

CG-500 Editor

G082060666B1



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Installation and Quick Star

Installation

Please refer to <CG-500 Quick Guide> to install the software.

Quick Star

After successfully installing the software, double-click on the CG-500 icon to launch the program.



Please Note:

- 1. Please ensure that the dongle is properly connected to the computer. When using CG-500 the dongle must be connected at all times, otherwise the software will not function correctly.
- 2. When EDIUS is running, it is not possible to launch CG-500 independently.
- 3. It is not possible to launch multiple CG-500 at the same time.

Overview of functions

Start Project Screen

Open CG-500 independently, Start Project screen will appear.

	Start Project (Ver 1 0 0 0)		×	
	Catavidee®*	s Modified Time Frame Size	CC-500 Frame Rate Aspe 5	
Start Project(Ver:1.0.0.0)	New Project Browse Project 9	Oper	Project Close	
data video [®]				CG-500
File Name Folder test.vtprj C:\Users\Ad 0.vtprj	Imi Offline	Modified Time 2013-05-07 1	Frame Size F 1920*1080	Frame Rate Aspe - 25 fps 1
la	History F	Project		
▲ Layout Icon		((1920 * 1080 50i, 16:§), Upper First)4Screens
0000 0001	Master For For Lee	NEWS VIEWA	0002 REFERENCE	
New Project Browse Pro	iject 🔸	Buttons	Open Proj	ect Close

Functions:

1) History Project

Show latest project.

 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 CG-500 software

Select Format Screen

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

A	System Format Sele	ct				
	Supported format	CG	Device	¢	Format	
	PAL 720x576 50i	4:3		4		1020*1000
	NTSC 720x486 5	9.94i 4:3			Resolution	
	NTSC 720x480 5	9.94i 4:3 (Po	ostProduction)			
	HD 1920x1080 50	Di 16:9			BitCount	8 \$
	HD 1920x1080 59	9.94i 16:9			BROOMIN	
	HD 1920x1080 60	Di 16:9			Colorimetry	ITU-R 709 🗘
	HD 1920x1080 23 HD 1920x1080 24	3.98p 16:9 4p 16:9			Aspect Ratio	
	HD 1920x1080 25	5p 16:9			Frame Rate	
	HD 1920x1080 29	9.97p 16:9			Field Order	
	HD 1920x1080 30	Op 16:9				
	HD 1280x720 50	p 16:9			Title Quality	
	HD 1280x720 59.	94p 16:9			<u> </u>	
	HD 1280x720 60	p 16:9			💿 Use Default	Custom
	Custom				General Deflicker	
					Small text Deflicker	
					Over striking Factor	1
				Ŧ	Save To Default	
Ī	습 문 문 문		[
	Use current formation	t in next soft	tware start auto	matio	cally	
			ОК		Cancel	

Three 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.

2) Add custem format

Choose "Custom" format.

	NTSC DVCPRO HD 1080/59.94i 16:9		Fiel
	NTSC DVCPRO HD 720/59.94p 16:9		
	HDCAM-SR 1920x1080 24p		
	HDCAM-SR 1920x1080 23.98p		
	HDCAM 1440x1080 24p		
	HDCAM 1440x1080 23.98p		
	DVCPRO HD 1280x1080 23.98p		Ge
	HDV 1280x720 23.98p		Sm
	DVCPRO HD 960x720 24p		<u>.</u>
	DVCPRO HD 960x720 23.98p		Ovi
	Custom	τ.	Sa
÷			
_		atil	aalla
	Ose current format in next software start autom	auc	cany

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

Format	
Resolution	1920*1080 \$
BitCount	8 \$
Colorimetry	ITU-R 709 💲
Aspect Ratio	16:9 💲
Frame Rate	25 🗘
Field Order	Upper First 💲

3) Set Title parameters.

Title Quality	
Use Default	 Custom
General Deflicker	Normal 🌲
Small text Deflicker	Normal 🜲
Over striking Factor	
Save To Default	

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

Note: If, once in CG-500, 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.

File Edit Object Option	Scroll Device	× – • ×
$\bigcirc \bigcirc $		4 132 ▼ Ξ Ξ Ξ 🎦 🜲 20 🚸 0 ▼ 📮 →
00 10 10 10 10 10 10 10 10 10	190 380 570 760 950 1140 1330 1520	1710 15 CC Pure Color C C C C C C C C C C C C C C C C C C C
CCBN Vr-May Unitided		Contraction Contra
.25 5 1 129 5 1 4: V 0000000 0 ■ ■ ■ Image ■ ■ Oroup ■ ■ 0 0roup ■ ■ 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Standardad Georgeson La Image S Group Group □□□	
↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ </th <th>Group Group Imspe Timeline Window Toross 200</th> <th></th>	Group Group Imspe Timeline Window Toross 200	
X:1641.78 Y:221.92 R:1 G:27	B:191 A:255 Status Barsoi, 16:9, Upper First)	onair 🐮 🥵 🔧 👘 📑 🍃 📄

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

The Menu Bar

File Menu



Ē ·	Export Layout	Add La	ayout
	Insert Layout	Remo	ve Layout
- 1	Document Settings: set proje settings		

Edit Menu

2	File Edit Object Option	Scroll	Device
Đ	Сору	Ш	Paste
*	Cut	**	Delete
3.	Align	- D 0	Align Range
ē.	Screen Arrangement	æ.	Move Level: adjust object level
-[th]	Group: creates a group of objects		Ungroup: separates a group of objects
5.	Boolean: Boolean operations		

Object Menu

	File Edit <mark>Object</mark> Op	tion S	croll Device
2	N N.	. ~	T 🖾 🔳 🕲 🖱
	Select: choose an item		Shape: create object of certain shape
\sim	Line: create lines	X	Bezier: create Bezier curves
Τ,	Text: create text	Â,	Morph Text: create multidimensional text
T	Curve Text: create curved text		Flag: create flag object
Ξ.	Image: create image	•	Clock: create clock
€ 1 -	Title PlugIn: Create PlugIn object		

Options Menu

	File Edit Object Option Scroll Device	
	Image: Second	
ţ	Show/Hide Ruler	
. ###	Show/Hide Grid	
	Show/Hide Safe Area	
Ξ	Show/Hide Crossline	
双色 💲	Background: choose background	
	System Options: choose background and other settings	

Roll/Crawl Menu

	File Edit Object (Option Scroll	Device
		\$ & E	
Te	Still: set as still	18	Roll up
	Crawl left		Crawl right
¢	Add One: adds one screen	œ	Add Half: adds half a screen
	Delete One: deletes one screen	Ð	Delete Half: deletes half a screen
Ď	Show/Hide Roll/Crawl Line	1 🗘	Go to screen: quickly go to the desired roll/crawl screen

Effect Menu



	Select	\	Translate: move the object
S	Rotate: rotate the object		Scale: adjust size
	Transparency	F	3D View
-Ô.	pivot	<i>#</i>	3d Horizon
Ø	Camera Output Window		

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

Text Editor Toolbar

Arial 🗘 🗶 B U At 40 💌 🖴 #	\$ 40 ▼ ΞΞΞ Τ!
The Text Editor Toolbar allows you to se	et text parameters:
Arial Font	
z Italics	
BBBold	
Underline	
At 28 Height	
a 28 ▼ Width	
Lock: lock height-width	ratio
Align Left	
Align Center	
Align Right	
Line Range	
Character Range	
Arrange: present text ho	rizontally or vertically
Render: apply effects to	whole text or to individual characters
Show/Hide Text Editor advanced f	unctions
7 18 11 → 4 4+	Enter left-right
	Enter right-left
	Enter top-down
÷ 0 T. T.	Enter bottom-up
*** 0 0 0	T T Font Mode
₩ ₩ ₩	© Fill Mode
	IT { 0 } % Set vertical shear effect
	T 0 > % Set horizontal shear effect
	Small Caps
	Unconstraint

Constraint
Offset punctuation for vertical text
Donot offset punctuation for vertical text

Layout List



Layout List right-click context menu:



Graphics (still) Editing Mode



Right-click on the Edit Screen

1. The following context menu will appear



2. Object context menu

	Make Group	Ctrl + G	Make Group
		Ctrl + U	Ungroup
		Guife	Move Up
	Up(<u>M</u>) C	trl + PageUp	Move Down
		- PageDown	Move Top
	Move T <u>o</u> p	Ctrl + Home	Move Bottom
		Ctrl + End	Lock/Unlock
	Lock/Unlock	1	Visible/Invisible
	Visible/Invisible	Chift + V	Edit
Ť		Shirt + V	Cut
		Alt + E	Сору
	Cu <u>t</u>	Ctrl + X	Paste
	<u>С</u> ору	Ctrl + C	Delete
	<u>P</u> aste	Ctrl + V	Paste To Group
	Delete	Delete	Delete
			Copy Shader Style
			Paste Shader Style
			Scale ShaderStyle Parameter
	Paste Shader Style		Mix Option
	Scale ShaderStyle Para	imeter	
	Bool <u>e</u> an	÷.	Center Objects
	Mix Option	Þ	Mirror Vertical
	Alian Objects	•	Mirror Horizontal
			Reset morph Text
	Center Object Pivot	Ctrl + M	Text Block
	Mirror Vertical		Save Object to Image File
	Mirror Horizontal		
	Te <u>x</u> t Block	•	
	Save Object as Picture.		

Control Panel





Left Time Code: current play time Right Time Code: total play time.

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:

- a. To change angle, hold "Alt", left click and drag mouse.
- b. To reset angle, hold "Alt' and double click.

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



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

Translate Animate	Translate Animation
Incert Tenelata Kauframa	Insert Translate Keyframe
Insert Translate Keyframe	Delete Translate Keyframe
<u>D</u> elete Translate Keyframe	Go to Previous/Head Keyframe
Go to Prev/Head Keyframe	Go to Next/Tail Keyframe
Go to Next/Tail Keyframe	Reset Translate
Reset Translate	Smooth Vertex
	Sharp Vertex
Smooth Vertex	Speed Up
Sharp Vertex	Slow Down
Speed Up	Speed Normal
Speed Down	Ease in out
Speed Normal	Set Line With Prev Translate Keyframe
	Set Line with Next Translate Keyframe
Ease in out	
Set Line With <u>P</u> rev Translate Keyframe	Posot All Transform
Set Line With <u>N</u> ext Translate Keyframe	Reset Translate
Invert All Translate Keyframe	Reset Pivot
Uniform All Translate Kevframe	Reset Scale
	Reset Rotate
	Reset Alpha
Reset Translate	
Reset Pivot	
Reset Scale	
Reset Rotate	
Reset Alpha	

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

	Pivot (XYZ) Animate
Pivot(XYZ) <u>A</u> nimate	Insert Pivot Keyframe
Insert Pivot(XYZ) Keyframe	Delete Pivot Keyframe
<u>D</u> elete Pivot(XYZ) Keyframe	Go to Previous/Head Keyframe
Go to Prev/Head Kevframe	Go to Next/Tail Keyframe
	Reset Pivot
Go to <u>N</u> ext/Tail Keyframe	Invert All Pivot Keyframe
<u>R</u> eset(XYZ) pivot	Uniform All Pivot Keyframe
Invert all Divot Keyframe	Reset All Transform
in <u>e</u> cre un rivot (ceynume	Reset Translate
<u>U</u> niform all Pivot Keyframe	Reset Pivot
Reset All Transform	Reset Scale
Reset Translate	Reset Rotate
Reset Pivot	Reset Alpha
Reset Scale	
Reset Rotate	
Reset Alpha	

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

Scalo(V)(Z) Animato	Scale(XYZ) Animate
Scale(XYZ) <u>A</u> nimate	Insert Scale Keyframe
Insert Scale(XVZ) Keyframe	Delete Scale Keyframe
<u>D</u> elete Scale(XYZ) Keyframe	Go to Previous/Head Keyframe
Go to <u>P</u> rev/Head Keyframe	Go to Next/Tail Keyframe
Go to Next/Tail Keyframe	Reset Scale
	X scale value
<u>R</u> eset(XYZ) scale	Y scale value
X Scale Value	Z scale value
Y Scale Value	Invert All Scale Keyframe
7 Scale Value	Uniform All Scale Keyframe
	Reset All Transform
In <u>v</u> ert all Scale Keyframe	Reset Translate
<u>U</u> niform all Scale Keyframe	Reset Pivot
Reset All Transform	Reset Scale
Roset Translate	Reset Rotate
	Reset Alpha
Reset Pivot	
Reset Scale	
Reset Rotate	
Reset Alpha	

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

Rotate(XYZ) <u>A</u> nimate	Rotate(XYZ) Animate
	Insert Rotate Keyframe
	Delete Rotate Keyframe
	Go to Previous/Head Keyframe
Go to <u>P</u> rev/Head Keyframe	Go to Next/Tail Keyframe
Go to <u>N</u> ext/Tail Keyframe	Reset Rotate
Posot(VV7) Pototo	X rotate value
<u>Reset(A12)</u> Rotate	Y rotate value
X Rotate Value	Z rotate value
Y Rotate Value	Invert All Rotate Keyframe
7 Rotate Value	Uniform All Rotate Keyframe
	Reset All Transform
	Reset Translate
	Reset Pivot
Reset All Transform	Reset Scale
Posot Translato	Reset Rotate
	Reset Alpha
Reset Pivot	
Reset Scale	
Reset Rotate	
Reset Alpha	

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

Alpha Animata	Alpha Animate
Alpha <u>A</u> himate	Insert Alpha Keyframe
<u>I</u> nsert Alpha Keyframe	Delete Alpha Keyframe
<u>D</u> elete Alpha Keyframe	Go to Previous/Head Keyframe
Go to <u>P</u> rev/Head Keyframe	Go to Next/Tail Keyframe
Go to Next/Tail Keyframe	Reset Alpha
	Invert All Alpha Keyframe
<u>R</u> eset Alpha	Uniform All Alpha Keyframe
Invert all Alpha Keyframe	Reset All Transform
Uniform all Alpha Keyframe	Reset Translate
Reset All Transform	Reset Pivot
Resot Translate	Reset Scale
	Reset Rotate
Reset Pivot	Reset Alpha
Reset Scale	
Reset Rotate	
Reset Alpha	

Keyframe context menu

Reset Translate	Reset Translate
Delete this Keyframe	Delete this Keyframe
	Smooth Vertex
Smooth Vertex	Sharp Vertex
Sharp Vertex	Speed Up
Speed Up	Slow Down
Speed Down	Speed Normal
	Ease in out
Speed Normal	
Ease in out	

Properties Window

Property Tab

	The Properties Window has five
	tabs: Property, Shader, Effect, Text
Name Shape	and Roll/Crawl and CG property.
	Name/Describe: view selected
Describe Shape	object and describe
Mix Normal 💲	Mix Style: select Mix Normal/Mix
	Penetrate
Render as new layer	Render as new layer
Position X: 954.85 Y: 811.13	Position: view position, make
	change
Rotation 0.00	Rotate: view rotate angle, make
Scala V: 19470 OV: 19470 D	change.
Scale A. 104.70 1. 104.70	Scale: view scale parameters, or
Shear X: 0.00 Y: 0.00 🛛	change value. Left-click on 🖺 ,
	changing to 🖴, scale XY change
Pivot X: 0.00 Y: 0.00	simultaneously.
ALL 🗖	Shear: view shear value, or
et ett.	change.
Fill Line Width 4	Pivot: view pivot position, or
Custom 🛟	make change.
	Reset: reset selected value.
	ALL Reset: reset all. By
	clicking on it will reset all values,
	but doesn't affect values in sub
	screen.
	Sub Window: marked place in the
	picture left.
	If choosing different object, sub

window	will	appear	different
according	gly.		

Set parameters by:

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

Shader Tab



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



Datavideo Technologies Co., Ltd.





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

[:9:]	** T	1ª CG
	Classic Style	÷ +
	✓ Classic Style	<u>▲</u> 平
	Neon Style	
	Solid Style	- 5
▶ √ Outline	Outline Style	ាត⊝តា
Width 14	Pure Color	
	Custom Style	
🔻 🗸 Shadow 🚽		⊡ ⊡ ⊝

Effect Tab



Setting screen In effect:

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

In Stay Out	
 ✓ Geometry 2D Pan 2D Stretch Lincer Dither 	A Stleet
Enteal Dittier Region Dithe Explode Intersect	Elfaci
Shine Star Glow	iffact Effect v
🔻 🗸 2D Pan	
D	irection Left to Right 🗘 🌰
	Percent 41 /~_
In Stay Out Duration 00:00:01	- 1:00 +. X 2 =
 ✓ Geometry 2D Pan 2D Stretch Linear Dither 	▲ iffect Effect
Region Dithe Explode	Elfect

Use the same method to apply "Stay" and "Out" effects.

Text Tab

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

Untitled*	
Director Text	-
Producer Director	
Yao Jun Light	
Qian Qian Yao Jun	
Lei Zhang	
Player Qian Qian Qian	
Miss Bai	
Player	
Xiao Xue	
Miss Bai	
Set Title Set Cont. Select Title Select Cont Set Title Set Cont. Select Title Select Cont	
Title-Cont. 0 ContTitle 0 Title-Cont. 0 ContTitle 0	
ContCo 0 Hor. Apply Ver. Apply ContCo 0 Hor. Apply Ver. Apply	
	—
The text list in current layout The text list in current layout	
Director Director	^
Tian Wen	
· · · · · · · · · · · · · · · · · · ·	Ŧ

Edit text options:

	Whole text		Line by line text
A	Create new	ه ۲	Open existing file
	Save	L.	Save As
	Find and Replace		Create text
	Create line by line text	₹ E	Create single-line text
E 1	Replace All	資 1	Replace
•	Subtitle Setting	Į.	Font Style

Roll/Crawl text editor menu:

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

Set Heading: sets chosen text as heading

Set Content: sets chosen text as content Select Heading: pick out headings Select Content: pick out content Heading-Content: sets space between heading and content Content-Heading: sets space between content and heading Content-Content: sets space between content and content Apply Horizontally: applies horizontally Apply Vertically: 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.

Director 🔶	4
Jian Wang Enter text	
Producer	

Roll/Crawl Tab

Ciól A	:* B		Roll In: set role in method
			Roll Out: set roll out method
Start Roll In 💲		00:00:00:25	Custom: set roll time
· · · · · · · · · · · · · · · · · · ·		00:00:00:25	Loop: set loop time and count
	Head Pos	0	Speed Down: reduce roll speed.
End out out A		00:00:00:25	Liner: apply liner effect
End Cut Out 💡	Stav Time	00.00.00.25	Ruler: set ruler size
	Toil Doc	1090	Full: restore liner to full screen
	Tall POS	1080	Roll Area:
Custom 🛟	Total Time	00:00:03:10	Ruler: set roll limits
Loop		00:00:00:00	Full: set ruler to full screen
		0	Left/Right/Top/Bottom: set roll
Z Speed down	Speed down	00.00.01.20	limits
V speed down	speed down	00.00.01.20	Start/End Fade: set head/tail in/out
🗸 Liner 🚺	Ruler	r Full	position
Loft 0	Piaht	1010	Mask: apply mask effect
	Night	1919	Invert: apply invert effect
		1079	Blur: set blur parameters
ScrollArea	Ruler	Full	
Left 0	Right	1919	
Тор 0	Bottom	1079	
Head Fade Pixel	25		
Tail Fade Pixel	25		
V Mask	✓ Invert B	lur 0	

CG Property Tab

[9] 🕲 👯 🗹 11 CG	
	Dispect Type: choose object type
Object Type: Text Crawler Object 🗘	
ID Class: Crawl Text 💲	Direction: choose roll/crawl method
ID: Crawl Text	Sneed: choose roll/crawl sneed
	Interval: set interval
Direction 📾 📾	Head Fade Pixel: set head fade pixel
Speed 30	Tail Fade Pixel: set tail fade pixel
	Effect Option: choose effect
Interval 2 Pixel 🗘	method
Head Fade 30	Duration: change effect duration
Tail Fade Pi 30	Data Source: choose data source
	Text File: browse text file
	Edit: edit file
Duration 1.00 Sec	Invalid File: show invalid file
Data Source Single Line Text File 🔺	Loop Play
	Loop Count: set loop count
Text File Text Cache	Has play title text: enable "Has play
Invalid File	title text" to use head symbol and
✓ Loop Play	tall symbol
Loop Count 🔳 Unlimited 1	Data Field Mapping Option:
V Has play title text	field
Head Symbol [(Up to 4 charactere)	
Tail Symbol] (Up to 4 characters)	
Sample text [Play Title Text]	
Data Field Mapping option	
Source Field A Target Field CG ID A	
Play Title Play Title Default	
Text Line Text Line Default	

If choosing different data source, the tab will appear different accordingly.

CSV File

Set field counts and field symbol

Data Source		CSV File	¢
Text File	Browse		Edit
	C:\Users\Admir	nistrator \CG-test \Stock [Date.csv
Field Counts	3		
Field Symbol	,]	

ODBC Dtabase

Set DNS, SQL and edit SQL

Data Source	ODBC Database	\$
DSN		Browse
SQL		
	Browser Fields Manager	Connect

Timeline Window

Π	÷	5* 16 51 fx 5.*	00:00:00;00	00:00:00,00			In: 00:00:03;2 00:00:04;05	8, Out: 00:00
		▼ [∰] Group	E°	Group		[0 ⁰ 0]		
		🕨 🗘 3D Transform	_		•	-		
	۲	🕨 🗗 Shape		Shape				
		► 🗗 Shape	_	Shape				
100		▼ T Text	Ē				T HEADING	TTT
1 1		🕞 🕨 3D Transform	<u> </u>					
	۲	Rectangle		Rectangle				
	-	🕨 🧘 3D Transform	ſ					1
		🔛 Dynamic Texture	E l	M DT0035	200 🕑			

\$Z	Move object up		Move object down
ľ₽	Move object to top	₩,	Move object to bottom
Êx	Move effect up	₽%	Move effect down
LIS.	Render as new layer		Normal object/replaceable object
	Show animation track only	Θ	Show all tracks name
۲	Set track as Visible/Invisible	•	Show/Hide object effect tracks
0	Enable 3D transform	6	Lock object to prevent editing
C:	Enable Timeline Autosnap	60	Expand all tracks
	;		

Timeline Window options:

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:**



Θ	Enable/Disable 3D Transform Keyframe points.
\triangleleft	Go to previous Keyframe
\diamond	Add/Remove Keyframe
\triangleright	Go to next Keyframe

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

NH.	S' (S SJ Fr Fr	00:00:00;00	00:00:00:00			00:00:04;05
•	▼ T Text	E /	T Heading	0 0 T	Ť	
	🕞 🕨 3D Transform	L L				•
	🕨 F 🗙 Region Dither	É.	4			
	🔻 🖅 Rectangle	L C		— Rectan	gle	
	🕒 🕞 3D Transform	_				

	Up	Ctrl + PageUp	Move Up Move Down
	Down	Ctrl + PageDown	Move Top
	Move Top	Ctrl + Home	Move Bottom
	Move Bottom	Ctrl + End	Lock/Unlock
	<u>L</u> ock/Unlock	L	Visible/Invisible
~	Visible/Invisible	v	Render as new layer
	 Render as new lave	r	Rename
	Benama		Set Object Duration
	Rename		Cut effect
	Edit	Alt + E	Copy effect
	Set Object <u>D</u> uration	n Ctrl + D	Paste effect
			Delete effect
			Copy 3D Transform
			Paste 3D Transform
	Copy 3DTransform		Paste all
			Reset to default
	Reset 3DTransform	i -	Set subtitle pause point
	Subtitle Pause Poin	t >	

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

Mil	S' (S SJ Fa Fa	00:00:03;05	.00:00:0	0;00			00:00:04;
۲	▼ Tr Text	G	T Hea	ading 1.0000 🛈	下	行	
	 SD Transform Ev Region Dither 				•	•	
۲	▼ 🗗 Rectangle				— Rectangle		
-	3D Transform						
	Lock (Unlock		Lock/Unlock				
---	---------------------------	---	---------------------------				
	LOCK/ONIOCK	L	Enable/Disable				
×	<u>E</u> nable/Disable	V	Show animation track only				
	Show animation track only	U	Cut effect				
			Copy effect				
	Сору		Paste effect				
	Dept.		Overlay effect				
			Delete effect				
			Reset effect				
			Invert all keyframe				
	Reset		Uniform all keyframe				
	Invert All Kevframe		Set as Fade In point				
			Set as Fade Out point				
	Uniform All Keyframe		Fade In/Out				
	Head Fade In						
	Tail Fade Out						
	Fade						

Right click on a text effect track to see the context menu:

114	14	rs si _{fa} fa		00:00:00:00
9	▼ '	T Text	=	TTT 1.0000 () (T) (T)
۲		3D Transform		
				Enable area
	~	Enable Area		Add area
				Delete area
		Delete Area		Play by character (In)
	~	Play by char (in))	Play by character (Out)
		Play by char (ou	ıt)	Play by line (In)
		Play by line (in)		Play by line (Out)
		Play by line (out	n	Play by text
			.)	Frequency value
		Play by Text		Uniform area
		Freqency Value	•	Reset area
		Uniform Area		
		Reset Area		

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

.s s' is si é. Fr	00:00:02;27	00:00:00:00	· 7	
 T Text S T SD Transform 	e e	T Heading TTT 1.0000 ①	T	T.
 > 🗳 3D Transform Image: Image of the second s		TP DT0640	200 💿	

Modify	Modify
En En	Fill Fit
	Add
Add	Insert
Insert	Cut
Cut	Сору
Сору	Overlay
Overlay	Paste
- ·	Delete
Paste	Set speed
Delete	Delete all
Speed	Select all
Delete All	
Select All	

Set Dynamic Texture speed by choosing from the speed list.



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

	Oham Tarah Handar	Show/Hide track header
`	Show Track Header	Show/Hide Aux child view
~	Show Aux Child View	Show Timeline Pointer
	Show Timeline Pointer	Timeline Auto Snap
~	Timeline Auto Snap	Expand all tracks
	Expand all Track	Zoom fit (you can also double click on the timeline)
	Zoom Fit	

Template Library

	Layout CGLayout Obj	ject SubTitle	Shader Style	3D Transform	Image Movie	e Effect Tex	tEffect				
	SD Dynamic						ingi 🍂	•			<u>^</u>
ž	Name Static Name Dynamic	HD001	HD002	HD003	HD004	HD005	HD006	HD007	HD008	HD009	
∢ ∢	Fullscreen Static Fullscreen Dynam Plugin					_	_				
¥	Particle	HD010	HD011	HD012	HD013	HD014	HD015	HD016	HD017	HD018	
	₽ 3D		•			<u>e</u>					T
	5 , 5, 10, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0	4 - 43	> ⇒ ⇒ ≥ ⇒ ≥ ≥							ର୍≜	Ð
	Template Libra	ary optio	ns:								

|--|

E]	Rename	Ŷ	Move up
¢	Move down	÷	Add template
	Delete template	>	Apply template
ę	Import template	Ê	Export template
颐	Refresh template library		Show/Hide template name
11	Replace Selected Template	Ø	Quick View

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 name:

Method 1: double click on the template name, enter a new name and then click on "OK"



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

	Delete
	Replace Selected Template
HI	Rename
	Replace Layout with current text
	Export
	Locate File in Explorer
	Maria Dana

System Library



System Library options:

цф.	Add list	un l	Delete list
[··]	Rename	¢	Move up
₽	Move down	47	Add file
0	Delete file	>	Apply file
Ę,	Import file	Ê	Export file
	Refrest System Library		

Right click on an empty space:

		Add file
	Add	Import file
	Import	Empty file
	Empty	Select all
		Invert selection
	Select All	Clear selection
	Invert Select	Refresh
	Clear Selection	Small icon
	Refresh	Middle icon
		Large icon
	Small Icon	
	Middle Icon	
~	Large Icon	

Right click on a file:

Delete	Delete file
Rename	Rename
	Apply file
Apply	Export file
Export	Local file in explorer
Locata Eila in Explorar	Move to previous file position
	Move next file position
Move Prev	Move selection to
Move Next	Copy selection to
Move Selection to	
Copy Selection to	

To delete a file either:

- a. Select a file, then press **Delete** on the keyboard or right click and choose "Delete" from the context menu.
- b. Select a file and press the _____ button.
- To add a file either:
 - a. Press on 🔜, or double click and choose a location to import from.
 - b. Right click, then choose "Import" from the context menu.

To edit a template name:

1. Choose a catalogue



2. Press on the E "Rename" button, then enter a new name

🚵 Change category name	X
Enter name	ОК
	Cancel

3. Press "OK" to confirm. Press "Cancel" to exit without changing name.

Create Object

CG-500 provides a large number of default objects, including shapes, Bezier shapes, horizontal/morph/curve titles, images, animation, clock object, etc.

Operation flow

Most object creation follows the same basic operation flow:

1) Click on the object toolbar and 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.



Shapes

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

Image: ControlImage: ControlNameDescribeDescribePositionNameX:RotationX:ScaleX:ShearX:PivotX:	*** T 16 CG Rectangle	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.
✓ Fill Rectangle	Line Width 4 Shape perties page	

Shapes with Fill mode deactivated.



Changing shapes: rectangle to triangle



Shapes with special properties:

1. Round Rectangle: set Radius parameters



2. Parallelogram: set Incline parameters



3. Star

▼ Fill		Line Width	4
Star	¢		
Depth	0.38		
Face			

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





Bezier Curve

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

1) In the Object Menu Bar click on "Bezier"



Note: The "Bezier Curve" icon is a drop-down button, click and select "PaintStroke" to create hand-drawn objects. For more complete instructions please see the "PaintStroke " Chapter.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

Smooth	Si	mooth: sn	noother	lines b	etween p	oints		
✓ Sharp	SI	harp: shar	pen line	es betwe	en points	;		
<u> </u>	D	elete: del	ete poin	t				
 Locked	Lo	ock/Unloc	: k : preve	ents poi	nt from be	eing edit	ed	
Set Star <u>t</u>	Se	et Start: se	et as sta	rt point				
✓ <u>E</u> nabled	E	nable: you	u can dis	able the	e point			
✓ Combine Move	e Co	ombine	Move:	move	Control	Points	together	or
Line With <u>P</u> re N	lode se	eperately						
Line With <u>N</u> ext	Node C	l ose : close	e/open d	urve				
✓ <u>Closed</u>								
✓ <u>F</u> ill								

Paintstroke

- Operation flow
 - 1) Click "PaintStroke" in the Object tab.



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



3) Release left mouse button, press **ESC** to exit.



Example:



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) In the Object Menu Bar choose "Image"



- 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 O Dual	Enable "3D Stereoscopic Image" and
File Name: C:\Users\Administrator\CG-test\w Browse	Browse and select file and show file
Width: 103 Height: 24 Origin	name
Left: 0 % Right: 0 %	Show image height and width and enable/disable "Origin"
✓ Clip Top: 0 % Botto 0 %	Clip image
✓ Mask 🗱 Invert Blur 0	Set mask parameters and blur parameters
Whole Transparency Control	Whole Transpatency Control: Set whole
	transpatency (disable when enabling "3D
have shader style property(Face, Outline,	The options are used when image object
Shadow)	have shader style property(Face, Outline,
✓ Use ShaderStyle to Render	Shadow)
Use 🛛 Source Alpha 💠 As it's Alpha Channel	
✓ Always Use Image Color as Face Color	
Hign Quality Shader	
Invert Alpha	
Binarization Threshold	

Specific Properties of 3D Stereoscopic Image



4) Example.



5) Double click to Crop



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



7) Press ESC to exit

Animation

Create Animation and Create Image operation flows are similar.

1) In the Object Menu Bar click "Movie Video".



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



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.

Horizontal/Vertical Text

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

- Create Normal Text
- 1) In Object Menu Bar choose "Horizontal Text",



Note: hold cursor to choose "Vertical Text"

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



3) Enter text,

Method 1: enter text



Method 2: copy and paste

<u>С</u> ору	Ctrl + C
<u>P</u> aste	Ctrl + V
Character <u>M</u> ap	Alt + T

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

	″			%)				-		1	0	1	2		4	_
	6	7	8	9	:	;		=	>	?	0	Α	В	С	D	E	F	G	Н	n
	J	К	L	М	Ν	0		Q	R	0		U	۷	Ψ	Х	γ	Ζ	[\backslash	
	^	_	ì	а	b	с	d	е	ł	g	n	i	j	k		m	n	0	р	
q	r		t	u	v	W		У	z			}	~		Ø	§		°	\pm	
	\times		á	ė	é	ê		í	ò	ó	÷	ú	ú	ü	á	ē	ĕ	ī	ń	
ň	Ó	ů	ă	ĭ	ŏ	ŭ	ů	û	ŭ	û	à	a	9	Ý	-	1	`	•	А	
В	Г	Δ	E	Z	Н	Θ		К	Λ	Μ	Ν	Ξ	0	П	P	Σ	Т	Υ	Φ	
X	Ψ	Ω	α	β	γ	δ	ε	ζ	η	θ	ı	R	λ	μ	v	ξ	0	π	Q	
	τ	υ	φ	x	Ψ	ω	Ë	A	Б	В	Γ	Д	E	Ж	3	И	Й	К	Л	Ŧ

- 4) Press ESC or double click to exit
- 5) Double click on text to continue editing
- Create Set-Frame Text
- 1) In Object Menu Bar choose "Horizontal Text"



2) In Still Mode drag cursor to desired frame size

Click he	re	
Te	ext is limited frame	to this
		Drag frame here

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.



Morph Text

- Creating Morph Text uses the same operation flow as Normal Text.
- 1) In the Object Menu Bar select "Morph Text"



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:





Curve Text

- Operation flow similar to Normal Text
- 1) In Object Menu Bar select "Curve Text",



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.

Clock Object

- To create:
 - 1) In the Object menu bar, click on the "Clock" button.



Note: The "Clock" button offers various choices, from the drop-down menu you can select

"Number" 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.



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



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



Clock object parameters:

Time Start	н	М		
System Time				
Duration				
🗸 Count Down				
Show Type		LCD C	lock	\$
Cut Time	(🛛 Add Ti	me	
Display For	ł	HMS(00:	00:00)	\$
Quartz Clock			Regul	arize
Front Lable				
Back Lable				
Language		Englis	h	\$

Start time: set the start time. Select system time to set the current system time as start time. Default length: Set playback time. After setting the countdown, the duration will be shown. Display Type: Select digital clock or dial clock. Cut-time: switch to cut-time mode Accumulate-time: switch to accumulate-time mode Display Format: Select the time display format Dial clock: use dial clock Straighten: square shaped dial clock Label front: enter text before the clock Label back: enter text after the clock Language: Select language

Example:



Number Object

- To create:
 - 1) In the Object menu bar, 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

		Initial value: Set start numerical value
Start Value	100	End value: Set end value
End Value	20 🗸 Interpolation	Kauframa internalation: Enable/Class key frame
Decimals	2	Reyframe interpolation: Enable/Close key frame
Doomaio		interpolation functions
Minimum Di	2	Decimal: set decimal number values
Display For	Number 🗘	Minimun digit: set smallest whole number
🗸 Thousand Se	eparator	Display Format: Select the display format,
Front Lable		including numerical values, spelling, percentage,
		etc.
Back Lable		Three units: three separate digital units to be
Language	English 🗘	displayed
		Label front: text to the left
		Label back: text to the right
		Language: Select language

Examples:



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.



Time code object parameters

Current Time	eCode 💿 Start Value		Start Time code and Current Time Code will be discussed later.
Start Value	00:00:00		
 Duration Duration 	Interpolation 00:00:04:00		View Format: select format. Discard Frame: discard format
Display Fo	HMSF(00:00:00:00) Drop Frame	\$	Frame Rate: select frame rate. Front Marker: enter time code left text.
TimeCode Front Lable	Current Project	÷]	Back Marker: enter time code right text.
Back Lable]	

Set start time code:

1. Current Time Code mode: set Current Time Code mode, modulate deviance, but default length are unchangeable.

Current Time	Code 💿 Start Value
Offset	00:00:00
Duration	

2. Start Time Value mode:

When selecting Default Length, default length can be changed.

Current TimeCode		Start Value
Start Value	00:00:0	0:00
Duration		Interpolation
Duration	00:00:0	4:00

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

Current TimeC	 Start Value 		
Start Value	00:00:	00:00	
Duration		Interpolation	

Examples:



Date Object

- To create:
 - 1) In the Object menu bar, 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

			Select "System Time" to set the
System time			current system time as start time.
User Define	ednesday, May	-	Select "User Define" to set time as
			needed.
 Date 	Week OLunar		Select the display format
Display For	2012 June 01	6	Display Format: select date format
	20120411001		Language: Select language
Language	English	÷.	

Set Date

System time code:

Set to system date, and default date is unchangeable.



Define date code:

When selecting "User Define", date can change.

System	m Tim	ie						
💿 User [Define	9		ednes	day,	May	-	
 Date 	 May, 2013 				•			
	Sun	Mon	Tue	Wed	Thu	Fri	Sat	
Display	28	29	30	1	2	3	4	
	5	6	7	8	9	10	11	
	12	13	14	15	16	17	18	
Languag	19	20	21	22	23	24	25	
	26	27	28	29	30	31	1	
	2	3	4	5	6	7	8	
				Today:	5/15/	2013		

Display Format

Choose a date format from the drop down list.

System Time	
User Define	ednesday, May 👻
Date	• Week O Lunar
Display For	2012 June 01 🔶
·	2012 June 01
Language	2012 June 1
	2012 Jun 01
	2012 Jun 1
	12 June 01
	12 June 1
	12 Jun 01
	12 Jun 1
	June 01
	June 1
	Jun 01

Examples:



Flag

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





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

Find Range	Flag AbName 🛛 🏺
Find Name	Flag AbName
	Flag English Name
Find	
Origin	
*:	
	* + 6
	* <u> </u>
	9 🗰 🚺
3	
Flag AbName RUS	
Flag English Name Russ	ia
	Enter name
Find Range	Flag AbName 🔹
Find Name CHN	
Find Find	lagEdit
Origin	Click

Edit flag:

In Flag Library left click, select desired flag, then click "Edit".

AbName	CHN
English Name	China
ОК	Cancel

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

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:
- a. In the Edit Screen select the group, then use the shortcut Ctrl+U
- b. In the Edit Menu Bar choose "Undo Group"
- c. In the Edit Screen, right click, then choose "Un Group" from the context menu



Path Group

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

Choose multiple objects, then right click, use shortcut key or Edit Menu Bar 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



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

Ar				_	
• •					
		<u>L</u> ock/Unlock			
	~	<u>V</u> isible/Invisible	Shift + V		
		Edit	Alt + E		
		Cu <u>t</u>	Ctrl + X		8888886
		<u>С</u> ору	Ctrl + C		di
		<u>P</u> aste	Ctrl + V		
		<u>D</u> elete	Delete		
					<u>R</u>
		Copy Shader Style			
		Scale ShaderStyle	Parameter		
0:00:00 00:00:0		Bool <u>e</u> an		:15 00:00:03:10	00:00:04:0
απς		M <u>i</u> x Option		<u>T</u> ext Block To PathGroup	Ctrl + P
		<u>A</u> lign Objects	×		Alt + L
		Center Object Piv	ot Ctrl + M	Text Block Split To C <u>h</u> ar	Alt + C
		Mirror Vertical		Convert ASCII to GBK	
		Mirror Horizontal		Trim Sp <u>a</u> ces	
			t	Set Title	'n
		Te <u>x</u> t Block	+	Set Context	
A:0		Save Object as Pic	cture	29.97p, 16:9, Progressive, 3D)	ANO

3) Double click on the Path Group to edit



Example



Applying Shader

Shader Properties

Shader properties incluce: 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.

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

Click on Marker	dGrad BmpGrad Linear Choose color F 255 G 249 B 32 A 188 RGB HSB 0 X 50 Y 60	Fisrt click on Color Marker, then pick color. Use the same method as with single color to set any color on each Marker.
--------------------	---	---

Adding, deleting and moving Color Markers:

	Click under the gradient color bar to add a
	Marker, drag to set position. Press Delete to
	remove Marker.
	Set the central position between colors
	using the blured block over the gradient
	color bar.
Count 2 Apole 00 X 50 X 50	Change Count, Angle, and XY parameters by
	imputing numbers directly or dragging the
	cursor left-right.

Gradient type

	Choose gradient type from the drop down			wn			
Linear 🛟	list:	linear,	circle,	clock,	rose	line	or
✓ Linear	recta	angle.					
Circle		U U					
Clock							
Rose Line							
Rectangle							

Linear gradient





Circle gradient



Example



Clock gradient





Rose Line gradient



Example:





QuadGradient



Example:



BumpGradient





Texture



Library: choose a template from the

Reset: resete parameters

XY Scale: set block size

XY Offset: set block position

Strenght: set texture strength/visibility



Linear Sheen



Bitmap Sheen

Addlight Type

▼ J BitmanSheen	Colors: choose bitmap sheen color		
	Library: choose a style from the		
Type AddLight 👻	template library		
Blur 🛆 🛛 0			
Strength 50	Reset: reset parameters		
	Blur: blur bitmat sheen		
	Strength: set bitmap sheen strength		

You can pick between Addlight Type and Mixlight Type



Bump Bitmap

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

Concave



Bevel



Set Colors, Size, Depth, Angle and Light Depth.

Press Reset to delete set parameters.



Face

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



Edge

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

▼ ✓ Outline Normal \$ ☐ ि ⊖ Width 2 Blur 0	As with Face you have Reset, Delete and Fold/Expand properties.
► Colour	Unique to Edge: Width and Blur
► ▼ Texture	
► LinearSheen	
► BitmapSheen	
▶ V BumpBitmap	
Concave	
► V Bevel	

Edge has different effect types.

Vidth Vidth Col Color G	Normal Normal Inner Edge Outer Edge Grad Normal Grad Inner Edge Grad Outer Edge	☐ ि € Grad		
Norm	al Outl] 8m	9]
			Grad	

Shadow

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



Depth

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





Frame

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





Advanced properties



Setting Mask

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



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



Set Mask Blur parameters





Editing properties

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.

- (§) - (§)	** T	18	
V	Pur Face	<u>F</u> ace <u>O</u> utline <u>S</u> hadow Depth	
🕨 🗸 Face	L	Fra <u>m</u> e	@ඛ
			^

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 4 buttons,





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



Preset Styles

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



Below: neon style.



Shader Template Library

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



to

button.



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

Apply All(Ctrl+DbClick)	Apply All: applies shader and format properties to current text
Apply Shader Style(Shift+DbClick)	Apply Shader: applies shader properties to current
Delete	text
Apply	Delete
Export	Apply all except font height
Locate File in Explorer	Export template
Move Prev	Locate file in explorer
Move Next	Move previous
Move Selection to	Move next
Copy Selection to	

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

امام	Add
Ααα	Import
Import	Empty
Empty	Choose all
Coloct All	Invert selection
Select All	Clear selection
Invert Select	Refresh
Clear Selection	
Refresh	

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

Heading	Before	Cust Face Outlin Depth	e Construite Construit
ncaumg		▼ V Face	260
		Colour	
		LinearSheen	
Hooding	After	▶ ■ BitmapSheen	
I ICalul I IIS		 BumpBitmap 	/ **** •
		Concave	
		► ■ Bevel	
		Dynamic Texture Strength Mask Blur	84 0 Invert
	00.00.07.06	VVV	
00:00:05:00	00:00:10:00		VV VV
	Apply All (Ctrl+DbCli Apply Shader Style (S	ck) Shift+DbClick)	
Apply menthod	Delete		
	Apply All Except For Export	nt Height	
anslate	Move Prev Move Next		

	Solid Style \$
Heading	✓ Face ✓ Face ✓ Colour ✓ Texture ✓ Texture ✓ LinearSheen
Heading	BitmapSheen BumpBitmap Concave Vevel Concave Concave Concave Concave Concave Concave Concave Concave Concave Concave Co
	Dynamic Texture Strength 100 Mask Blur 0 Invert
00.01.00 00.00.02.00 00.00.03.00 00.00.04.00 00.00.05.00 00.00.06.00 00.00.06.00 00.00.08.00 00.08.00 00.0	V V V V • V V V ick) V V V Shift+JbClick) V V
Translate Move Frey Move Next	nt Height

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





Render Image

Specific properties of render image are shown below.

Following option is used when image object have shader style property(Face, Outline, Shadow)
✓ Use ShaderStyle to Render
Use 🛛 Source Alpha 💲 As it's Alpha Channel
▼ Always Use Image Color as Face Color
Hign Quality Shader
Invert Alpha
Binarization Threshold

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



Graphics (Still) Editing Mode

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 2:Enter XY coordinates	[§]	
	Name	Text
	Describe	Text
		Mix Normal 🗘
	Position	X: 125.69 Y: 404.63
	Rotation	0.00
	Scale	X: 100.00 🗗 Y: 100.00
	Shear	X: 0.00 Y: 0.00
	Pivot	x: 0.00 Y: 0.00
		ALL 🖬

Zoom Object:

Method 1:



Method 2:



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:



Make Group, Ungroup

perform rotation

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

Drag the marker around the circle to

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.



	Make <u>G</u> roup	Ctrl + G
News Report		
Profession	<u>L</u> ock/Unlock	L
· · · · · · · · · · · · · · · · · · ·	 <u>V</u>isible/Invisible 	Shift + V

Example



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



		Ctrl + G
	<u>U</u> ngroup	Ctrl + U
News Report		
Professi		
	<u>L</u> ock/Unlock	L



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.

	Make <u>G</u> roup <u>V</u> n Group	-• Ctrl + G Ctrl + V	
	<u>M</u> ove Up Move Do <u>w</u> n Move T <u>op</u> Move <u>B</u> ottom	Ctrl + PageUp Ctrl + PageDown Ctrl + Home Ctrl + End	
•	Locked ✔ Visible	L Shift + V	
	Cu <u>t</u> Copy Paste System Paste	Ctrl + X Ctrl + C Ctrl + V Ctrl + Shift + V	
	Delete Copy S <u>h</u> ader Style Paste Shader St <u>y</u> le	Delete	
	Bool <u>e</u> an M <u>i</u> x Option	×	Boolean Union Ctrl + '+' Boolean Subtract Ctrl + '-' Boolean Xor Shift + '+'
IA	<u>A</u> lign Objects Center Object Pivot	► Ctrl + M	Boolean <u>I</u> ntersect Shift + '-'

3. Press "Boolean" in the Edit Menu Bar



Example:

Boolean Union



Boolean Subtract



Boolean Intersect



Boolean Xor



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.

3. Press "Level" button in the Edit Menu Bar



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

Bool <u>e</u> an				⊷∗orction
M <u>i</u> x Option	ŀ	~	Mix <u>N</u> ormal	Ctrl + T
<u>A</u> lign Objects			Mix <u>P</u> enetrate	Shift + T
Center Object Pivot	Ctrl + M			

Example

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

3. Choose from the Properties Tab



Align

To align objects you can:

Press "Align Objects" in the Edit Menu Bar,



Right-click and choose "Align Objects" from the context menu

-	Make <u>G</u> roup	Ctrl + G		
-		Ctrl + U	Alian Left	
			Alian Riaht	
			Alian Top Shi	ift + i
			Align Bottom Shi	ift + i
			Alian Hor. Center	
	<u>L</u> ock/Unlock	L	Alian Ver. Center Shi	ft + '
~	<u>V</u> isible/Invisible	Shift + V	Alian Center	
			Same Hor, Space	
	Cu <u>t</u>	Ctrl + X		
	<u>C</u> opy	Ctrl + C	Same Width	
	<u>P</u> aste	Ctrl + V	 Same Hei <u>q</u> ht	
	<u>D</u> elete	Delete	Alian Ver. ScreenCenter	\
			Align Hor. ScreenCenter	F
			Align Screen <u>C</u> enter	¢
			<u>F</u> ull Screen	
	Scale ShaderStyle	e Parameter	Selection Align Ver. ScreenCen	ter
	Bool <u>e</u> an		Selection Align Hor. ScreenCen	nter
	M <u>i</u> x Option		Selection Align Screen Center	
	<u>A</u> lign Objects	,	Selection Full Screen	
	Center Object Piv	vot Ctrl + M		
	Mirror Vertical			

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



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.

Applying effects

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

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

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I Text	_	T Headin	9	
💿 🛛 🔻 🎲 3D Transform	_			
Translate	$\Box \triangleleft \diamondsuit \triangleright$	\$	\diamond \diamond	
Rotate X	$\Box \triangleleft \diamondsuit \triangleright$	\$	\$	
Rotate Y	$\Box \triangleleft \diamondsuit \triangleright$	•	\diamond	
Rotate Z	$\Box \triangleleft \diamondsuit \triangleright$	\$	♦	
Scale X	$\Box \triangleleft \diamondsuit \triangleright$	\$	♦	
Scale Y	$\Box \triangleleft \diamondsuit \triangleright$	\$	♦	
Scale Z	$\Box \triangleleft \diamondsuit \triangleright$	\$	\$	
Pivot X	$\Box \triangleleft \diamondsuit \triangleright$	•	\diamond	
Pivot Y	$\Box \triangleleft \diamondsuit \triangleright$	•	\diamond	
Pivot Z	$\Box \triangleleft \diamondsuit \triangleright$	•	\diamond	
Transpare		\diamond	\diamond	
Image:	- f			_
Dynamic Texture				

In the picture above we can see Displacement Keyframes

4) Parameters in the Effects Tab:

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•	7 3D T	ransforn			۵	0	6	08
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0		R	otate X		<u> </u>	_	0	1.
0		R	otate Y		<u> </u>	-	0	1.
0		R	otate Z o		<u> </u>	-	0	/.,
0	Ģ	2 5	Scale X 🛛	_	- û	-	100	1.
•	l e	1	Scale Y		- ^ -	=	100	1.
0		5	Scale Z		- û-	-	100	1.
0			Pivot X		û –	-	0	1.
Θ			Pivot Y		<u> </u>	-	0	/_
0			Pivot Z		<u> </u>	_	0	1.
0		Trans	pare			۵	100	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

Scale

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



Rotate

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



Pivot

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



Transparency

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

Transparency	Transparen@y

Transparency at 100% and 47%

Applying 3D Transform

To apply 3D Transform:

1. Press F10 to open Effect Edit Mode

	ΞΞ <u>Τ</u> Ι 🕮 🔻 📮 ·
Of CCBN VinWorr Unitide 05	Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system Image: Second system
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00:00:00:00 Image: Market	In Stay Out Duration 00000025 • Geometry 2 20 Pan 20 Stretch Linear Dithe Region Dithe Brophode Intersect 2 20 Call

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

<u>[9]</u>	S -	t I	1		
🔻 🔽 30) Transform	0	90	160	
🕒 () 🔶 (🖻 🛛 Transla	te O	14	17	/_
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🕒 () 🔶 I	▷ Rotate	Z		0	/_
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۲	🔻 💎 3D Transform		L L L					
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	Rotate Z	$\blacksquare \triangleleft \diamondsuit \triangleright$			♦			
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	Scale Y	0						
	Scale Z	0						
	Pivot X						\diamond	
	Pivot Y							
	Pivot Z							
	Transpare						\diamond	
۲	► Fx 2D Pan		L_	-	•			

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

.#	3* (* 3 3.) Fx Fx	00:00:02:16	N			÷	
	▼ T Text	L.		T effect edit			
۲	🔻 🍞 3D Transform						
	Translate			>			
	Rotate X			>		0	\diamond
	Rotate Y	0				a sea a s	
	Rotate Z				\diamond		
	Scale X						
	Scale Y	0					
	Scale Z	0					
	Pivot X					\$	\diamond
	Pivot Y	0					
	Pivot Z	0					
	Transpare						\diamond
•	► Fx 2D Pan				•		

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

Creating Keyframes

Add keyframe: after moving the timeline click on the add keyframe button,

.4	5° (* 5) fr 5*	00:00:02:04	Ņ	
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۲	🔻 🎲 3D Transform	. . .	Ē	
	Translate 🤇	lick		
	Rotate X	0		
	Rotate Y	94		
	Rotate Z			
	Scale X	0		
	Scale Y	0		
	Scale Z	0		
	Pivot X	0		add a keyrrame
	Pivot Y	0		
	Pivot Z	0		
	Transpare	0		
	🕨 🗛 2D Pan			

Delete keyframe: move the timeline onto the keyframe, click on the delete keyframe button.

.2	5* 18 8J Fr Fr	00:00:02	2:04	00:00:0	- I - I - I - I - I - I - I - I - I - I - I	
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	Translate	0				
	Rotate X	0				
	Rotate Y	0				
	Rotate Z					
	Scale X	0 🔨			Y	
	Scale Y	0 📐				
	Scale Z	O CI	ck 🗌			
	Pivot X	0				
	Pivot Y	0				
	Pivot Z	0				
	Transpare	0				
۲	► Fx 2D Pan		_			

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



Right-click context menu

CutCtrl +CopyCtrl +Paste ValueDeleteDeleResetConstantLinear	Cut Copy Paste Value Delete Reset Constant Linear Speed Up
<u>D</u> elete Dele	Reset
<u>R</u> esei	Constant
Constant	Linear
Linear	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 menu

Paste Keyframes on the Timeline Ctrl + V

Perform paste

		12222		
Hectangle		6	📼 Rectangle	
🔻 🎲 3D Transform		-		
			♦	
			♦♦	
Rotate Z				
Scale Y		1	\diamond	
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Transparency			♦ \	
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🔻 🌍 3D Transform 👘		-6		
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	 Rectangle SD Transform Translate Rotate X Rotate Y Rotate Z Scale X Scale Z Transparency Rectangle SD Transform Translate Rotate X Rotate X Rotate Z Scale X Rotate Z Scale X Scale Y 	Image 3D Transform Translate Rotate X Rotate Z Rotate Z Scale X Scale Z Transparency Prectangle Scale Z Transparency Stransform Translate Q Stransform Rotate X Q Rotate X Q Rotate X Q Rotate Z Q Scale X Q Rotate X Q Rotate X Q Rotate X Q Rotate Z Q Rotate Z Q Scale X Q Scale Y	Rectangle Image: Constant of the	Rectangle 3D Transform Translate Rotate X Rotate Z Scale X Scale Z Transparency Rectangle * 3D Transform Transparency Translate Q< Rotate X Bectangle * 3D Transform Transparency Rotate X Q Rotate Z Q Rotate X Q Scale X Q Scale X Q Scale Y Q Scale Y Q

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

🖲 🔻 🗗 Rectangi	e	<u>_</u>	Rectangle	0.00.01.00	ziu
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🙃 🕨 🖨 3D Trans	form				
Dynamic	Texture				

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

<u>C</u> opy Keyframe List	Copy keyframe linked list
<u>P</u> aste Keyframe List	Paste keyframe linked list
<u>R</u> eset Keyframe List	Reset keyframe lined list
Invert Keyframe List	Invert keyframe linked list
Uniform Keyframe List	Keyframe interval list

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

► 🗸 Regior	ı Dit		6	0		ធ
🔻 🗸 Shine			6	0		^
L	it Channel ghten Chanr	÷				
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0	Boost —	-			/_	
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9	Mask Radius 🗀 🗕	-			/_	
n	Mack Easthor — 🍝	-	60		1	T

Effect Templates Library

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



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



Text effect

Text is the most commonly seen title format on television. CG-500 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.

Setting play area



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

Text will be play according to set style and effects.

	s' is si fx Fx	00:00:00;00	lay area	2	Play a	rea 3
	▼ T Text		Heading ;	TT.	Ť	
	🕨 🗘 3D Transform	Z		•	•	
	► Fx 2D Pan	2				
	Fx Star Glow					
۲	► Fx Wipe				100	
	Play area	11				
			Differ	ent Effe	ect	

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

TTT 0.2000 🛈

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.

TTT 0.2000 🔘

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



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

	Enable Area	Enable/disable area
Ť		Add area in current timeline
	Add Area	Delete selected area
	Delete Area	Play by char (in)
	Play by char (in)	Play by char(out)
		Play by line(in)
~	Play by char (out)	Play by line (out)
	Play by line (in)	Play by text
	Play by line (out)	Frequency value
	Plav by Text	Uniform area
		Reset area
	Freqency Value	
	Uniform Area	
	Reset Area	

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.



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

00:00:00:00 00:0	00:01:00	00:00:02:	00 00:00:03:00	00
Т	Т			
	T e`			
	ТТ			
	1	ГТ		
		TT		

Play Whole Text

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

Play In/Out by Letter

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

.2	5° (8 Sj fr Fr		^{03:07} ▶ 00:0	0:00 <mark>.</mark> ∢0	00:00:00:2	5 00):00:01:20		
۲	▼ T Text	۳.		Professional Use	r Interface TTT 1	.0000 🕥	TTT (0.2000 🔘	
•	🔻 🗣 3D Transform								
				<	,				
				<	•				
	Transpare					<	>	<	
			Scale in by	letter, frequen	cy 0.1	Fade out t	y letter,	frequency	0.2

Scale In By Letter, frequency 0.1



Fade Out By Letter, frequency 0.2

sional	User	Interface
--------	------	-----------

Datavideo Technologies Co., Ltd.

Play In/Out by Line

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

.2	5° (* 5) _{fr} ț	00:00:	03:07 🕨 00:0	o:oc. ≪ o	00:00:00	0:25	00:00:01:2	20 0	0:00:02:
-	▼ TP Text	5 .		Professional Use	r Interfa				
	· T Leve	·122		0.1000 🔘		1.0000 🔘		0.2000 🔘	
	🛛 🔻 🌍 3D Transform								
			•	<	>				
			•	<	>				
	Transpare							0	
			Scale in by	y line, frequency	/ 0.1	Fade	e out by I	ine, frequen	cy 0.2

Scale In By Line, frequency 0.1



Fade Out By Line, frequency 0.2



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:

⊳	∢າ∙ດດ∙ດດ	00.00.05.3	5	00:00:05:00	00:00:07:25
	T 2010 NAB SHOW	00.00.02.12		00,00,00,00	00.00.01.20
	TTTE 960 🜔	(11)		TTTE	600 💿
	1	- 1.0		•	
		- 0.5			
		- 0.2			
	Left-click	0			
		0.2		Select Ran	dom In/Out
		0.5			
		1.0			
=		✔ Random			
		Custom			

The arrows show how to select Random mode.

₫ 0:00:00:00			00:00:02:25	Υ '	00:00:05:00	00:0	10:07:25	
T 2010 N	AB SHO	W						
TTTR	960	0	Ē		TTTR	600 🔘)	
•		•			•			•
Dοι	ıble	-cli	ck,insert	valu	e			

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:

► \$ 1:00:00	:00	I	00:00:02:25		00:00:05:00	
T 2010) NAB SHO	W				
TTTR	960	0	T		TTTE	600
		•			•	
	00	40	0000	0	0000	
	ൗന	191 (M)	NAR	SIF		/
	20			9		
VAL-			4a Dat		Davis	11 mm
vve		me	to Bel	Ing	Pavi	llon

Beijing Videostar Co., Ltd. Random text

Play to 7.0 seconds:





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.

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.

111	3 ° 19 81 € 5 10:00:00;00		00:00:00;00	00:00:04;05
•	▼ 🐏 Group	ſ	Group	
	🕨 🌍 3D Transform	6		• • •
0	▼ [면] Group	ſ	 Group B 	Play whole group
	🕨 🜍 3D Transform	6	•••	2792
	🕨 🔂 Shape	6	Shape	arca
	🕨 🖅 Shape	6	Shape Shape	
	► 🗗 Shape	6	Shape Shape	Play as child area
	► T Text	6	T HEADING	
	► T Text	6	T Subheading	

Right-click on the play area to choose play options

	Enable Area	Enables play area
Ť		Add area to the current timeline position
	Add Area	Delete area
	Delete Area	Play as child (individually)
	Play by char (in)	Play as group
		Make spaces uniform
	Play by char (out)	Resets play area
	Play by line (in)	
	Play by line (out)	
~	Play by Text	
	Freqency Value	
	Uniform Area	
	Reset 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

HEADING	
TIEADING	
000000000000000000000000000000000000000	
Subbooding	
Jubreauing	

Example: both text and object play out using Curl effect (play as group) Frame 30



Frame 40



Play as Group

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

Play as Child

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

Setting Stay Area

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.

/
nt 👘

Sacle Stay Area

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

	<u> </u>	
Ž€0:00:00:00	Set Stay Area <u>I</u> n	
🔁 👘 Group	Set Stay Area <u>O</u> ut	
Movie	C <u>l</u> ear Stay Area In	
🕲 Group	Clear Stay Area O <u>u</u> t	
	<u>C</u> lear Stay Area	
•	•	
- Shape	<u>S</u> cale Stay Area	
T HEADING		
🖌 Movie		

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.

► ₫ 0:00:00:	00	, f ^a ,	00:00:05	1
	(🖻 Group)		
Movi	e			
	🔄 Grou)	hold "Ctil" and	
	•	• •	drag out point	•
	– Shap	• • e	drag out point	•
	– Shap T HEAC	• • e DING	drag out point	
Movie	– Shap T HEAD	e DING	drag out point	

Example:

► 🞝:00:00:	00		- (←		00:00:1
	(Q)	Grou)					
Movie	e							
	(Q)	Grou)					
				į	6			
	•		•	•	•	•	•	
		Shap	е					
	Т	HEAD	DING					
🖉 🌒 Movie	e							

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

Create Subtitle

1) Open CG-500.

In Text properties tab, enter text or click on "Open" button and choose existing text file. Then

press **Ctrl+A**, open the drop-down list of button and choose "**Create Subtitle**".



2) Set the text object bold, font size and set text color.



3) Add effect

In Effect tab, add keyframe and adjust parameters.

<u>[8]</u>	S :*	Ē	18	CG
🔻 🗸 3D Tr	ansform			08
	Translate	0 0	0	1.
	Rotate X —		0	1.
ਁ < ♦ ▷	Rotate Y—	_	0	1.
	Rotate Z—	^	0	1.
	Scale X —	^	100	1.
	Scale Y —	^	100	1.
	Scale Z —		100	1.
ਁ < ♦ ▷	Pivot X —	_	0	1.
ੑੑੑ ੑ	Pivot Y —	_	0	1.
ਁ < ♦ ▷	Pivot Z -	_	0	1.
	Transpare —	^	100	1.

You can also double click effect template to apply.



4) Preset subtitle properties

In Property tab set Effect Mode (Cut, Fade and FX), Align Mode, Play Mode (Interlace and

Sequence) and so on.

<u>(ġ)</u>	٩		ж		Ť		18		CG	
Name		SubTit	:le							
Describe		SubTit	:le							
			Mix N	Norm	al	¢				
		🔳 Re	ender	r as n	ew la	iyer				
Position	X:	830.	.76		Y:	66	64.12			
Rotation		0.0	0							
Scale	X:	100.	.00	•	Y:	1(00.00			
Shear	X:	0.0	0		Y:	0).00			
Pivot	X:	0.0	0		Y:	0).00			
								AL	-L 🛛	J
Effect Mod	le				Cut			¢		^
Align Mode(Horz.)				AI	ign L	eft		¢		
Align Mod	e(Ver	ert.) Align Top 🗳								
Play Mode				Se	quen	ice		¢		

If you set play properties in Property tab, subtitle will show the properties in CG-500 Player.

- 5) Save the subtitle to Template Library when done.
- 6) Drag subtitle template to Subtitle List in CG-500 Player.

Create Roll/Crawl

The roll screen is often seen at the end of a movie (in the form of credits). In CG-500 you will find many powerful roll functions, including 3D roll and Mask roll screens.

Operation flow

Most rolls are aligned, and with CG-500 this can be done quickly and conveniently.

1) In CG-500 choose roll, set roll type (up, right, left), and the software will automatically change the current layout into a roll screen.

C				ial Black 🗘 🗶 🖪 😐 👫 57 🔻	2 ≙ 4 57 ▼	= = <u>T</u> == ▼	. •
	Roll/craw	200 200 390 500 700 900 100 000:000:000 100	555 740 925	 1110 1295 1480 1480 		K S. S. S. K. S.	日 日 日 日 日 日 日 日 日 日 日 日 日 日 日 日 日 日 日
.≞ ↑. €	2 2 1 1 2 3 1 2 1 2 1 2 1 2 1 2 1 2 1 2		00:00:0025 00:00:01:20	00.000215 00.0003:10	00:00:04:0	Title-Cont. 0 ContCo 0 The text list in cu	Cont-Title 0 Hor. Apply Ver. Apply rrent layout
	X:1412.55 Y:8.16	R:0 G:0 B:0 A:0		(1920 * 1080 29.97p, 16:9, Progressive		ntair 🕤 🔂 🔧	. 🔒 🖬 🏯 🚍

2) Import preset roll screen text onto the Edit Screen.

会社 会社 <t< th=""><th>Set Headings: to set multiple headings, hold Ctrl, choose headings then press on. SetTite Heading will turn red. All text under a heading will automatically become its content.</th></t<>	Set Headings: to set multiple headings, hold Ctrl, choose headings then press on. SetTite Heading will turn red. All text under a heading will automatically become its content.
--	---

3) Press **Ctrl+A** to select all text, then press **Description** button. The text will appear in the Edit Screen. Press H to centre. Example:

Director	Director
Jian Wang	Jian Wang
Producer	Producer
Yaojun Zeng	Yaojun Zeng
Light	Light
Bo Yang	Bo Yang
Music	Music
Lei Zhang	Lei Zhang
Player	Player
Wen Chen Xiao Li	Wen Chen Xiao Li
Miss Li Mr.Green	Miss Li Mr.Green
BeiJing Videostar Co., Ltd	BeiJing Videostar Co., Ltd

4) 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	ContTitle
ContCont.		Hor. Apply Ver. Apply

Example:

1 Screen/1 otal2Screen	Director	Ē
	Jian Wang	
	Producer	
	Yaojun Zeng	
	Light	
	Bo Yang	
	Music	
	Lei Zhang	
	Player	

5) Press Set Title to choose all headings, then apply Shader using the Shader Tab. Example:



The same method can be applied to Contents.

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

	* I	1:
Start Roll In 💲		
	Head Pos	
End Cut Out 💲		
	Stay Time	00:00:00;29
	Tail Pos	972
Custom 🛟	Total Time	00:00:03;29
V Loop	Loop Space	00:00:00;00
	Loop Count	
Speed down		
Liner	Ruler	Full
ScrollArea	Ruler	Full
Left 0	Right	647
Top 0	Bottom	
Head Fade Pixel	25	
Tail Fade Pixel	25	
V Mask 🗱	📕 Invert 🛛 Bl	

Here you can set In/Out format, roll area, Liner, Mask and play area.

7) Save to Template Library when done, and use in CG-500 Player.

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.

Until the second seco	St St St St CG Image: Strate st
Image: Solution of the second secon	In Stay Out Duration 00000025 Swift Ripple Crice Less Page Curl Page Turn Blur FX Gauss Blur

Other parameters

Fade In/Out



Mask

Head Fade Pixel			
Tail Fade Pixel			
🗸 Mask 🛛 🗱	🔳 Invert	Blur	

Slow-Motion



Dynamic Texture

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

Examples:



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.

isi 🔥 🐘 🛛	11	CG
Pure Face	Color	
▼ 🗸 Face		∎ 6 ⊜ ଇ
► Colour		<u> </u>
► Texture	×.	
► 🔳 LinearSheen		1
▶ 🔳 BitmapSheen		
🕨 🔳 BumpBitmap		
Concave		1
► 🔳 Bevel	1	
		-
✔ Dynamic Texture Str	ength 8	4
Mask Invert		
VVVVV VVVV VVVV	V V V V	

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

NH.	3' (3 3) fr ^{fr}	00:00:03;13	00:00:00;00	00 00 04;05
	▼ 🔄 Group	Ē	Group	
	🕨 🌍 3D Transf	_		
	🕨 🕆 Shape	G	Shape Shape	
	🕨 🗗 Shape	6	Shape Shape	
	► T Text		T HEADING	
0	🕨 🎲 3D Transform	^		
	👪 Dynamic Textu	Rigi	t-click to add dyn	amic texture

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

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,

. <i>3 5</i> ° 1 <i>8 6</i> 1 A 50 00	:00:04;14	,00:00:00,00		00.00):04;05
💿 🔻 🖭 Group	Ē	🧃 Group	000	(i)	
📄 🕨 😚 3D Transf	- C				
💿 🕨 🗗 Shape	_	Shape Shape			
💿 🕨 🗗 Shape	La C	Shape			
▶ T Text	- C	T HEADING			
🔹 🕨 🎲 3D Transform					
💽 🖺 Dynamic Textu		DT0035	200 🕥		
Dyna	mic tex	cture add	led		

- 6) Set the file In/Out points to mirror object In/Out points,
- 7) Example:

	EE TI 🛲 🔻 📮 -
	Custom Style Custo
	V Face □ □ ⊕ 30 V Colour □ Colour □ □ ↓ Colour □ Gradient □ QuadGrad □ BmpGrad
0002 HEADING News 000:00:03:03	C C
58.85 % H </td <td>Activate dynamic</td>	Activate dynamic
Image: Image: </td <td>Dynamic Texture Strength 100 Mask Blur D Invert</td>	Dynamic Texture Strength 100 Mask Blur D Invert
Image: Solution of the solut	· · · · · · · · · · · · · · · · · · ·
X:349.17 Y:569.20 🐹 R:0 G:0 B:0 A:0 Frame Rate 25 fps Resolve:768*576 Field Order:Upper Aspect Ratio	.43 🔧 🐴 🚼 🚔 🗎

Rendering

- 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)

Examples

Dynamic Texture background 1



Text Face using Dynamic Texture


Text and Rectangle Face jointly using Dynamic Texture effects

.\$ \$* \$ \$J \$* \$* 00:00:0	3:03	00:00:00:00	7
💿 🕨 T Text	La C	T Daymic	
💌 🕨 🕆 Rectangle	ſ	— Rectangle	
💌 🕨 T Text	L C	T All RealTime	
🕤 🗳 3D Transform 🕒	⊙∟∩	3D Transform Translate	
💌 🗈 Dynamic Textu	ं 🗗	📸 DynaTextureDTTe?0I 🗾 DT0014	200



Applying Settings

Activate system settings

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





Background Setting



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





Solid Color

Sets one color as Edit Screen background

Grid Color

Sets two colors as Edit Screen background



Image Background

Sets a picture file as Edit Screen background

ImageBk	C:\Program Files\Canc	
magoon		

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

Keyboard Shortcut

Keyboard Pres	et		1
	File Command	HotKey	4
►Global		, 	
► Layout			
►Timeline			
►EditView			

There are four major keyboard shortcut groups that apply to different areas:

- 1) Global
- 2) Layout
- 3) Timeline
- 4) Edit Screen

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

User Interface

User Interface					
 ✓ Edit View Dynamic Zooming ✓ Enable Navigator ✓ Edit View Prompt Message ✓ Timeline View Dynamic Zooming ■ Auto Load Recent Text File ■ Font Combo Box Standard Style 					oming Style
Recent Text File Count: Recent Project Count: Default Color Mode: Grid Size:		10 10 RGB 50	¢		
Safe Area Proportion: Lef Top	ft/Right p/Bott	Outer 5 5	%	Inner 10 10	% %
16:9 Show Indicatrix:	(None 13:9 	(● 4:3 ● 14:9	

Edit View Dynamic Zooming - double-click to adjust screen zoom Edit View Prompt Message - prompt messages such as "Save File" or "Apply Effect"



Timeline View 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

🖫 Agency 🎛	4
' <u>t</u> al ser ian	
🖫 Arial	
🖫 Arial Baltic	
🖫 Arial Black	
🖫 Arial CE	
🔄 Arial CYR	
🖫 Arial Greek	
🖫 Arial Narrow	
Arial Rounded MT	
🖫 Arial TUR	
🖫 Arial Unicode MS	
🖫 gasemic	
🖫 Basemic Symbol	
🖫 Basemic Times	
🖫 Baskerville Old Face	
🗉 Batang	
🖫 BatangChe	
🖫 Bauhauz 93	
🖫 Bell MT	
🖫 Berlin Sans FB	

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

Default Setting

Default Setting	
Default Fade In/Out Percent:	10 %
Default Object Length:	100 Frame
Precision Of PaintStroke:	
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 Thres *
Reset all prompts of message:	Reset
✓ Use Plug-in Profile File	

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

Text Setting



Set default input string.

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

File Path Settings

File Path Settings	
Project Path Application Data\Vexel\VisCG\Documents\Project\	
Text Path C:\Documents and Settings\All Users\Application Data	
Image Path C:\Documents and Settings\All Users\Application Data	
AutoSave Path C:\Documents and Settings\All Users\Application Data	
SubTitle Path C:\Documents and Settings\All Users\Application Data	

Project Path: sets project path
Text Path: sets text path
Image Path: sets image path
AutoSave Path: sets auto save path
Subtitle Path: sets subtitle path

Auto Save



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

3D View Edit Settings

3D View Eidt Settings				
X Grid Interval:	<u> </u>	5		
Z Grid Interval:		5		
Axis Line Thickness:	6	5		
X Axis Line Color:				
Z Axis Line Color:	J.			
Grid Line Color:	ļ			
■ Whether real-time u	odate Settings			
X Grid Interval: set parameter 7 Grid Interval: set parameter	of X grid interval			
Axis Line Thickness: set param	eter of axis line thicknes	S		
X Axis Line Color: set color of X axis line				
Z Axis Line Color: set color of Z	axis line			
Grid Color: set color of grid				
Whether real-time updates Se	ettings: enable/disable re	eal-time update settings		

Export



Click the marked button to select options.

Datavideo Technologies Co., Ltd.

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: right click in Edit Screen and then select "Save Layout as Picture" from the context menu.



Then the Save as window will appear.

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

button.

Export Current Frame as Picture

Click on "File" in menu bar and "Export Layout" in tool bar, then select "Export Current Frame as Picture" from the drop-down list. The Save as window will appear.

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

Export Current Layout as Movie

Press Ctrl+E or click on "File" in menu bar and "Export Layout" in tool bar, then select "Export Current Layout as Movie" from the drop-down list. The Export Movie window will appear.

📤 Export Movie		X
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	Stereoscopic Output Mode:	
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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.

Resolution:		<u> </u>		
Width	1920	Height	(<mark>864</mark>)	₩.

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.

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

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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:

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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.

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	Stereoscopic Output Mode:
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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.

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.

	Original (1920 * 1080 29.97 fps 1.00000) 🛟 Field Order: Progressive 💠
	Stereoscopic Output Mode:
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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.

Export all Layouts as Pictures

Click on "File" in menu bar and "Export Layout" in tool bar, then select "Export All Layouts as Pictures" from the drop-down list. The Save as window will appear.

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

Export Project include reference files

Export project include reference files to specified directory.

Click on "File" in menu bar and "Export Layout" in tool bar, then select "Export Project include reference files" from the drop-down list. 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 to see the following dialog.



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

Example

Create Title



1. Text

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

Method 1: In the Object Menu Bar press







Open saved file

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After text appears in the tab, click on

1 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+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),



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

RGB) (HSB)



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.



2. Liner

1) Create liner

Use Object Menu Bar to 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 Top button, or type **Ctrl+Home**.







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Method 3: click "Move Top" in Timeline Window,

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Method 4: drag text to desired level using the cursor.

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3. Make Group

Method 1: select all objects in Edit Scree, then click on **Ctrl+G.** in Edit Menu Bar, or type



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

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4. Fade In/Out Animation

- HEADING Subheading 00:00:00:00 Image is a clivate Transparency Keyframe, set transparency to
- 1) Click "Effect Edit Mode" to activate 3D editor.

0, open group in Timeline.



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

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



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



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

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5. Preview



Create Effect Title



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)



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)

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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.

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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.
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3) Double-click to edit group names

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



4. Create Effect Animation

1) Add Effect

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



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- 2) Set Keyframe
 - 1. Set 2D Pan direction as Left to Right

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

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3. Set percent to 100 at 1 second

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



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

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6. Set percentage to 100 at 1 second





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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

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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"

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

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12. Adjust effect position and duration

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13. At 4 seconds set percentage to 100

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14. At 5 seconds set percentage to 0

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5. Preview



Create Button



1. Draw Circle



1) From the "Object" Menu Bar, 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 9, Gradient to Linear, 90 degrees, both Gradient Point RGBA parameters set to (255,255,255),(55,54,54,255)





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),(255,255,0),



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),(255,255,19),



Create Custom Shape



1. Draw Leaf

Under the "Objcet" Menu Bar, use the Bezier Curve tools to draw the following lines,



2. Draw Apple













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)

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

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Create Play by Character



1. Enter Text and Shader

1) Using the "Object" Menu Bar "Text" button, enter "Play By Letter", font size 64, and press **C** to centre.





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





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)".

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



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

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3. Set Keyframe in 3D Transform

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

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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

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

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4. Preview



Create Play by Line



1. Enter Text and Shader



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

2) Shader: apply shader 020 from the templates library





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)



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 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

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3. Set Keyframe in 3D Transform

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

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



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

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

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4. Preview





Create Mixed Play by Character/Line



1. Enter Text and Shader

1) Using the "Object" Menu Bar "Text" button, enter "Videostar", font size 48, and press C to centre.

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2) Shader: apply shader 013 from the templates library



2. Add area

1) Extend duration to 6 seconds





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

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

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3. Set Keyframe in 3D Transform

1) Open Effect tab, at 0 seconds toggle XY scale keyframe to 100 each.
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2) At 1 second set XY scale keyframe to 200 each.

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

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□ < < >	Scale Y 🗕	<u>à</u>	-5		14
G	Scale Z —	<u></u>			de.
Θ	Transparency		-0		A

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

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

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╚	Scale Y 🚽	- 6			
G	Scale Z 💳	<u> </u>			1.
Θ	Transparency		-0		1.

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

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0	Transparency		-0		

4. Preview



Create Advanced Animation Keyframe

Raindrops Animation



1. Create Cloud

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



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)





2. Create Raindrop

1) Use Bezier Curve to draw raindrop



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 2, Blur 0, BGBA parameters at (220,220,255).

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





3. Set Raindrop Animation Keyframe

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

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



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	Transparency			100	1

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

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



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5) Make three more copies to create rainfall effect

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.↑ \$	 S 3D Transform B Dynamic Texture 	Make three co	pies of the	raindroj	o shape	

4. Preview





Create Progress Bar



1. Liner



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.



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,

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4. Percentage Animation



1) Select the numbers tool, set size to17, 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.



5. Preview Animation

42%	425	
	69%	(

Create Roll Up

Please consult the chapter "Create Roll" for instructions.

Create Crawl

1. Crawl Left



2. Create Text

Enter text in Text tab

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19 11 🚉 🗄 👘 T 🖵	
H:\文本文件\英文.txt*	
Text	4
As you look around this room tonight	
Settle in your seat and dim the lights	
Do you want my blood, do you want my tears	
What do you want	
What do you want from me	
You can have anything you want	
You can drift, you can dream, even walk on water	
Anything you want	
You can own everything you see	
Sell your soul for complete control	
Is that really what you need	
Should I sing until I can't sing any more	
Play these strings until my fingers are raw	
You're so hard to please	
	-
A F	

Click on "One Line Text" to create in Edit Screen



3. Set Parameters

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

	<u> (4</u>	** T 1
	d Screen Rc 💲	
		Head Pos 0
	End Cut Out 🌻	
Boll screen quidelines		Stay Time 00:00:01:00
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	Speed dow	
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	ScrollArea	Ruler Full
		Bottom 489
T As you look around this room tonightSettle in your seat and dim the lightsDo you want my blood, do y	Head Fade Pix 25	Tail Fade Pixe 25
	Mask	Invert Blur

2) Set background area

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:00:03:06	5 00:	00:03:10	00:00:03:15)0:00:03:	20	Top 416	Bottom	494

1) Example



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 lamge Color as Face Color" and "Binarization" and set Threshold value.

Following option is used when image object have shader style property(Face, Outline, Shadow)
✓ Use ShaderStyle to Render
Use 🛛 Bright Channel 🜲 As it's Alpha Channel
▼ Always Use Image Color as Face Color
Hign Quality Shader
Invert Alpha
✓ Binarization Threshold

3. Add Face, Outline, Shadow Add Outline

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

<u> (8)</u>	** E	r 1
	Cust	Eace
		<u>O</u> utline
		Shadow
		<u>D</u> epth ⊕
		Fra <u>m</u> e
	L	

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

- 193 - 68	** 🖻 🕼
	Custom Style 🔹 🕂 Outline F Custom Custom C
✓ Outline Width 4	Normal \$
▼ Colour Color Gradient 0	Quad Grad Bmp Grad
	B 223 A 255 (RGB) (HSB)

Example:



Add Depth

Click the "Add" button to add a depth.

<u>[8]</u>	** Ī	18	
	Custi Outline	<u>F</u> ace <u>O</u> utline <u>S</u> hadow Deoth	· · · · · ·
✓ Outline Width 4	Nonna Blur 0	Fra <u>m</u> e • • • • • •	0 0 -

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.

- (4) - (4)	**	Ŧ	18	
	Cust Outline Depth Shador	om Style : w	4	↓ ↓ ↓ ↓ ↓
▼ Shadow Width 0 / ▼ Colour Color Gradient	Angle 45 Quad Grad	Blur Bmp Gr	8 8 8	
		R G B A RGB	232 232 232 139) (HSB)	

Example:



4. Preview



Create Crawl with Liner

Crawl

1. Create text

Click on the "Object" toolbar and select "Text" button. Then left click in Edit Screen, enter "Crawl text"



Then left click in Edit Screen, enter "Crawl text". Set font size as 68



2. Set shader

In Shader tab, choose color and set shader parameters

[9] 🚯 🔭 🟦 CG
Pure Color + + Face + + Color + + Face + + Color + + Face + + Color + ++ Color + + Color + + Color + + Color + ++ Color + +++++++++++++++++++++++++++++++++
▼ V Face Colour Color Gradient Quad Grad Bmp Grad
RGB HSB
Crawl text

3. Set CG properties

Select the text then in CG property tab set Object Type as Text Crawler Object and ID Class as Crawl Text.

<u>((%)</u>	• ** 🗊 18 CG
Object Type:	Text Crawler Object 🛟
ID Class:	Crawl Text 🚔
ID:	Crawl Text 🗸 🗸 🗸
Direction Speed	30
Interval Head Fade Tail Fade Pi	2 Pixel \$ 30 30
Effect Option Duration	Use 😑 🖂 R 🖻
Data Source	Empty (Not Set)

Set other parameters shown above.

Liner

1. Create rectangle

Click on the "Object" toolbar and select "Rect" button. Then create a rectangle as the liner of crawl text in Edit Screen.



2. Shader In Shader tab, set shader parameters



3. Set CG properties

Select the rectangle then in CG property tab set Object Type as Universal Flip Object and ID Class as Play Position

[<u>[</u> \$] 🚳) ** 🖻 11 CG	
Object Type:	Universal Flip Object	÷
ID Class:	Play Position	\$
ID:	Play Position	▼
Effect Option	Use 😑 🖂 🖻 🖏	
Flip Delay	0 %	
Data Source	Empty (Not Set)	¢

Edit Crawl Group

1. Make group

Select text object and rectangle object and press **C** to centre. Make text object up. Press **Ctrl+G** or right-click and choose "Make Group" from context menu.

:	Crav el text	

2. Set CG properties

Click group object. In CG Tab set Object Type as Text Crawler Object and ID Class as Crawl Text.

<u>. (4)</u>	** 🖻 11 CG
Object Type: ID Class: ID:	Text Crawler Object 🔹 Crawl Text 🔹 Crawl Text 🗸
Direction Speed	35
Interval Head Fade Tail Fade Pi	5 Pixel \$ 60 60
Effect Option Duration	■ Use 😑 🖻 🖻 🖻 🖻

3. Import text

Select Single Line Text File data source.

Data Source	Single Line Text File 😫
	Text File Text Cache
	■ Loop Play □ Unlimited 1
	Has play title text
	[(Up to 4 characters)
] (Up to 4 characters)

Click the "Browse" button to import text file and set loop parameters.

Data Source	Single Lin	e Text File	÷
T	ext File	Text Cache	
Edit E:\C	rawl Text.txt		
▼ L	.oop Play		
Loop Count 🛛 🔳 L	Inlimited		
■ ⊦	las play title te	ĸt	
Head Symbol [(Up to		
Tail Symbol]	(Up to		
Data Field Mappir	ng option		
Source Field	Target Field	CG ID	•
Text Line	Text Line	Default	
			-
		0	Þ

4. Preview

Press F5 to preview

Press "Space" to Pause <u>P</u> ause <u>S</u> top <u>E</u> xit(Es	c)
fade out	fade in
olding on your rope Got me ten	feet off the groundI'm hear

Create Flip Stock

Stock Price Goup Group

1. Create Text

Click on the "Object" toolbar and select "Text" button



Then left click in Edit Screen and enter "name" and set font size as 77.



Use the same method to create two text objects stock price and stock change.



2. Crete Liner

Click on the "Object" toolbar and select "Rect" button. Then create a rectangle as the liner in Edit Screen.



Shader In Shader tab set parameters



Create a rectangle again and set shader parameters

In Edit Screen select all objects, set align mode and objects level. Then press **Ctrl+G** to make group.

	•	
name	10:000	10.00%

3. Set CG properties

Hold **Ctrl** and select "name" and set CG properties in CG property tab.

<u>. (4)</u>	。 『米 団 14 CG	
Object Type:	Replaceable Object	÷
ID Class:	Stock Name	÷
ID:	Stock Name	T

Use the same method to set CG property foe stock price object and stock change object.

<u>[(9]</u>	> ¹ 兆 ⊡ 1≇ CG	
Object Type:	Replaceable Object	¢
ID Class:	Stock Price	¢
ID:	Stock Price	-

ſ	<u>[\$]</u>		迷		Ť		邰	CG	
	Object Type:		R	epla	aceab	le O	bject		¢
	ID Class:			St	ock C	han	ge		¢
	ID:	Stock	Chang	e					▼

Select the group object and set Object Type as Replaceable Object and ID Class as Stock Price Goup Group in CG property tab.



Stock Price Drop Group

Use same method to make the stock price drop group. Or copy stock price goup group then

change properties parameters.

Set CG parameters for stock price drop group object



Stock Price Stop Group

Use same method to make the stock price stop group. Or copy stock price goup group then change properties parameters.

Set CG parameters for stock price stop group object,



name	10.000	10.00%
name	10.000	10.00%
name	10.000	10.00%

Edit Stock Flip Group

1. Make Group

Select three groups then press C. Press Ctrl+G to make group.

name	10:000	10.00%
------	--------	--------

2. Set CG property

In CG Tab set Object Type as "Stock Flip Object"

** T 1: CG
Stock Flip Object 🔹
▼
Use 😑 🖾 🖻 🗣
0 %

3. Import stock data

Set data source file as "CSV File". Click "Browse" button to choose file.
Data Source	CSV File 🗘
Text File	Browse Edit
	C:\Users\Administrator\CG-test\Stock Date.csv
Field Counts	
Field Symbol	,
	Loop Play Unlimited
	Has play title text

Preview

Press F5 to preview

Press "Space" to Pause <u>P</u> ause <u>S</u> top <u>E</u> xi	it(Esc)
Software 7.00 10.06%	Wood 7.55 -5.01%
Marine 7.59 0.00%	

Create Crawl Stock

1. Create Stock Price Goup Group

1) Create triangle

Click on the "Object" toolbar and select "Trianglet" button. Then create a triangle in Edit Screen.





Shader

In Shader tab set parameters

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	Pure Color 🔶 🕂 Face 🏼
🔻 🗸 Face	□ 6 0 5
▼ Colour	
Color Gradient	Quad Grad Bmp Grad
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	🗖 🖪 230
	G 13
	BO
	A 255
	RGB (HSB)



2) Create textClick on the "Object" toolbar and select "Text" button



Then left click in Edit Screen and enter "name" and set font size as 29.



Use the same method to create two text objects stock price and stock change.



Shader

In Shader tab set stock object color and stock change color same with the triangle color



3) Set CG property

Select stock name text. In CG property tab set Object Type and ID Class as "Replaceable Object" and "Stock Name".

<u>[9]</u>		眯)	Ť		倡	CG
Object Type:		Re	epla	ceable	e Ob	ject	¢
ID Class:			Sto	ock Na	ame		÷
ID:	Stock M	Name					

Set CG parameters for stock price text and stock change text,

<u>. (4)</u>	· **	Ť		18	CG
Object Type:	R	eplaceabl	e Obj	ject	÷
ID Class:		Stock P	rice		¢
ID:	Stock Price				
	₽ *	िि	ſ	倡	CG
Object Type:	R	eplaceabl	e Obj	ject	÷
Object Type: ID Class:	R	eplaceabl Stock Ch	e Obj iange	ject e	¢ ¢

In Edit Screen select all objects, set align mode and objects level. Then press **Ctrl+G** to make group.



Select group object, set Object Type and ID Class as "Replaceable Object" and "Stock Price Goup Group"

<u>(9)</u> 🚳	· **		T		18	CG
Object Type:	R	epla	ceable	e Ob	ject	¢
ID Class:	Sto	ck Pr	ice Go	oup	Group	¢
ID:	Stock Price	Goup	Group			

2.

Create Stock Price Drop Group

Use same method to make the stock price drop group. Or copy stock price goup group then change properties parameters.

Set CG parameters for stock price drop group object



Use same method to make the stock price stop group. Or copy stock price goup group then change properties parameters.

Set CG parameters for stock price stop group object



10.000 10.00%

Select three groups then press **C** to centre.

name



4. Create Crawl Position Click on the "Object" toolbar and select "Rect" button. Then create a rectangle.





Shader

In Shader Tab double-click on shader style Color0023





Select all objects, set align mode and objects level. Then press **Ctrl+G** to make group.

name	90.0 00 10.00%

Select group object. In CG Tab set Object Type as "Stock Crawler Object",

<u>. (9)</u>	** E 18 CG
Object Type:	Stock Crawler Object 🔷 🗘
ID Class:	
ID:	
Direction	
Speed	30
Interval	2 Pixel 🜲
Head Fade	30
Tail Fade Pi	30

Set data source file as "CSV File". Click "Browse" button to choose file

Data Source	CSV File	÷
Text File	Browse	Edit
	C:\Users\Administrator\CG-test\Stock Da	ite.csv
Field Counts	3	
Field Symbol	,	
	Unlimited	
	Has play title text	

Press F5 to preview

Press "Space" to Pause				
<u>P</u> ause	<u>S</u> top	<u>E</u> xit(Esc)		
Software	7	10.06%		
Vood	7.55	-5.01%		
Marine	7.59	0.00%		

Using 3ds max animation in CG-500

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".

Time Configuration		? 🔀
Frame Rate NTSC Film PAL Custom FPS: 30	Time Display Frames SMPTE FRAME:TICKS MM:SS:TICKS	OK Cancel
Playback	<i>г.</i> .о	
IV Real lime IV Active \	/iewport Unly I Loop	
Direction: 6 Forward C	k (• 1x () 2x () 4x	
	neverse 🌾 Fing-Fong	
Animation		
Start Time: U	Length: [83 🔤	
End Time: 100 🛔	Frame Count: 84 🗧 韋	
Re-scale Time	Current Time: 0	
Key Steps		
J♥ Ose Hackbal	The Second Transform	
M Position M Hotation	IM Scale	

2. Choose Field Order

1) From the Menu Bar click Customize, Preferences

🜀 Untitled - Autodesk 3ds Max 8 - Stand-alone License	
<u>File Edit Tools Group Views Create Modifiers Character reactor Animation Graph Editors Rendering</u>	Customize MAXScript Help
	Customize User Interface
Top	Load Custom VI Scheme Save Custom VI Scheme Revert to Startup Layout
	Custom VI and Defaults Switcher
	Show VI
	Lock VI Layout Alt+0
	Configure User Paths Configure System Paths
	Units Setup Grid and Snap Settings
	Viewport Configuration
	Plug-in Manager
	<u>P</u> references
	ř.

- ? X Preference Settings Gizmos MAXScript Radiosity Inverse Kinematics mental ray General Files Viewports Gamma and LUT Rendering Animation Video Color Check Output Dithering-Field Order Flag with black C NTSC ✓ True Color C Odd C Scale Luma @ PAL Paletted Even C Scale Saturation Super Black-HotSpot/Falloff Background Don't Antialias Against Background Angle Threshold: 15 + \$ F Separation: 2.0 Filter Background Default Ambient Light Color-Output File Sequencing Nth Serial Numbering 🔲 Use Environment Alpha Render Termination Alert F Beep Frequency: 440 Duration: 200 milliseconds Choose Sound... File: Play Sound File: GBuffer Layers **Bitmap Pager** Maximum Number: 10 💲 ∏ On Page Size (kB): 128 \$ Multi-threading Bitmap Size Threshold (kB): 20961 \$ 🔽 On Memory Pool (kB): 50000 \$ ÖK Cancel
- 2) Open Rendering tab, in Field Order choose Even, click "OK".

3. Render Setting

1) Click "Render Scene"





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

🜀 Render Scene: Default Scanli 🔳 🗖 🗙
Render Elements Raytracer Advanced Lighting
Lommon Renderer
Common Parameters
Time Output Render duration
C Single Every Nth Frame: 1
Range: 0
File Number Base: 0
C Frames 1,3,5-12
Output Size
Custom 💽 Aperture Width(mm): 36.0 💲
Width: 640 \$ 320x240 720x486
Height: 480 640x480 800x600
Image Aspect: 1.333 C Pixel Aspect: 1.0 C
- Options Render dimensions
Atmospherics Render Hidden Geometry
Effects Area Lights/Shadows as Points
Displacement T Force 2-Sided
Video Color Check 🥅 Super Black
Render to Fields
Advanced Lighting Render to fields
📃 🖵 Compute Advanced Lighting when Required
Production Preset:
C ActiveShade Viewport: Top 💽 🔒 Render

4. Save Setting

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

Render S	cene: 1	Default	Scanli.	[]]]
Render Elem	ents	Raytracer	Adv	anced Lighting
Com	mon		Re	nderer
Atmosph	erics	Fiender	Hidden Geo IntelCharde	metry
Displace	ment		niszonadow Sided	/s as noints
Video Co	lor Check		lack	
Render to	n Fields	, ouper b	Iden	
	(Click	to s	ave
Advanced Li	ghting anced Lia	bting		
Compute	Advance	nung d Liabtina wi	han Baruira	a
, compare	Auvance	a cignang wi		9
-Render Outp	ut			
Save File				Files
F Put Imag	e File List(s	:) in Output F	Path(s)	Create Now
Autoc	lesk ME Im	lage Sequer	ice File (Jims Geogra	(q)
	cy 30s max	i mage File L	List (Lin)	р.:
Use Dev	ice		= j.; .	Devices
I Rendere I Skip Exis	d Frame W ting Image	indow / s	Net Rende	91
t	Er	nail Notificat	ions	
+		Scripts		
+	A	ssign Rende	erer	
Production	Prese	et:		
			11 M M	

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

Render Outpu	t File	? 🗙
History: C:\Pi	rogram Files\Images	•
Save in: 🗀	images 💦 🗲 🖻	• 🖬 🎽
Se	et save file location Enter name	n
File <u>n</u> ame:	Earth	<u>S</u> ave
Save as <u>t</u> ype:	Targa Image File (*.tga,*.vda,*.icb,*.vst)	Cancel
Devices	JPEG File (*.jpg,*.jpe,*.jpeg) PNG Image File (*.png) MOV QuickTime File (*.mov) SGI/a Image File (*.mov)	
Setup	RLA Image File (*.rla)	IMAGE
Info	Targa Image File (*.tga,*.vda,*.icb,*.vst)	
View	DDS Image File (*.dds) All Files (*.*)	
Statistics: N/A		
Location: N/A	Choose .tga fo	rmat

3) In following dialog window set Image Attributes to 32 Bits-Per-Pixel, and activate Compress. Click "OK".

Targa Image Control	×
Image Attributes 16 Bits-Per-Pixel: 24 32	Compress Alpha Split Pre-Multiplied Alpha
Additional Information Author Name:	Job Name/ID:
Comments:	
	Cancel

5. Render Animation

In the Render dialog window, click on "Render" button.

Render Elements Raytracer Advanced Lighting Common Renderer	Total Animation: Pause Cance
Common Parameters Time Dutput C Single Every Nth Frame: 1 C Active Time Segment: 0 To 100 Range: 0 C 100	Current Task: Rendering Image
C Frames 1.3.5-12 Output Size	Plaine # 11 Plaine # 11
Options Image: Atmospherics Render Hidden Geometry Image: Atmospherics Area Lights/Shadows as Points Image: Atmospherics Force 2-Sided Video Color Check Super Black Image: Atmospherics Super Black Image: Atmospherics Render to Fields Image: Atmospherics Compute Advanced Lighting Image: Atmospherics Compute Advanced Lighting Image: Production Preset: Image: ActiveShade Viewport: Perspective B	

6. 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

	🔄 🖳 💿 Solid Co	lor 🗾 🖉 Gri	d Color	Default		
Earth0000 Earth0001 Earth0002 Earth0003 Earth0005 Earth0006 Earth0006 Earth0007 Earth0009 Earth0009 Earth0010 Earth0010 Earth0011 Earth0012 Earth0013 Earth0014 Earth0014				Imge Size: Width Heig Pixel Ratio: 1.00 WH Ratio: Top Clip Top Bottom Left Right Width Resolve: Unioth	n 640 ht 480 Driginal H/W 0 0 0 0 0 640	◆ 96 96 96 96
Earth0017 Earth0018 Earth0019	*	(Click render	Frame Rate:	25 fps Jpper Field Fir	\$ st \$
Eannoo20 주	00:00:00:00	00:00:00:0 & ▷ ₪	(0 0:00:00:04:01 (1⇔12 00:00:04:01 (1 12 14 =⊅ĭ	C:\Docum	nents and Settin	gs\zhar

7. Using in CG-500

1) Open CG-500 in the Object Menu Bar click C. A frame will appear in the Edit Screen





2)

In the Properties Tab, click Browse... and open the MV Render Output File.

After Effect Animation in CG-500

1. New Composition and Composition Setting

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

► 🖑 🤇	New Composition	Ctrl+N	k
Project ×	Composition Settings Background Color Sgt Poster Time Trim Comp to Work Area Crop Comp to Region of Inter	Ctrl+K b(Ctrl+Shift+B	Composition: (none) •
Name	Add to Render Queue Add Output Module	Arl+Shift+/	:4:
	<u>P</u> review Save Frame As Make Movie Pre-render Save <u>R</u> AM Preview	Ctrl+M	iposition
	Comp Flowchart <u>V</u> iew	Ctrl+Shift+F11	

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".

Composition Settings
Customize size
Width: 720 Height: 576 Lock Aspect Ratio to 5:4
Pixel Aspect Ratio: D1/DV PAL (1.07) Frame Rate: 25 Frames per second Choose preset size
Resolution: Full 💙 720 x 576, 1.6 MB per 8bpc
Start Timecode: 0:00:00:00 Base 25
Set duration OK Cancel

2. Render Area

Drag timeline to set render area



3. Render Setting

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



2) Open Render Queue tab, click "Best Settings". Choose Upper Field First from Field Render drop-down list, then click on "OK".

Project × Effect Controls: Black Solid 1	osition: Comp 1
Comp 1- 720 x 576 (1.07) 4 0:00:05:00, 25:00 fps	
Name 🗸 🖋 Type Size Duration Fik	
Comp 1 Composition Δ 0:00:05:00 📩	
Dolids 🔲 Folder	
	Render Settings
	Composition "Comp 1"
	Quality: Best 💌 Proxy Use: Use No Proxies 💌
	Resolution: Full 💙 Effects: Current Settings 💙
	Size: 720 x 576 Solo Switchez: Current Setting: 💌
	Disk Cache: Read Only 🕜 Guide Layers: All Off 💌
	Use OpenGL Renderer Color Depth: Current Settings
	Tine Sampling Upper Field First
	Frame Blanding: On For Checked Layers
	Field Render: Upper Field First
	3:2 Pulldown: Off
배 및 전 8 bpc 위 4 🖉 📦 100%	Notion Blur: On For Checked Layers 🗸 Start: 0:00:00:00
Timeline: Comp 1 Render Queue x	Time Span: Work Area Only Vision: 0:00:01:24 Custom
All Dandows	
Message:	Options
RAM: Renders Started:	✓ Use storage overflow
Total Time Elapsed: Log File:	Skip existing files delows multi mechine rendering)
Furrent Dender	Cancel Cancel
	Elapsed:
Current Render Details	
Render Status Started	Render Time
✓ ✓ I Comp 1 Queued -	
Render Settings: Log: Ltr Output Module: Lossless Output To:	Comp Lavi
click IBos	t Settings]
click [Des	it Settings]

3) Output Module Settings: in Render Queue tab click "Lossless", then choose Targa Sequence from Format drop-down list.

Project × Effect Controls: Black Solid 1		Composition: Comp 1 V ×
Comp 1 + 720 × 576 (1.07)		
Δ 0:00:05:00, 25.00 fps		
Name V C Turse Cire	Duration File	Ontrut Module Settings
Comp 1 Composition	A 0:00:05:00 A	
Dolids 📃 Folder		Based on "Lossless"
		Format: Video For Windows
		Post-Render Action: LectricImage IMAGE Click
		FUL7FL Filnstrip IFF Sequence JFEG Sequence
		Format Options MP3 Comp Frame Number MPEO2 MPEO2-NVM
		No Compression OMF OMF
		PCX Sequence (Matted)
		Stretch PNG Sequence Photoshop Sequence
		Nidth Pixar Sequence Rendering 720 x 576 QuickTime Movie
		Stretch 720 x 576 RealMedia
		Stretch %: x SGL Sequence High
10 1 15 8bor 9 4		Larga Sequence Video For Windows
Timeline: Comp 1 Render Overles		Crop Windows Media
Render Quede X		Use Region of Interest Final Size: 720 x 576
Message:		Top: 0 Left: 0 Bottom: 0 iight: 0
RAM: Renders Started:		
Total Time Elapsed: Log File:		Audio Output
		Format Options.
Lurrent Render		44.100 kHz 💌 16 Bit 💌 Staree 💌
Current Render Details		
Render 🖋 # Comp Name Statu	s Started	Render Time
Render Settings: Based on "Best Setting	 ಕ″	Leg: Errors Only
Dutput Module: Lossless	Outpu	t To: Comp Lavi
	click [L	ossless]

4) Click "Format Options" button, set Resolution to 32 bits/pixel. Click on OK.

Embed: Project Post-Render Action: None Yideo Output Formet Options. Startin Channels	ck
Post-Render Action: None Yideo Output Formet Options. Startin Channels	ck
Yideo Output	ck
Video Output Format Options. Startin Channels	
Format Options. Startin	
Institution	Ig Use Comp Frame Numbe
Targa Options	
Besolution	
	OK
24 bits/pixel	Cancel
Render 32 bits/pixel	
Stre	
Stretch 🔲 RLE Compression	i gh 🛛 💉
V Lock	
- Crop	
Use Region of Interest	Final Size: 720 x 576
Top: 0 Left: 0 Botto	m: 0 light: 0
Audio Output	
Format Options	

5) Under Video Output, choose Straight (Unmatted) color to make object edge look smoother. Click on "OK".

Based on	"Lossless"	
	Format: Targa Sequence 💙	
	Embed: Project Link	
	Post-Kender Action: None	
Video (Intrut	
For	met Options Starting VIIse C	omn Frome Number
	Channels: RGB + Alpha	
	Depth: Millions of Col	lors+ 💌
	Color: Straight (Unmat	tted) 💌
<u>Str</u>	etch	
P J.	Width	
Nende Str	etch 720 x 576	~
Stretc	h %: × Stretch Quality:	High 💙
- Loci	k Aspect Ratio to 5:4	
Crop	p	
	Use Region of Interest Final Size:	720 x 576
Top: 0	Left: 0 Bottom: 0 ight	: 0
<u>A</u> udio	Output	
	mat Options	
For	-	
For	0 LW V 16 Rit V Church	

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

Project x	sition: Comp 1 💌 🗙		
50mp 1+ 720 : 576 (1 07) 4 0:00:05:00, 25:00 fps			
Name 🗸 🔗 Type Size Duration File			
Comp 1 Composition Δ 0:00:05:00 💦			
Dilds Evider			
	Output Movie To:		
	Save in: 🗀 New Folder	C 🕫 🕫 🔤	•
	My Recent Documents	Save localtion	
	Desktop	ouve location	
(65.3%) · · · · · · · · · · · · · · · · · · ·	My Documents		.
Timeline: Comp 1 Render Queue × All Renders Message: RAM:	My Computer	Name	
Total Time Elapsed:	Ele pamer	Effects top	
Log File:		Linetteriga	
Current Render	My Network Save as type:	Targa (*.tga) Cancel	
	Elapse	ed:	,
Current Render Details			
Render 🖋 # Comp Name Status Started	Render Time		
V V 1 Comp 1 Queued -	-		
Render Settings: Based on "Best Settings" Log: Error Output Medula: Render 0 "orters"	son 1 [#####]tas		
Uutput lo:	CONTRACTOR AND A DESCRIPTION OF A DESCRI		

7) Click on "Render" to start rendering.

onex here to st	
	Est. Remain:

4. Change Format

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



5. Using in CG-500

Open CG-500, click , a frame will appear on the Edit Screen. In Properties Tab open MV render output file.







Combine Animation with CG-500 Animated Header

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)

	*	5° 16 51 Fr	00:00:07:09	00:00:00:00	00:00:01:00	00:00:02:00	00:00:03:00	00:00:04:00	00:00:05:00	00:00:06:00	00:00 07:00	60:80
		Movie		Movie								
	۲	► Movie		Movie								
1												
								stand	durat	ian		
'↓								xtenu	uurai	lion		
8												
	0	😚 3D Transform	▣	3D Transform	n Translate			_				
		🔛 Dynamic Textu	_									
	C:			4								



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





3. Set position

0 0 0 0 W	경* 18 영제 6: 12 • 14 Group • 14 Group • 83 Movie • 83 Movie	00:00:00 6 6 6 6 6 6 6	00 00 00 00 00 Movie	oo oo oo oo • Group • Group	00:00:02:00	00.00 03.00	00.00.05.00	00:00:06:00	00 00 07 00
<mark>تا</mark> ا	SD Transform Dynamic Texture								

4. Animation Preview



Operation Flow of Plugins

Operation Flow of Magic Composite

 Run Magic Composite Plugin Click on "Object" button in tool bar, then choose "Magic Composite" button from the drop-down list of "Title Plugin".

	File Edit Object	Option Scroll	Device	_	_	_	-
	$ \bigcirc, \land \square$	Т , ~	I I	. .	ŧ.		‡ I
00		190	380	570	Magic Com	posite	
					Text Kernin	g/Leading Anir	mation
					Text Path A	nimation	
	30				Image Slide	e Show	
	Untitled		•		2D Stroke A	nimation	
	260				Image Four	-point Deforma	ation
					Shadow		

2. Create Push Back

Click the "Push back object" button z, press and drag mouse in the Edit Screen.

	Objects layer list
Push back press and drag object mouse	Ellipse • Ellipse • Ellipse • Push Layer Counts • Push Layer Counts 1 1. Create Push back object. 2. Adjust Push Layer Counts to push the object to lower layer, it will change composite order.
	Help (F1) Cancel OK

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

	Objects layer list
Pushback	Pushback ▲ Ellipse Ellipse Ellipse Ellipse Ellipse ■ Push Layer Counts 1 Il Create Push back object. 2. Adjust Push Layer Counts to push the object to lower layer, it will change composite order.
	Help (F1) Cancel OK

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.

Object layer	Pushback - Ellipse Pushback
	Ellipse Ellipse · ·
	Push Layer Counts 1 Image: State of the state of th

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



Operation Flow of Text Kerning/Leading Animation

Click the "Horizontal Text" button to create a text object in Edit Screen of CG-500. After creating object, select "Text Kerning/Leading Animation" from the drop-down list of "Title Plugin" in tool bar.



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 seconds, click the "Add/remove keyframe" button in the timeline window.



Change keyfarme parameter to 100 in Property screen.

□	 Text Ker 	ning/Leading	Animation		0	
🕒 Leading — 🖌 🧹 🖌 🗸	◘ <	Kerning —	^	100		/.
	9	Leading	- - (0	>	1-

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

▼	Text Ker	ning/Leading	Animation		0
• ⊳	♦ D	Kerning —	- ^	0	- / <u>-</u>
0		Leading	_ ^	0	/_

3. Preview





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, click the "Toggle Animation" button in the timeline window.




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

00:00:02:	00	.00:00	:00:00	00:00:01:00	00:00:02:00	
Text Kerning/L						
Kerning	$\bigcirc \bigcirc $					
Leading	🕒 (🔷 🕑 📄	•				
					×	

▼	т	ext Ker	ning/Leading	Animation		0	
∎⊲	٠		Kerning —	_ ^	0		1.
∎⊲	¢		Leading	^ [100		/_

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

00:00:03:24	00.00.00.00	00.00.01.00	00:00:02:00	00:00:03:00
Text Kerning/L □ Kerning □ Leading □	►		♦	
 ▼ Text Kerning/Leading Animat ▲ ◆ ▷ Kerning ▲ ▲ ◆ ▷ Leading ▲ 3. Preview 	ion (L) (2) [2] 			
Text Leading Ani Text Leading Ani Text Leading Ani	mation mation mation			



Operation Flow of Image Slide Show

Click on "Object" button in tool bar, then 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.

Image Convert Type Pan & Scan 💠 50	Parameters list
230 460 690 920 1150 1380 1610 184	Effect option Cut ● Fade ● Custom ● Random Effect class Effect preset Random Seed 14212
	Picture duration 100 Frame Effect duration 25 Frame
	Help (F1) Cancel OK

After choosing images, click the "Open" button.

Look in:	image1					
My Recent Documents Desktop	Image001.	bmp	Image002.bmp	Image003.bmp		
Ay Documents	Image004.	bmp	Image005.bmp	Image006.bmp		Width:758 Height:573 Format:BGRA4444
My Network	File name: Files of type:	Image All For	002.bmp mats (*.tga;*.vda;*.icb;*.•	✓ (/st;*.psd;*.pdd;*.l ✓	Open Cancel	

2. Set Image Convert Type

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

🖾 1/4 1/8 Image Convert Type	Pan & Scan	÷.	5	0
460 690 920 1150	Stretch	Ê	11	184
	Pan & Scan	1		
		Ļ		

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 Image004, 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".

Parameters list	
Image001	- 4-
Image002 🥖	
Image003 🔀	
Image004	×
Image005	
Image006	
Image007	
Image008	
Image009	रु
Image010	5
Image011	
Image012	T A

4. Set Special Effect

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

Effect opt	ion		_
Cut	Fade	💿 Custom 🔍 Ra	ndom
Effe	ct class	Others	¢
Effect	t preset	2D Trans Blind	-
Randor	n Seed	Intersect	
Picture d	uration	Others Page Trans	
Effect d	uration	Wipe	
Help	(F1)	Cancel U	ĸ

Click "Effect Preset", select "Random" in the context menu.

Effect option						
Cut	Fade	Custor	n 🖲 Random			
Effect cl	ass	Othe	rs 🗘			
Effect pre	eset	Random 🗳				
Random Seed		Seed	31194			
Picture dura	tion	100	Frame			

Click the "Seed" button behind Random Seed.

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

Picture duration	75	Frame
Effect duration	25	Frame

5. Preview





Operation Flow of 2D Stroke Animation

Click on "Object" button in tool bar, then choose "2D Stroke Animation" button from the drop-down list of "Title Plugin".

2	File Edit Ob	ject Option Scroll	Device		
	$ 0, \rangle$	77. T. 🛠	I I I.	±	Arial 🗘 🗶
00		190	380 570	Magic Con	nposite
				Text Kernir	ng/Leading Animation
				Text Path A	nimation
		30		Image Slid	e Show
	Untitled			2D Stroke	Animation
		260		Image Fou	r-point Deformation
				Shadow	

- 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

Stroke Lines Li	st		
StrokeLine	01	4	×
StrokeLine	02		
StrokeLine	03	•	□
Start Position	<u>م</u>		0
End Position		•	100
Stay time R	- b		10
Solid Color		P	
Thickness	- A		13
Fineness	<u>م</u>		1
Feather	_		50
Opacity		-	100
Blend Mode	 Cover 	Over	lap
		Res	et All

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 value as 0, 100 and 0.

Start Position		0
End Position	^	100
Stay time R	- é	10

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.

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		Cancel
	R	1
	B	255 1
	А	255
	RGB	HSB) 🖊

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

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

Solid Color		P	
Thickness	-		15
Fineness	<u>هــــــ</u>		1
Feather	_		50
Opacity			100
Blend Mode	Cover	• Ov	erlap
		Re	eset All

4、 Logo

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

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🗸 In	sert Tracin	ig Logo	Browse)
Log	o Hot Poin	t Select		
	X Scale		≜ 1	
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	Rotate			
V K				
			Rese	t All

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





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.

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Add a keyframe at 1 second position.

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	Point1 Y					add a	
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When time is 1 second, set the keyframe value as 20.

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Θ	Point2 X			1.
Θ	Point2 Y	à		1.
Θ	Point3 X	à		1.
Θ	Point3 Y			1.
0	Point4 X			1.
0	Point4 Y	_ ^	100	1.

 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.

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Point1 Y 🕒	
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Point2 Y 🦰 🕒	add a
Pointink Sn	
Point3 Y	кеутате
Point4 X	
D-i-HAV (D)	

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

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Set the keyframe value as 120.

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6		Point4 Y	^	- 10	0 /~

 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.

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

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Set the keyframe value as 20.

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⊡ <> ▷	Point3 X —		20	1.
0	Point3 Y 🚃	_ `		1.
Θ	Point4 X —		100	1.
Đ	Point4 Y	_ _	100	1.

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.

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Point4 Y						

Move timeline to 4 second position, then click on "Add/Remove Keyframe" button to add a keyframe.

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Set the keyframe value as 120.

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5. Preview



Operation Flow of Text Path Animation

1、 Create a curve text in Edit Screen of CG-500.



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

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	Untitled				2D Stroke A	nimation	
	260				Image Four-	point Deformat	ion
					Shadow		

3. Move timeline to 0 second position, click the "Toggle Animation" button in the timeline window.



In Property tab set parameter as 100.

▼ Text F	² ath Animation		
	Position	100	1.

4. Move timeline to the tail frame position then click "Add/Remove keyframe" in the timeline

window.

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Text Path Ani		f					
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Set parameter as -20 in Property tab.

•	Text Pat	h Animation			0	
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5、 Preview





Operation Flow of Shadow

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

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		30			Image Slide	Show	
	Untitled				2D Stroke A	nimation	
		260			Image Four-	point Deforma	tion
					Shadow		

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.

Back Shadow			
 Back Shauow			
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🔻 🌍 Back Shadow			
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Step-2 Move timeline, then click on the "All Parameters Animating" button.



Set parameters shown below.

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	Blur⊲≜	5	1.
	Transparency	100	1.

Step-3 Move timeline to the tail frame position, click on "All Parameters Animating" button.

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Step-4 Preview



Mirror shadow

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▣	Bottom Ratio		1.
0	Bottom Start		1.
0	Transparency	100	1.

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

Still Shadow

Step-1 Setting parameters in mirror shadow properties window.

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G	Blur X 🔺 📥 🛁		1.
G	Blur Y 🗠 🔤		1.
G	Bottom Ratio 🗅		1.
۵	Bottom Start ———		1.
0	Transparency		1.

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.

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Set parameters shown below.

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ਁ < ♦ ▷	Transparency	50	1.

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



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Set parameters shown below.

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Q ↓ ▷ Scale X ↓ ↓ 100 // Q ↓ ▷ Scale Y ↓ ↓ 100 // Q ↓ ▷ UpAlpha ↓ ↓ 50 // Q ↓ ▷ UpPosition ↓ ↓ 40 // Q ↓ ▷ UpPosition ↓ ↓ 50 // Q ↓ ▷ DownAlpha ↓ ↓ 50 // Q ↓ ▷ DownPosition ↓ ↓ 100 // Blur ↓ 5 // Q ↓ ▷ Blur Y ↓ ↓ 25 // Q ↓ ▷ Bottom Ratio ↓ ↓ 5 // Q ↓ ▷ Bottom Start ↓ ↓ 100 // Q ↓ ▷ Transparency ↓ ↓ 100 //	Scale	
● ① ◆ ▷ Scale Y ▲ 100 /. ● ① ◆ ▷ UpAlpha 50 /. ● ① ◆ ▷ UpPosition 40 /. ● ① ◆ ▷ UpPosition 40 /. ● ① ◆ ▷ DownAlpha 50 /. ● ① ◆ ▷ DownPosition 100 /. Blur - 5 /. ● ① ◆ ▷ Blur X ▲ 5 /. ● ① ◆ ▷ Blur Y ▲ 25 /. ● ① ◆ ▷ Bottom Ratio 5 /. ● ① ◆ ▷ Bottom Start 100 /. ● ① ◆ ▷ Transparency 100 /.	□ ↓ ♦ Scale X — ▲	1.
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● ① ◆ ▷ DownAlpha 50 /. ● ① ◆ ▷ DownPosition 100 /. Blur 0 . 100 /. ● ① ◆ ▷ Blur X 5 /. ● ① ◆ ▷ Blur Y 25 /. ● ① ◆ ▷ Bottom Ratio 5 /. ● ① ◆ ▷ Bottom Start 100 /. ● ① ◆ ▷ Transparency 100 /.	□ ↓ ♦ D	14
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· ↓ ♦ Transparency 100 /	🕒 🗸 🔶 🛛 🕒 Bottom Start ———————————————————————————————————	/-
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Step-3 Move timeline, then click on "All Parameters Animating".

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	Bottom Ratio 🗅	- 5	
ਁ < ♦ 🗅	Bottom Start	100	
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Step-4 Preview





Slant Shadow

Click on the "Slant Shadow	" button in the	Property panel.
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 Slant Sha 	adow		0
C Expand	Color 🥖		/_
Position			
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9	Y:	_	1.
Scale			
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0	Scale Y ⊂≜		1.
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0	Blur 🗅 🔤		1.
G	Bottom Ratio 🗅		1.
0	Transparency	_ <u>^</u>	1.

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



Still Shadow

Step-1 Setting parameters in slant shadow properties window.

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	Scale		
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▣	Scale Y 👝	88	1.
0	SlantX 👝	-53	1.
0	SlantY	36	1.
	Blur		
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•	Botto 👍	5	1.
0	Transp 👝	30	1.

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".

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ਁ < ♦ ▷	Scale X 🛋	- 75	1.
◘ < ♦ ▷	Scale Y 🛋	- 8 8	1.
◘ < ♦ ▷	SlantX — 📤 — — — — — — — — — — — — — — — — —	53	1.
◘ < ♦ ▷	SlantY ————————————————————————————————————	- 36	1.
Blur			
◘ < ♦ ▷	Blur 🗅	- 5	1.
	Bottom Ratio 📤	- 5	1.
□ < ♦ ▷	Transparency	- 45	1.

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

•	Slant Shadow	D	0	

00:00:00:00 00:00:01:00	00:00:02:00 00:00:03:00
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•	kevframe
	•
	4
↓	4

Set parameters shown below.

▼	Slant Shadow				
• •	♦ ▷	Color	<i>.</i>		/.,
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∎⊲	♦ ▷	X:	_ _		1.
• ⊳ •	♦ Þ	Y:	_ ^		1.
So	ale				
	♦ ▷	Scale X 🛋		82	1.
	♦ Þ	Scale Y 📥			1.
∎⊲	♦ ▷	SlantX	_ _		1.
• ₽	♦ Þ	SlantY	^		1.
BI					
∎⊲	♦ Þ	Blur 📤			1.
∎⊲	♦ ▷	Bottom Ratio 📤			1.
∎⊲	♦	Transparency	^		/-

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

▼	Slant Shadow	۵	0	

00:00:00:00	00:00:01:00	00:00:02:00	00:00:03:00	00:00
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		$\stackrel{\vee}{\diamond}$	kevframes	-¥
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Set parameters shown below.

 Slant Shadov 		D	0
∎∢♦▷	Color		1.
Position			
🕒 4 🔶 D	X:		1.
🕒 4 🔶 D	Y:		1.
Scale			
ਁ 4 ♦ D	Scale X 🛋		1.
◘ <	Scale Y 📥		1.
Q 4 🔶 D	SlantX	53	1.
🕒 4 🔶 D	SlantY		1.
Blur			
◙ < ♦ ▷	Blur 🗠 💴		1.
	Bottom Ratio 📤 🗕 🛁		1.
••••	Transparency		1.

Step-4 Preview.



Datavideo Technologies Co., Ltd.

Keyboard Shortcuts

Common Shortcuts				
F1 -Online Help				
Ctrl+Z	-Cancel Operation			
Ctrl+Shift+Z	-Restore Operation			

CG-500 Shortcut Keys

File Command	Keyboard Shortcut	Remarks		
Global				
New Document	Ctrl +N			
Save Document	Ctrl + S			
Open Document	Ctrl + O			
Start Project	Ctrl+Shift+N			
Auto Save As Document	Ctrl + Shift + S			
CG Preview Play	F5			
3D Stereo Adjust	Ctrl+F4			
CG Capture One Frame as EditView	Ctrl+F7			
Background				
CG Capture Frame	F7			
Preview in External Monitor	Alt+M			
CG Clear Output	F6			
Save Document Animation	Alt+S			
Edit	Alt+E			
Export Movie	Ctrl+E			
Document Settings	Ctrl + Shift + P			
Hardware Option	Ctrl+Shift+H			
System Option	Ctrl + Shift + O			
Tab To Libraray	Ctrl + Tab			
Reset Shader Style	Ctrl + F10			
Reset text Props	Ctrl + F9			
Reset UI	Ctrl + F8			
Scroll Edit Mode	F11			
template Edit Mode	F12			
Effect Edit Mode	F10			
Graphics Edit Mode	F9			
Edit Only UI	F8			
Library	F3			
Help	F1			

About	Ctrl+F1		
Layout			
Delete	Delete		
Paste	Ctrl + V		
Cut	Ctrl + X		
Сору	Ctrl + C		
Bottom	End		
Тор	Home		
Down	PageDown		
Up	PageUp		
	Timeline		
Delete	Delete		
Ungroup	Ctrl + U		
Make Group	Ctrl + G		
Set Objects Duration	Ctrl + D		
Play/Stop	Space		
Play/Stop In Out	Shift+Space		
Objects Trim Out Align End Pos	Shift +]		
Objects Trim In Align End Pos	Shift + [
Objects Move Align Out Point]		
Objects Move Align In Point	[
Objects Trim In Align Cur Pos	Shift+I		
Objects Trim Out Align Cur Pos	Shift+O		
Objects Trim out Inc.One	К		
Objects Trim out Dec.One	J		
Effects Trim out Inc.One	Ctrl + K		
Effects Trim out Dec.One	Ctrl + J		
Keyframe Shift Inc.One	Shift +.		
Keyframe Shift Dec.One	Shift +,		
Effects Shift Inc.One	Ctrl +.		
Effects Shift Dec.One	Ctrl +,		
Objects Shift Inc.One	•		
Objects Shift Dec.One	,		
Expand	E		
Zoom Out	Ctrl+Num+		
Zoom In	Ctrl+Num-		
Fit	=		
Move Bottom	Ctrl + Home		
Моvе Тор	Ctrl + End		
Move Down	Ctrl + PageUp		
Move Up	Ctrl + pageDown		

Selection Out	Shift + End	
Selection In	Shift + Home	
Next Key Frame	Down	
Prev. Key Frame	Up	
End	End	
Home	Home	
Next Frame	Right	
Prev. Frame	Left	
Goto Next Mark Point	Shift+Page down	
Goto Prev. Mark Point	Shift+Page up	
Goto Out Point	W	
Goto In Point	Q	
Clear All Mark Point	Alt+Shift+M	
Clear In/Out Point	X	
Clear In Point	Alt+I	
Clear Out Point	Alt+O	
Set Mark Point	Μ	
Set In Point	1	
Set Out Point	0	
Set Pause Point	Р	
Goto Prev. Pause Point	Alt+PageUp	
Goto Next Pause Point	Alt+PageDown	
Clear All Pause Point	Alt+Shift+P	
Select None	Esc	
Select All	Ctrl + A	
Edit	Alt+E	
Visible	V	
Lock	L	
Pause To	Shift + V	
Paste New	Ctrl + V	
Paste All	Ctrl + Shift + V	
Copy All	Shift + C	
Cut	Ctrl + X	
Сору	Ctrl + C	
EditView		
Delete	Delete	
Play/Stop	Space	
Center Pivot	Ctrl + M	
Quick Text	F2	
Character Map	Alt+T	
Guideline	G	
Ruler	Tab	
Origin Media Object	0	
---------------------------	----------------	--
Alpha	Α	
Rotate	R	
Scale	S	
Translate	Т	
Motion	М	
Mix Penetrate	Shift + T	
Mix Normal	Ctrl + T	
Boolean Intersect	Shift + -	
Boolean Xor	Shift + =	
Boolean Subtract	Ctrl + -	
Boolean Union	Ctrl + =	
Same Ver. Space	•	
Same Hor. Space	,	
Align Ver.	Shift + \	
Align Hor.	١	
Align Bottom	Shift +]	
Align Top	Shift +[
Align Right]	
Align Left	[
Hor. Screen Center	н	
Ver. Screen Center	V	
Screen Center	С	
Full Screen	F	
Move Bottom	Ctrl + End	
Move Top	Ctrl + Home	
Move Down	Ctrl +Pagedown	
Move Up	Ctrl + PageUp	
Zoom Out	Ctrl + Num+	
Zoom In	Ctrl + Num-	
Actual Size	Ctrl + 0	
Fit	=	
Select None	Esc	
Select All	Ctrl + A	
Cut	Ctrl + X	
Paste	Ctrl + V	
Сору	Ctrl + C	
Make Path Group	Ctrl + P	
Next CG Subtitle Line	PageDown	
Previous CG Subtitle Line	PageUp	
Ungroup	Ctrl + U	
Make Group	Ctrl + G	
Visible	Shift + V	

Lock

Some Questions and the Answers

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How to Change Parameter Value

Parameter	Type 1
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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**

Start Fade in 💲	Effect Time 🕻	00:00:01:00 🕻
	Stay Time	00:00:01:00
	Head Pos	0
End Fade Out 🌻	Effect Time	00:00:01:00
	Stay Time	00:00:01:00
	Tail Pos	1080

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.

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.

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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 60.



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.



•	✓ Face				6		ລ
•	✓ Outline Width 6 Blur	Outer 4	Edge 💲		6)	Θ	
▼	✓ Shadow Width 9 Angle	45	Blur	6	6)	Θ	
►	Colour						
►	🗖 Image				8		
►	LinearSheen			ð	8		
►	BitmapSheen		P		8		

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.

Scale Factor		200
✓ Preview		
ОК	Cance	I

Set Scale Factor parameter as 200 then click the "OK" button.

🕨 🗸 Face				6	0	氲
► ✓ Outlin Width	ie 18 Blur	Normal 🗘 12		6	0	<u> </u>
▼ V Shade Width	ow 27 Angle	45 Blur	18	6	0	
► Color	ur					
🕨 🔳 Imag	je			8		
🕨 🔳 Linea	arSheen		8			
► 🔳 Bitma	apSheen	P				

Example:



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 CG-500 to apply the change.

How to Hotkey Process Special Language

After launching CG-500, 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.







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