Data Color in Chart Miscellaneous Properties Tab

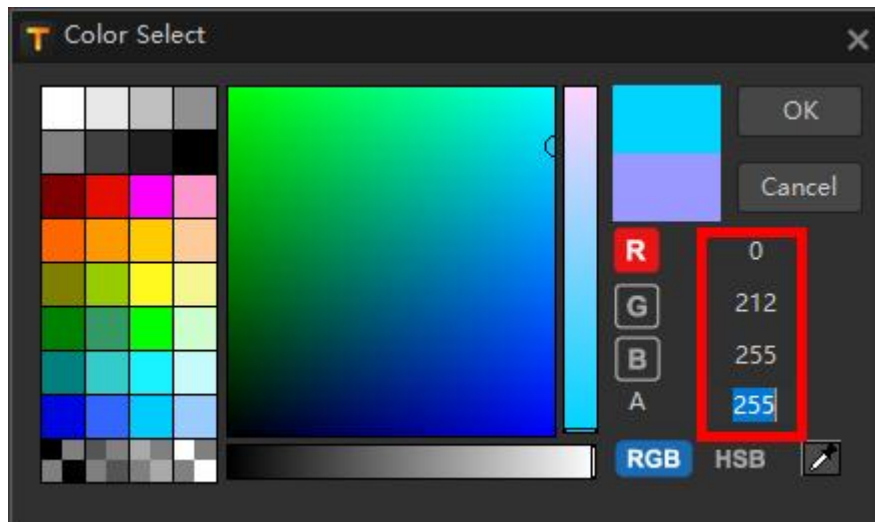
Select row China and column 2012, click the button .




Set color in the popup Select Color Window.



Select row America and column 2012, click the button . Then set color in the popup Color Select Window.



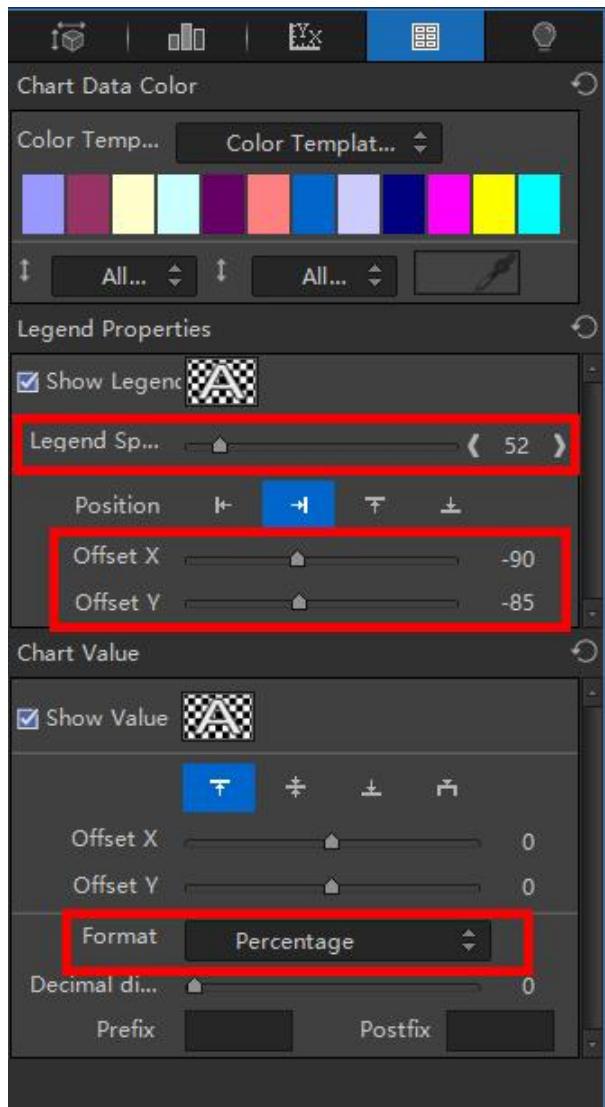
Select row Germany and column 2012, click the button . Then set color in the popup Color Select Window.



Set Legend Properties Parameters and Chart Value Parameters in Chart Miscellaneous Properties Tab

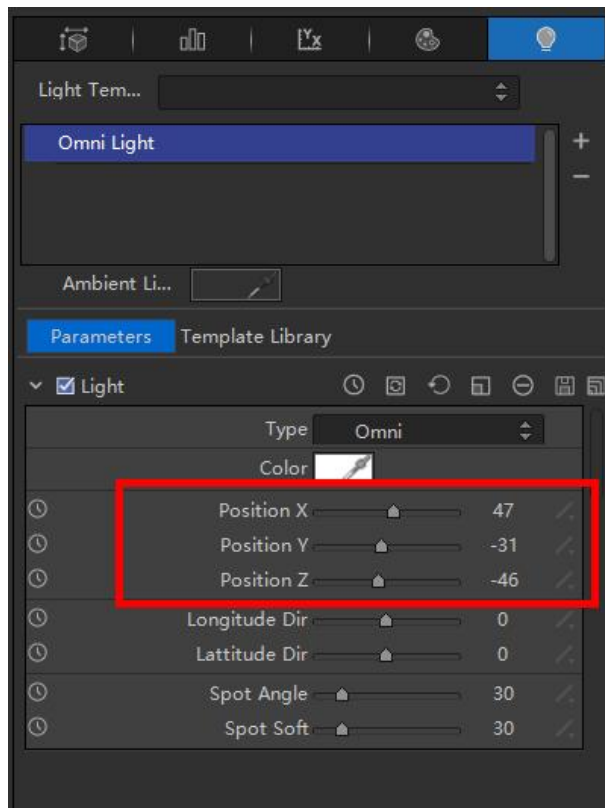
In Legend Properties screen set legend space as 52, Offset X value as -90 and Offset Y value as -85.

In Chart Value screen set Format as Percentage. And set other parameters as the default.

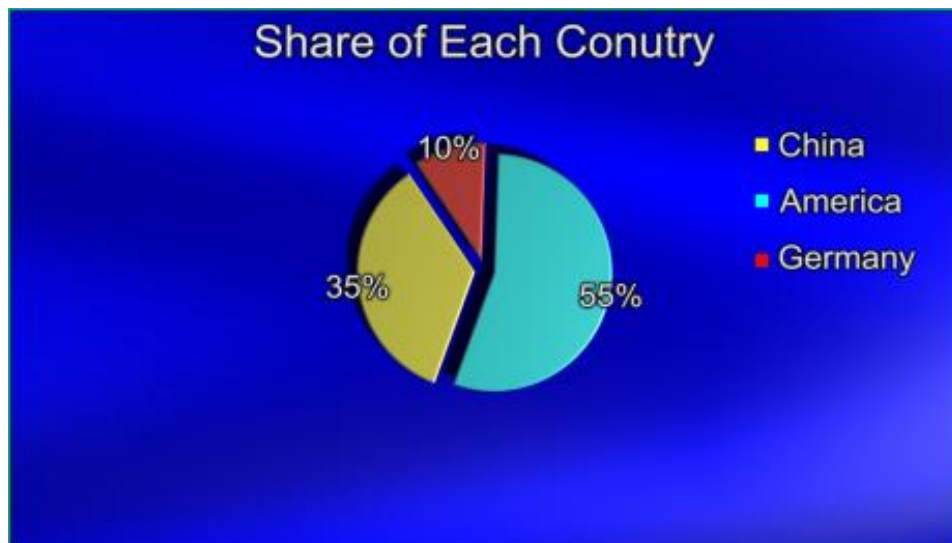


5. Set Light Properties

In Light Properties tab open Parameters screen. Set Position X value as 47, Position Y value as -31 and Position Z value as -46.



6. Preview



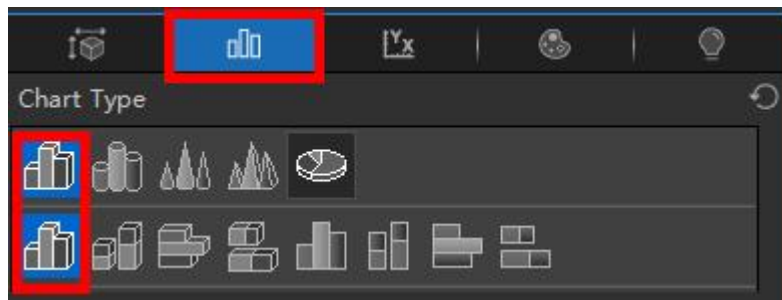
11.13.2. Operation Flow of Dynamic Column Chart

1. Run 3D Chart Plugin

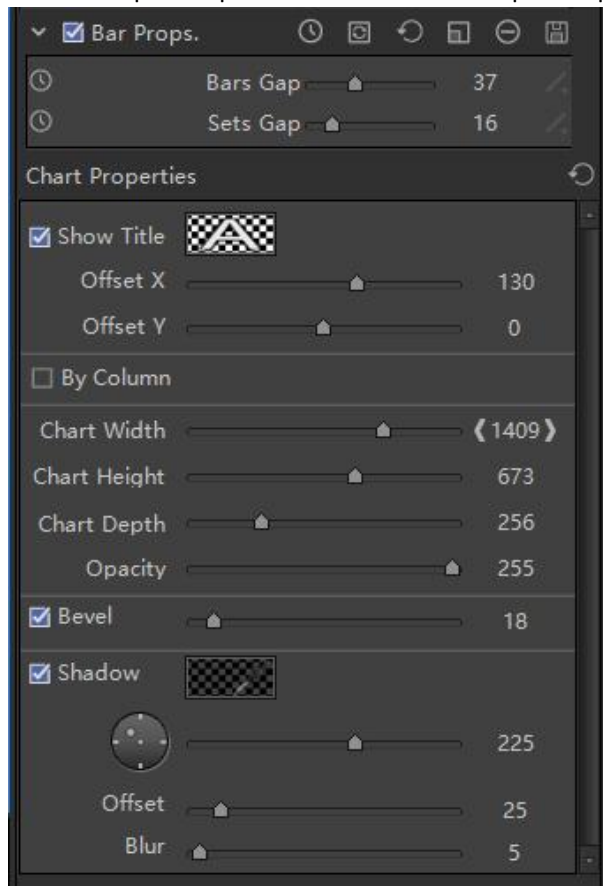
Open the 3D Chart plugin according to the first step of **Operation Flow of Still Pie Chart**.

2. Set Chart Properties

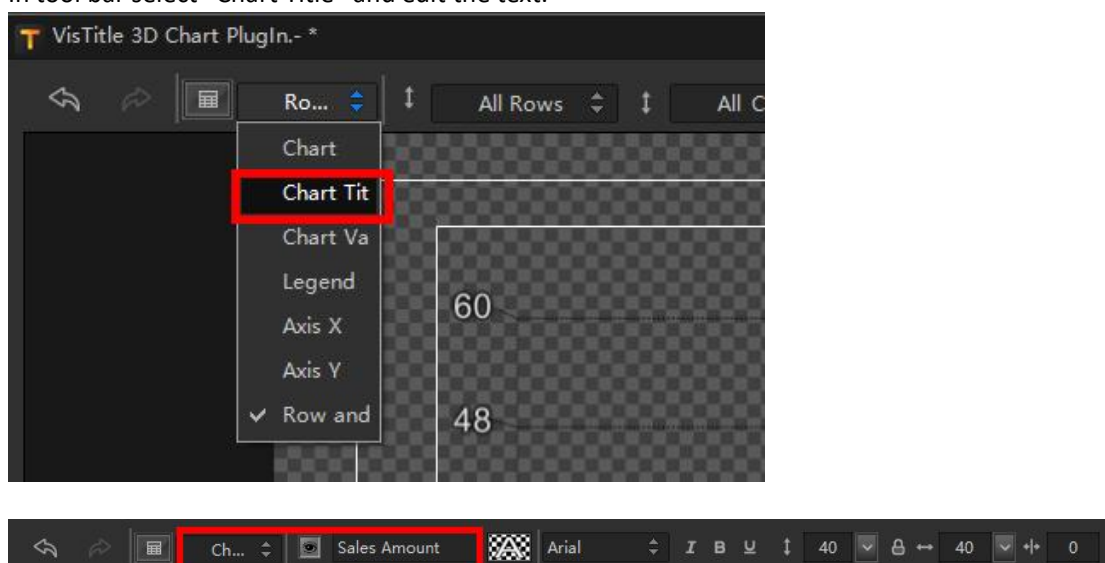
In Chart Properties tab, click the "Column and Bar" button and select "3D Clustered Column".



Set Bar Properties parameters and Chart Properties parameters:

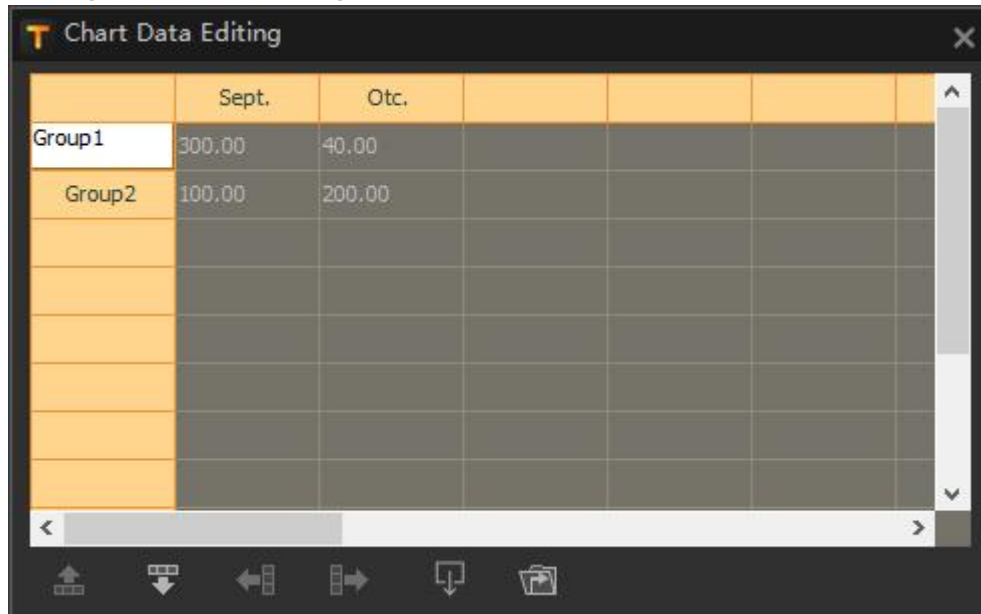


In tool bar select "Chart Title" and edit the text.

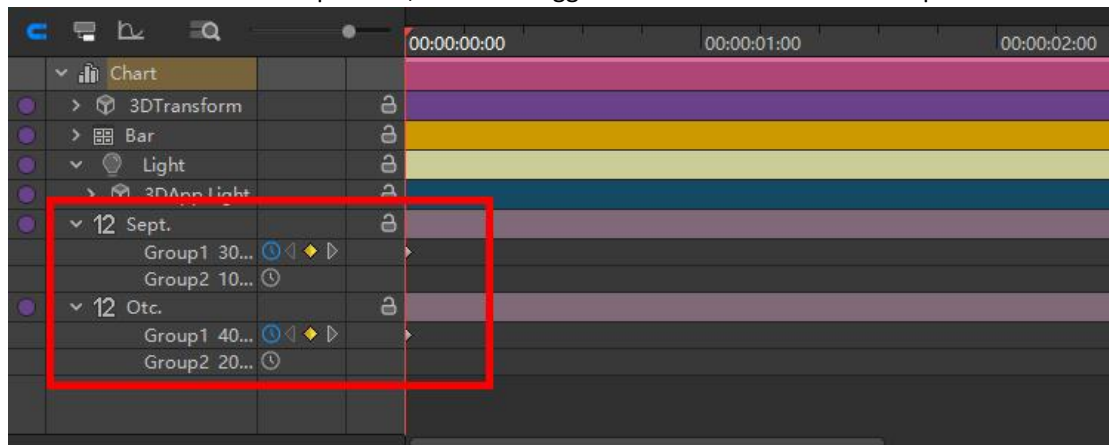


3. Create Dynamic Chart

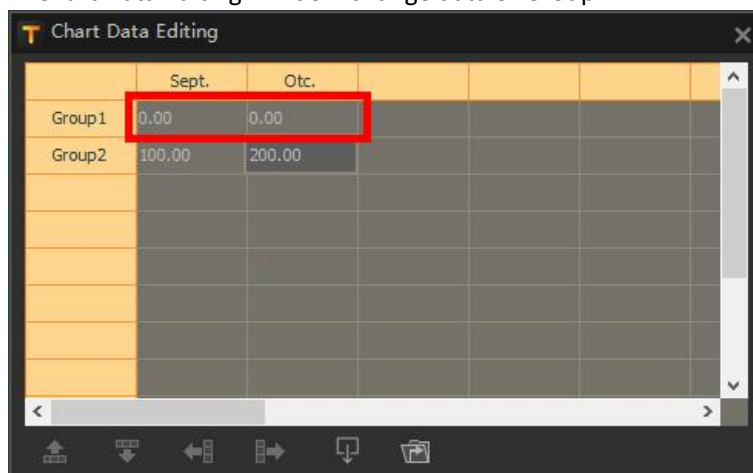
Click “F2” or the “Chart Data Editing” button then Chart Data Window will appear. Edit row headings and column headings in the window.



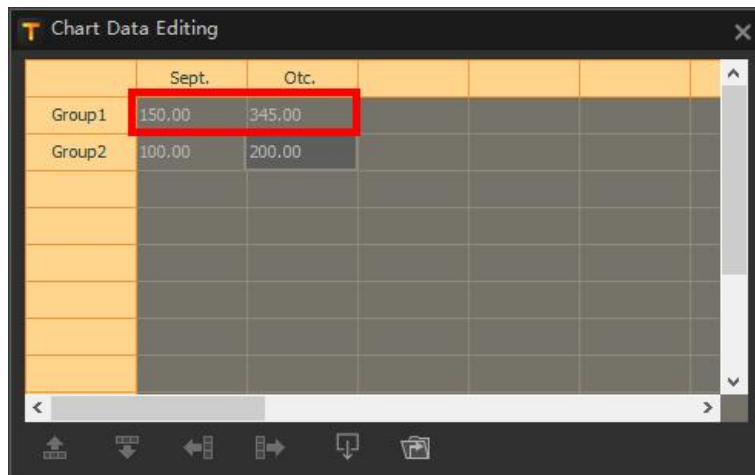
Move timeline to 0 second position, click on “Toggle Animation” buttons of Group 1.



In Chart Data Editing Window change data of Group 1.

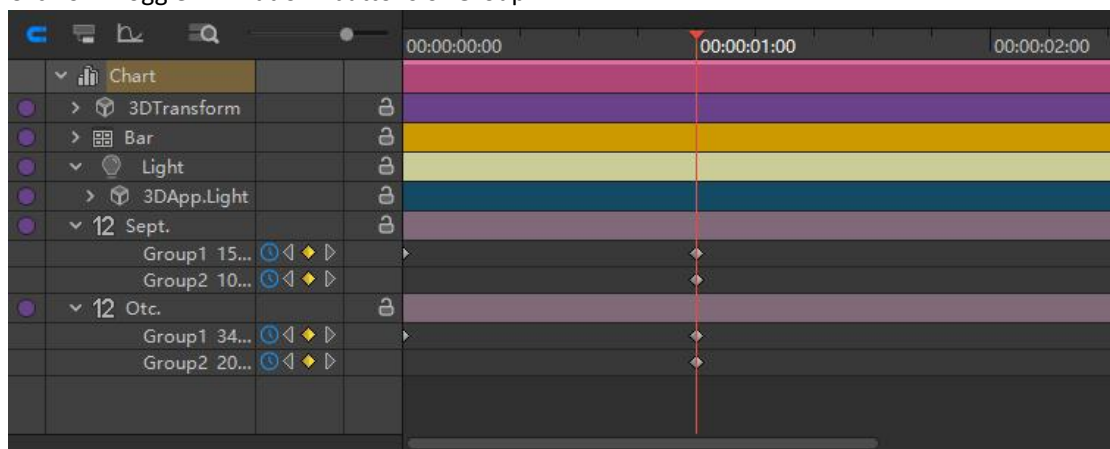


Move timeline to 1 second position, change data of Group 1 in Chart Data Editing Window.

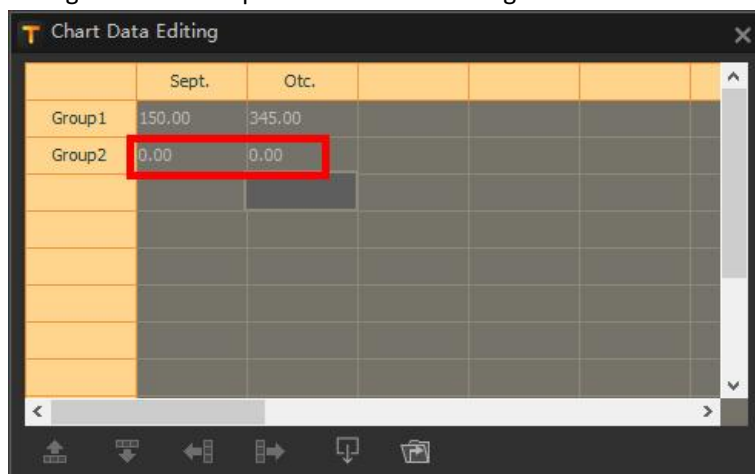


	Sept.	Otc.
Group1	150.00	345.00
Group2	100.00	200.00

Click on “Toggle Animation” buttons of Group 2.

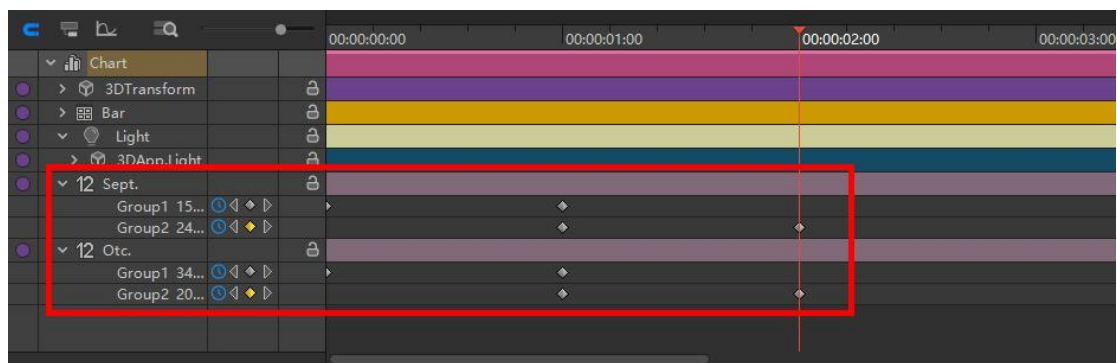
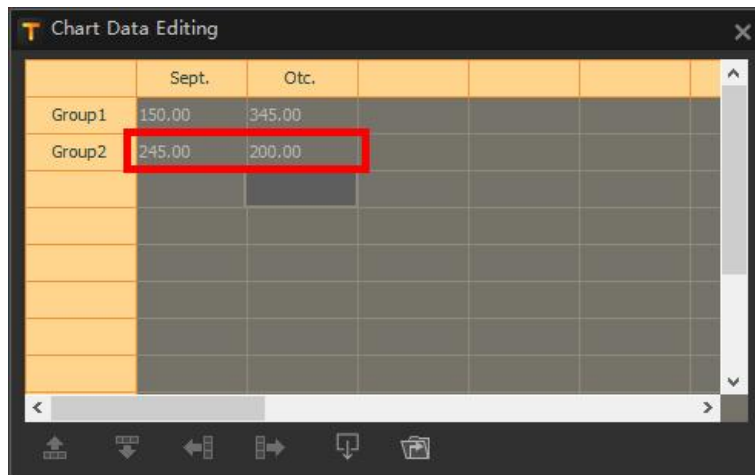


Change data of Group 2 in Chart Data Editing Window.





	Sept.	Otc.
Group1	150.00	345.00
Group2	0.00	0.00

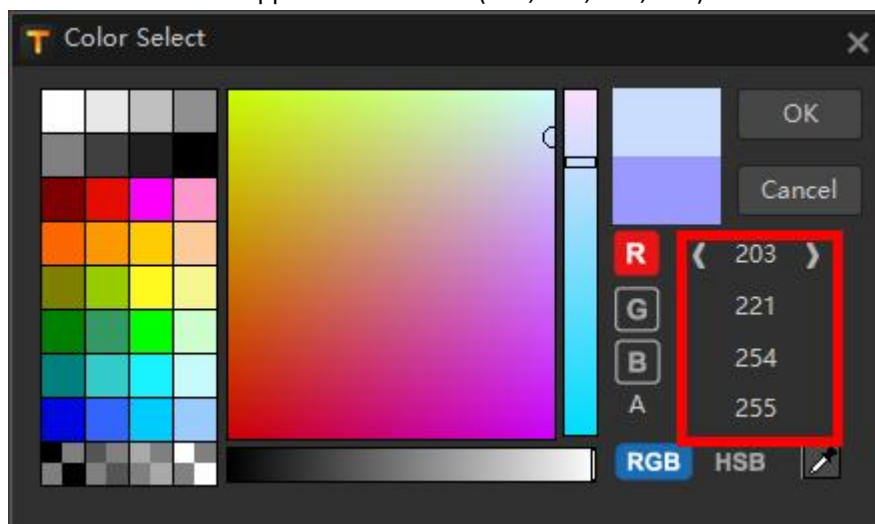
Move timeline to 2 second position, change data of Group 2 in Chart Data Editing Window.




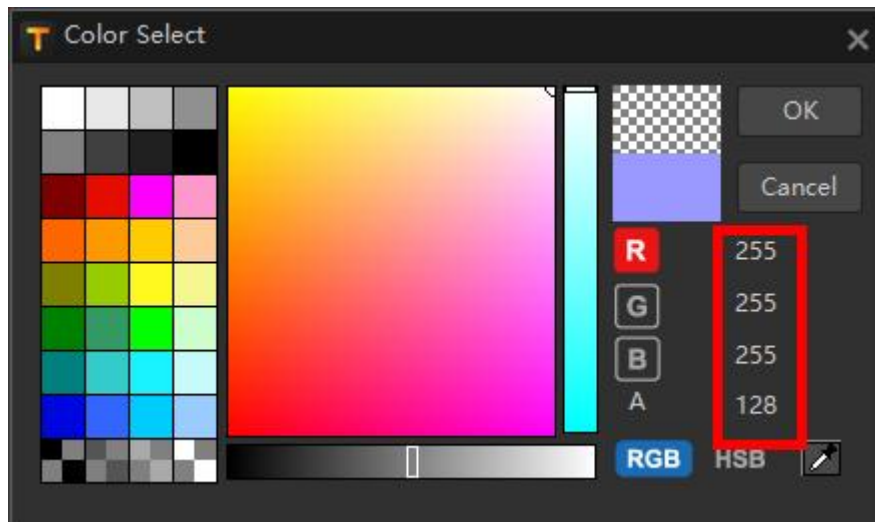
4. Set Axis Properties

In Properties screen click the “Axis Properties” button  to open the Axis Properties tab.

In Axis Y Properties screen enable “Axis Plane” and click the button  behind, Color Select Window will appear. Set RGBA as (203, 221, 254, 255).




In Axis X Properties screen enable “Axis Plane” and click the button  behind, Color Select Window will appear. Set RGBA as (255, 255, 255, 128).

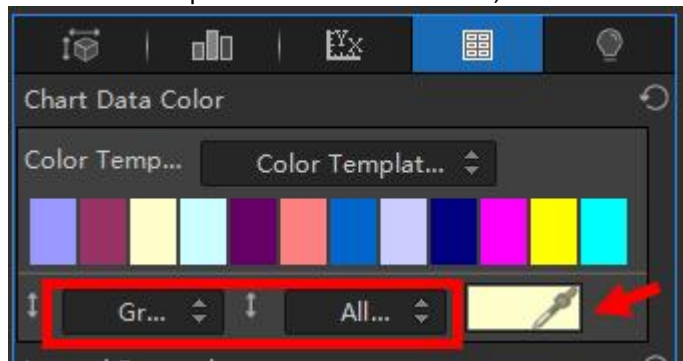


Set other parameters as the default.

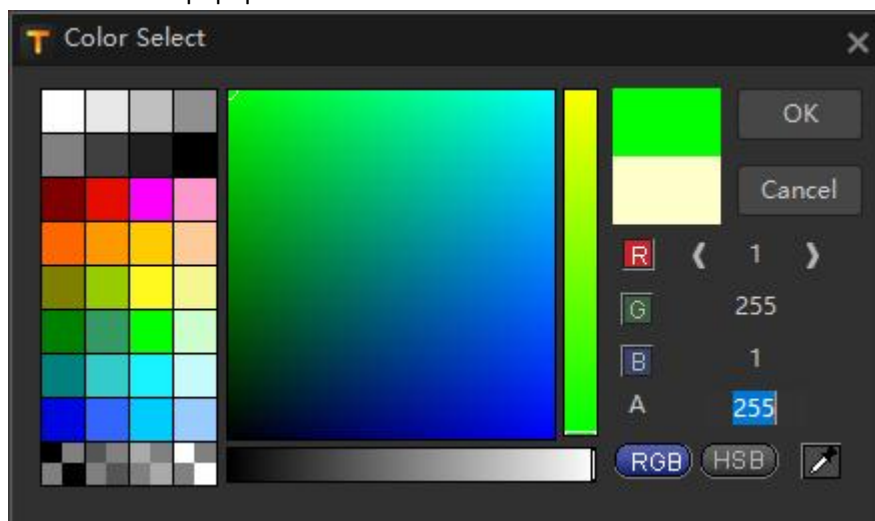
5. Set Chart Miscellaneous Properties


Set Chart Data Color in Chart Miscellaneous Properties Tab

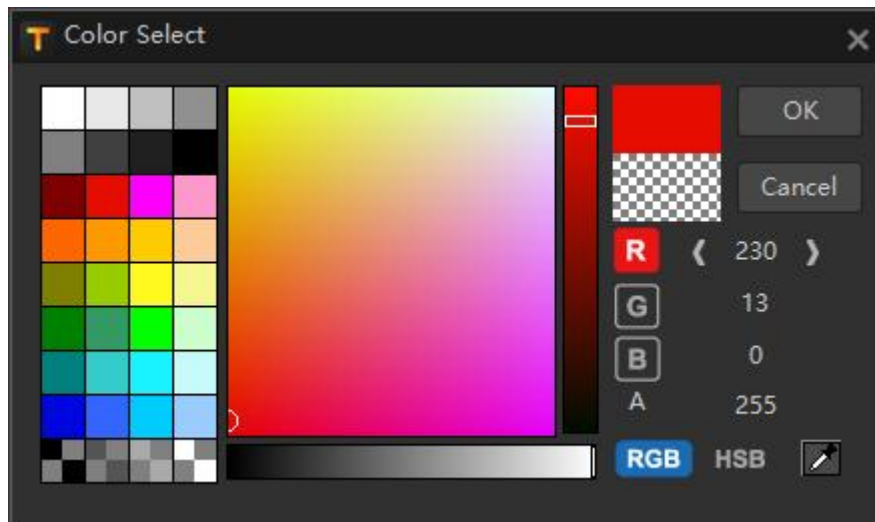
Select row Group 1 and column All Column, click the button  behind.



Set color in the popup Color Select Window.

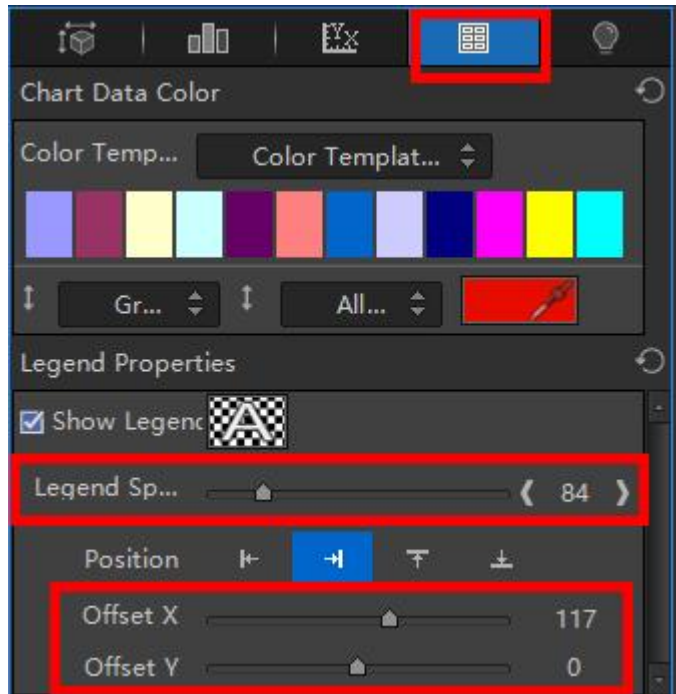


Select row Group 2 and column All Column, click the button  behind. Then set RGBA value or choose one of the 32 preset colors in the popup Color Select Window.



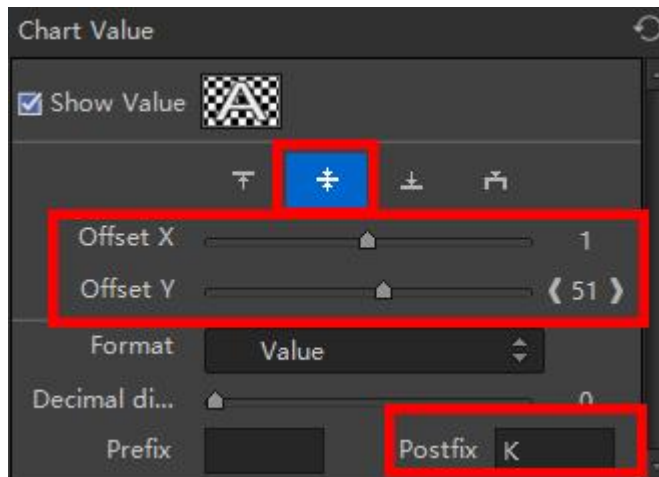
Set Legend Properties Parameters in Chart Miscellaneous Properties Tab

In Legend Properties screen set legend space as 84, Offset X value as 117 and Offset Y value as 0.



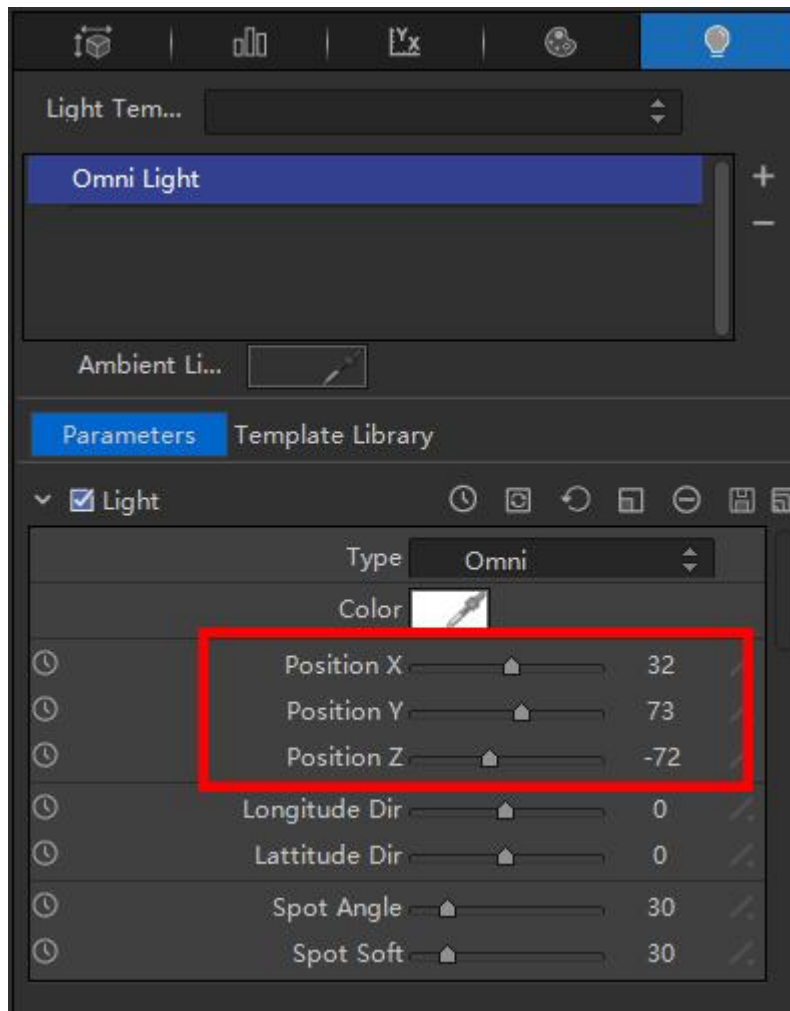
Set Chart Value Parameters in Chart Miscellaneous Properties Tab

In Chart Value screen set Chart Value position as Middle, Offset X value as 1, Offset Y value as 51 and Postfix as K.



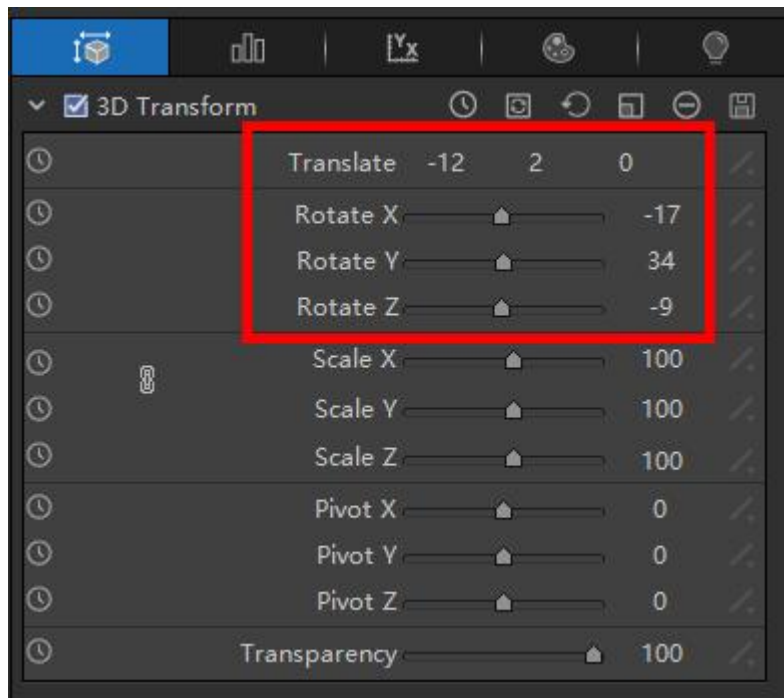
6. Set Light Properties

In Light Properties tab open Parameters screen. Set Position X value as 32, Position Y value as 73 and Position Z value as -72.



7. Set 3D Transform Parameters

In 3D Transform tab set Translate value as (-12, 2, 0), Rotate X value -17, Rotate Y value 34 and Rotate Z value -9.



8. Preview







Chapter Twelve Keyboard Shortcuts

Common Shortcuts

F1 -View Quick Guide

Ctrl+Z -Cancel Operation

Ctrl+Shift+Z -Restore Operation

VisTitle Shortcut Keys

File Command	Keyboard Shortcut	Remarks
Global		
Start Project	Ctrl + Shift + N	
New Document	Ctrl + N	
Open Document	Ctrl + O	
Save Document	Ctrl+S	
Save Document Anim	Alt+S	
Auto Save As Document	Ctrl + Shift + S	Open independently
Auto Save As Document Anim	Alt + Shift + S	
Save To NLE	Ctrl + Shift + E	
Doc Settings	Ctrl + Shift + P	
Undo	Ctrl +Z	
Redo	Ctrl + Shift + Z	
Library	F3	
Edit View Only	F8	
Edit View/Effect View Mode	F9	
Scroll Edit Mode	F10	
Reset UI	Ctrl + F8	
Reset Text Props	Ctrl + F9	
Reset Shader Style	Ctrl + F10	
Help	F1	
System Option	Ctrl + Shift + O	
Hardware Option	Ctrl + Shift + H	
Play with CG Hardware or Not	Shift + F5	
Export Movie	Ctrl +E	
Tab To Library	Ctrl + Tab	
About	Ctrl + F1	
Character Map	Alt +T	
Special Language Props	F4	
3D Stereo Adjust	Ctrl + F4	
Popup Font Property Panel	Ctrl +F	
Online Notify	Ctrl + Shift + F1	

Performance Graph Dialog	Ctrl + Shift + F11	
Layout		
Delete	Delete	
Up	Page up	
Down	Page down	
Top	Home	
Bottom	End	
Copy	Ctrl+C	
Cut	Ctrl +X	
Paste	Ctrl + V	
Timeline		
Delete	Delete	
Copy	Ctrl + C	
Cut	Ctrl+X	
Copy All	Shift + C	
Paste All	Ctrl + Shift + V	
Paste New	Ctrl +V	Ctrl + V establishes a new effect
Paste To	Shift + V	Shift + V masks all chosen effects
Lock	L	
Visible	V	
Show Animation Track Only	U	
Select All	Ctrl +A	
Select None	Esc	
Prev.Frame	Left	
Next Frame	Right	
Edit Object Previous Position	;	
Edit Object Next Position	,	
Selection In	Shift + Home	
Selection Out	Shift + End	
Home	Home	
End	End	
Move Up	Ctrl + Page down	Support operation to multiple objects
Move Down	Ctrl + Page up	
Move Top	Ctrl + End	
Move Bottom	Ctrl + Home	
Fit	Backspace	
Zoom In	=	
Zoom Out	-	
Zoom Selection	`	

Expand	E	
Objects Shift Dec. One	,	
Objects Shift Inc. One	.	
Effects Shift Dec. One	Ctrl +,	Must choose the corresponding key frame or effect.
Effects Shift Inc. One	Ctrl + .	
Keyframes Shift Dec. One	Shift + ,	
Keyframes Shift Inc. One	Shift + .	
Objects Trim Out Dec. One	J	
Objects Trim Out Inc. One	K	
Effects Trim Out Dec. One	Ctrl + J	
Effects Trim Out Inc. One	Ctrl + K	
Trim Objects Out Point to Timeline Position	Shift + O	
Trim Objects In Point to Timeline Position	Shift + I	
Selection In Point Alignment	Shift + [Must choose at least two objects
Selection Out Point Alignment	Shift +]	
Selection In Point Align to Timeline Position	[
Selection Out Point Align to Timeline Position]	
Play Stop	Space	
Play Stop In Out	Shift + Space	
Objects Set Objects Duration	Ctrl + D	
Make Group	Ctrl+G	Must choose at least two objects
Ungroup	Ctrl + U	
Set In Point	I	
Set Out Point	O	
Set Mark Point	M	
Set Pause Point	P	
Clear In Point	Alt+I	
Clear Out Point	Alt + O	
Clear In Out Point	X	
Clear All Mark Point	Alt + Shift + M	
Clear All Pause Point	Alt + Shift + P	
Goto In Point	Q	
Goto Out Point	W	
Goto Prev. Mark Point	Shift + Page up	
Goto Next Mark Point	Shift + Page down	
Goto Prev. Pause Point	Alt+ Page up	
Goto Next Pause Point	Alt + Page down	
Edit	Alt+ E	

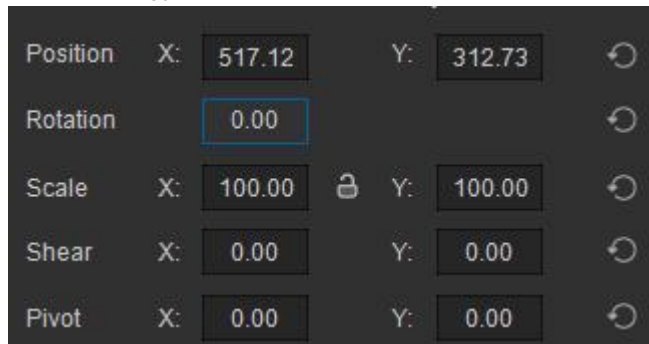
Keyframe Animation	Alt+A	
Insert Keyframe	Ctrl + Insert	
Delete Keyframe	Ctrl + Delete	
Previous Keyframe	A	
Next Key frame	S	
Reset Key frame	Ctrl + R	
Reset 3D Transform Keyframe	Ctrl + Shift + R	
Timeline		
Previous Edit Position	Page up	
Next Edit Position	Page down	
EditView		
Delete	Delete	
Lock	L	
Visible	Shift + V	
Make Group	Ctrl +G	
Ungroup	Ctrl+ U	
Make Path Group	Ctrl +P	
Text Block Split To Char	Alt+C	
Text Block Split To Line	Alt+L	
Copy	Ctrl+C	
Paste	Ctrl +V	
Cut	Ctrl +X	
Select All	Ctrl+A	
Select None	Esc	
Fit	Backspace	
Actual Size	0	
Zoom In	=	
Zoom Out	-	
Zoom Selection	`	
Move Up	Ctrl + Page up	
Move Down	Ctrl + Page down	
Move Top	Ctrl + Home	
Move Bottom	Ctrl + End	
Full Screen	F	
Screen Center	C	
Ver. Screen Center	V	
Hor. Screen Center	H	
Align Left	[
Align Right]	
Align Top	Shift +[
Align Bottom	Shift +]	

Align Hor.	\	
Align Ver.	Shift + \	
Same Hor.Space	,	Must choose at least three objects
Same Ver. Space	.	
Boolean Union	Ctrl + =	
Boolean Subtract	Ctrl + -	
Boolean Xor	Shift + =	
Boolean Intersect	Shift + -	
PathGroup to Shape	Alt+P	
Mix Normal	Ctrl + T	
Mix Penetrate	Shift + T	
Ruler	Tab	
Guideline	G	
Quick Text	F2	Used to quickly establish a file
Center Pivot	Ctrl + M	
Play Stop	Space	
Play Stop In Out	Shift + Space	
Export Picture	Ctrl + I	
Origin Media Object	O	
Edit	Alt+E	
Home	Home	
End	End	
Selection In	Shift + Home	
Selection Out	Shift + End	
Edit Object Previous Position	;	
Edit Object Next Position	`	
Page Up	Page up	
Page Down	Page down	
Keyframe Animation	Alt+A	
Insert Keyframe	Ctrl + Insert	
Delete Keyframe	Ctrl + Delete	
Previous Keyframe	A	
Next Keyframe	S	
Reset Keyframe	Ctrl + R	
Reset 3D Transform Keyframe	Ctrl + Shift + R	

Chapter Thirteen Some Questions and the Answers

13.1. How to Change Parameter Value

Parameter Type 1

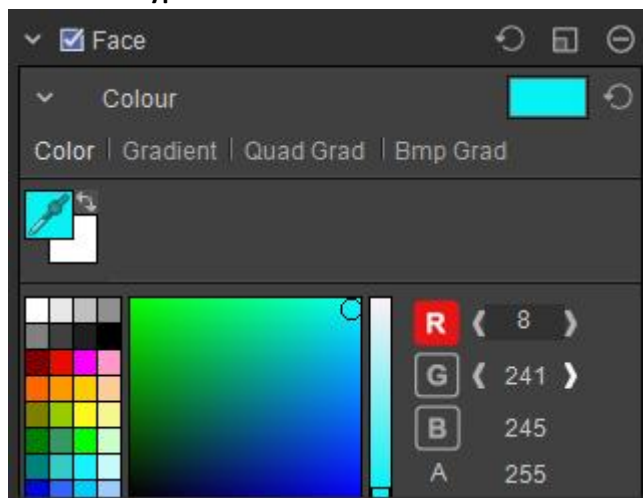


To set parameters:

Method 1: move cursor over the field and left click then enter numbers.

Method 2: move cursor over the field then press the left mouse button and drag right or left.

Parameter Type 2



To set parameters:

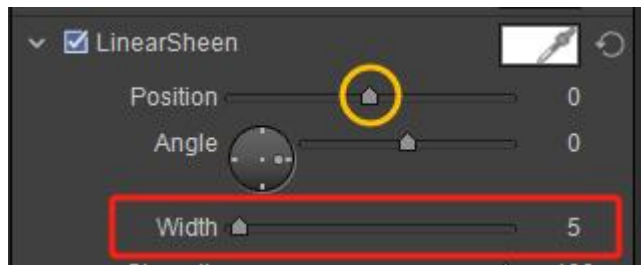
Method 1: move cursor over the field and left click then enter numbers.



Method 2: move cursor over the field then press the left mouse button and drag right or left.

Method 3: move cursor over the field then click on "<, >".

Parameter Type 3

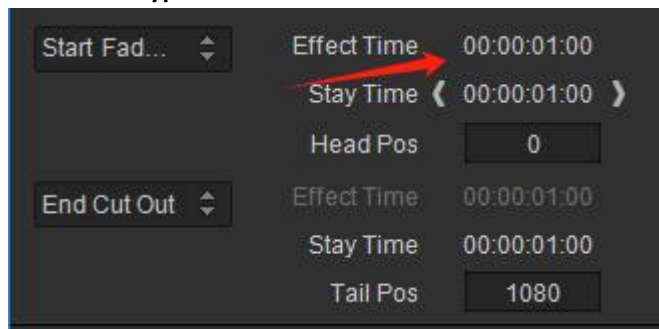


Set parameters by:

Method 1: Dragging the slide marked in green in the image above

Method 2: please refer to **Parameter Type 2** about other methods.

Parameter Type 4



Set parameters by:

Method 1: moving cursor over the field then click on "<, >".

Method 2: Dragging the cursor over the field.

Method 3: moving cursor over the field and left click then enter numbers.

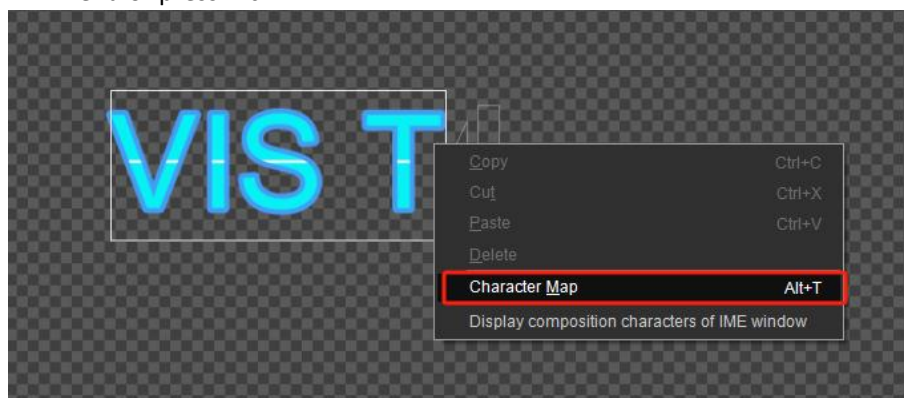
Note: you can double click parameters value in text to make them default.

13.2. How to Enter Special Characters

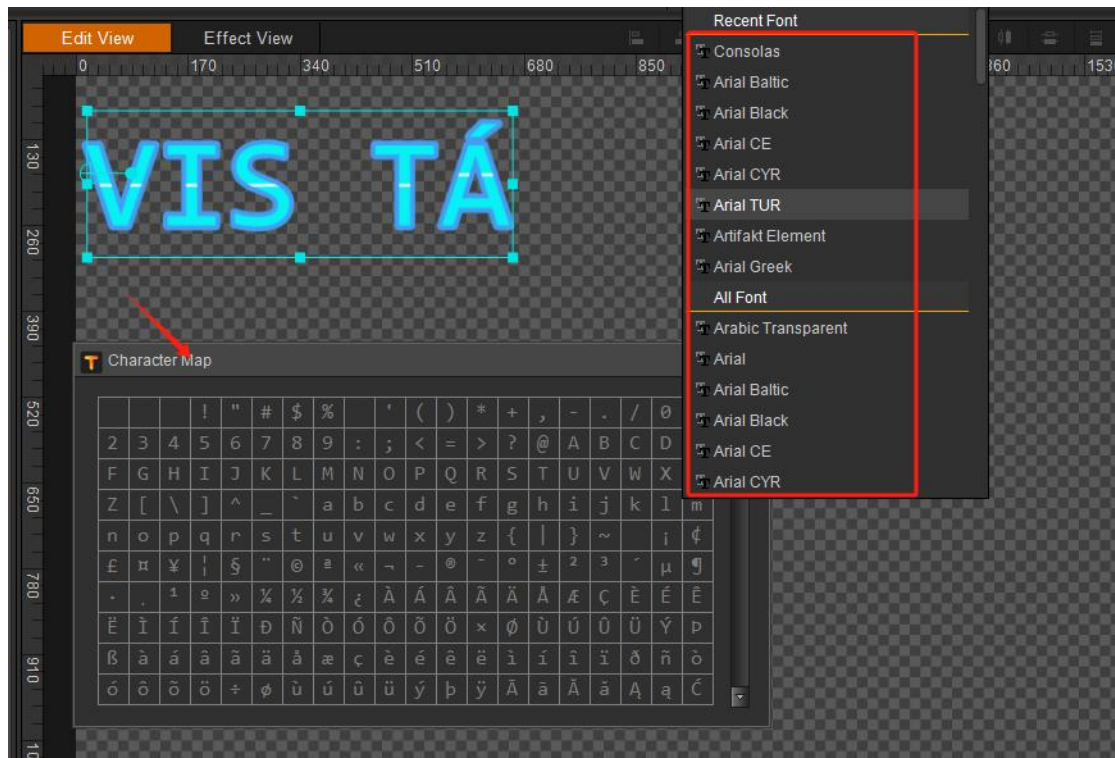
You can enter special charaters for text object, curve object and morph object.

To enter special characters:

1. After creating a text object, right click in text and choose "Character Map" from the context menu or press **Alt+T**.



2. Each font type has the corresponding characters in Chracter Map window. Select a font then click the desired character in the Chracter Map window.



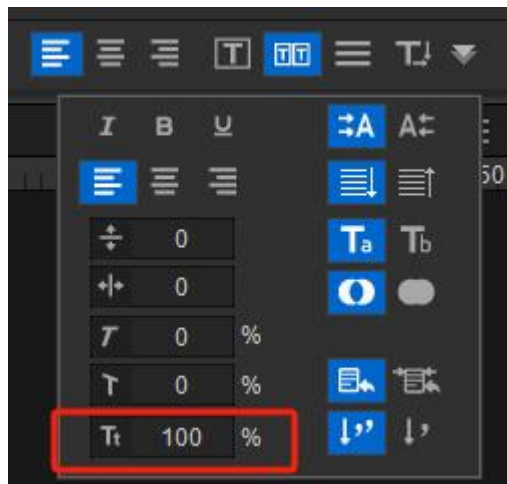
13.3. How to Convert Character Case

You can convert lower case to upper case by using the Small Caps.

1. Click to select text.



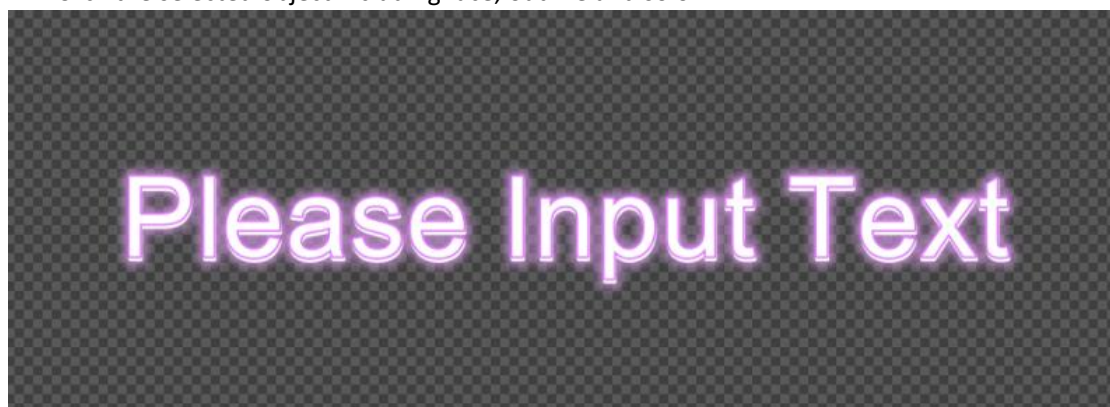
2. Click the "Hide/Show Font AdvProps" button in tool bar then set Small Caps value as 100.

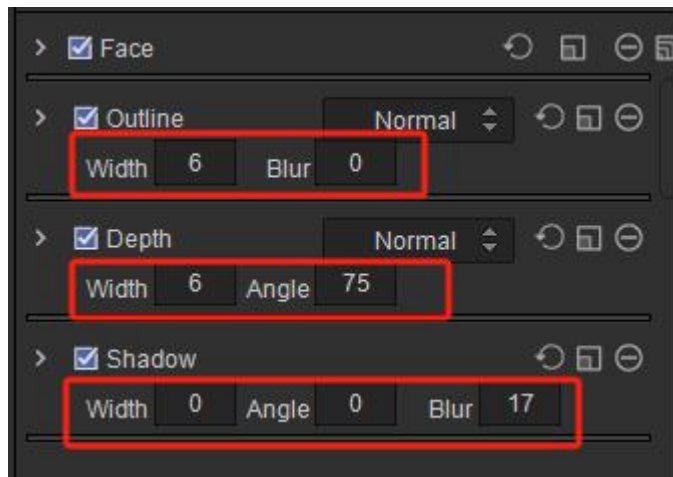


13.4. How to Scale Shader Style Parameter

By using the Scale ShaderStyle Parameter, you can scale all shader parameters of Face, Outline, Shadow, etc simultaneously.

1. Click the selected object including face, outline and so on.

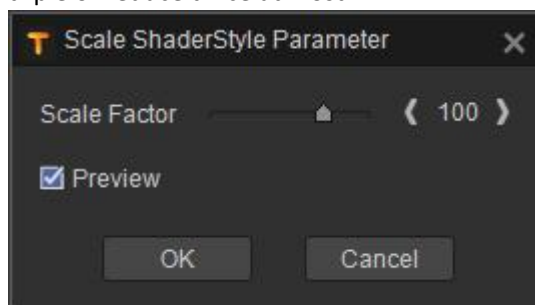




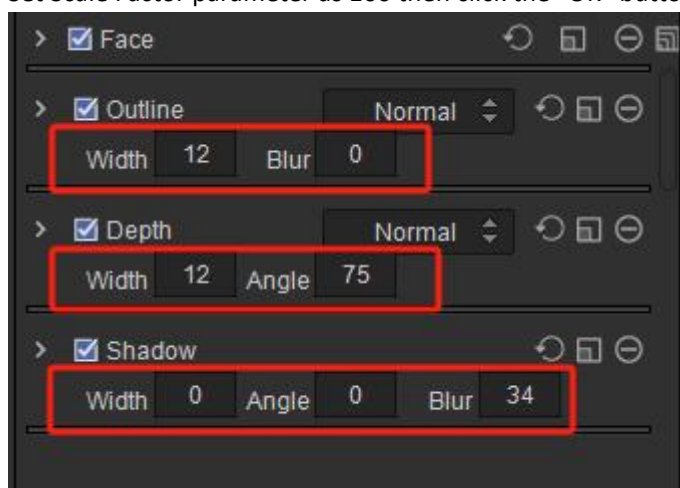
2. Right click the object then select "Scale ShaderStyle Parameter" from the context menu.



Set Scale Factor parameter in the Scale ShaderStyle Parameter window. The maximum is 200 and minimum is -200. You must convert the value to percentage, thus the shader parameter value will triple or reduce twice at most.



Set Scale Factor parameter as 100 then click the "OK" button.

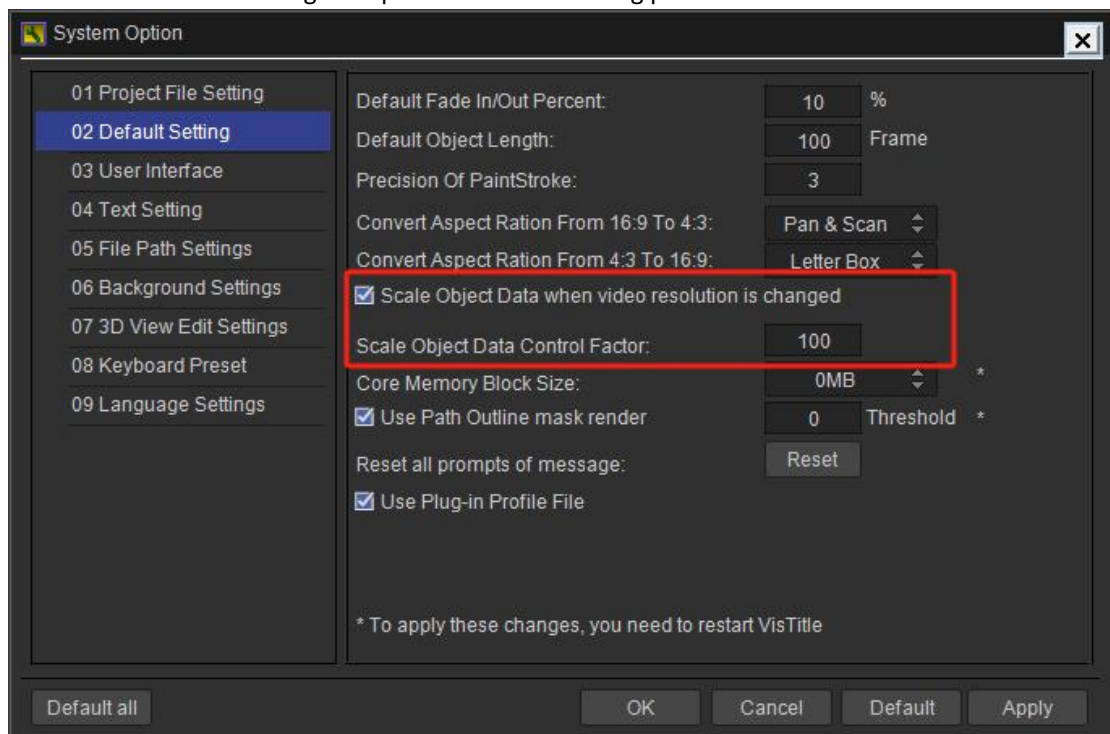


Example:



13.5. Scale Object Data When Video Resolution Is Changed

1. Click the “System Option” button in state bar, the System Option window will appear. Then select “Default Setting” to open the Default Setting panel.



2. Check “Scale Object Data when video resolution is changed” and change the Scale Object Data Control Factor parameter value.
3. Click the “Apply” button and then restart VisTitle to apply the change.

13.6. How to Hotkey Process Special Language

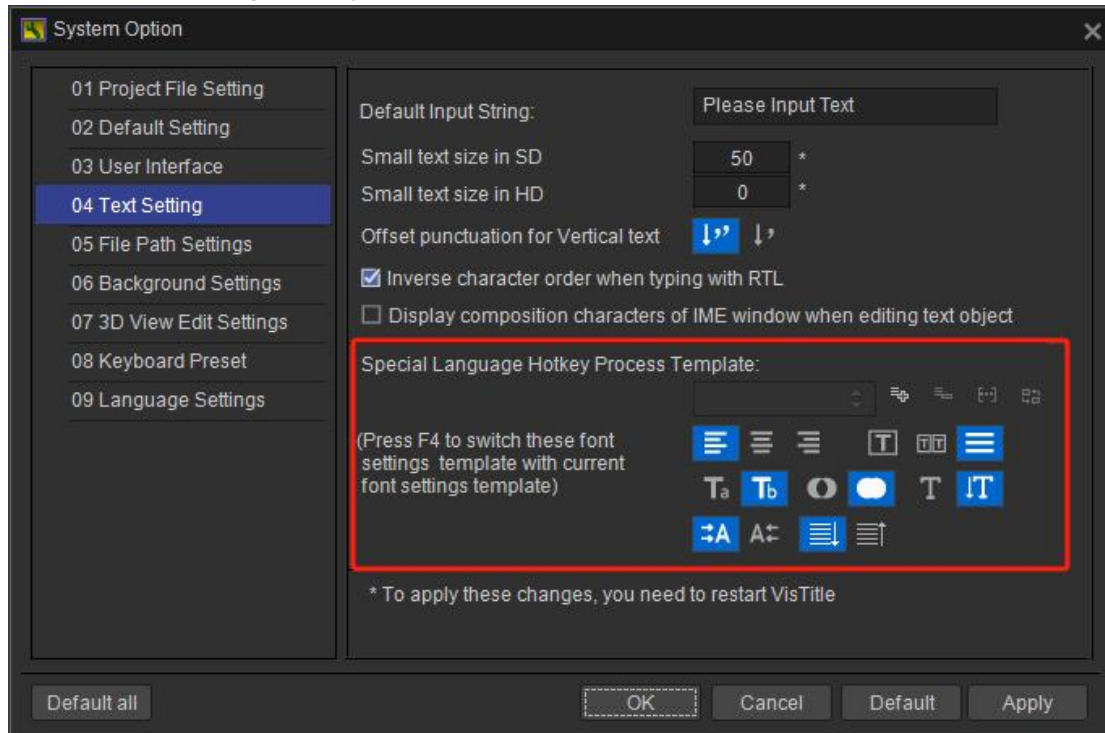
After launching VisTitle, you can press **F4** to switch current font settings with the special language font settings.



To set special language font settings:

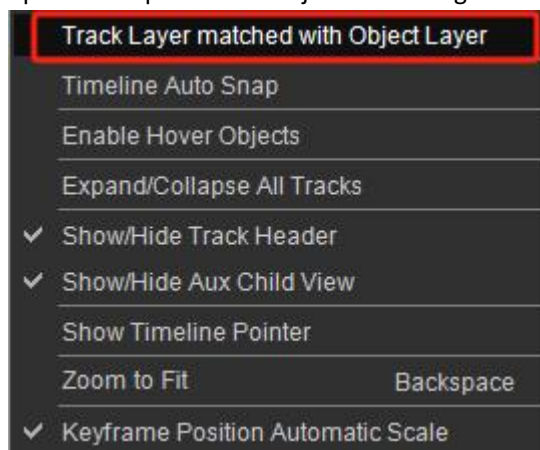
1. Click the “System Option” button in state bar, the System Option window will appear.
2. Then select “Text Setting” to open the Text Setting panel.

3. Select font settings in the panel.

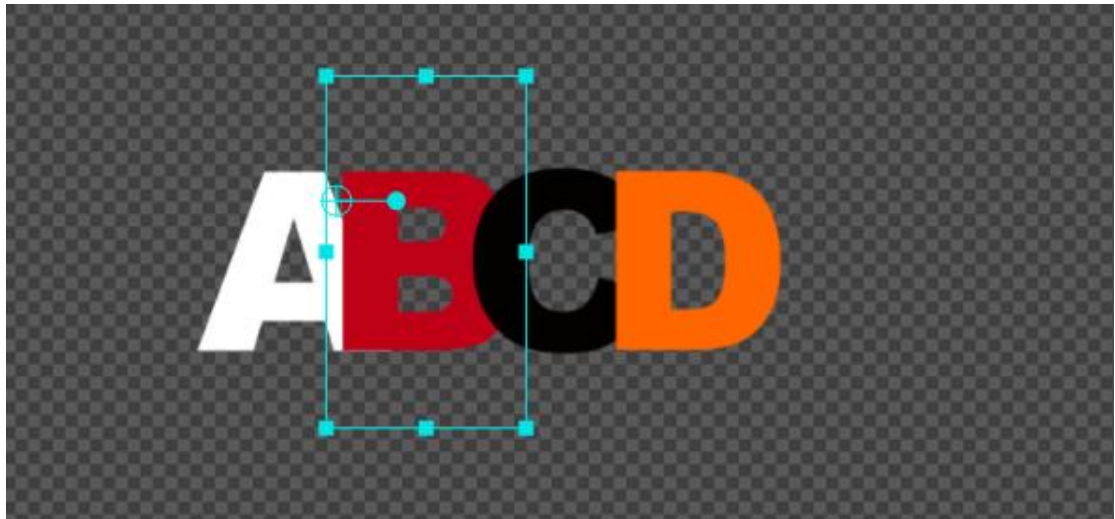


13.7. Change Arrangement of Timeline Clips

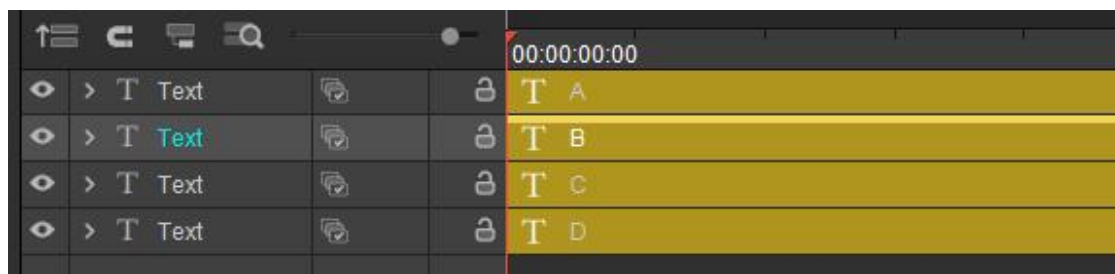
Clip arrangement on timeline is different due to different softwares. For those used to clip arrangement on timeline in After Effects, you can custom clip arrangement on timeline in VisTitle. Right click at the head of all tracks to enable or close "Track Layer Matched with Object Layer" option. The position of objects in editing area won't change as the option changes.



Objects arrangement and layers are shown as below. Text A, B, C, D correspond to the creating order as A, B, C, D.



The following pictures are with the clip arrangement on timeline off and on. Close “Track Layer Matched with Object Layer” option:



Enable “Track Layer Matched with Object Layer” option, (similar arrangement with After Effects).

