CG-500

CG-500 Editor

G082060666B1

Contents

Contents 2
Installation and Quick Star 8
Installation 8
Quick Star 8
Overview of functions 8
Start Project Screen 8
Select Format Screen 10
The Menu Bar 12
File Menu 12
Edit Menu 13
Object Menu 13
Options Menu 14
Roll/Crawl Menu 14
Effect Menu 14
Text Editor Toolbar 15
Layout List 16
Graphics (still) Editing Mode 17
Control Panel 19
Effect Editing Screen 20
Properties Window 25
Property Tab 25
Shader Tab 26
Effect Tab 28
Text Tab 29
Roll/Crawl Tab 32
CG Property Tab 33
Timeline Window 34
Template Library 38
System Library 40
Create Object 42
Operation flow 42
Shapes 43
Bezier Curve 46
Paintstroke 47
Image 48
Animation 51
Horizontal/Vertical Text 52
Morph Text 55
Curve Text 58
Clock Object 59
Number Object 61
Timecode 62

Date Object 64
Flag 66
Object Group 68
Path Group 69
Applying Shader 72
Shader Properties 72
Colors 73
Texture 78
Linear Sheen 79
Bitmap Sheen 79
Bump Bitmap 80
Concave 81
Bevel 81
Face 82
Edge 82
Shadow 83
Depth 84
Frame 85
Advanced properties 86
Editing properties 88
Combinations 88
Preset Styles 91
Shader Template Library 91
Render Text 94
Render Image 95
Graphics (Still) Editing Mode 96
Position, Scale, Rotate 96
Make Group, Ungroup 98
Boolean 100
Object level 101
Mix Option 102
Align 104
Smart Borders 110
Applying effects 112
3D Transform 112
Displacement 113
Scale 114
Rotate 114
Pivot 114
Transparency 115
Applying 3D Transform 115
Creating Keyframes 118
Effect composition 121
Effect Templates Library 122

Text effect....123
Setting play area....123
Play Frequency and Duration....124
Play Whole Text....126
Play In/Out by Letter....126
Play In/Out by Line....127
Random In/Out Text....127
Object Group Effect....129
Setting Play Area....130
Play as Group....132
Play as Child....132
Setting Stay Area....132
Setting Stay Area for Title....132
Create Subtitle....134
Create Roll/Crawl....136
Operation flow....136
Create 3D roll\crawl....139
Other parameters....140
Fade In/Out....140
Mask....140
Slow-Motion....141
Dynamic Texture....141
Applying Dynamic Texture....141
Rendering....144
Examples....144
Applying Settings....145
Background Setting....146
Solid Color....147
Grid Color....147
Image Background....147
Background Template....147
Keyboard Shortcut....148
User Interface....148
Default Setting....150
Text Setting....151
File Path Settings....152
Auto Save....152
3D View Edit Settings....153
Export....153
Export Current Layout as Picture....154
Export Current Frame as Picture....155
Export Current Layout as Movie....155
Export Current Layout as Image Sequence....158
Export Current Layout as QuickTime Movie....159

Export all Layouts as Pictures 160
Export Project include reference files 161
Example 162
Create Title 162
1. Text 162
2. Liner 169
3. Make Group 172
4. Fade In/Out Animation 172
5. Preview 177
Create Effect Title 177
1. Text 177
2. Liner 178
3. Make Group 180
4. Create Effect Animation 181
5. Preview 189
Create Button 189
1. Draw Circle 190
2. Draw Reflection 192
Create Custom Shape 194
1. Draw Leaf 194
2. Draw Apple 196
3. Shader 198
Create Play by Character 200
1. Enter Text and Shader 200
2. Add Area 201
3. Set Keyframe in 3D Transform 204
4. Preview 207
Create Play by Line 207
1. Enter Text and Shader 208
2. Add area 209
3. Set Keyframe in 3D Transform 211
4. Preview 213
Create Mixed Play by Character/Line 214
1. Enter Text and Shader 214
2. Add area 215
3. Set Keyframe in 3D Transform 216
4. Preview 220
Create Advanced Animation Keyframe 220
1. Create Cloud 220
2. Create Raindrop 224
3. Set Raindrop Animation Keyframe 225
4. Preview 228
Create Progress Bar 229
1. Liner 229

2. Color 229
3. Merge progress bar and high-light 230
4. Percentage Animation 232
5. Preview Animation 233
Create Roll Up 233
Create Crawl 233
1. Crawl Left 233
2. Create Text 233
3. Set Parameters 234
Render Image 236
Create Crawl with Liner 241
Crawl 241
Liner 243
Edit Crawl Group 245
Create Flip Stock 248
Stock Price Goup Group 248
Stock Price Drop Group 250
Stock Price Stop Group 251
Edit Stock Flip Group 252
Preview 253
Create Crawl Stock 253
Using 3ds max animation in CG-500 260
1. Set Frame Rate and Time 260
2. Choose Field Order 261
3. Render Setting 262
4. Save Setting 264
5. Render Animation 265
6. Change Format 266
7. Using in CG-500 268
After Effect Animation in CG-500 269
1. New Composition and Composition Setting 269
2. Render Area 270
3. Render Setting 271
4. Change Format 274
5. Using in CG-500 275
Combine Animation with CG-500 Animated Header 276
1. Set Keyframe positions 276
2. Background and Text 278
3. Set position 282
4. Animation Preview 282
Operation Flow of Plugins 282
Operation Flow of Magic Composite 282
Operation Flow of Text Kerning/Leading Animation 286
Kerning Animation 286

Leading Animation 288
Operation Flow of Image Slide Show 290
Operation Flow of 2D Stroke Animation 294
Operation Flow of Image Four-point Deformation 300
Operation Flow of Text Path Animation 305
Operation Flow of Shadow 307
Back Shadow 307
Mirror shadow 311
Slant Shadow 316
Keyboard Shortcuts 322
CG-500 Shortcut Keys 322
Some Questions and the Answers 326
How to Change Parameter Value 326
How to Enter Special Characters 327
How to Convert Character Case 328
How to Scale Shader Style Parameter 329
Scale Object Data When Video Resolution Is Changed 331
How to Hotkey Process Special Language 332

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.

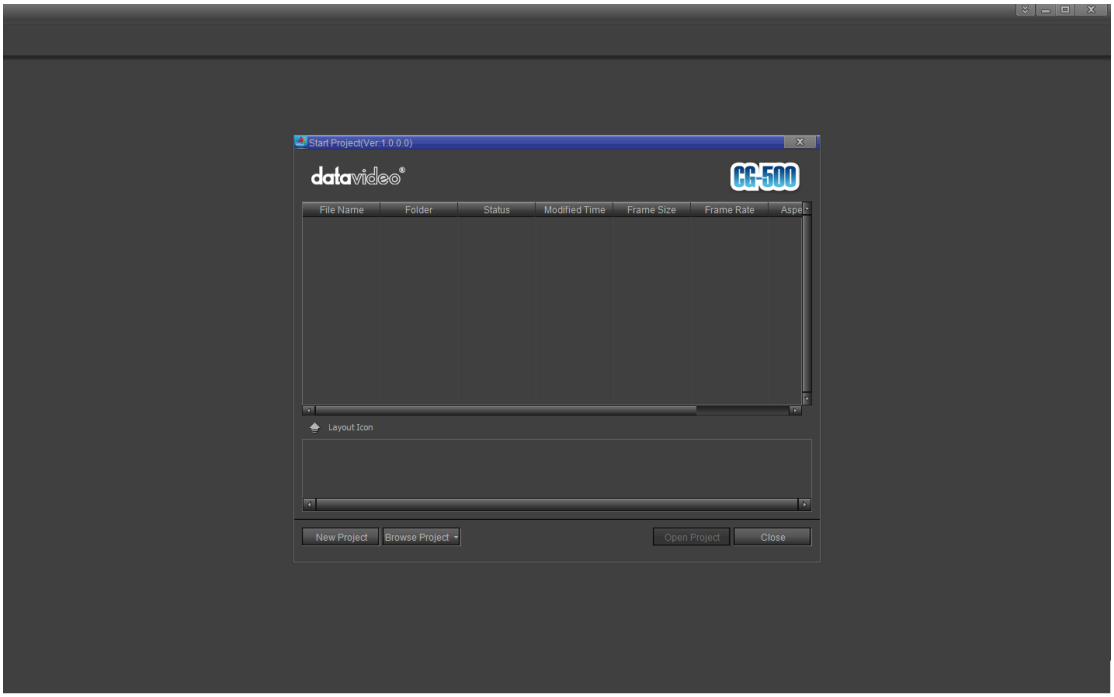
Please Note:

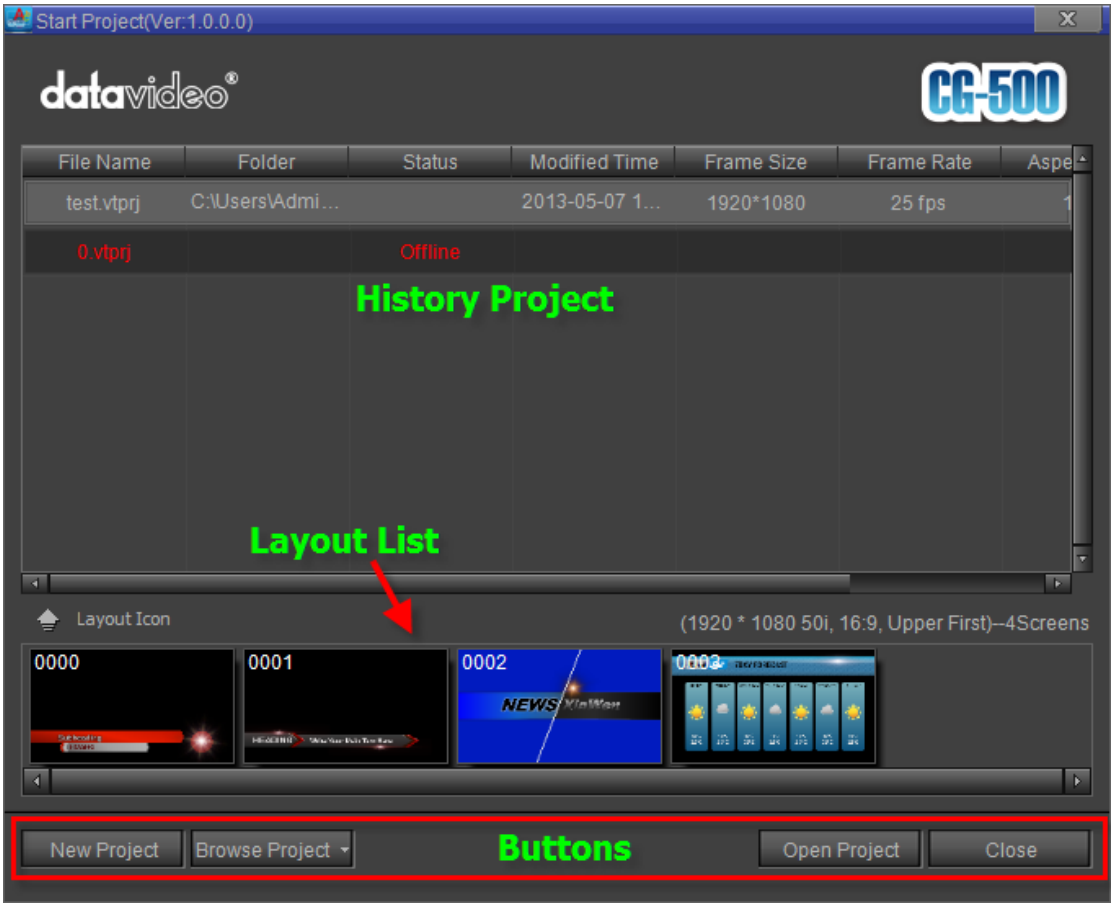
1. ***Please ensure that the dongle is properly connected to the computer. When using CG-500 the dongle must be connected at all times, otherwise the software will not function correctly.***
2. ***When EDIUS is running, it is not possible to launch CG-500 independently.***
3. ***It is not possible to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

Overview of functions

Start Project Screen

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





Functions:

1) History Project

   Show latest project.

2) Layout List

   Show layout list of the selected history project.

3) Buttons

New Project: click the button to open System Format Select screen

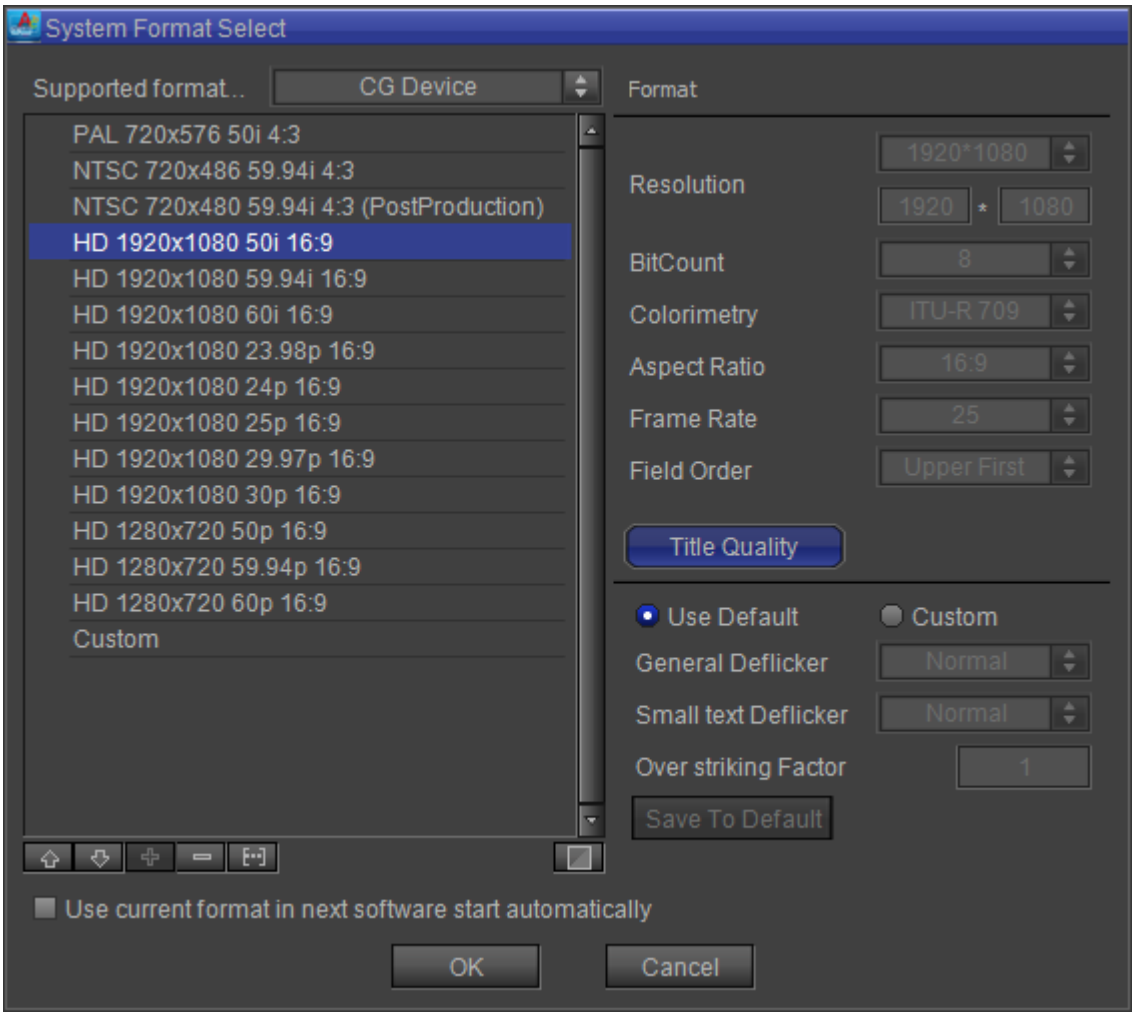
Browse Project: allows you to browse and open local project

Open Project: allows you to open the selected history project

Close: exit CG-500 software

Select Format Screen

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



Three functions can be performed:

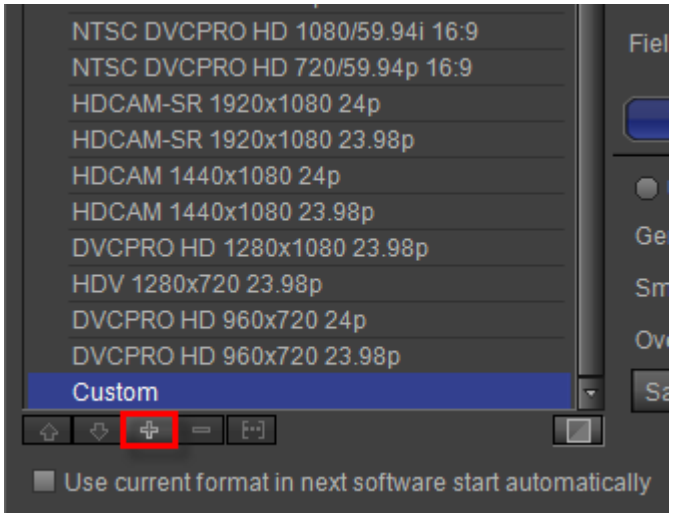
1) Choosing a format.

For example, PAL D1 50i or PAL Full HD 1080/50i 16:9.

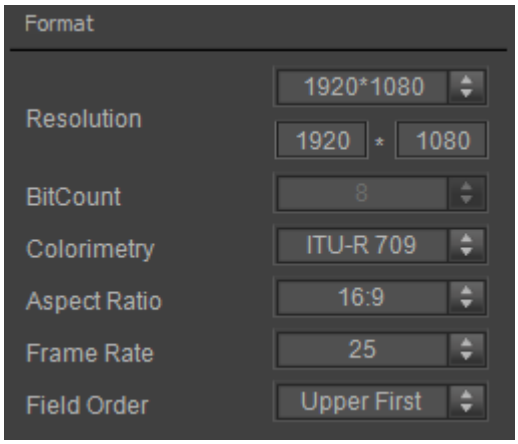
Note: if one format is frequently used it can be set as the default format.

2) Add custem format

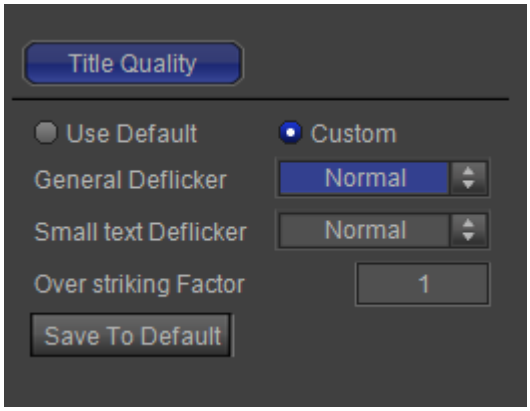
Choose “Custom” format.



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



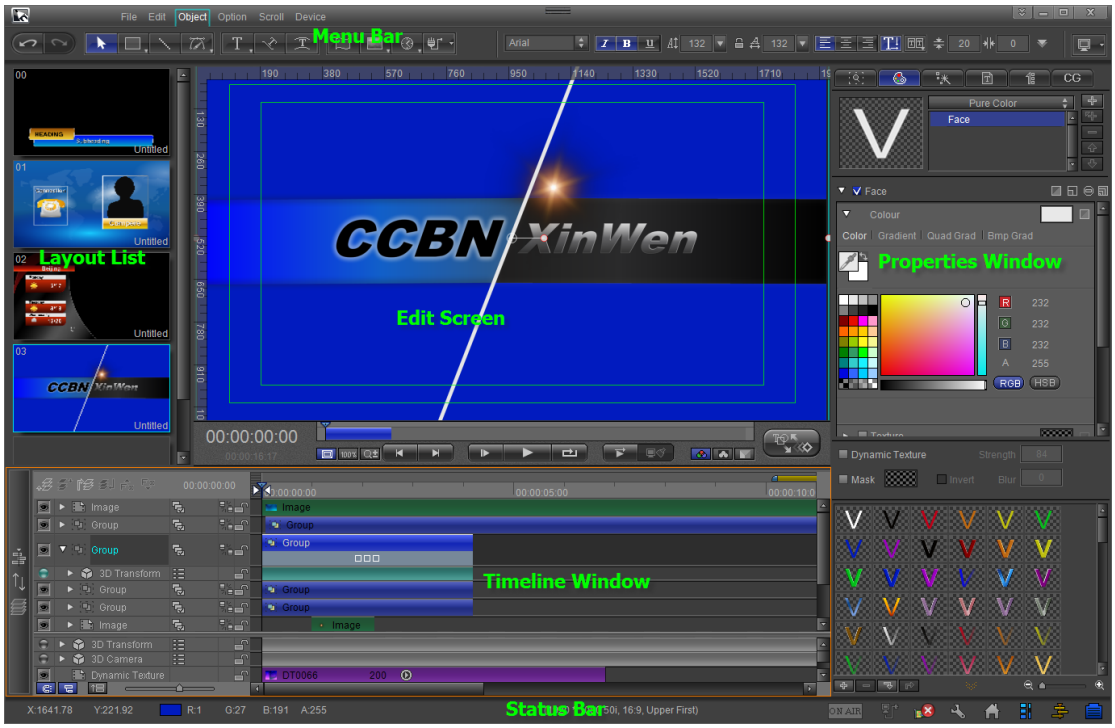
3) Set Title parameters.



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

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.

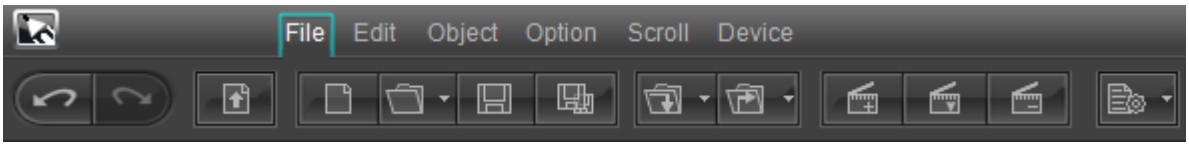


The Main Interface screen is divided into the following parts:

- ✧ 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

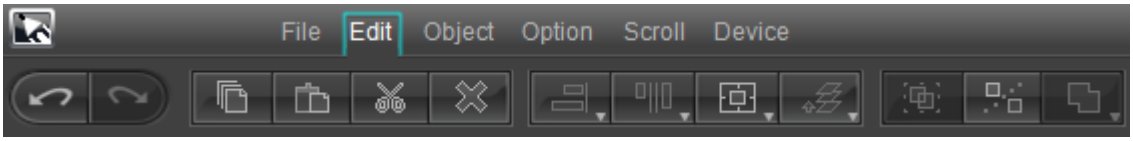
File Menu



	Undo: undoes action		Redo: restores undone action
	Start Project		New Project: creates new project
	Open Project: opens existing project		Save: saves project
	Save As: saves project as “new name”		Import Layout

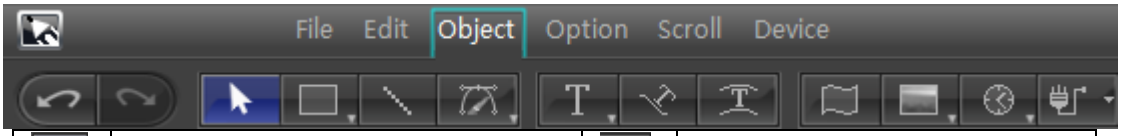
	Export Layout		Add Layout
	Insert Layout		Remove Layout
	Document Settings: set project settings		

Edit Menu



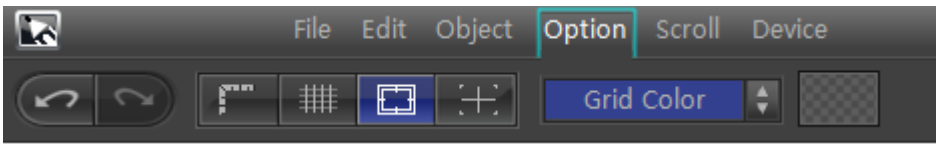
	Copy		Paste
	Cut		Delete
	Align		Align Range
	Screen Arrangement		Move Level: adjust object level
	Group: creates a group of objects		Ungroup: separates a group of objects
	Boolean: Boolean operations		

Object Menu



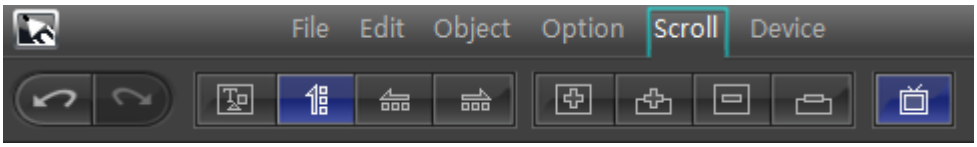
	Select: choose an item		Shape: create object of certain shape
	Line: create lines		Bezier: create Bezier curves
	Text: create text		Morph Text: create multidimensional text
	Curve Text: create curved text		Flag: create flag object
	Image: create image		Clock: create clock
	Title PlugIn： Create PlugIn object		

Options Menu



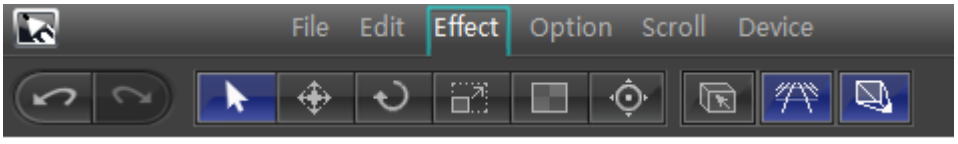
	Show/Hide Ruler
	Show/Hide Grid
	Show/Hide Safe Area
	Show/Hide Crossline
	Background: choose background
	System Options: choose background and other settings

Roll/Crawl Menu



	Still: set as still		Roll up
	Crawl left		Crawl right
	Add One: adds one screen		Add Half: adds half a screen
	Delete One: deletes one screen		Delete Half: deletes half a screen
	Show/Hide Roll/Crawl Line		Go to screen: quickly go to the desired roll/crawl screen

Effect Menu



	Select		Translate: move the object
	Rotate: rotate the object		Scale: adjust size
	Transparency		3D View
	pivot		3d Horizon
	Camera Output Window		

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

Text Editor Toolbar

The Text Editor Toolbar allows you to set text parameters:

Font

Italics

Bold

Underline

Height

Width

Lock: lock height-width ratio

Align Left

Align Center

Align Right

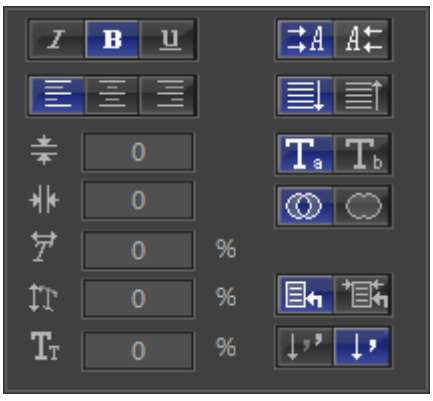
Line Range

Character Range

Arrange: present text horizontally or vertically

Render: apply effects to whole text or to individual characters

Show/Hide Text Editor advanced functions



Enter left-right

Enter right-left

Enter top-down

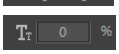
Enter bottom-up

Font Mode

Fill Mode

Set vertical shear effect

Set horizontal shear effect



Small Caps

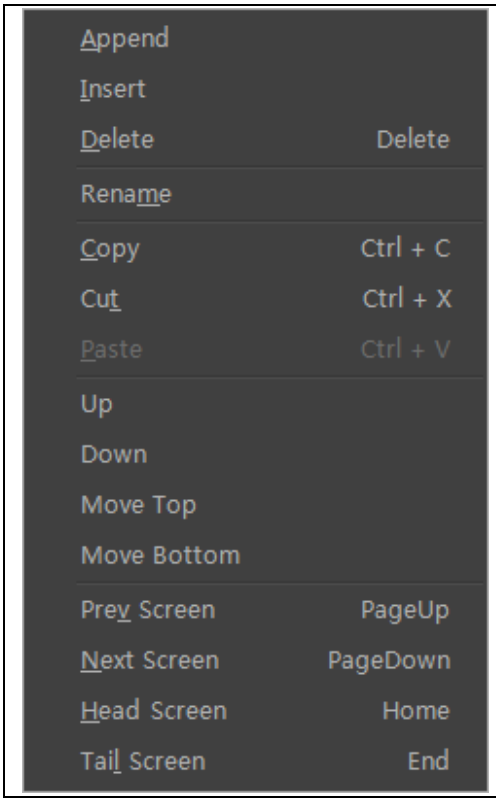
Unconstraint

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

Layout List

	Use the Layout List to quickly edit several titles. Frequent operations are: View: click on a Layout to make it appear on the Edit Screen Add Layout: right click on a layout and choose “Add” Delete Layout: rightclick on layout and choose “Delete”

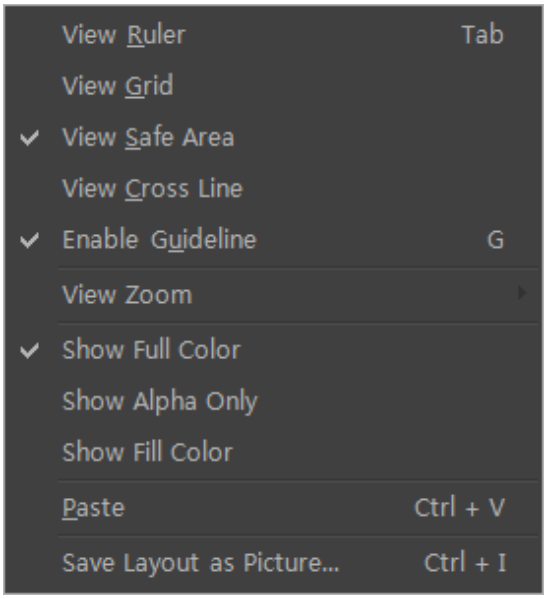
Layout List right-click context menu:

	**Append:** adds layout **Insert:** inserts layout **Delete:** deletes layout **Rename:** changes layout name **Copy:** copy layout **Cut:** cut layout **Paste:** paste layout **Move Up** **Move Down** **Move Top:** move layout to front **Move Bottom:** move layout to end **Prev Screen**: show previous screen **Next Screen**: show next screen **Head Screen**: show first screen **Tail Screen**: show final screen

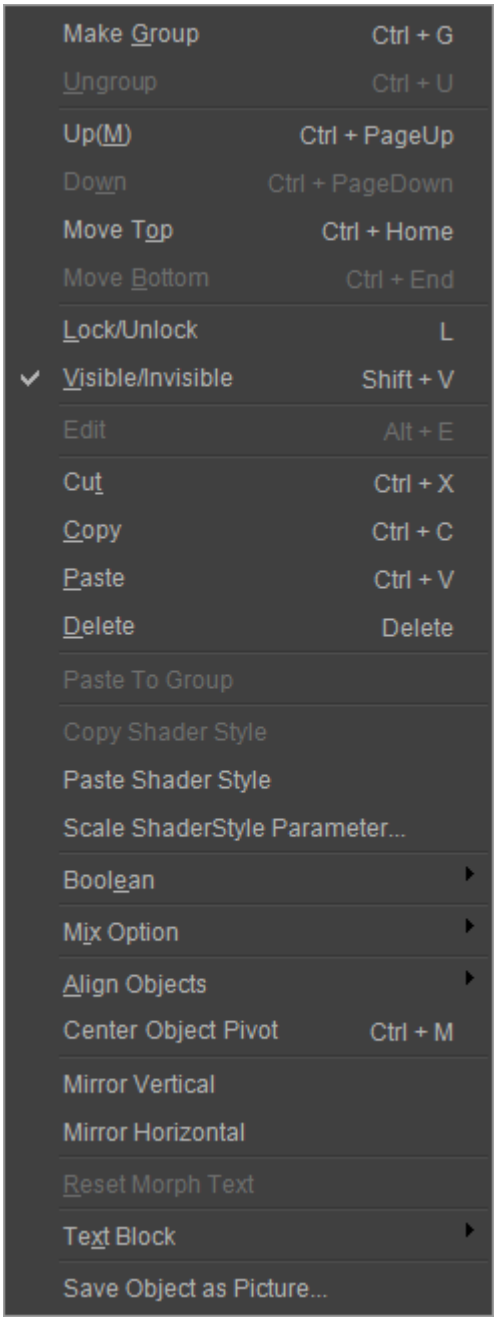
Graphics (still) Editing Mode

Right-click on the Edit Screen

1. The following context menu will appear

	View Ruler View Grid View Safe Area View Cross Line Enable Guideline Fit Window Size Show Full Color Show Alpha Only Show Fill Color Paste Save Layout to Image File

2. Object context menu



Make Group
Ungroup
Move Up
Move Down
Move Top
Move Bottom
Lock/Unlock
Visible/Invisible
Edit
Cut
Copy
Paste
Delete
Paste To Group
Delete
Copy Shader Style
Paste Shader Style
Scale ShaderStyle Parameter
Boolean
Mix Option
Align Objects
Center Object Pivot
Mirror Vertical
Mirror Horizontal
Reset morph Text
Text Block
Save Object to Image File

Control Panel

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

Fit Window

Actual Size

Custom Size

Choice Head - move to the start of chosen track

Choice Tail - move to the end of chosen track

Play Start

Play

Loop - continuously replay

CG Preview Play

Show Full color

Show Alpha Only

Show Fill Color

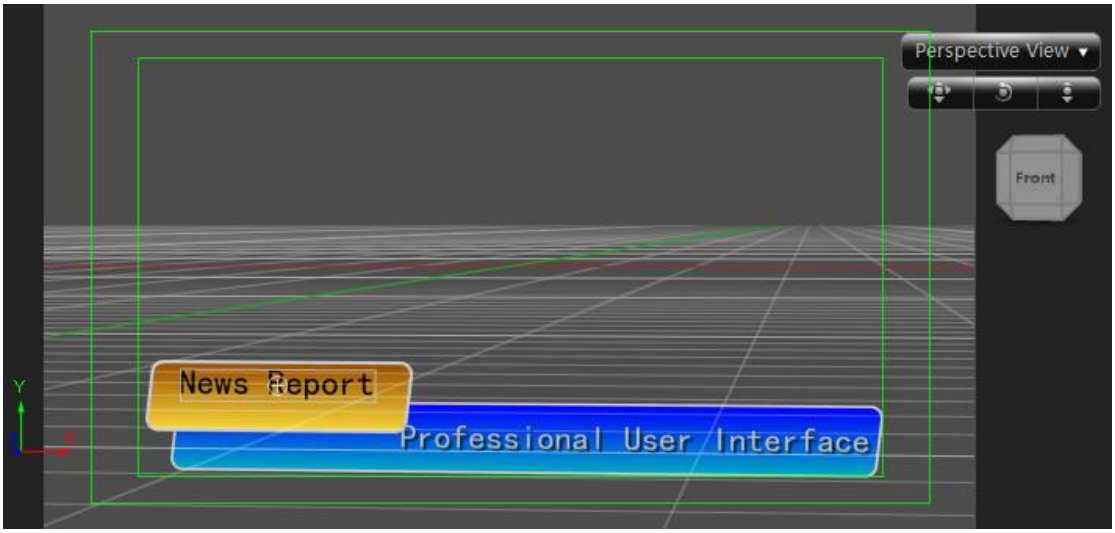
Shift between 2D/3D Effect

Left Time Code: current play time

Right Time Code: total play time.

Effect Editing Screen

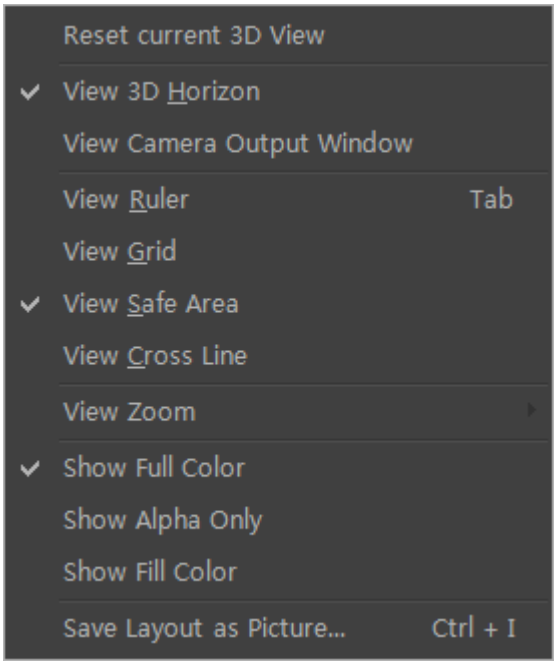
Press the “Effects Editing Screen” button (or type F10) to shift from the Graphics (Still) Editing Screen. Here you can set object keyframes.



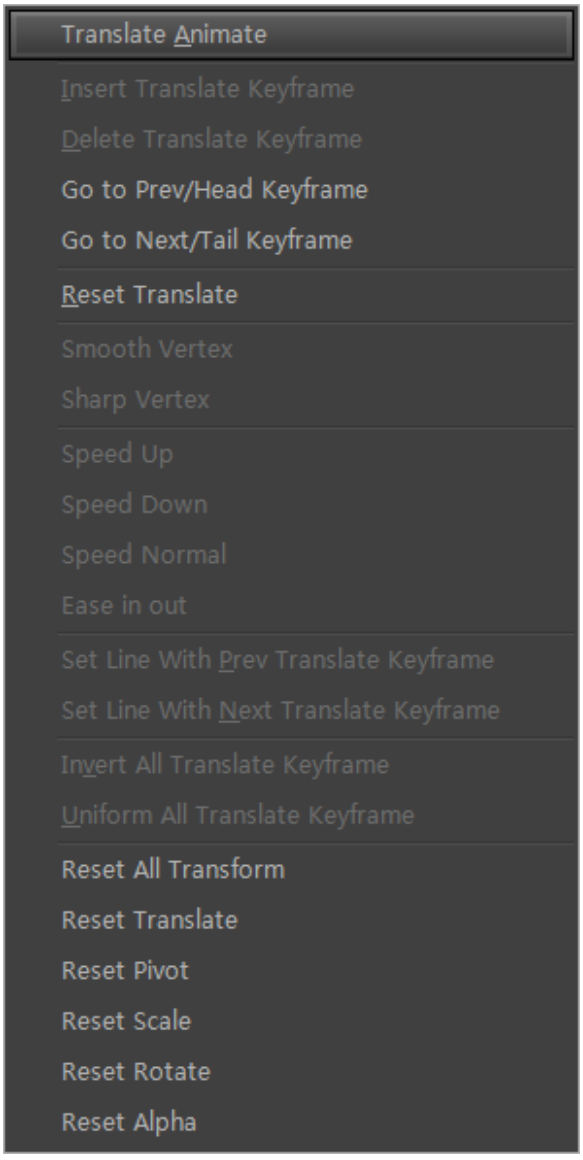
Adjusting screen angle:

a. To change angle, hold “Alt”, left click and drag mouse.
b. To reset angle, hold “Alt’ and double click.

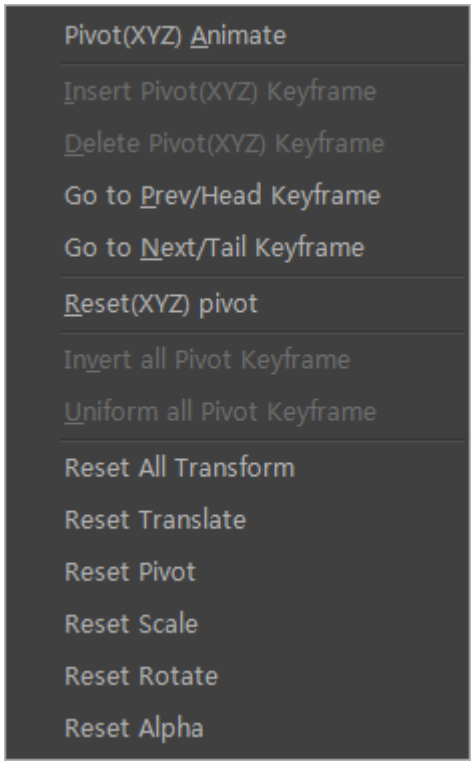
When using the blank function, right click for the following context menu:

	Reset Current 3D View View 3D Horizon View Camera Output Window View Ruler View Grid View Safe Area View Cross Line View Zoom Show Full Color Show Alpha Only Show Fill Color Save Layout as Picture

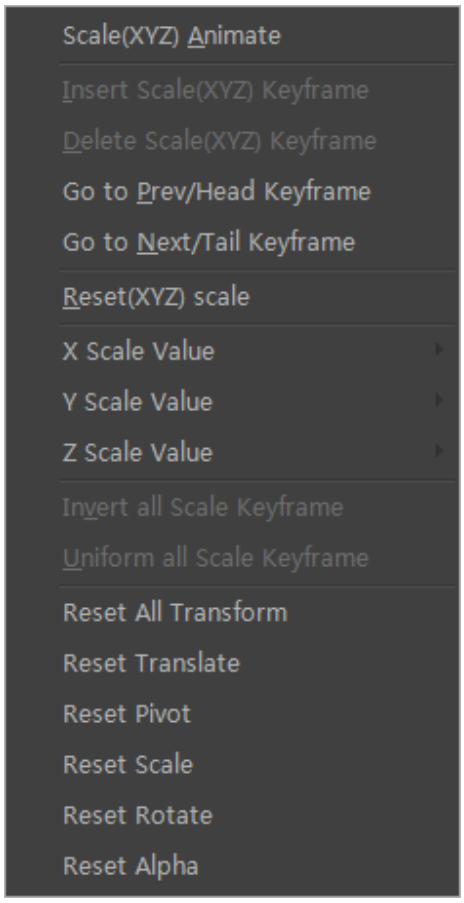
When using the displacement function, right click for the following context menu:

	Translate Animation Insert Translate Keyframe Delete Translate Keyframe Go to Previous/Head Keyframe Go to Next/Tail Keyframe Reset Translate Smooth Vertex Sharp Vertex Speed Up Slow Down Speed Normal Ease in out Set Line With Prev Translate Keyframe Set Line With Next Translate Keyframe Invert All Translate Keyframe Uniform All Translate Keyframe Reset All Transform Reset Translate Reset Pivot Reset Scale Reset Rotate Reset Alpha

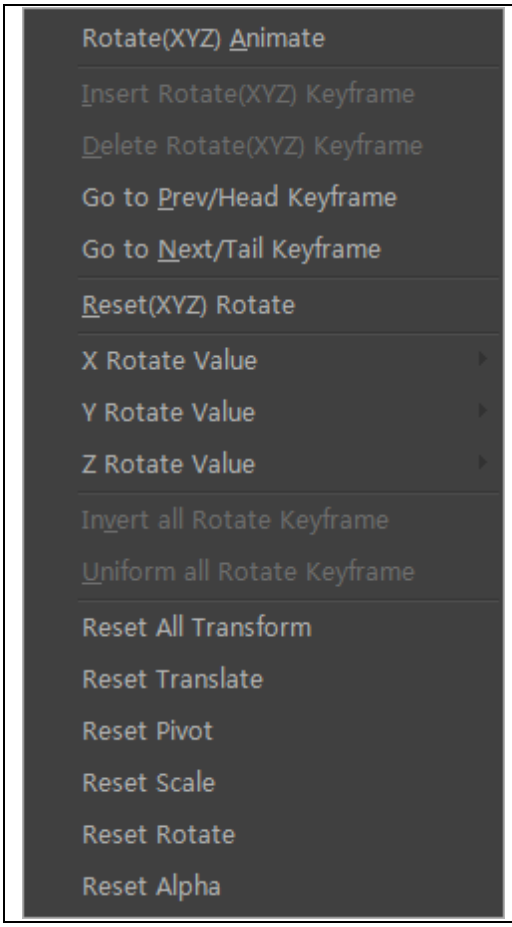
When using the pivot function, right click to see the following context menu:

	Pivot (XYZ) Animate Insert Pivot Keyframe Delete Pivot Keyframe Go to Previous/Head Keyframe Go to Next/Tail Keyframe Reset Pivot Invert All Pivot Keyframe Uniform All Pivot Keyframe Reset All Transform Reset Translate Reset Pivot Reset Scale Reset Rotate Reset Alpha

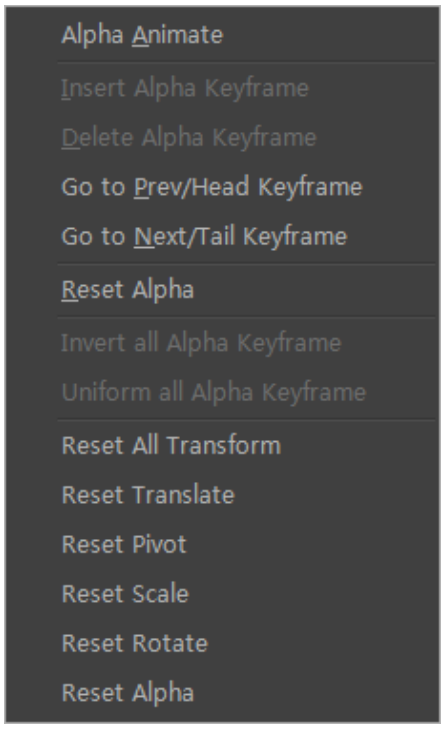
When using the scale function, right click to see the following context menu:

	Scale(XYZ) Animate Insert Scale Keyframe Delete Scale Keyframe Go to Previous/Head Keyframe Go to Next/Tail Keyframe Reset Scale X scale value Y scale value Z scale value Invert All Scale Keyframe Uniform All Scale Keyframe Reset All Transform Reset Translate Reset Pivot Reset Scale Reset Rotate Reset Alpha

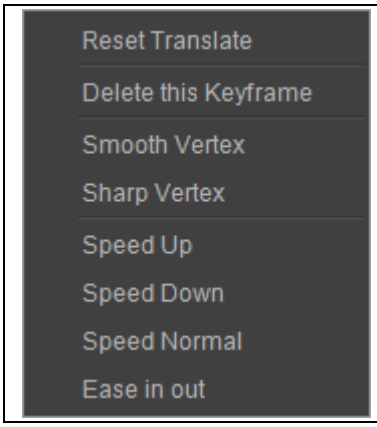
When using the rotate function, right click for the following context menu:

	Rotate(XYZ) Animate Insert Rotate Keyframe Delete Rotate Keyframe Go to Previous/Head Keyframe Go to Next/Tail Keyframe Reset Rotate X rotate value Y rotate value Z rotate value Invert All Rotate Keyframe Uniform All Rotate Keyframe Reset All Transform Reset Translate Reset Pivot Reset Scale Reset Rotate Reset Alpha

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

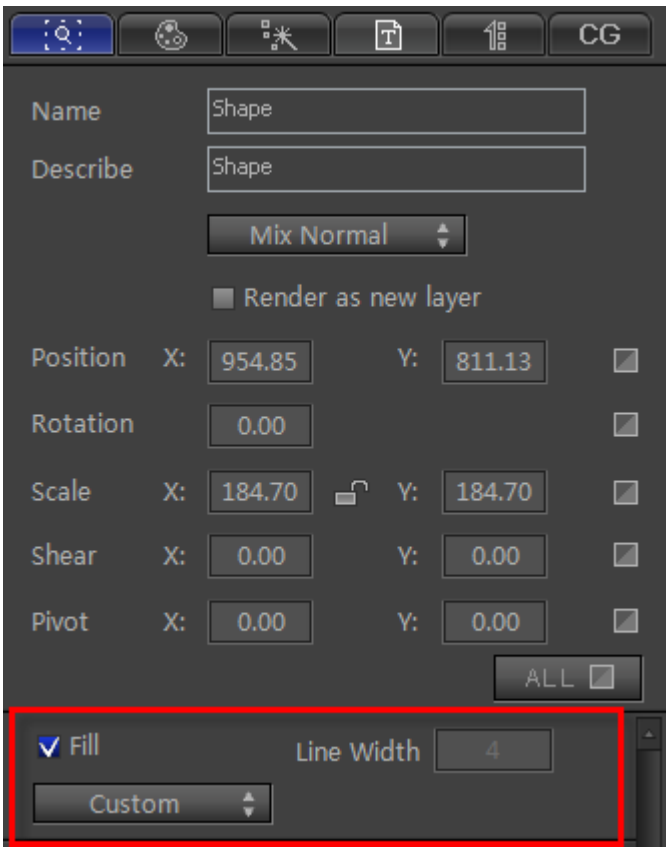
	Alpha Animate Insert Alpha Keyframe Delete Alpha Keyframe Go to Previous/Head Keyframe Go to Next/Tail Keyframe Reset Alpha Invert All Alpha Keyframe Uniform All Alpha Keyframe Reset All Transform Reset Translate Reset Pivot Reset Scale Reset Rotate Reset Alpha

Keyframe context menu

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

Properties Window

Property Tab

	**The Properties Window has five tabs:** Property, Shader, Effect, Text and Roll/Crawl and CG property. **Name/Describe:** view selected object and describe **Mix Style:** select Mix Normal/Mix Penetrate Render as new layer **Position:** view position, make change **Rotate:** view rotate angle, make change. **Scale:** view scale parameters, or change value. Left-click on , changing to , scale XY change simultaneously. **Shear:** view shear value, or change. **Pivot:** view pivot position, or 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

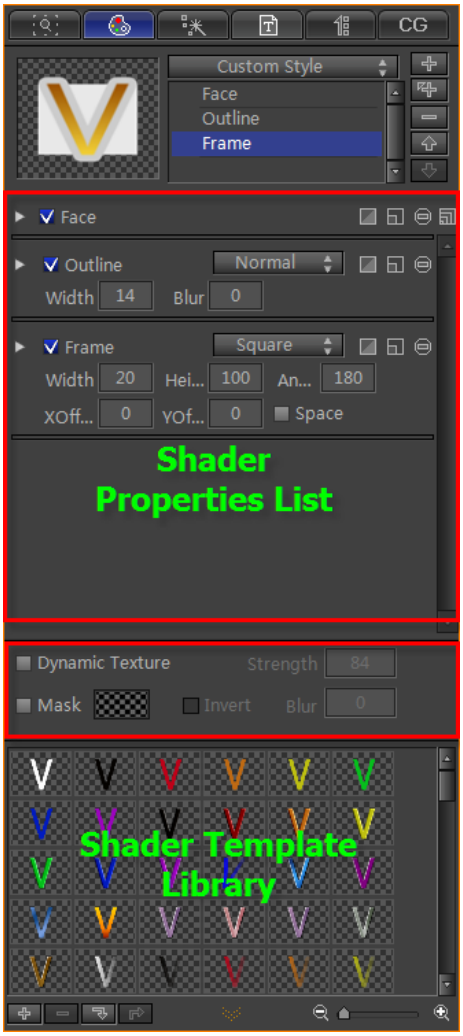
	window will appear different accordingly.

Set parameters by:

a. Clicking on the field and typing in the numbers

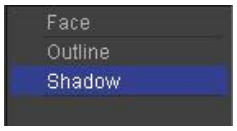
b. Dragging the cursor over the field

Shader Tab



Shader preview

Shader Style drop-down list

 **Properties list:** Face, Edge, Shadow, Depth

Add

Insert

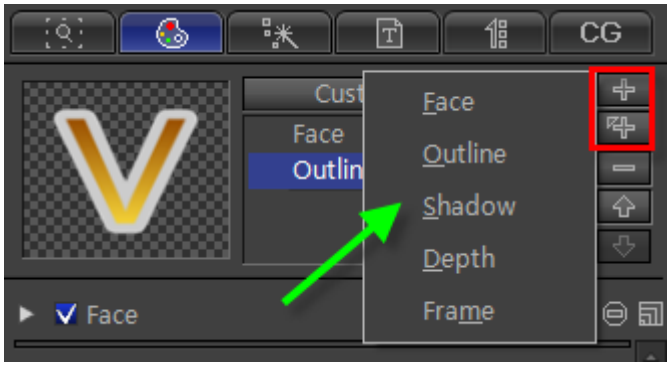
Delete

Move Up

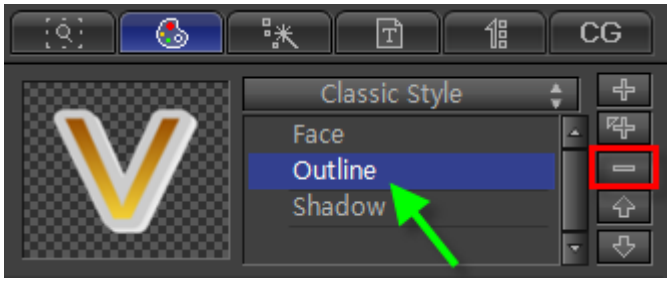
Move Down

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

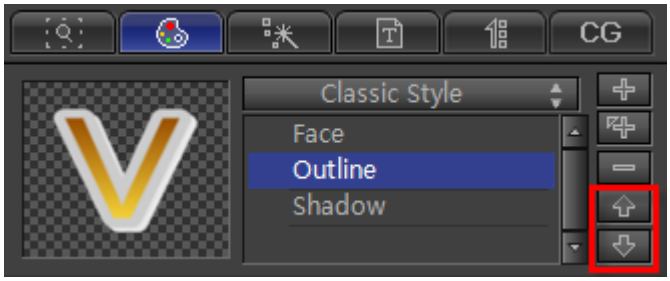
Use the or button to add Face, Edge, Shadow or Depth,



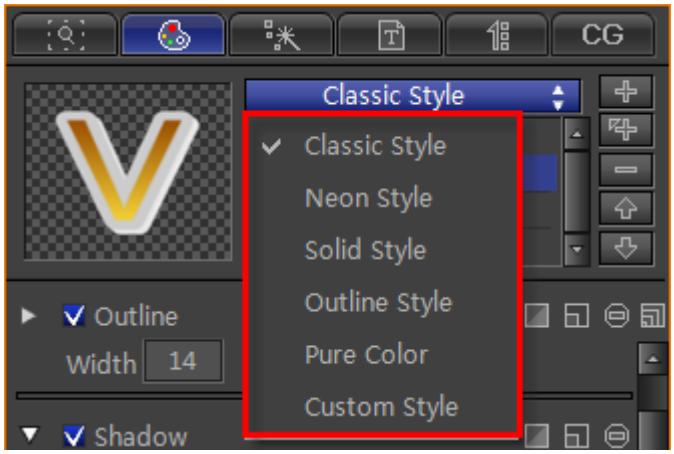
Use the button to remove Face, Edge, Shadow or Depth,



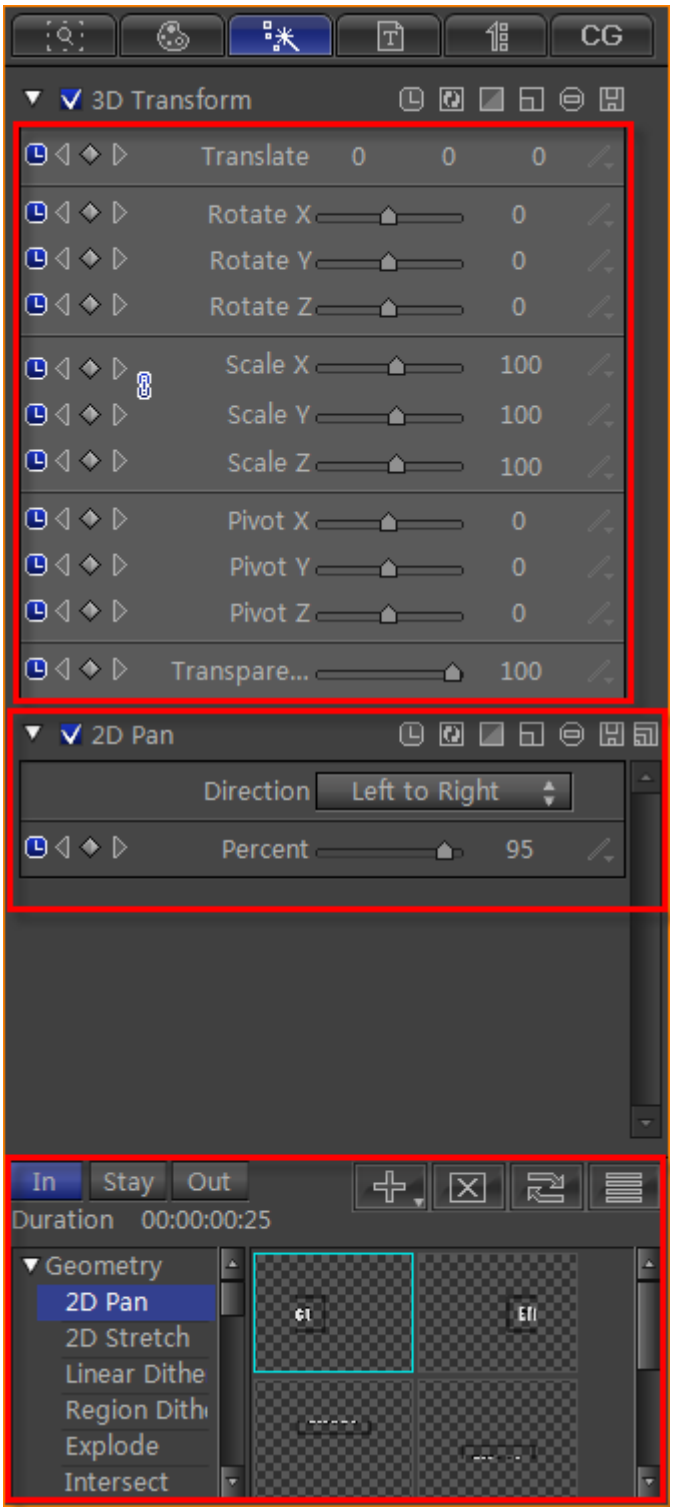
Set order by clicking on the and buttons,



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



Effect Tab



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

Expand

Reset

Fold/Expand

Delete

Save

Screen In/Out area

In Choose In method

Stay Choose Stay method

Out Choose Out method

Add Effect

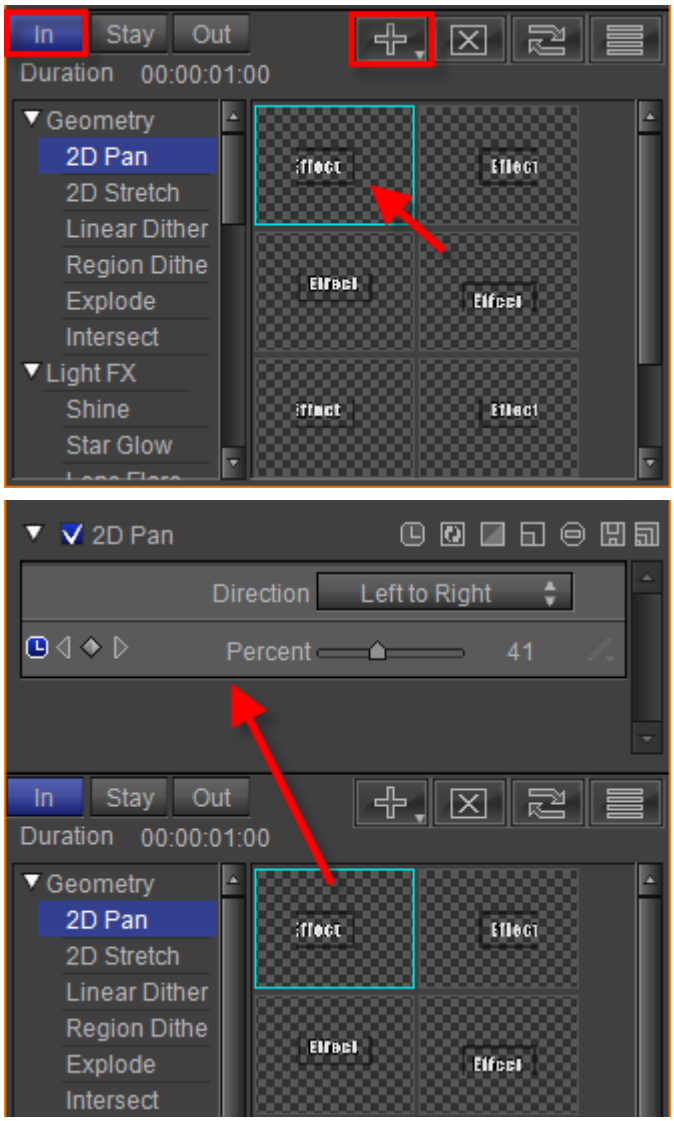
Delete Effect

Refresh

Show Text List

Setting screen In effect:

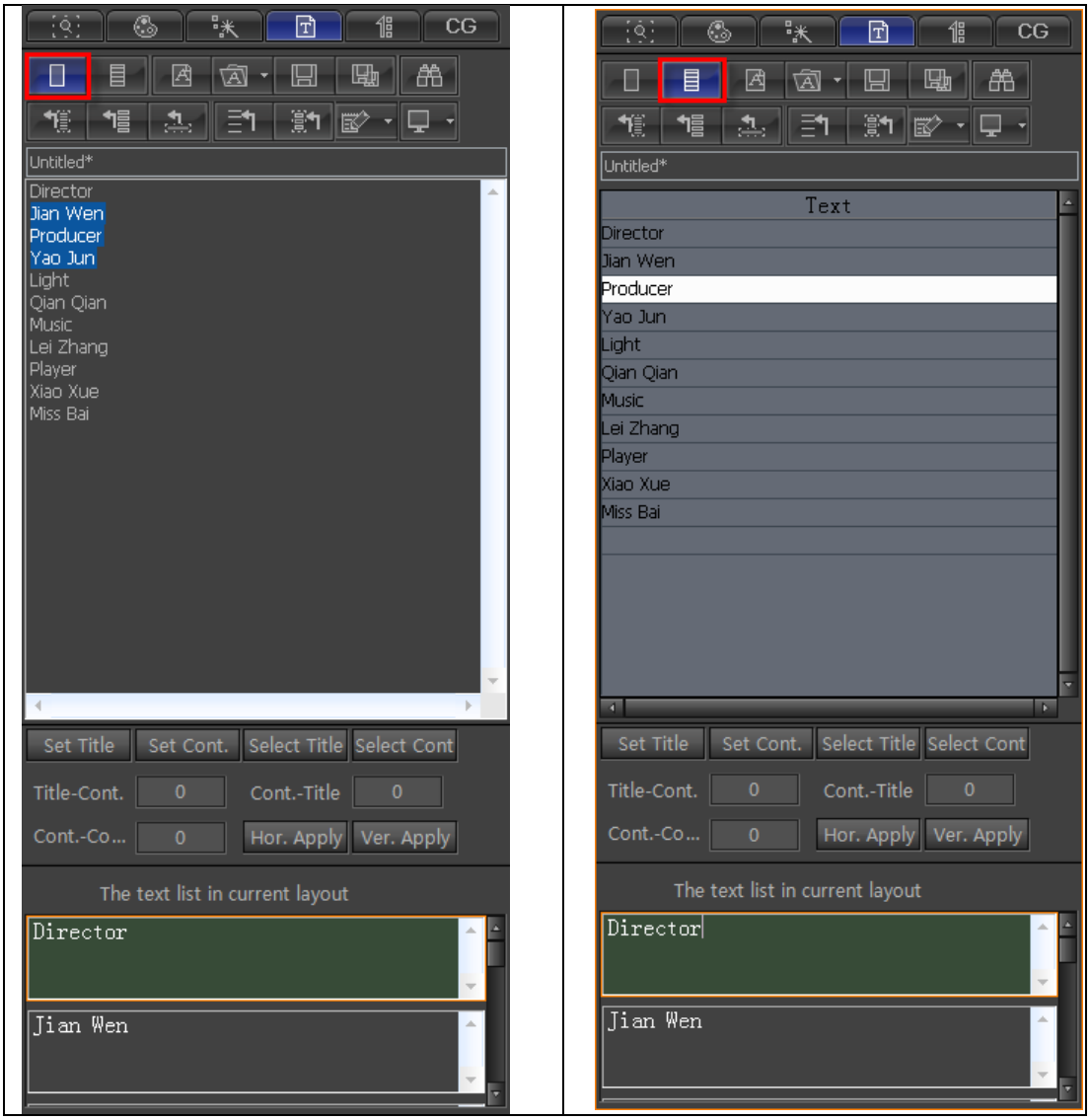
Click In, choose an effect from the templates, then click .



Use the same method to apply “Stay” and “Out” effects.

Text Tab

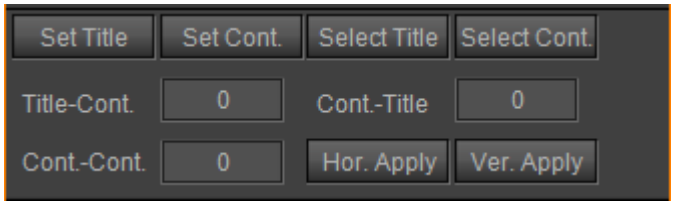
Whole text	Line by line text



Edit text options:

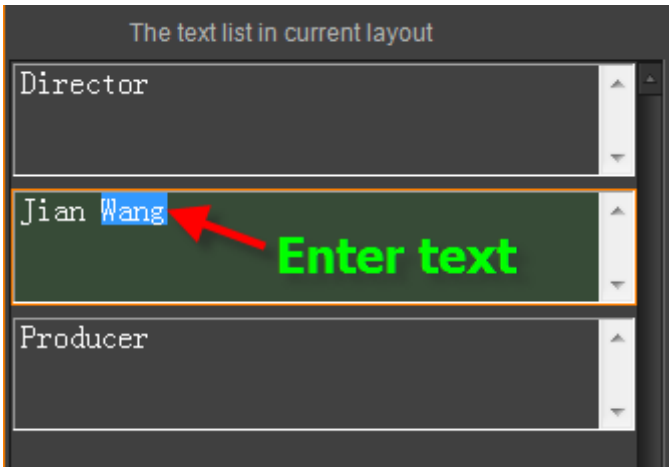
	Whole text		Line by line text
	Create new		Open existing file
	Save		Save As
	Find and Replace		Create text
	Create line by line text		Create single-line text
	Replace All		Replace
	Subtitle Setting		Font Style

Roll/Crawl text editor menu:

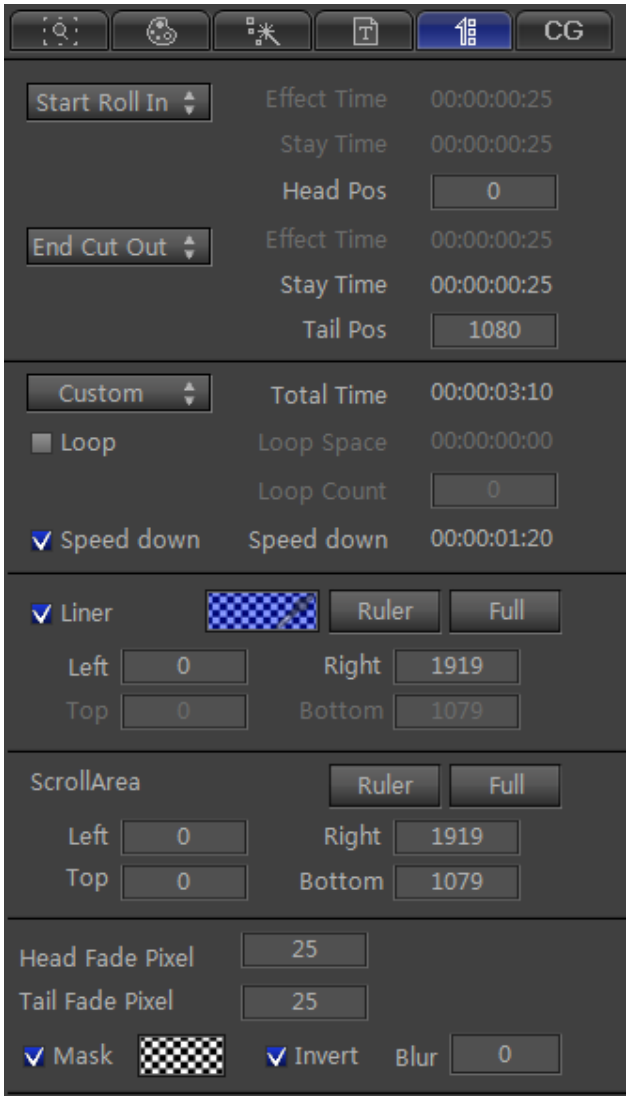


Set Heading: sets chosen text as heading

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.

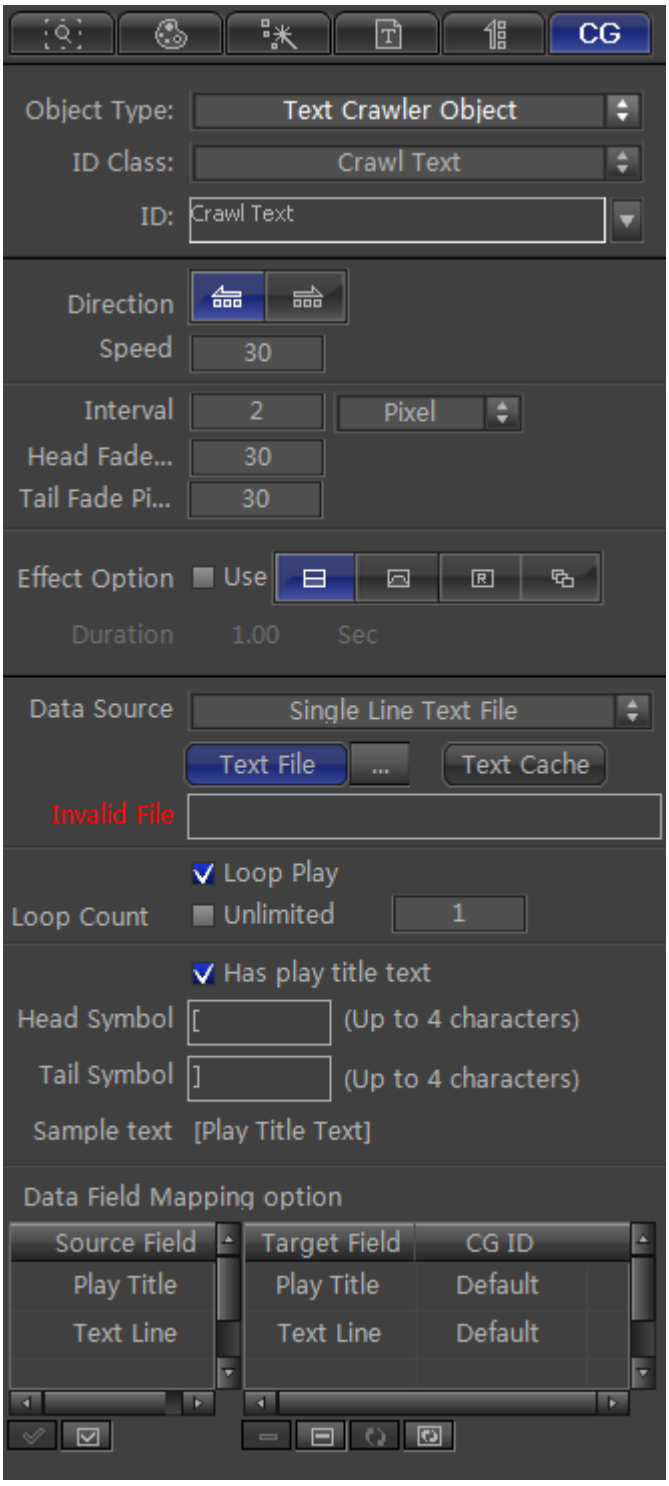


Roll/Crawl Tab



Roll In: set role in method
Roll Out: set roll out method
Custom: set roll time
Loop: set loop time and count
Speed Down: reduce roll speed.
Liner: apply liner effect
Ruler: set ruler size
Full: restore liner to full screen
Roll Area:
Ruler: set roll limits
Full: set ruler to full screen
Left/Right/Top/Bottom: set roll limits
Start/End Fade: set head/tail in/out position
Mask: apply mask effect
Invert: apply invert effect
Blur: set blur parameters

CG Property Tab

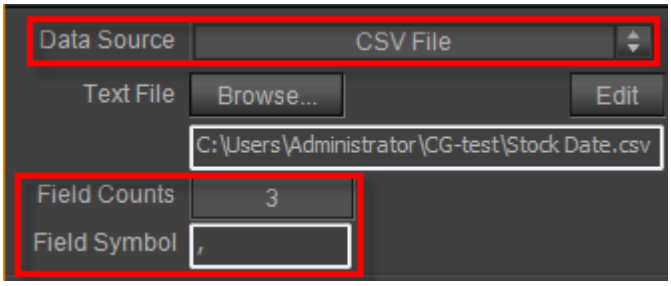


Object Type: choose object type
ID Class: choose ID class
ID: show ID
Direction: choose roll/crawl method
Speed: choose roll/crawl speed
Interval: set interval
Head Fade Pixel: set head fade pixel
Tail Fade Pixel: set tail fade pixel
Effect Option: choose effect method
Duration: change effect duration
Data Source: choose data source
Text File: browse text file
Edit: edit file
Invalid File: show invalid file
Loop Play
Loop Count: set loop count
Has play title text: enable "Has play title text" to use head symbol and tail symbol
Data Field Mapping Option: use/unused source field and target field

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

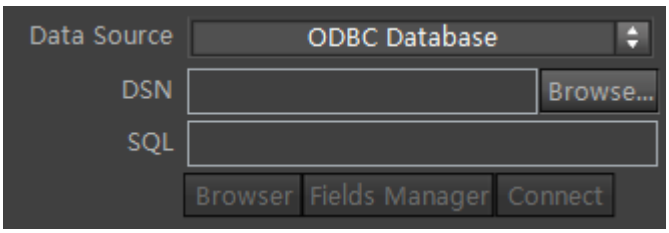
CSV File

Set field counts and field symbol

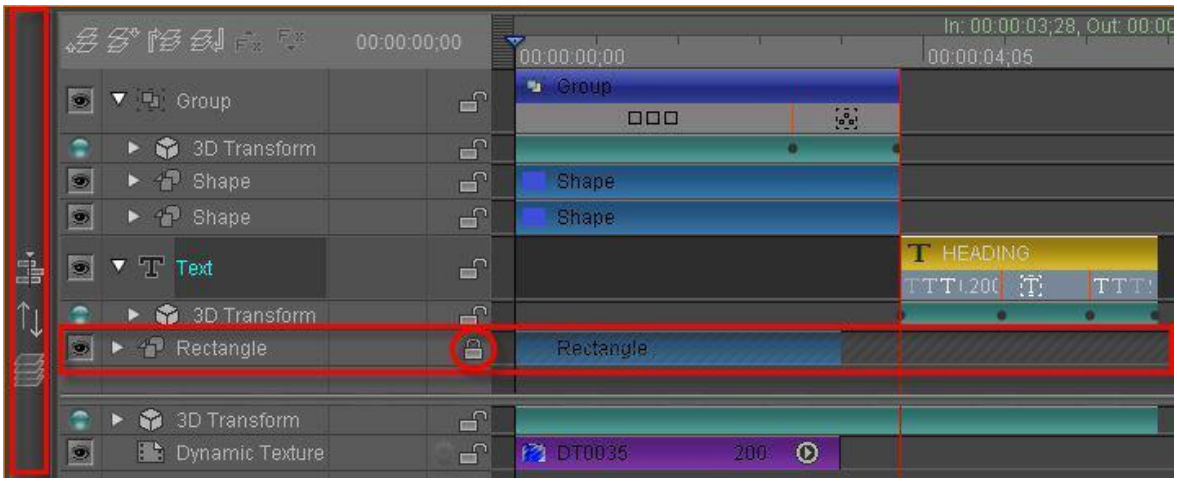


ODBC Dtabase

Set DNS, SQL and edit SQL



Timeline Window



Timeline Window options:

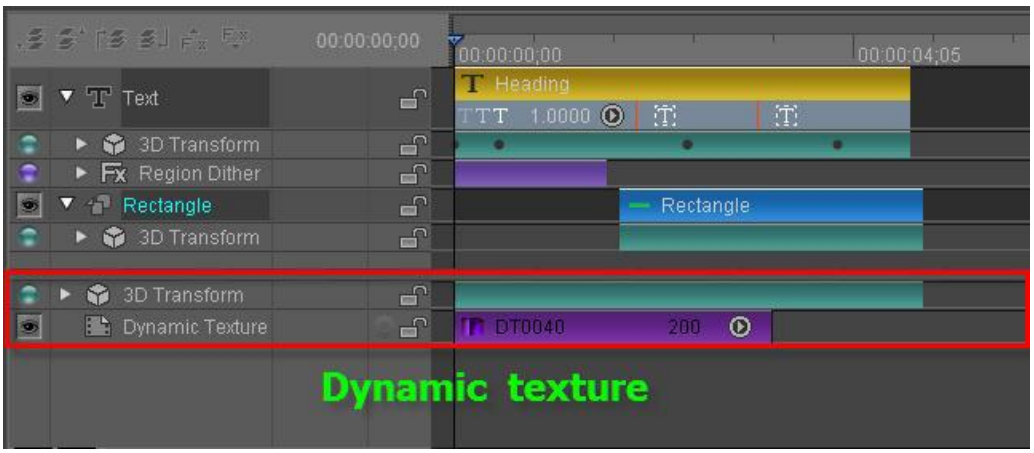
	Move object up		Move object down
	Move object to top		Move object to bottom
	Move effect up		Move effect down
	Render as new layer		Normal object/replaceable object
	Show animation track only		Show all tracks name
	Set track as Visible/Invisible		Show/Hide object effect tracks
	Enable 3D transform		Lock object to prevent editing
	Enable Timeline Autosnap		Expand all tracks

:

Adjust the Timeline using the bar shown or right click on the timeline, then drag the cursor.

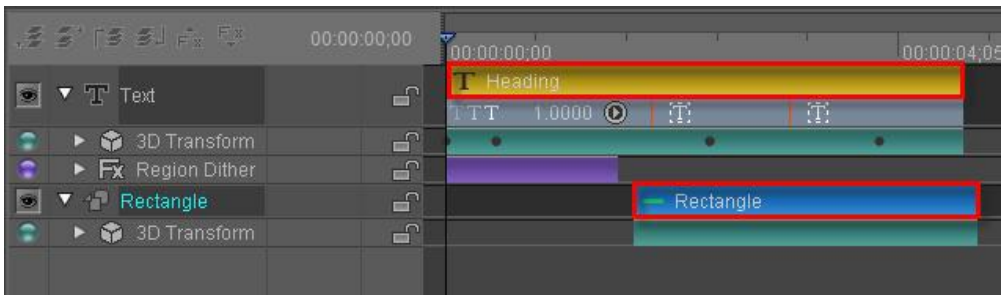
Click on the bar-button at the very left of the Timeline to open the Templates Library.

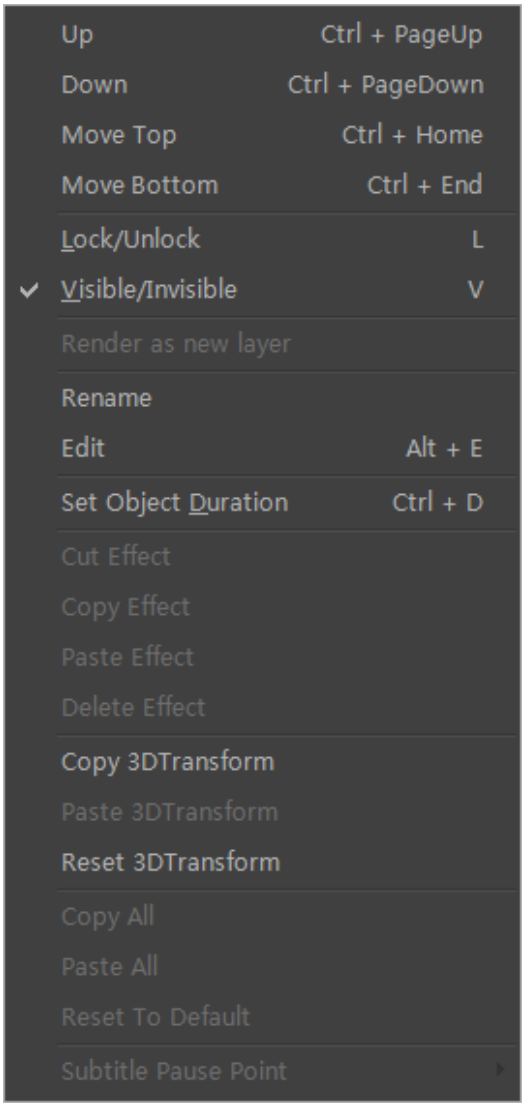
3D Transform and Dynamic Texture tracks:



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

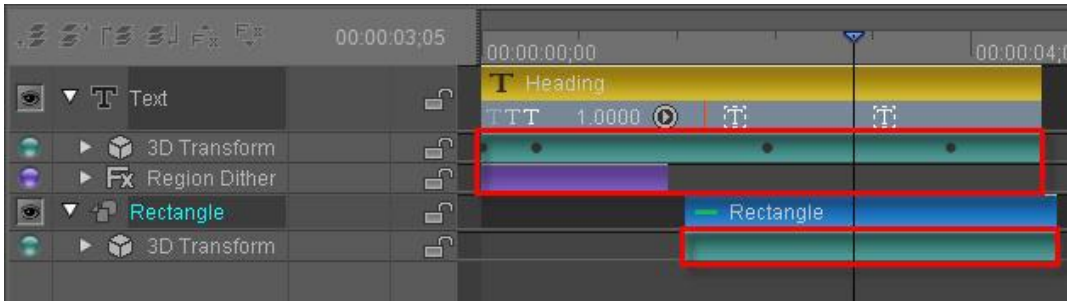
Right click on an object track to see the context menu:

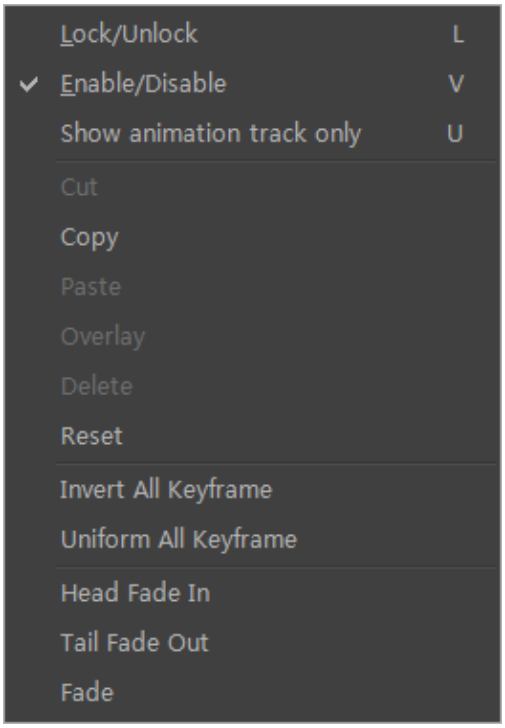




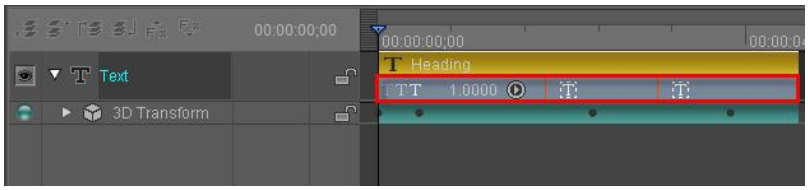
Move Up
Move Down
Move Top
Move Bottom
Lock/Unlock
Visible/Invisible
Render as new layer
Rename
Edit
Set Object Duration
Cut effect
Copy effect
Paste effect
Delete effect
Copy 3D Transform
Paste 3D Transform
Reset 3D Transform
Copy All
Paste all
Reset to default
Set subtitle pause point

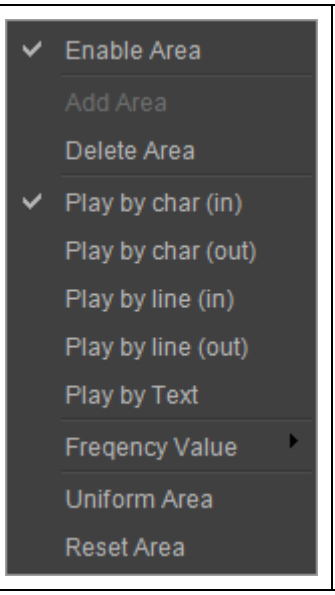
Right click on an effect track to see the context menu:



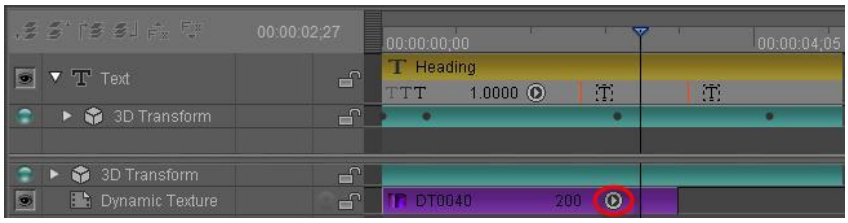
	Lock/Unlock Enable/Disable Show animation track only Cut effect Copy effect Paste effect Overlay effect Delete effect Reset effect Invert all keyframe Uniform all keyframe Set as Fade In point Set as Fade Out point Fade In/Out

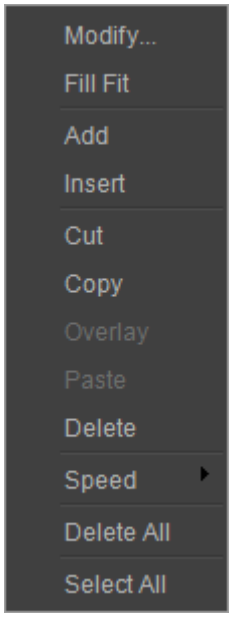
Right click on a text effect track to see the context menu:



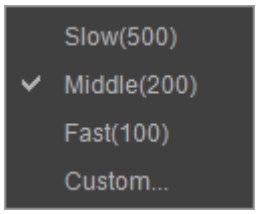
	Enable area Add area Delete area Play by character (In) Play by character (Out) Play by line (In) Play by line (Out) Play by text Frequency value Uniform area Reset area

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

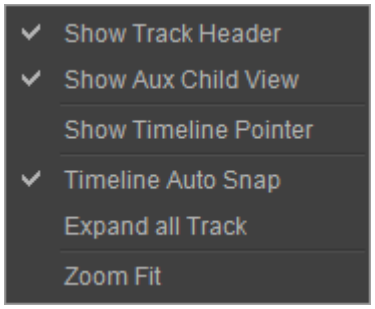


	Modify Fill Fit Add Insert Cut Copy Overlay Paste Delete Set speed Delete all Select all

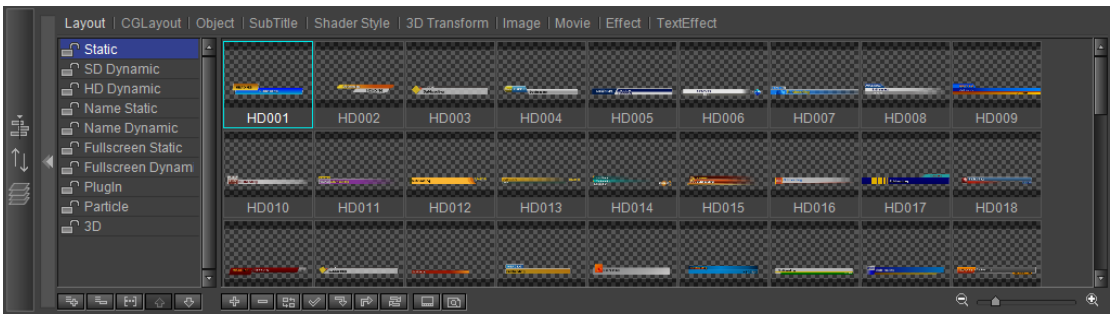
Set Dynamic Texture speed by choosing from the speed list.



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

	Show/Hide track header Show/Hide Aux child view Show Timeline Pointer Timeline Auto Snap Expand all tracks Zoom fit (you can also double click on the timeline)

Template Library



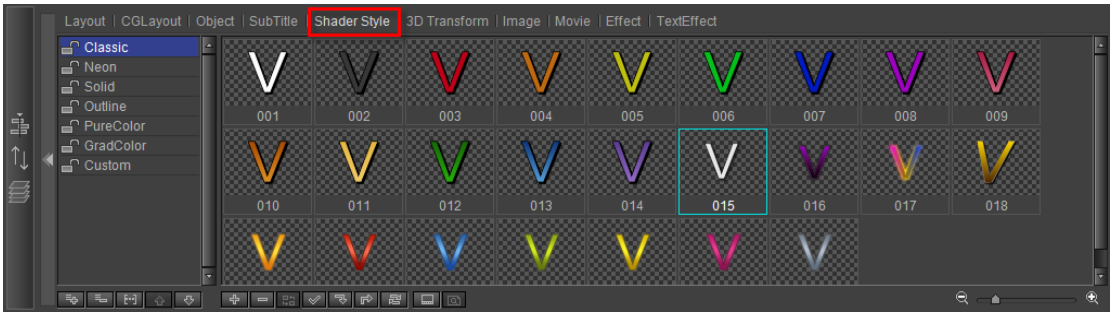
Template Library options:

	Add list		Delete list

	Rename		Move up
	Move down		Add template
	Delete template		Apply template
	Import template		Export template
	Refresh template library		Show/Hide template name
	Replace Selected Template		Quick View

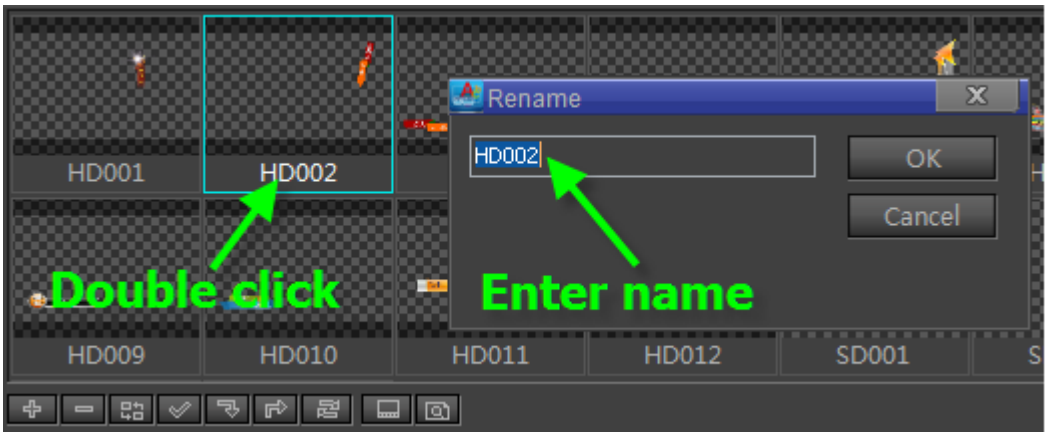
Use the Zoom In/Out bar or “Zoom In/Out” buttons to zoom in/out of the template library.

From the template Menu Bar you can choose different template catalogues, such as Shader Templates or Image Templates.

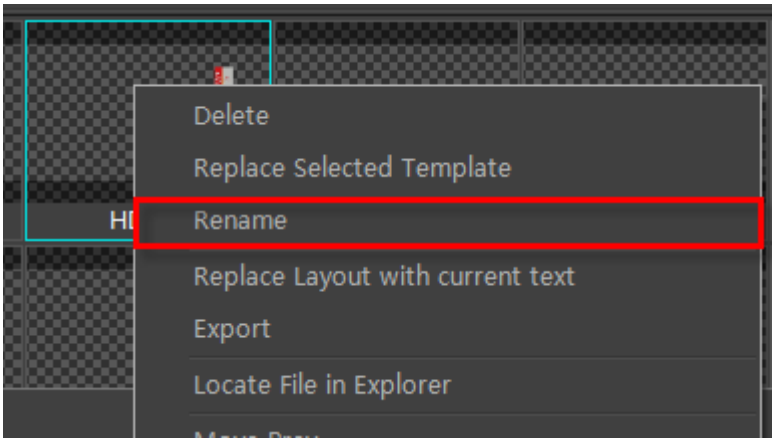


Changing template name:

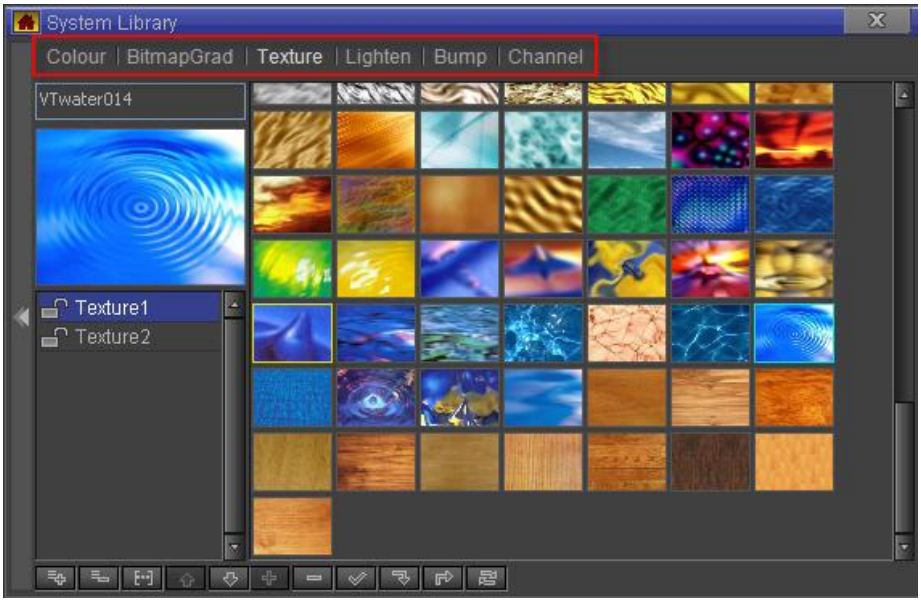
Method 1: double click on the template name, enter a new name and then click on “OK”



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



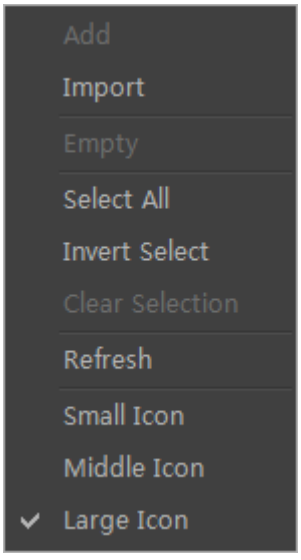
System Library



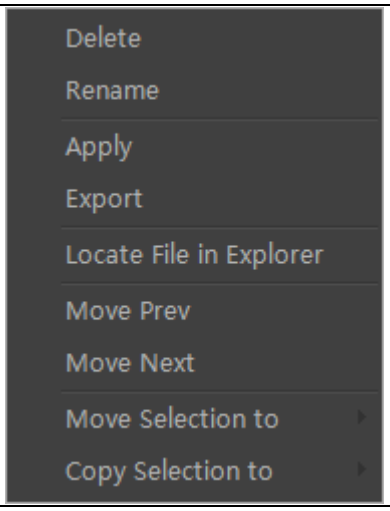
System Library options:

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

Right click on an empty space:

	Add file Import file Empty file Select all Invert selection Clear selection Refresh Small icon Middle icon Large icon

Right click on a file:

	Delete file Rename Apply file Export file Local file in explorer Move to previous file position Move next file position 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.

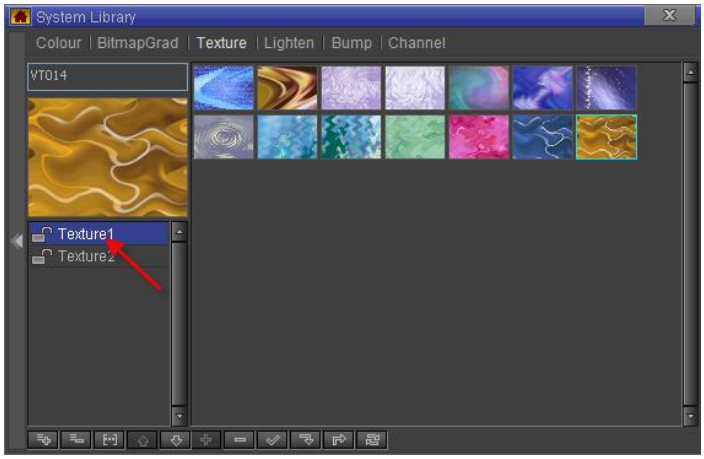
To add a file either:

a. Press on , or double click and choose a location to import from.

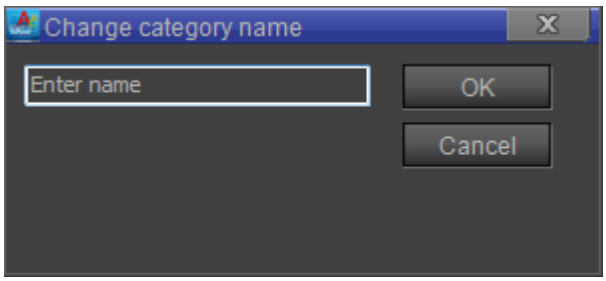
b. Right click, then choose "Import" from the context menu.

To edit a template name:

1. Choose a catalogue



2. Press on the “Rename” button, then enter a new name



3. Press “OK” to confirm. Press “Cancel” to exit without changing name.

Create Object

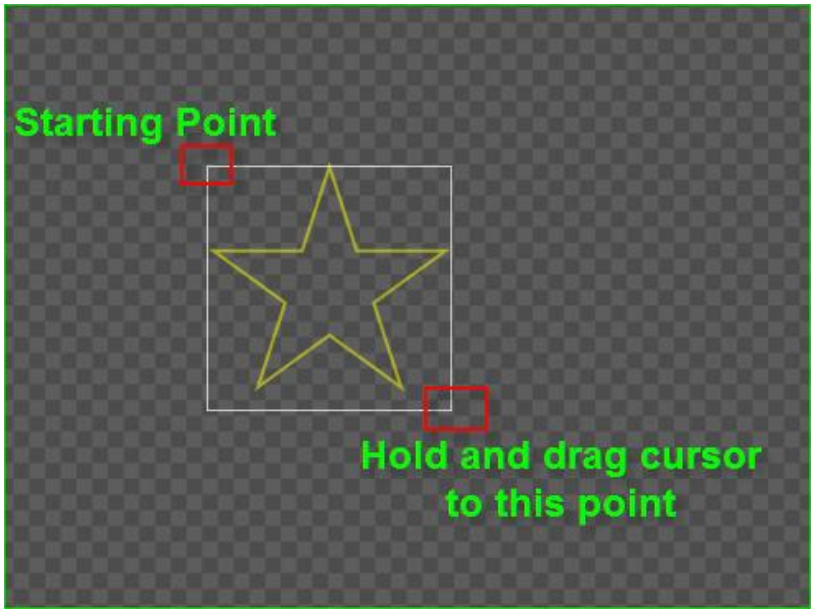
CG-500 provides a large number of default objects, including shapes, Bezier shapes, horizontal/morph/curve titles, images, animation, clock object, etc.

Operation flow

Most object creation follows the same basic operation flow:

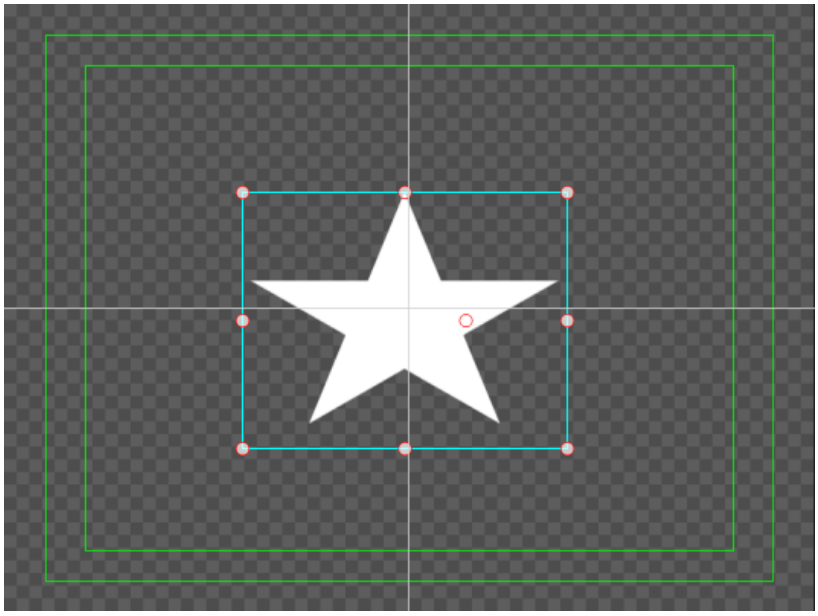
1) Click on the object toolbar and select object type

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



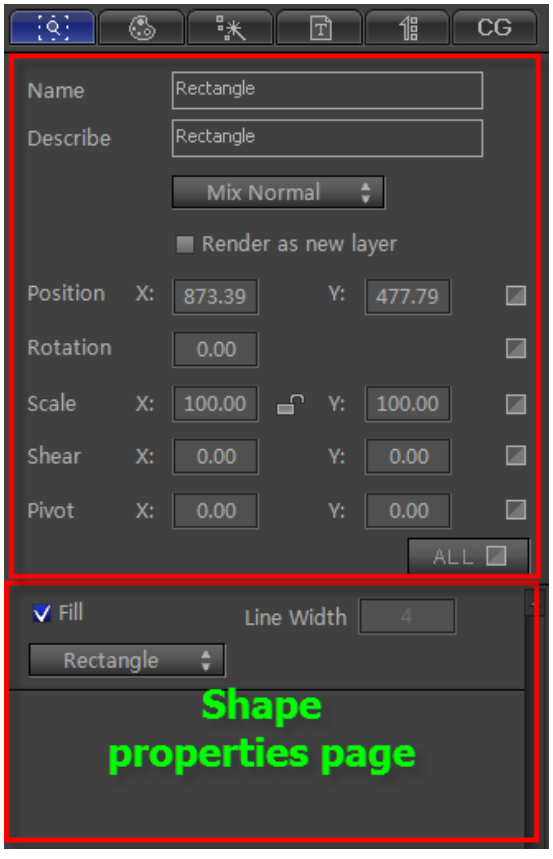
Note: Hold **Ctrl** when adjusting to keep vertical/horizontal size proportional.

3) Release object.



Shapes

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

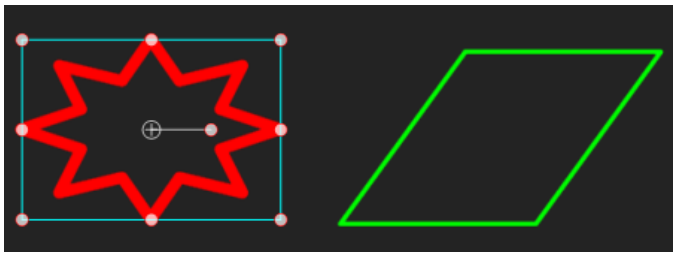


In the lower half of the Properties Window you can find the shape's special properties.

Activate/Deactivate the “Fill” option to set Line Width.

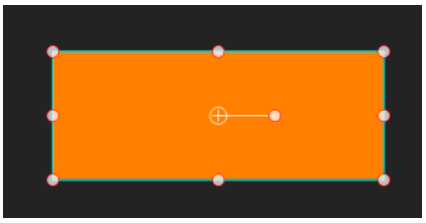
Choose object shape in the drop-down list. Changes will also take effect in the Edit Screen.

Shapes with Fill mode deactivated.

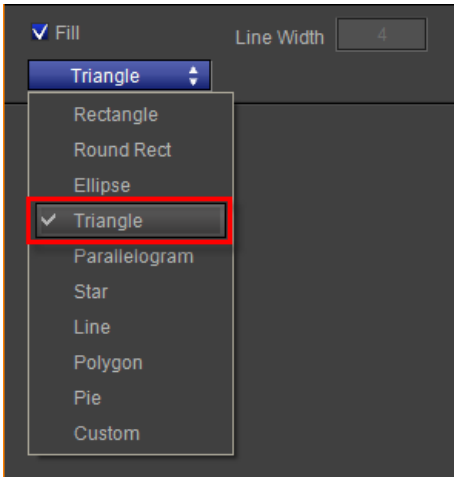


Changing shapes: rectangle to triangle

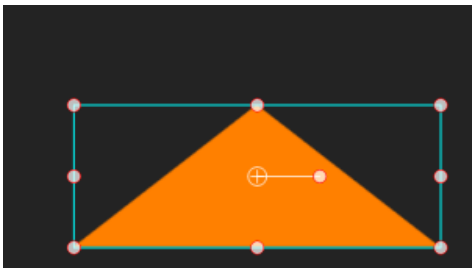
1) In the Edit Screen, click on the rectangle.



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

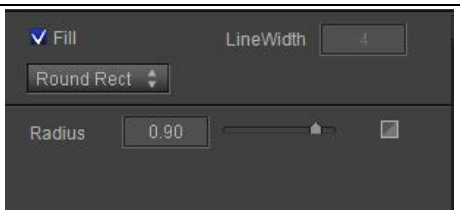


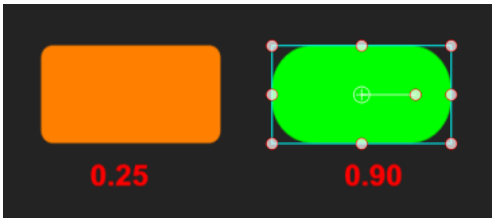
3) Object becomes triangle.



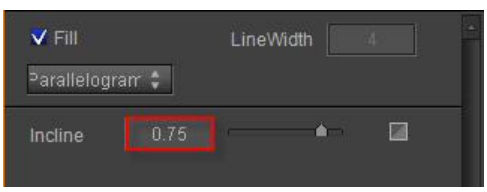
Shapes with special properties:

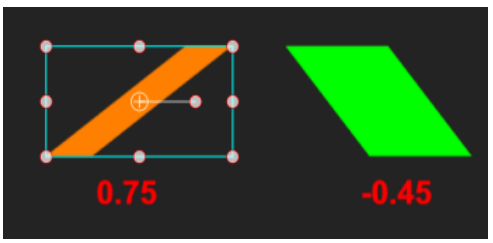
1. Round Rectangle: set Radius parameters



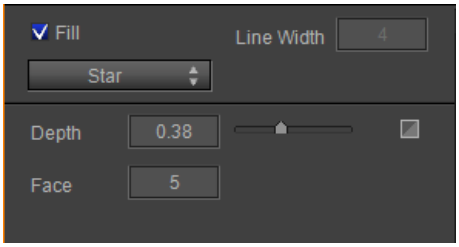


2. Parallelogram: set Incline parameters



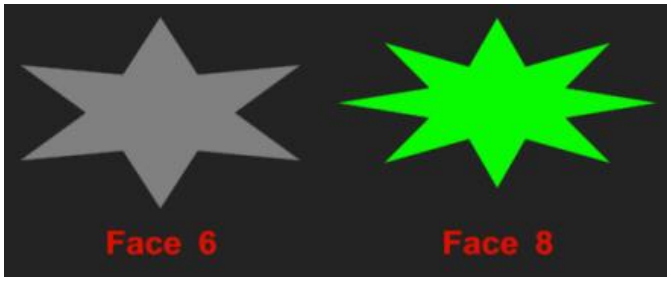


3. Star

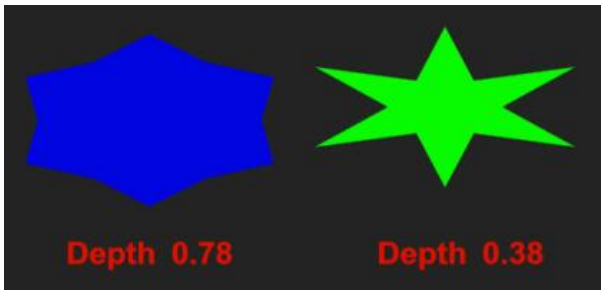


Depth: set Depth between points
Face: set number of points
Reset Parameters: resets all parameters

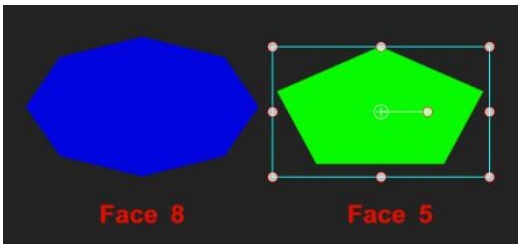
Different Face parameters



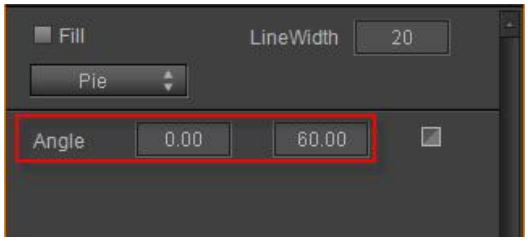
Different Depth parameters



4. Polygon: Face parameters set the number of sides



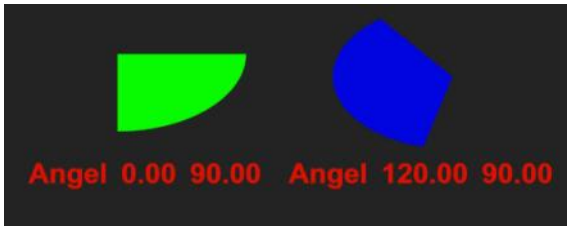
5. Pie Shape



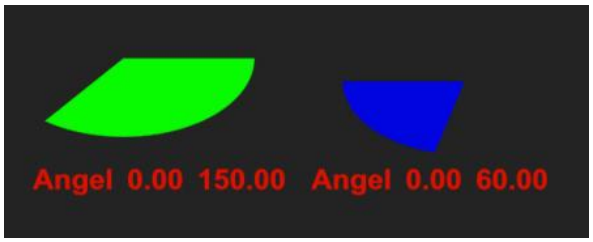
Angle: set Pie angle and angle size

Example

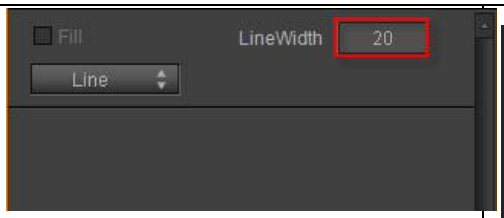
Change angle

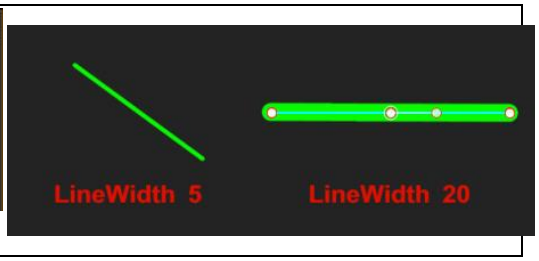


Change angle size



6. Line: set Line Width





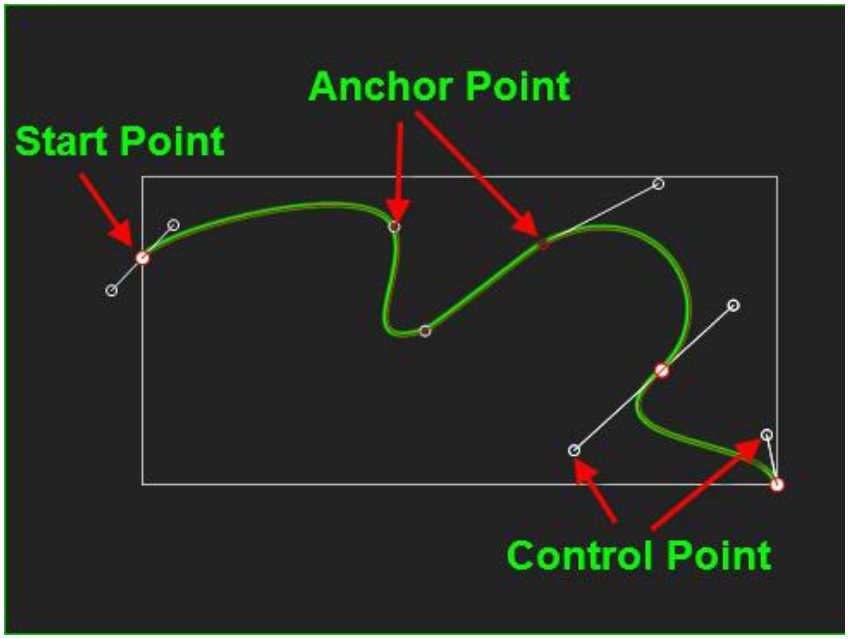
Bezier Curve

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.



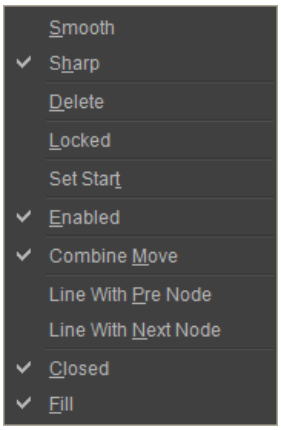
Note:

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.

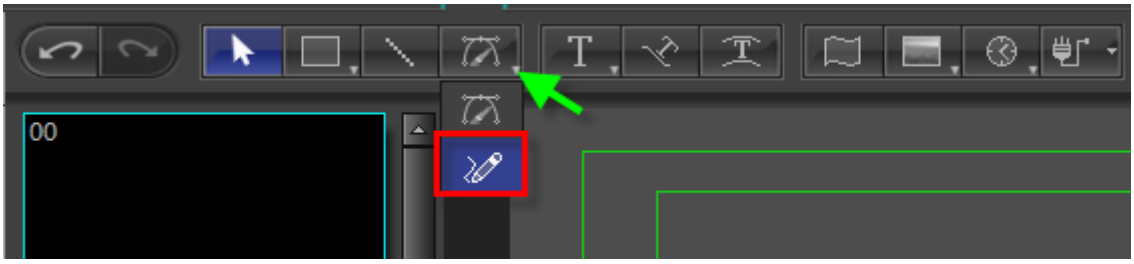
3) Join the last Anchor Point to the Start Point to complete the shape, or double click/press **ESC** to finish editing.
4) Double click on the Bezier Curve to resume editing.
5) In edit mode, right click to see the following context menu

	**Smooth:** smoothen lines between points **Sharp**: sharpen lines between points **Delete:** delete point **Lock/Unlock**: prevents point from being edited **Set Start**: set as start point **Enable**: you can disable the point **Combine Move**: move Control Points together or seperately **Close**: close/open curve

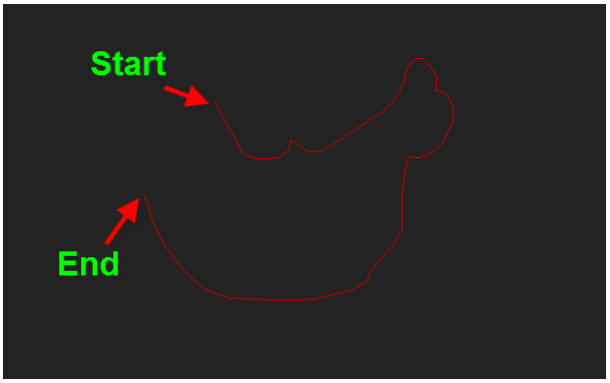
Paintstroke

- Operation flow

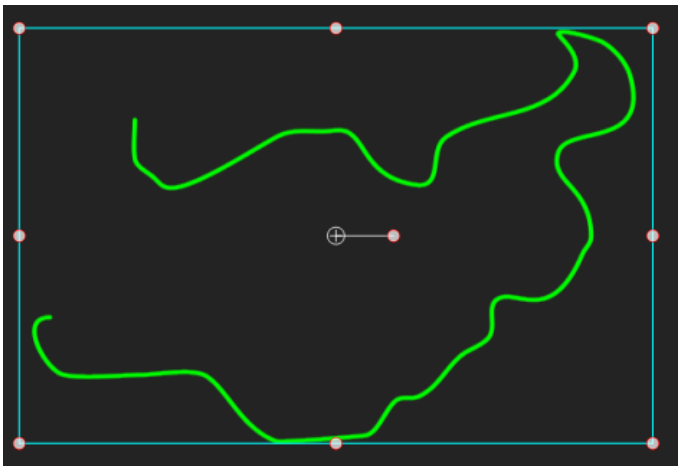
1) Click “PaintStroke” in the Object tab.



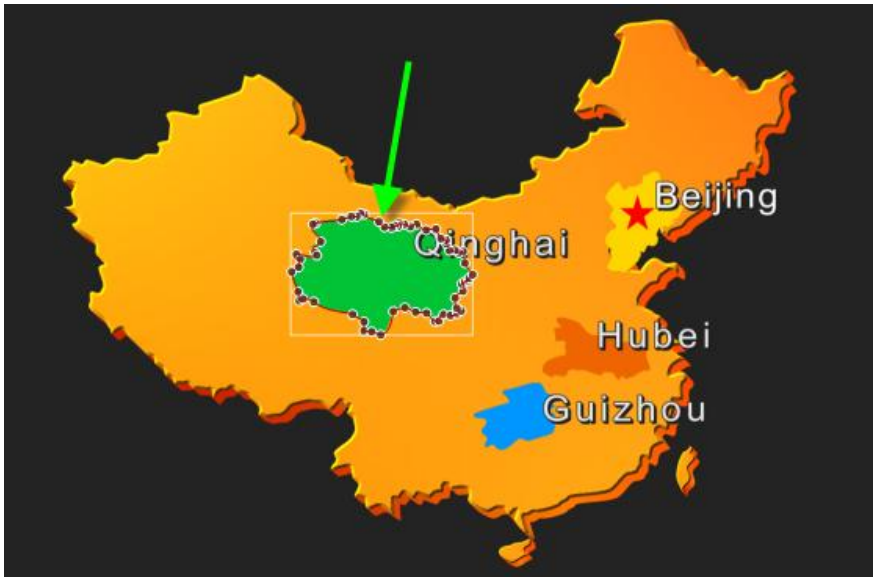
2) In the Editor Screen (still), left click, and drag.



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



Example:

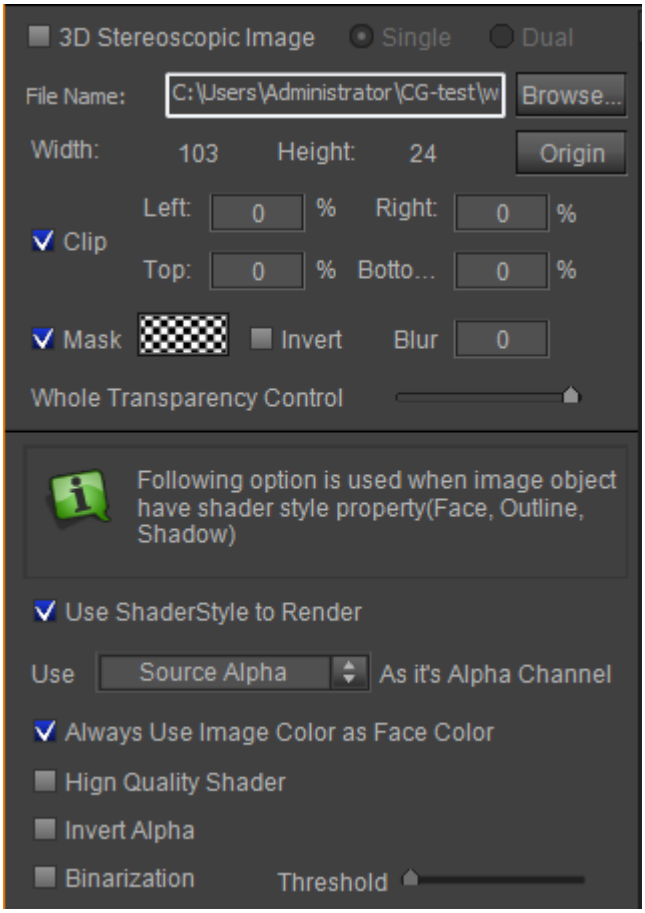


Image

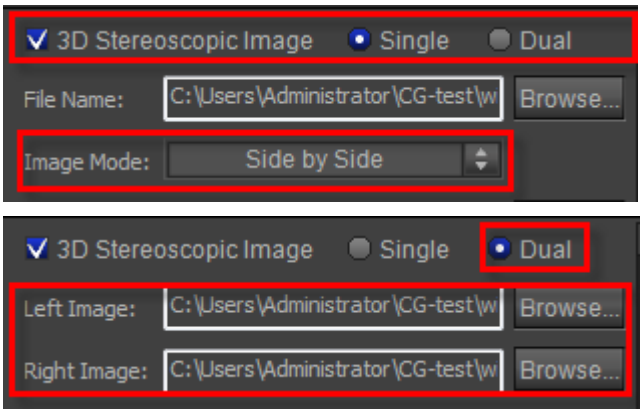
The operation flow for images and objects is similar, the only difference is that an image file needs to be chosen in the Properties Window.

1) In the Object Menu Bar choose “Image”

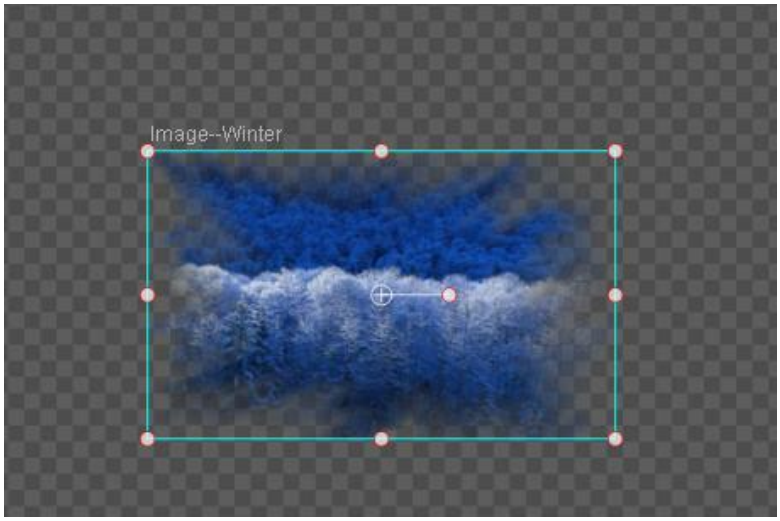
2) Set position and size in Still Mode. Release mouse cursor.
3) In the Properties Window select an image file (and Mask if needed).

	Enable “3D Stereoscopic Image” and select “Single/Dual” Browse and select file and show file name Show image height and width and enable/disable “Origin” Clip image Set mask parameters and blur parameters **Whole Transpatency Control:** Set whole transpatency (disable when enabling “3D Stereoscopic Image”) The options are used when image object have shader style property(Face, Outline, Shadow)

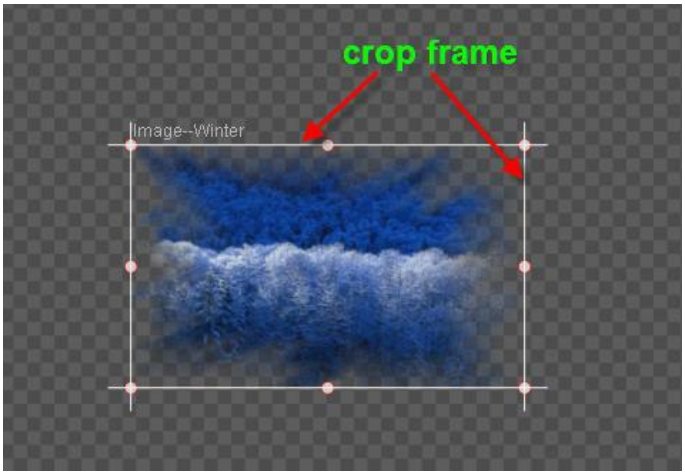
Specific Properties of 3D Stereoscopic Image

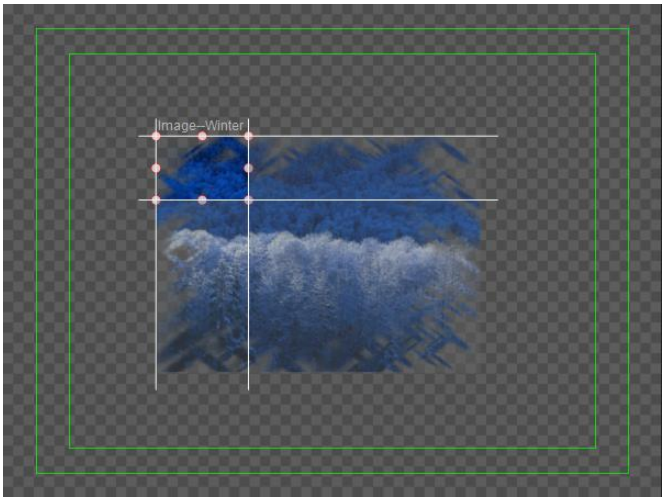


4) Example.

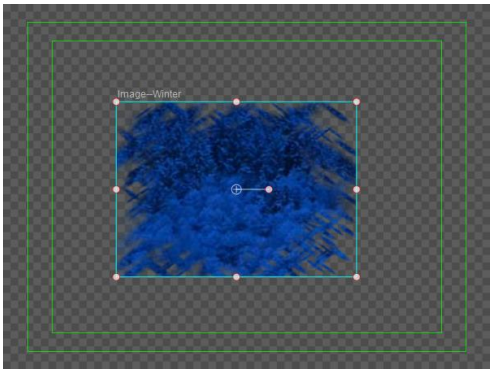


5) Double click to Crop





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

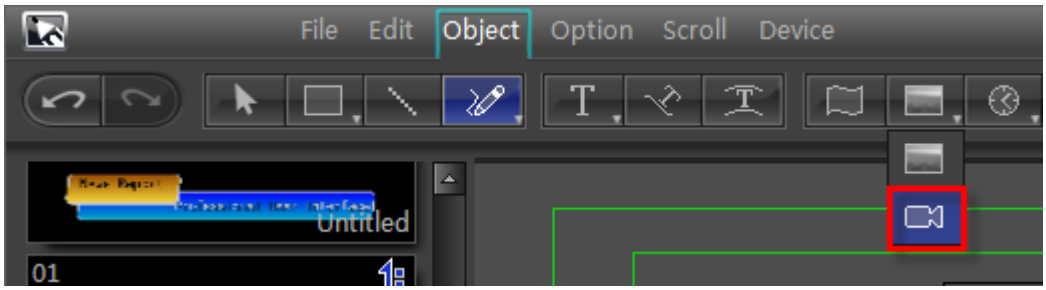


7) Press **ESC** to exit

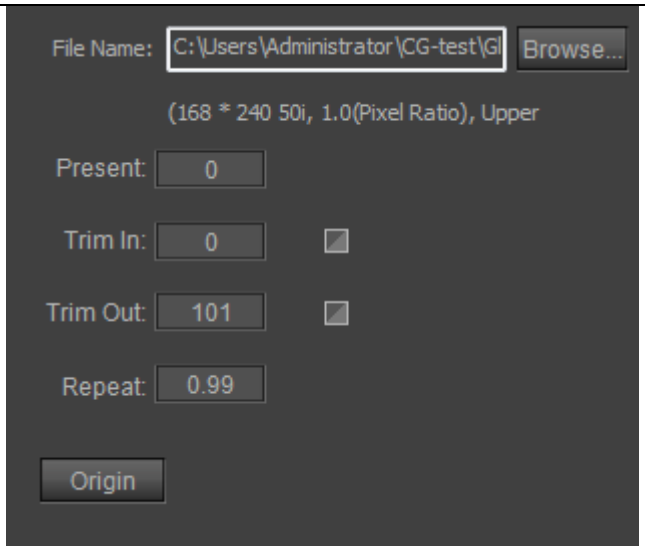
Animation

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.

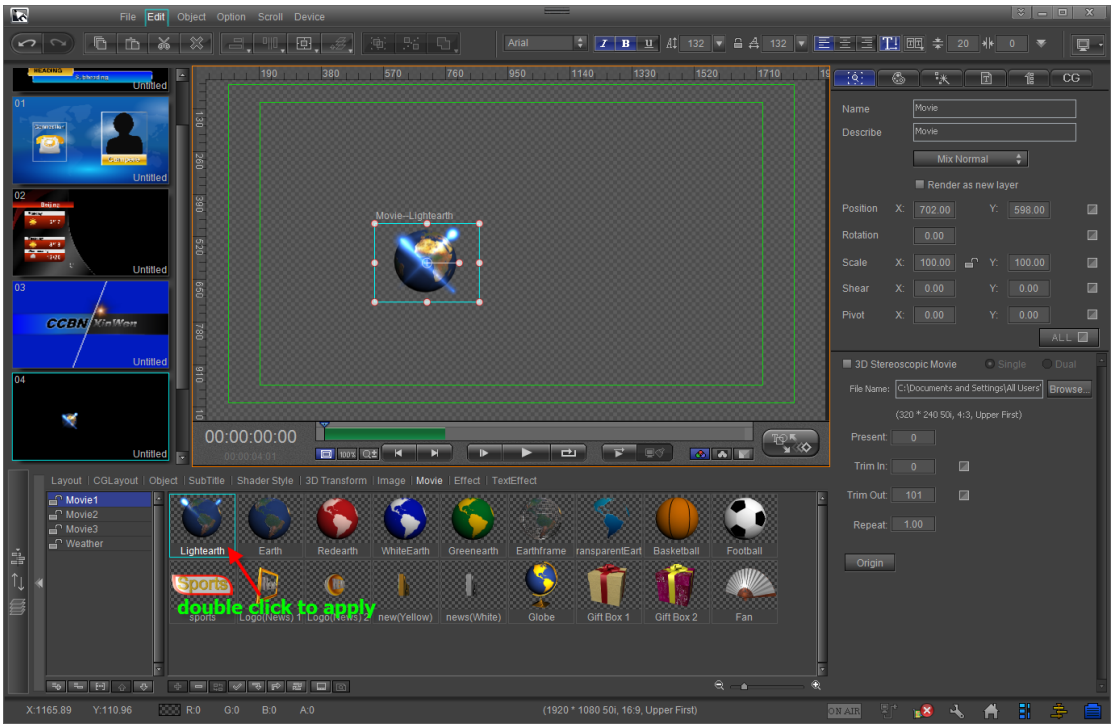


Present: set start frame
Time In: set start time point
Time Out: set end time point
Repeat: set repetitions
Origin: go to animated object original position

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.



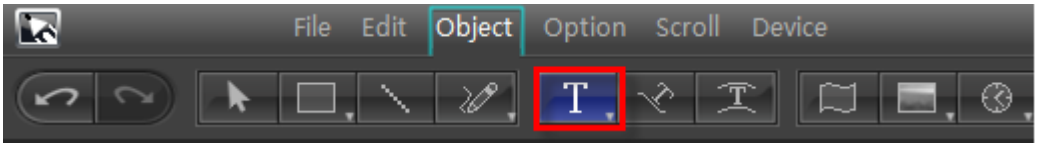
Note: If you double click on an animation in the templates library when an animation has been selected in the Edit Screen, it will be replaced.

Horizontal/Vertical Text

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

- Create Normal Text

1) In Object Menu Bar choose “Horizontal Text”,



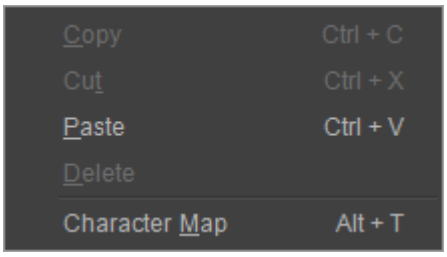
Note: hold cursor to choose “Vertical Text”

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

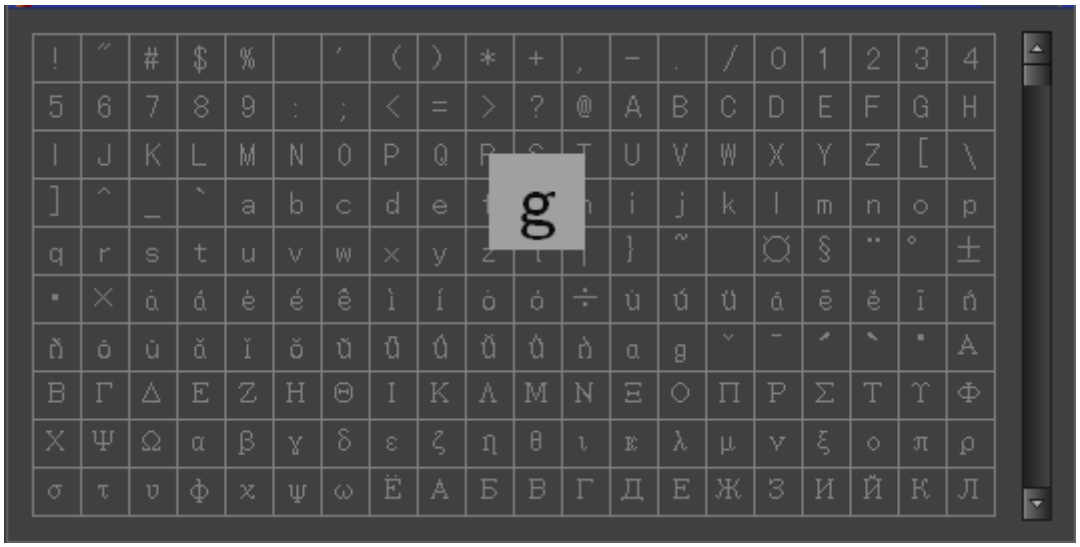
3) Enter text,

Method 1: enter text

Method 2: copy and paste



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

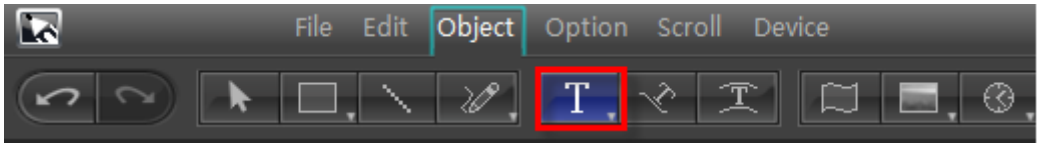


4) Press **ESC** or double click to exit

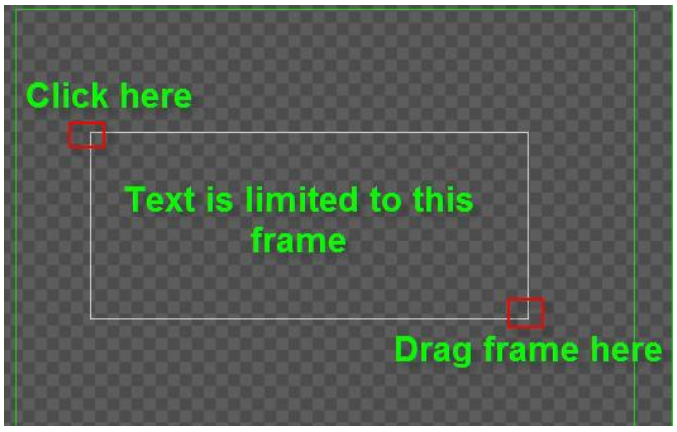
5) Double click on text to continue editing

- Create Set-Frame Text

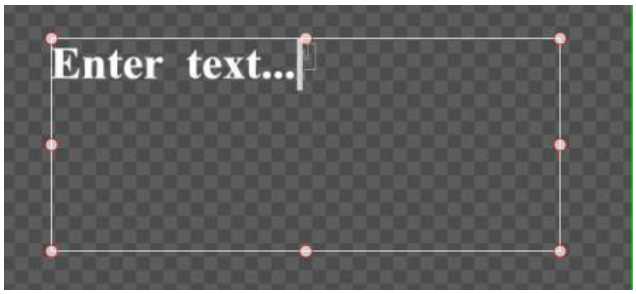
1) In Object Menu Bar choose “Horizontal Text”

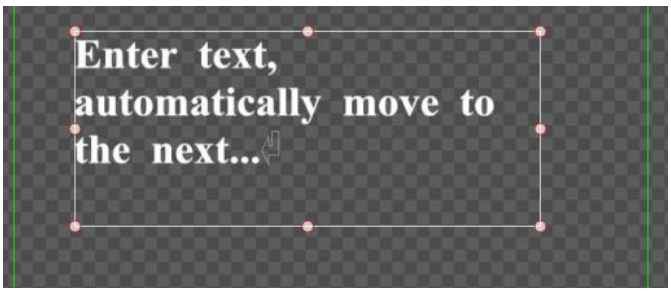


2) In Still Mode drag cursor to desired frame size

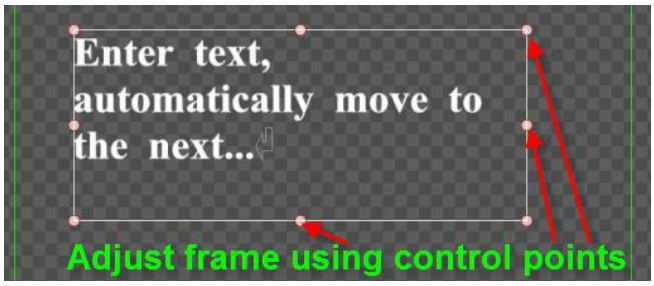


3) Enter text. If text exceeds frame it will automatically move to the next line.





Text will automatically adjust when frame is shifted.



4) Press **ESC** or double click to exit

5) Double click on the text to continue editing.

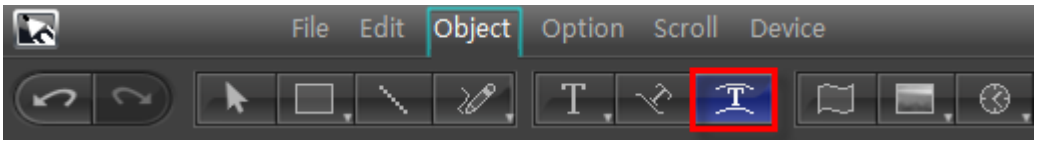
- Properties

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

Morph Text

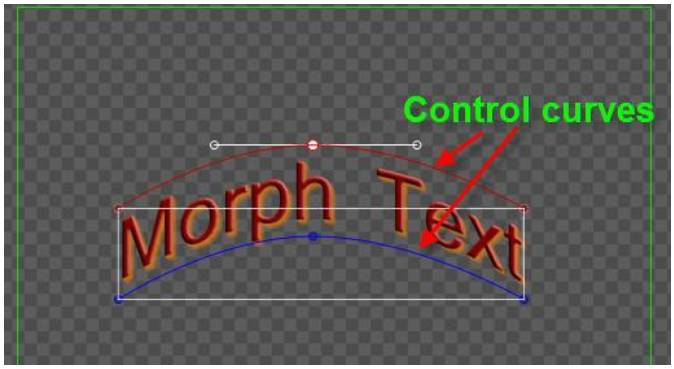
- Creating Morph Text uses the same operation flow as Normal Text.

1) In the Object Menu Bar select “Morph Text”

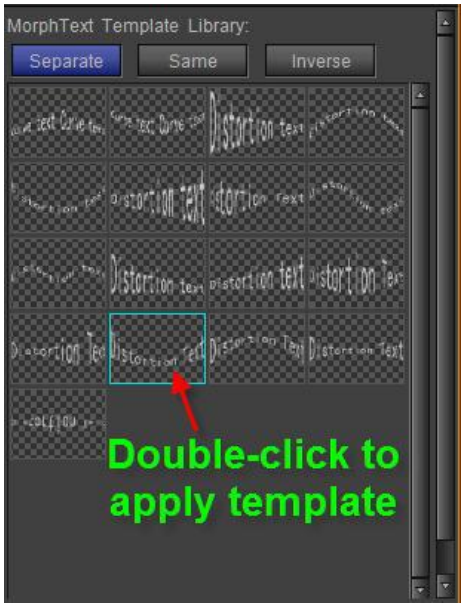


2) In Still Mode adjust text position, then enter text

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:

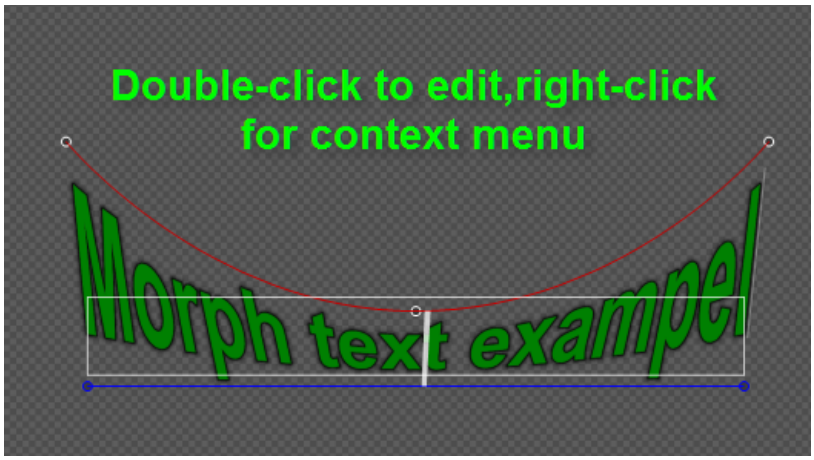
Separate - control curves independently

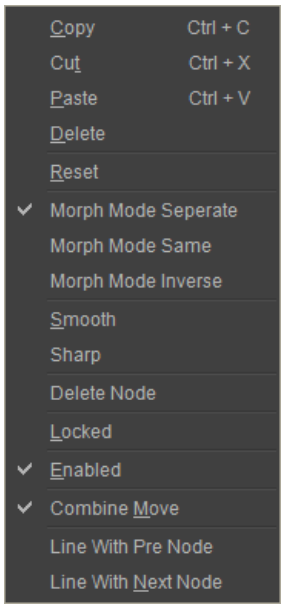
Same - control curves together

Inverse - curves do the inverse of each other

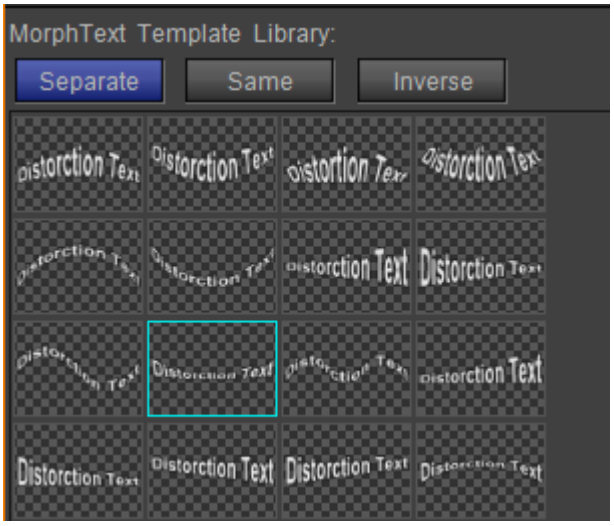
Set in two ways

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

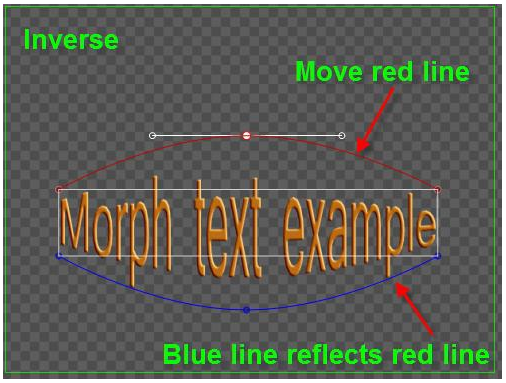


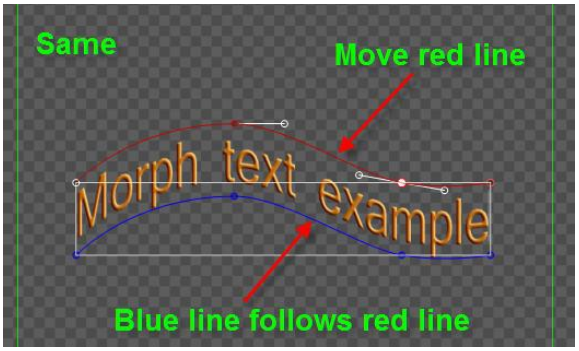


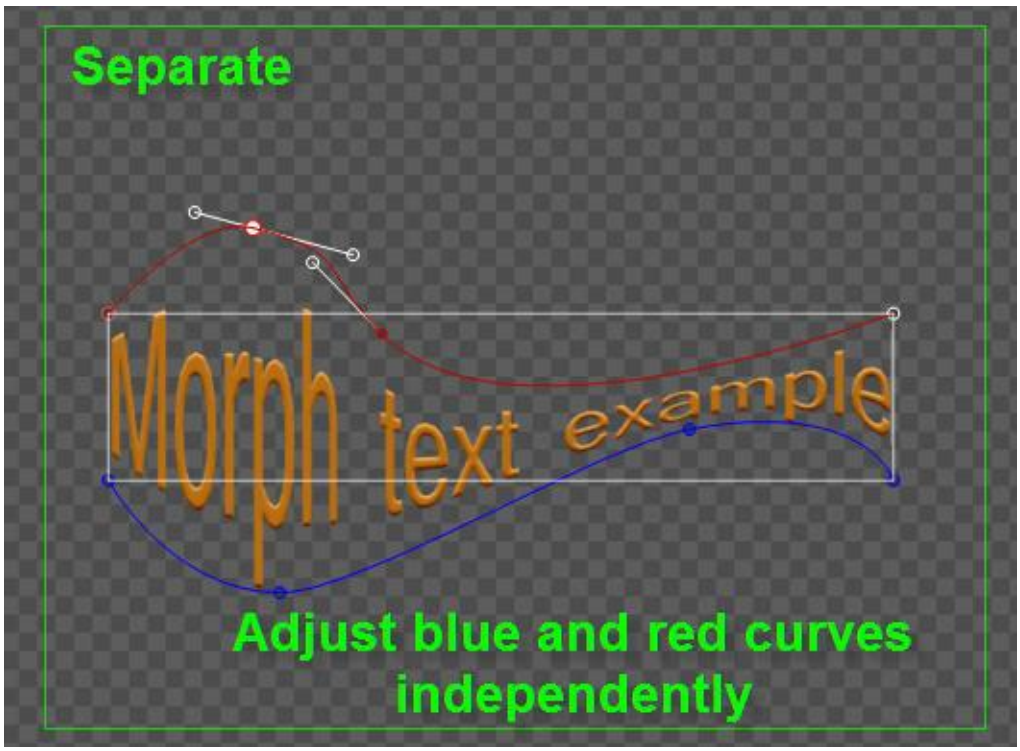
2) Select in the Properties Window



Example:



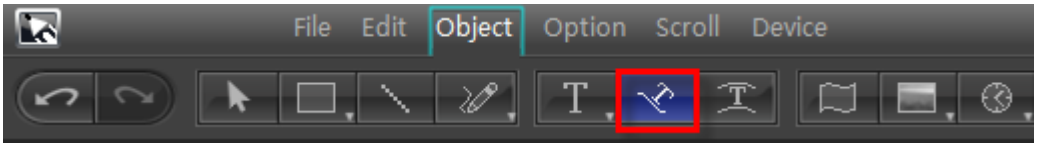




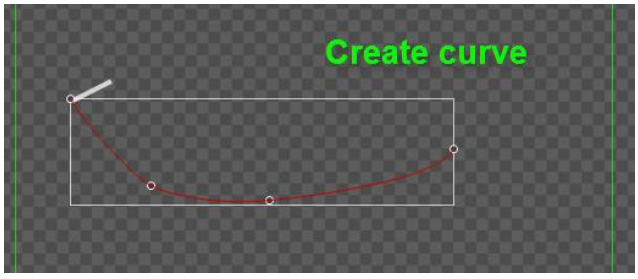
Curve Text

- Operation flow similar to Normal Text

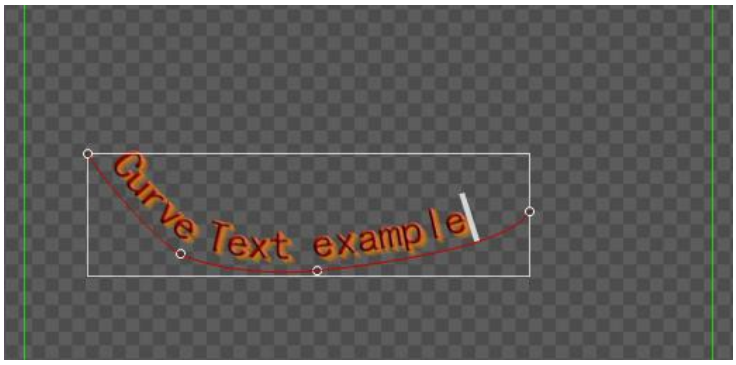
1) In Object Menu Bar select “Curve Text”,



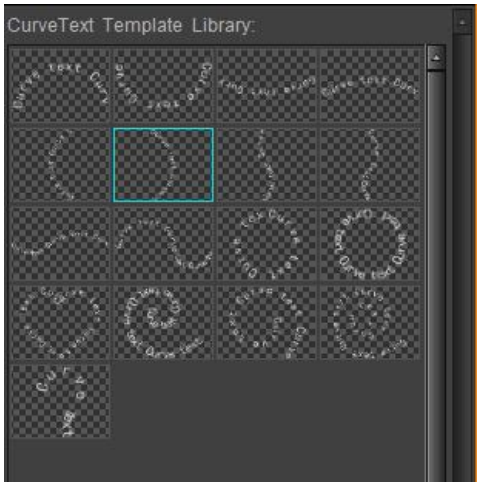
2) In Still mode use the Bezier curve method to create curves.



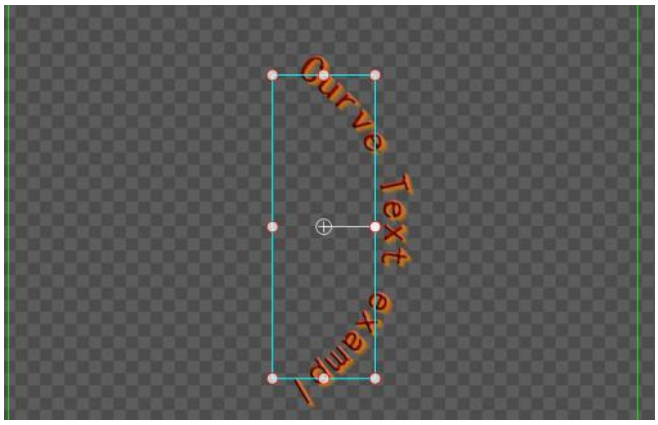
3) Enter text



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

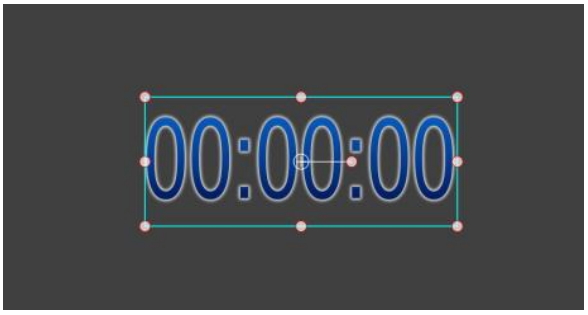
- To create:

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

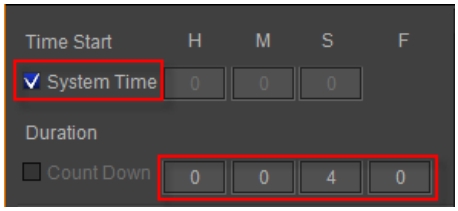
"Number" or "Time Code".

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.

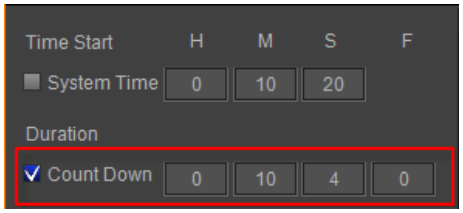


4) Setting clock time parameters:

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

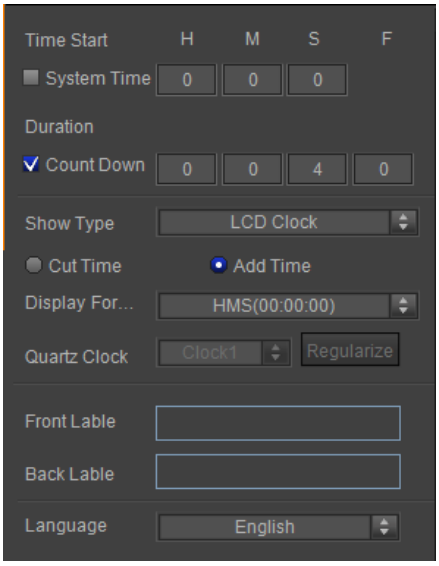


2. Set countdown time as shown below. Default is set at 4 seconds.



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

Clock object parameters:

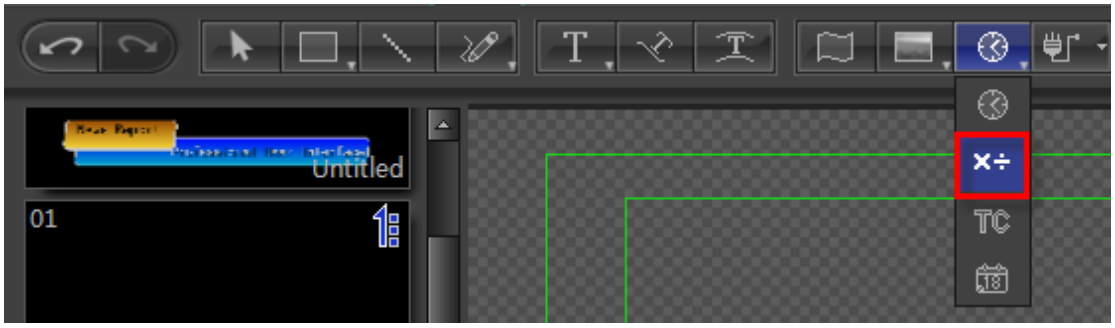
	Start time: set the start time. Select system time to set the current system time as start time. Default length: Set playback time. After setting the countdown, the duration will be shown. Display Type: Select digital clock or dial clock. Cut-time: switch to cut-time mode Accumulate-time: switch to accumulate-time 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:

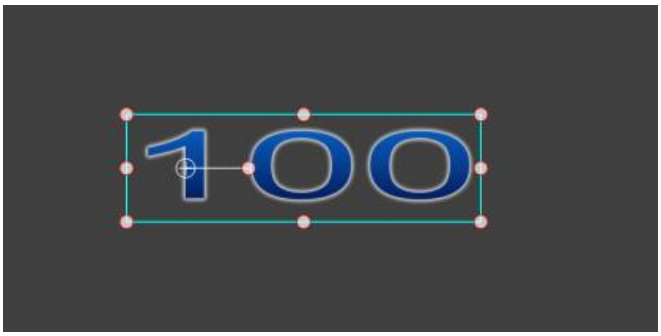
Number Object

- To create:

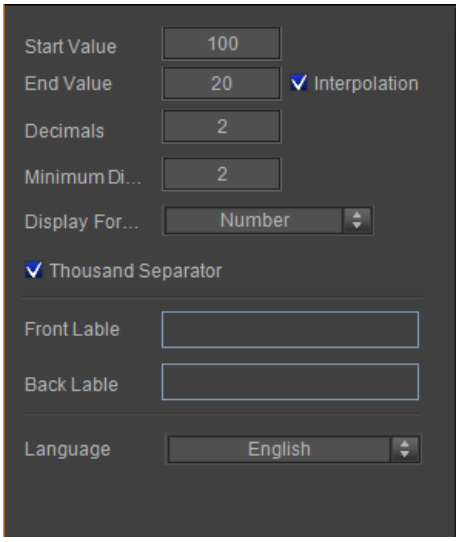
1) In the Object menu bar, click on the "Number" button.



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

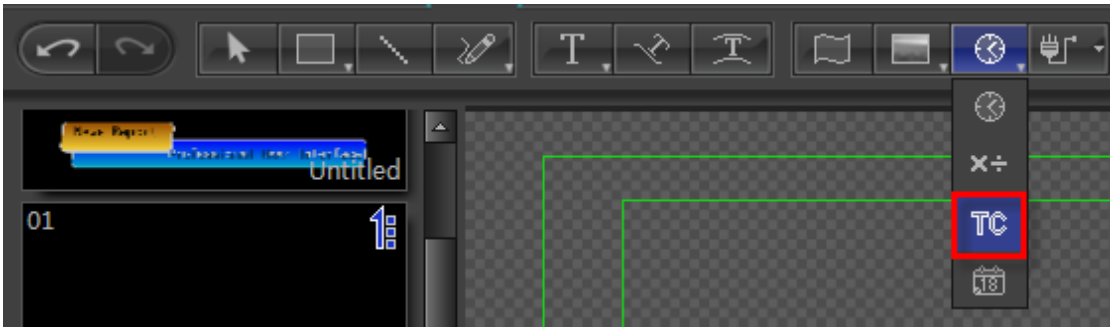
	Initial value: Set start numerical value End value: Set end value Keyframe interpolation: Enable/Close key frame interpolation functions Decimal: set decimal number values Minimun digit: set smallest whole number Display Format: Select the display format, including numerical values, spelling, percentage, etc. Three units: three separate digital units to be displayed Label front: text to the left Label back: text to the right Language: Select language

Examples:

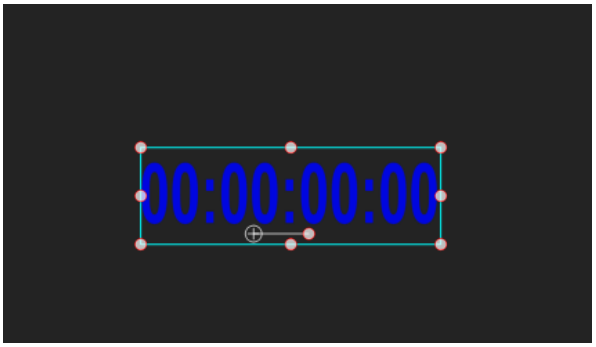
Timecode

- To create:

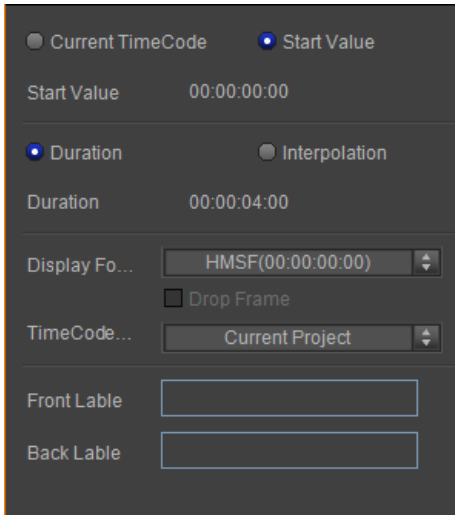
  1) In the Object menu bar, click on the "TimeCode" button.



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.

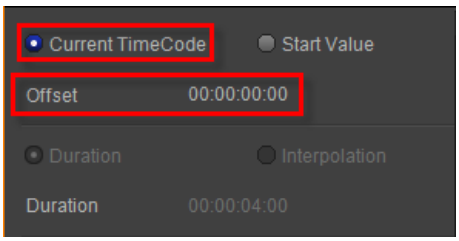


Time code object parameters

	Start Time code and Current Time Code will be discussed later. View Format: select format. Discard Frame: discard format Frame Rate: select frame rate. Front Marker: enter time code left text. Back Marker: enter time code right text.

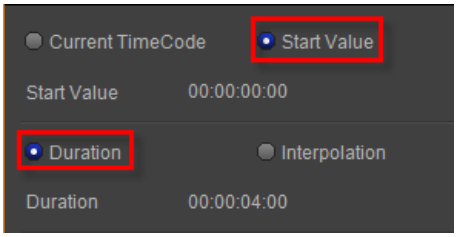
Set start time code:

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

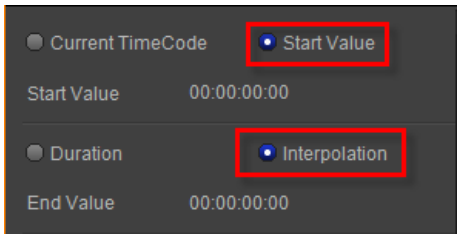


2. Start Time Value mode:

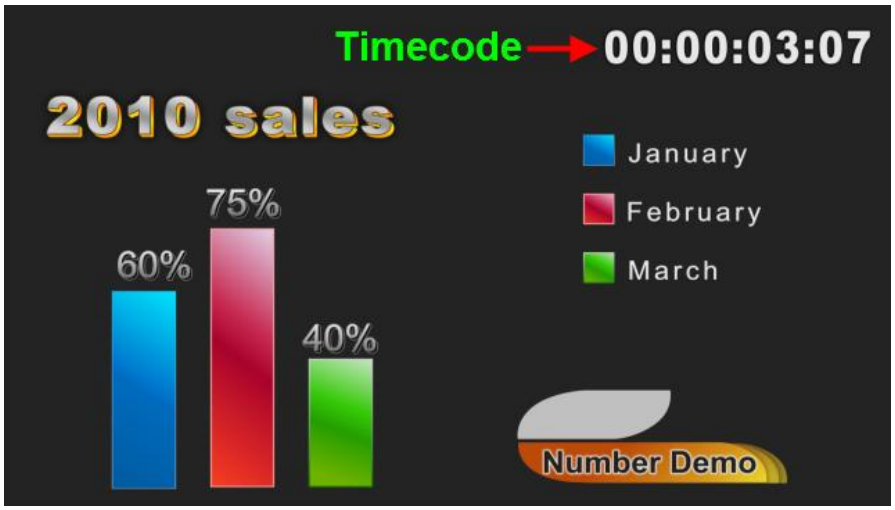
When selecting Default Length, default length can be changed.



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



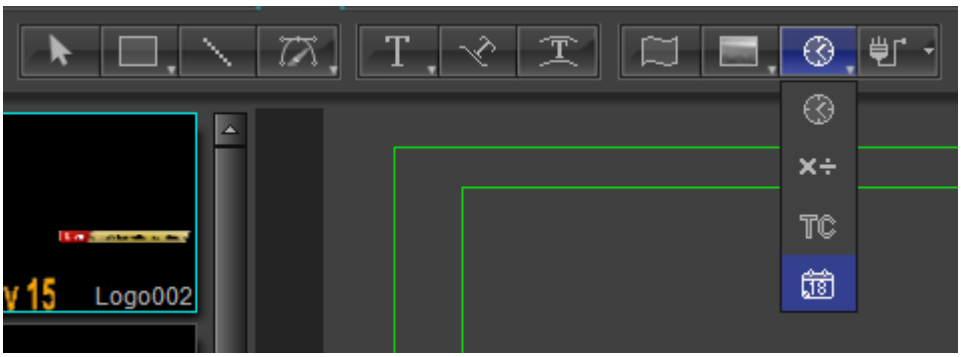
Examples:



Date Object

- To create:

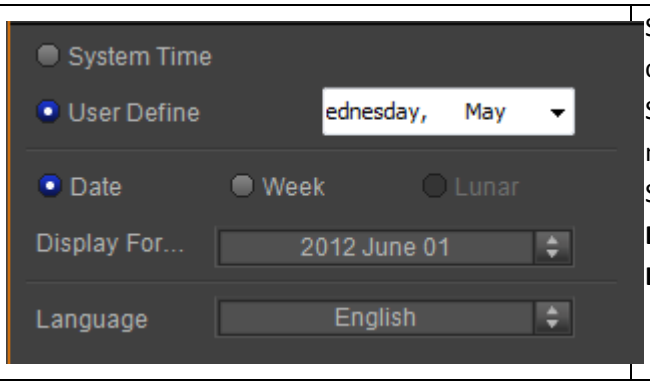
1） In the Object menu bar, click on the "Date" button.



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.

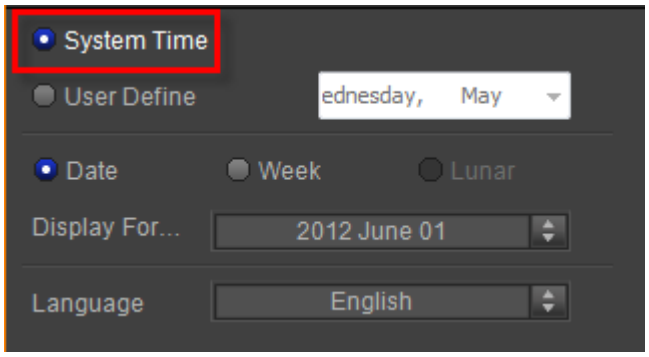
Date Object Parameters

	Select “System Time” to set the current system time as start time. Select “User Define” to set time as needed. Select the display format **Display Format:** select date format **Language:** Select language

Set Date

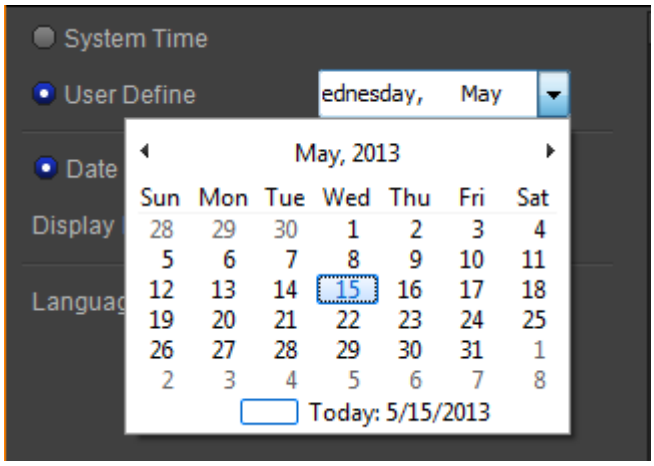
System time code:

Set to system date, and default date is unchangeable.



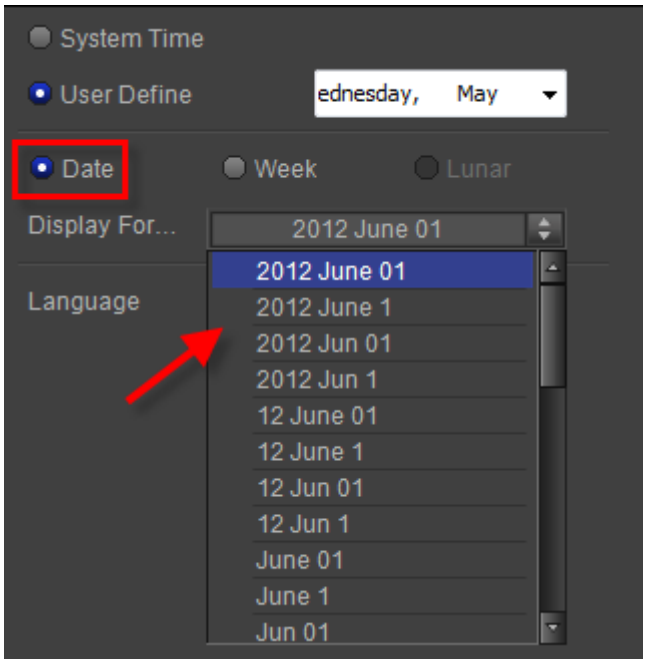
Define date code:

When selecting “User Define”, date can change.

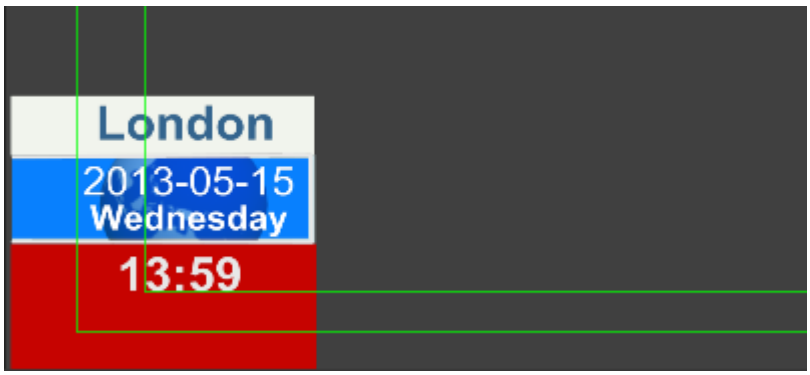


Display Format

Choose a date format from the drop down list.



Examples:



Flag

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

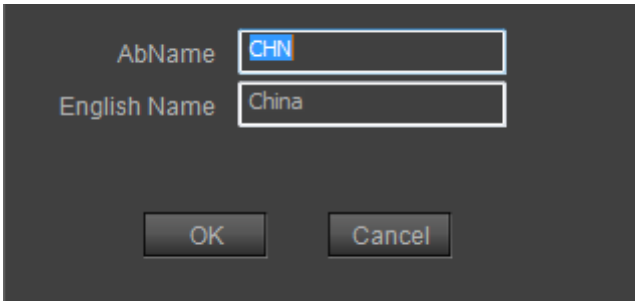
- Choose a flag from the Properties Window

	The flag name and abbreviation will be shown below. To find a flag, enter the full name or abbreviation into the "Find Name" field, then press “Search”. Press “Origin” to place the flag in its default position.

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

Edit flag:

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



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:

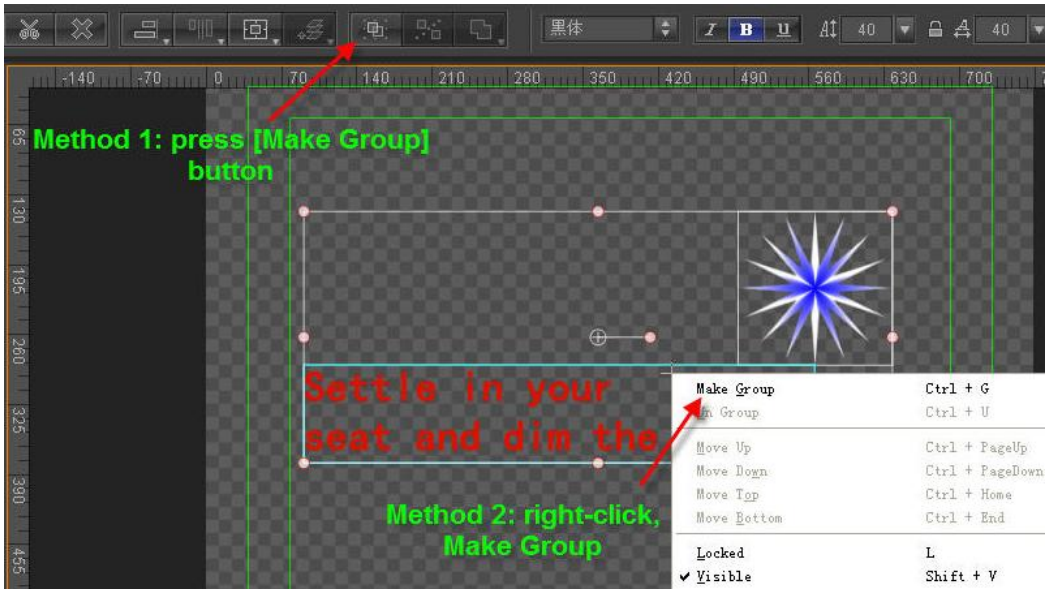
1) Rescale, rotate, etc., whole groups simultaneously
2) Use object groups' properties to produce different play effects.

■ 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

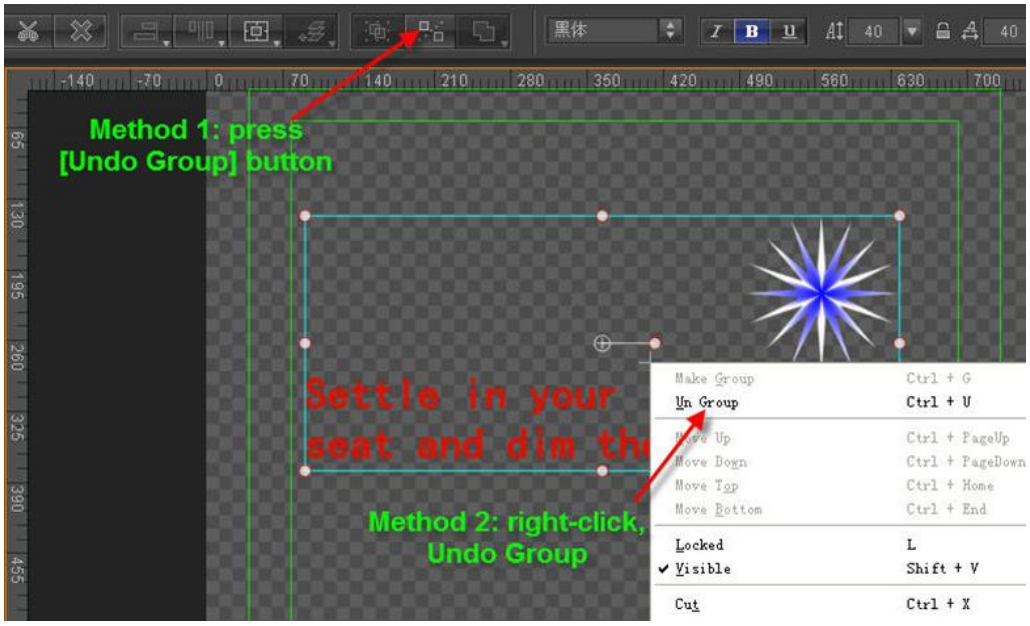


■ Undo Group:

a. In the Edit Screen select the group, then use the shortcut **Ctrl+U**

b. In the Edit Menu Bar choose “Undo Group”

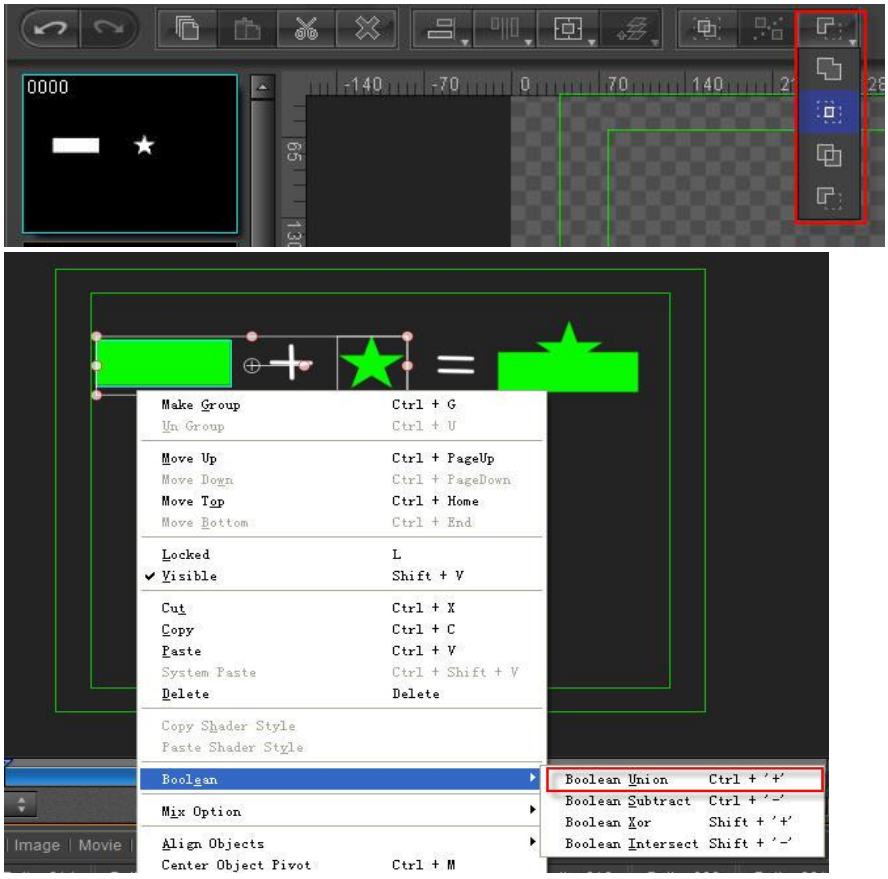
c. In the Edit Screen, right click, then choose “Un Group” from the context menu



Path Group

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

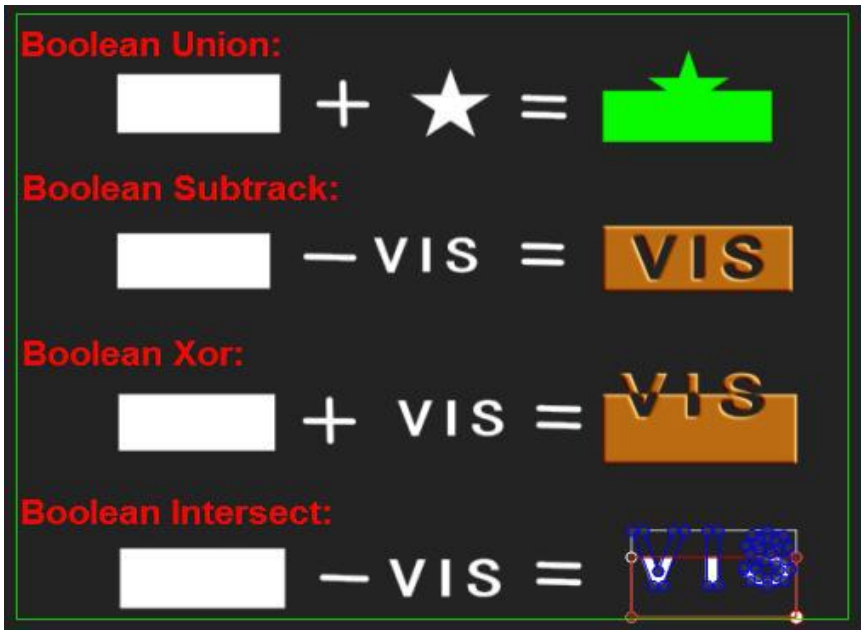
- Choose multiple objects, then right click, use shortcut key or Edit Menu Bar to apply Boolean



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

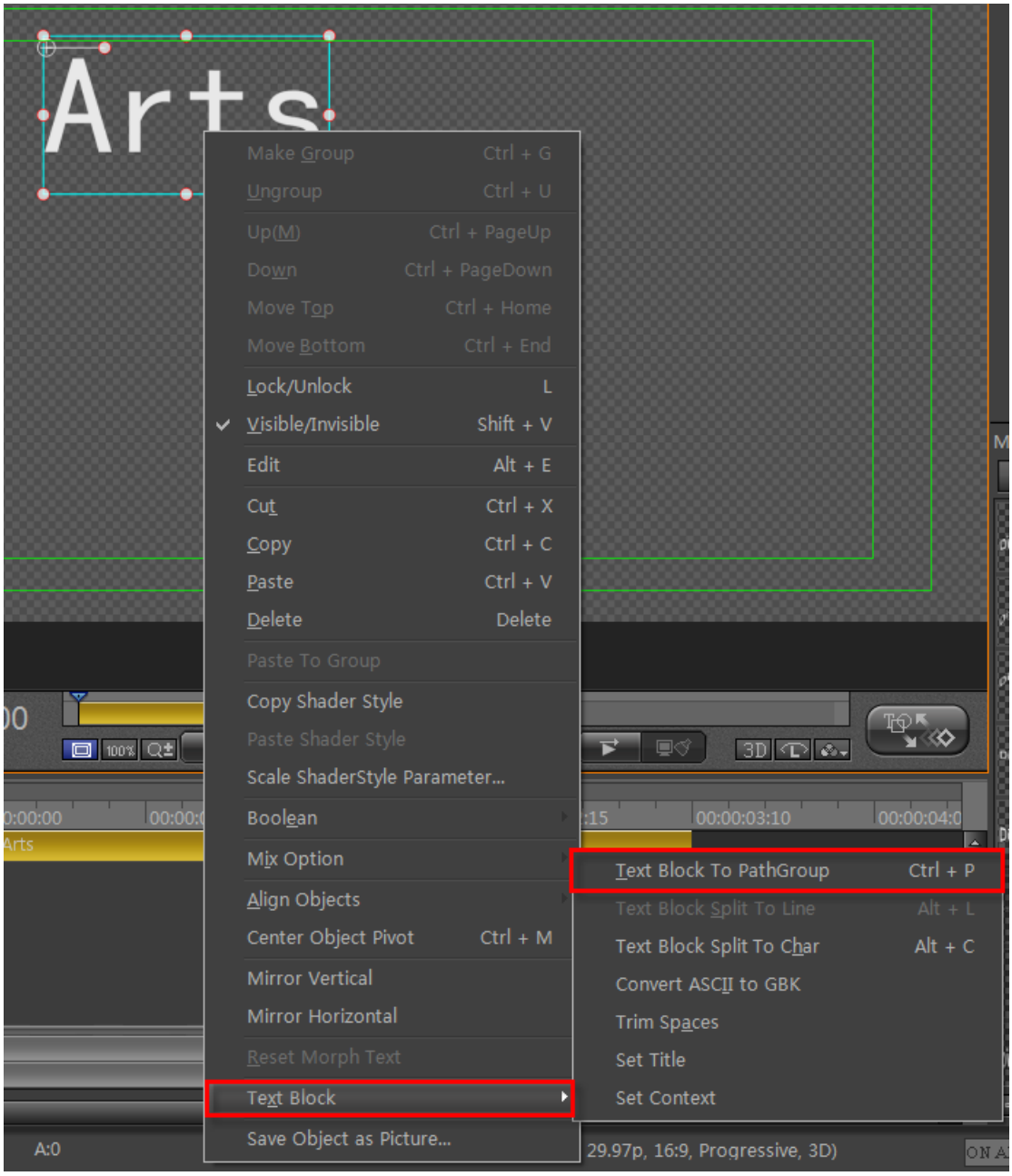
Boolean Subtract (**Ctrl +'-'**) - subtracts one object from the other

Boolean Intersect (**Shift +'-'**) -intersect between objects remains
Boolean Xor (**Shift +'+'**) - intersect between objects is removed
Example:



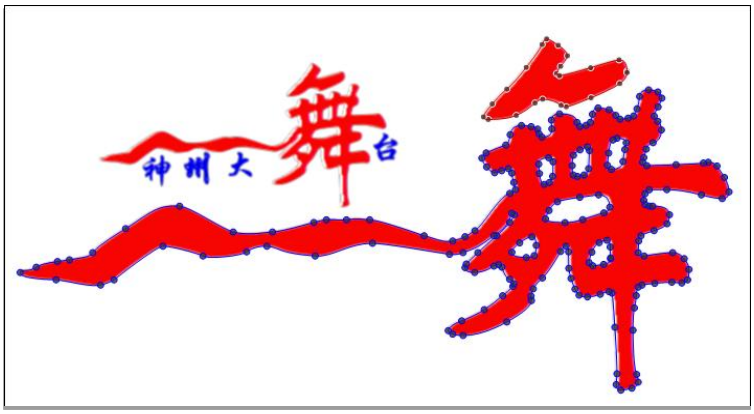
- To apply artistic effects to normal text, you can turn it into a Path Group.
  1) Create normal text

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



3) Double click on the Path Group to edit

Example



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

Reset

Set single color. Click to see colors library.

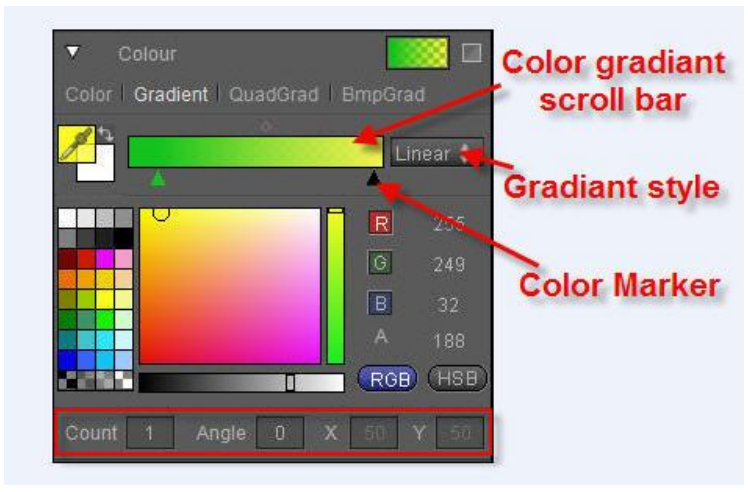
RGB format

HSB format

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

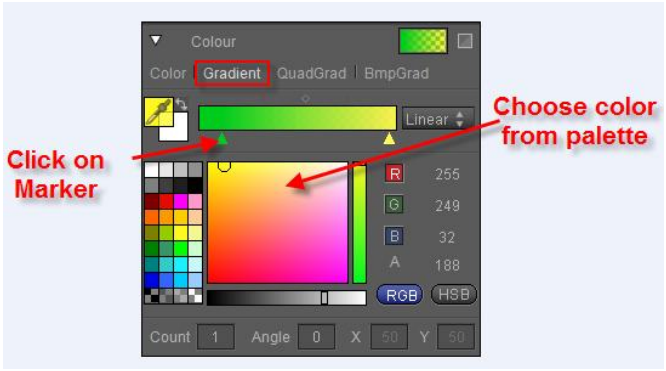
Gradient Color



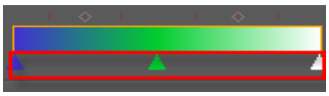
Gradient preview

Under gradient preview, select gradient type, count and angle. Different parameters can be set depending on gradient type.

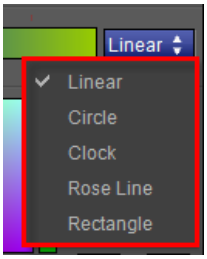
Set gradient

	Fisrt click on Color Marker, then pick color. Use the same method as with single color to set any color on each Marker.

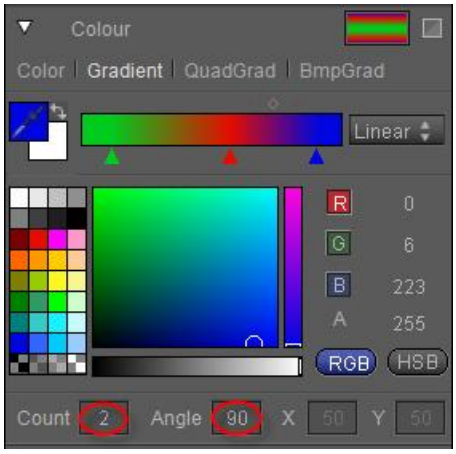
Adding, deleting and moving Color Markers:

	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.
	Change Count, Angle, and XY parameters by imputing numbers directly or dragging the cursor left-right.

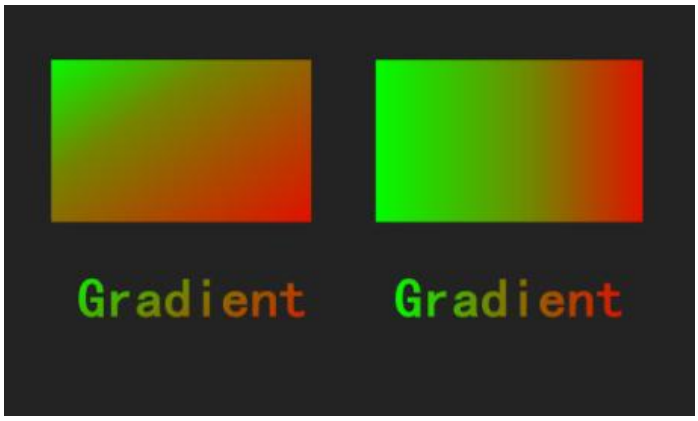
Gradient type

	Choose gradient type from the drop down list: linear, circle, clock, rose line or rectangle.

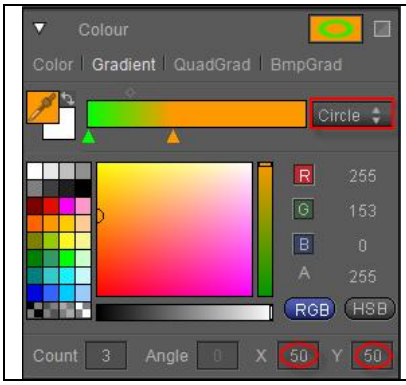
Linear gradient

	In Linear you can only set color, count and angle. Use angle to set the direction of colors.

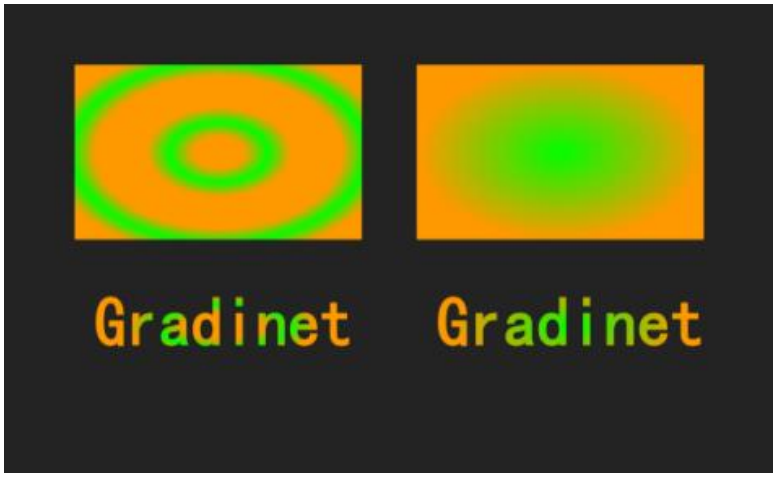
Example



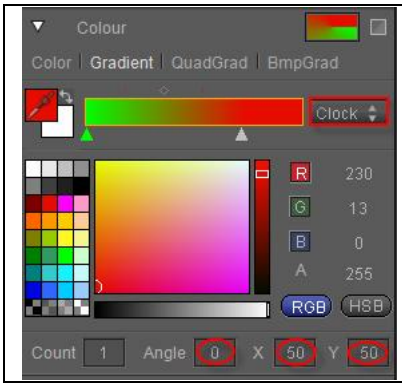
Circle gradient

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

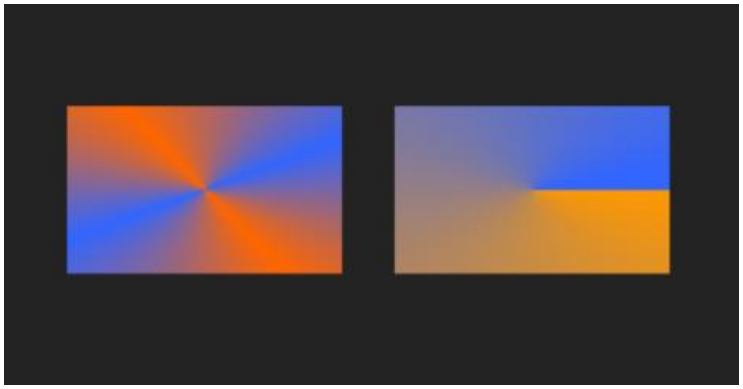
Example



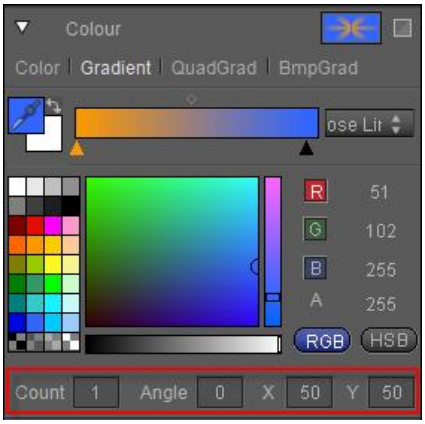
Clock gradient

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

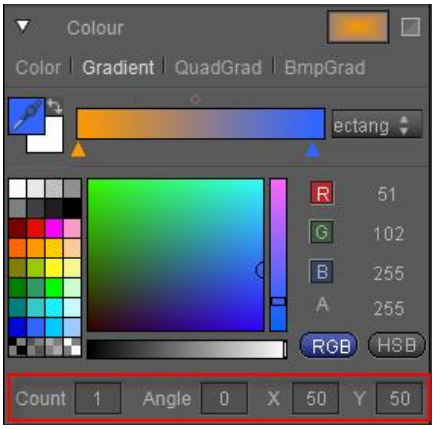
Example:



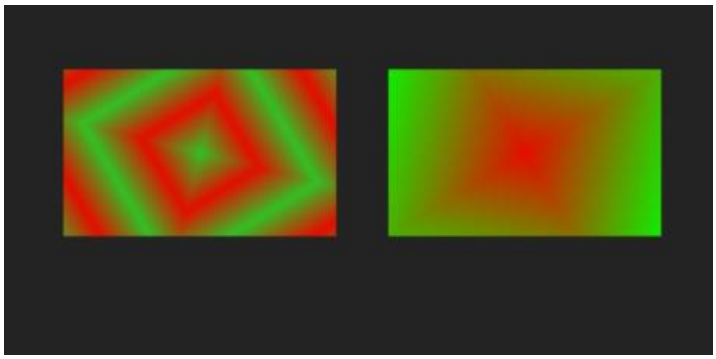
Rose Line gradient



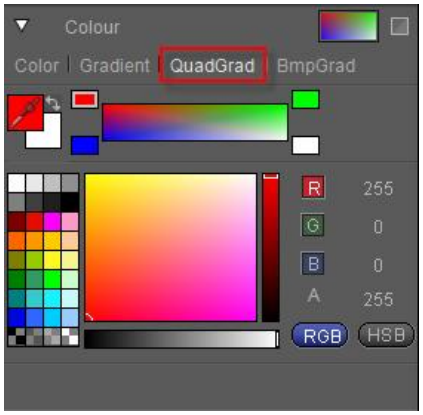
Example:

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

Example:

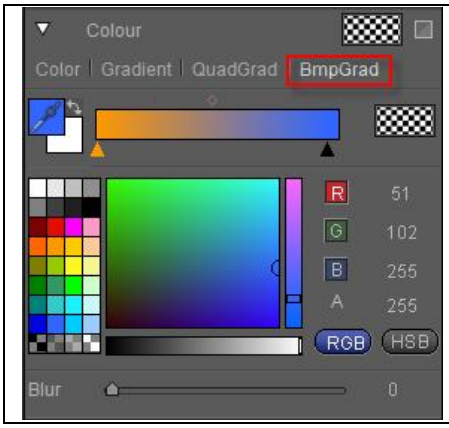


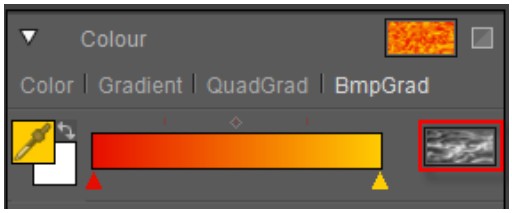
QuadGradient

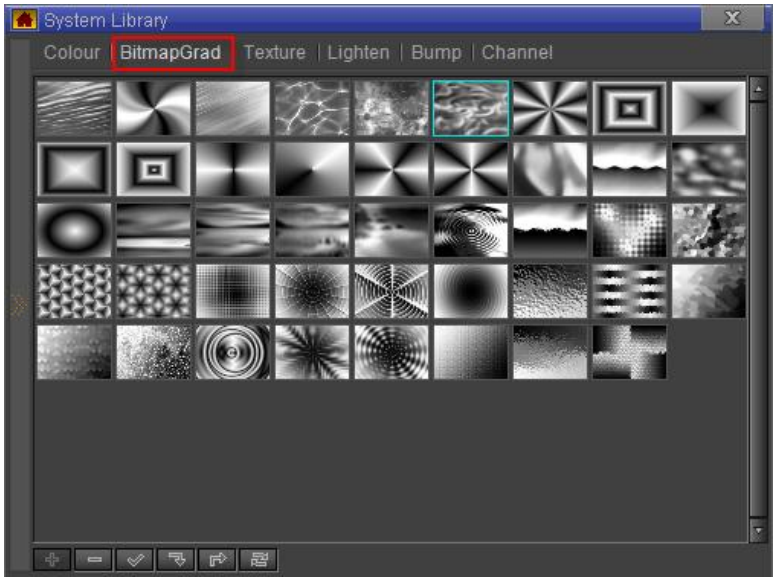
	**QuadGradient:** four colors are chosen at four points Setting QuadGradient: as with single colors, choose color for each point.

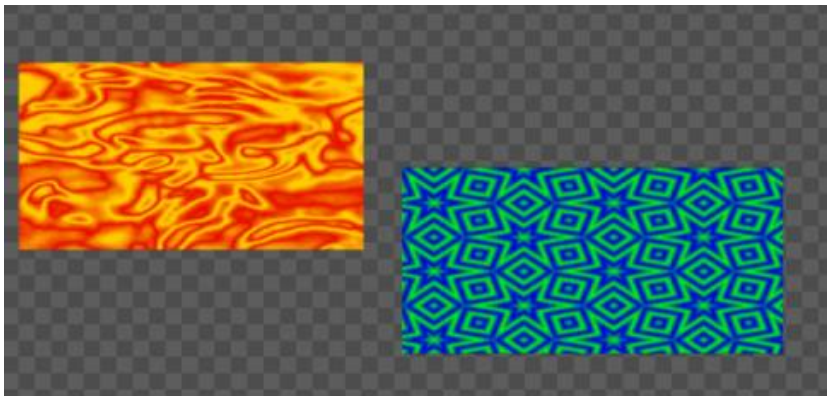
Example:

BumpGradient

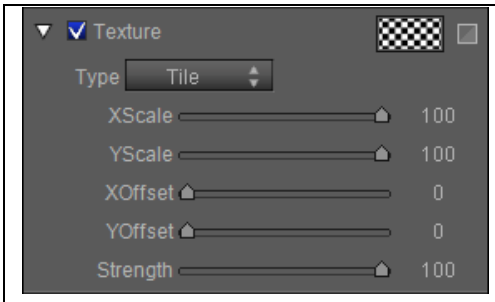
	Choose a Bitmap Gradient from the System Templates Library, double-click to apply. Then set colors.







Texture



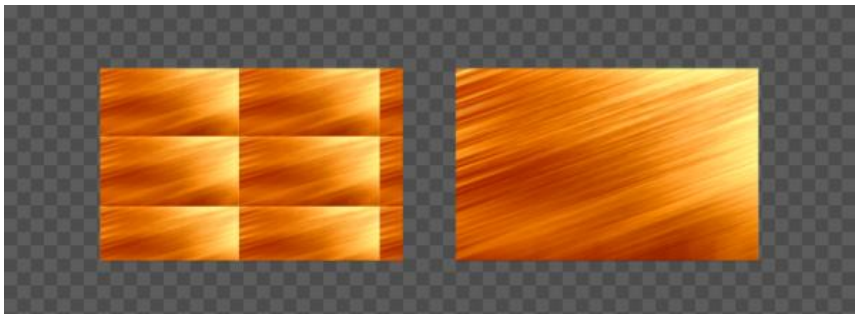
Library: choose a template from the library

Reset: resete parameters

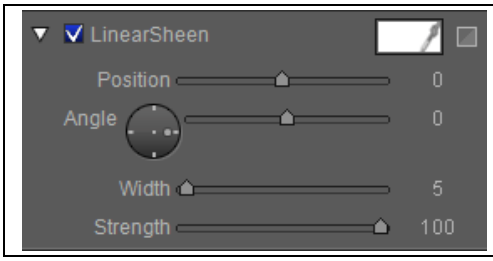
XY Scale: set block size

XY Offset: set block position

Strenght: set texture strength/visibility



Linear Sheen



Colors: set linear sheen colors

Reset: reset parameters

Position: set linear sheen position

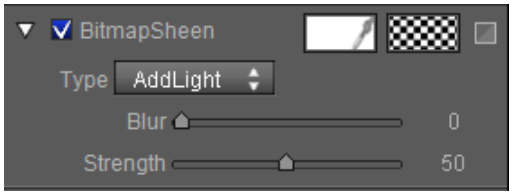
Angle: set linear sheen angle

Width: set linear sheen width

Strength: set linear sheen strength/visibility

Bitmap Sheen

Addlight Type



Colors: choose bitmap sheen color

Library: choose a style from the template library

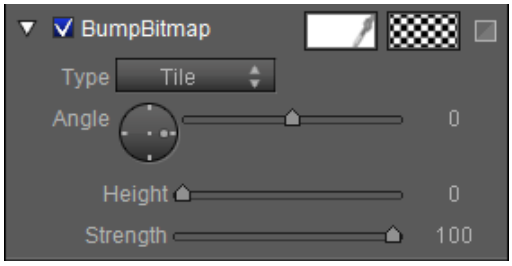
Reset: reset parameters

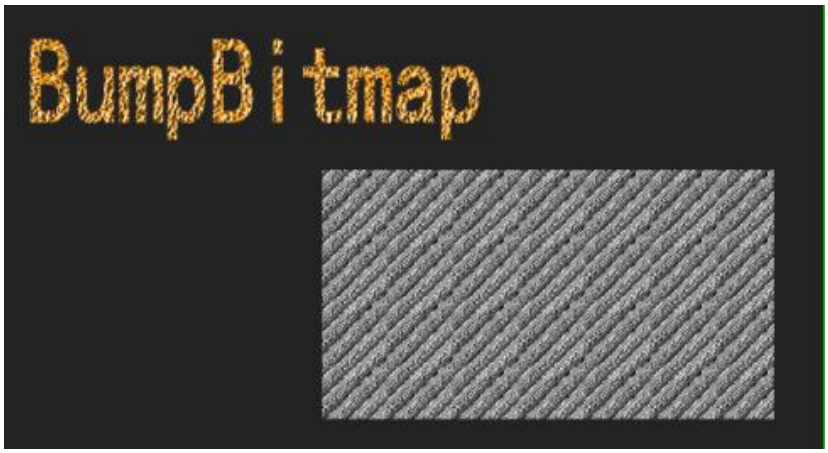
Blur: blur bitmat sheen

Strength: set bitmap sheen strength

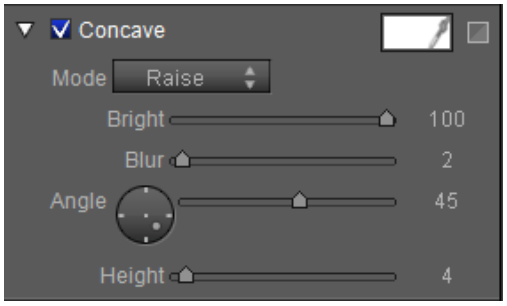
You can pick between Addlight Type and Mixlight Type

Bump Bitmap

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

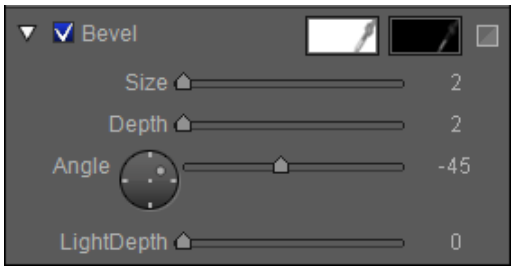


Concave



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

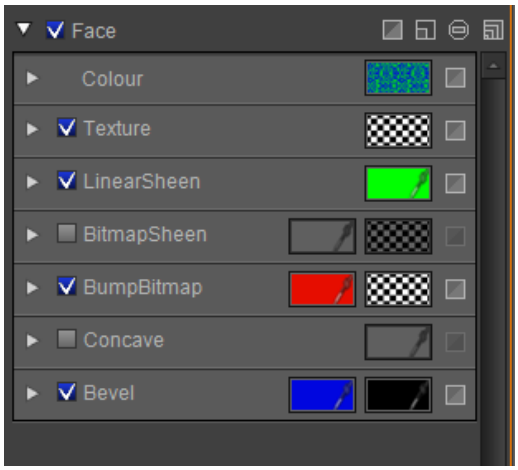
Bevel



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**



Reset: resets all parameters to their original values.

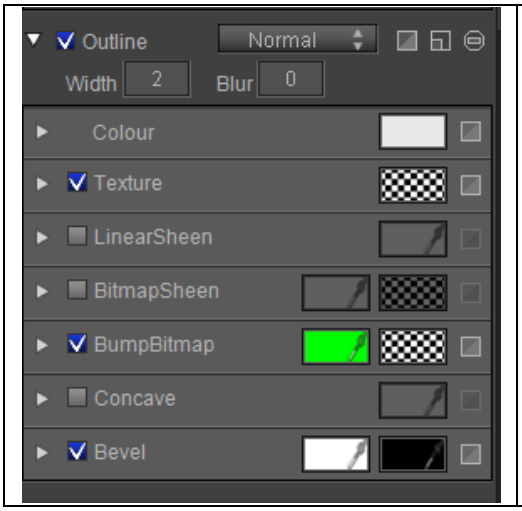
Delete: deletes Face

Fold/Expand: Folds/Expands all Face properties

Fold/Expand: Folds/Expands Face, Edge, Shadow, Depth properties

Edge

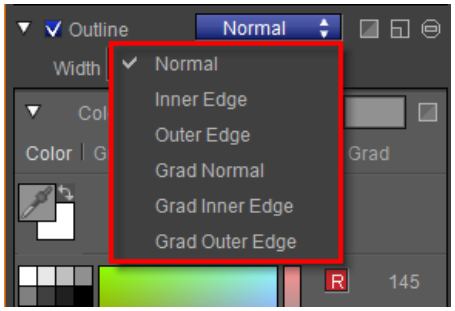
In Edge you can set the following properties: **Color, Texture, Linear Sheen, Bitmap Sheen, Bump Sheen, Convave, Bevel**

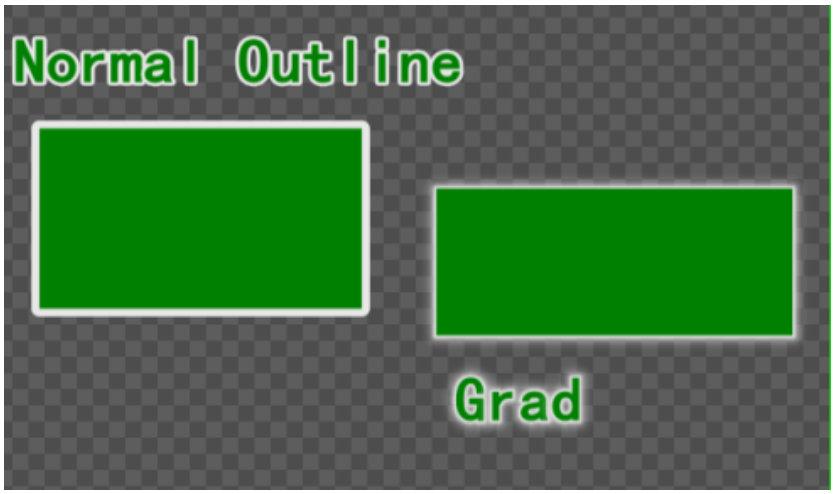


As with Face you have Reset, Delete and Fold/Expand properties.

Unique to Edge: **Width and Blur**

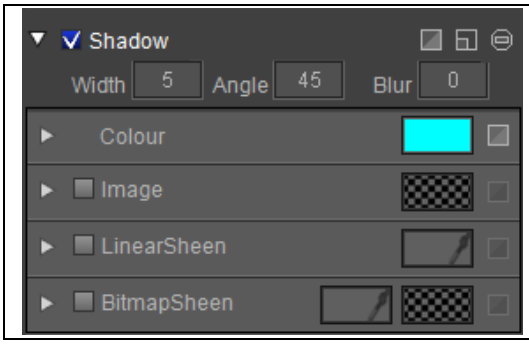
Edge has different effect types.





Shadow

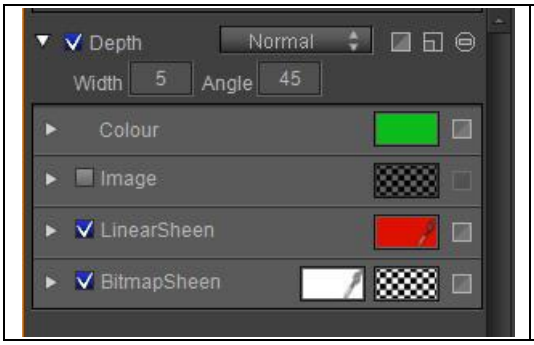
In Shadow you can set the following properties: Color, Texture, Linear Sheen and Bitmap Sheen



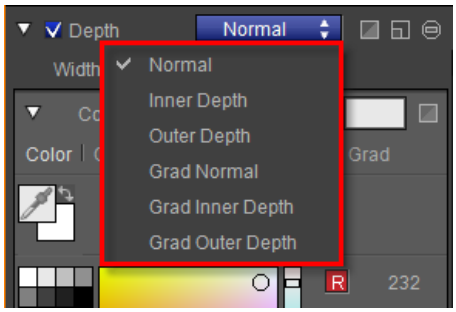
As with Face you have Reset, Delete and Fold/Expand properties.
Unique to Shadow: **Width, Angle and Blur** properties.

Depth

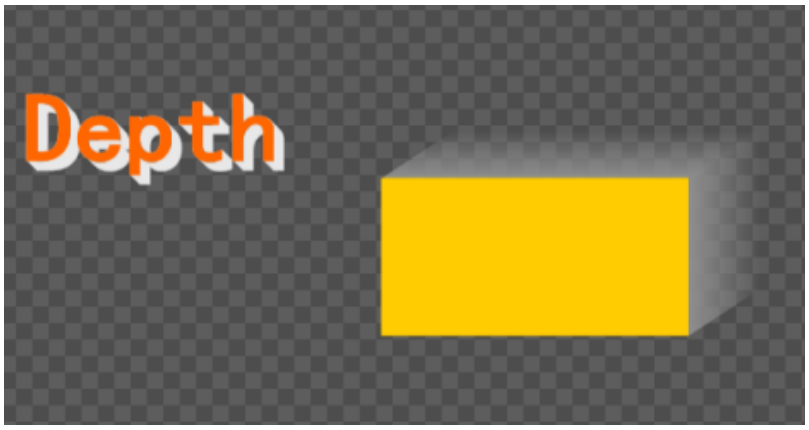
In Depth you can set the following properties: Color, Texture, Linear Sheen and Bitmap Sheen.



As with Face you have Reset, Delete and Fold/Expand properties.
As with Shadow you have Width and Angle properties.
You can set Shadow type by clicking on the drop down list.

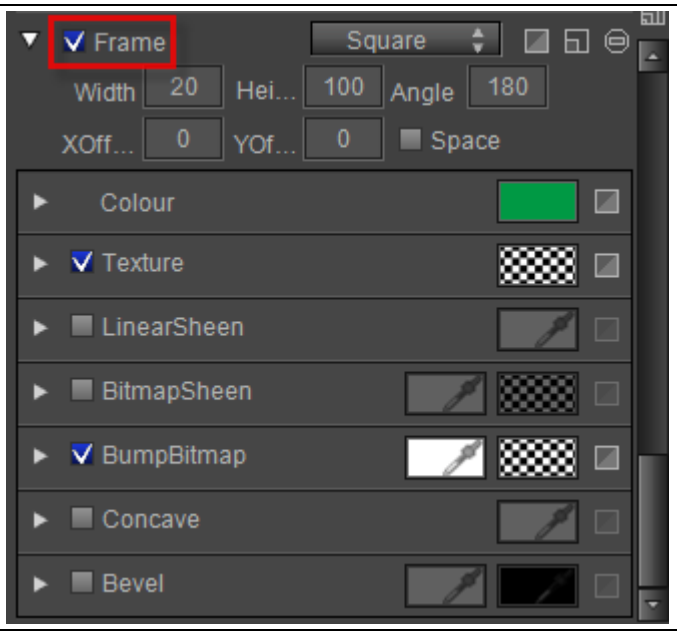


Example

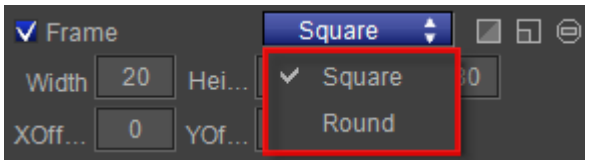


Frame

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

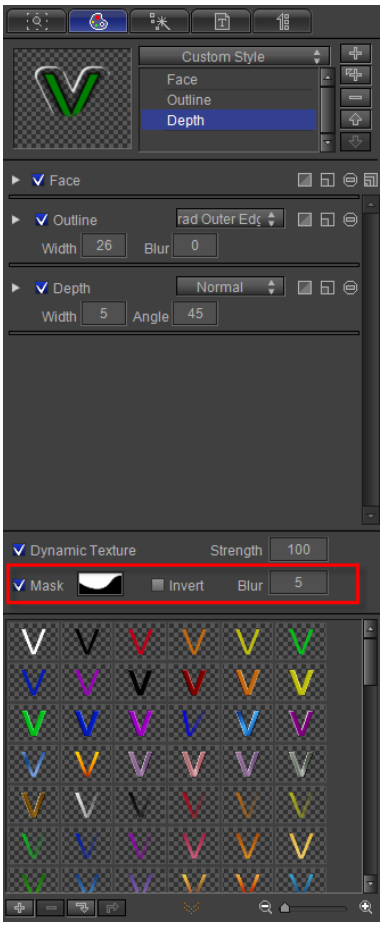


As with Face you have Reset, Delete and Fold/Expand properties.
As with Shadow you have Width and Angle properties.
Unique to Shadow: **Height, Offset and Space** properties.
You can set Frame type by clicking on the drop down list.



Example

Advanced properties



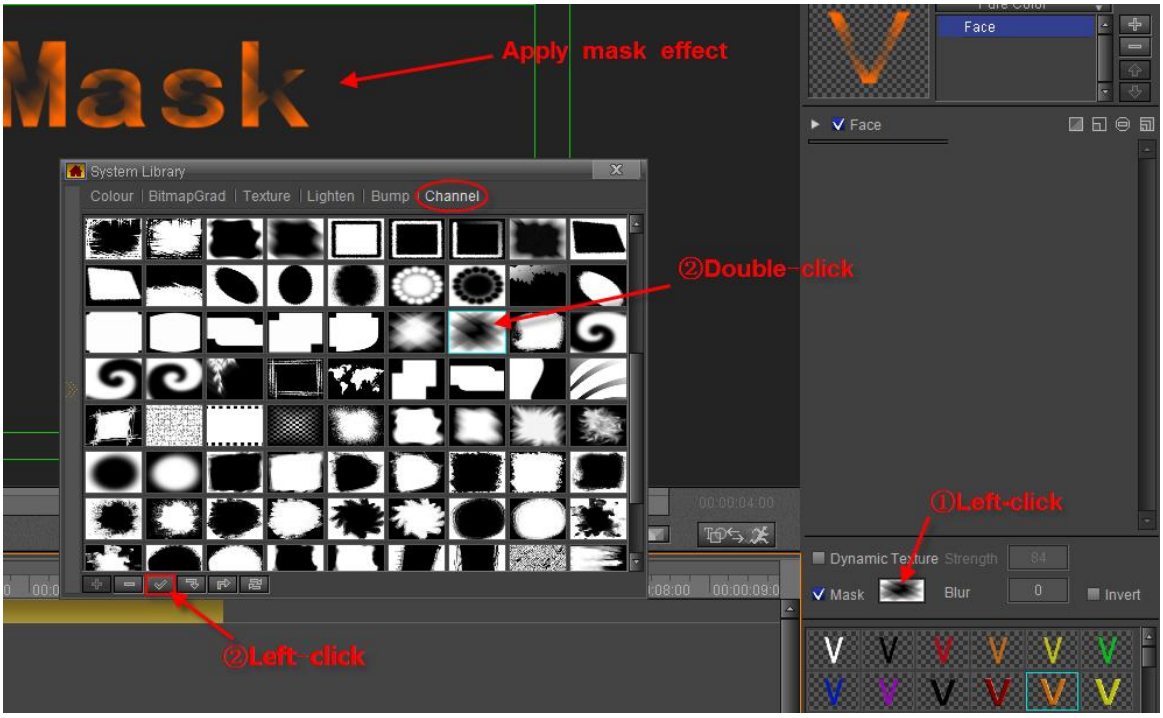
You can apply Mask effects by going to the bottom of the Shader Tab. Here you can apply a Mask from the template library, set the blur level and activate/deactivate the Inverse option.

Setting Mask

1) Enter a text in the Edit Screen, then choose

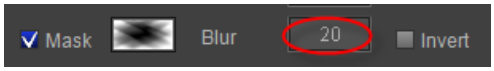
from the Shader Tab.

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

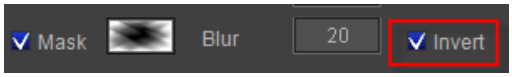


Set Mask Blur parameters

Example



Use Inverse option to inverse effect.

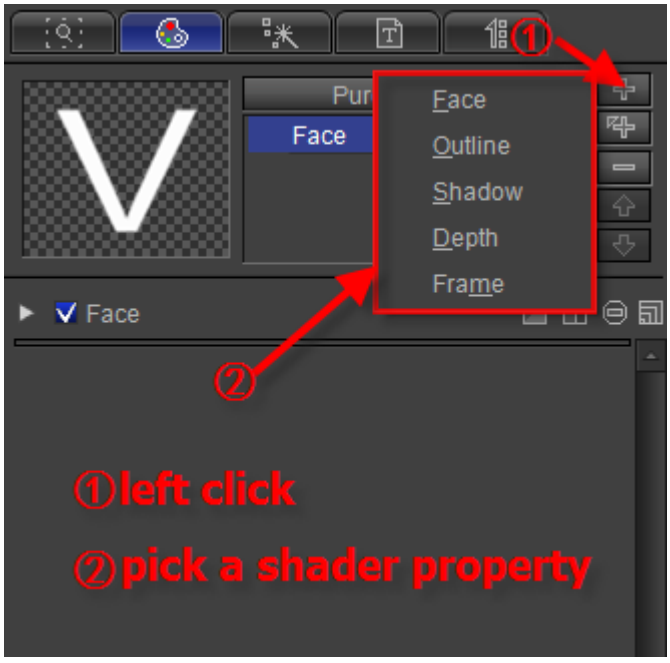


Editing properties

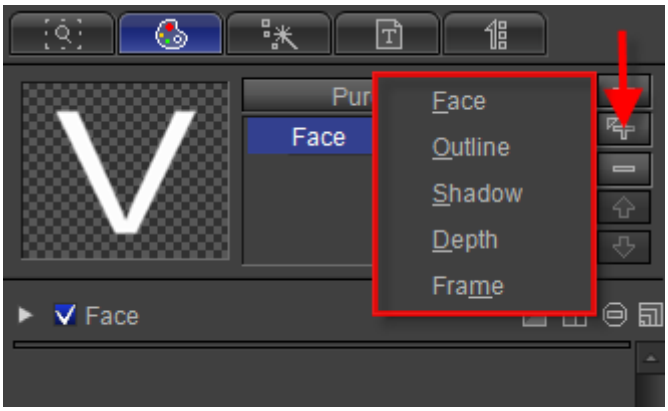
Combinations

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.

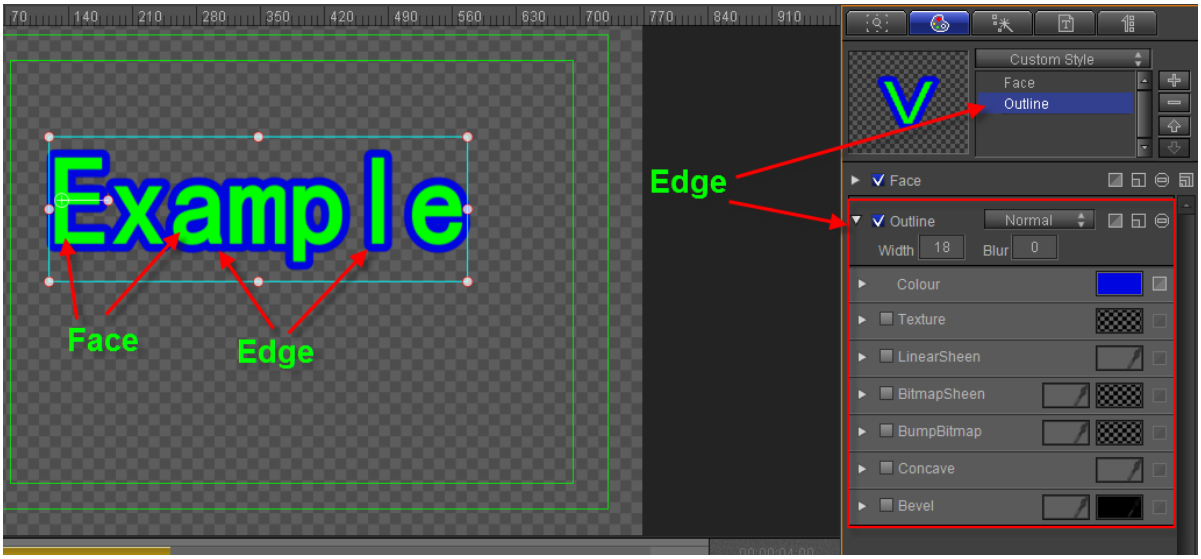


Click the “Insert” button to add Outline over Face.



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

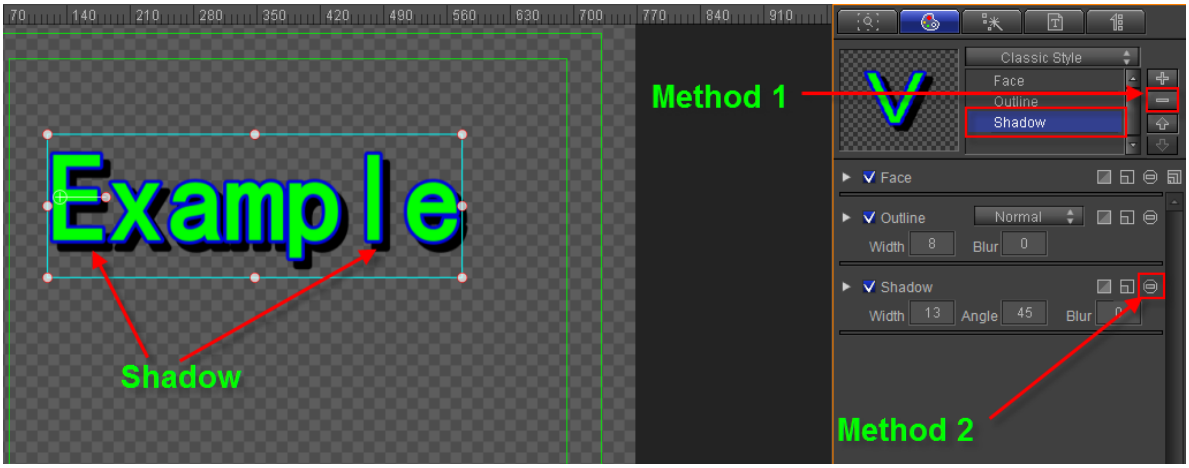
The text add a Outline property:



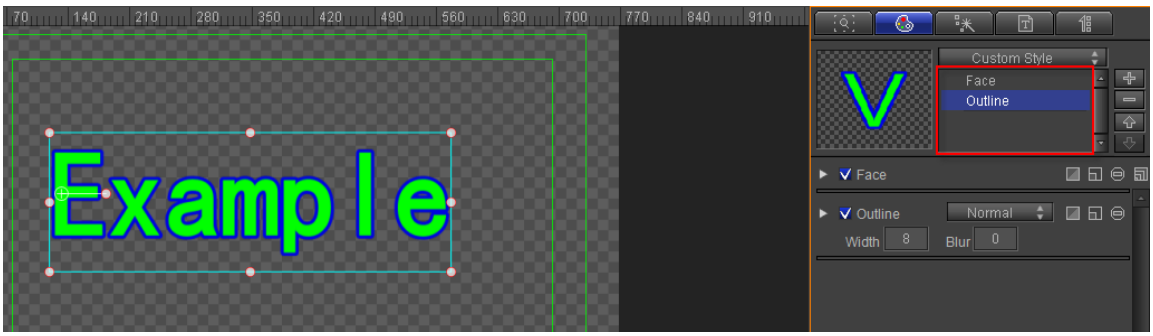
To delete a property, choose the unwanted property and then click on either of the "Delete" buttons shown in the screen below.

Example

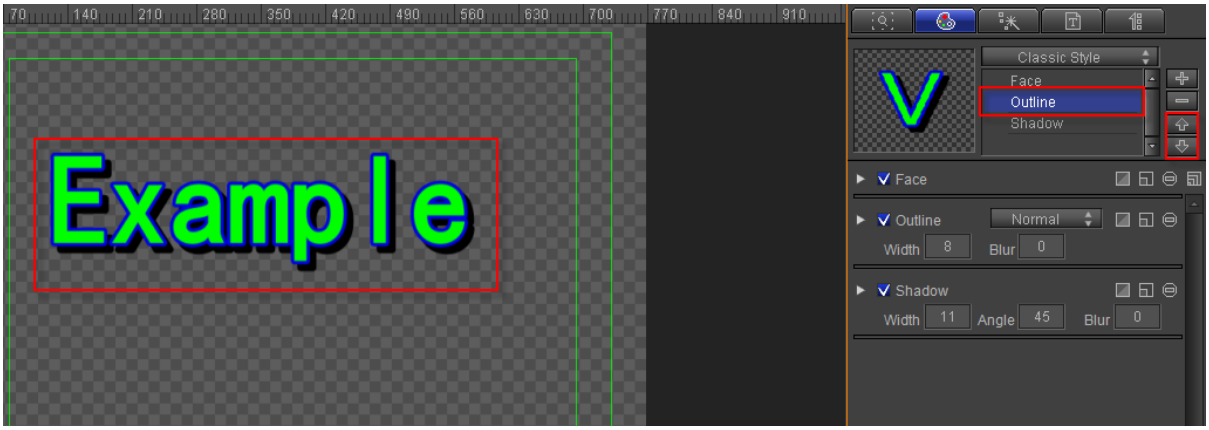
Step 1



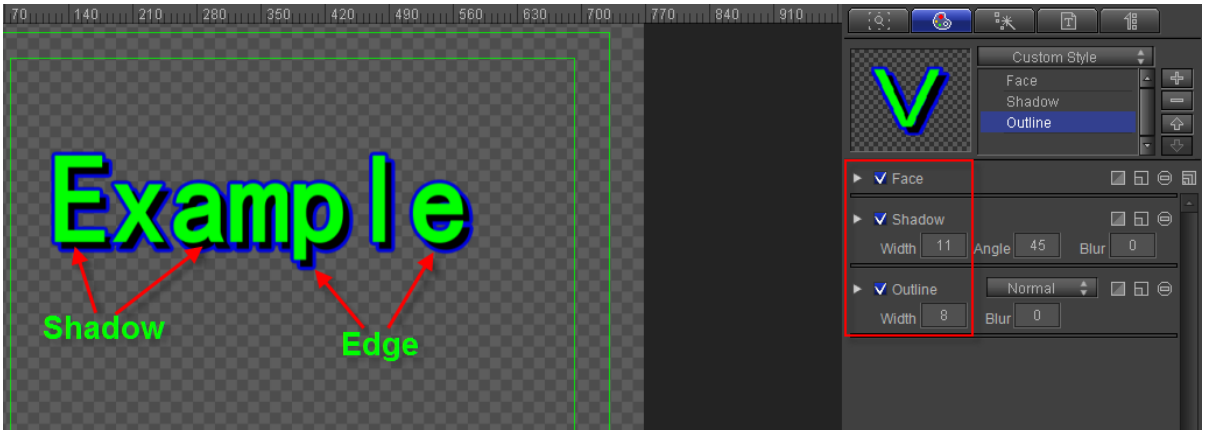
Step 2



Move between properties by using the mouse cursor or the ⇧/⇩ buttons,



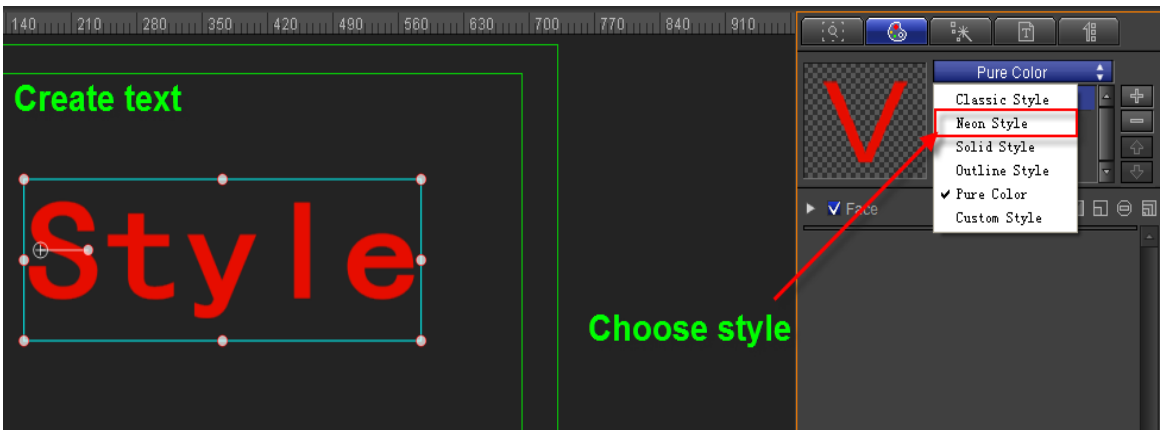
Example



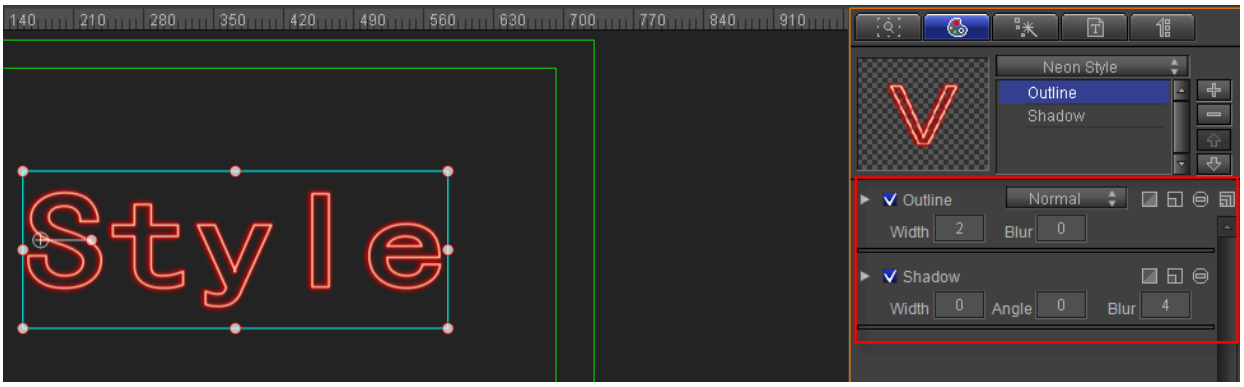
Using different properties combinations you can produce all sorts of Title effects. Example:

Preset Styles

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

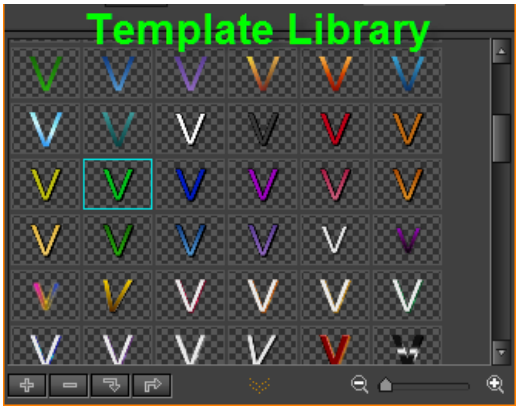


Below: neon style.

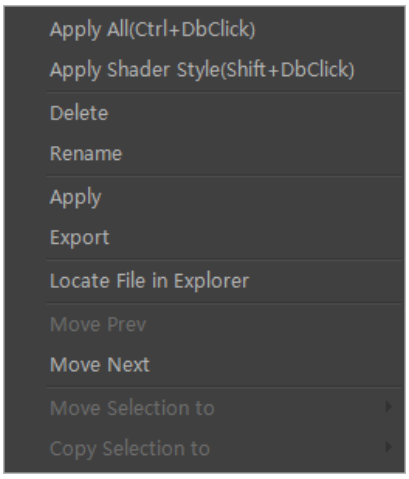


Shader Template Library

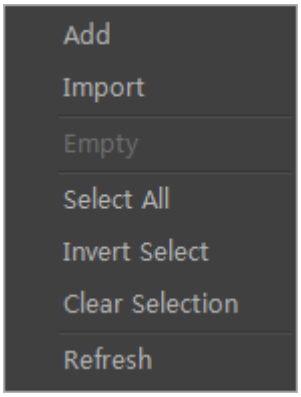
At the bottom of the Shader tab you can open the Templates Library by clicking the button.

	Use the “Add/Delete” buttons to add/delete templates to/from the library. Hide the library by clicking on the “Hide Library” button.

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

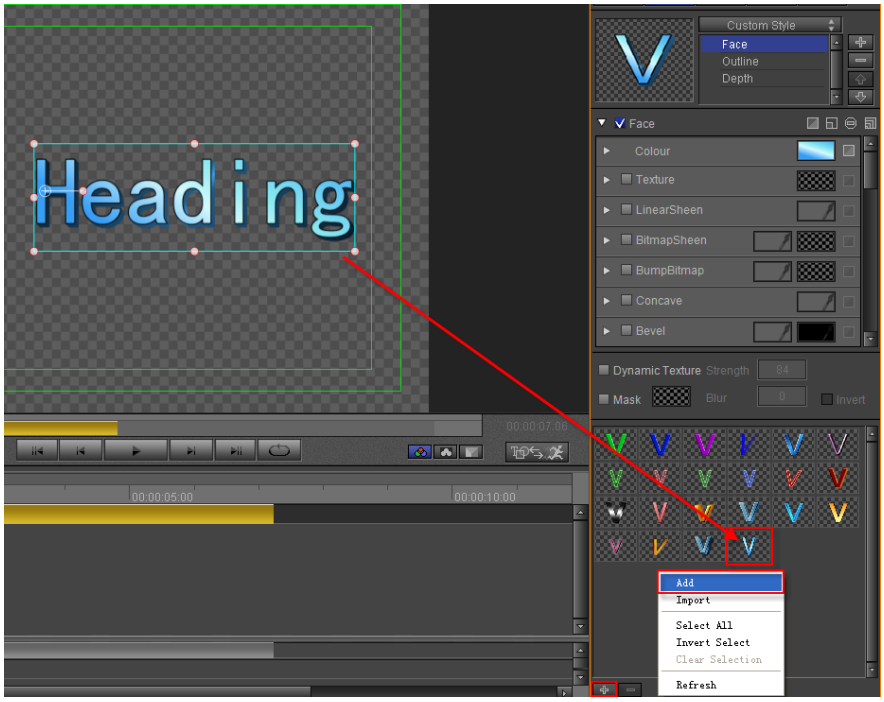
	Apply All: applies shader and format properties to current text Apply Shader: applies shader properties to current text Delete Apply all except font height Export template Locate file in explorer Move previous Move next

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

	Add Import Empty Choose all Invert selection Clear selection Refresh

To add a template you can:

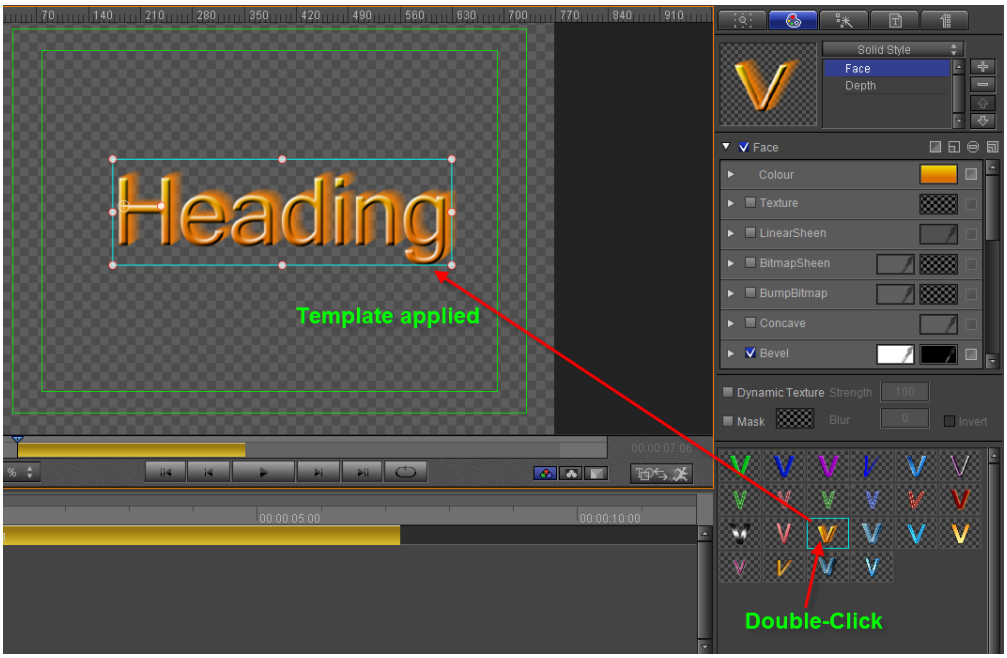
1. Press the button in the library
2. Choose Add from the options context menu.



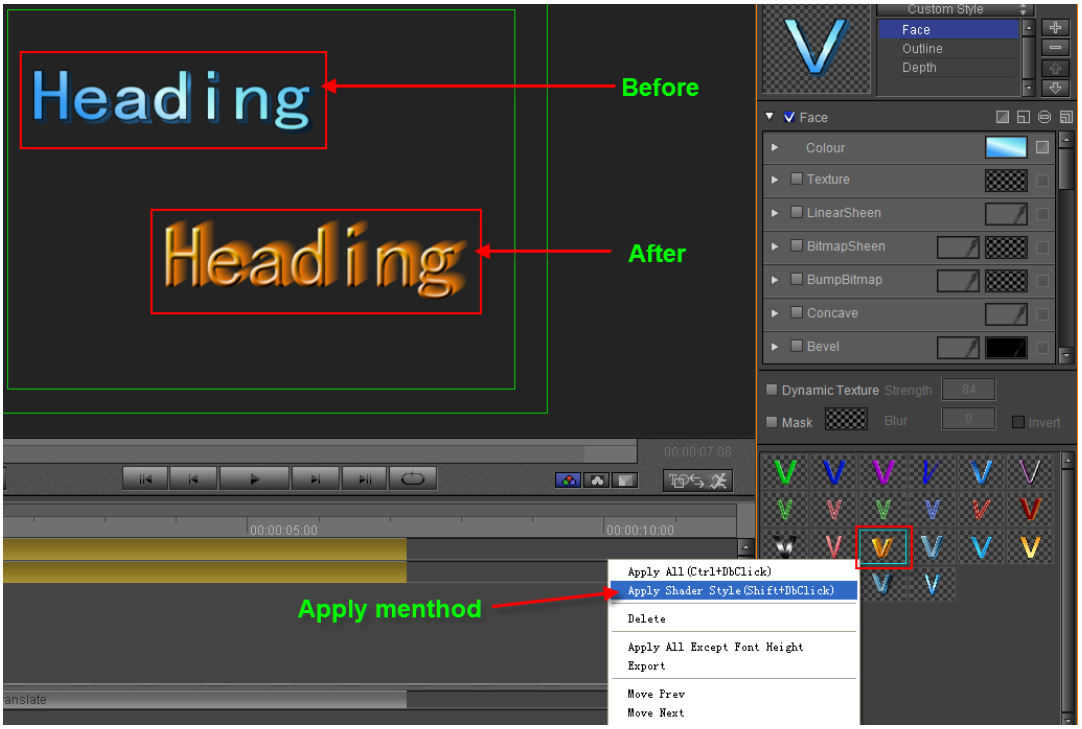
To delete a template either:

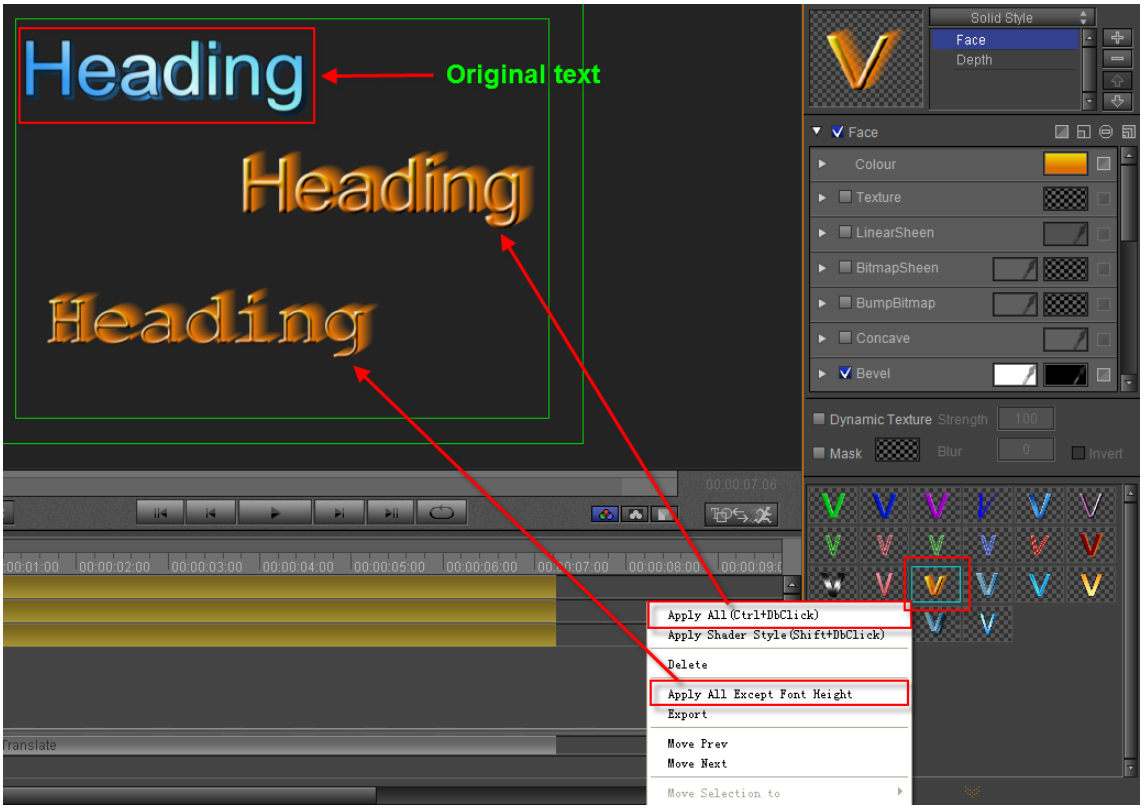
1. Press the button in the library
2. Choose Delete from the context menu

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





Render Text

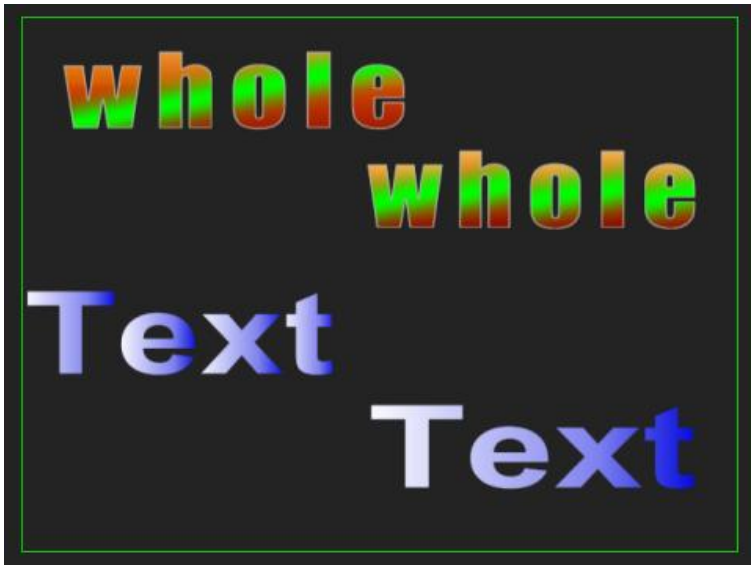
As part of the shader properties, you can choose to render the text as a whole or letter by letter.

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

Individual Render: applies Shading effects letter by letter.

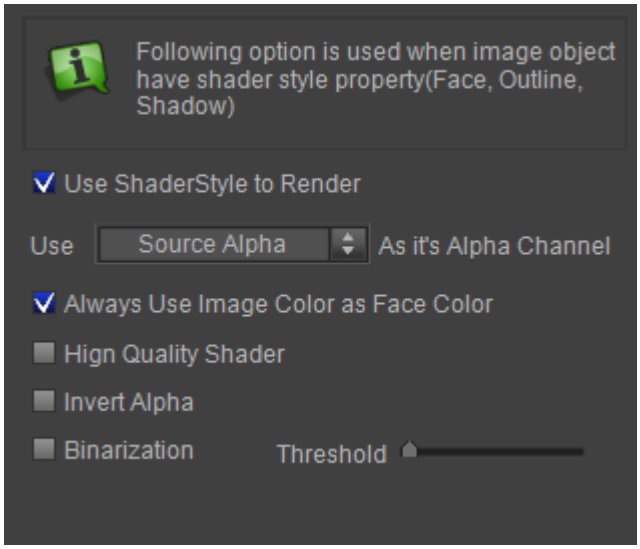
Set the Render format by clicking on the button in the Text Editing Bar

Example



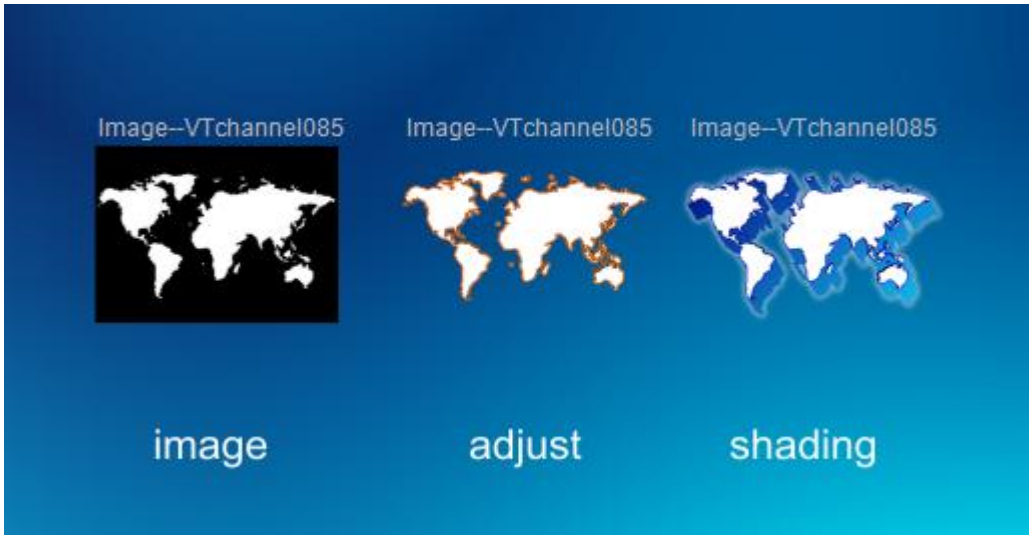
Render Image

Specific properties of render image are shown below.



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

Example:

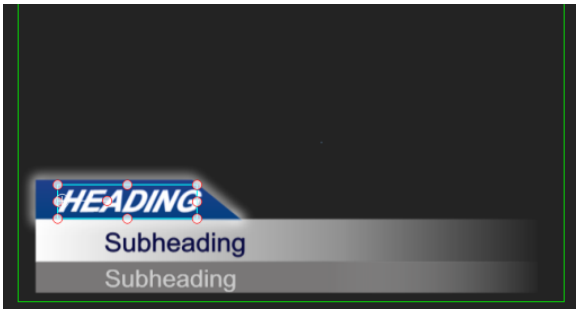


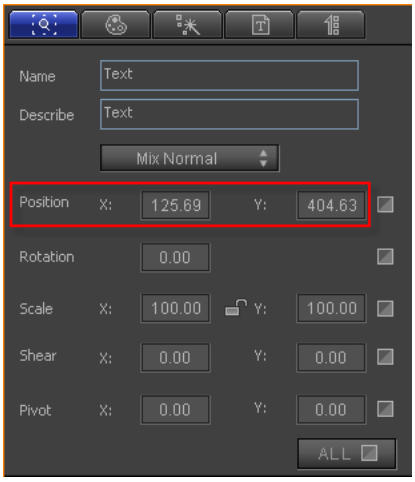
Graphics (Still) Editing Mode

Position, Scale, Rotate

To move an object:

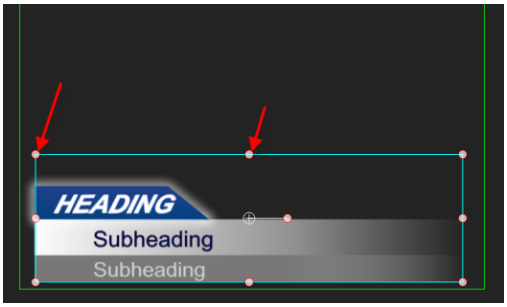
1. In the Edit Screen drag the object to the desired position.
2. Click on an object and use the arrow keys on the keyboard. Press **Ctrl** to increase speed.
3. Enter co-ordinates in the properties tab.

Step 1:Click on the object in the Edit Screen	

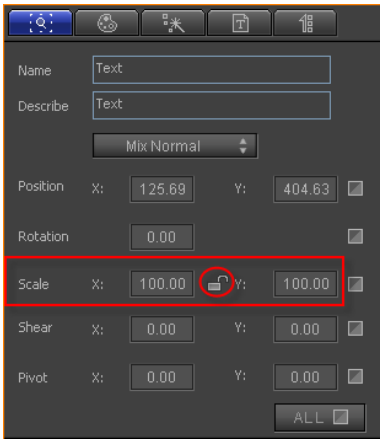
Step 2:Enter XY coordinates	

Zoom Object:

Method 1:

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

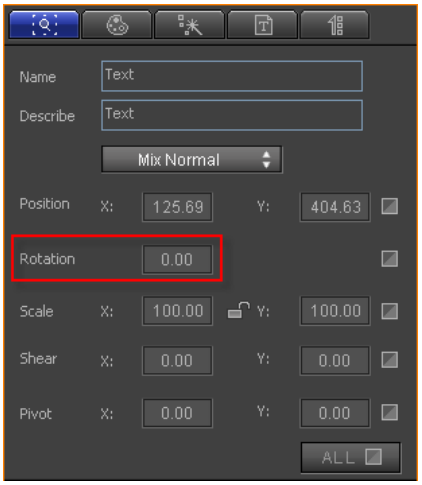
Method 2:

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

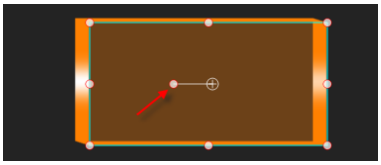
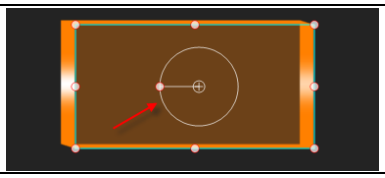
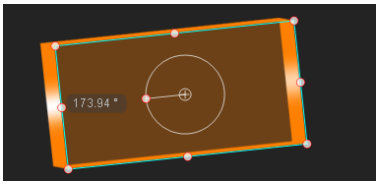
Rotate object:

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

Method 2:

Enter numbers in the Properties tab Rotation field.	

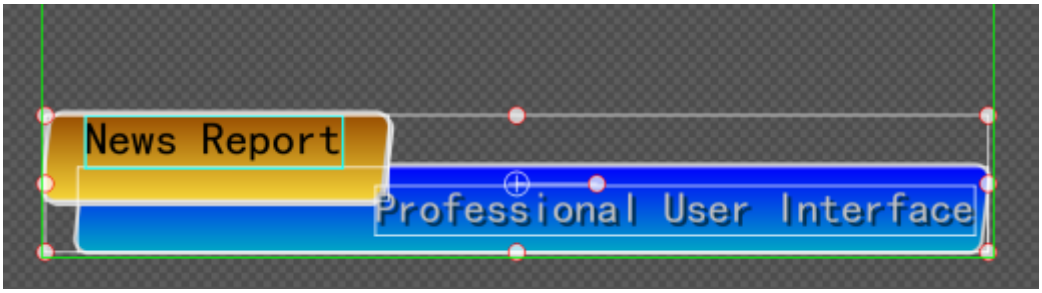
Method 3:

Move the cursor to the marker in the centre of the object	
A circle will appear	
Drag the marker around the circle to perform rotation	

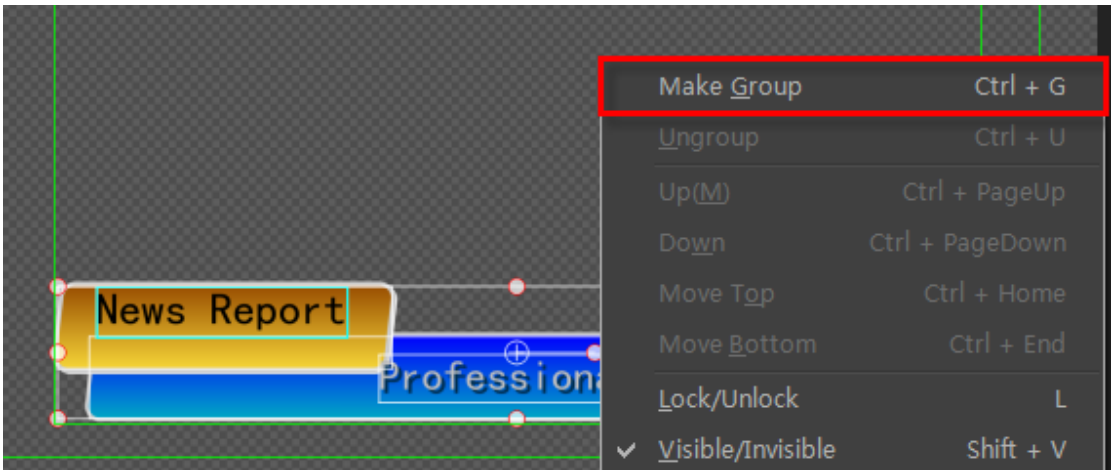
Make Group, Ungroup

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

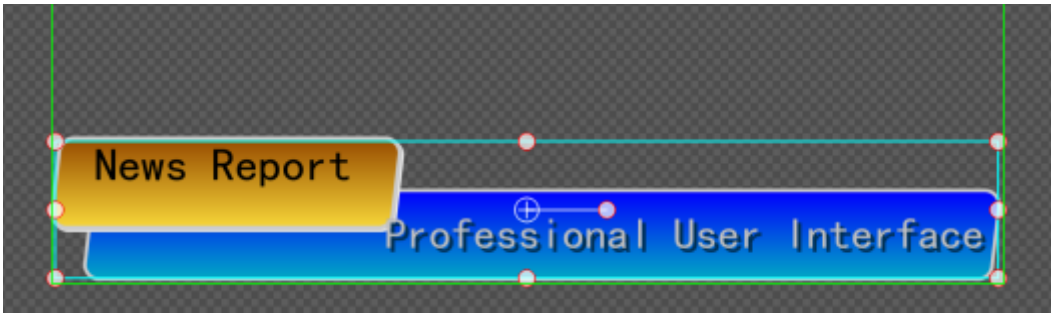
1. Hold **Ctrl** and choose objects, or press **Ctrl+A** to choose all objects in Edit Screen.



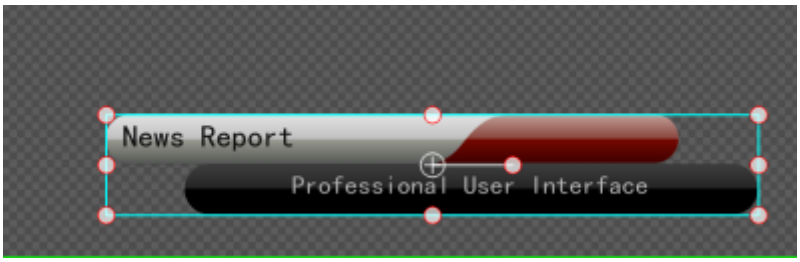
2. Press **Ctrl+G** or right-click and choose “Make Group” from the context menu. You can also press on “Make Group” in the Edit Menu Bar.

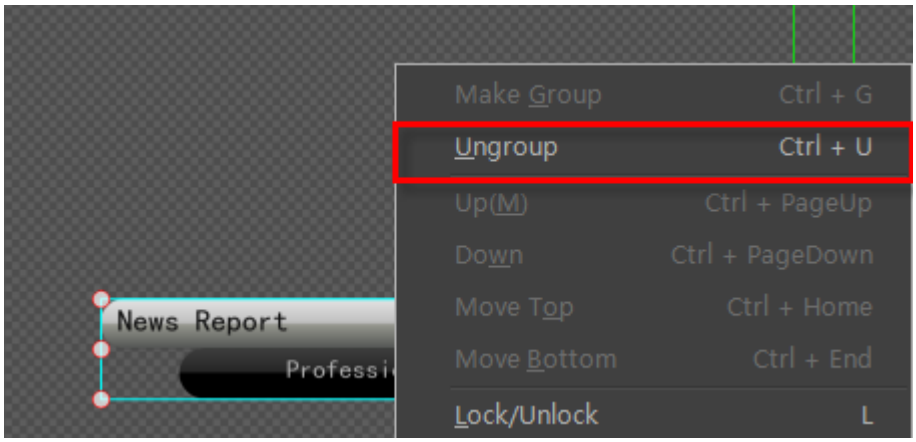


Example

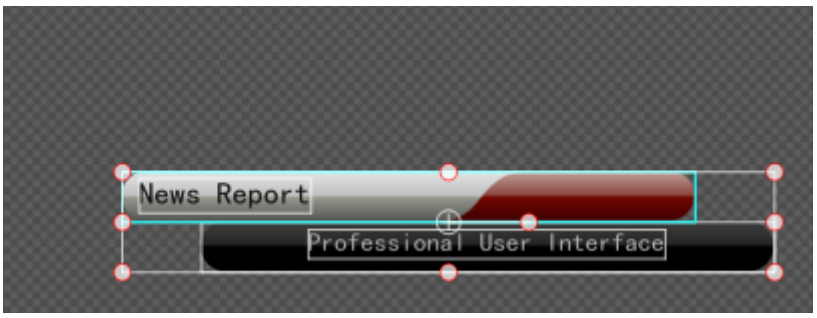


To Ungroup press **Ctrl+U**, right-click and choose “Ungroup”, or press “Ungroup” in the Edit Menu Bar.



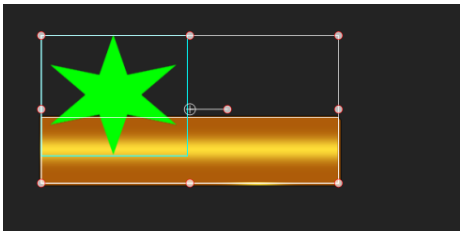


Example

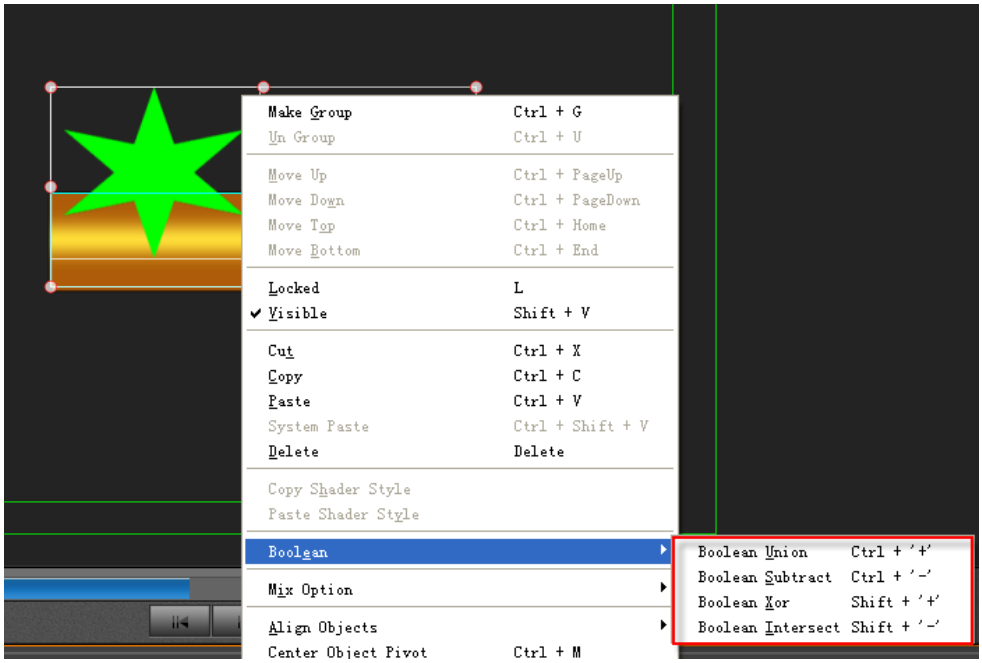


Boolean

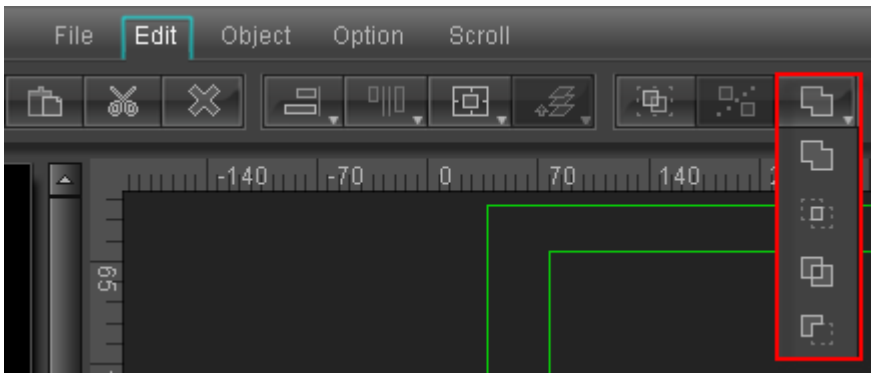
Boolean is a special form of grouping and includes: Union, Subtract, Intersect and Xor. To perform Boolean grouping, choose objects then:



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

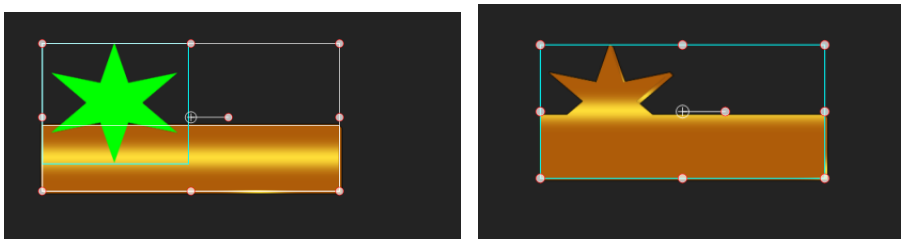


3. Press “Boolean” in the Edit Menu Bar

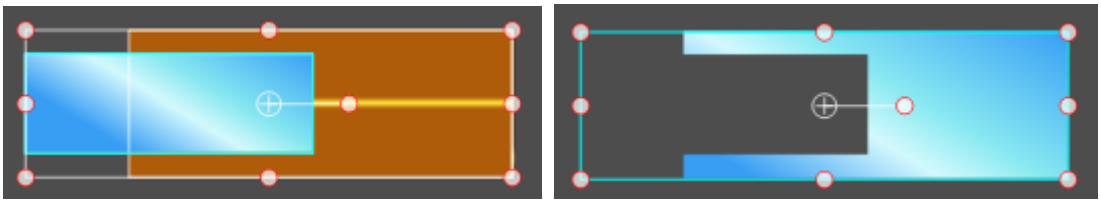


Example:

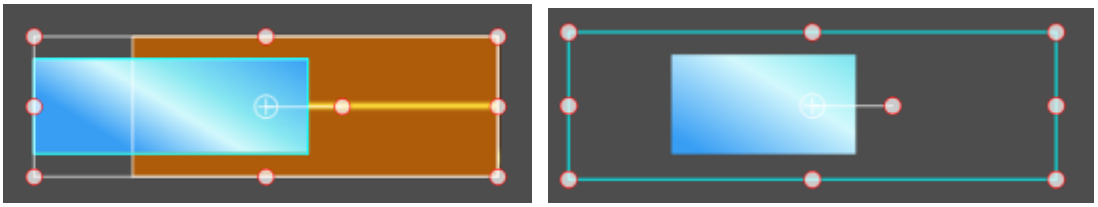
Boolean Union



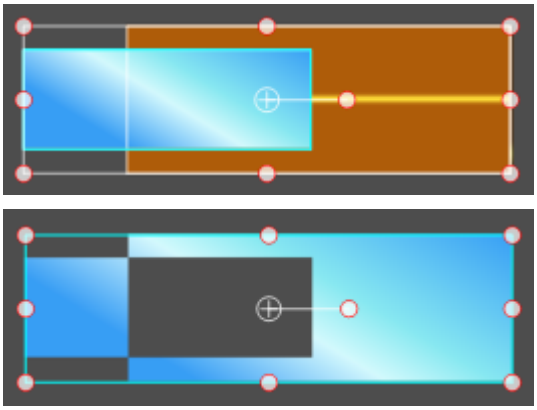
Boolean Subtract



Boolean Intersect



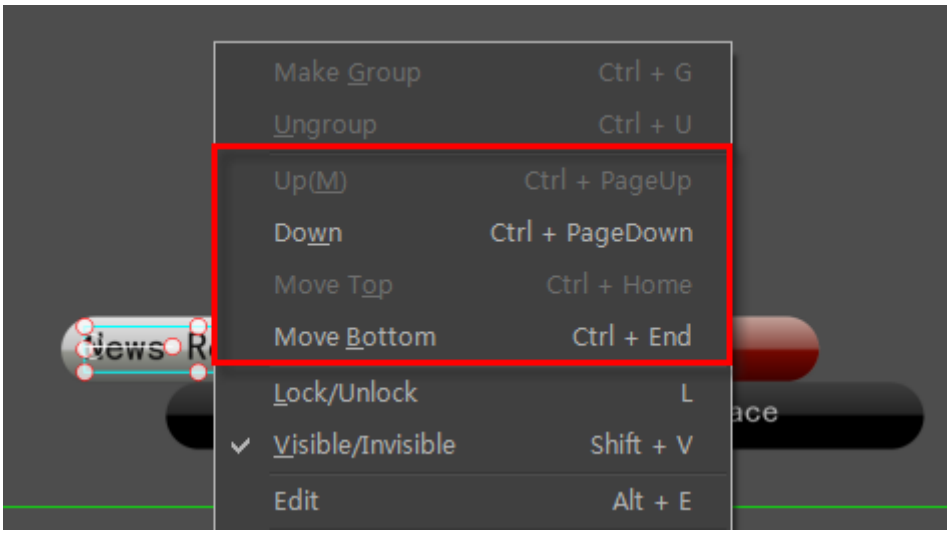
Boolean Xor



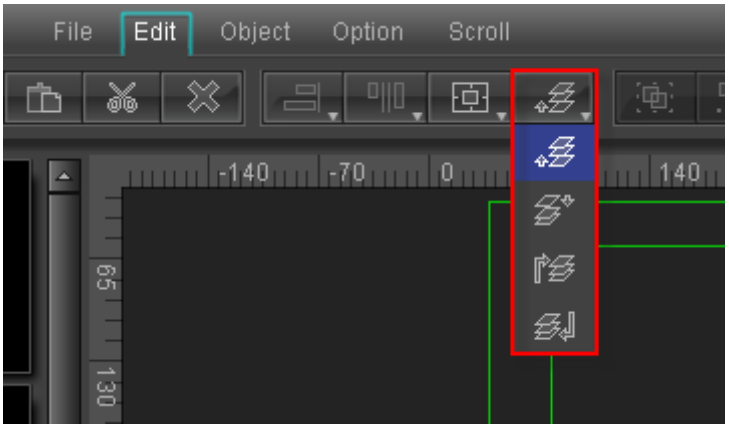
Object level

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.



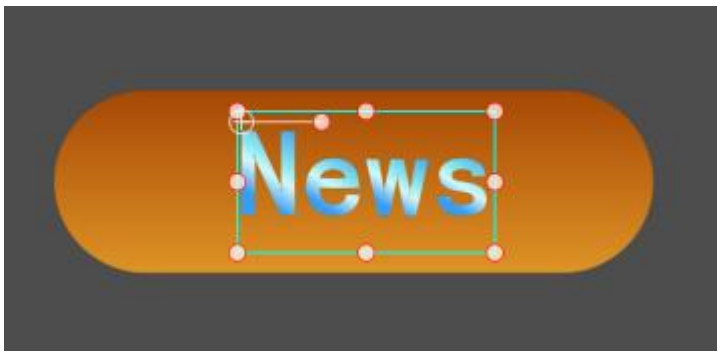
3. Press “Level” button in the Edit Menu Bar



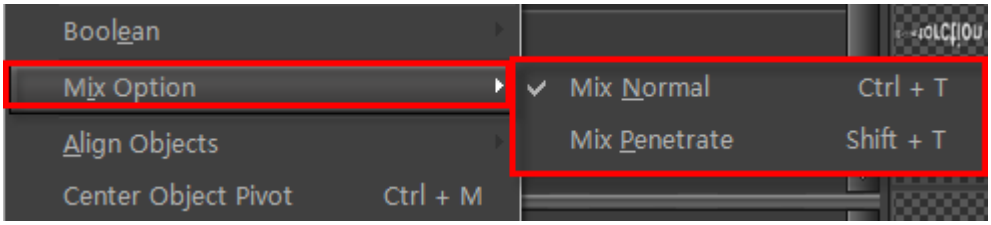
Mix Option

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

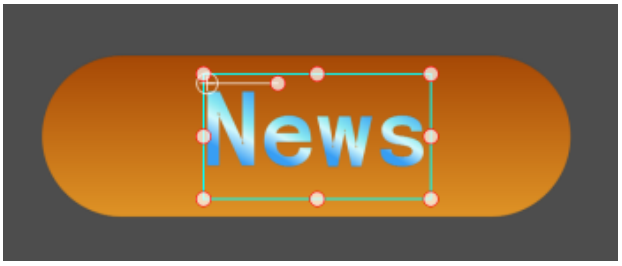
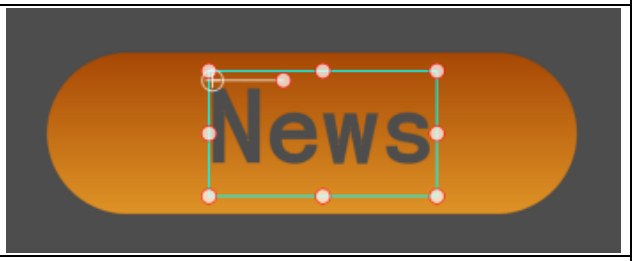
1. Use keyboard shortcuts **Ctrl+T**, **Shift+T**



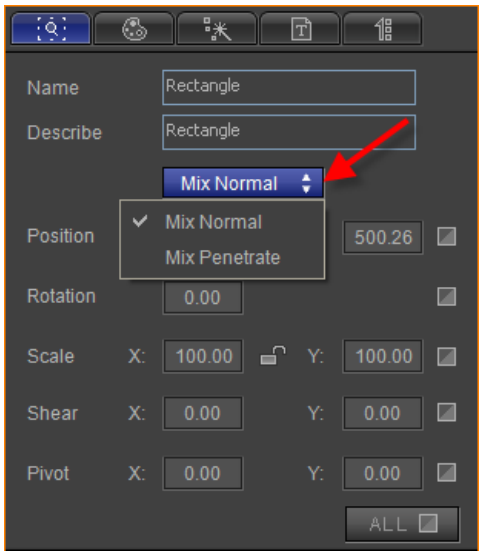
2. Right-click then choose from the context menu



Example

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

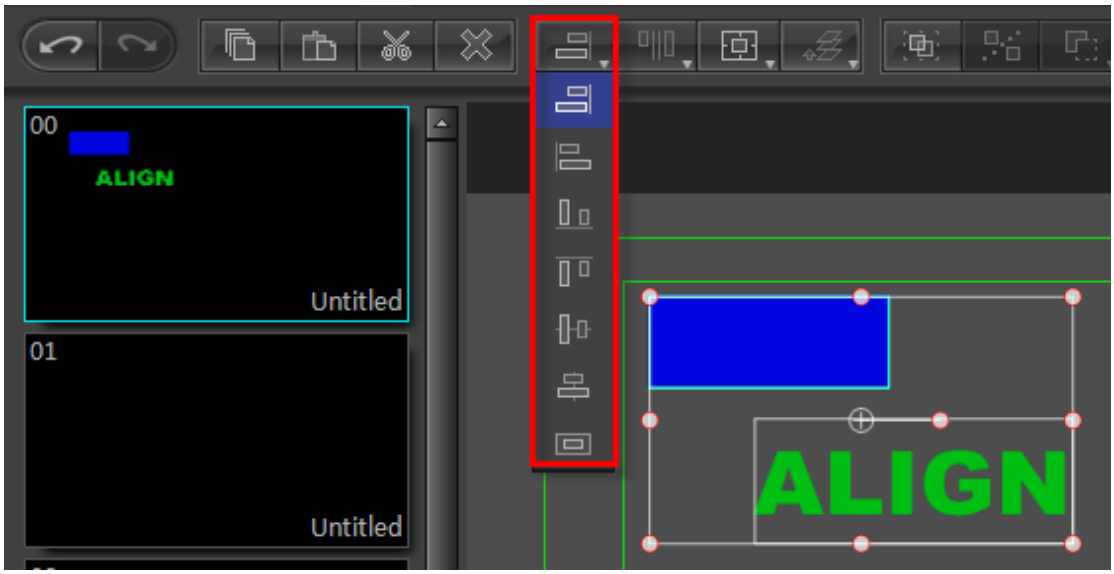
3. Choose from the Properties Tab



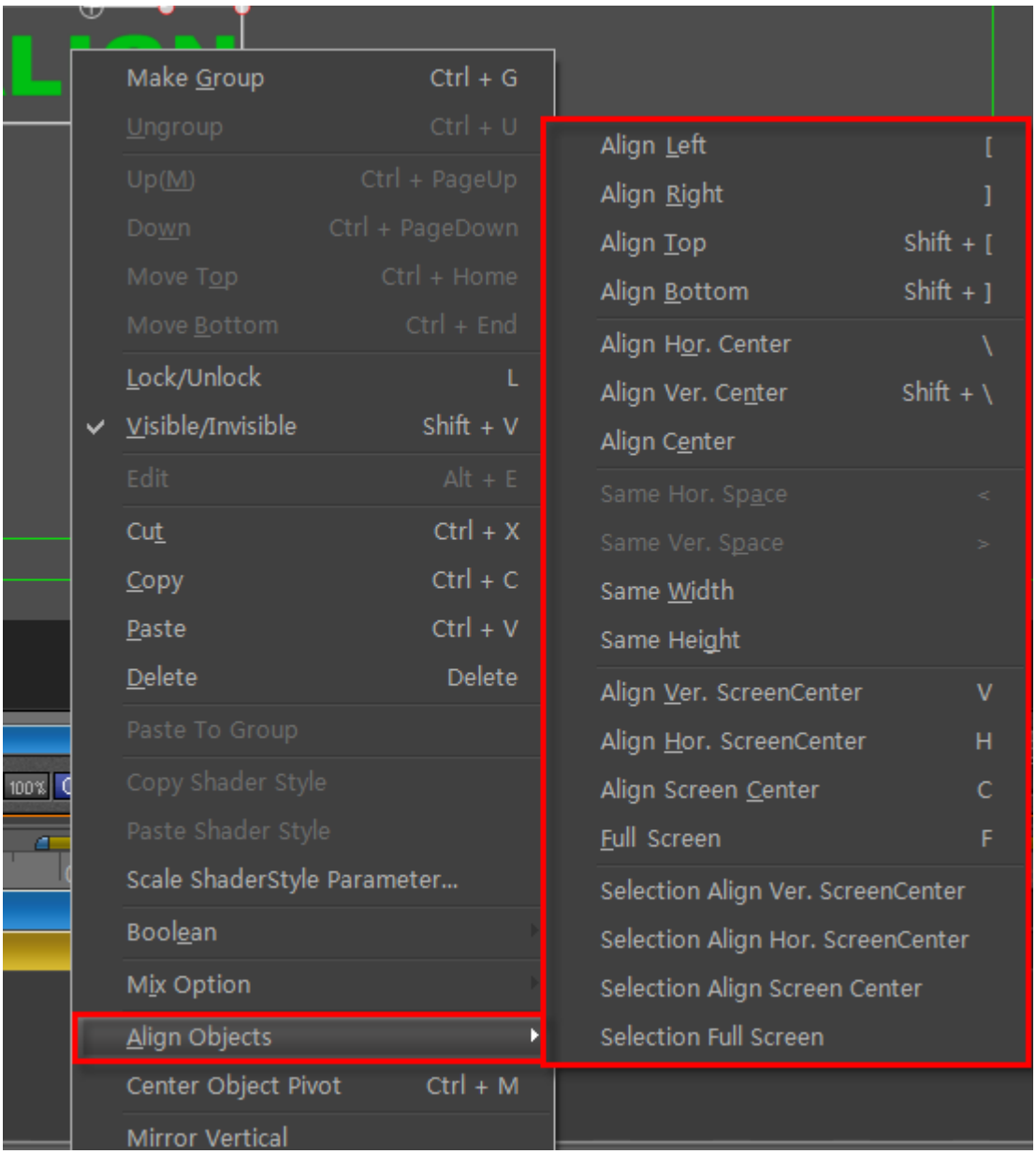
Align

To align objects you can:

Press “Align Objects” in the Edit Menu Bar,

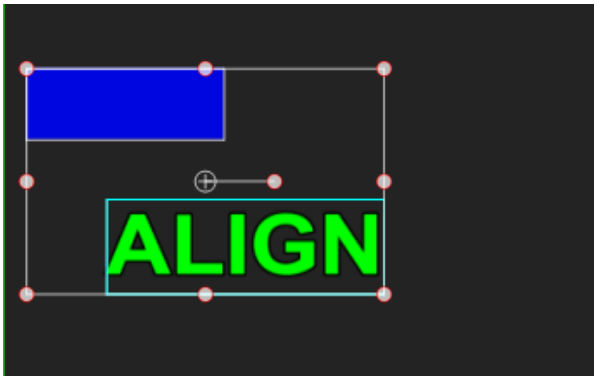


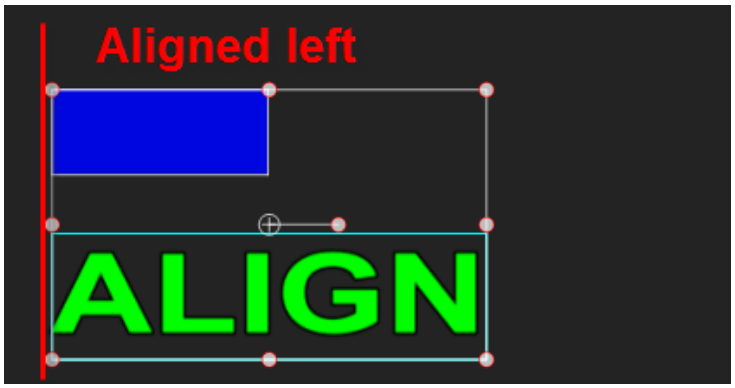
Right-click and choose “Align Objects” from the context menu



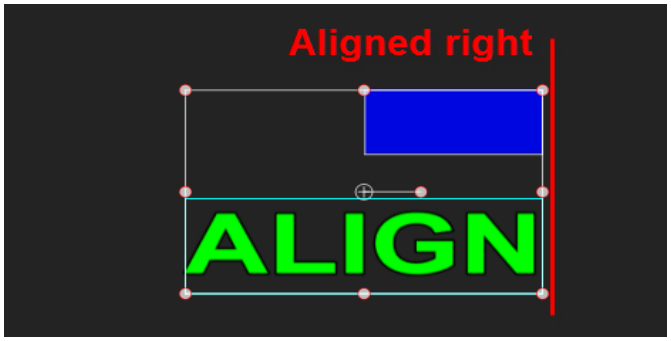
Example

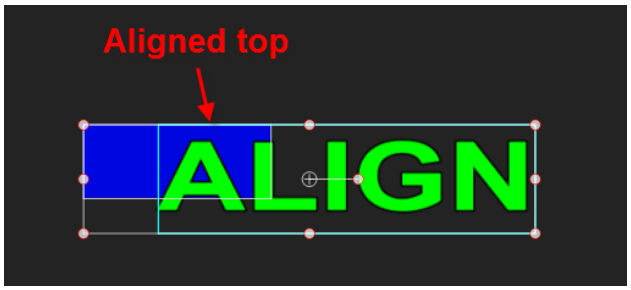
Choose Objects:

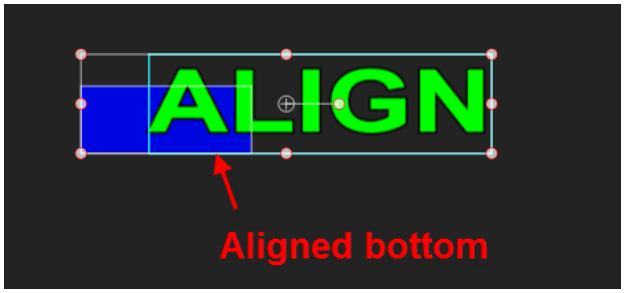




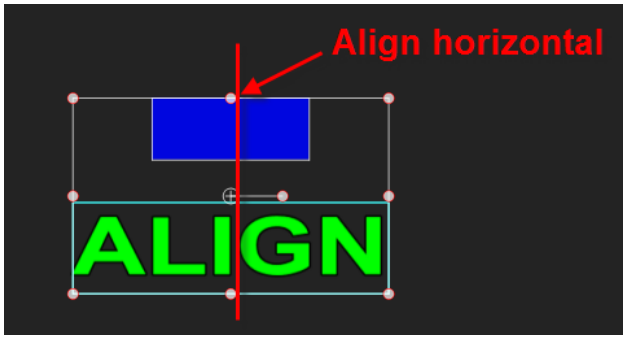
Align Right, Top, Bottom all use the same steps.

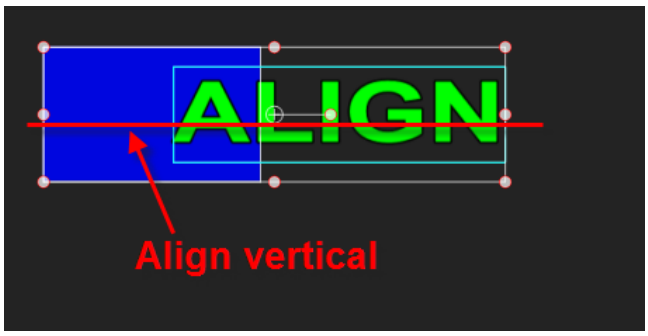


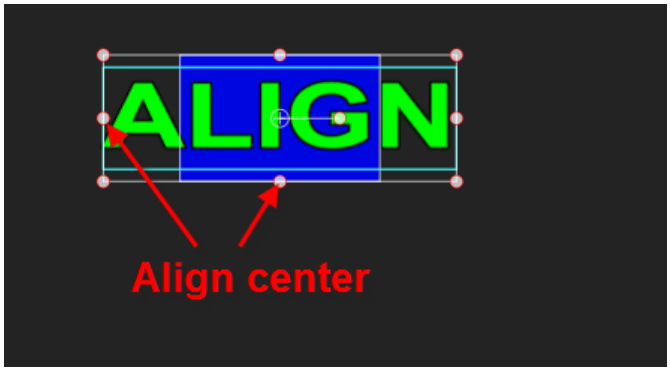




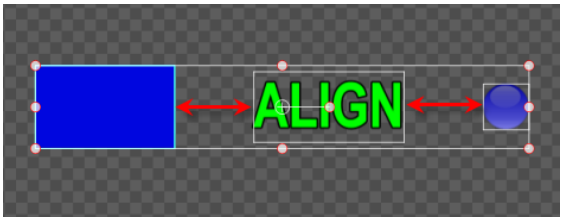
Align Horizontal, Vertical and Centre

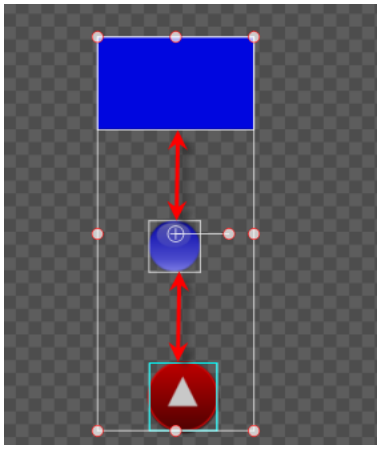


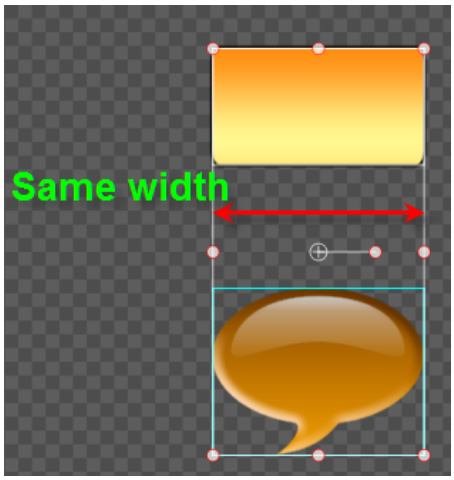


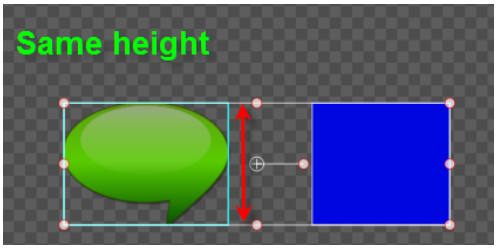


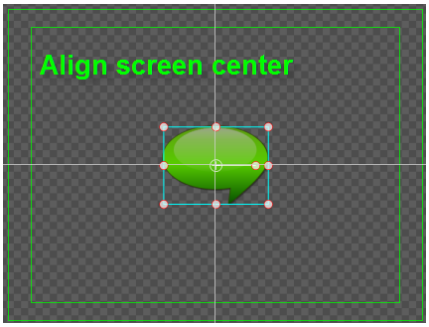
When you have more than three objects, you can align range using the “Align Space” button in the Edit Menu Bar or right-clicking and choosing from the context menu.

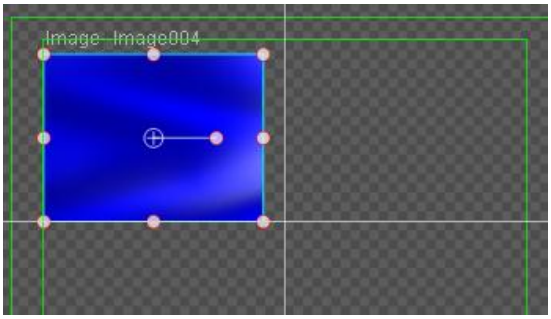


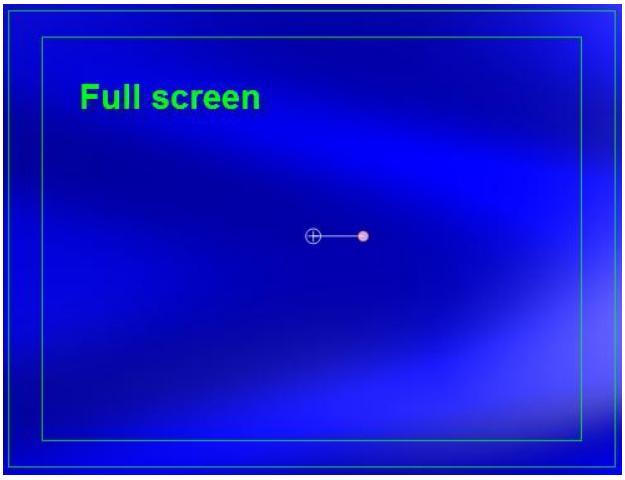




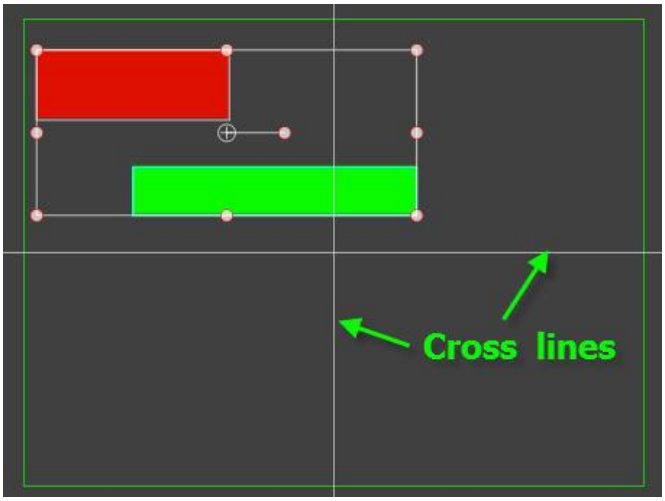


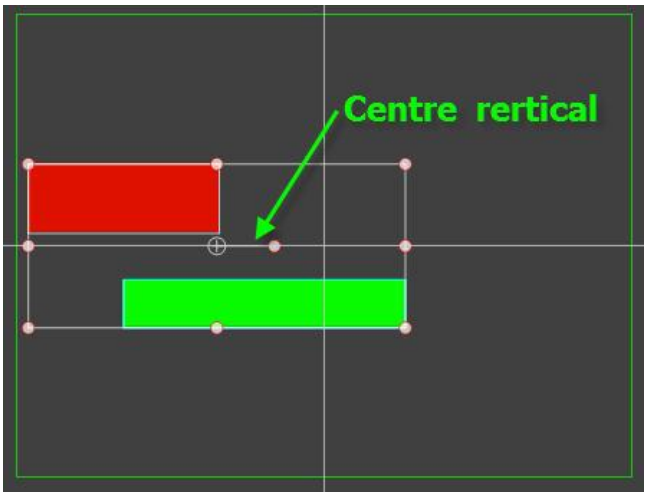




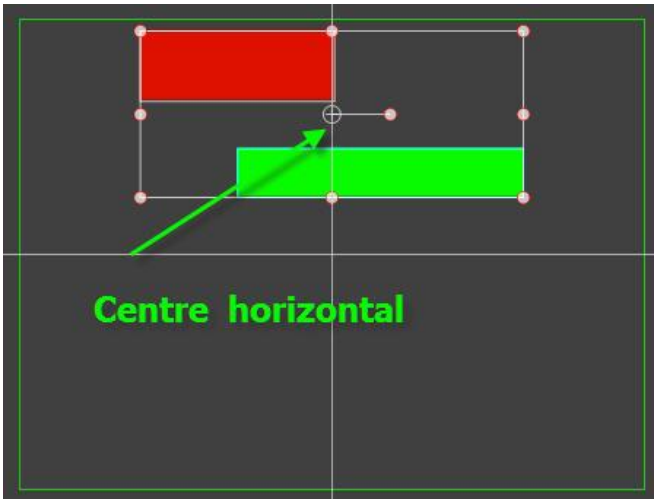


Vertically centre multiple objects

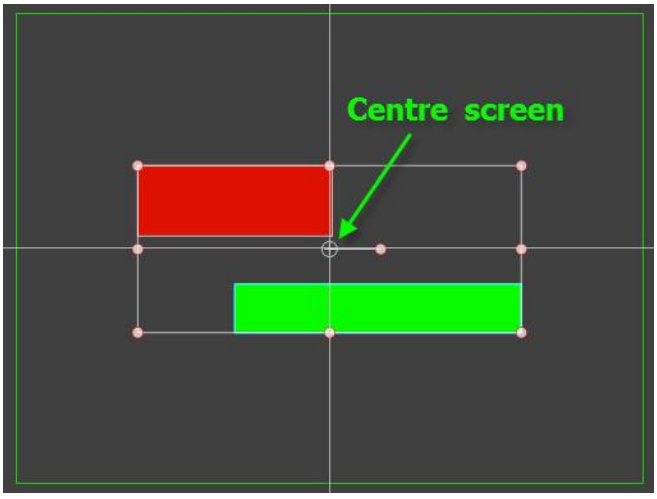




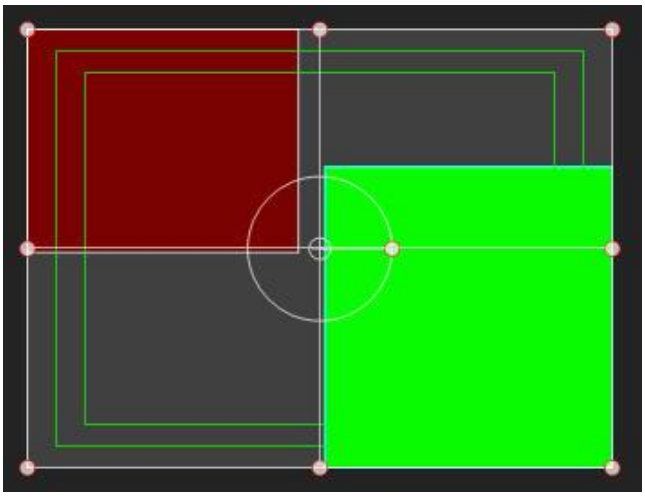
Horizontally centre multiple objects



Centre multiple objects



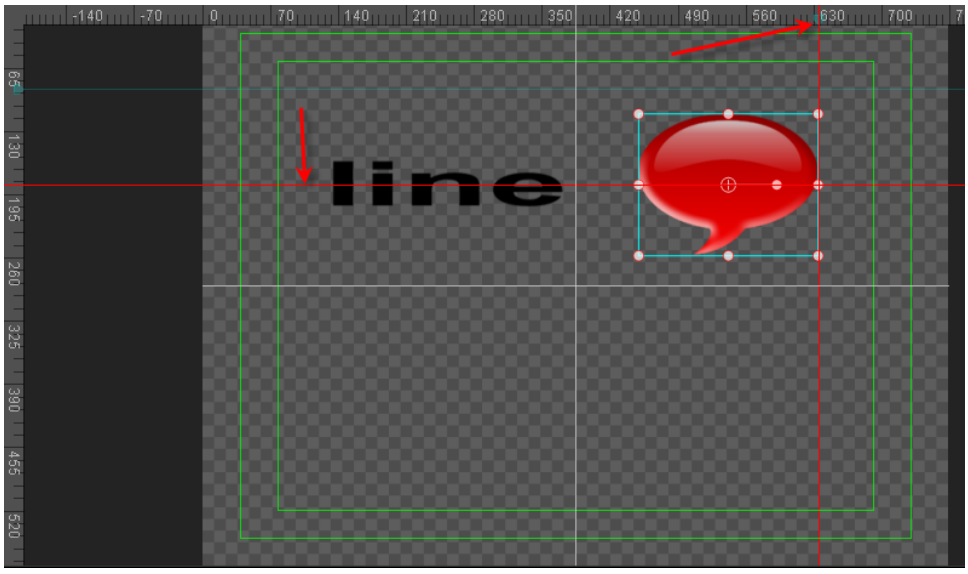
Multiple objects full-screen

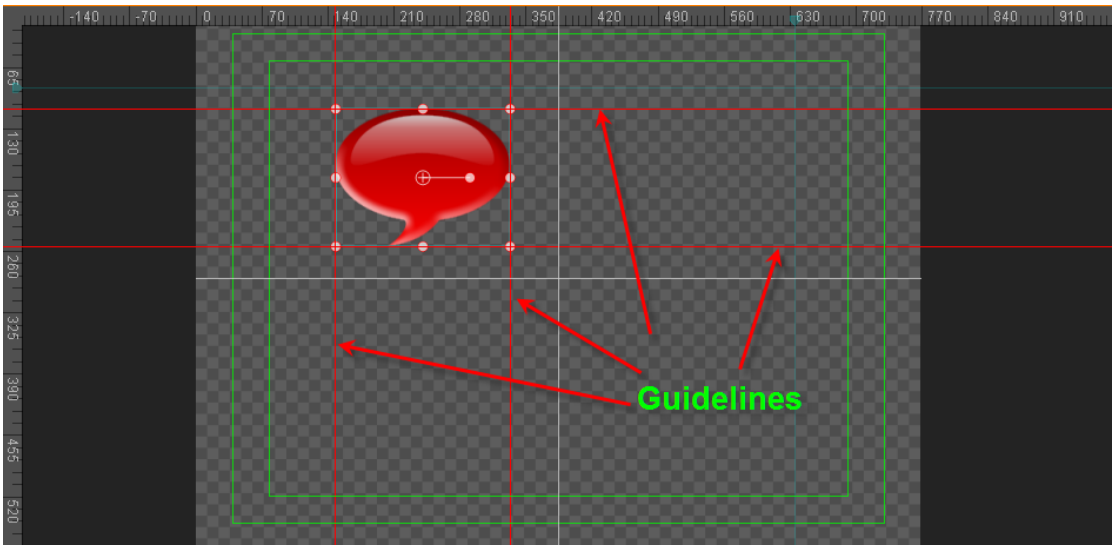


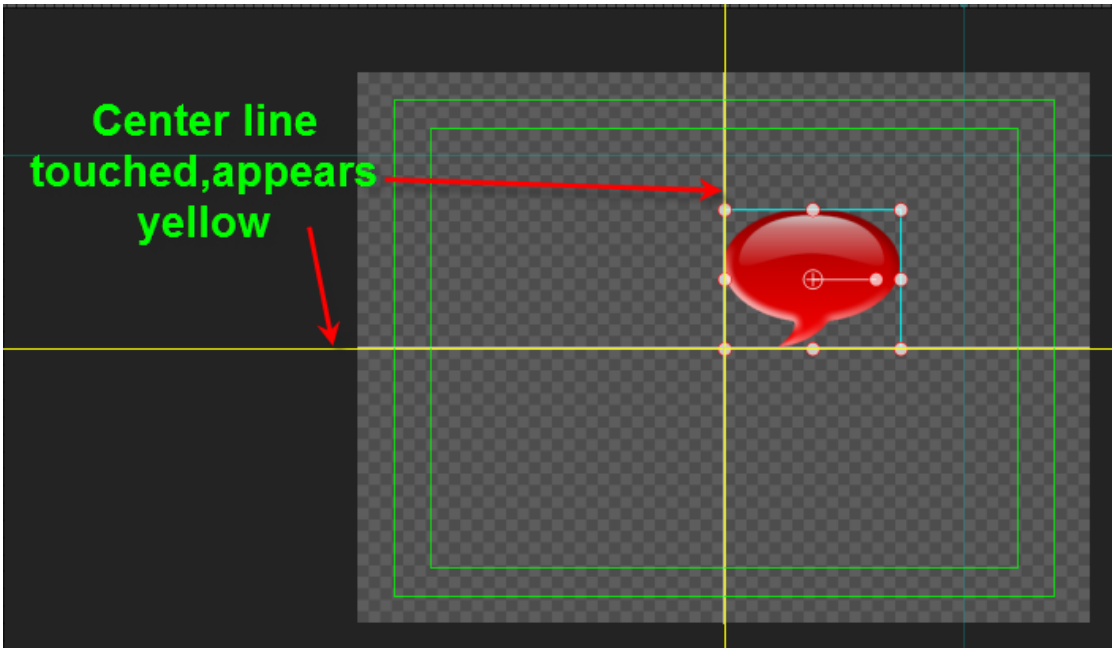
Smart Borders

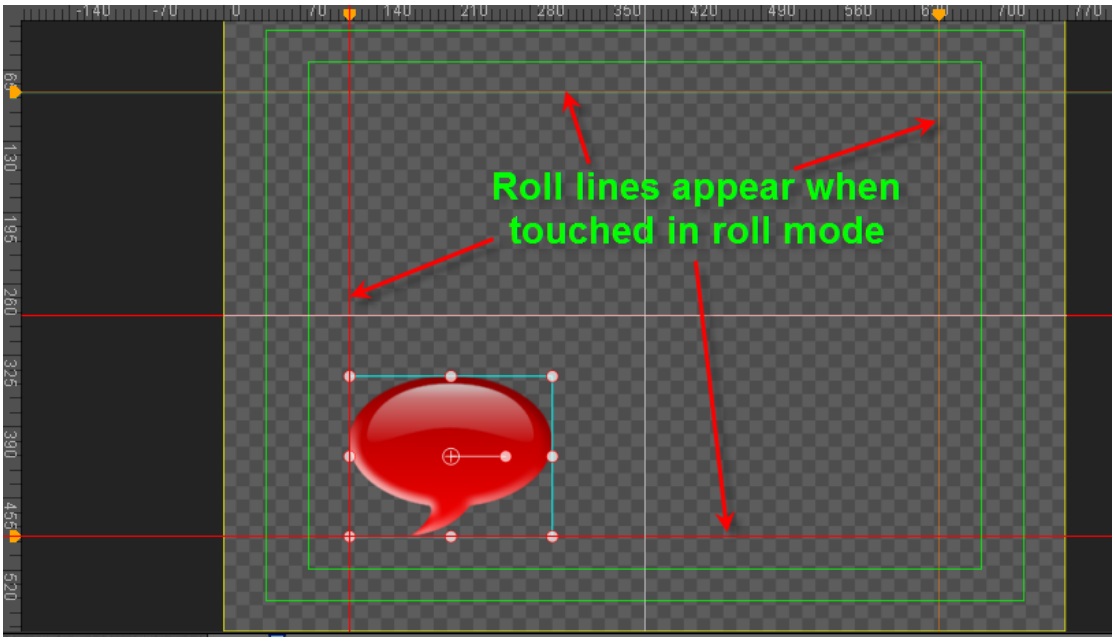
Smart Borders help you align objects. The border lines will illuminate whenever an object touches them.

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




Guidelines


Center line touched,appears yellow



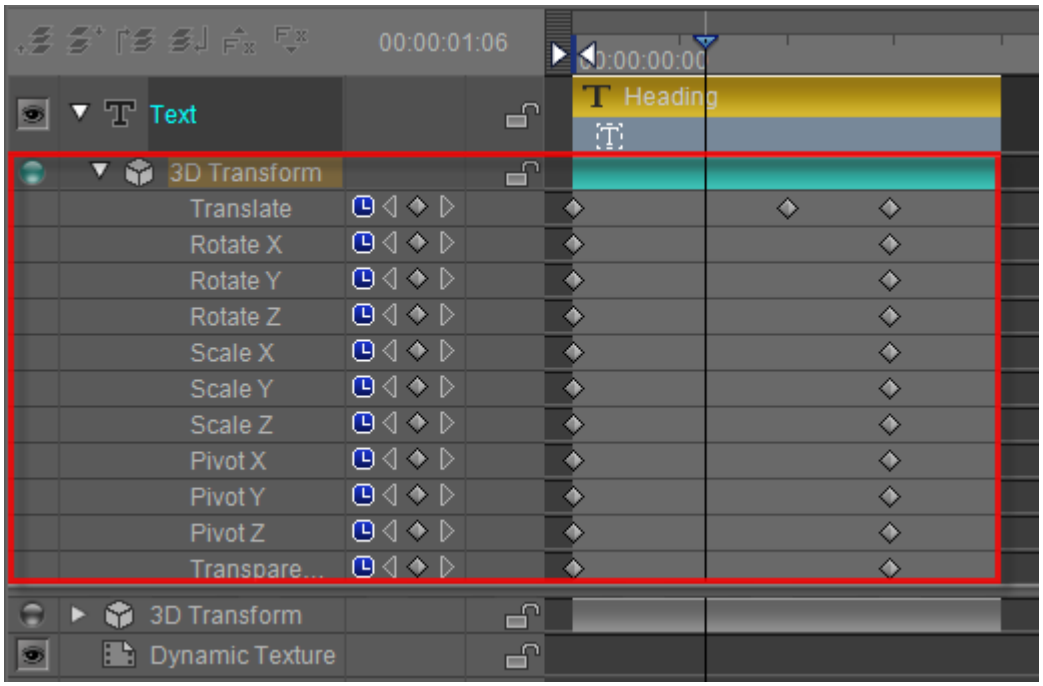
Smart Borders along the edges will turn red, whilst the centre lines will turn yellow.
In Roll/Crawl settings lines will appear red.

Applying effects

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

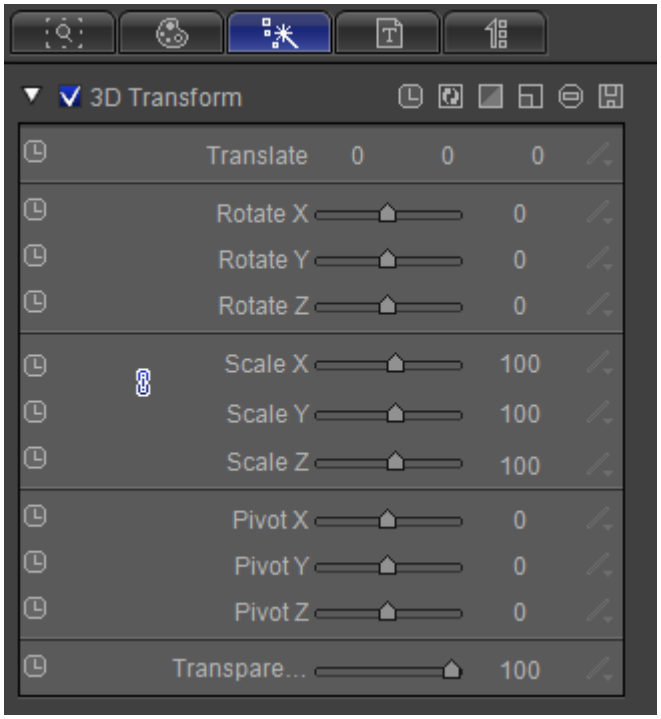
3D Transform

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



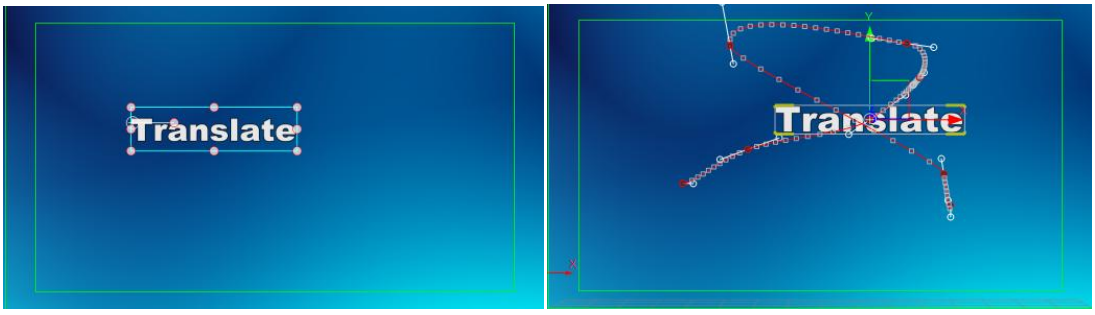
In the picture above we can see Displacement Keyframes

4) Parameters in the Effects Tab:



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:



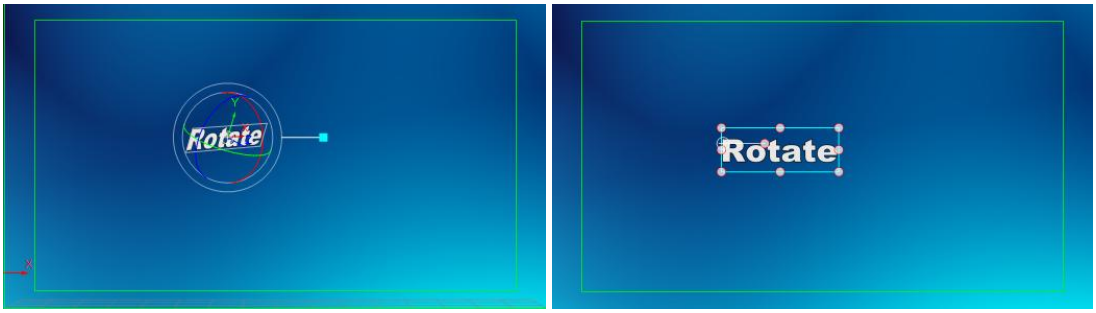
Object starting point and trajectory

Scale

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

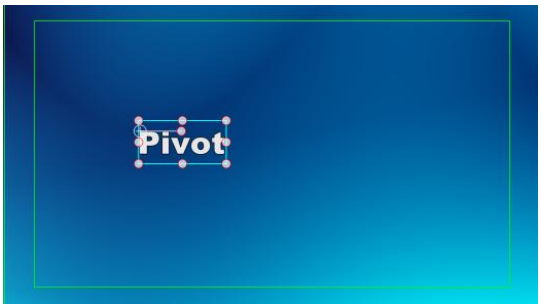
Rotate

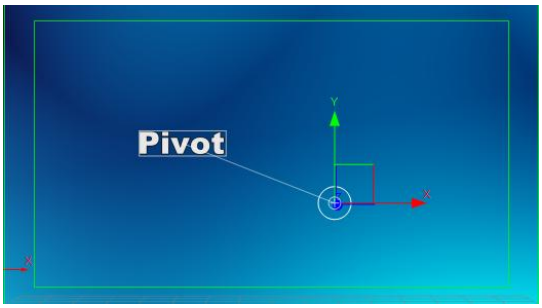
Rotate refers to an object's rotation movements at a specific time in space. The object centre is the centre of rotation. Example:



Pivot

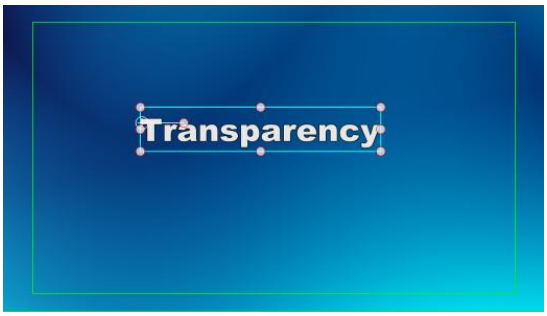
Pivot refers to the size of the object pivot at a specific time in space.





Transparency

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

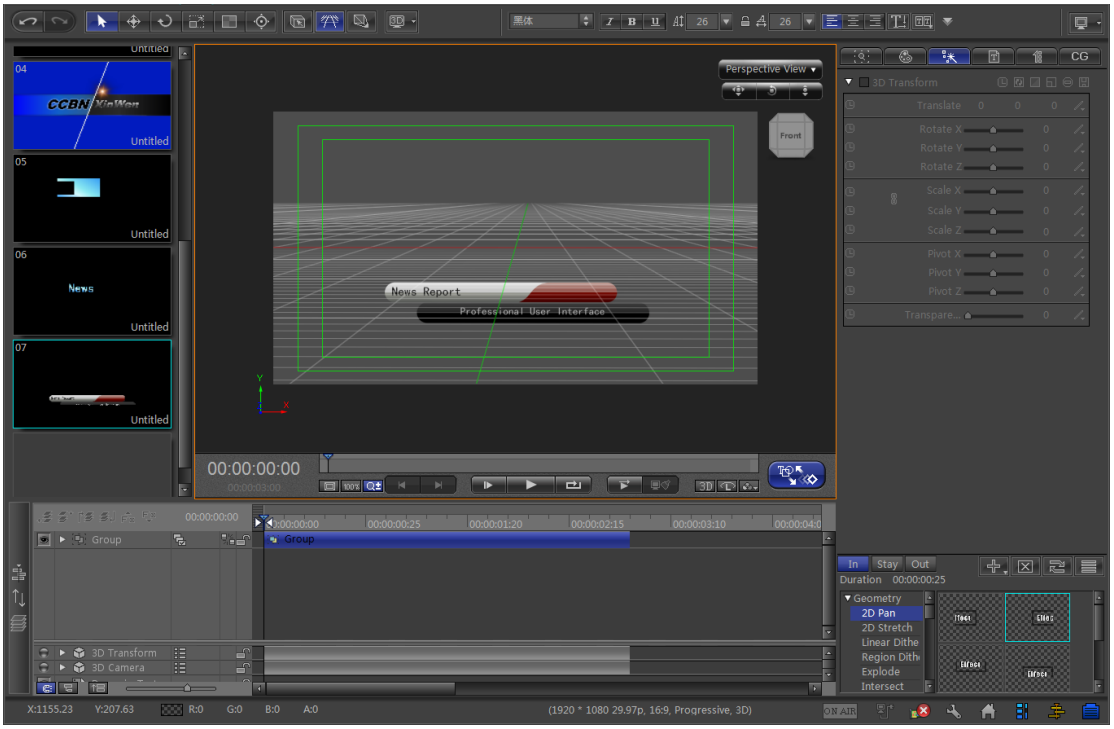


Transparency at 100% and 47%

Applying 3D Transform

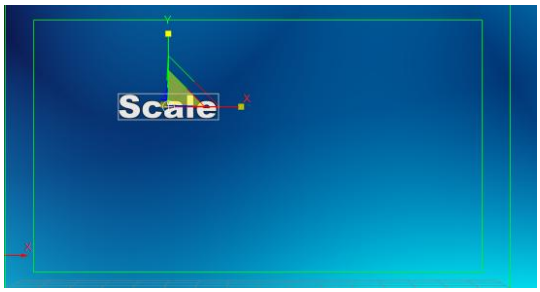
To apply 3D Transform:

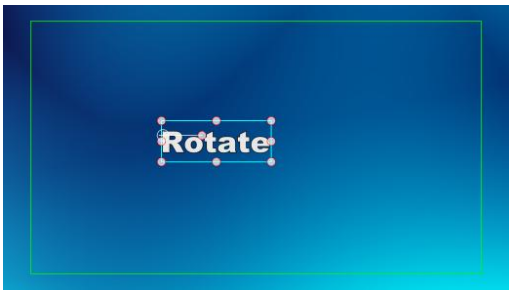
1. Press **F10** to open Effect Edit Mode

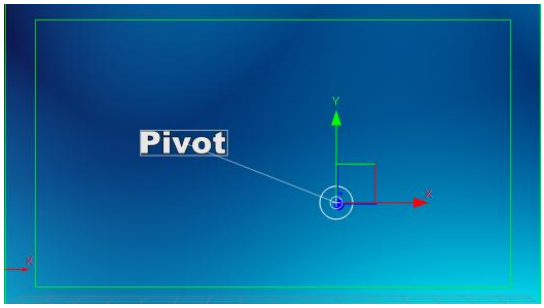


2. Click on the Effect Menu Bar

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

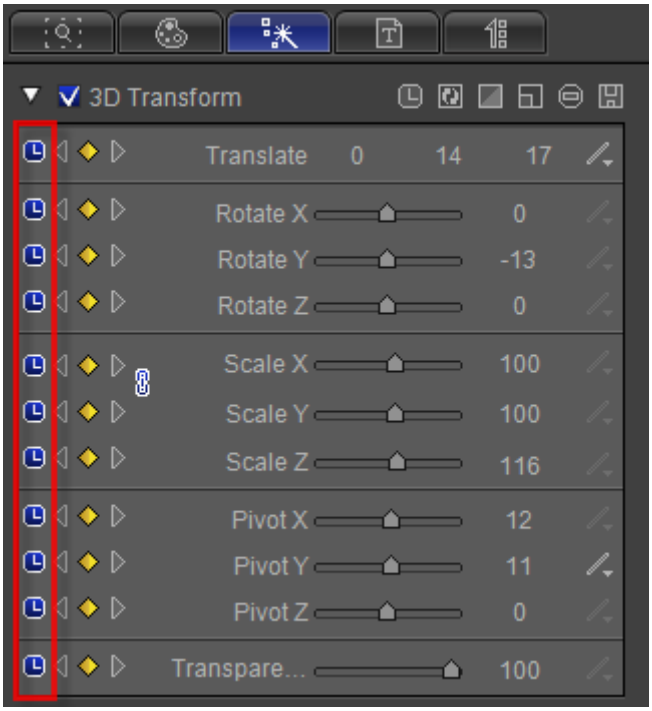


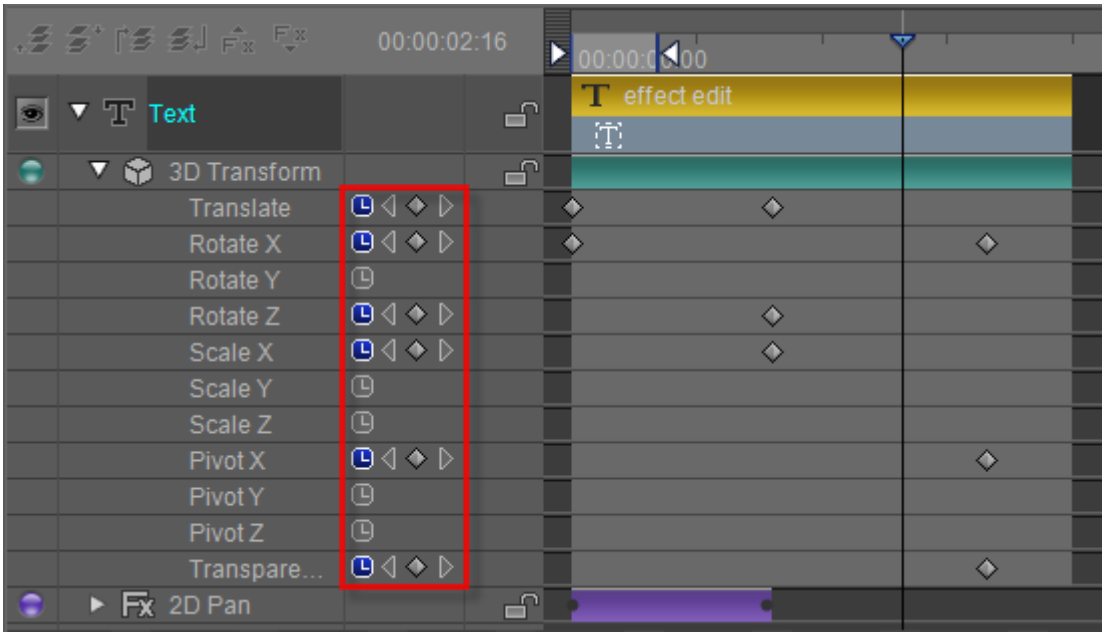




4. If Keyframe animation is needed:

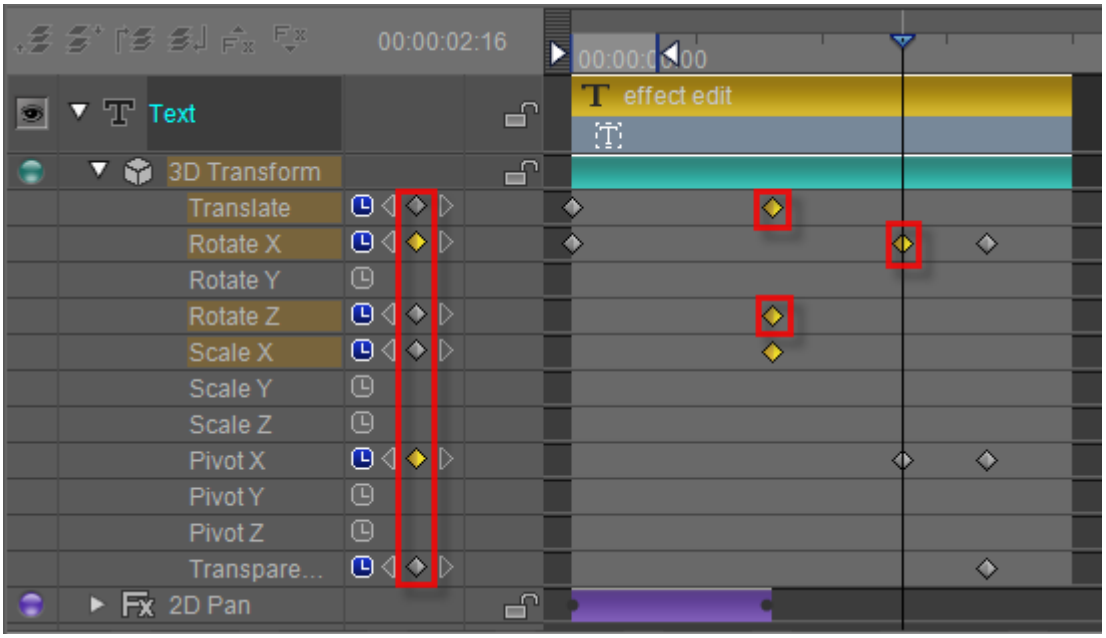
a. Activate Keyframe animation parameters as shown below





b. Move the Timeline Marker to the desired location

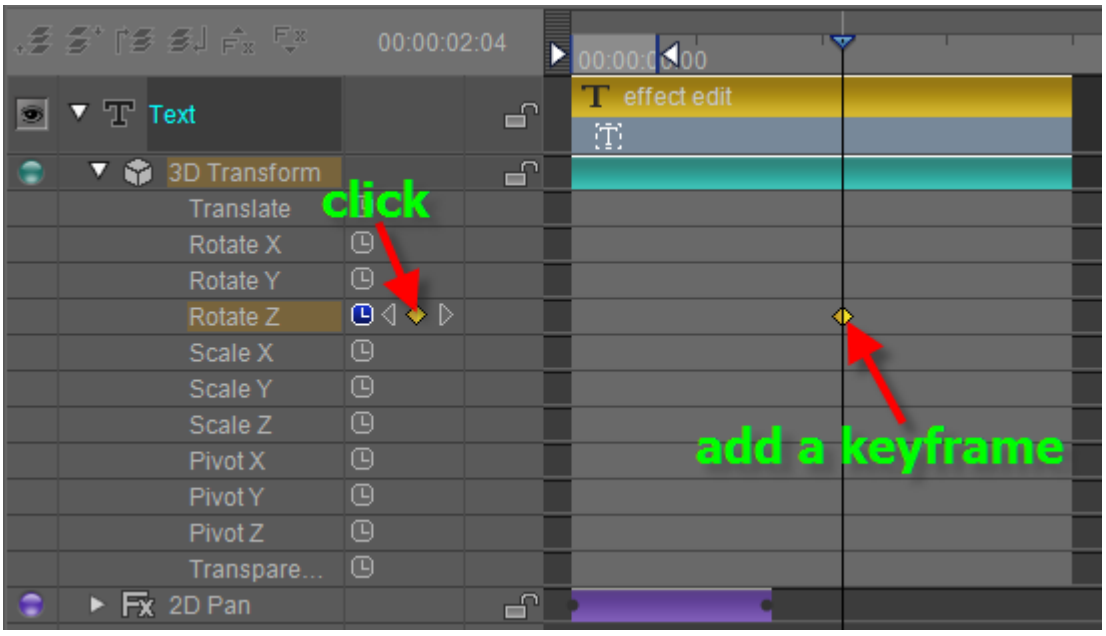
c. Click on Keyframe Marker to add keyframe (see below)



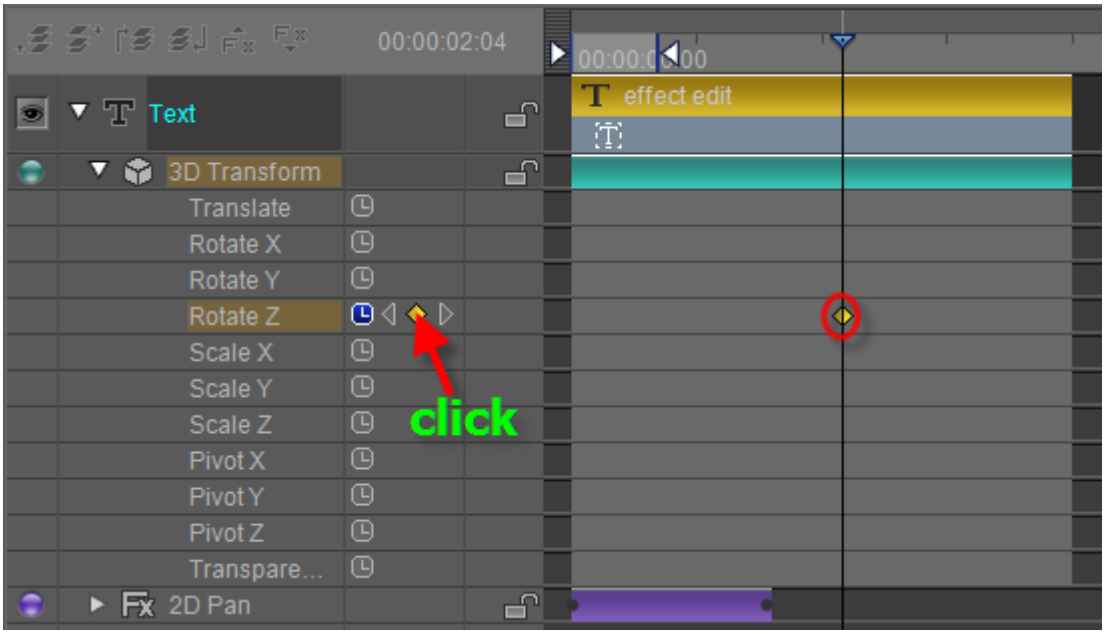
d. Use the Effect Tab or the Edit Screen to adjust parameters

Creating Keyframes

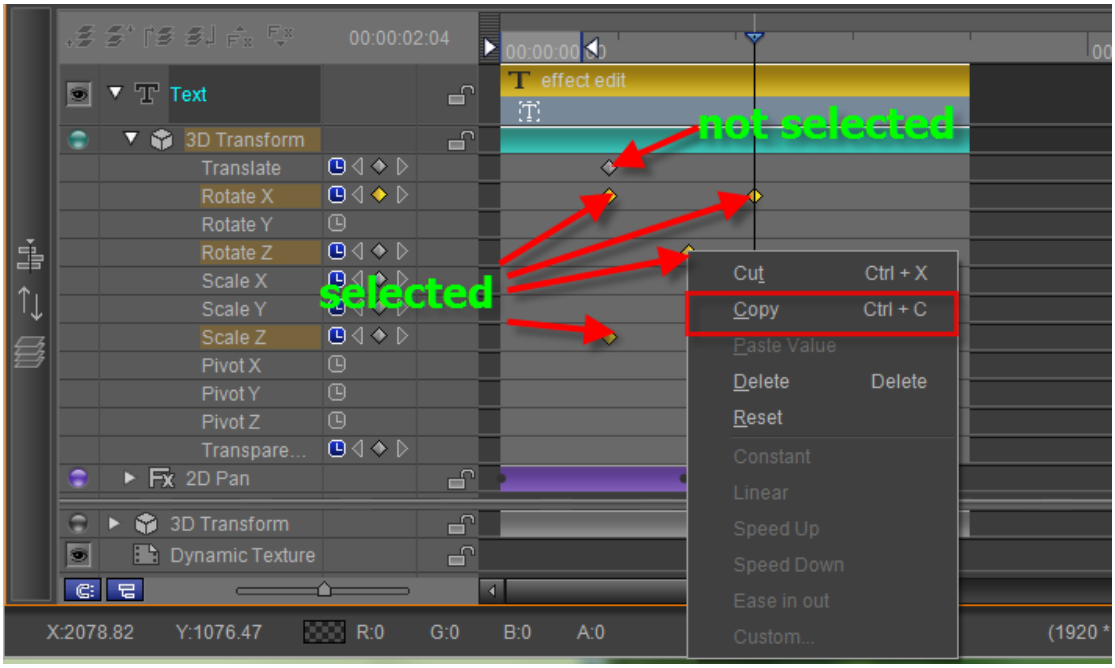
Add keyframe: after moving the timeline click on the add keyframe button,



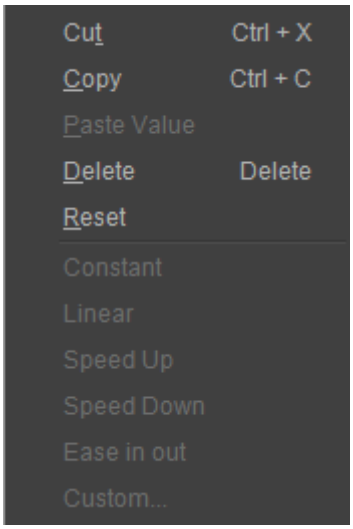
Delete keyframe: move the timeline onto the keyframe, click on the delete keyframe button.



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

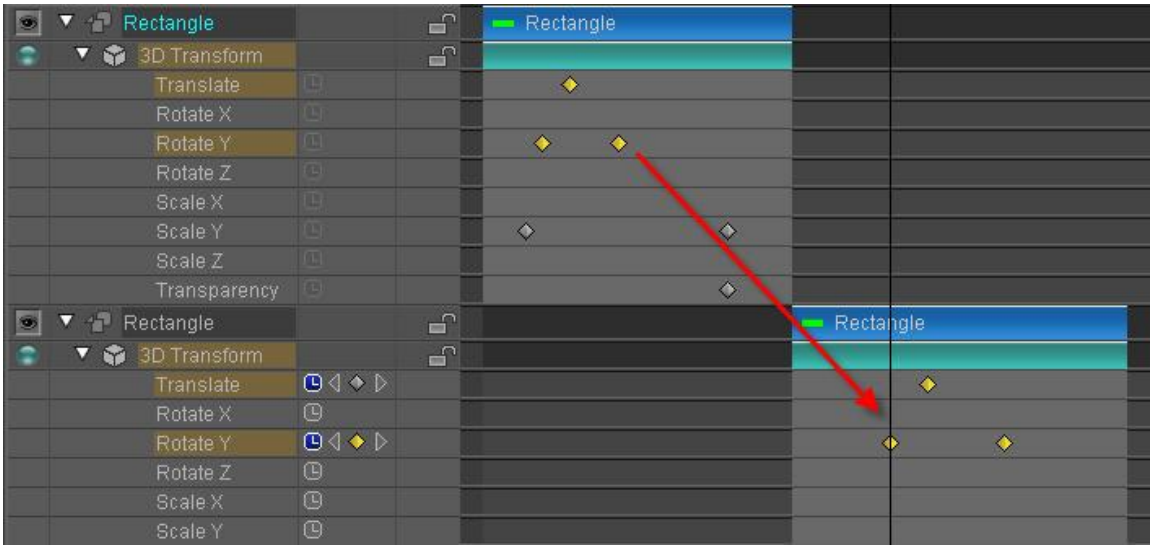


Right-click context menu

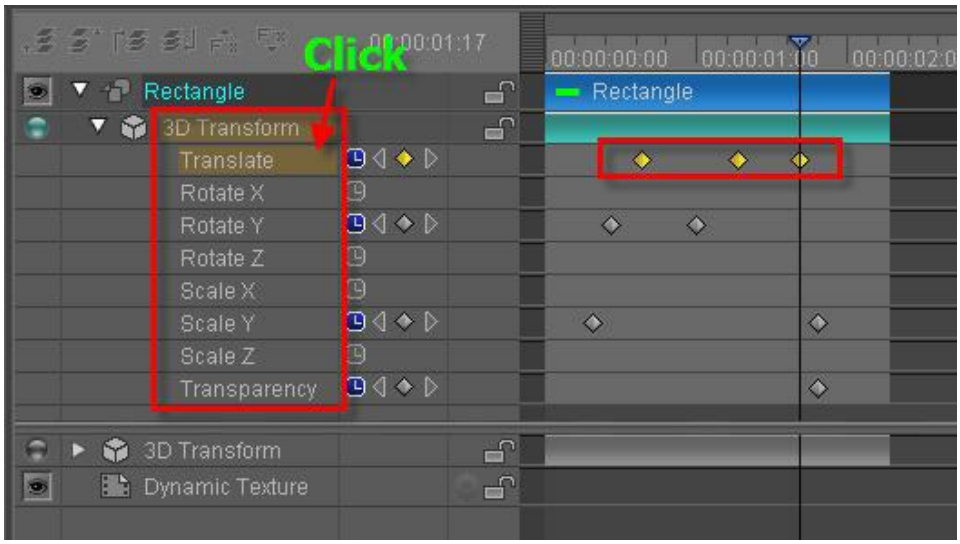
	Cut Copy Paste Value Delete Reset Constant Linear Speed Up Speed Down Ease in out Custom

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

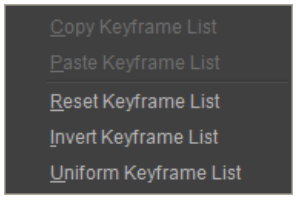
Perform paste



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



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

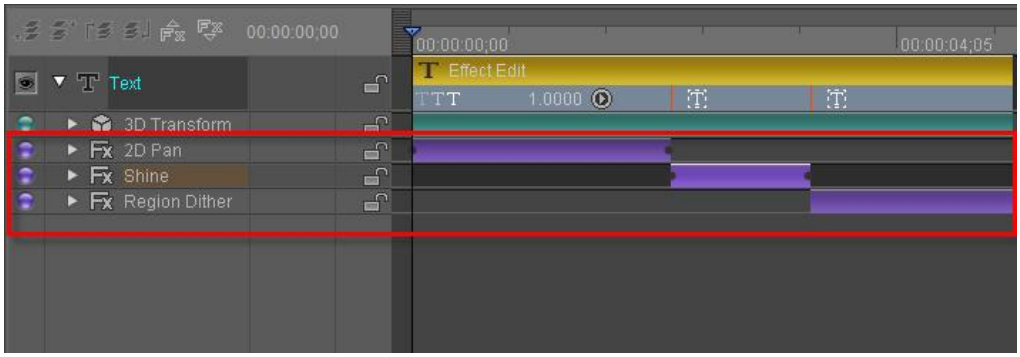
	Copy keyframe linked list Paste keyframe linked list Reset keyframe lined list Invert keyframe linked list Keyframe interval list

Effect composition

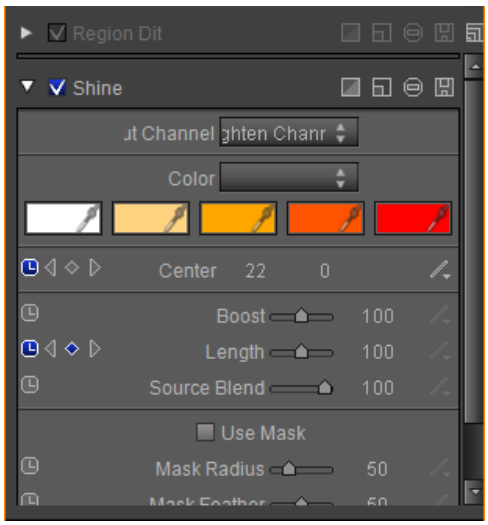
There are many template effects that can be added to an object preset effects, including: 2D Pan, 2D Stretch, Linear Dither, Region Dither, Shine, Star Glow, Lens Flare, Stripe, Sparkle, Linear Light, Radical Light, Image Light, Lens, Wormhole, Swirl, Riple, Circle Lens, Page Curl, Page Turn, Gaus Blur,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

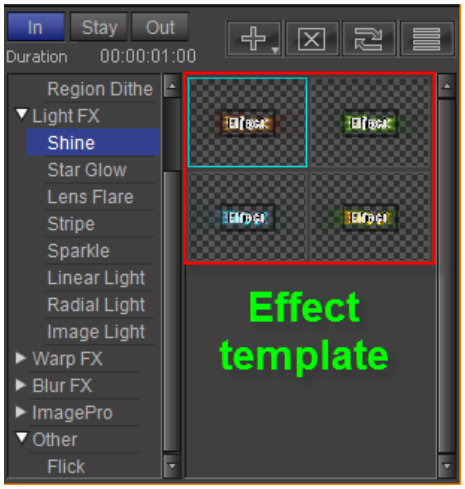


Effect Tab example

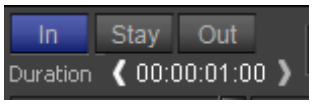


Effect Templates Library

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.



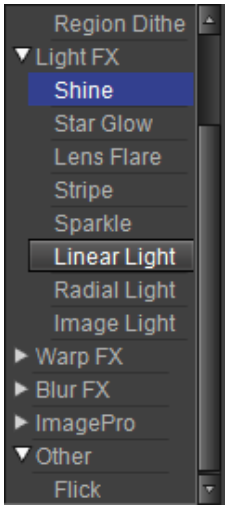
“In” Button - set when an effect should appear

“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

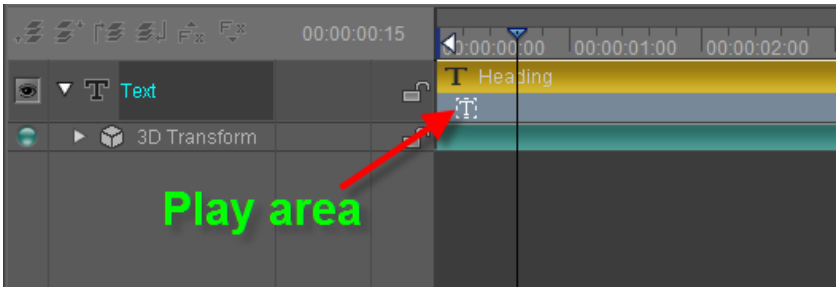


Text effect

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.

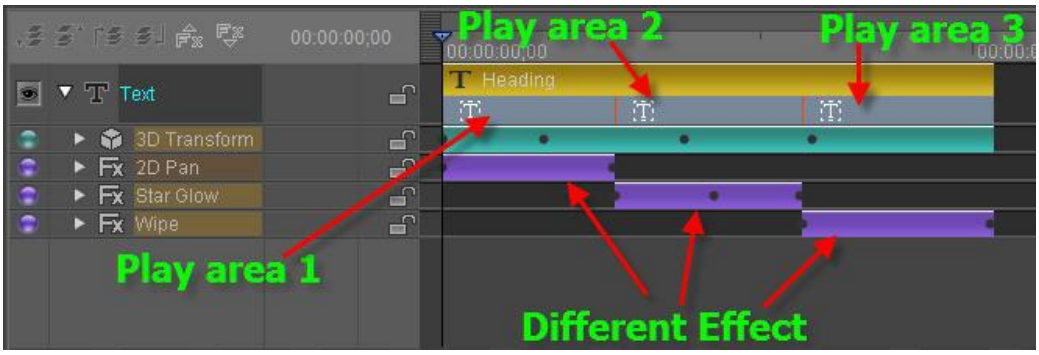
Setting play area

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

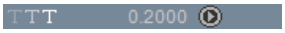


Enable Area	Enable/Disable
Add Area	Add area in Timeline
Delete Area	Delete area in Timline
Play by char (in)	Text enters letter by letter
Play by char (out)	Text exits letter by letter
Play by line (in)	Text enters line by line
Play by line (out)	Text exits line by line
Play by Text	Whole text instantly visible
Freqency Value	Sets play frequency
Uniform Area	Sets uniform play areas
Reset Area	Resets play area

Text will be play according to set style and effects.



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



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

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

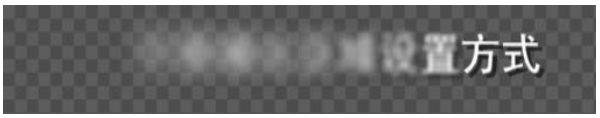
The third play area is set to play by letter, 0.2 frequency, with effects in the red field.

Example

Curl in by letter

Flash whole text

Fade out by letter



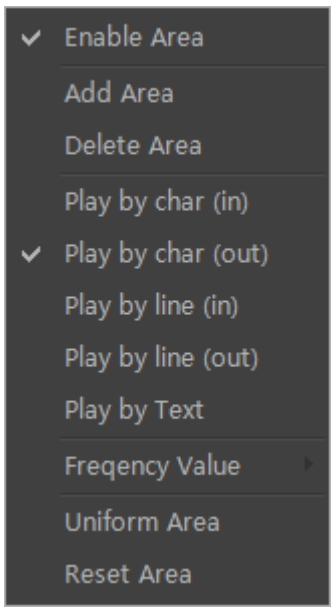
Play Frequency and Duration

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

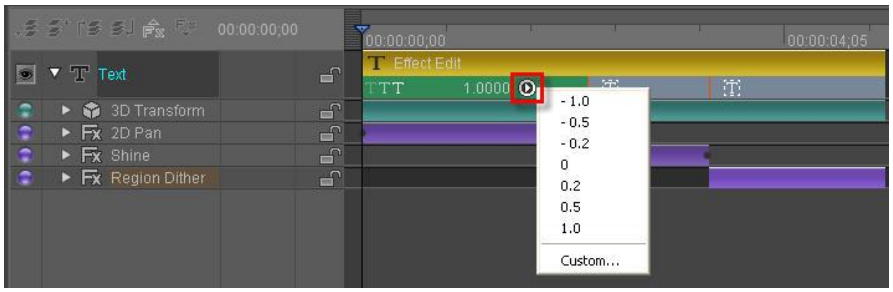
1） Frequency only has effect when play by letter/line is set

2） Frequency can be set in three ways:

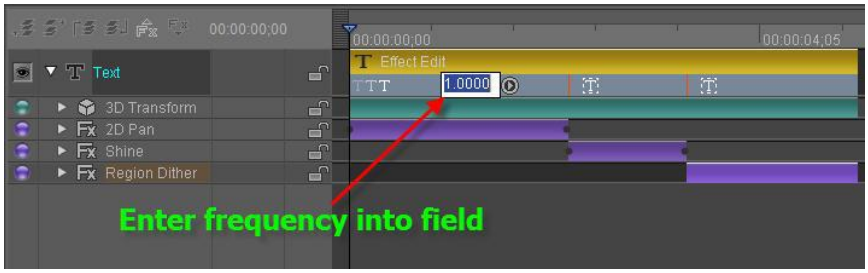
i) Right-click, set frequency from context menu

	Enable/disable area Add area in current timeline Delete selected area Play by char (in) Play by char(out) Play by line(in) Play by line (out) Play by text Frequency value Uniform area Reset area

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

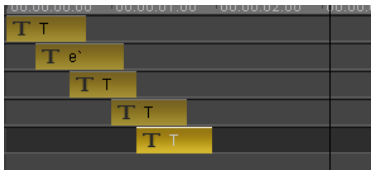
Play item effect = T/((n-1)*q+1)

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

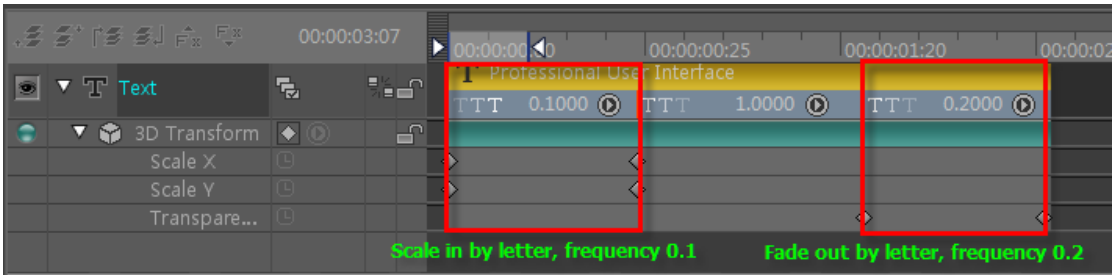
Timeline of every item at frequency -0.2

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

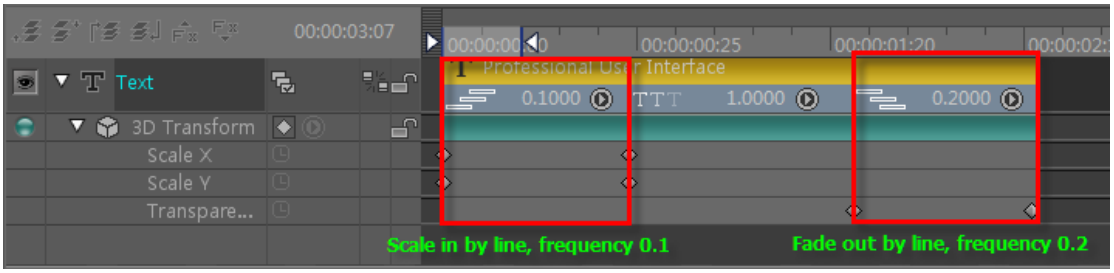


Scale In By Letter, frequency 0.1

Fade Out By Letter, frequency 0.2

Play In/Out by Line

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

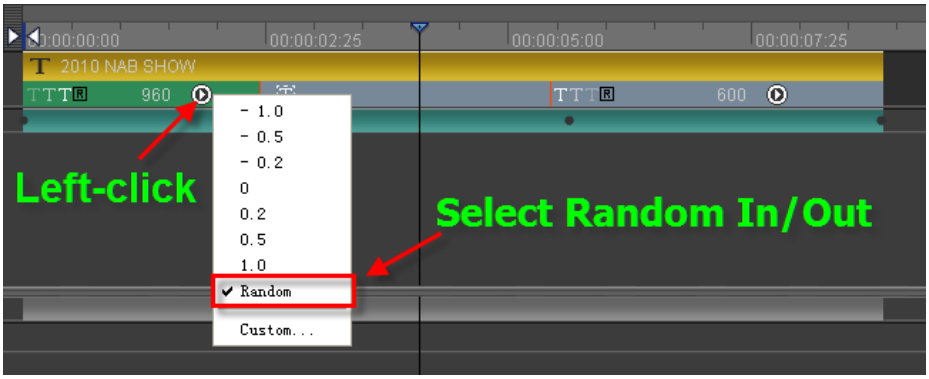


Scale In By Line, frequency 0.1

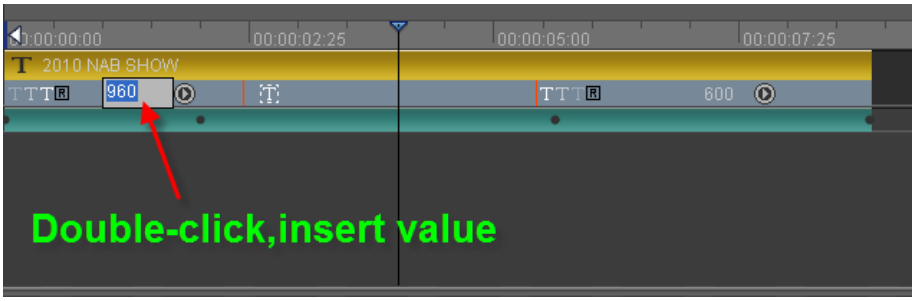
Fade Out By Line, frequency 0.2

Random In/Out Text

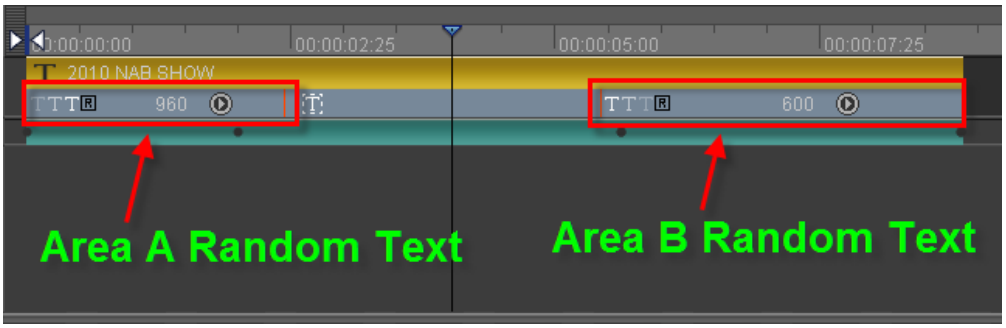
Random Text is a subtitle with special effects, with text entering/exiting the screen randomly line by line or word by word. Select as shown below:



The arrows show how to select Random mode.

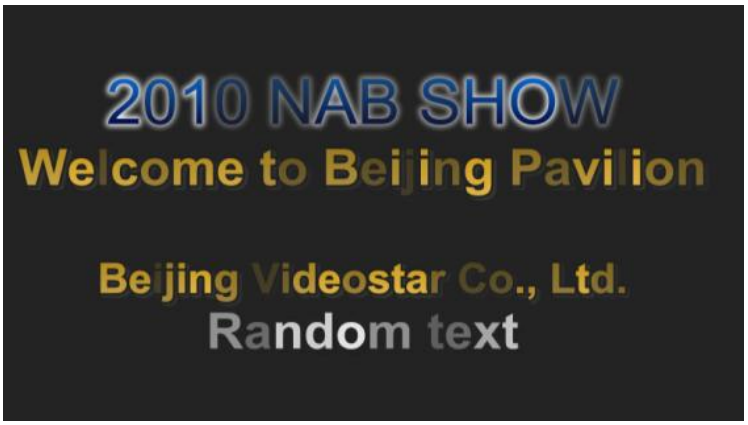


The same method broadcasts different texts randomly into the region.

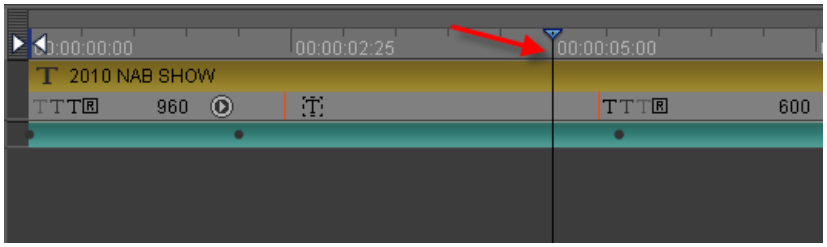


Set A to play randomly line by line and set B to play randomly word by word, as shown below:

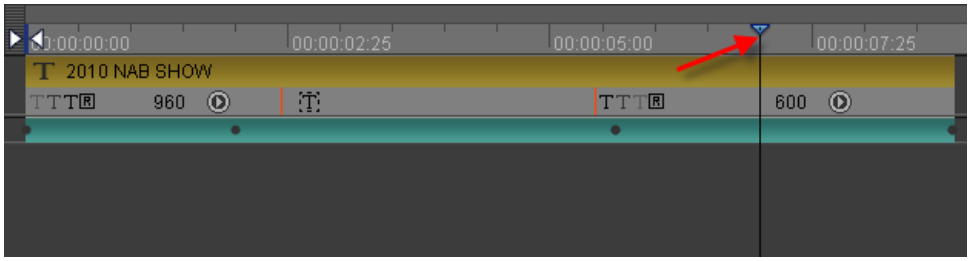
Play to 1.5 seconds:



Play to 5.0 seconds:



Play to 7.0 seconds:



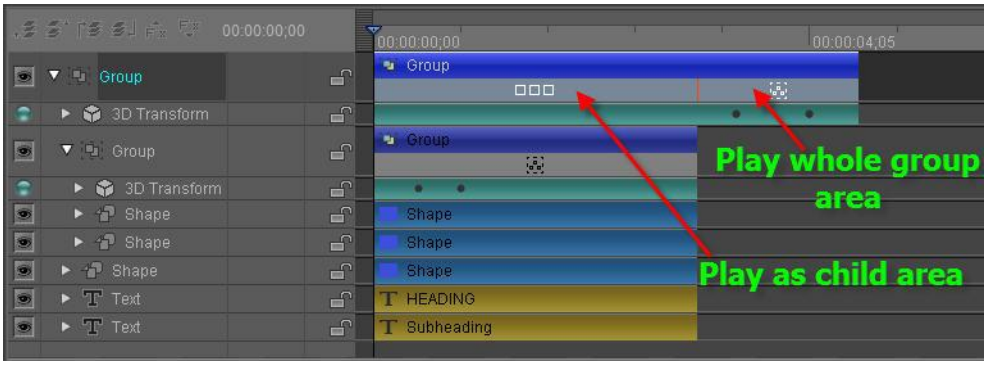
Object Group Effect

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.

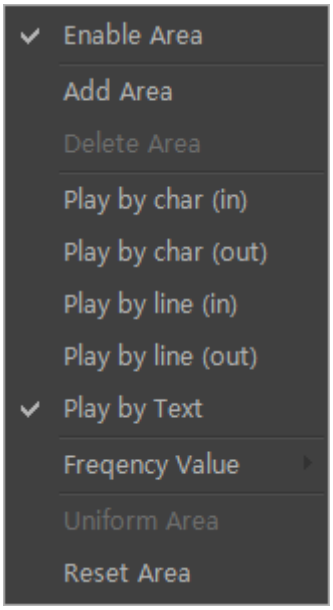
Setting Play Area

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.



Right-click on the play area to choose play options

	Enables play area Add area to the current timeline position Delete area Play as child (individually) Play as group Make spaces uniform Resets play area

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

In the example above the Object Group is split in two

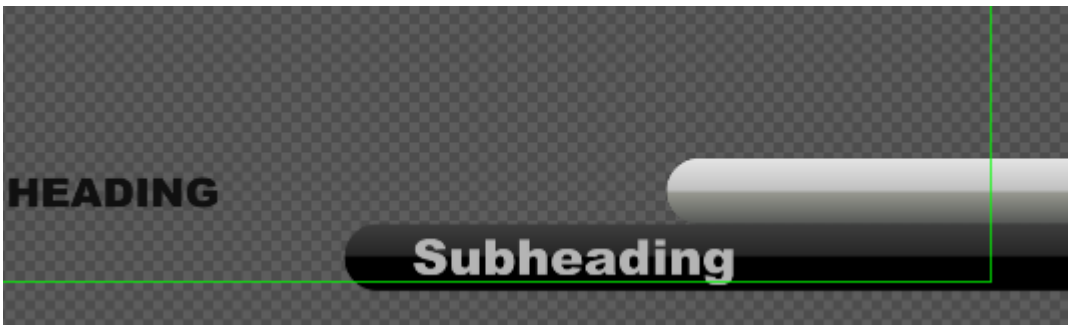
Part 1. Set to play as child, each object will use its own effects.

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

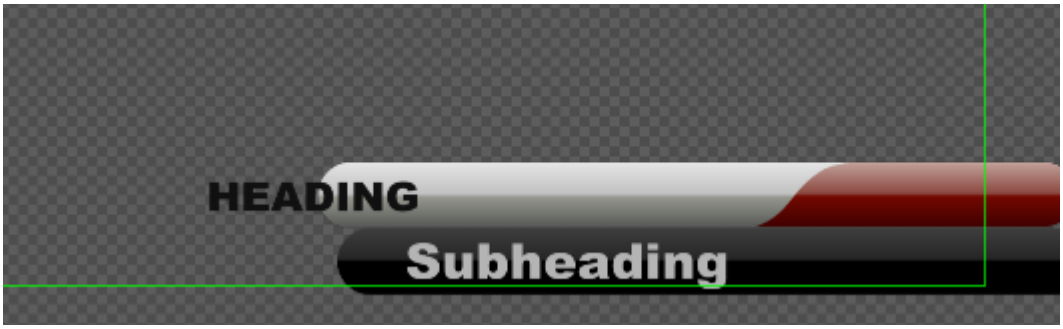
case Curl effects)

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

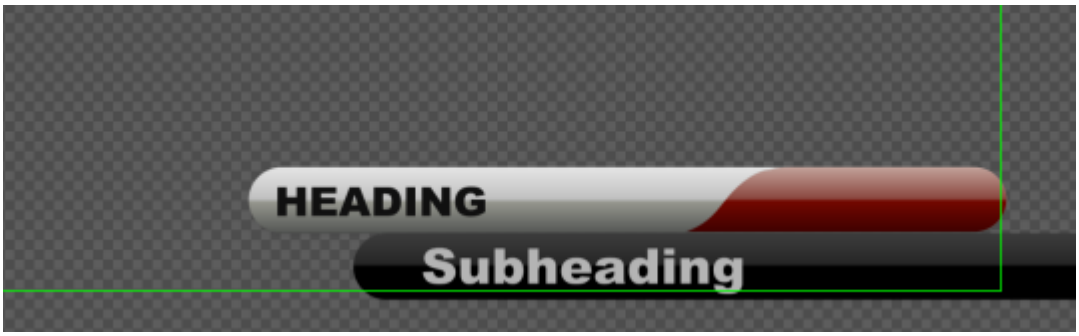
Frame 10



Frame 14

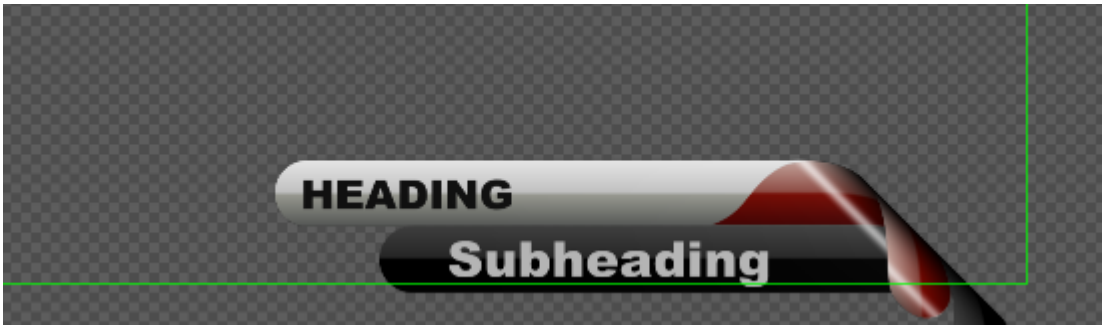


Play as child finish

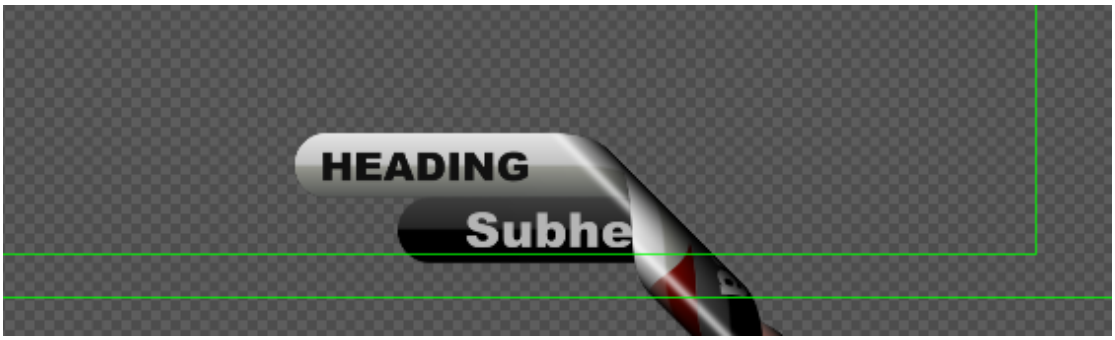


Example: both text and object play out using Curl effect (play as group)

Frame 30



Frame 40



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.

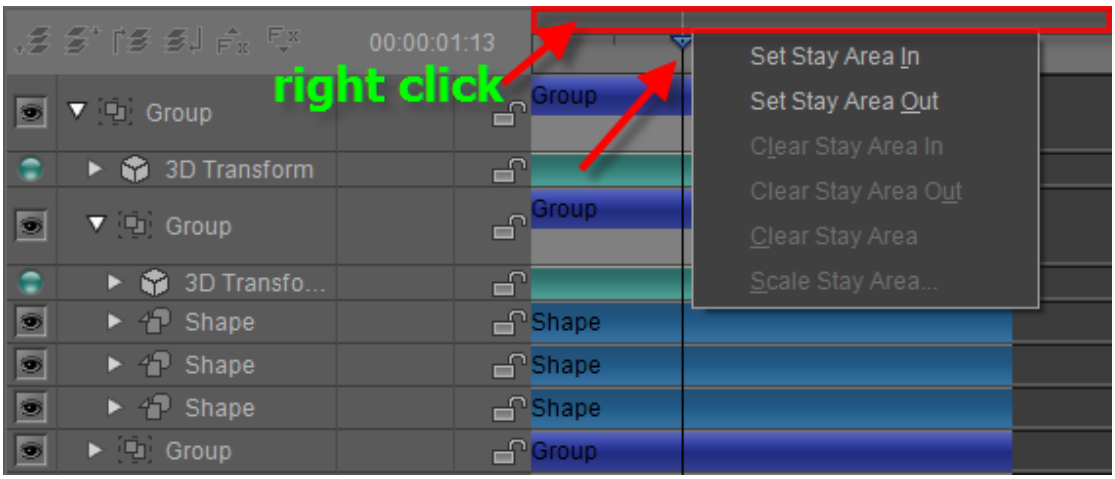
Setting Stay Area

Setting Stay Area for Title

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

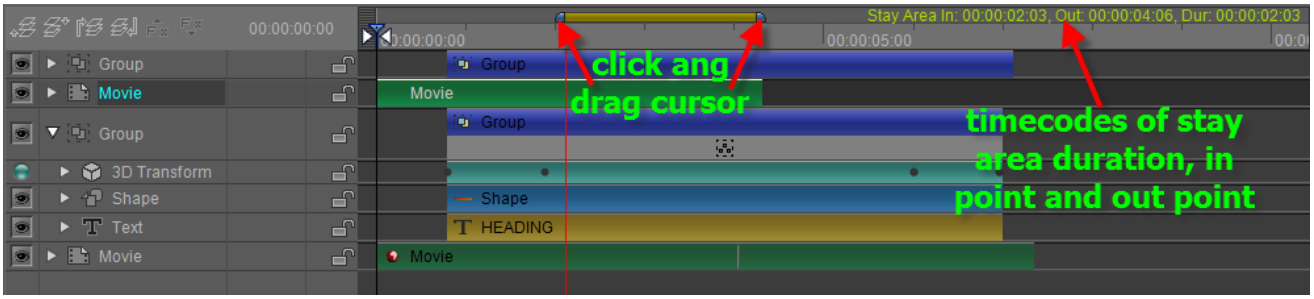
Add/Delete Stay Area

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.

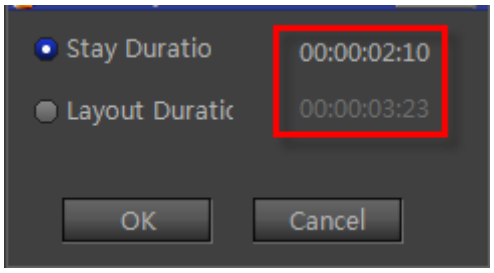
Drag in point and out point to change the stay area duration.



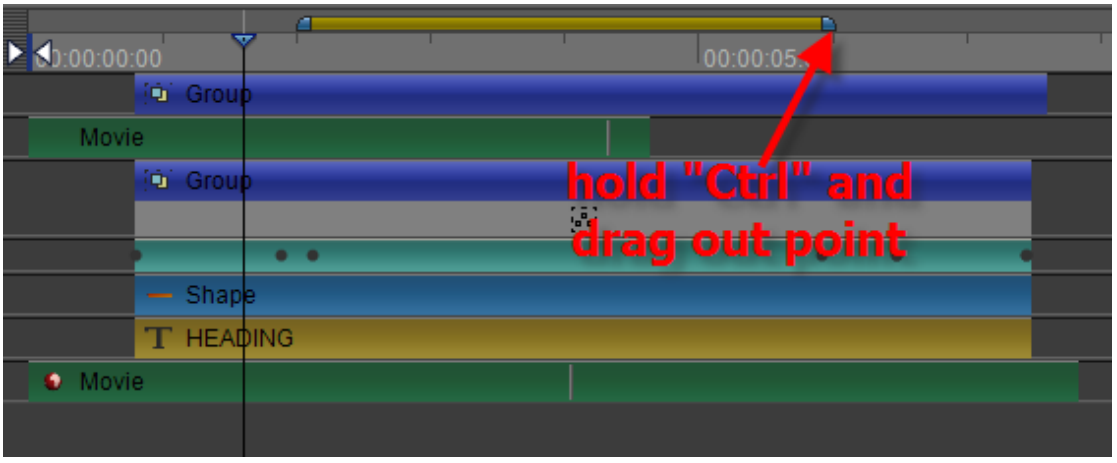
Sacle Stay Area

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

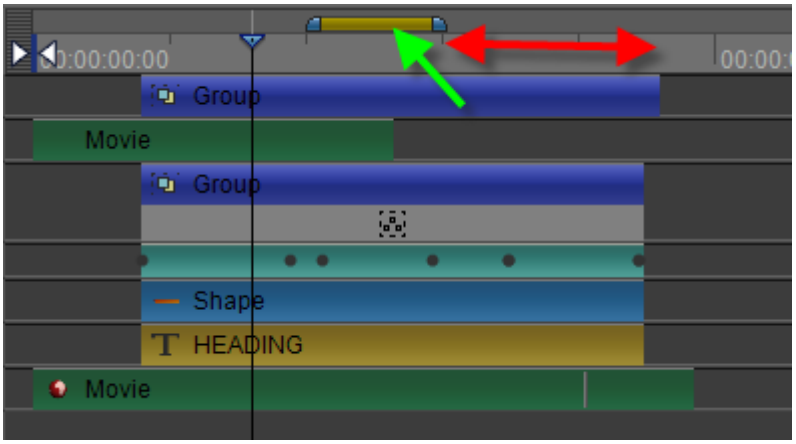
Type in desired timecodes in the popup Scale Stay Area window and then press Enter.



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



Example:

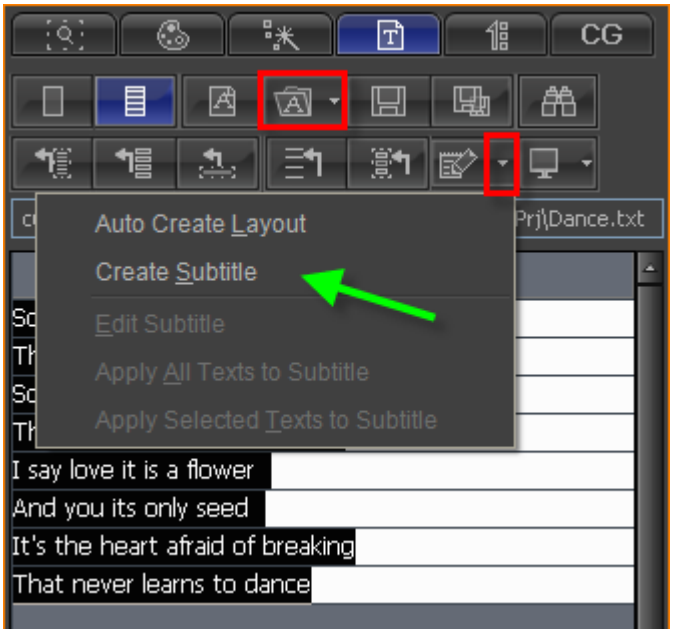


Object duration changes, when scaling the stay area, but animation effect does not change.

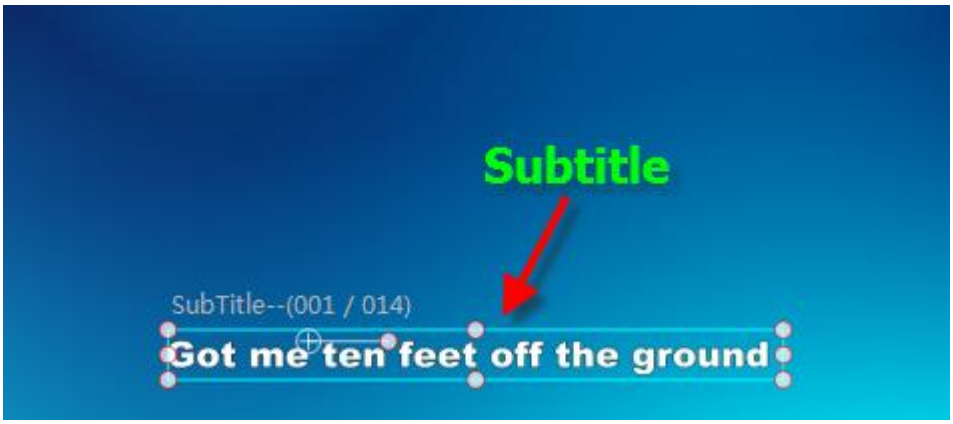
Create Subtitle

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**".

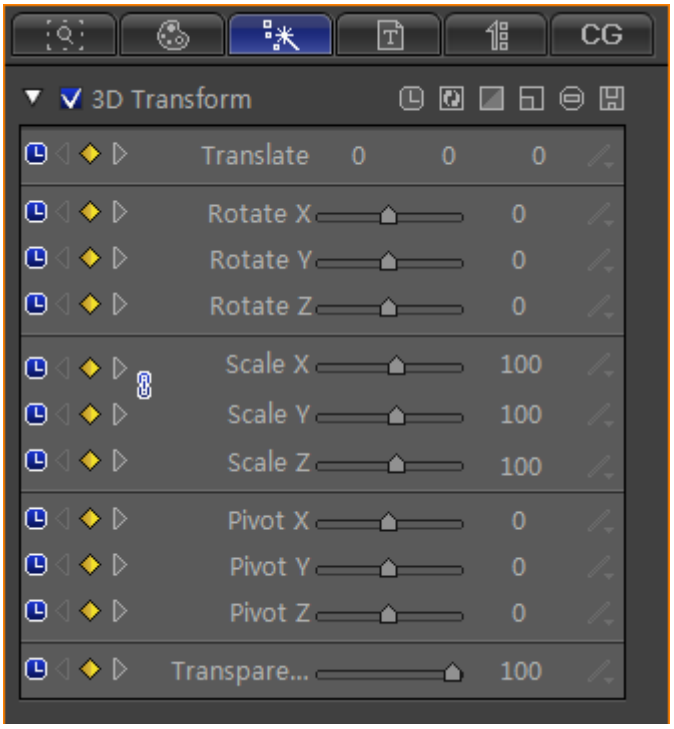


2) Set the text object bold, font size and set text color.

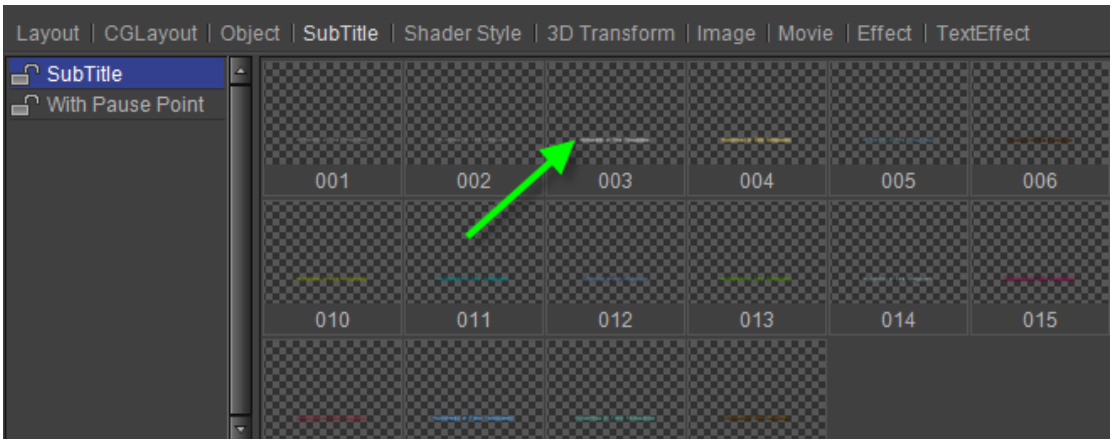


3) Add effect

In Effect tab, add keyframe and adjust parameters.



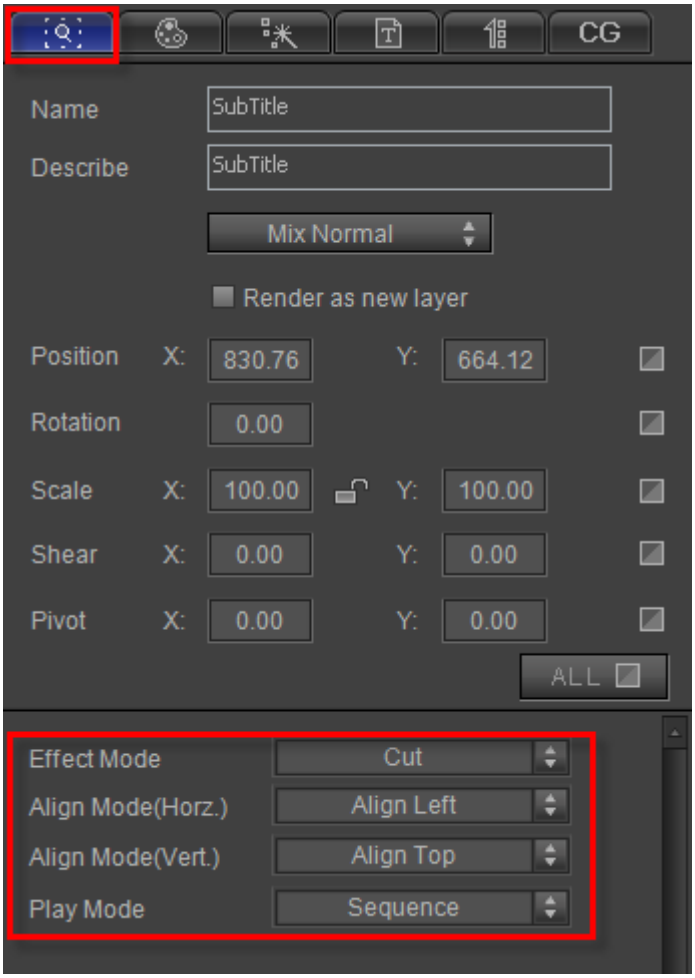
You can also double click effect template to apply.



4) Preset subtitle properties

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

Sequence) and so on.



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.

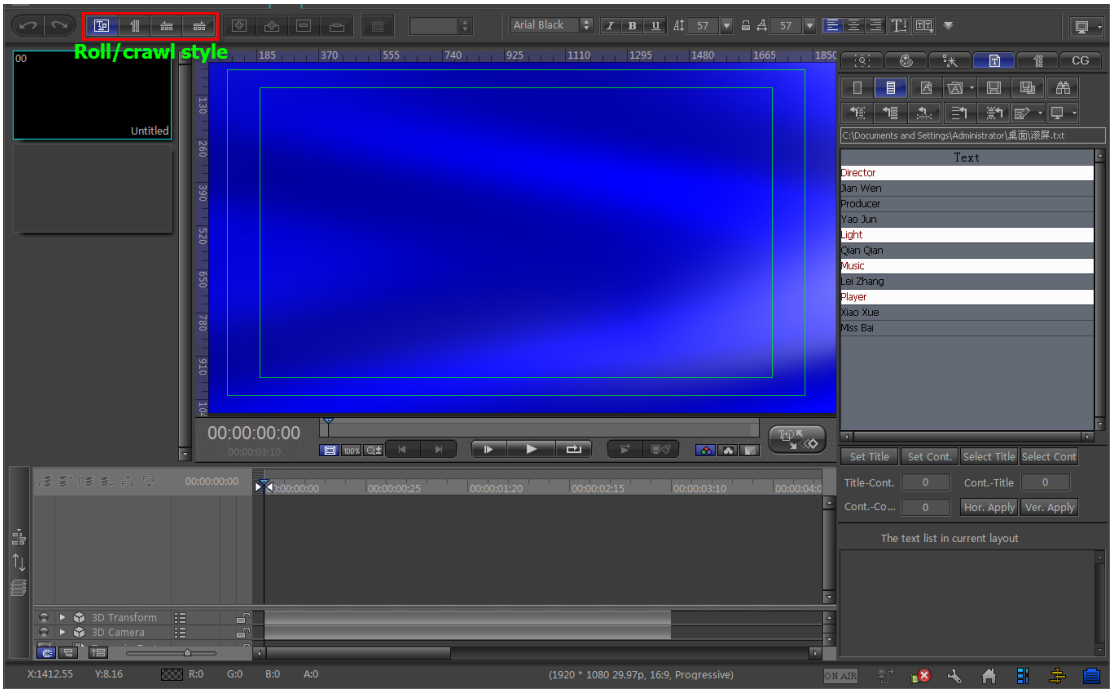
Create Roll/Crawl

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.

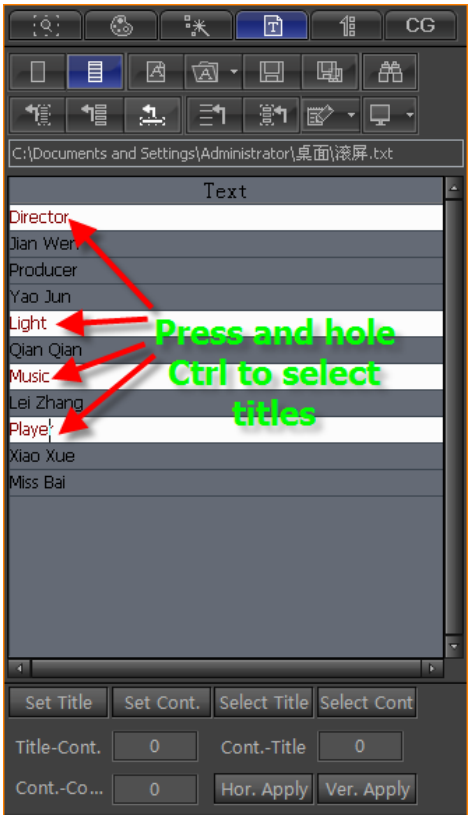
Operation flow

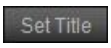
Most rolls are aligned, and with CG-500 this can be done quickly and conveniently.

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.



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



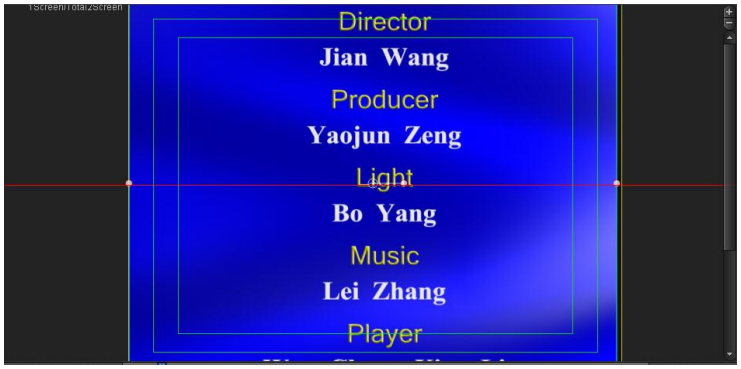
Set Headings: to set multiple headings, hold **Ctrl**, choose headings then press on. 

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

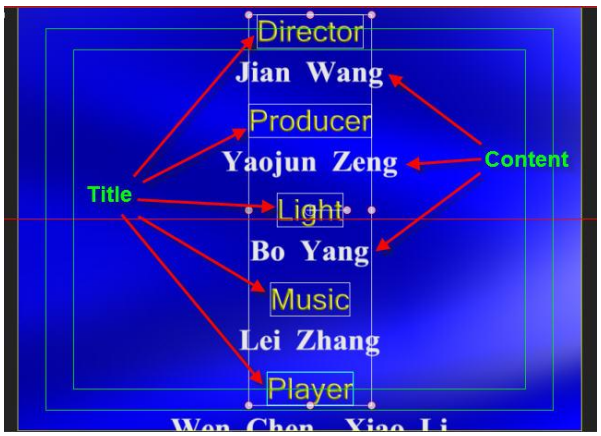
3) Press **Ctrl+A** to select all text, then press button. The text will appear in the Edit Screen. Press **H** to centre. Example:

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

Example:

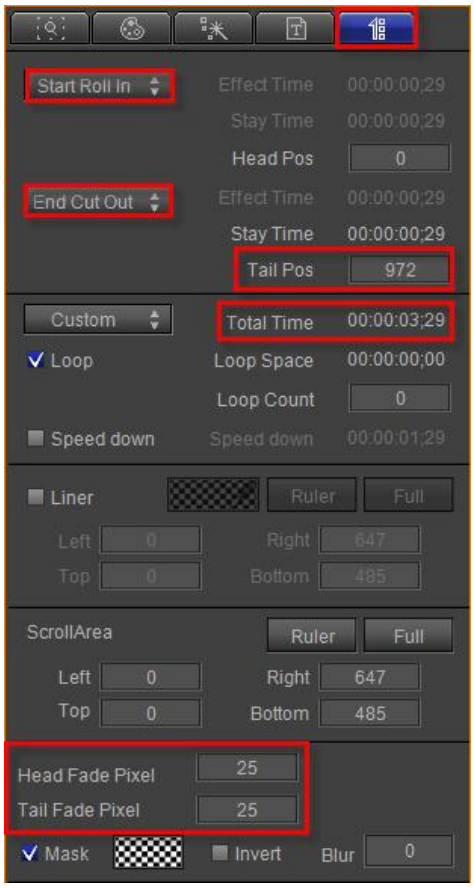


5) Press Set Title to choose all headings, then apply Shader using the Shader Tab. Example:



The same method can be applied to Contents.

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

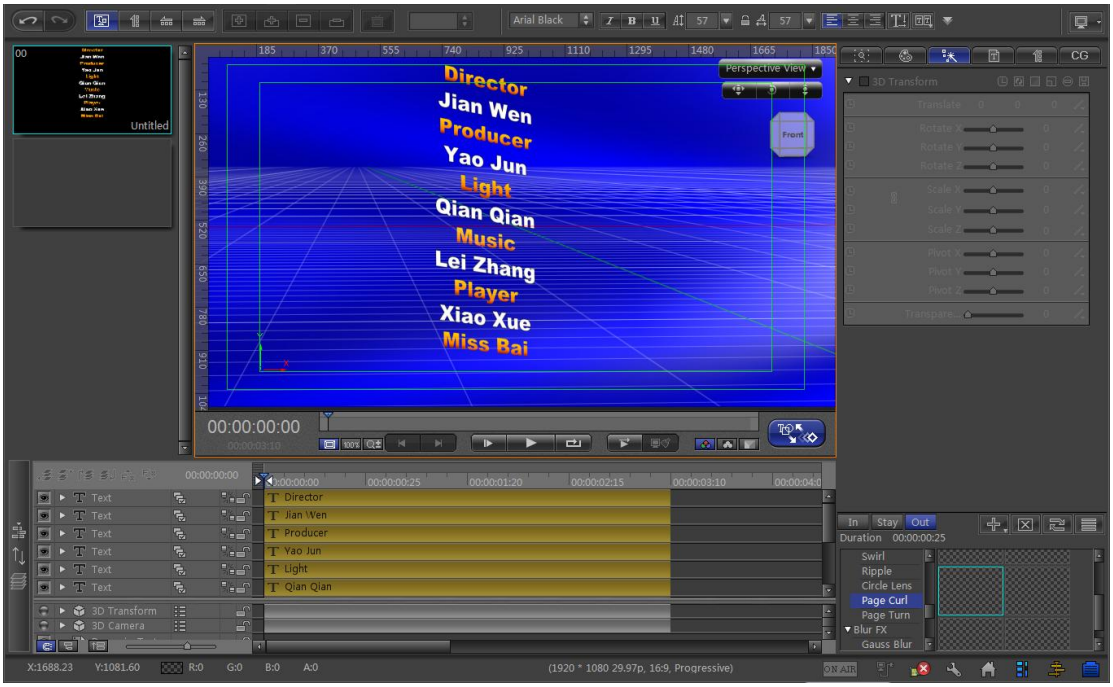


Here you can set In/Out format, roll area, Liner, Mask and play area.

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

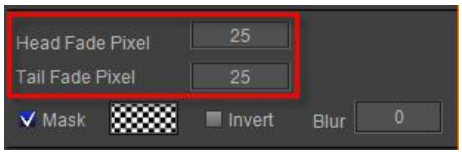
Create 3D roll\crawl

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.

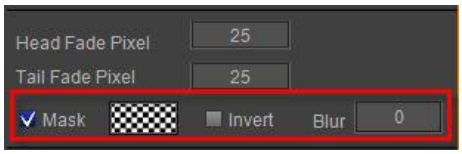


Other parameters

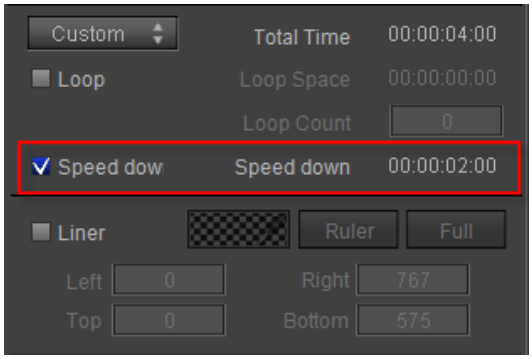
Fade In/Out



Mask



Slow-Motion



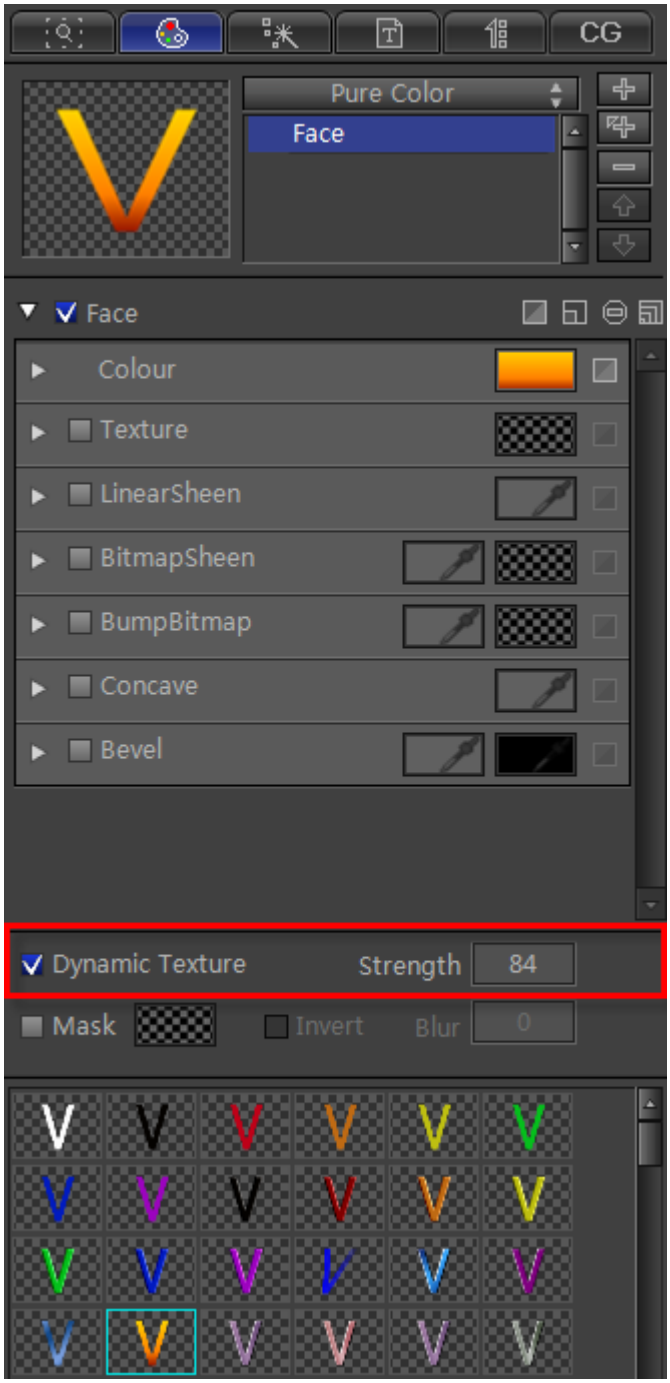
Dynamic Texture

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.

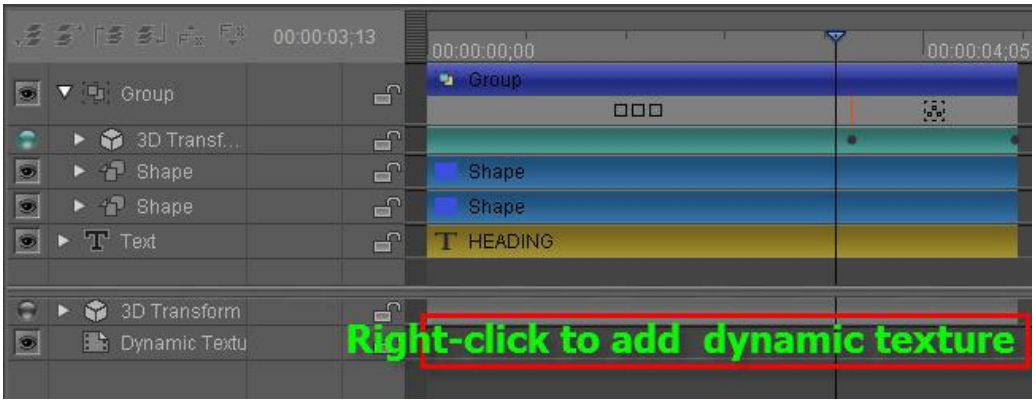
Examples:

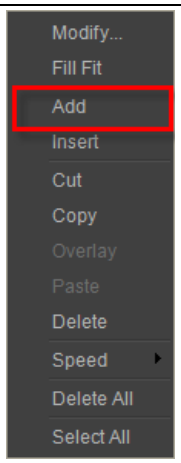
Applying Dynamic Texture

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.



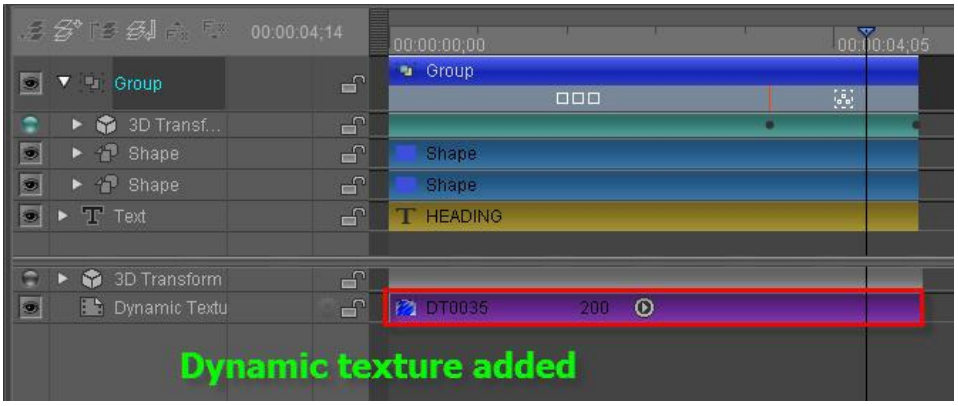
3) Right-click the Dynamic Texture track in the Timeline and a context menu will appear.



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

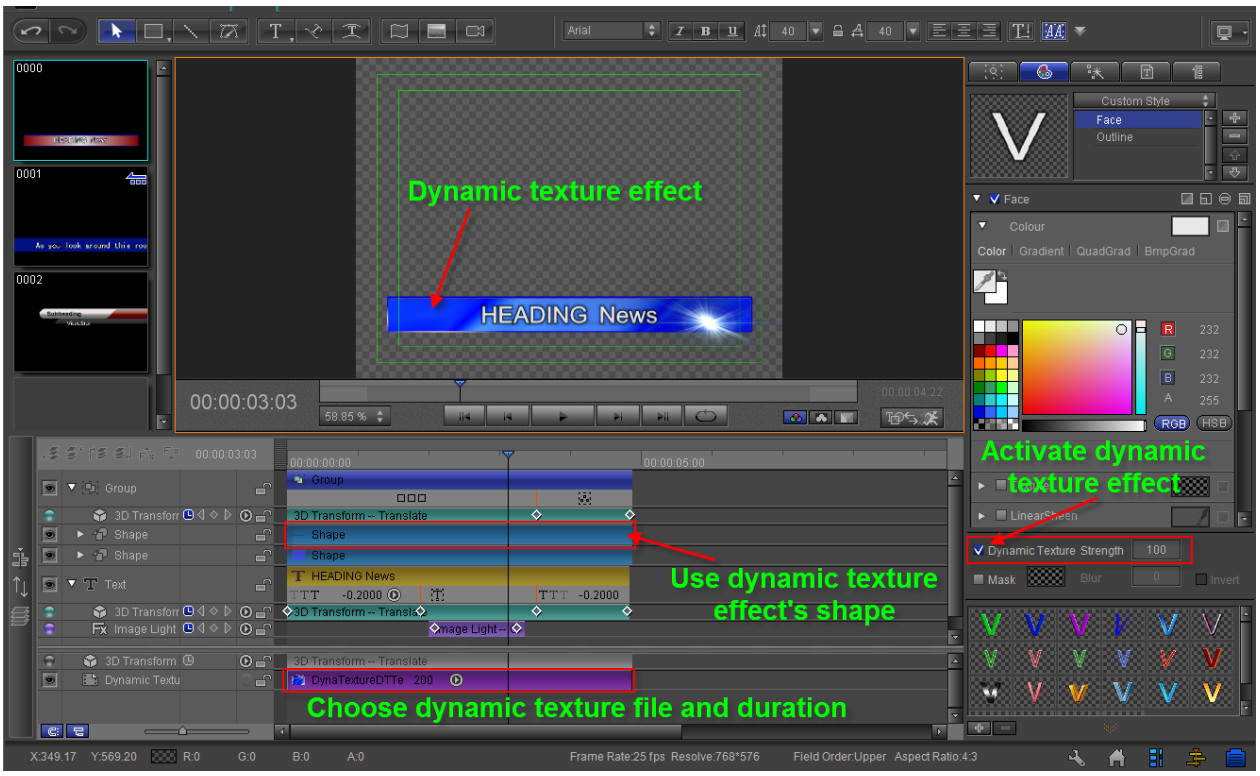
4) Choose “Add”, then select from the Dynamic Texture Library. You can make further modifications in this screen, including color and play speed. To apply, double-click on the template or select first and then click on OK.

5) A bar will appear on the track,



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

7) Example:



Rendering

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

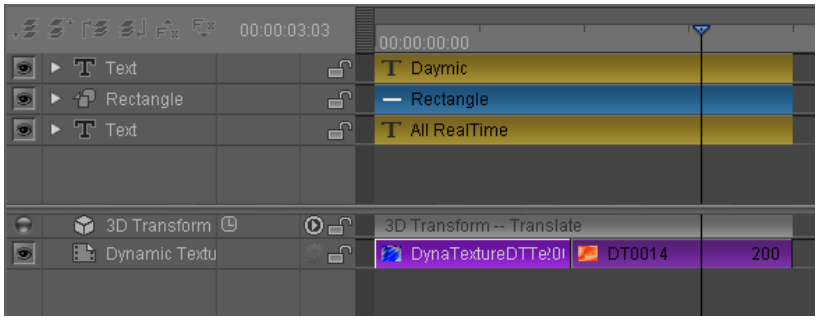
Examples

Dynamic Texture background 1

Dynamic Texture background 2

Text Face using Dynamic Texture

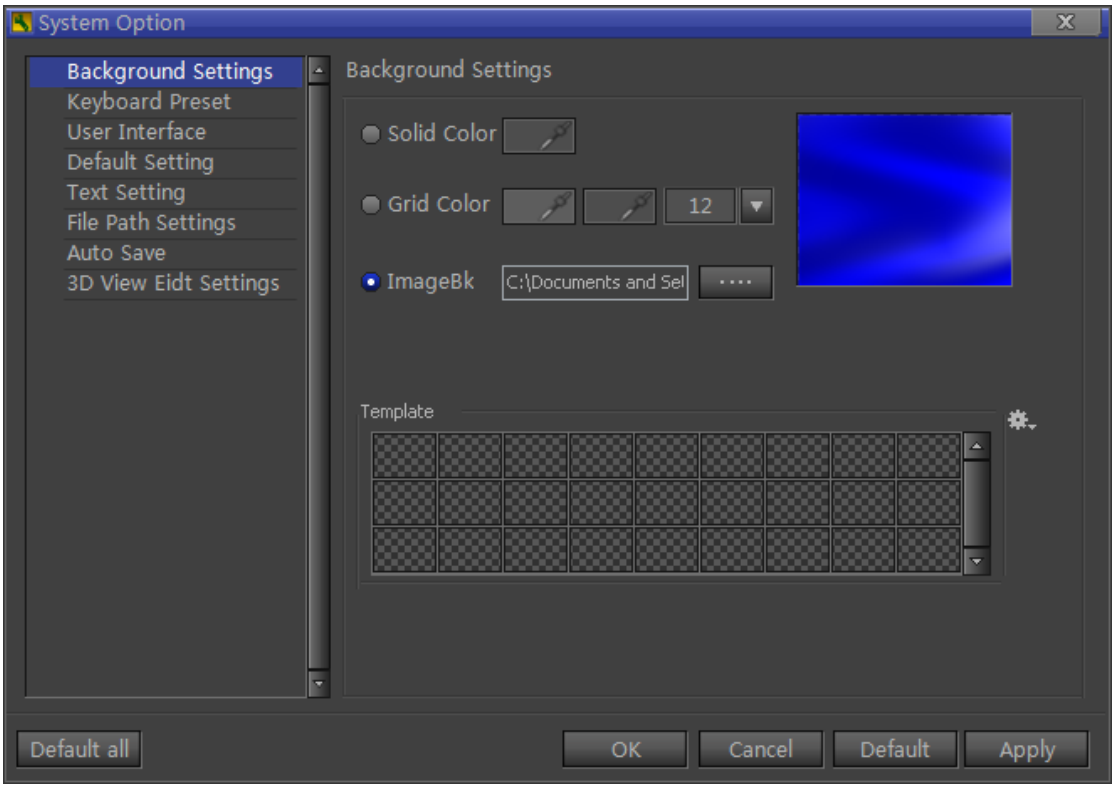
Text and Rectangle Face jointly using Dynamic Texture effects



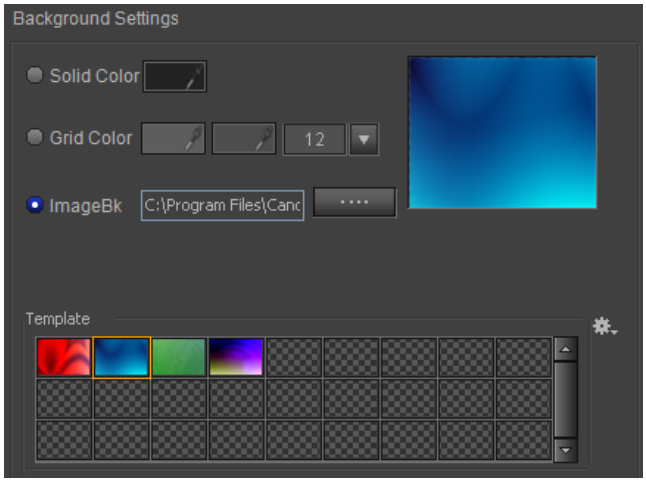
Applying Settings

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

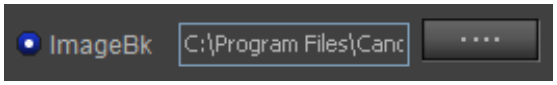
Sets one color as Edit Screen background

Grid Color

Sets two colors as Edit Screen background

Image Background

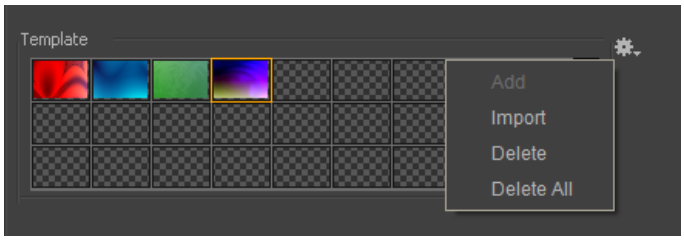
Sets a picture file as Edit Screen background



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:



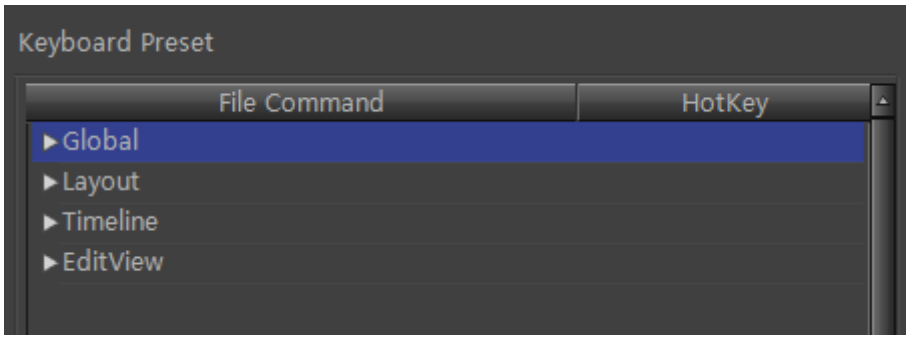
Add: adds background as template

Import: import a background

Delete: deletes background template

Delete All: deletes all templates

Keyboard Shortcut

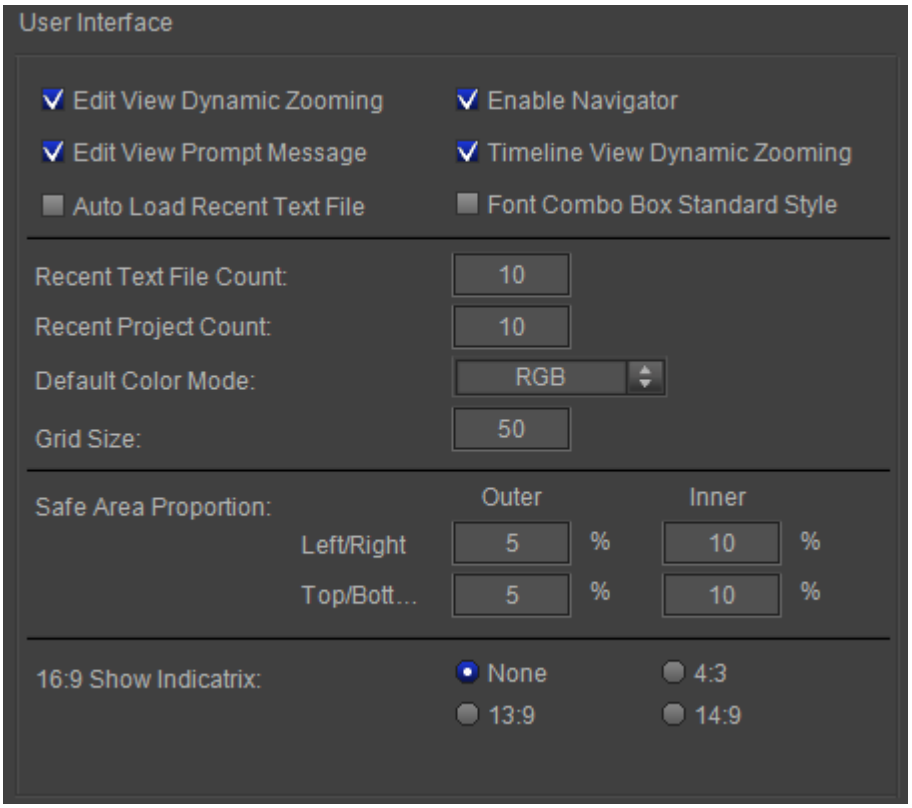


There are four major keyboard shortcut groups that apply to different areas:

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

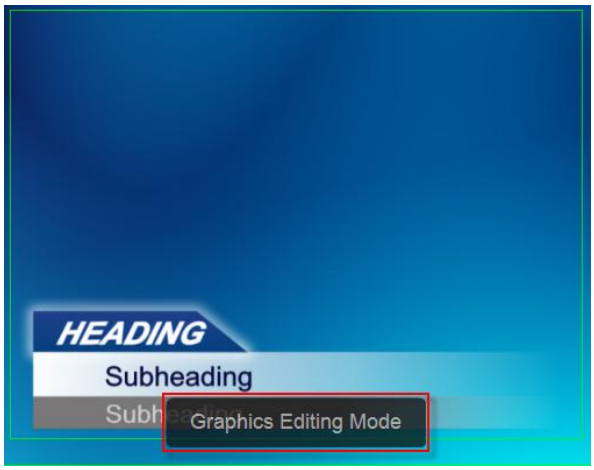
Note: keyboard shortcuts may be edited in future editions of this software

User Interface



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

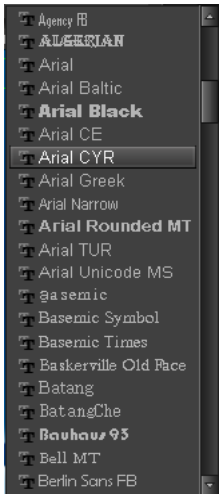
Edit View Prompt Message - prompt messages such as "Save File" or "Apply Effect"



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

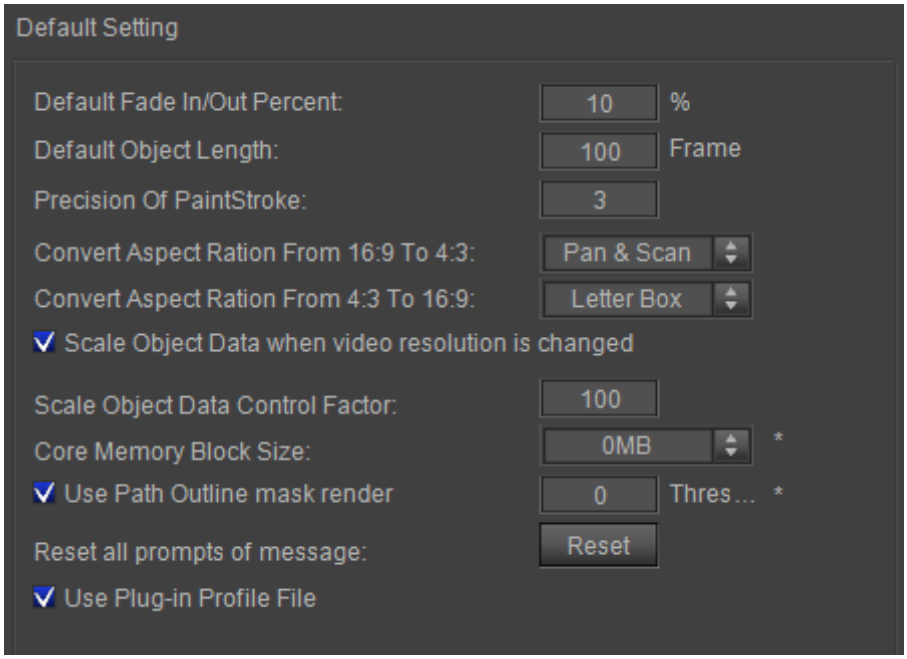
Auto Load Recent Text File - automatically load last used file at start up

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

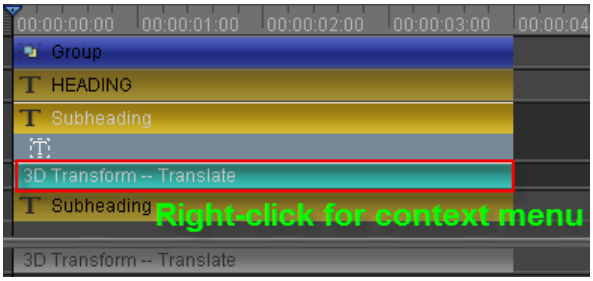


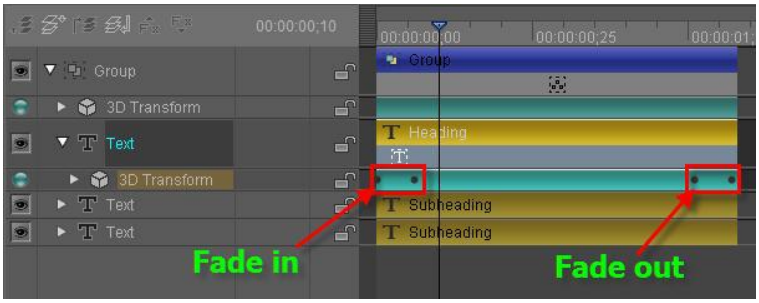
Default Imput String - press **F2** and preset text will appear in Edit Screen

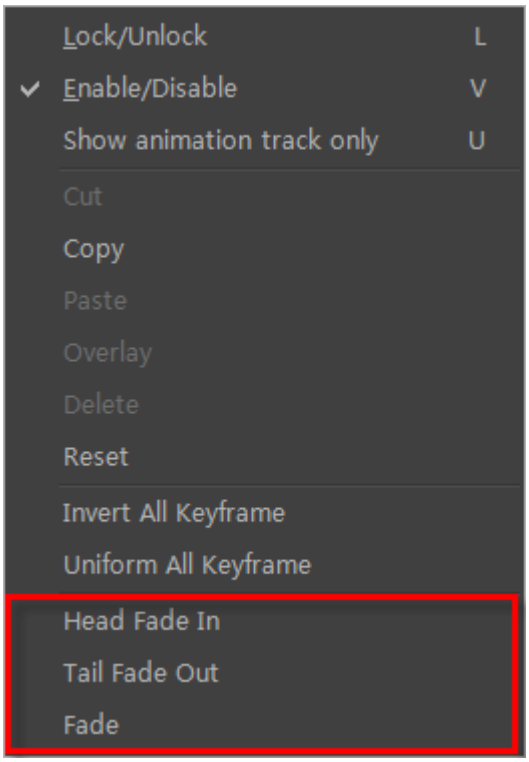
Default Setting



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

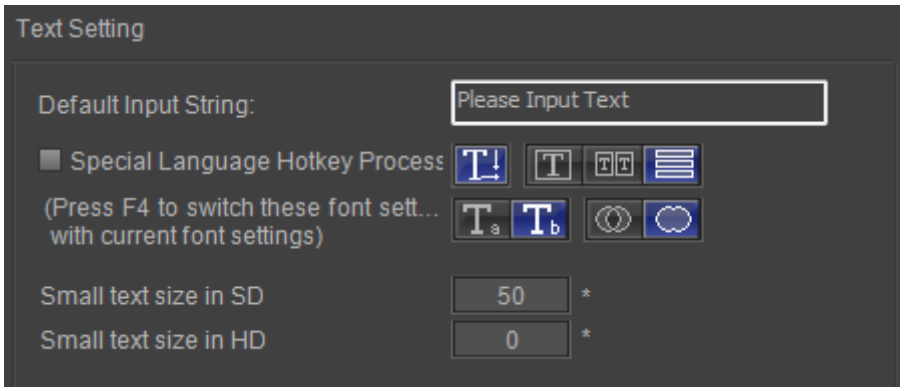






Default Object Length - set default object play duration in the timeline

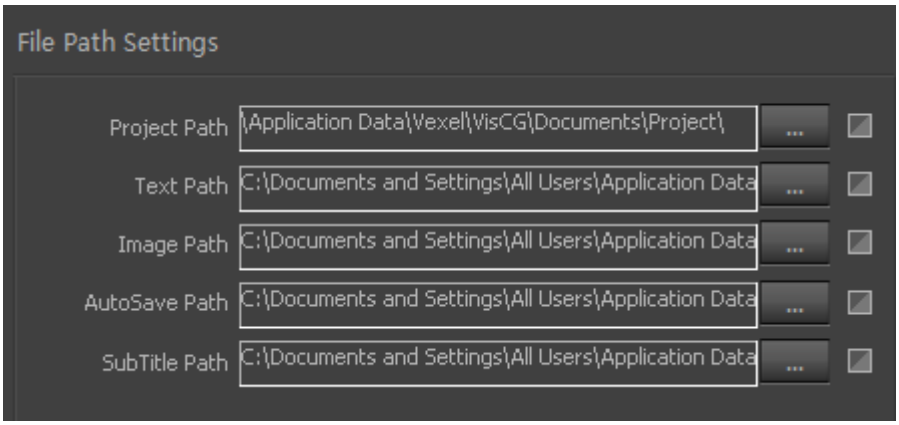
Text Setting



Set default input string.

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

File Path Settings



Project Path: sets project path

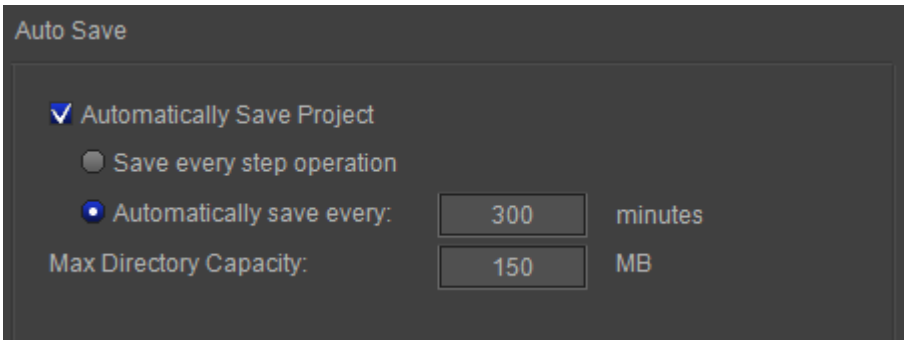
Text Path: sets text path

Image Path: sets image path

AutoSave Path: sets auto save path

Subtitle Path: sets subtitle path

Auto Save



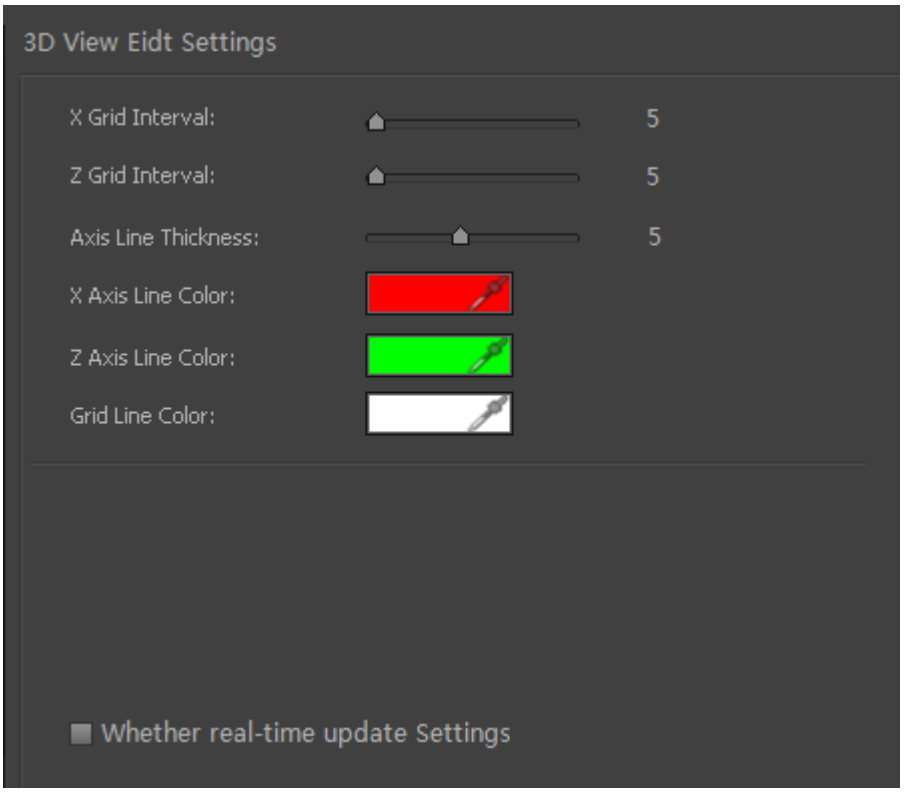
Automatically Save Project: whether save project automatically

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



X Grid Interval: set parameter of X grid interval

Z Grid Interval: set parameter of Z grid interval

Axis Line Thickness: set parameter of axis line thickness

X Axis Line Color: set color of X axis line

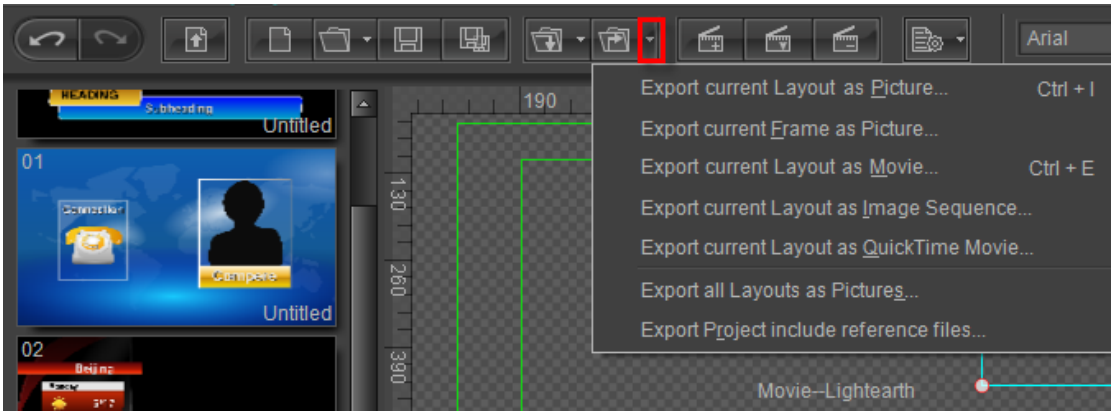
Z Axis Line Color: set color of Z axis line

Grid Color: set color of grid

Whether real-time updates Settings: enable/disable real-time update settings

Export

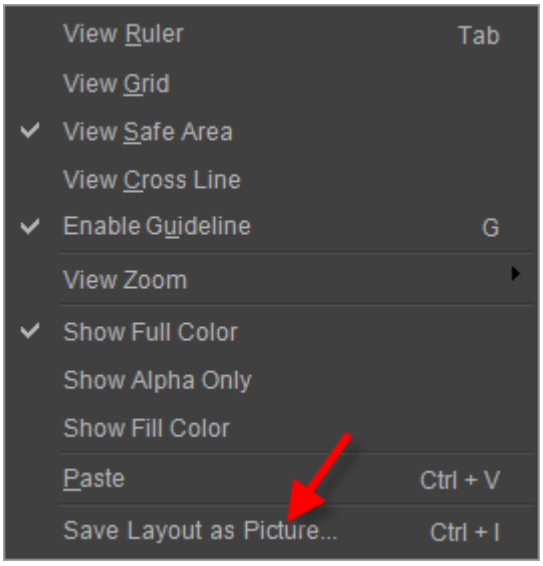
Click the marked button to select options.



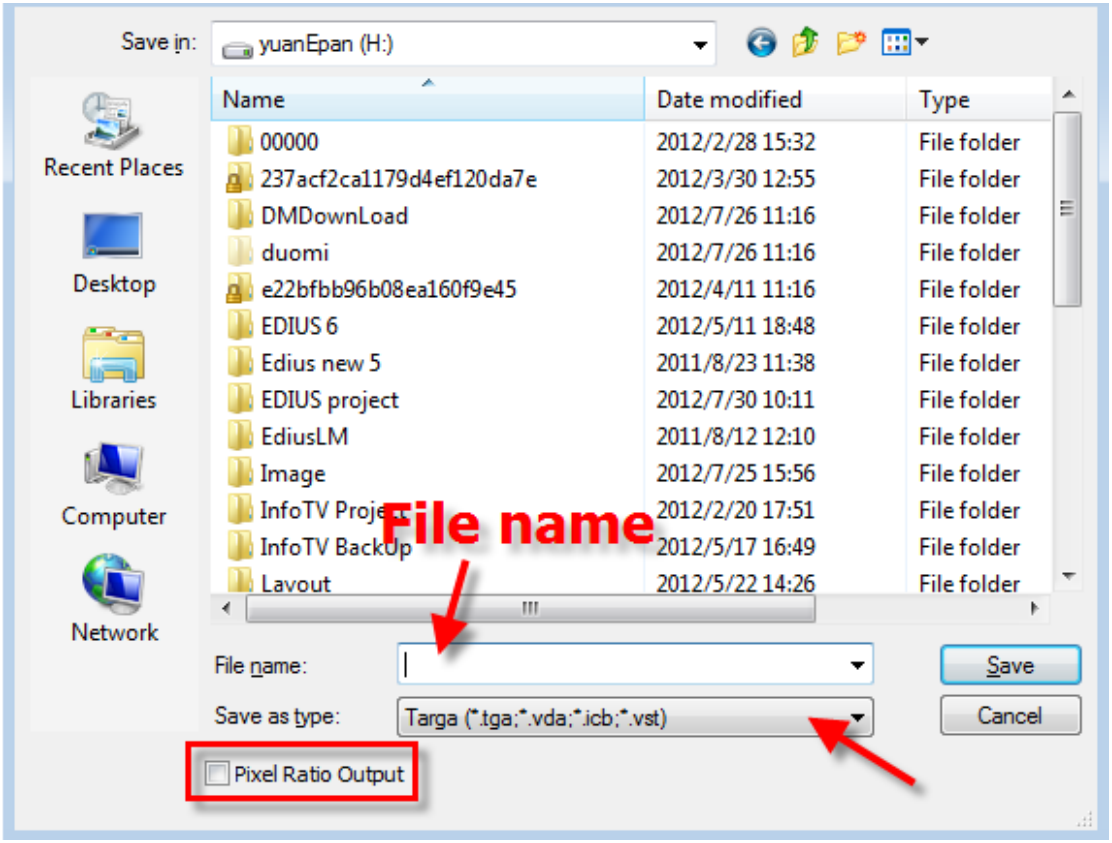
Export Current Layout as Picture

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.

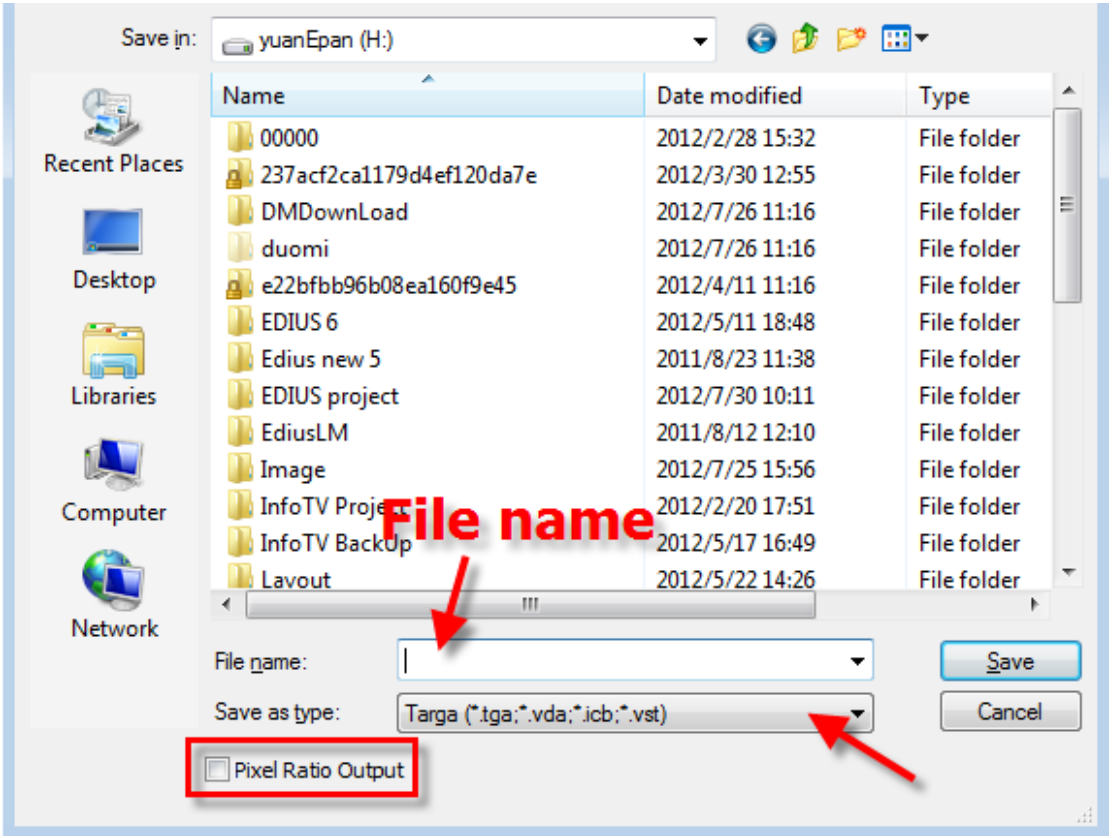


In the Save as window set path, enter file name and select file save type then click the “Save”

button.

Export Current Frame as Picture

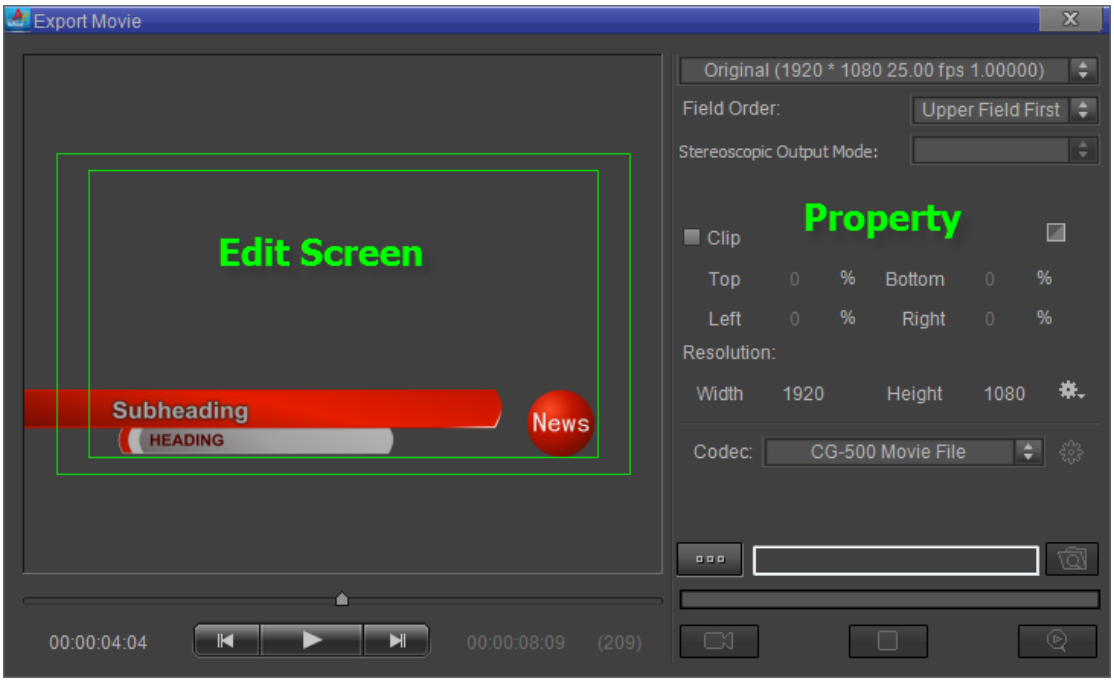
Click on “File” in menu bar and “Export Layout” in tool bar, then select “Export Current Frame as Picture” from the drop-down list. The Save as window will appear.



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

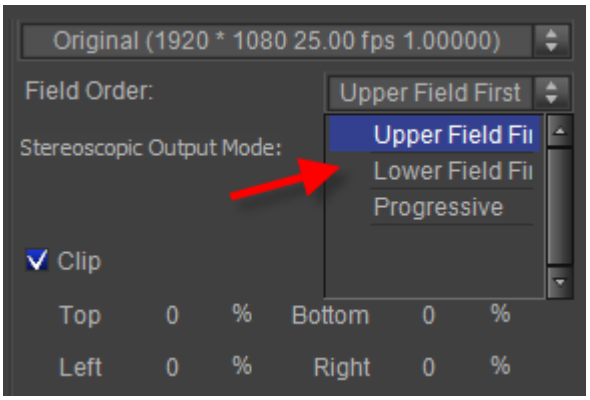
Export Current Layout as Movie

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.

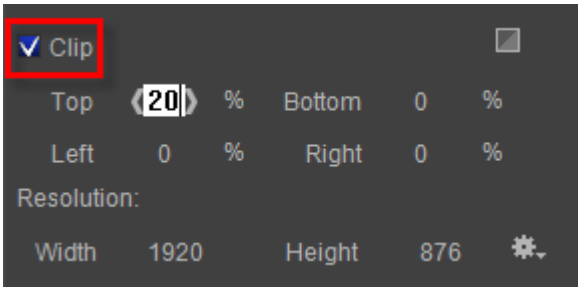


Setting properties:

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



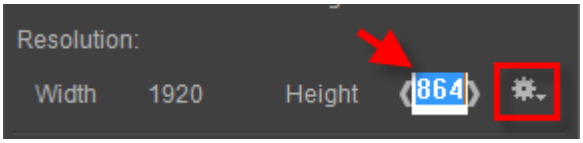
Clip: set parameters of Top, Bottom, Left and Right after enabling “Clip”.



Set parameters by:

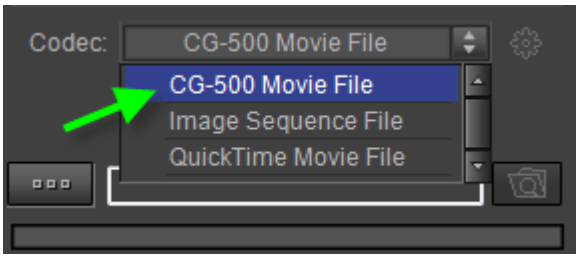
1. Clicking on the field and typing in the numbers
2. Dragging the cursor over the field
3. Moving cursor over the field then clicking on “<, >“

Resolution: set parameters of Width and Height.



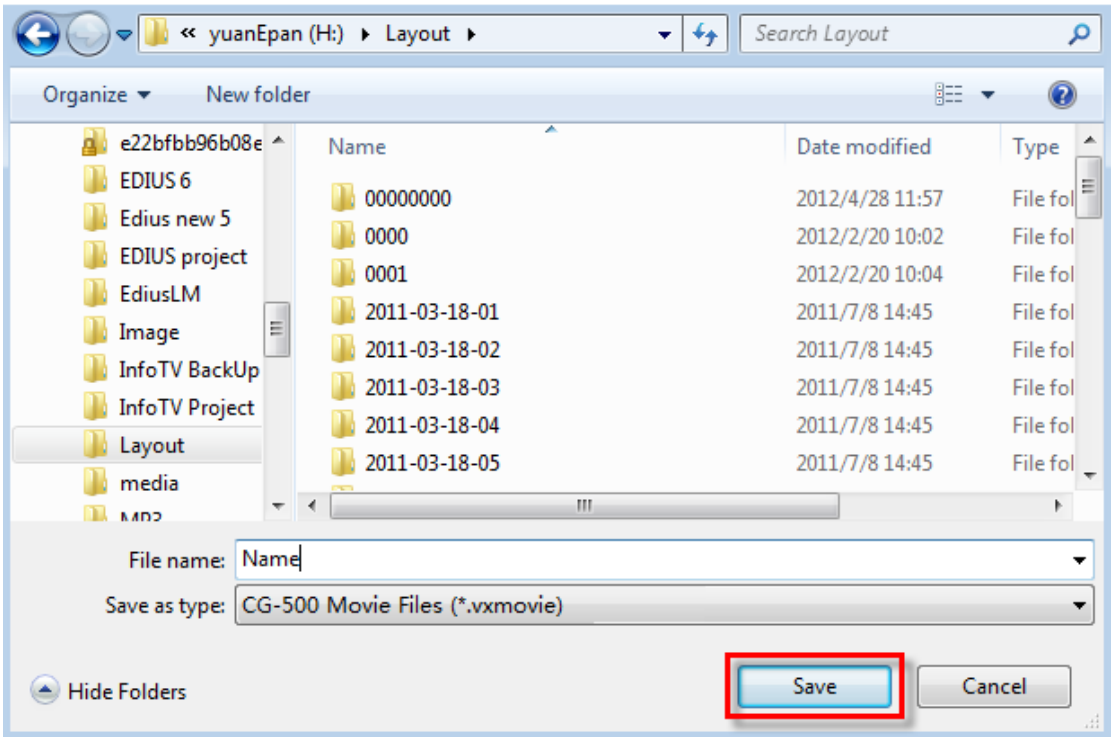
You can also click the marked button shown above then select option from the drop-down list.

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



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

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

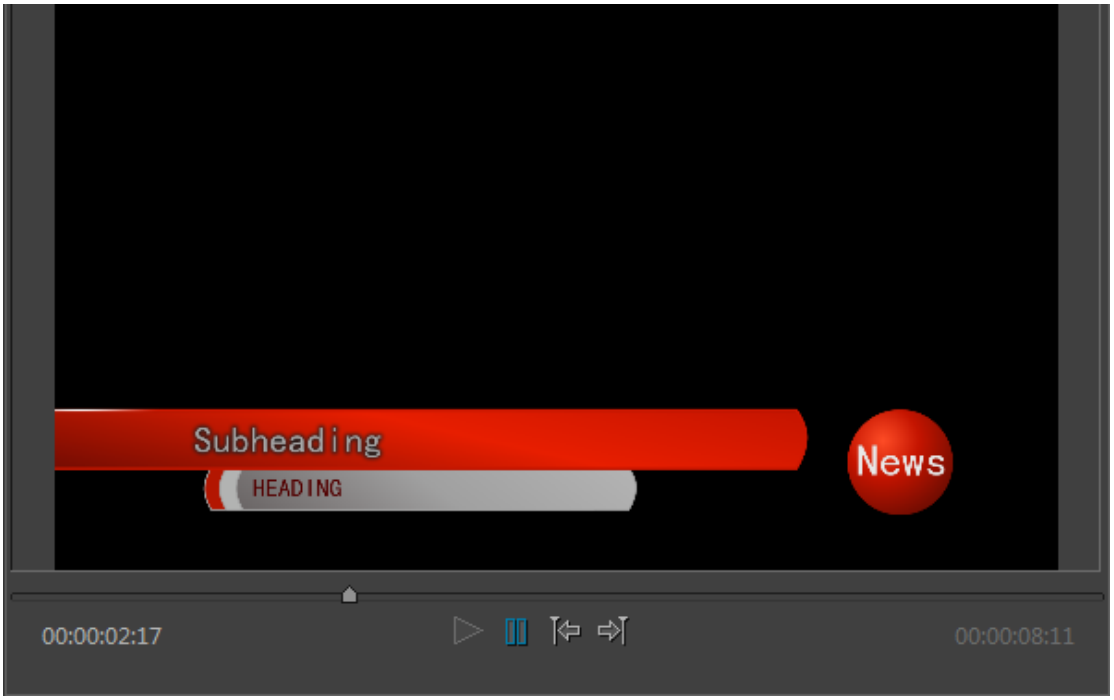


Render and Preview: click the “Render” button to render. After rendering, click on the “Preview”

button to preview the movie file.

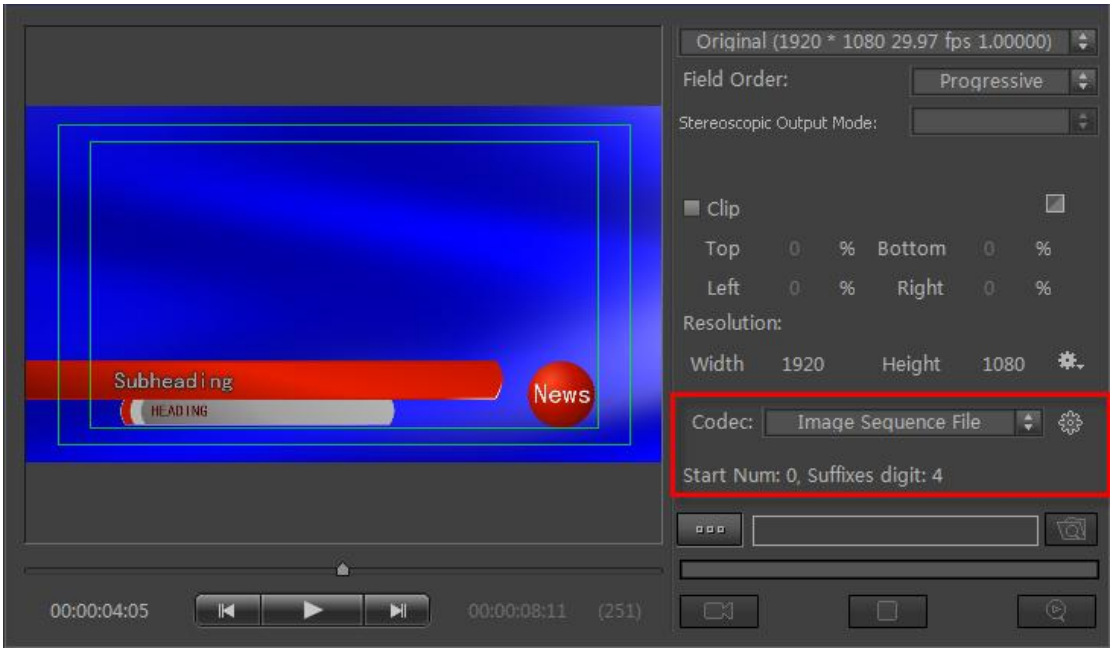
The left button is “Render” and the right is “Preview”.

Preview:

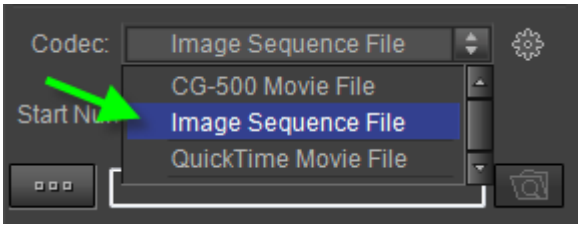


Export Current Layout as Image Sequence

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



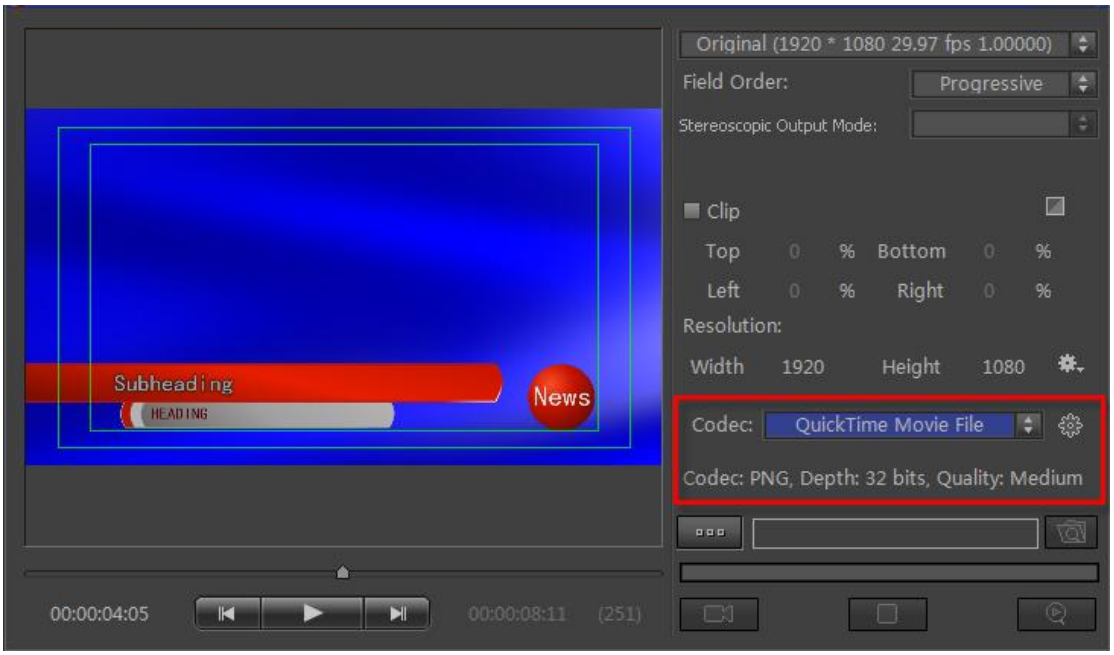
Click on the marked dropdownbutton shown above and then select option from the drop-down list.



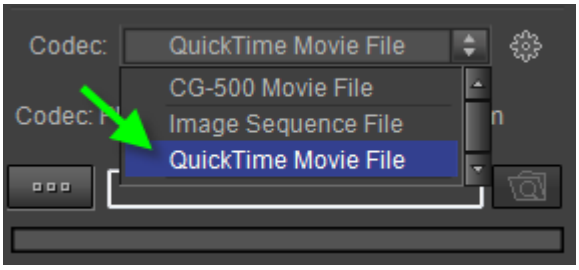
Please refer to **Export Current Layout as Movie** about operation.

Export Current Layout as QuickTime Movie

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



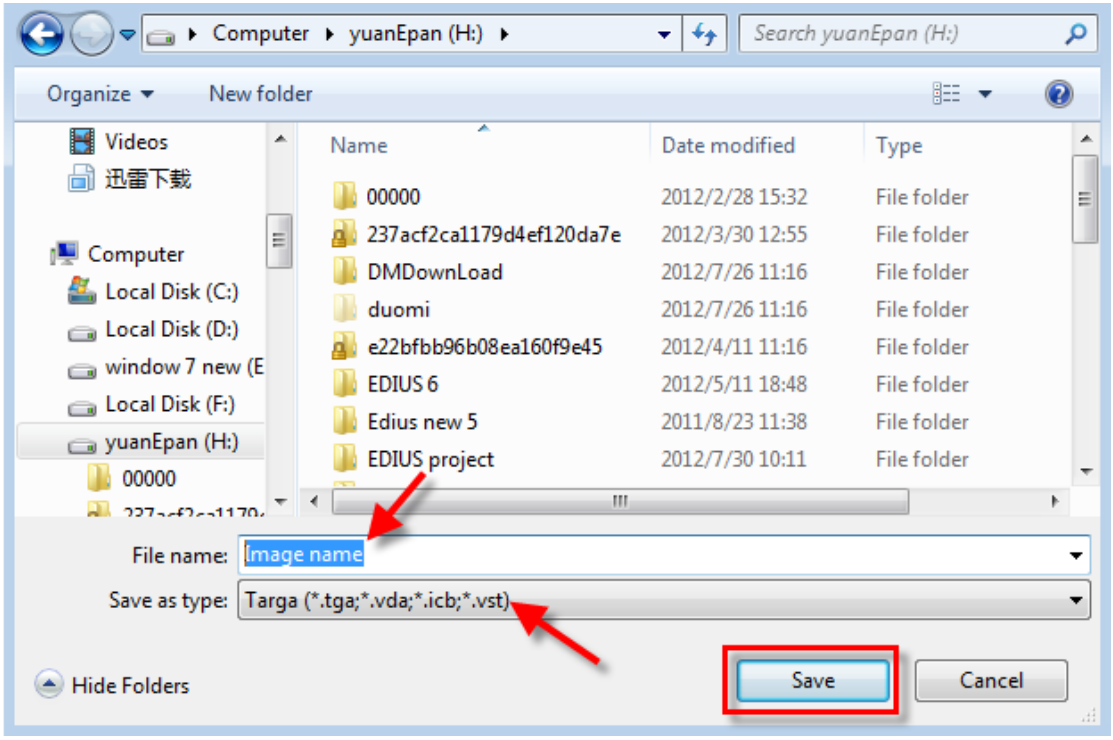
Click on the marked dropdownbutton shown above and then select option from the drop-down list.



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

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.

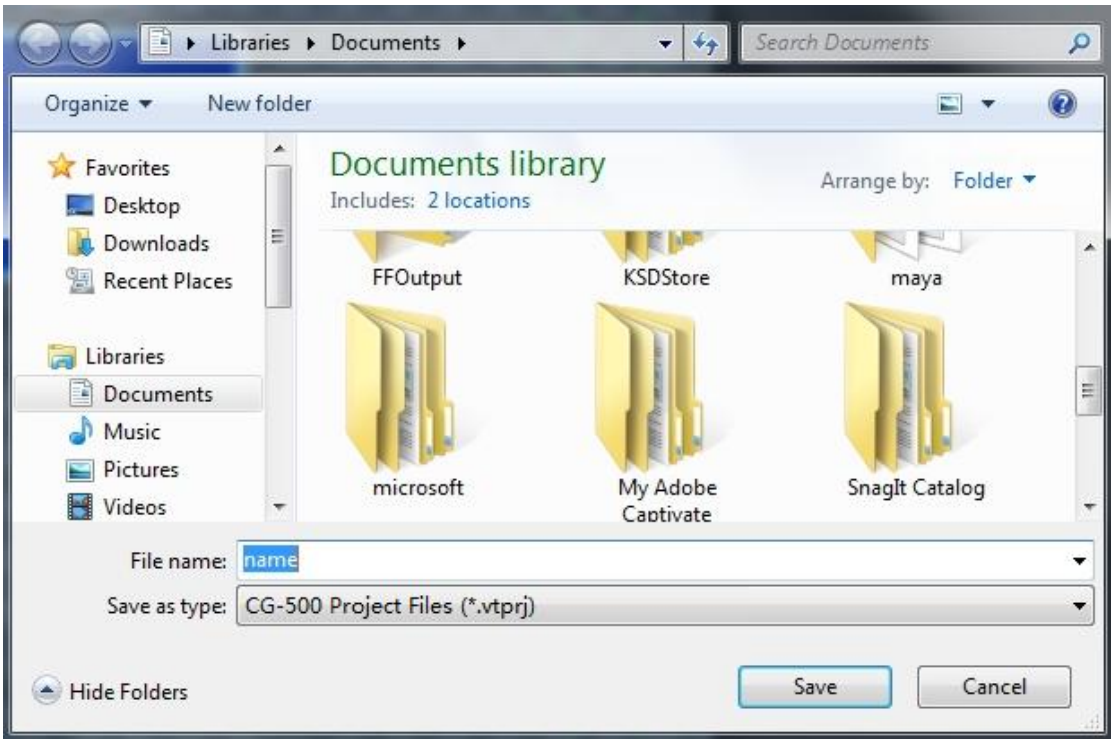


In the Save as window set path, enter file name and select file save type then click the “Save” button.

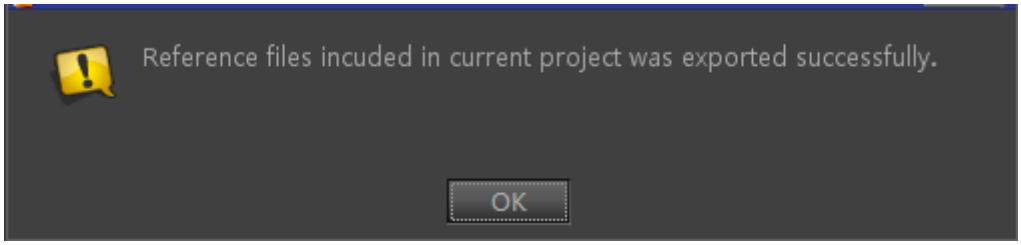
Export Project include reference files

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.



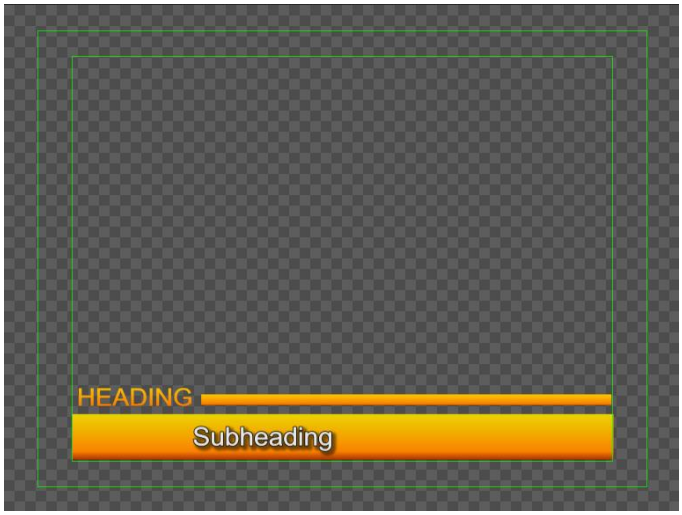
In the Save as window set path, enter file name and select file save type then click the “Save” button to see the following dialog.



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

Example

Create Title

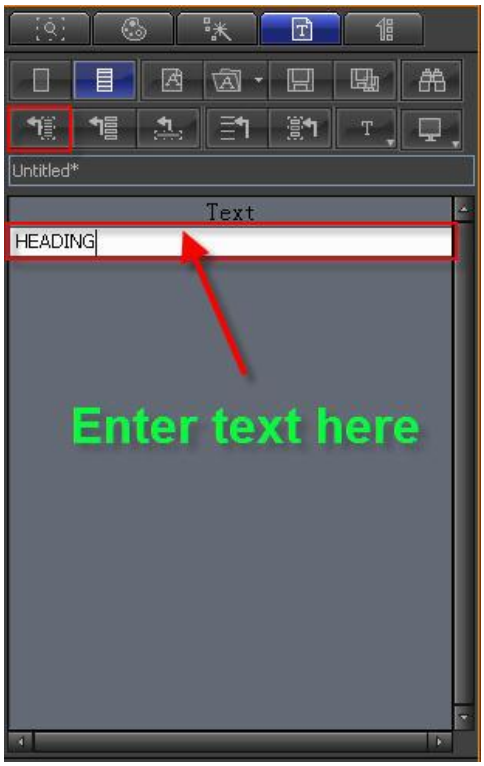


1. Text

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

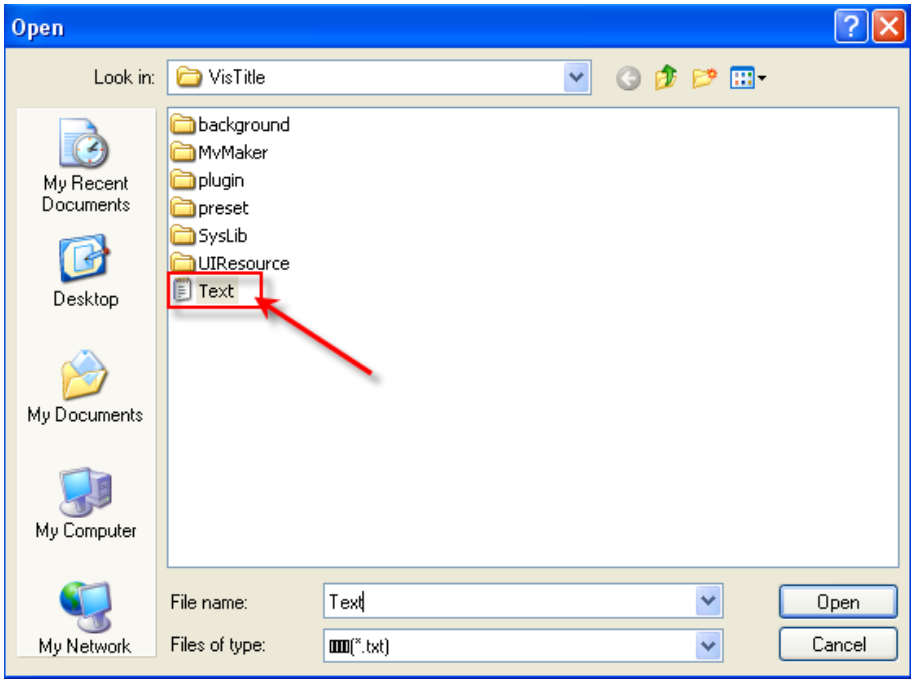
Method 1: In the Object Menu Bar press , click on the Edit Screen, then enter text.

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

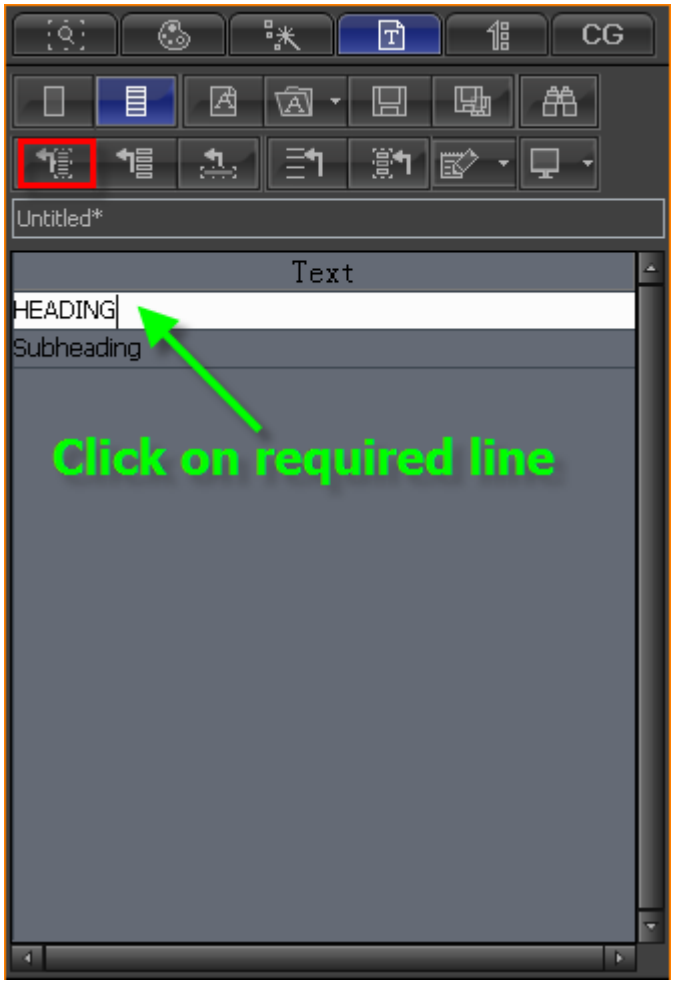


Method 3: in the Text properties tab, click button

Open saved file

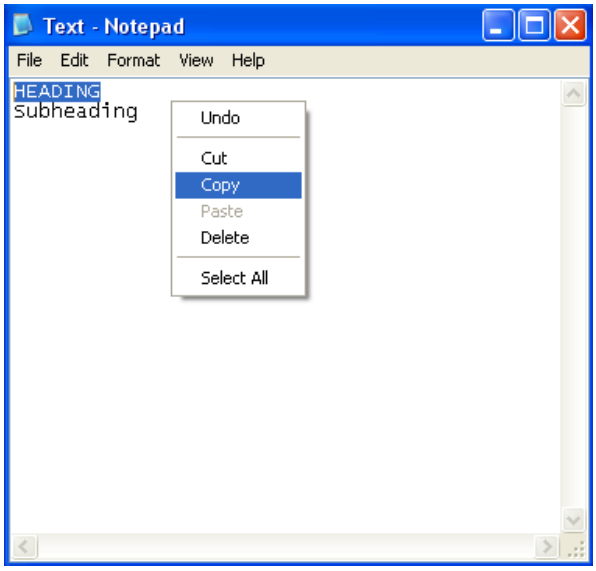


After text appears in the tab, click on button

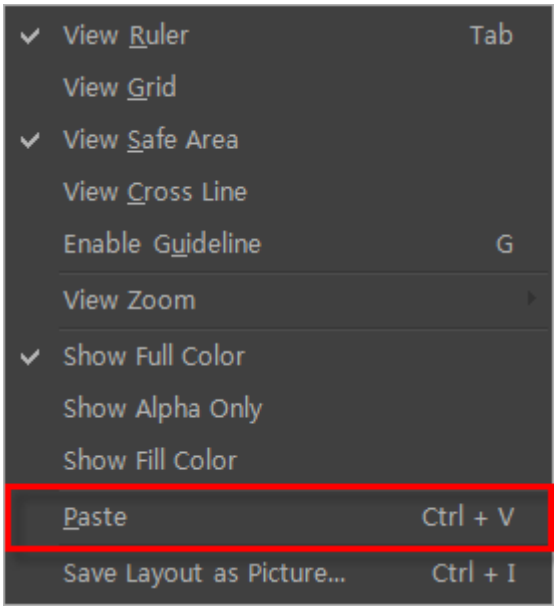


Method 4: use System paste

Copy text from desired location



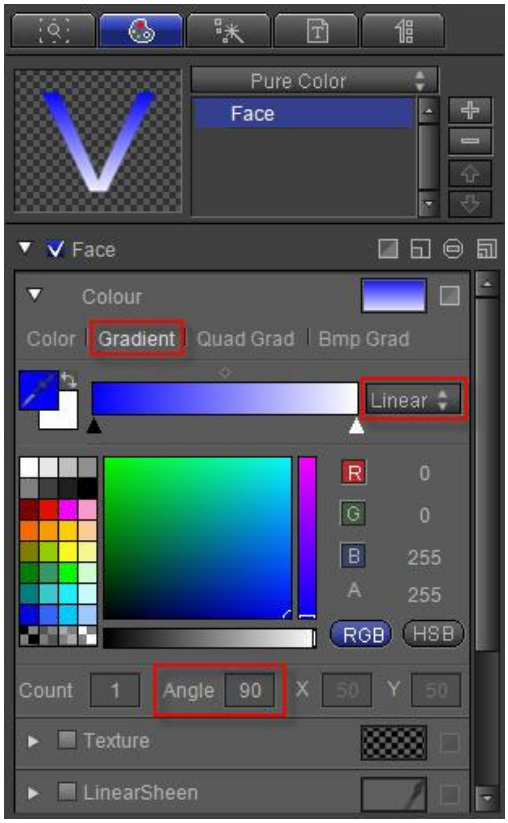
In Object Menu Bar click “Text” button, right-click and paste, or type **Ctrl+V** to paste.



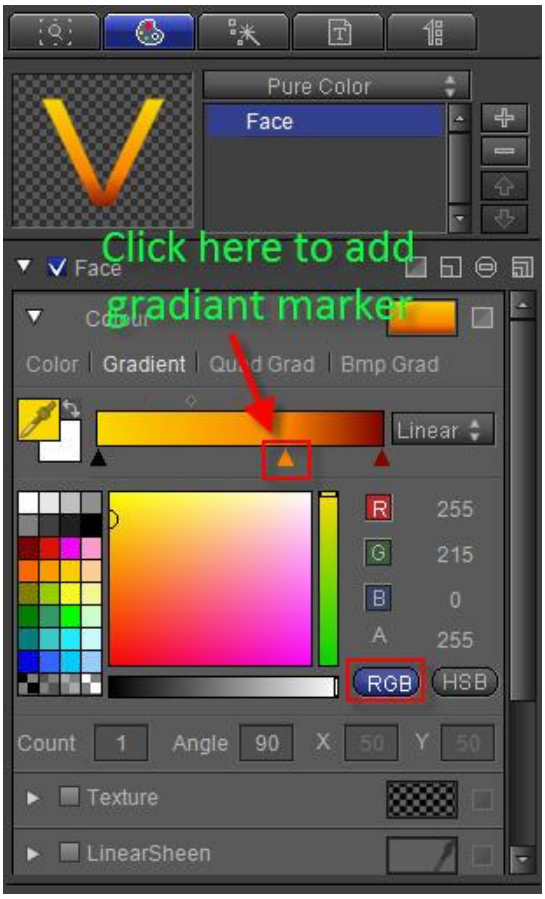
2) Color

Method 1: edit color in the Shader tab

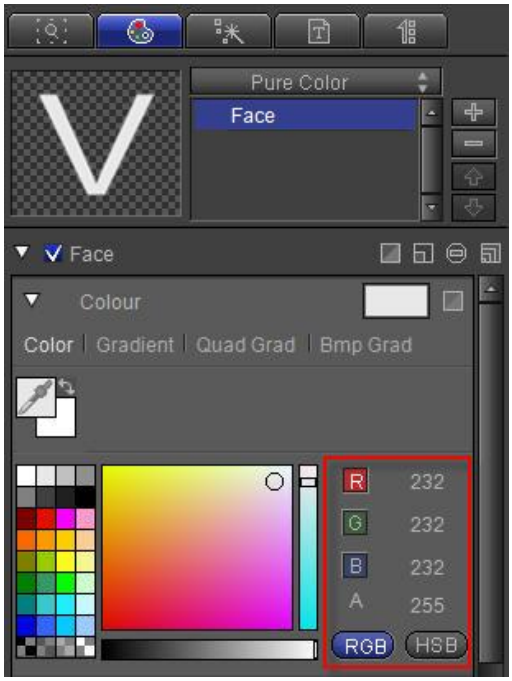
Select "HEADING", click Shader tab, set Gradient as Linear, 90 degrees angle.



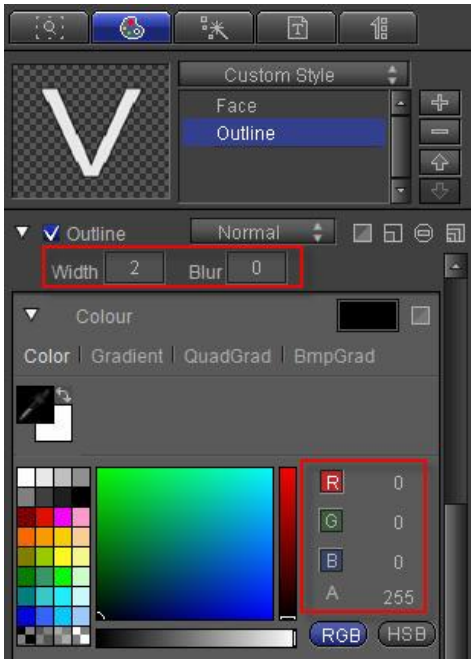
Add a Gradient point, choose RGB style, and set gradient points to (255, 215, 0, 255), (255, 128, 0, 255), (130, 0, 0, 255),



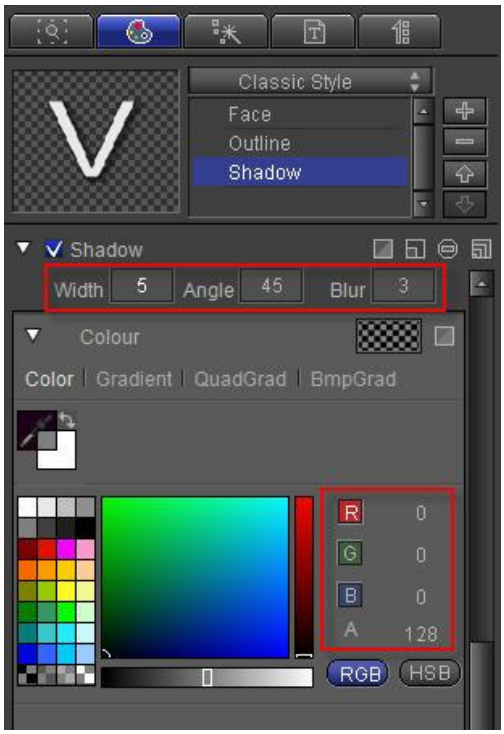
Choose "SubHeading", enter Shader tab, set RGBA to (232, 232, 232, 255),



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

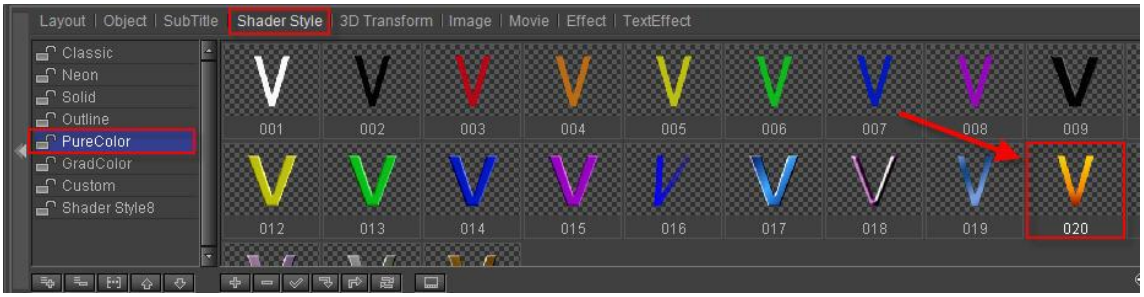


Add Shadow, set width to 5, angle to 45, blur to 3, RGB style, RGBA to (0, 0, 0, 128),



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

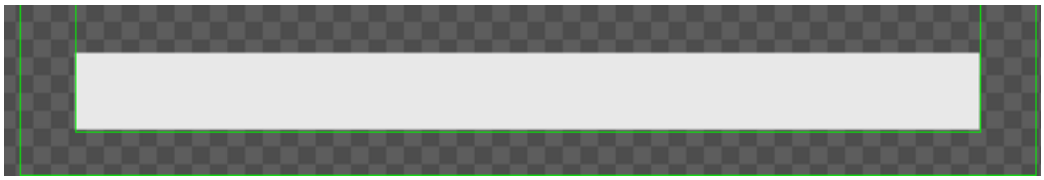
Method 3: Open Shader Template Library, open Single Color catalogue, choose shader 020.



2. Liner

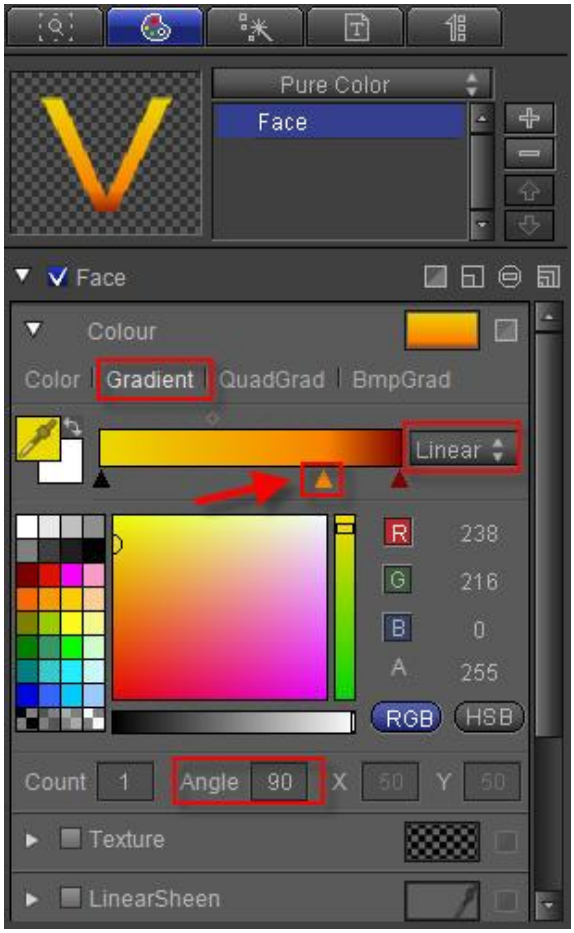
1) Create liner

Use Object Menu Bar to create a rectangle on the Edit Screen

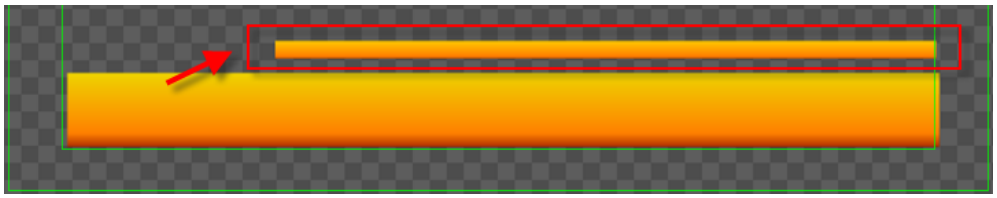


2) Set shader

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),



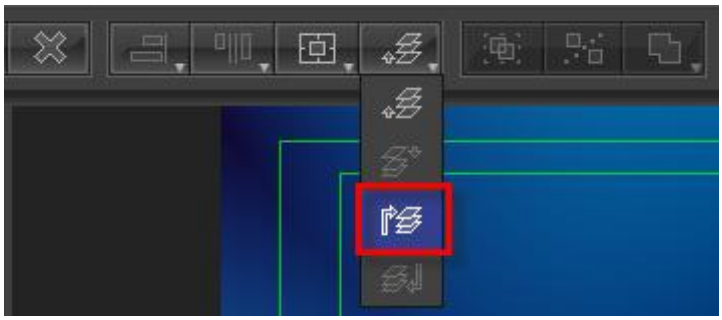
Use the same method to create another rectangle



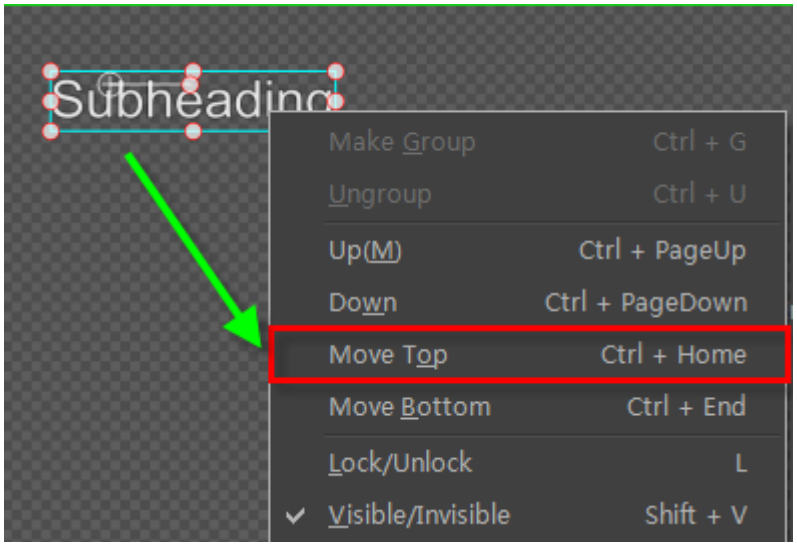
3) Set text and object level

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

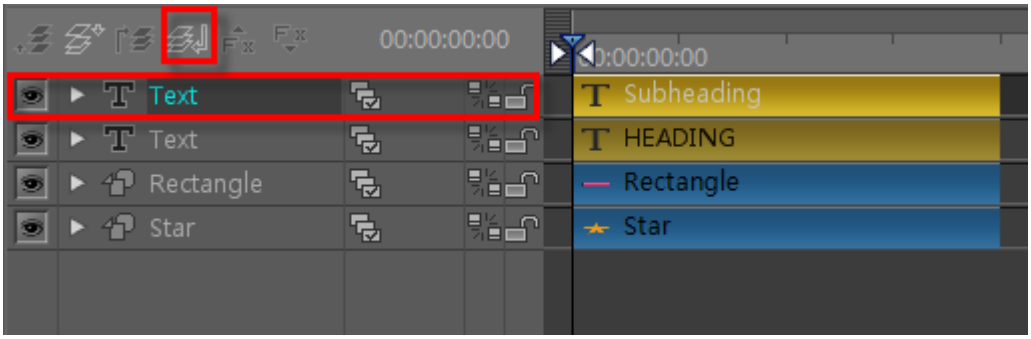
Method 1: Select text, in Edit Menu Bar choose Move Top from “Level” button, or type **Ctrl+Home**.



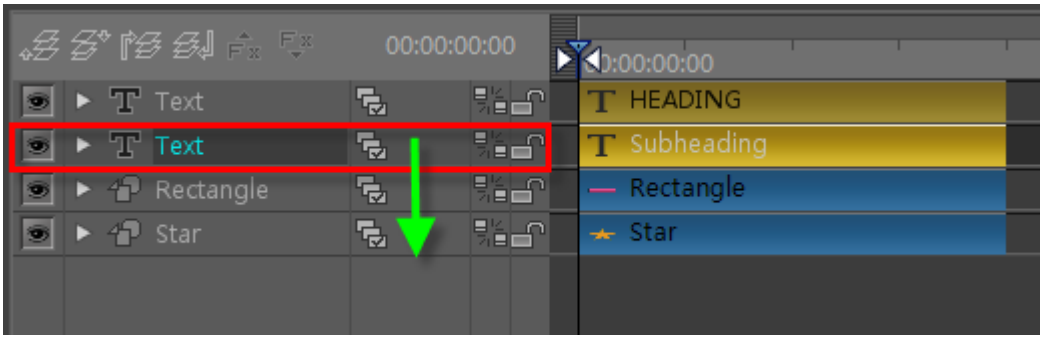
Method 2: in the Edit Screen right-click text, from context menu choose “Move Top”,

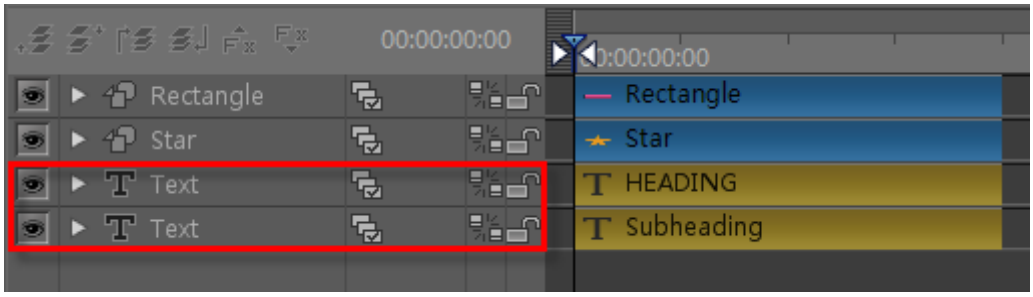


Method 3: click “Move Top” in Timeline Window,



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

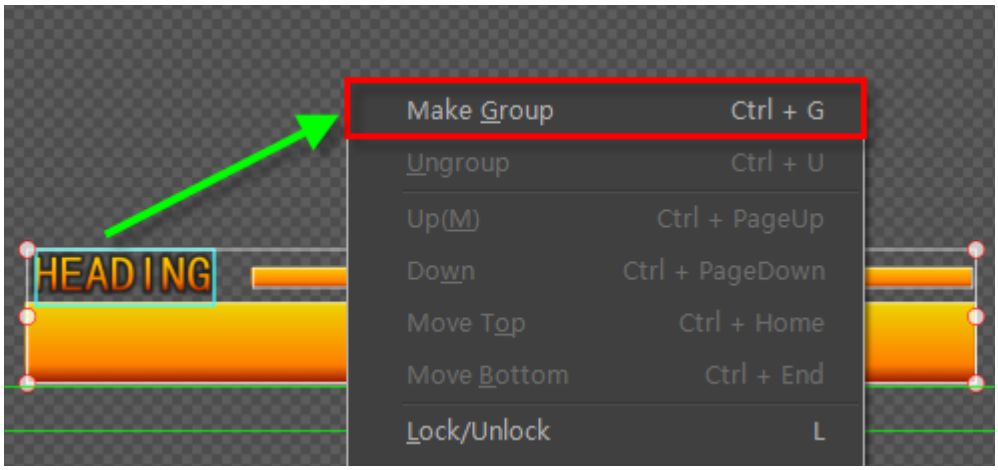




3. Make Group

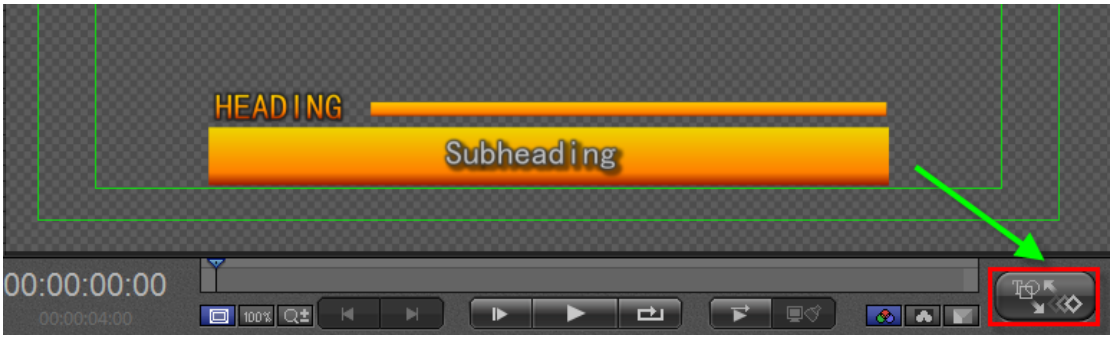
Method 1: select all objects in Edit Scree, then click on in Edit Menu Bar, or type **Ctrl+G.**

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

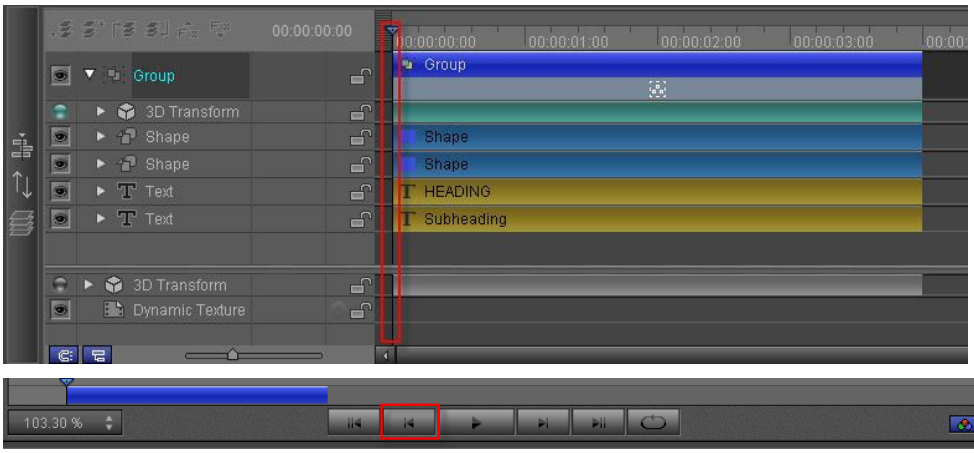


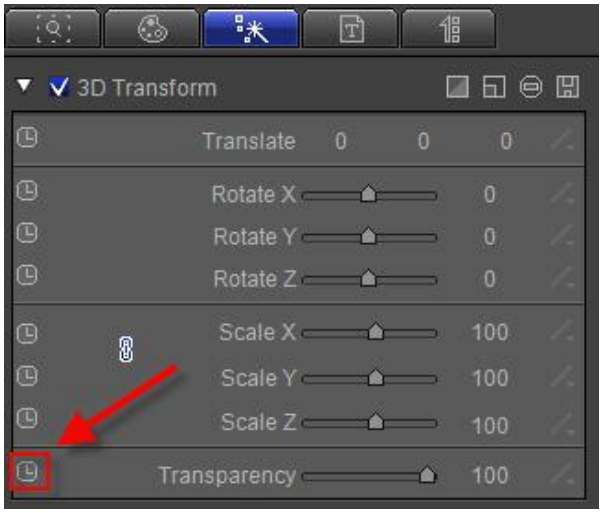
4. Fade In/Out Animation

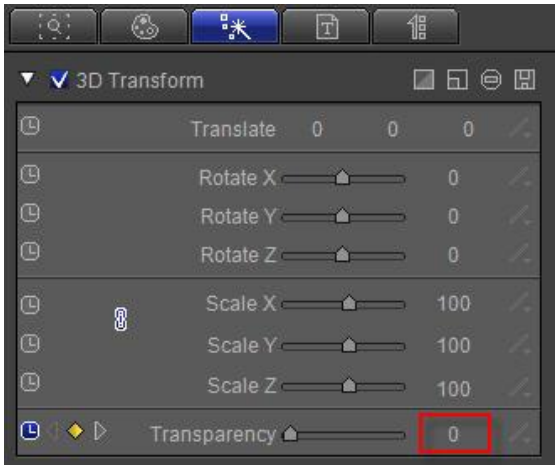
1) Click “Effect Edit Mode” to activate 3D editor.



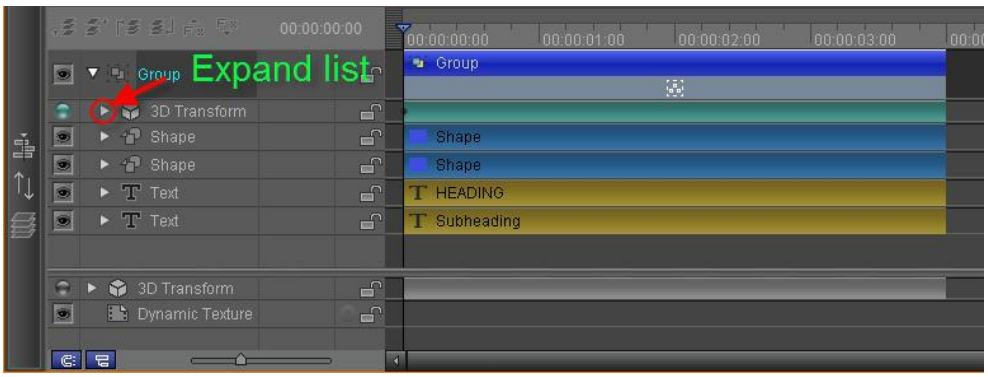
2) Click to open Effect tab, activate Transparency Keyframe, set transparency to 0, open group in Timeline.

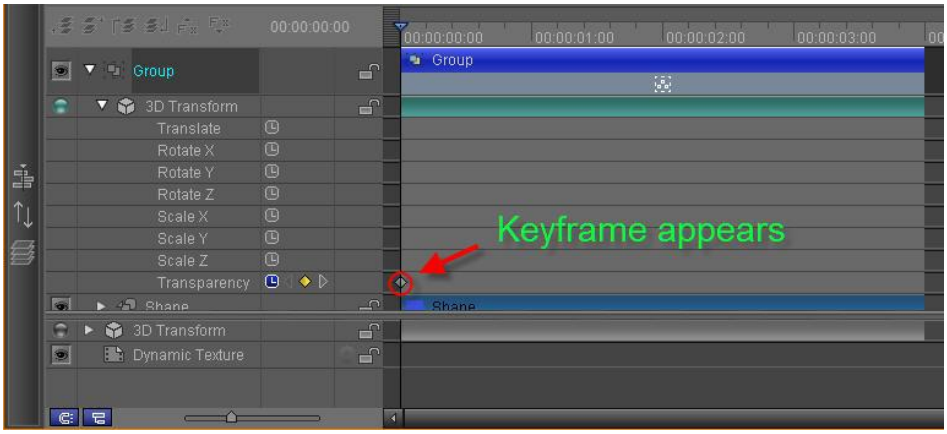




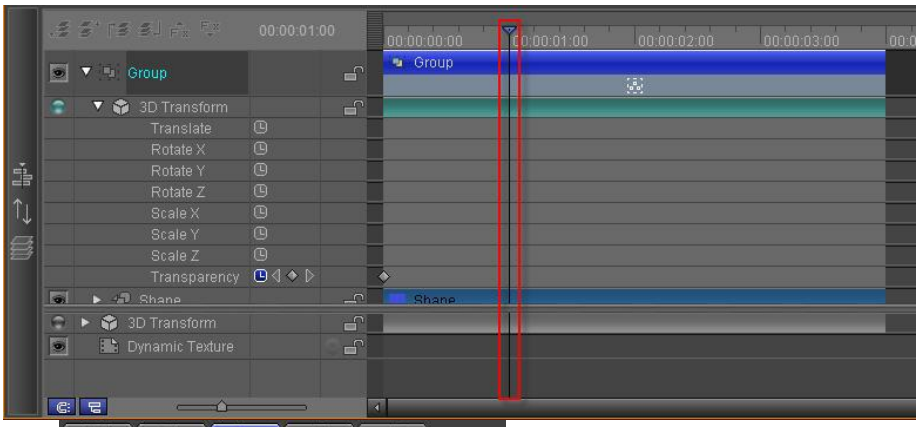


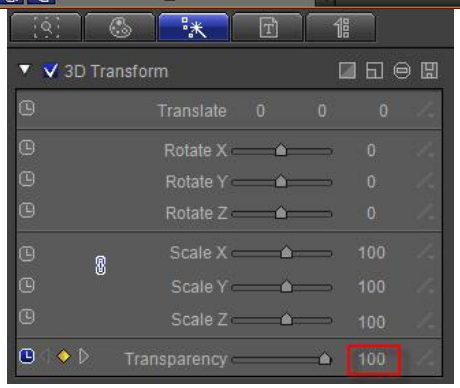
Double-click expand 3DTransform track and choose "Transparency".

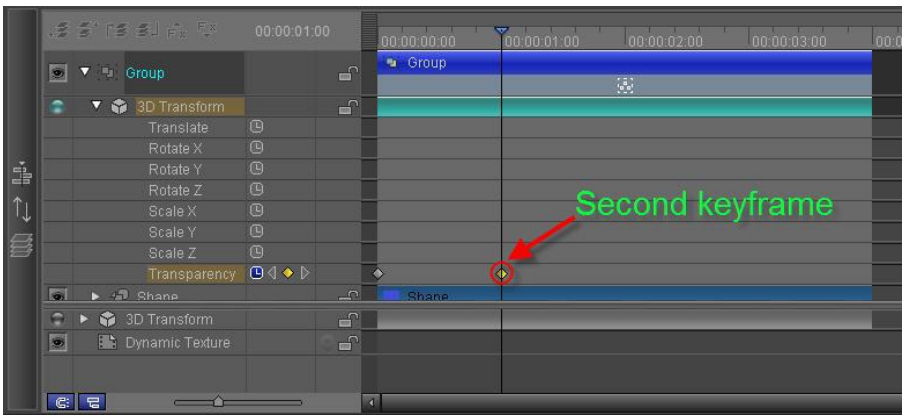




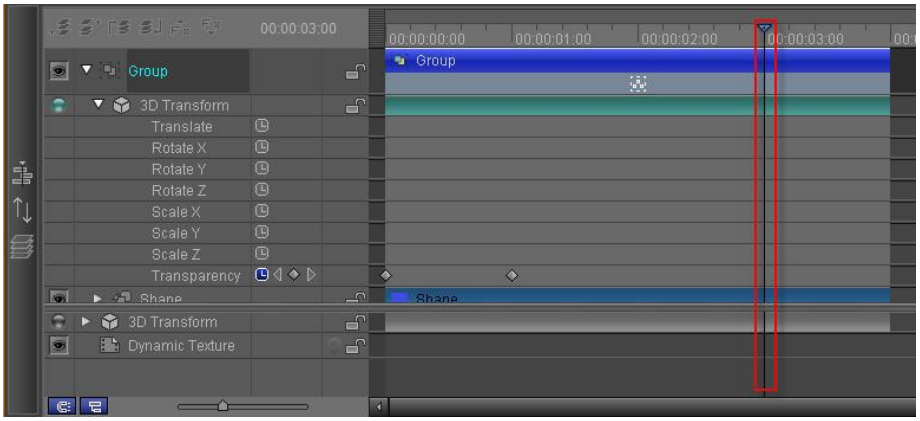
3) Move Timeline marker to 1 second,set Transparency to 100.

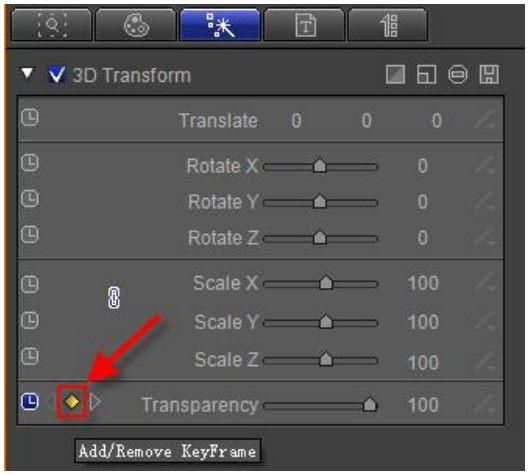


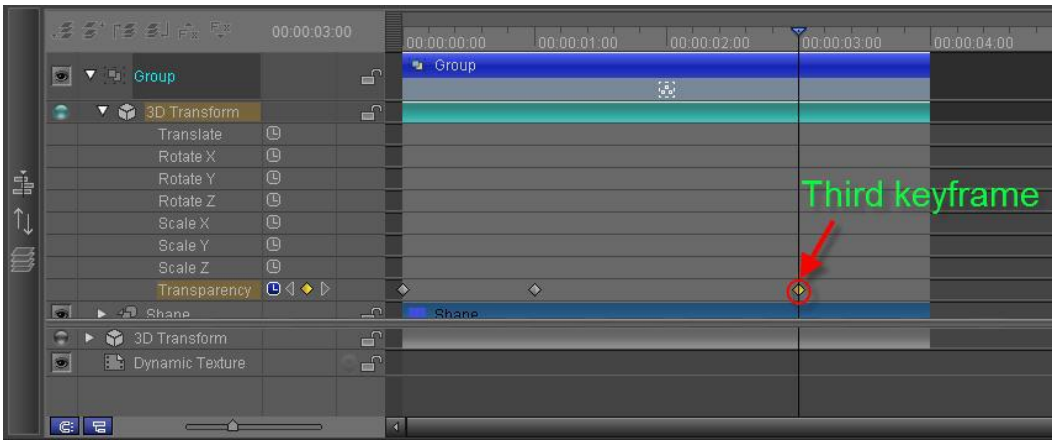




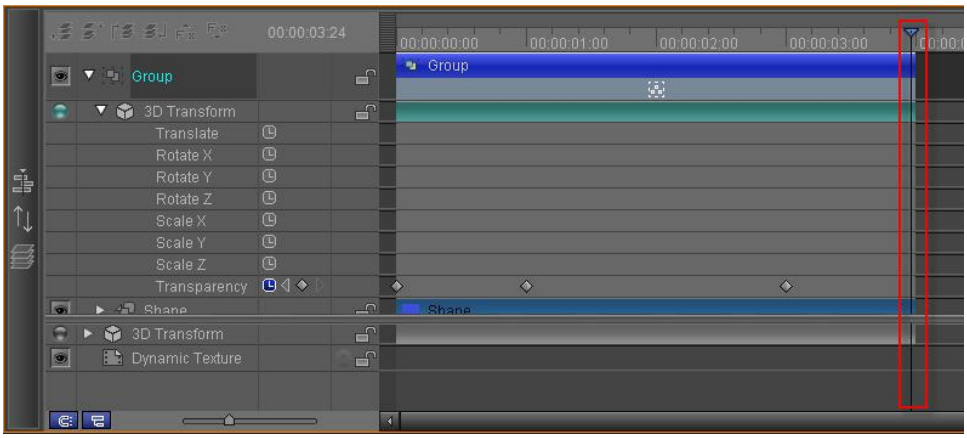
4) Move Timeline marker to 3 seconds, then click “Add/Delet Keyframe” .



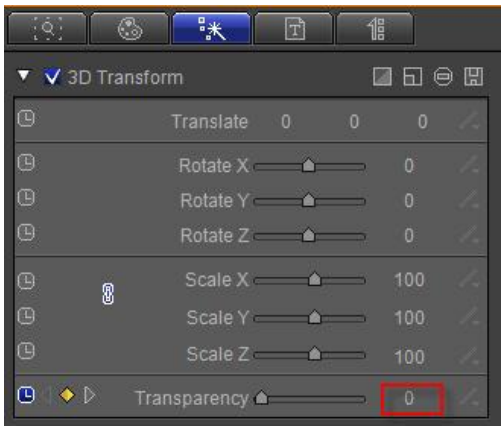


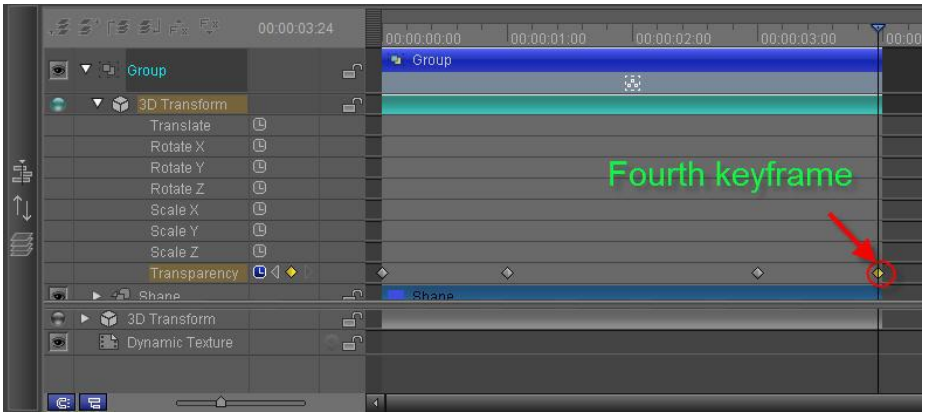


5) Move Timeline marker to Choice “End” .



Set Transparency value to 0.

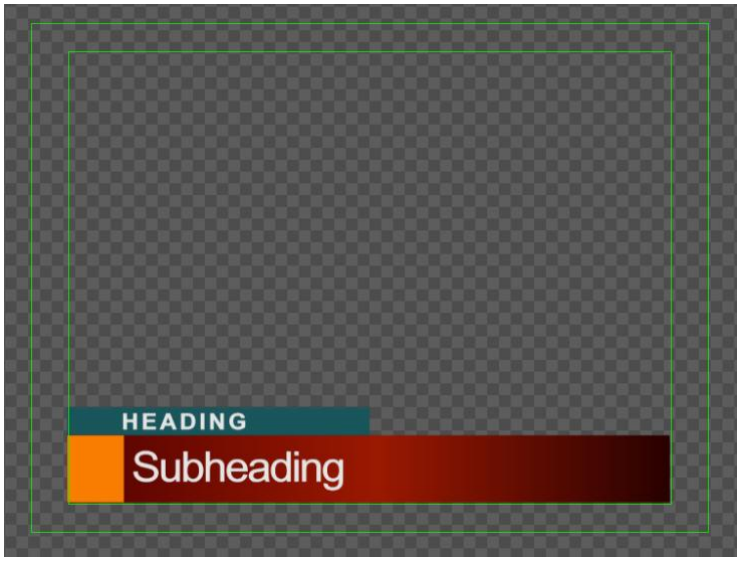




6) Press button to see Fade In/Out effects.

5. Preview

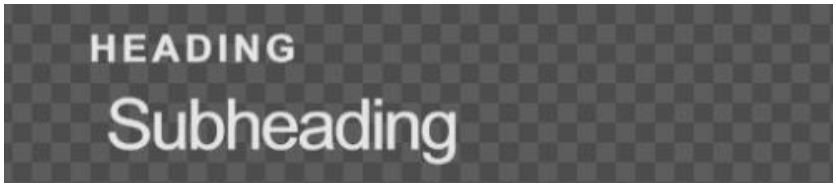
Create Effect Title



1. Text

1) Enter Text

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



2) Shader

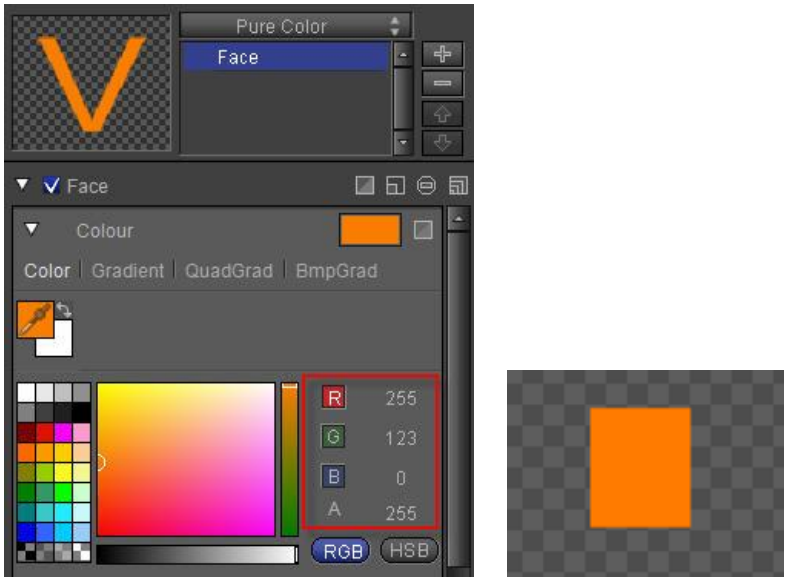
In Shader tab set to RGB style, RGBA parameters at (230,230,230,255)

2. Liner

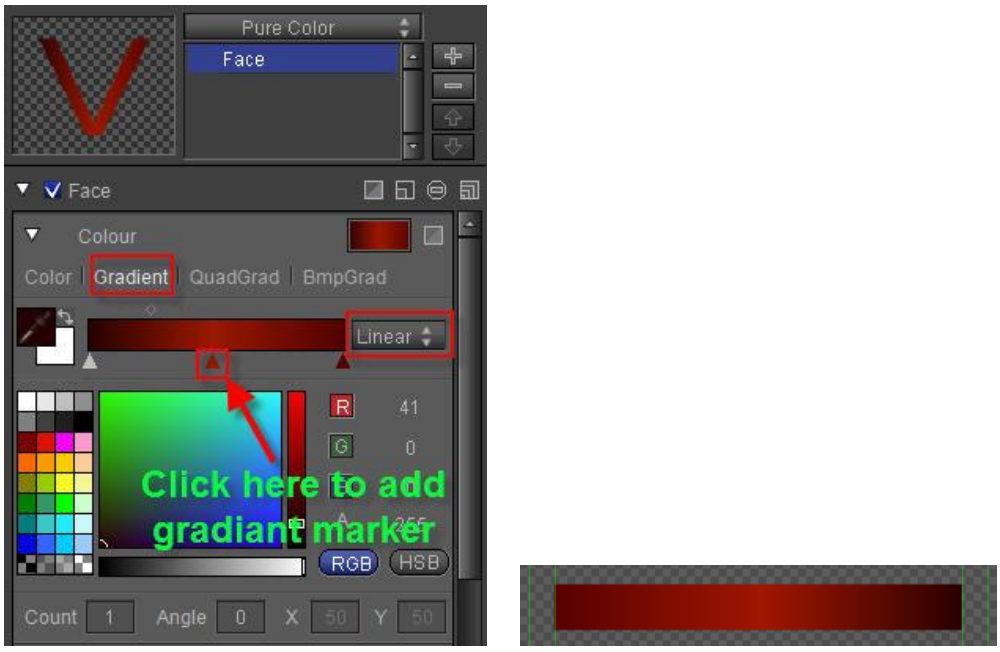
1) Create liner and shader

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

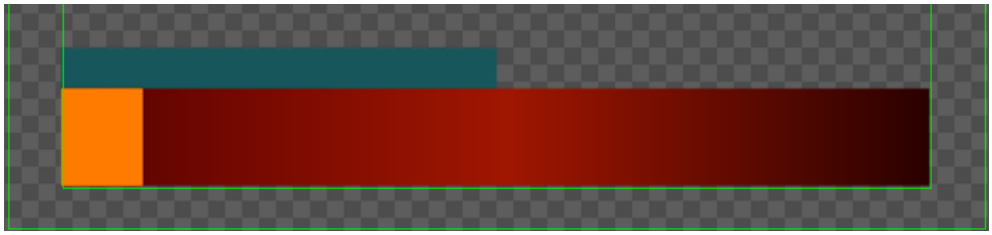
2. Orange Rectangle: create rectangle, open Shader tab, set to RGB, RGBA parameters to (255,123,0,255)



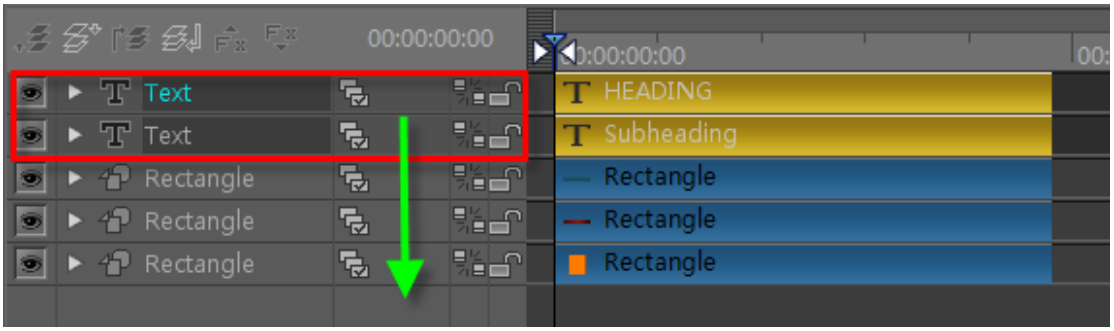
3. Red Gradient Rectangle: copy-paste orange rectangle, extend length, open shader tab, set Gradient to Linear, add a Gradient Point, set to RGB, RGBA parameters to (41,0, 0, 255),(160,22,1,255) (85,0,0,255)

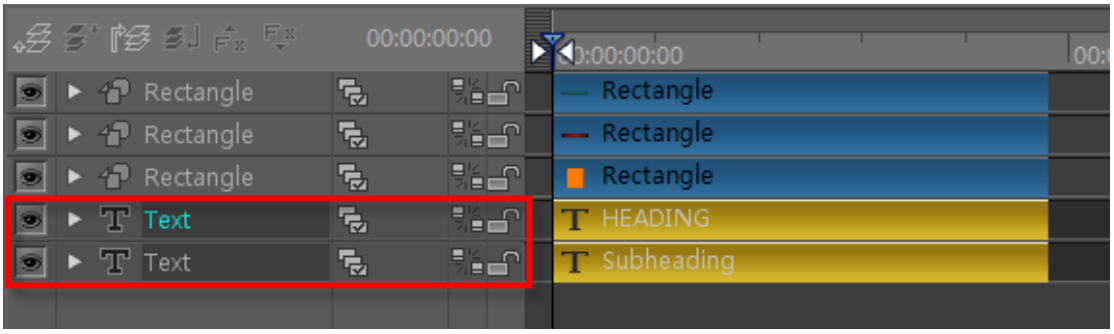


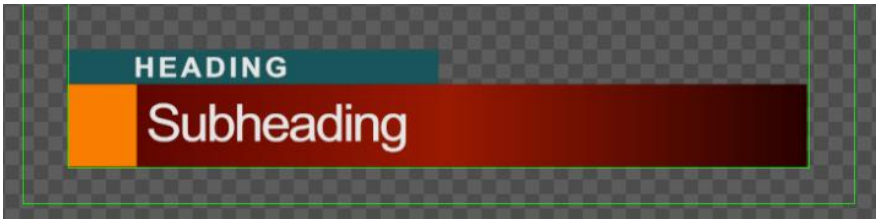
4. Adjust objects' position and size



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

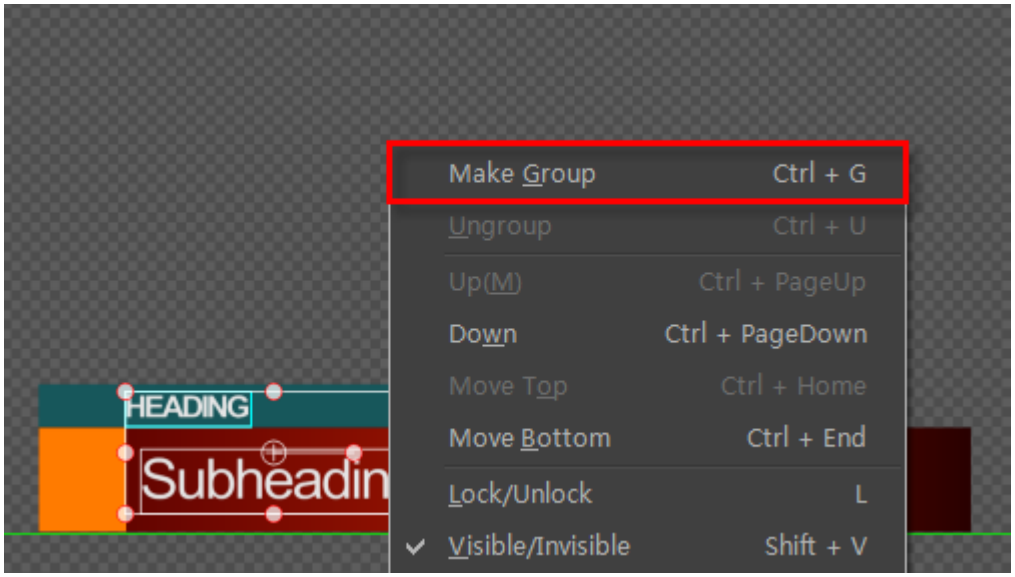




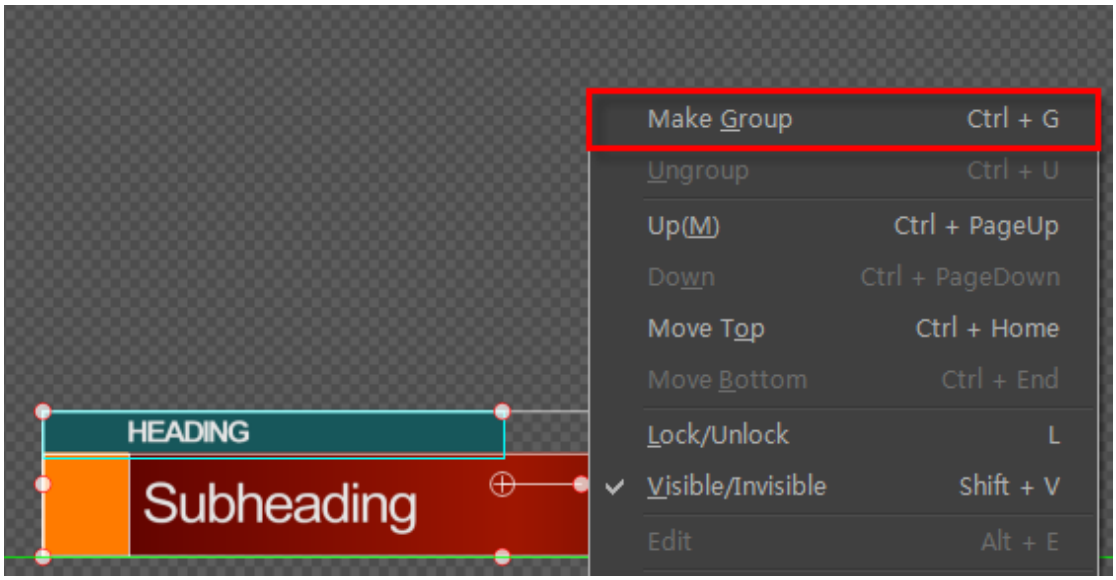


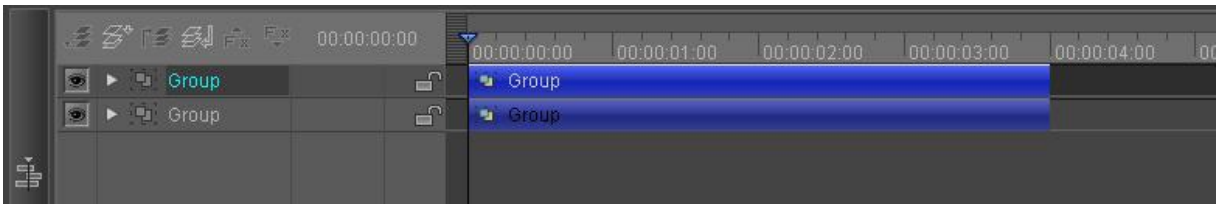
3. Make Group

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

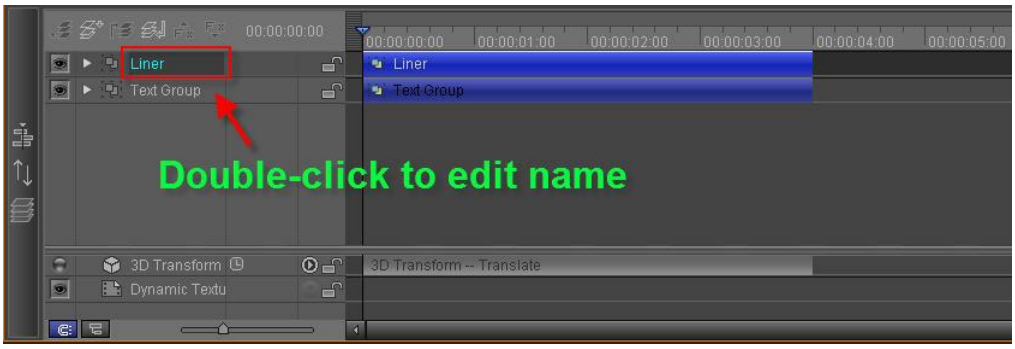


2) Use same method to Group all rectangles.The Timeline now has two groups.

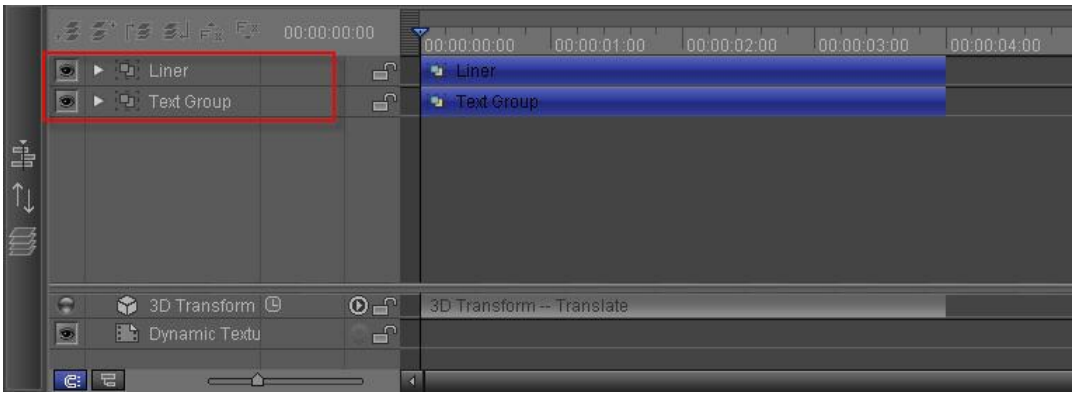




3) Double-click to edit group names



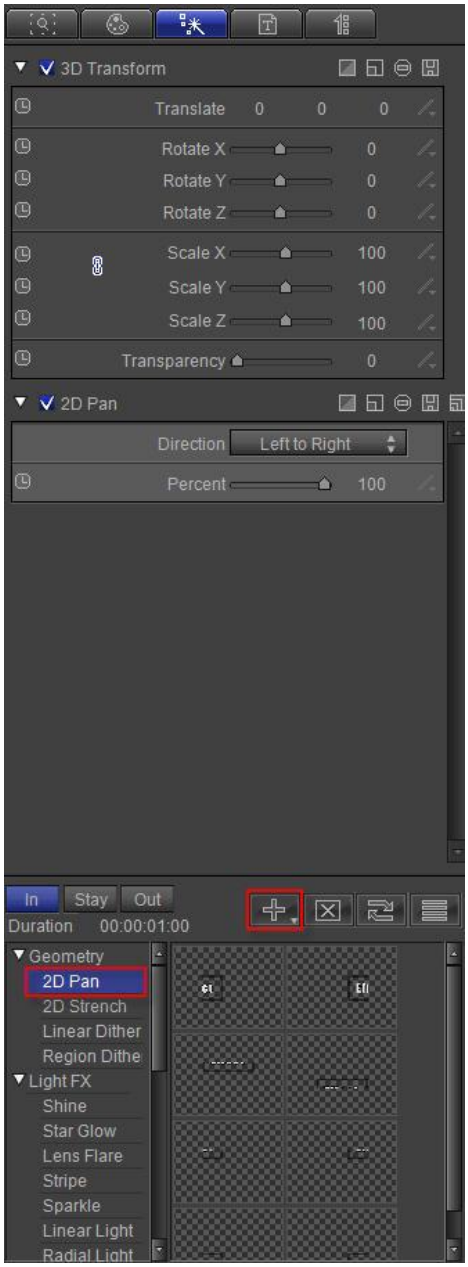
4) Set names as "Liner" and "Text Group"



4. Create Effect Animation

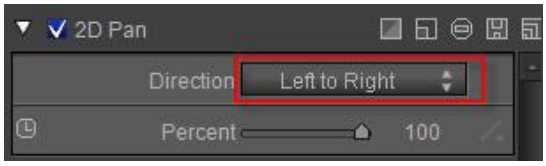
1) Add Effect

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

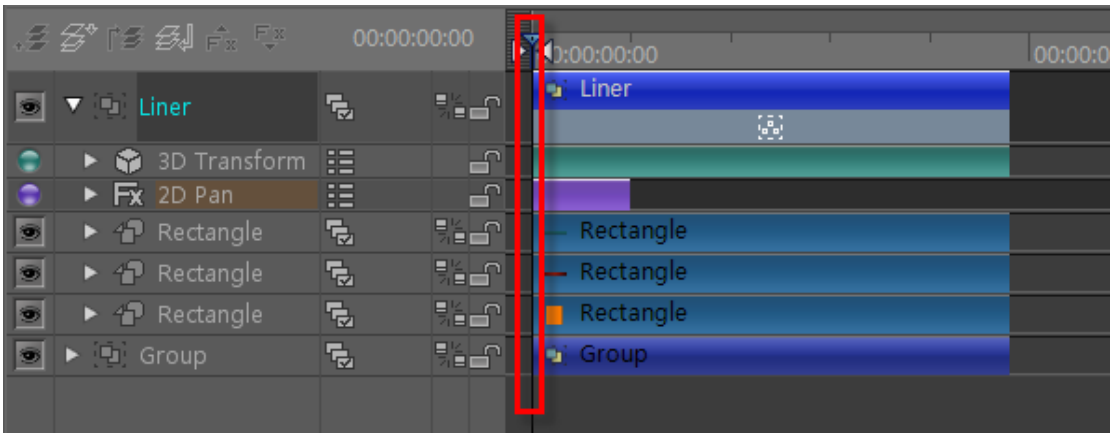


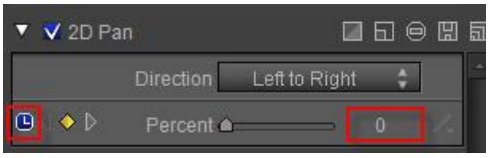
2) Set Keyframe

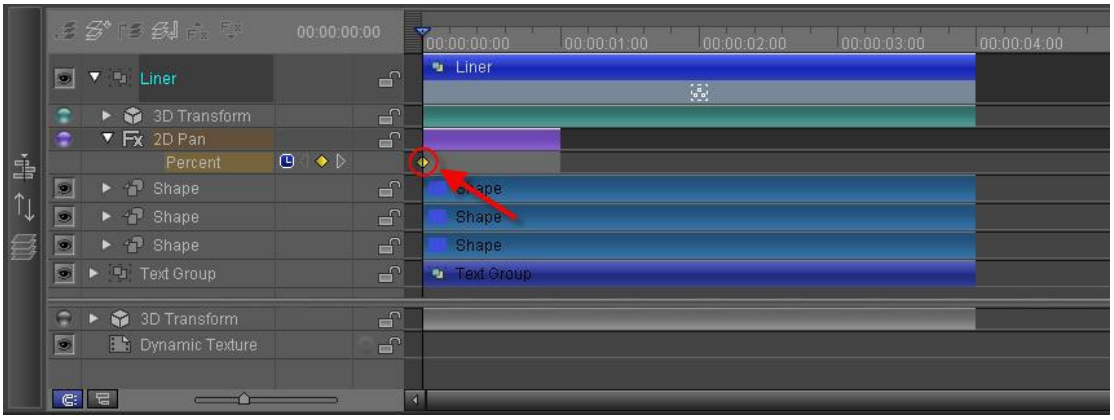
1. Set 2D Pan direction as Left to Right



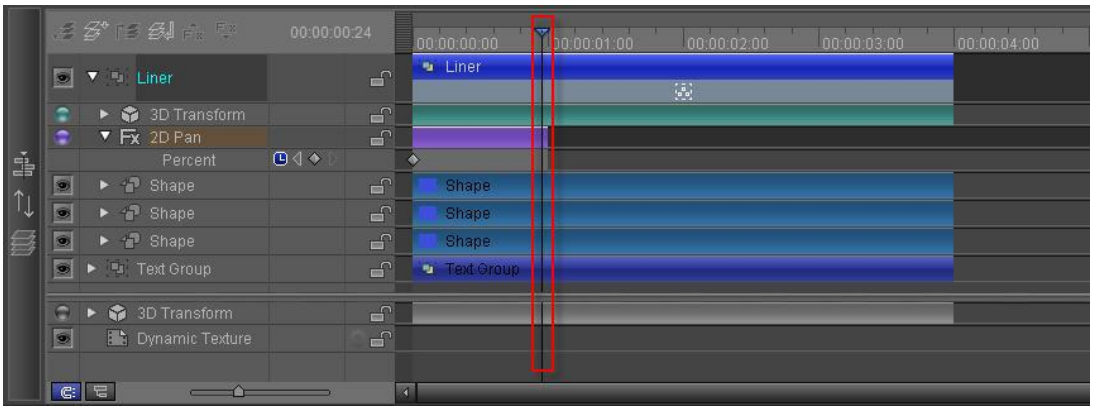
2. Activate effect in Timeline. Set percent to 0 at In point

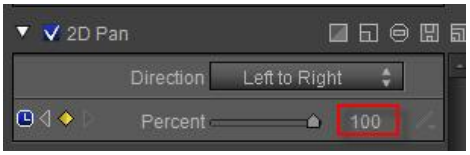


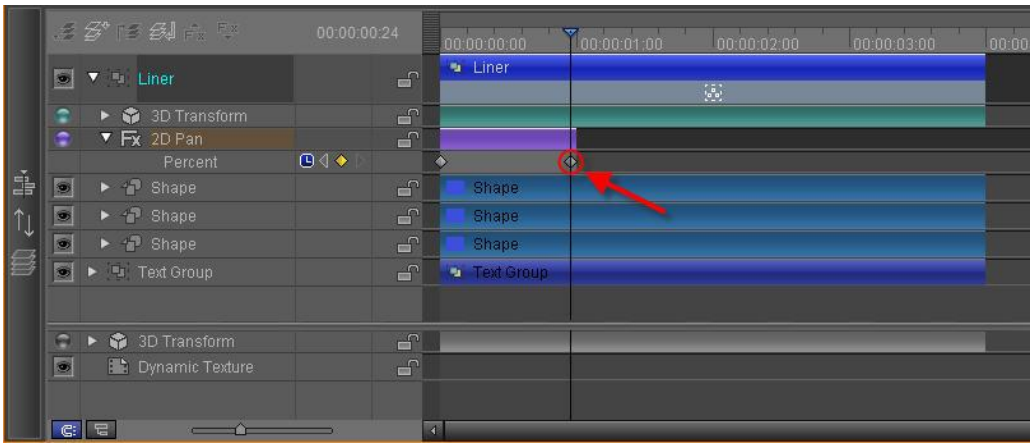




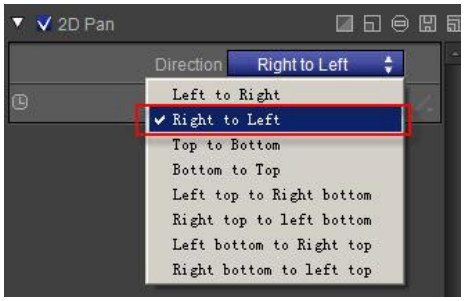
3. Set percent to 100 at 1 second



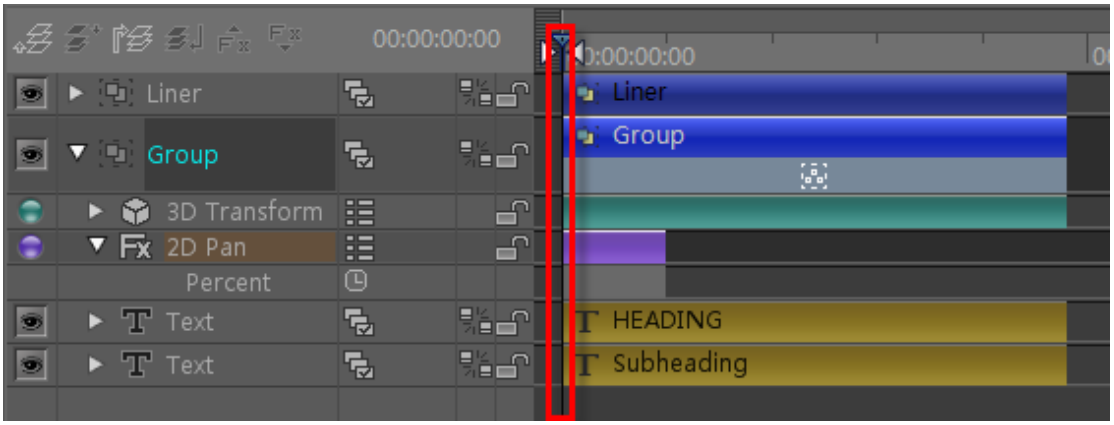


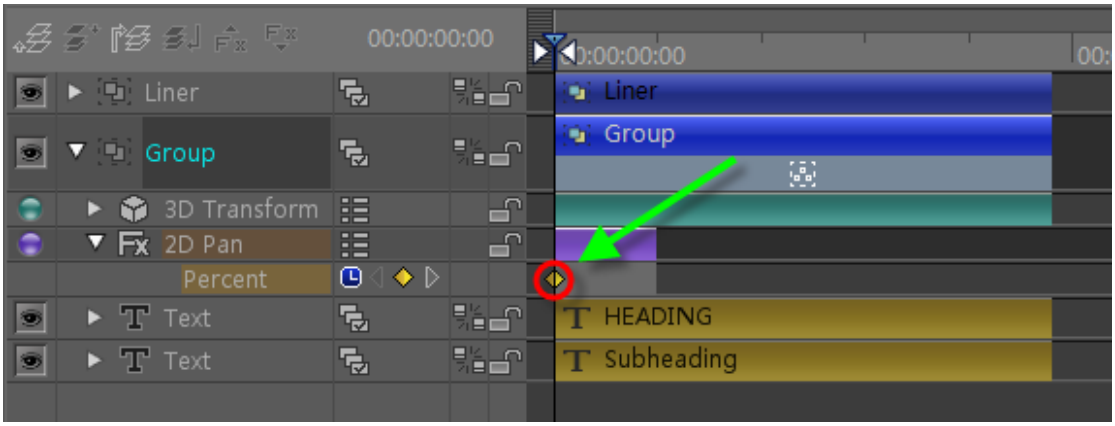


4. Set text group animation 2D Pan, Right to Left

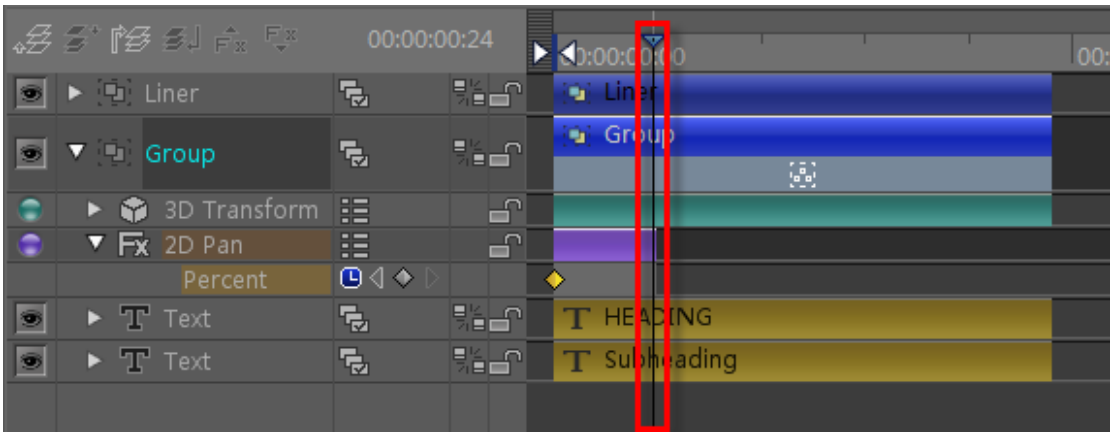


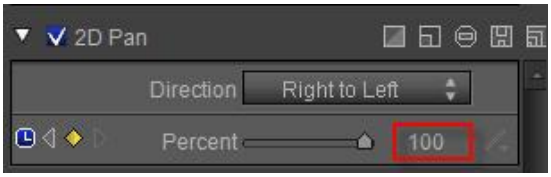
5. Activate animation, in Effect tab set percentage to 0 at In point

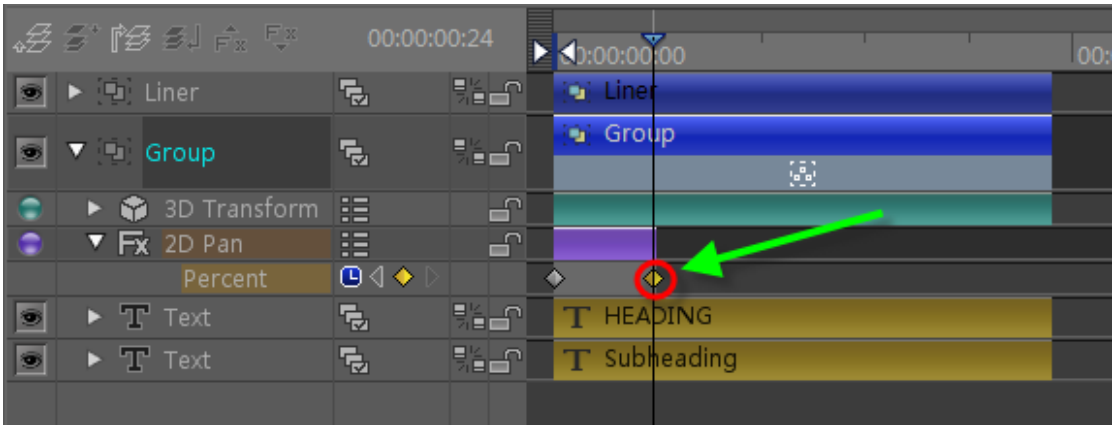




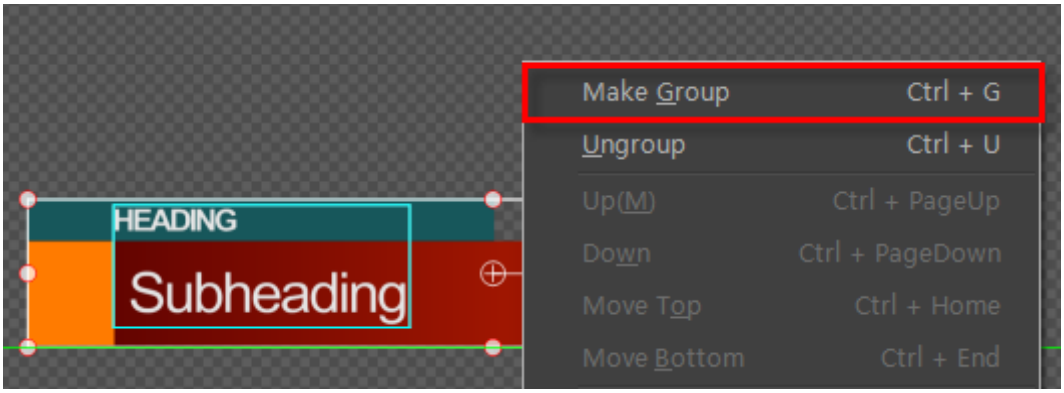
6. Set percentage to 100 at 1 second



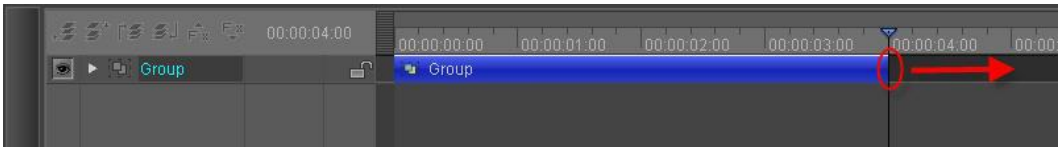


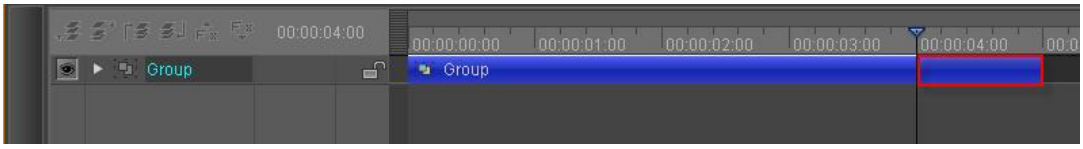


7. In the Edit Screen choose both groups, right-click and choose “Make Group” from context menu

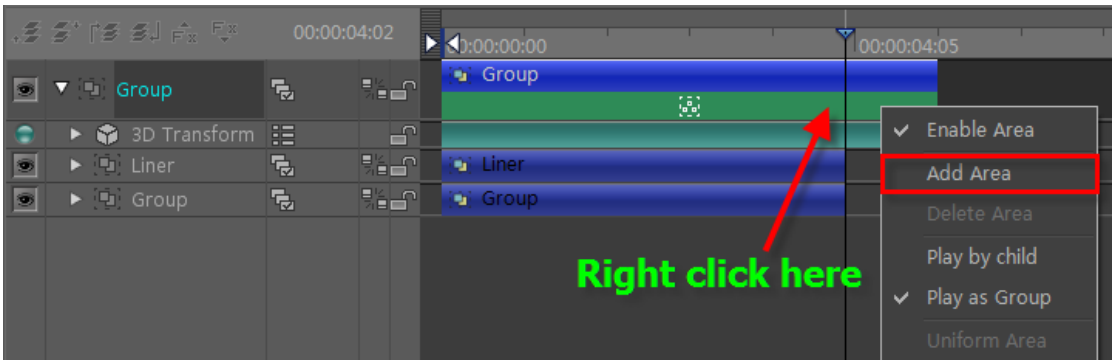


8. Hold **Shift**, drag Group End to 5 seconds on the Timeline

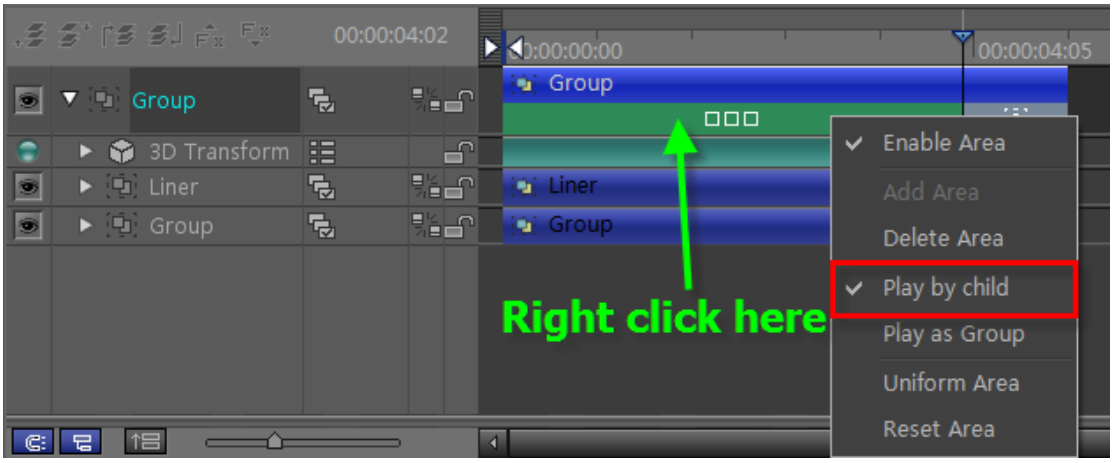




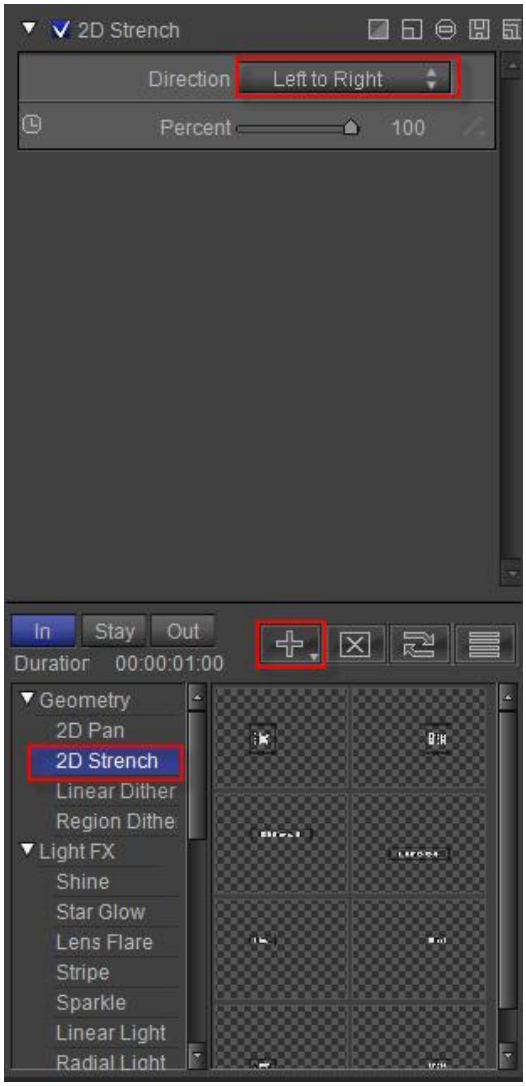
9. Set Timeline marker at 4 seconds, right-click on the track shown below, from context menu choose "Add Area"



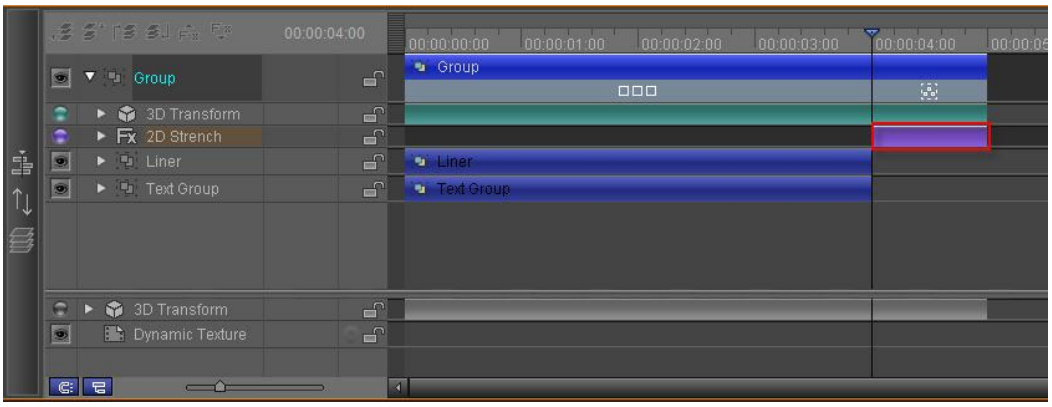
10. Right-click on the track shown, then choose "Play as Child"



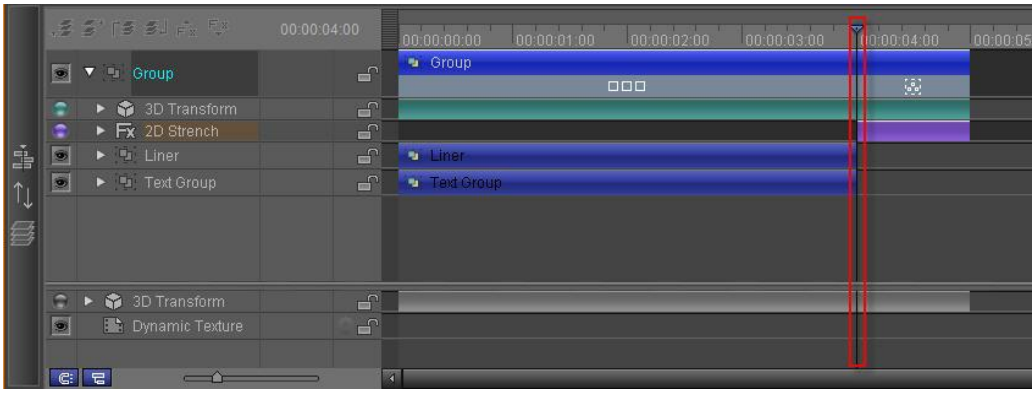
11. Add 2D Stretch effect, from Left to Right.

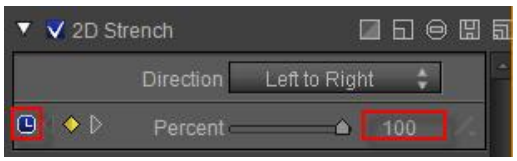


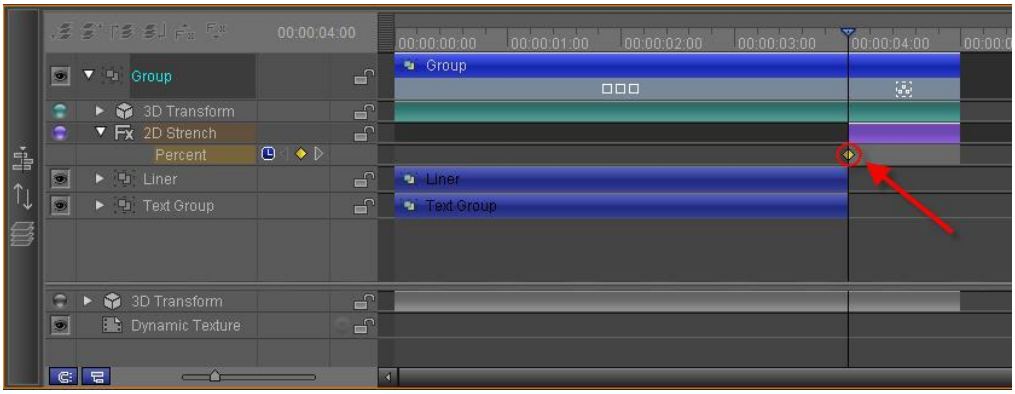
12. Adjust effect position and duration



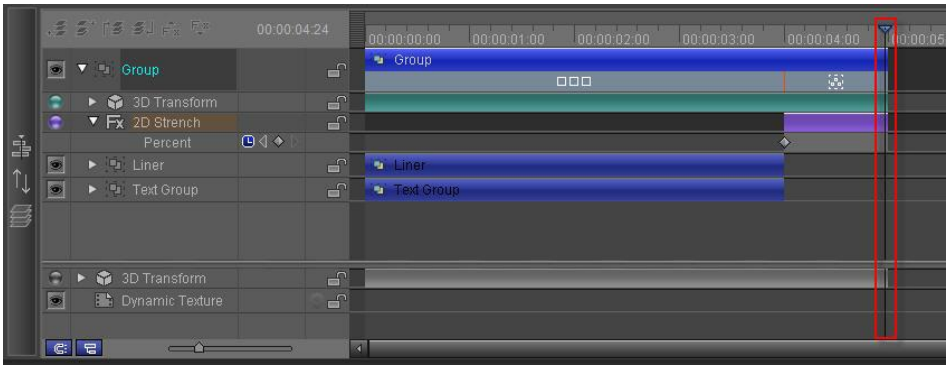
13. At 4 seconds set percentage to 100

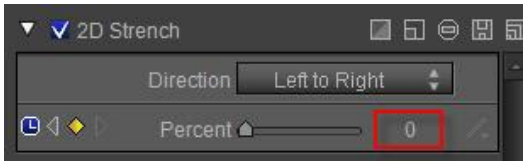


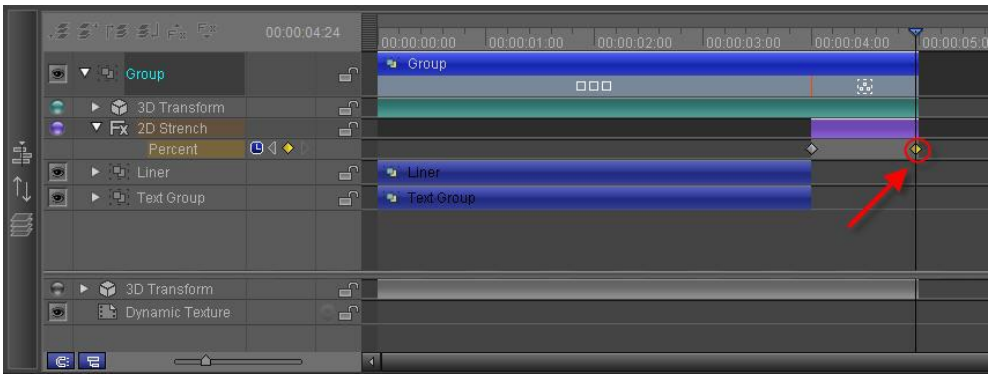




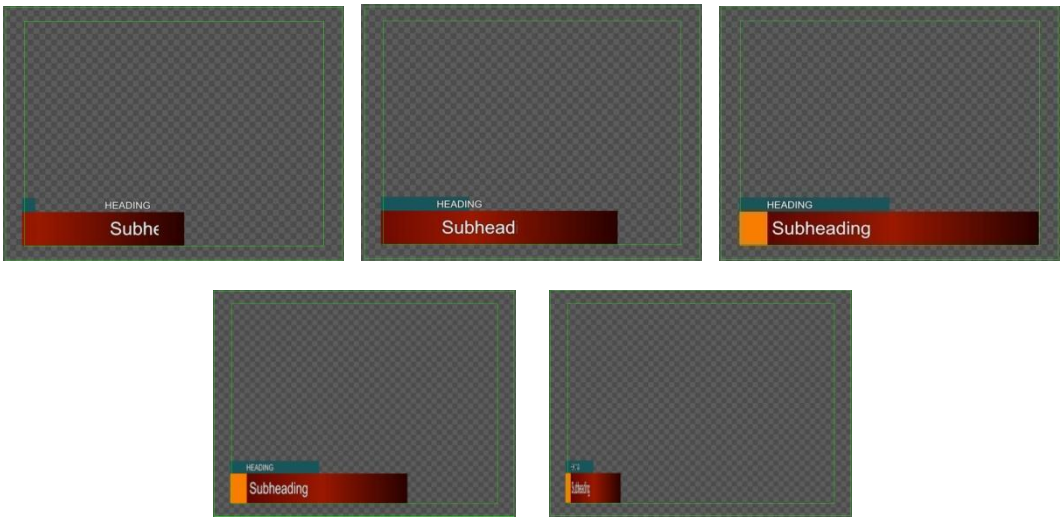
14. At 5 seconds set percentage to 0



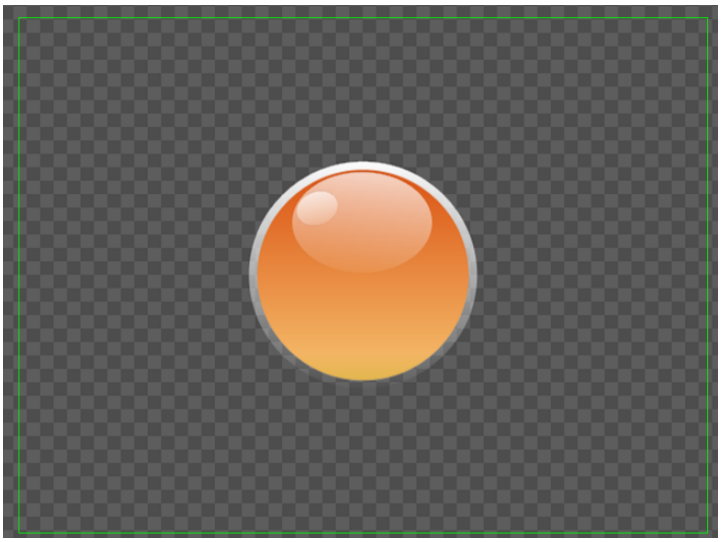




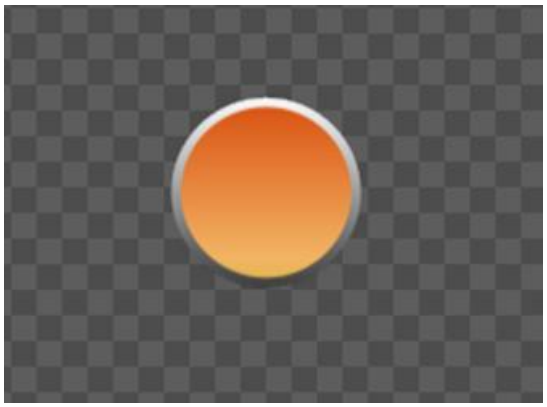
5. Preview



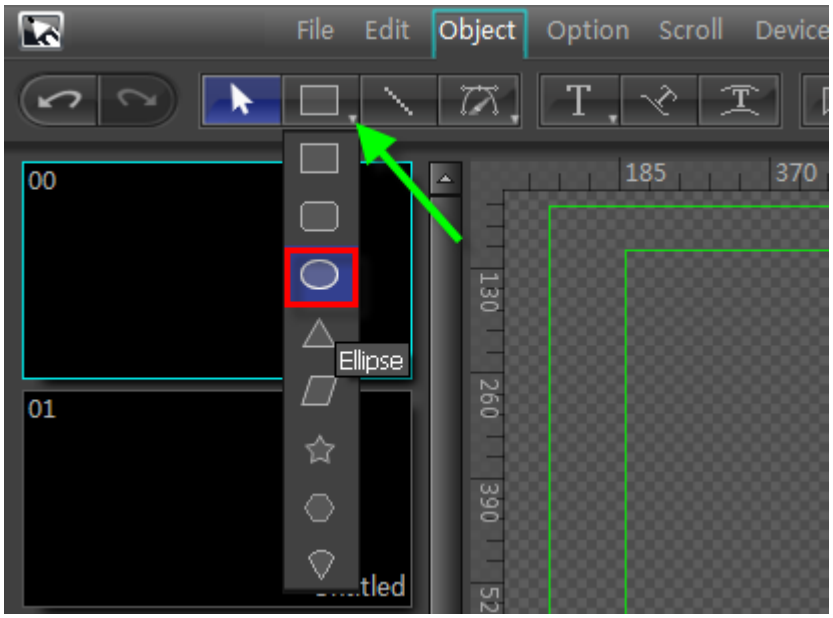
Create Button

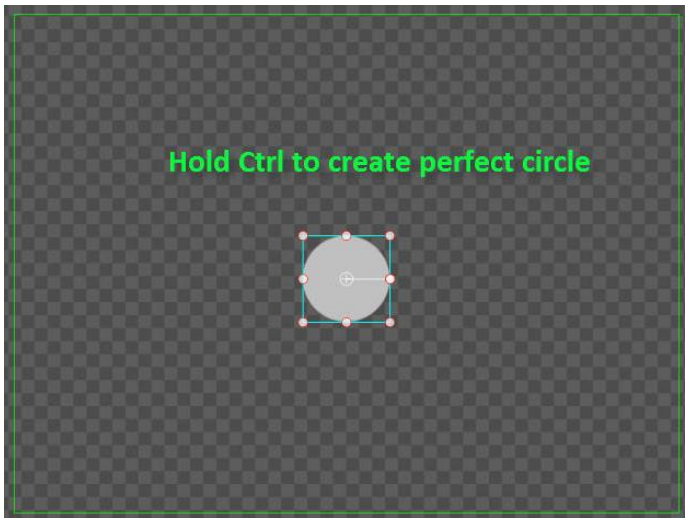


1. Draw Circle

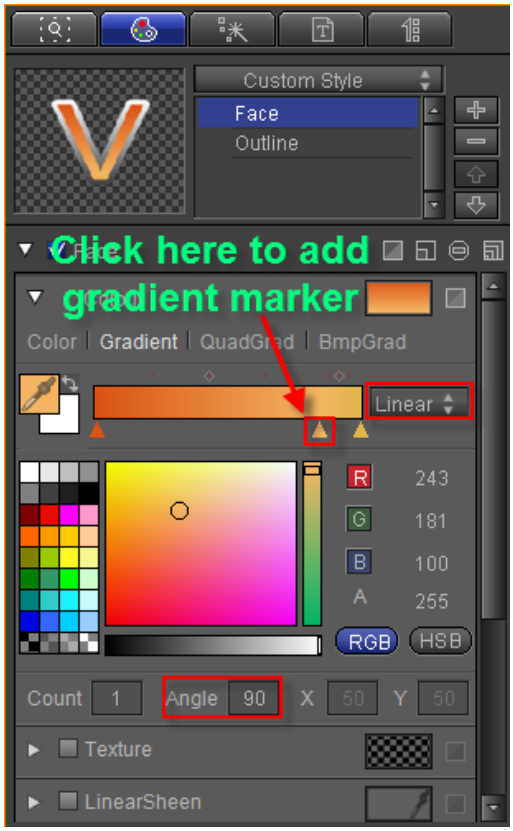


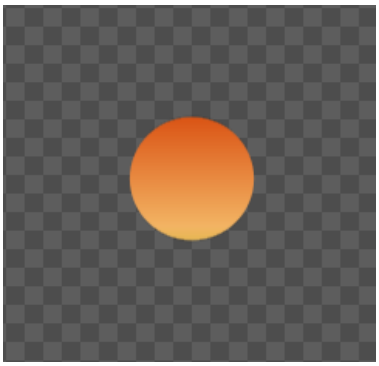
1) From the “Object” Menu Bar, create a circle by holding **Ctrl**.



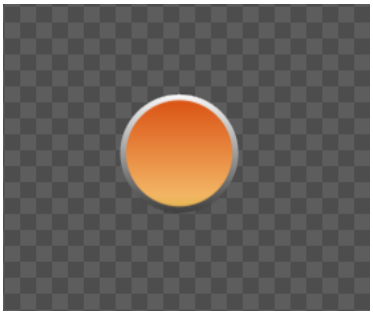


2) Set Shader: Gradient to Linear, 90 degrees, add Gradient Point, RGB, RGBA parameters to (218,83,20,255),(243,181,100,255),(224,182,74,255)

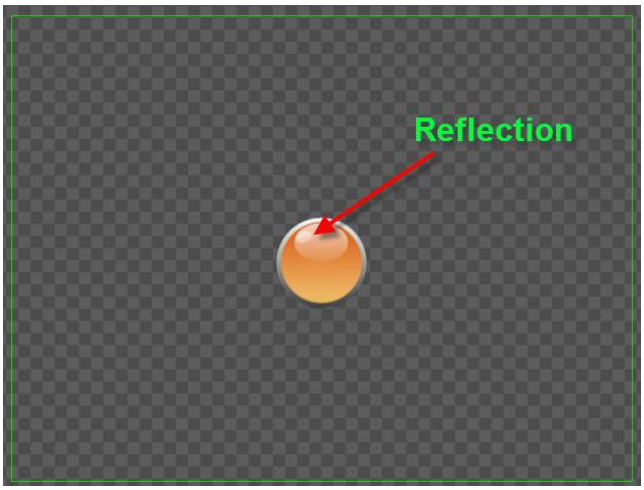




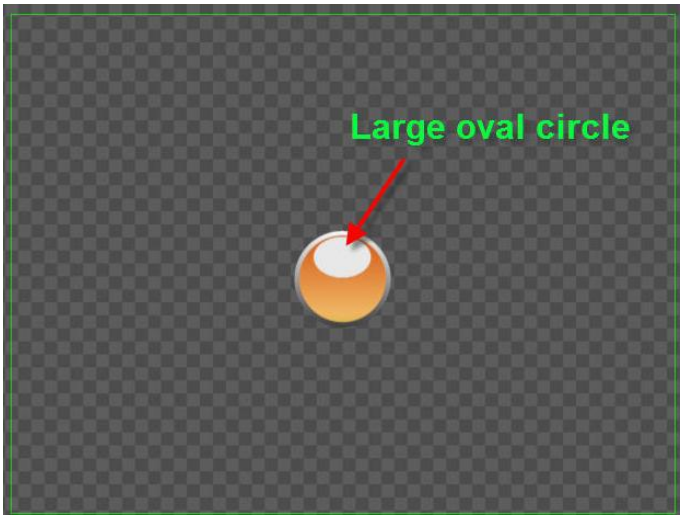
3) Add Edge: Width 9, Gradient to Linear, 90 degrees, both Gradient Point RGBA parameters set to (255,255,255,255),(55,54,54,255)



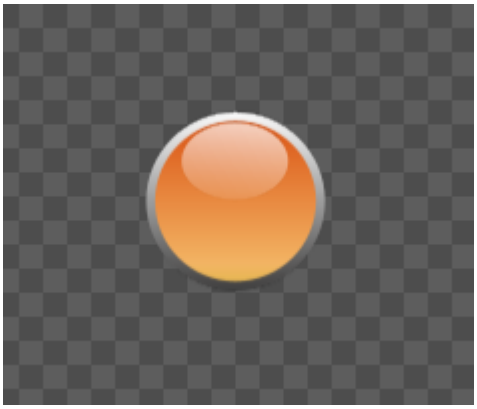
2. Draw Reflection



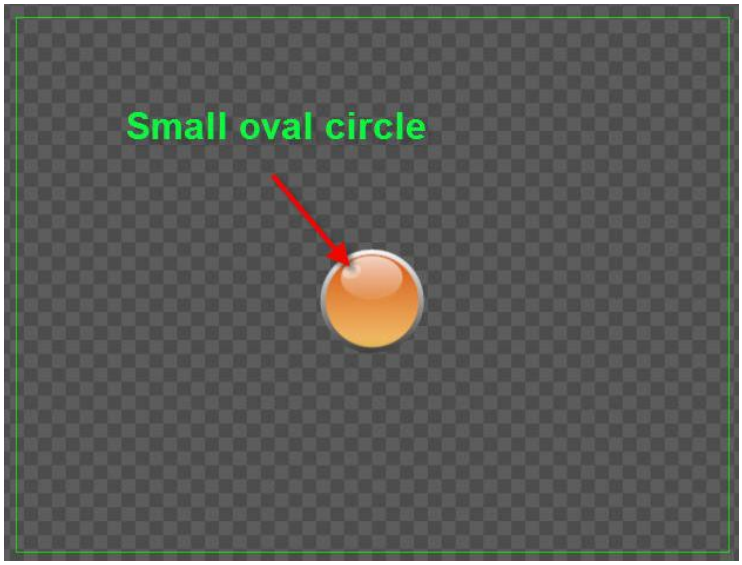
1) Using the “Object” Menu Bar, create a large oval-shaped circle,



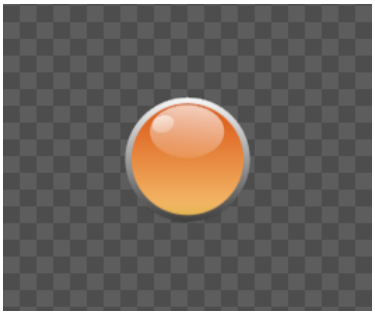
2) Set Shader: Gradient to Linear, 90 degrees, both Gradient Point RGBA parameters to (255,255,255,205),(255,255,255,0),



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



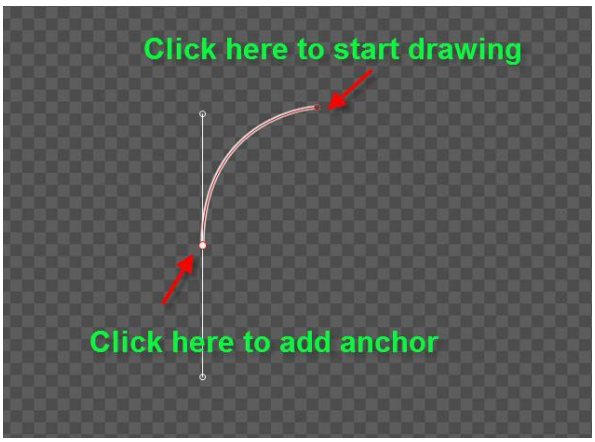
4) Set Shader: Gradient to Linear, 90 degrees, both Gradient Point RGBA parameters to (255,255,155,182),(255,255,255,19),

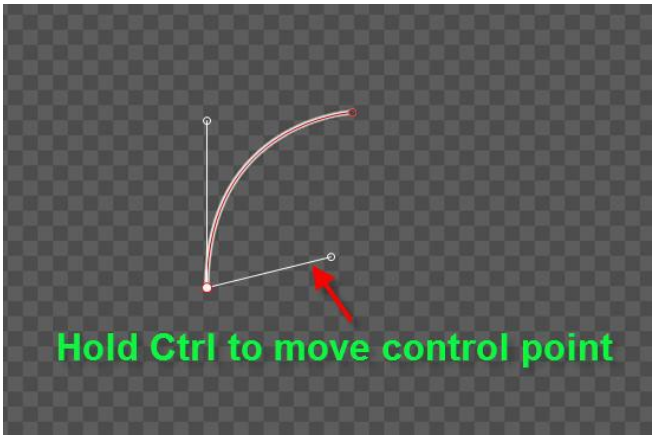


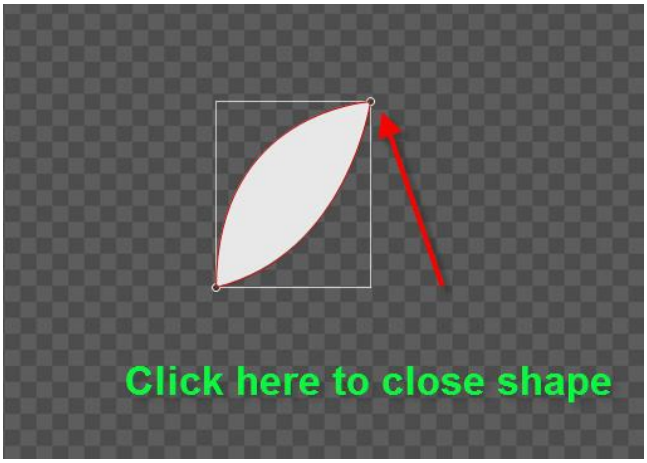
Create Custom Shape

1. Draw Leaf

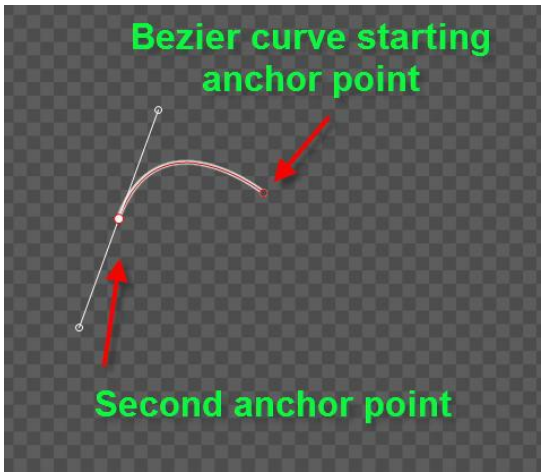
Under the “Objcet” Menu Bar, use the Bezier Curve tools to draw the following lines,

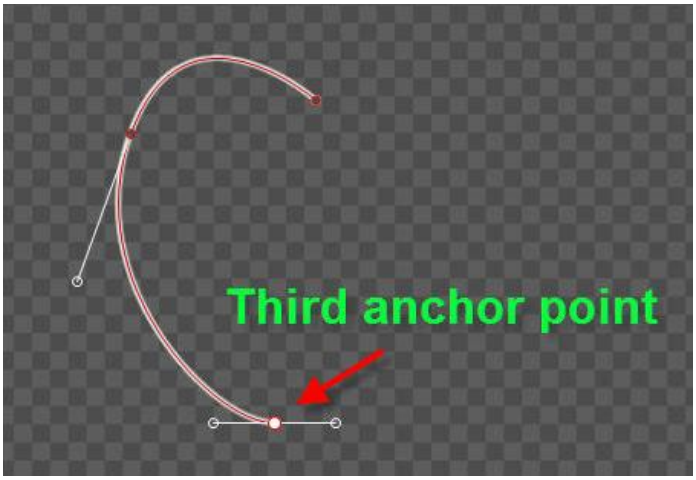

Click here to start drawing
Click here to add anchor

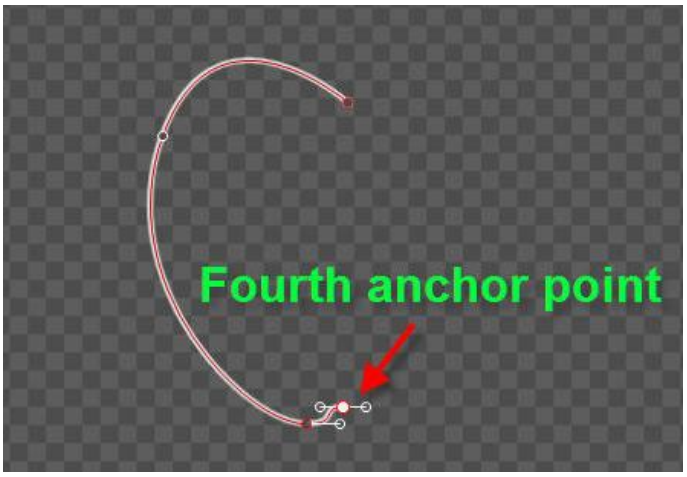

Hold Ctrl to move control point

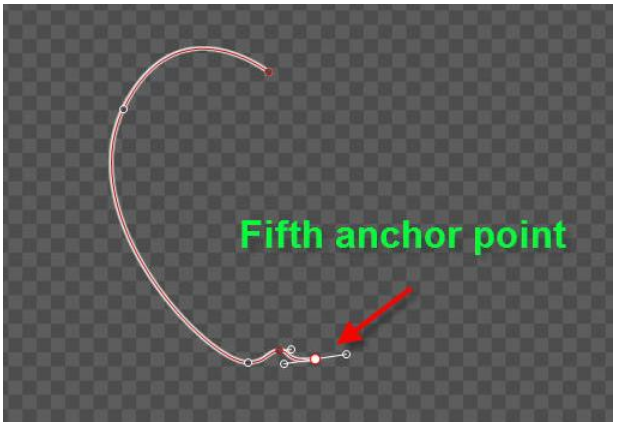

Click here to close shape

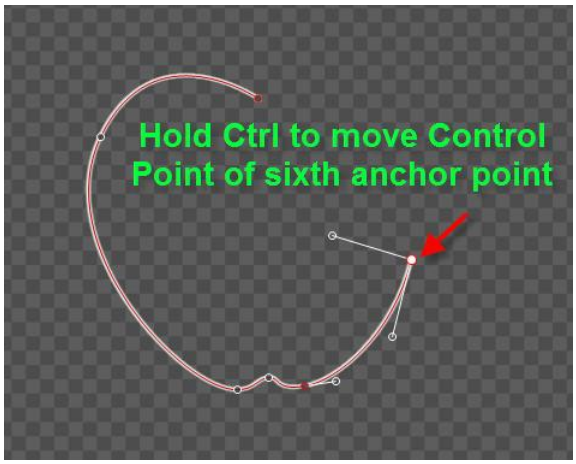
2. Draw Apple

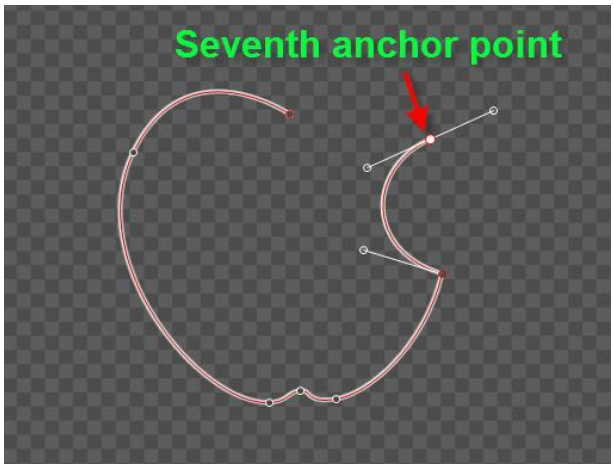

Bezier curve starting
anchor point
Second anchor point

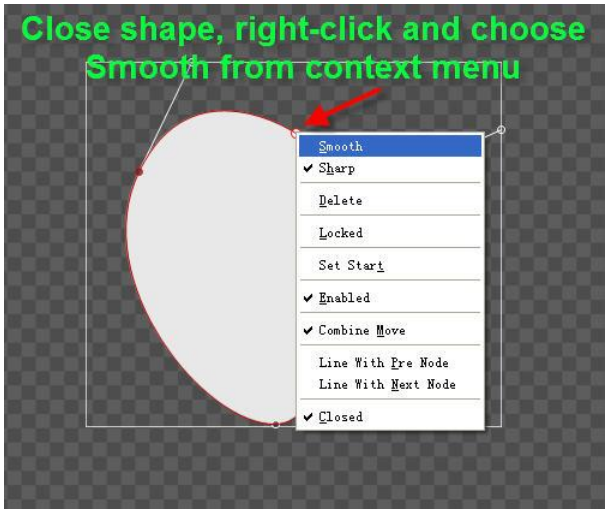

Third anchor point

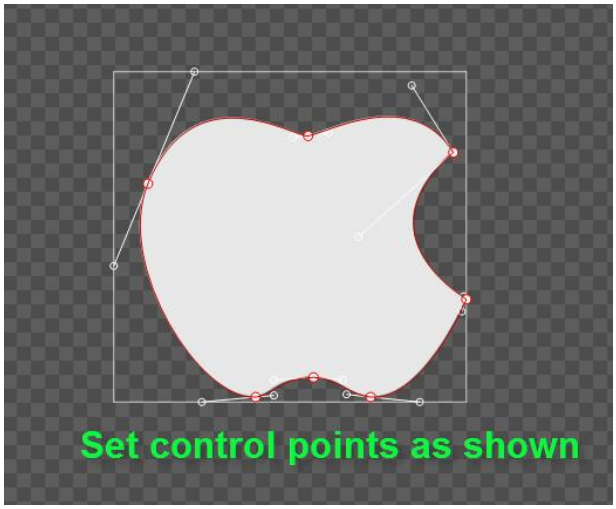

Fourth anchor point


Fifth anchor point


Hold Ctrl to move Control
Point of sixth anchor point

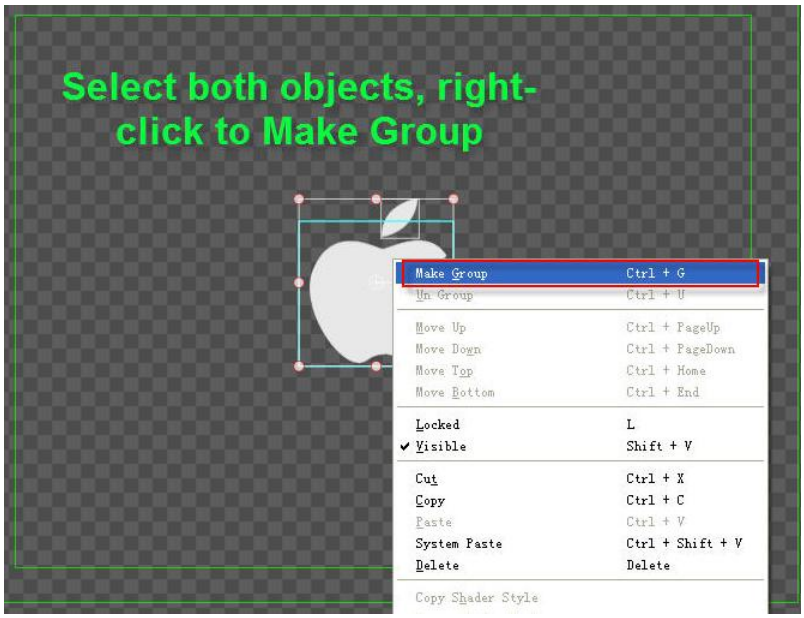

Seventh anchor point



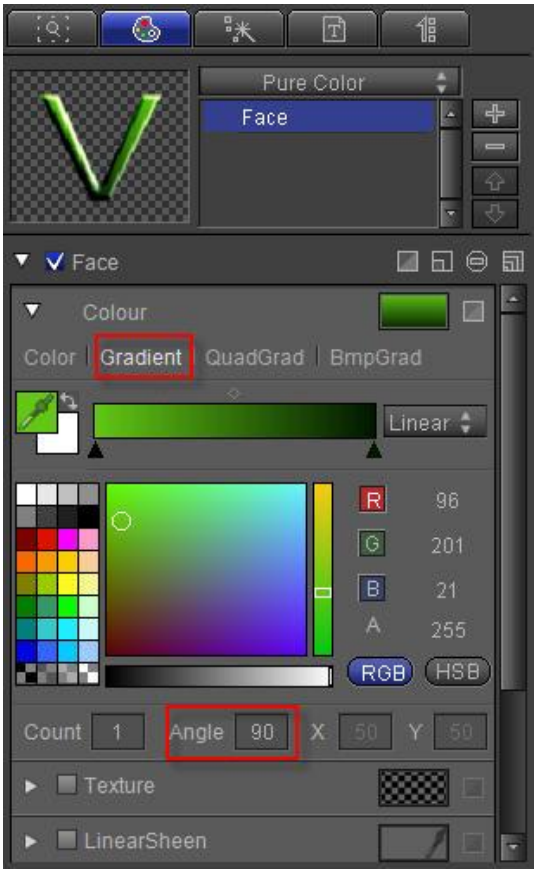


3. Shader

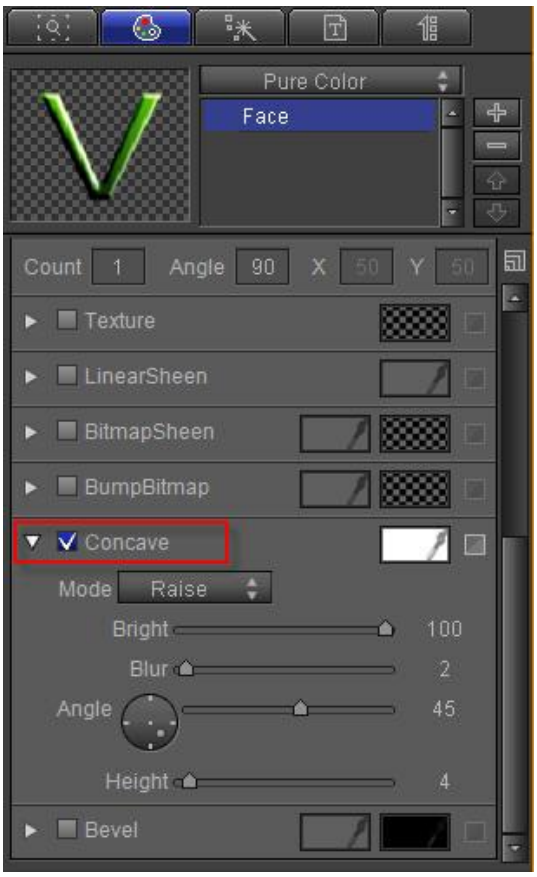
1) Make Group



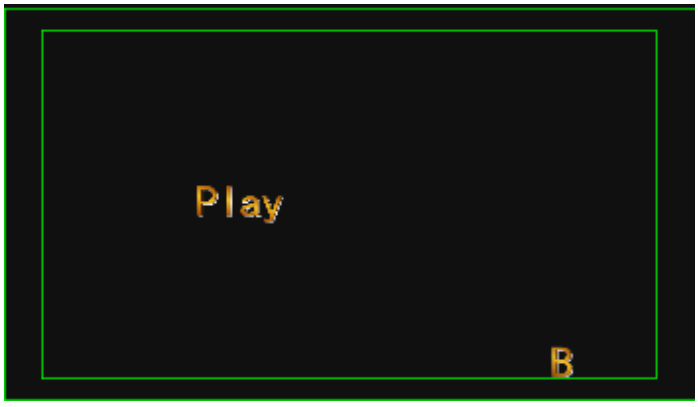
2) Set Shader: Gradient to Linear, 90 degrees, RGB, both Gradient Point RGBA parameters set to (96,201,21,255),(0,23,0,255)



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

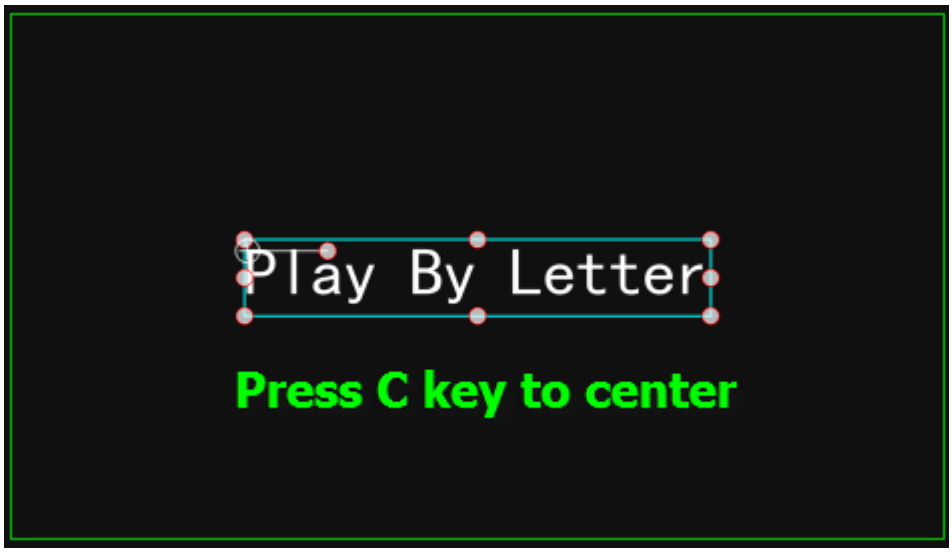


Create Play by Character

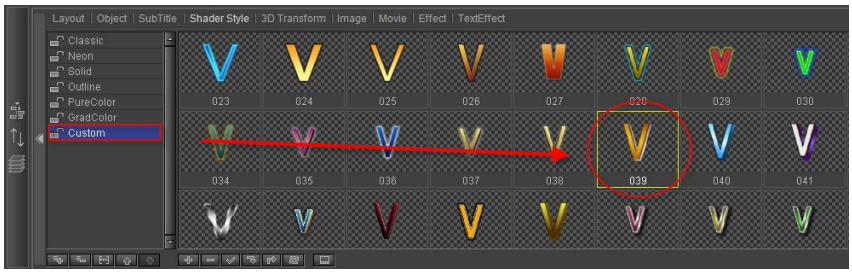


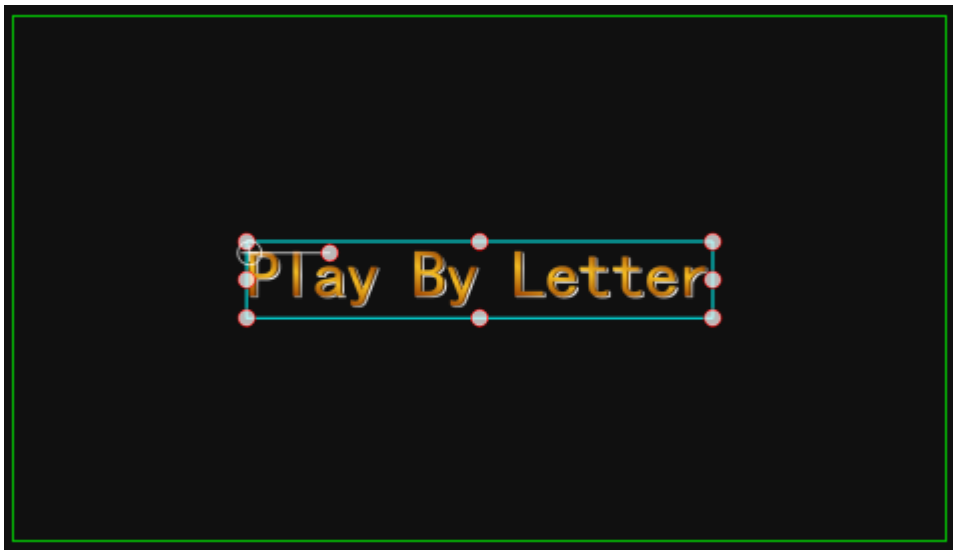
1. Enter Text and Shader

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



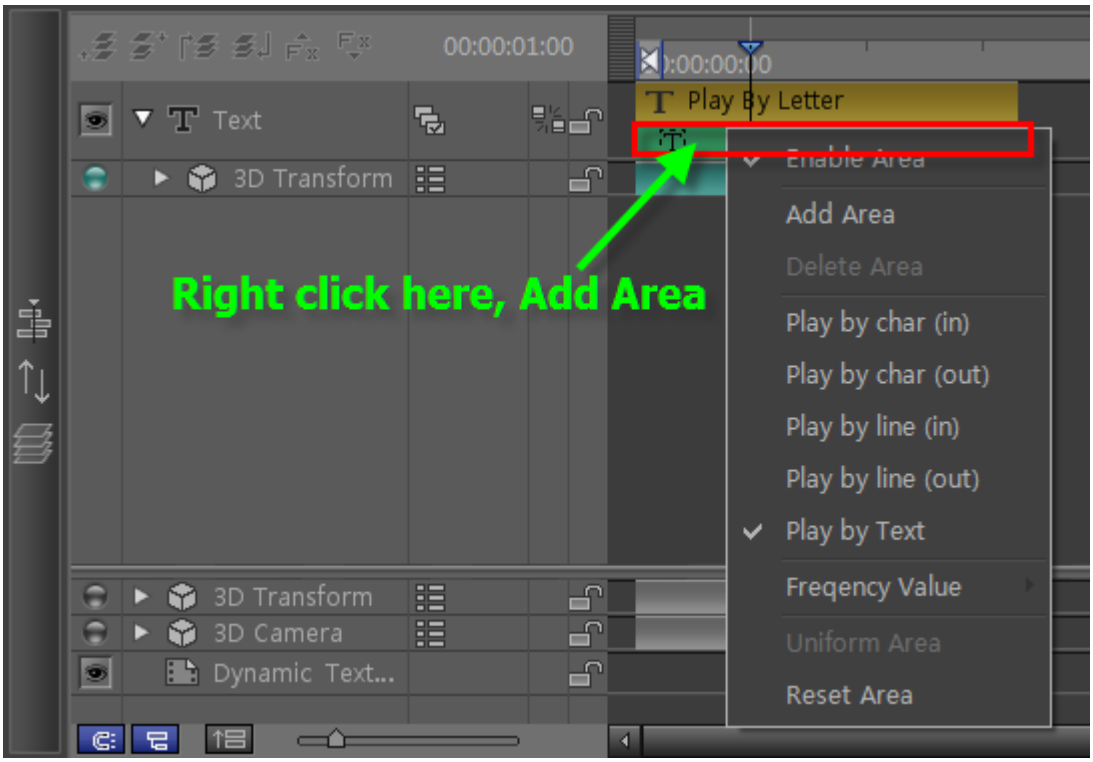
2) Shader: from the shader template library double-click on style 039.

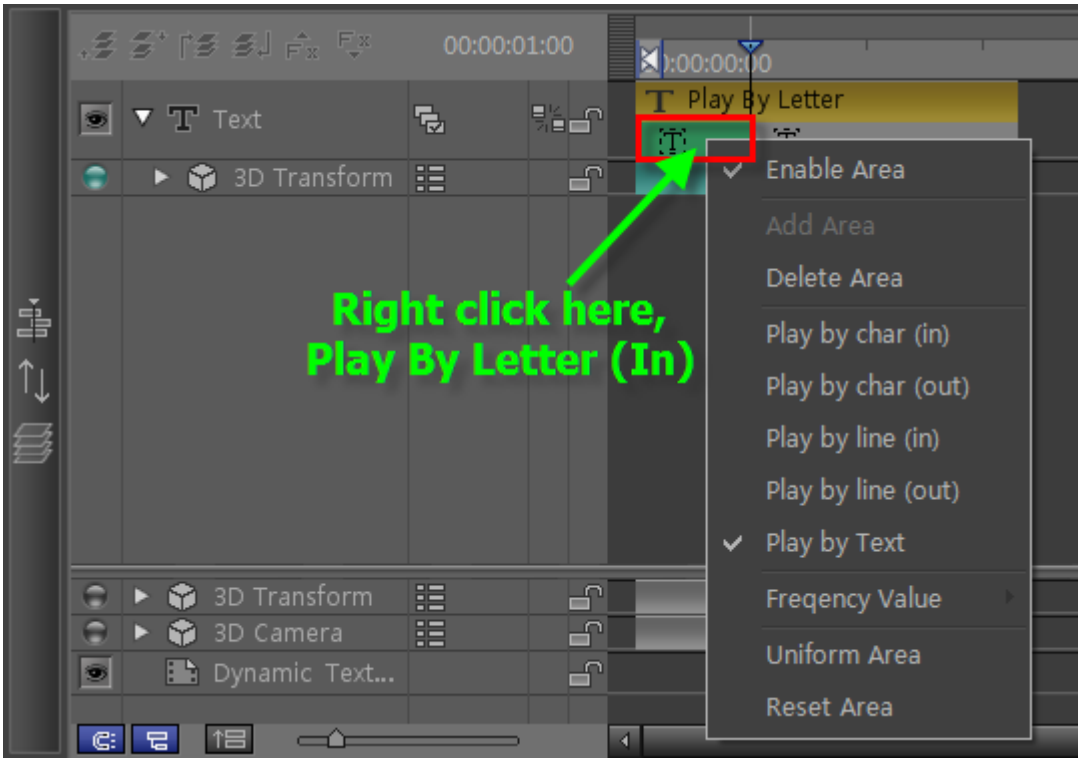




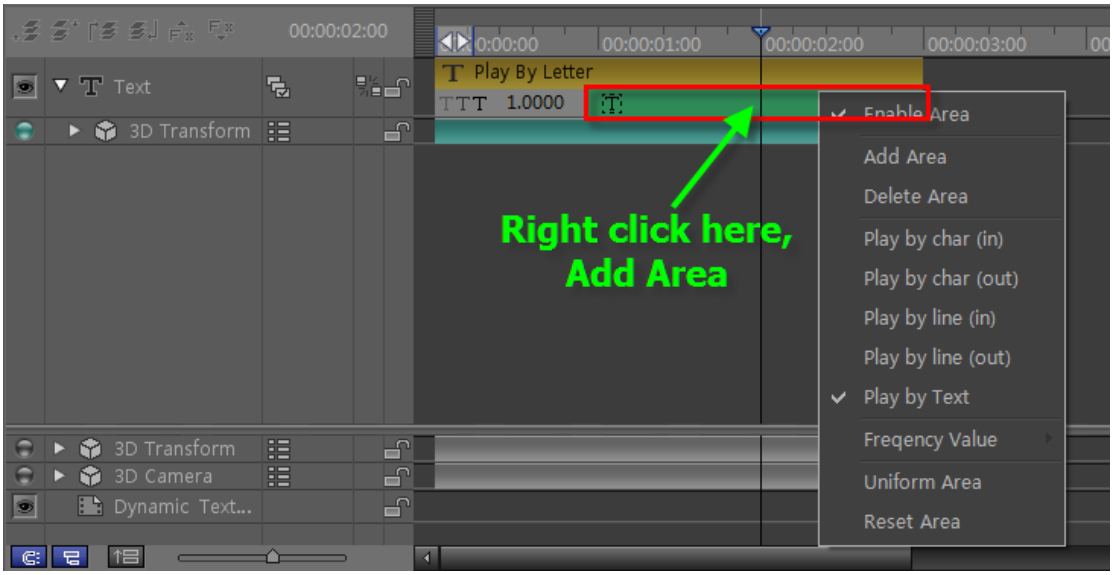
2. Add Area

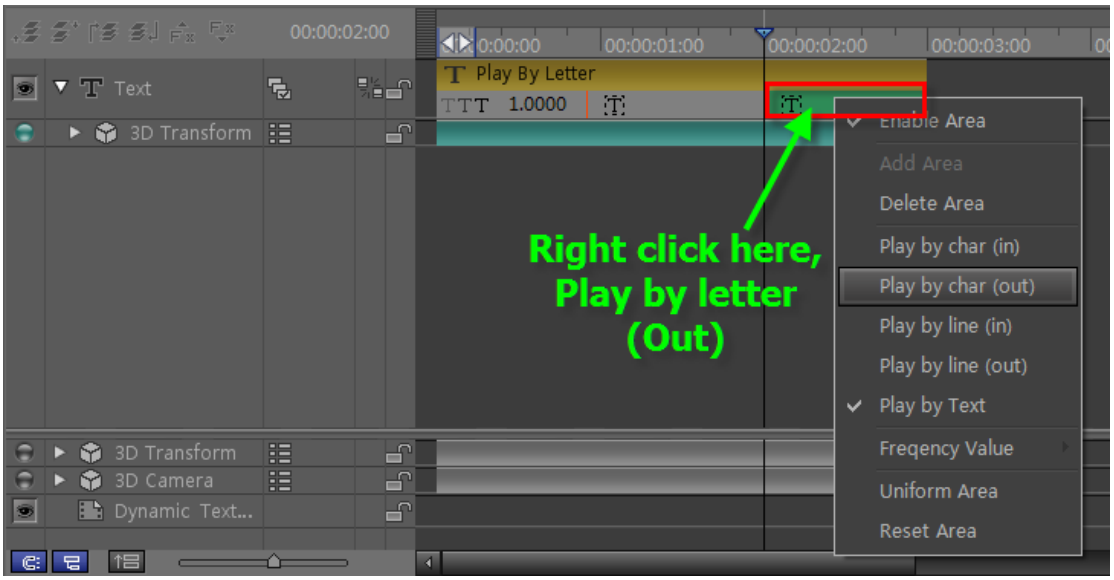
1) Expand text track, drag timeline marker to 1 second, right-click on the Text track, choose “Add Area”. In first area, right-click and choose “Play by Character (In)”.

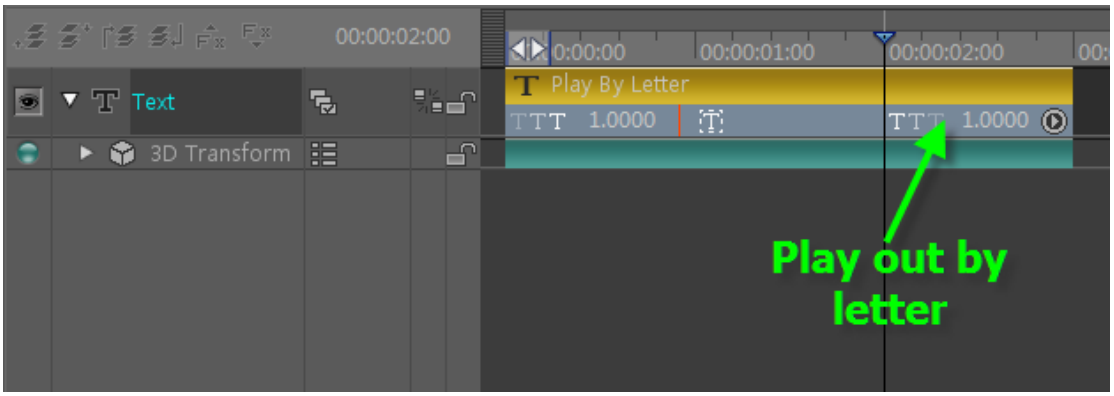

00:00:01:00
Play By Letter
Text
3D Transform
Right click here, Add Area
Enable Area
Add Area
Delete Area
Play by char (in)
Play by char (out)
Play by line (in)
Play by line (out)
Play by Text
Freqency Value
Uniform Area
Reset Area
3D Transform
3D Camera
Dynamic Text...


00:00:01:00
Play By Letter
Text
3D Transform
Right click here,
Play By Letter (In)
Enable Area
Add Area
Delete Area
Play by char (in)
Play by char (out)
Play by line (in)
Play by line (out)
Play by Text
Freqency Value
Uniform Area
Reset Area
3D Transform
3D Camera
Dynamic Text...

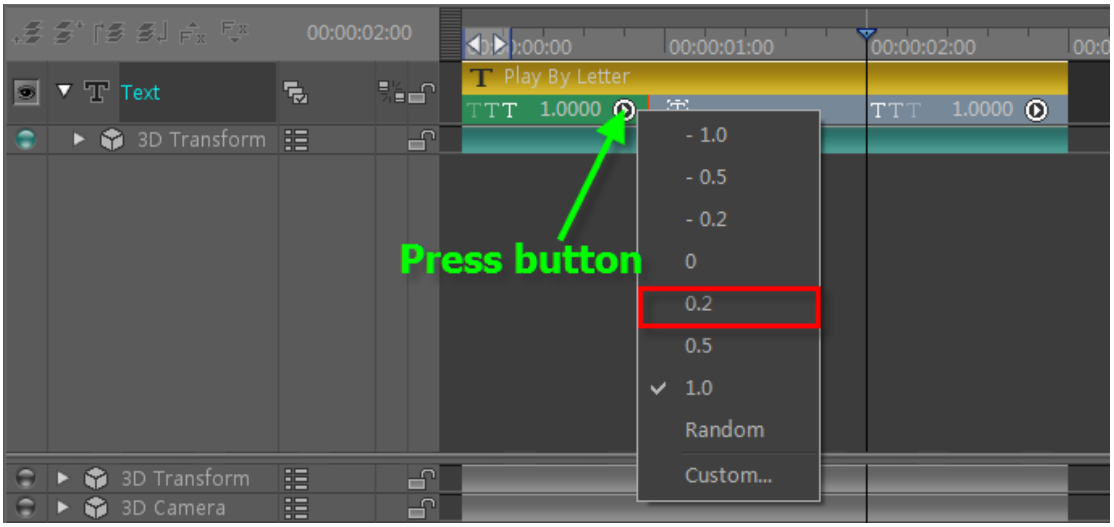
2) Drag timeline marker to 2 seconds, right-click and choose “Add Area”. In last area right-click and choose “Play by Character (Out)”

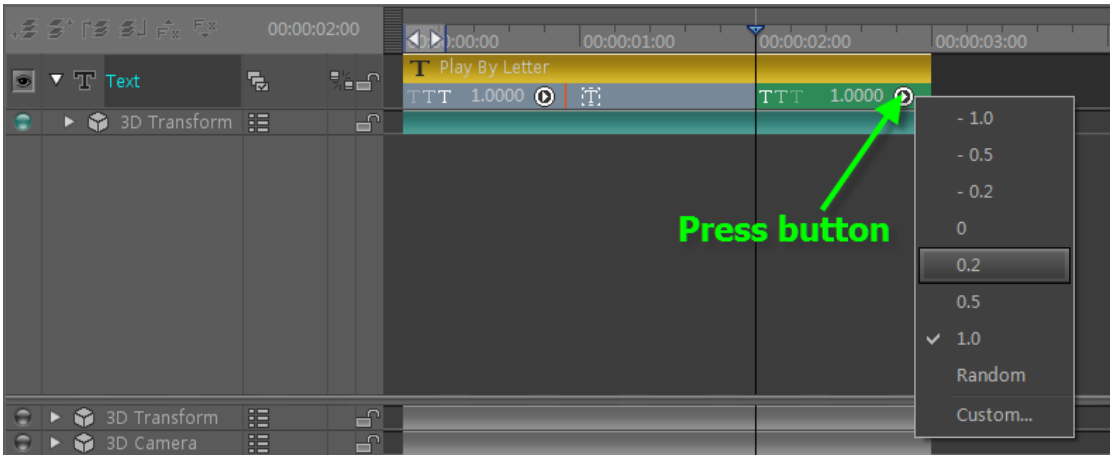






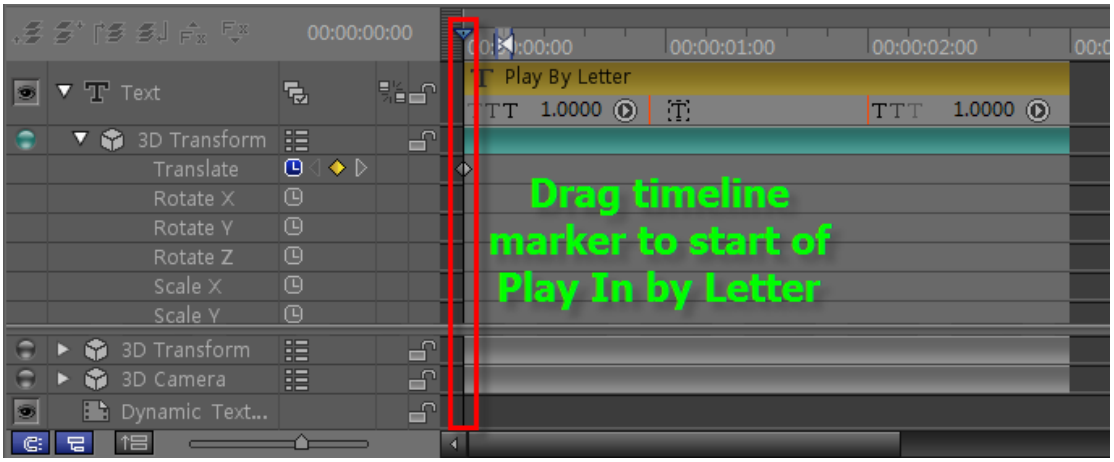
3) Set play area Frequency: press to set 0.2 In/Out frequency values.

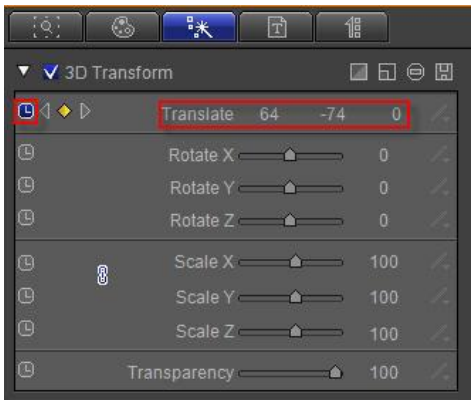




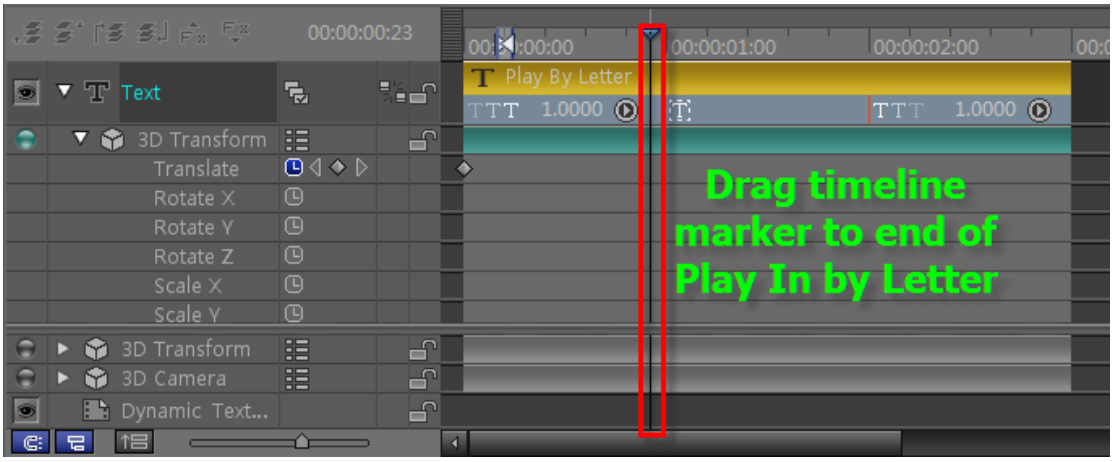
3. Set Keyframe in 3D Transform

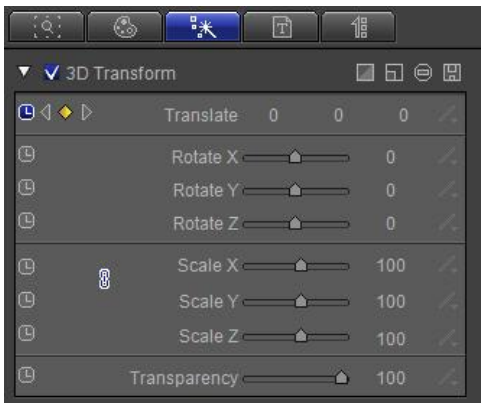
1) Drag timeline marker to start position, open Effect tab, set Translate XYZ positions to 64, -74, 0.



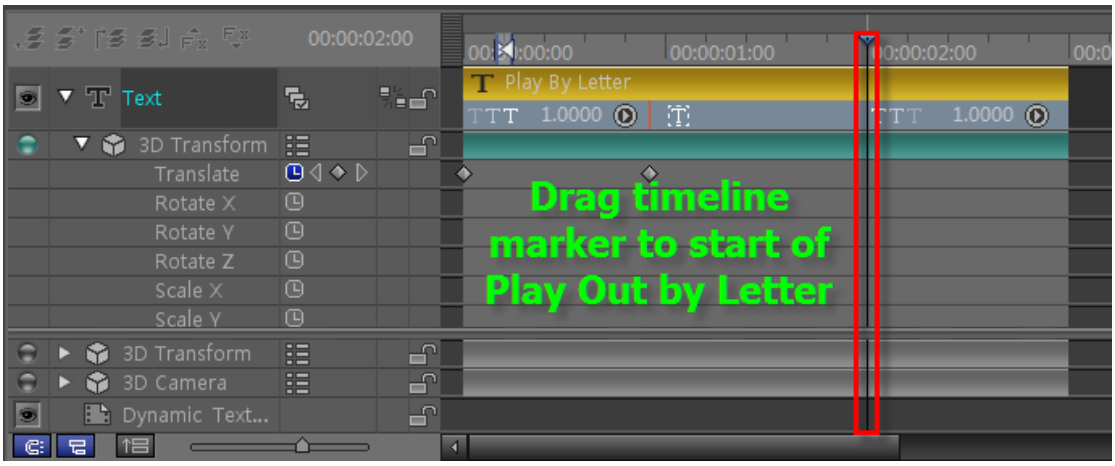


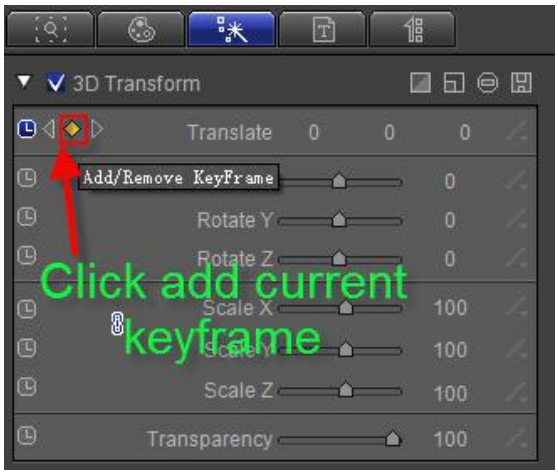
2) Place timeline marker at Play by Character (In) Out-Point, set Translate to 0, 0, 0



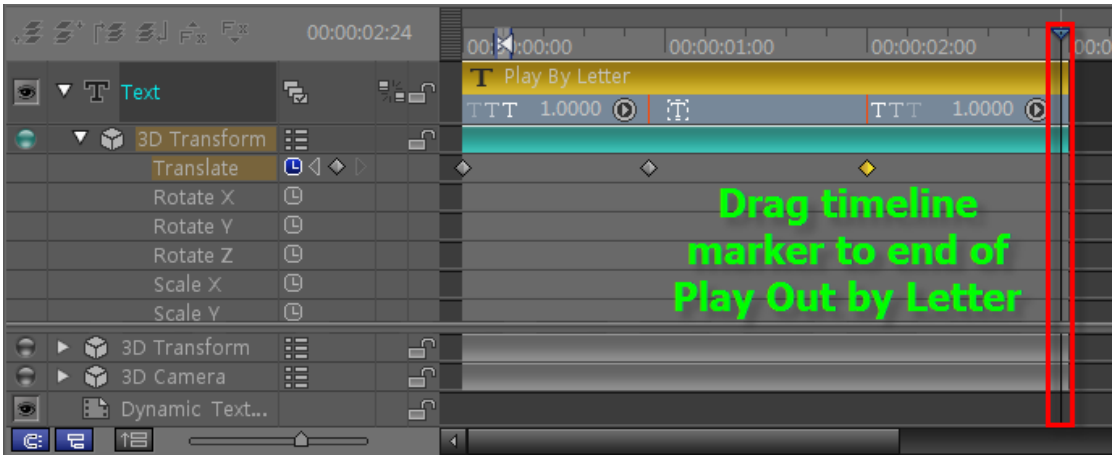


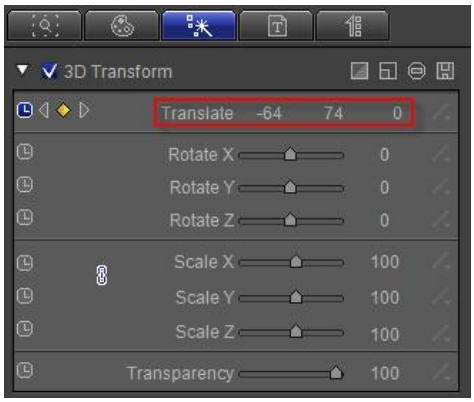
3) Set timeline marker at Play by Character (Out) In-Point, click Add Keyframe





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



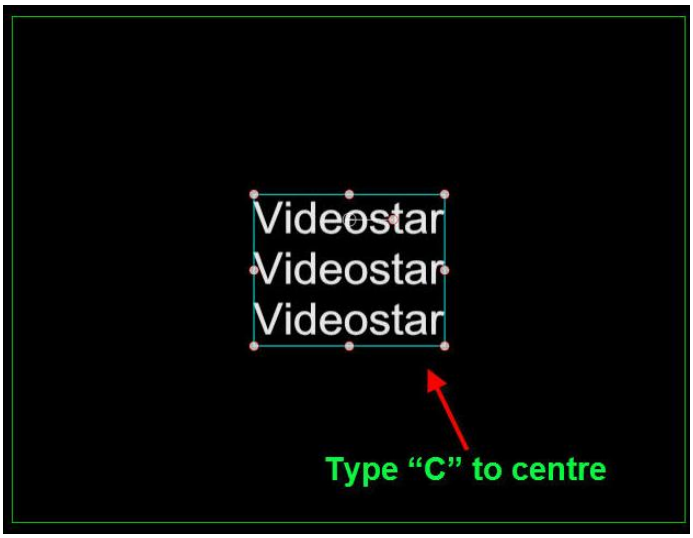


4. Preview

Create Play by Line

1. Enter Text and Shader

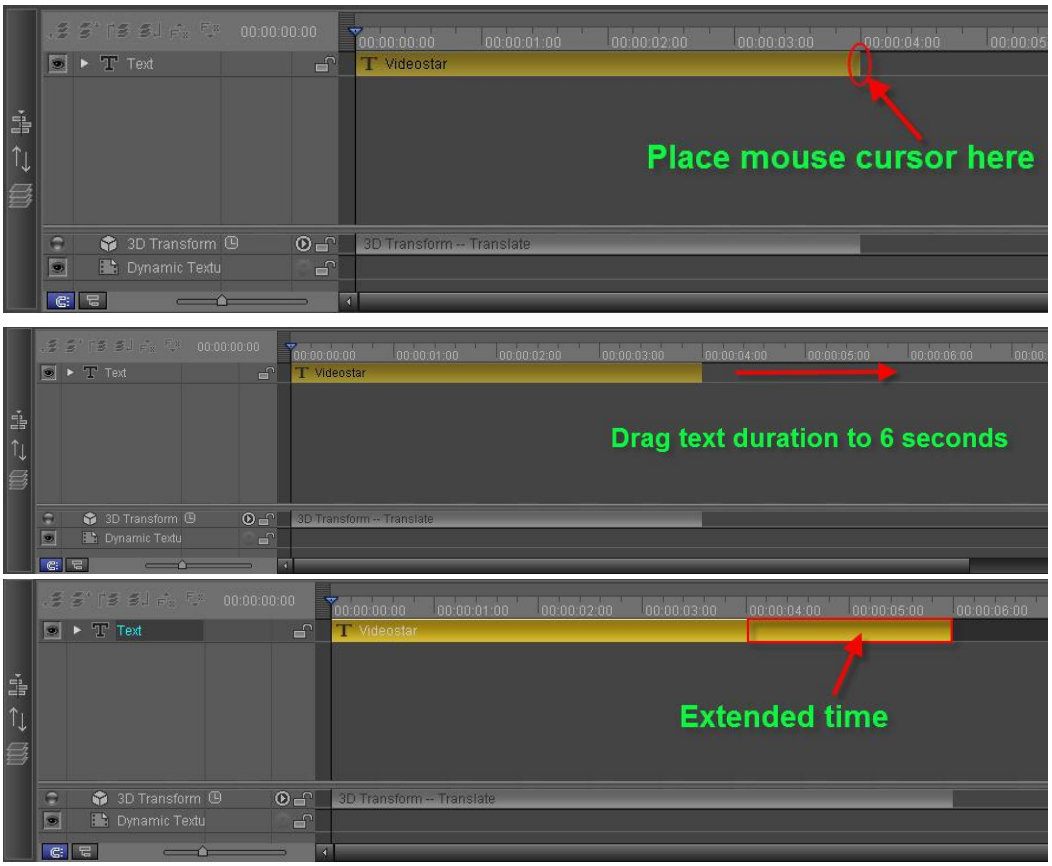
1) Write "Videostar" three times on three different lines, size 40, press **C** to centre.



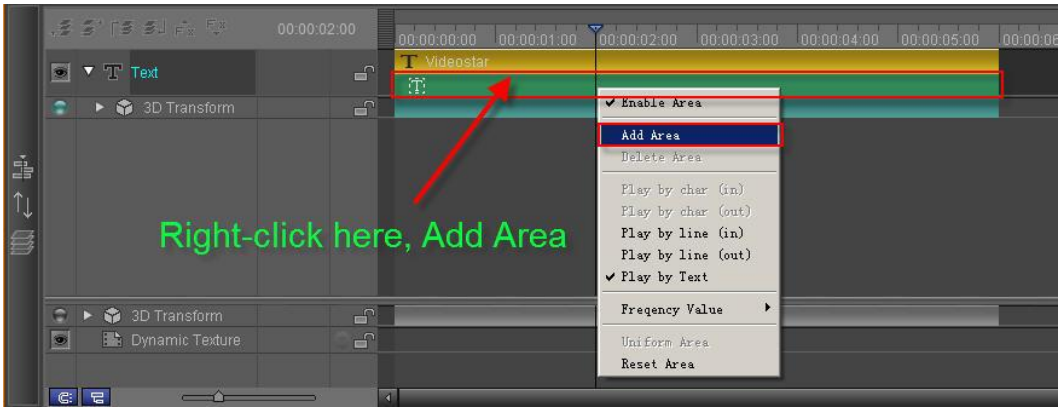
2) Shader: apply shader 020 from the templates library

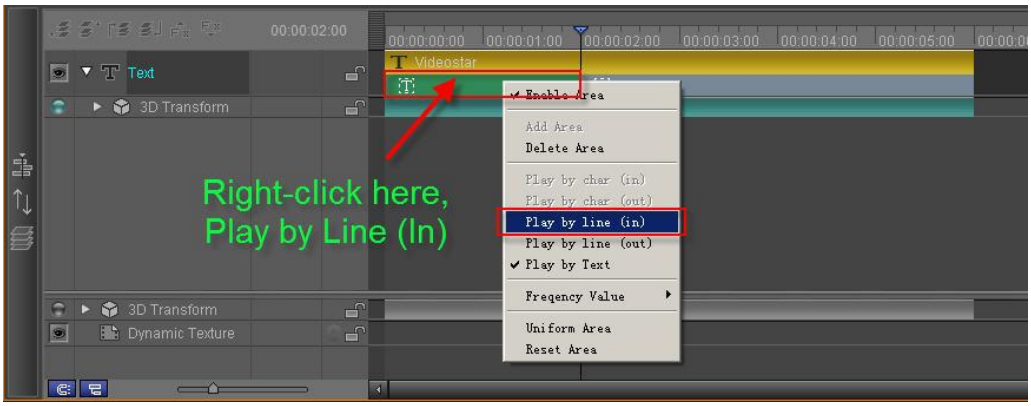
2. Add area

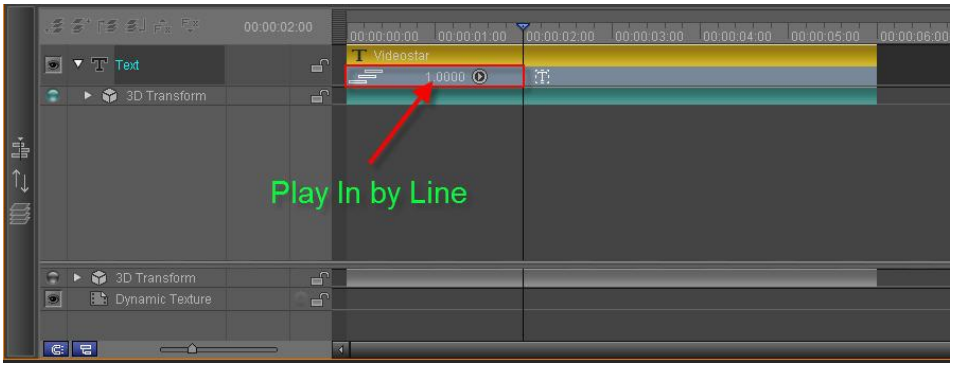
1) Extend duration to 6 seconds



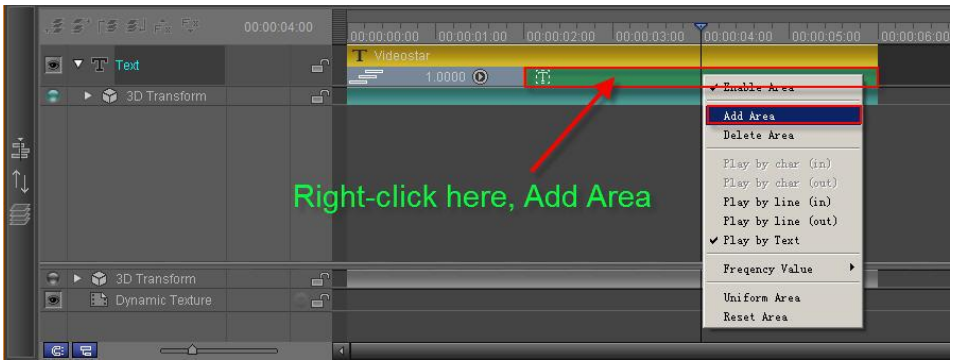
2) Expand tracks, drag timeline marker to 2 seconds, right-click to add area, right-click again to set as Play by Line (In)

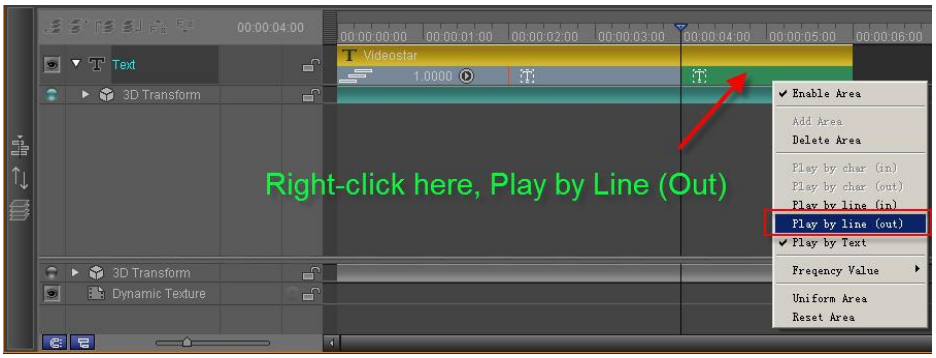


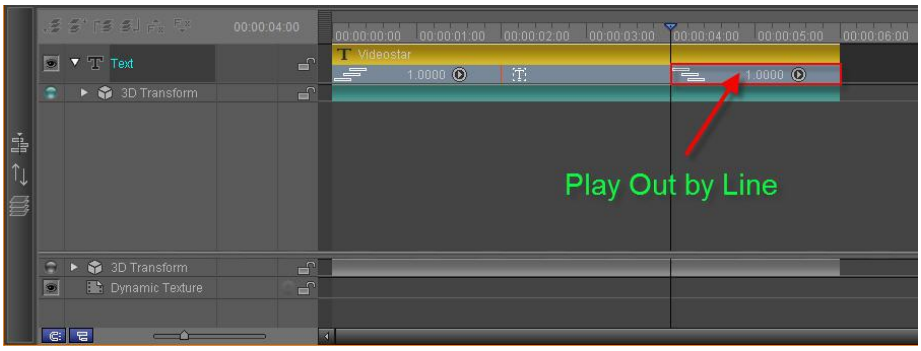




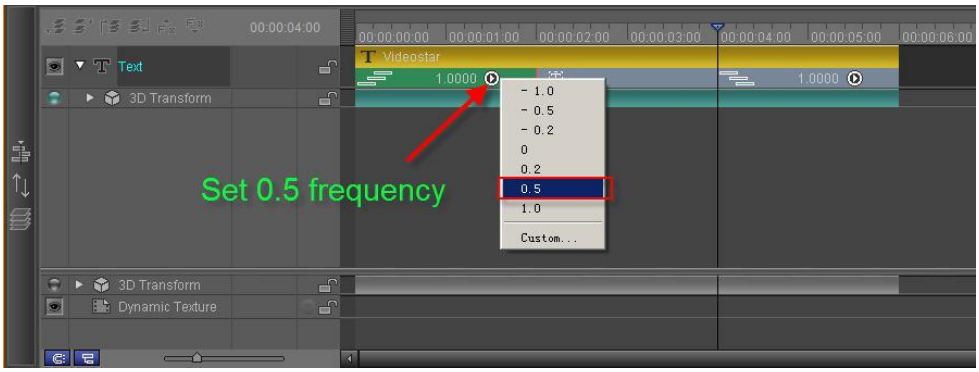
3) Set timeline marker at 4 seconds, right-click to add area, right-click again to set as Play by Line (Out)



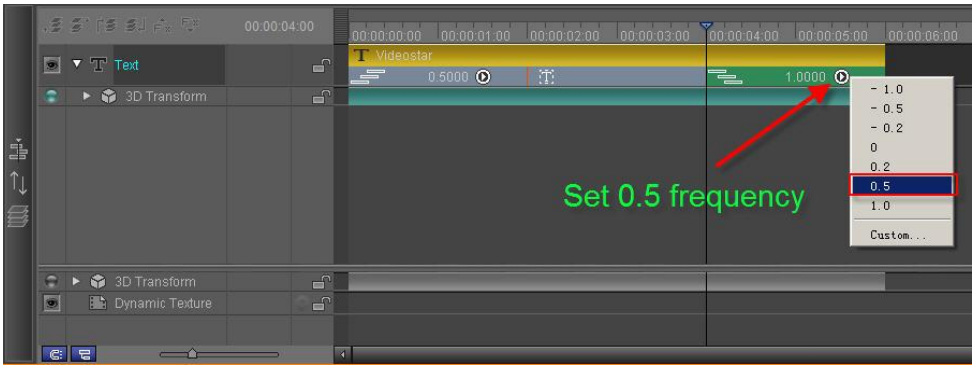




4) Set play area Frequency: press to set 0.5 In/Out frequency values Set 0.5 frequency

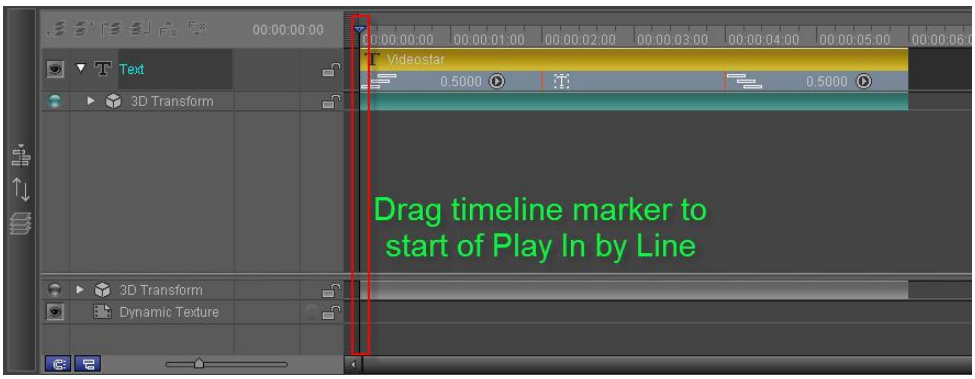


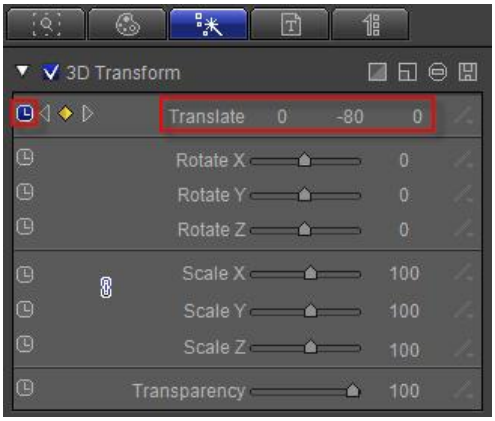
Set 0.5 frequency



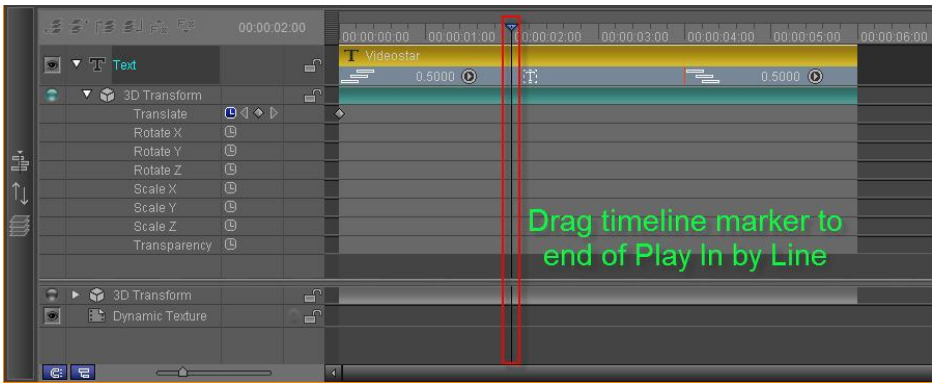
3. Set Keyframe in 3D Transform

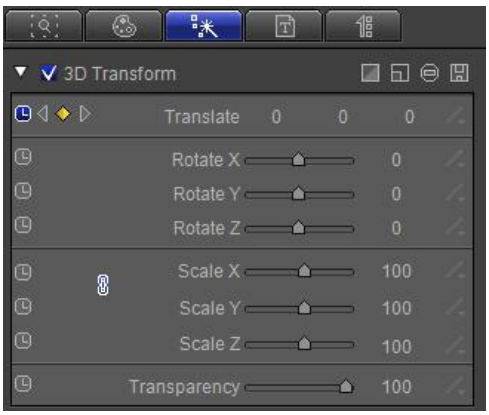
1) Drag timeline marker to start position, open Effect tab, set translate XYZ positions to 0, -80, 0



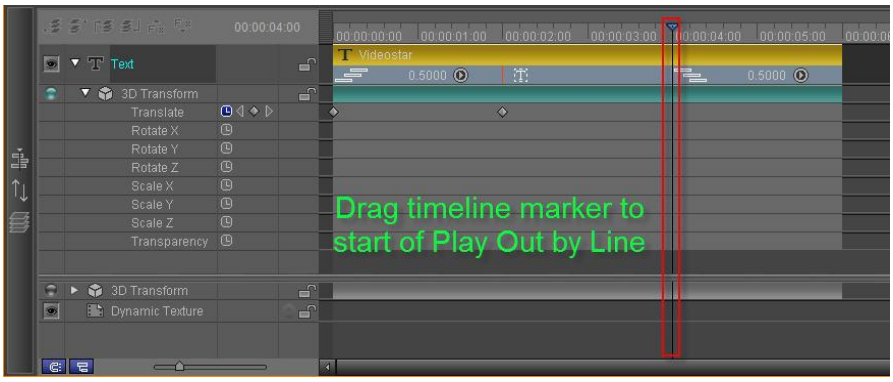


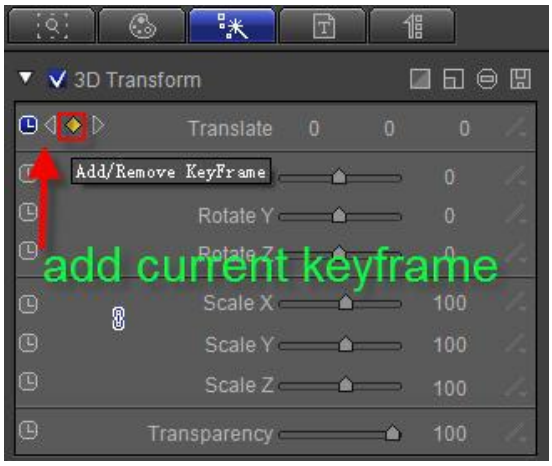
2) Place timeline marker at Play by Line (In) Out-Point, set Translate to 0, 0, 0



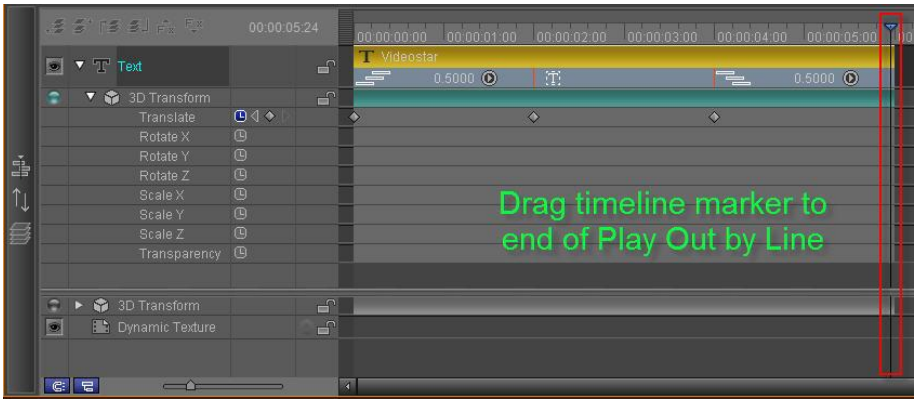


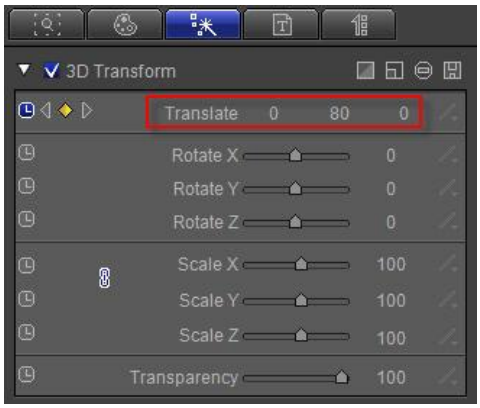
3) Set timeline marker at Play by Line (Out) In-Point, click “Add Keyframe”





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



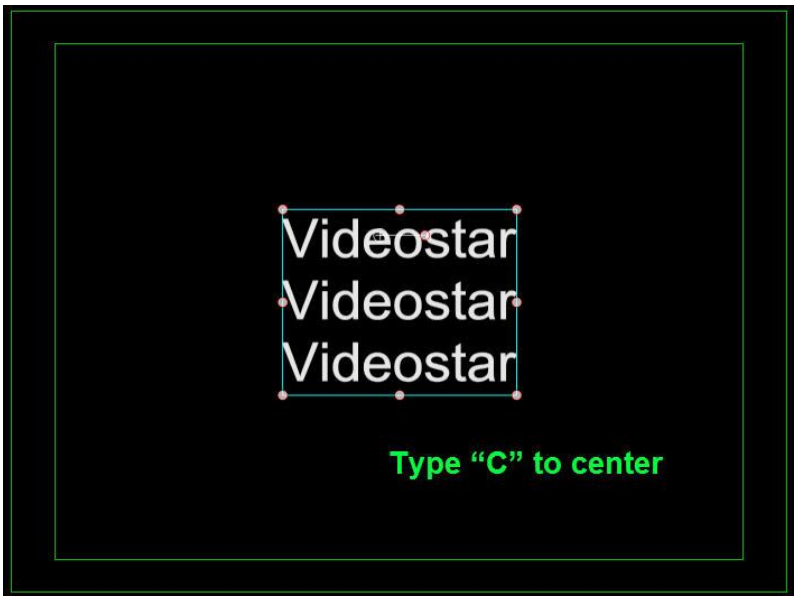


4. Preview

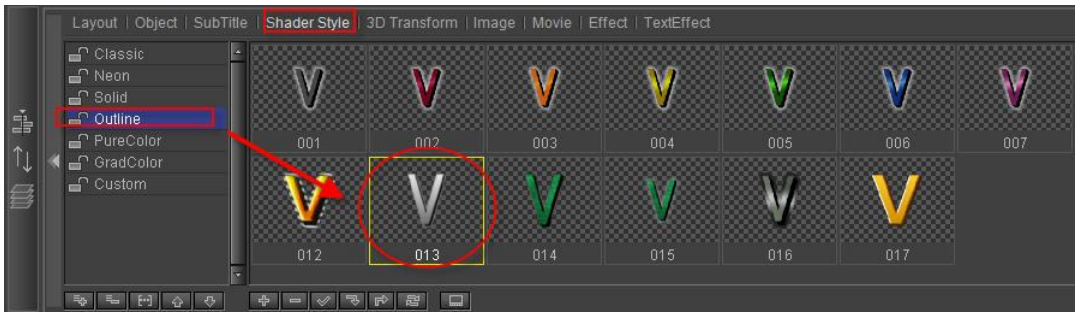
Create Mixed Play by Character/Line

1. Enter Text and Shader

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

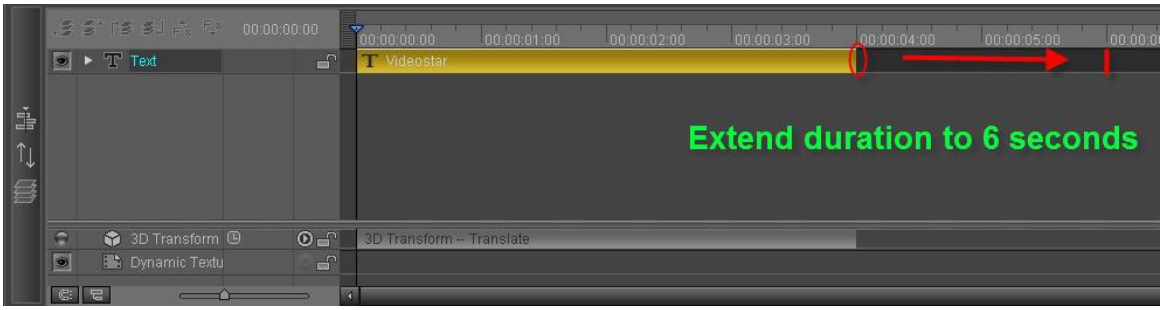


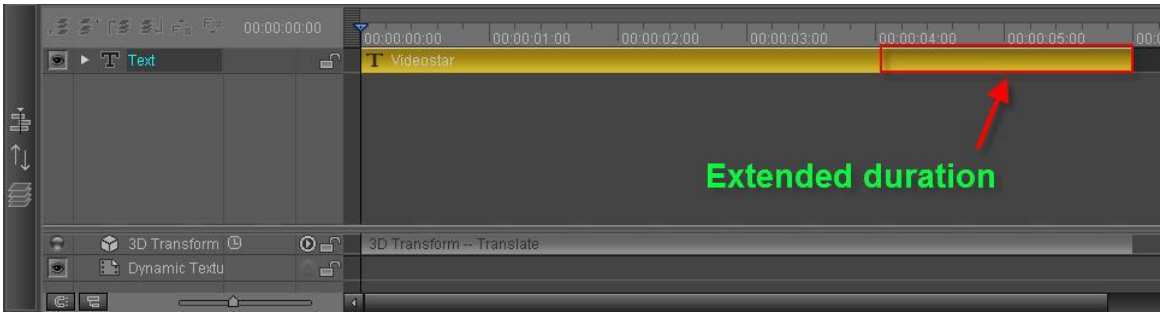
2) Shader: apply shader 013 from the templates library



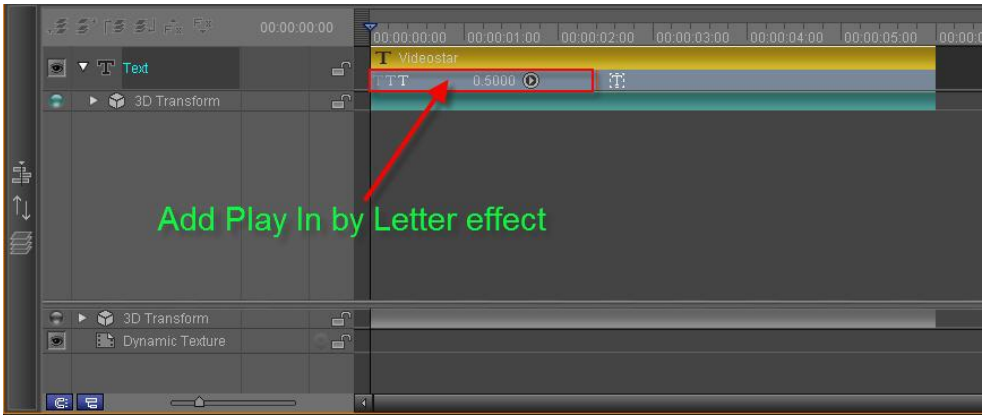
2. Add area

1) Extend duration to 6 seconds

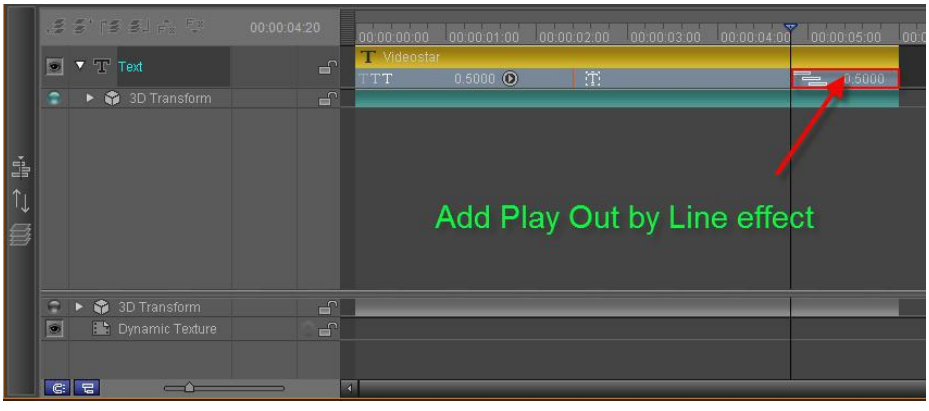




2) From 0 to 2 seconds, add Play by Character area, frequency value 0.5

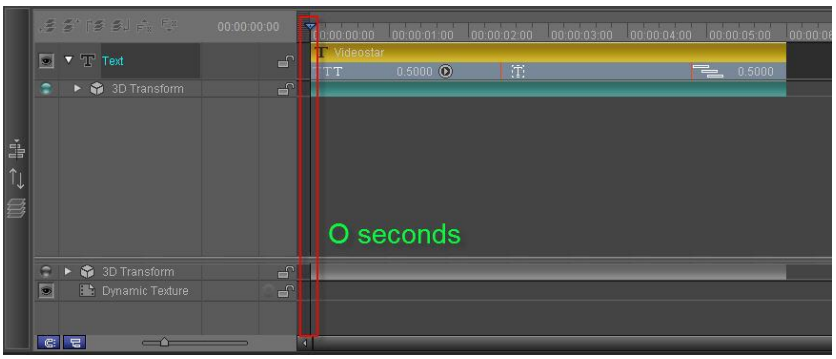


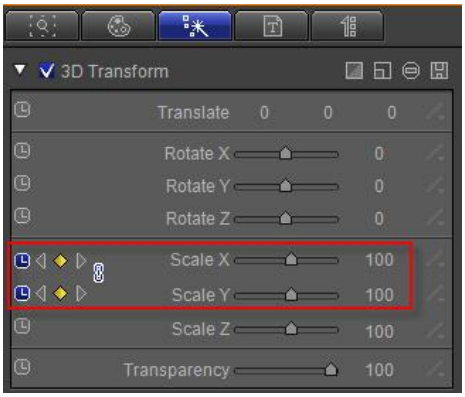
3) From 4 to 6 seconds, add Play by Line area, frequency value 0.5



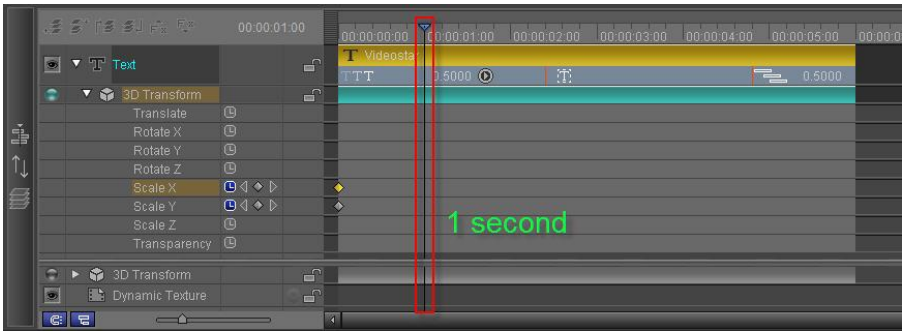
3. Set Keyframe in 3D Transform

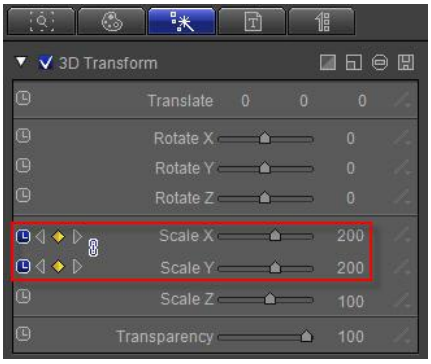
1) Open Effect tab, at 0 seconds toggle XY scale keyframe to 100 each.



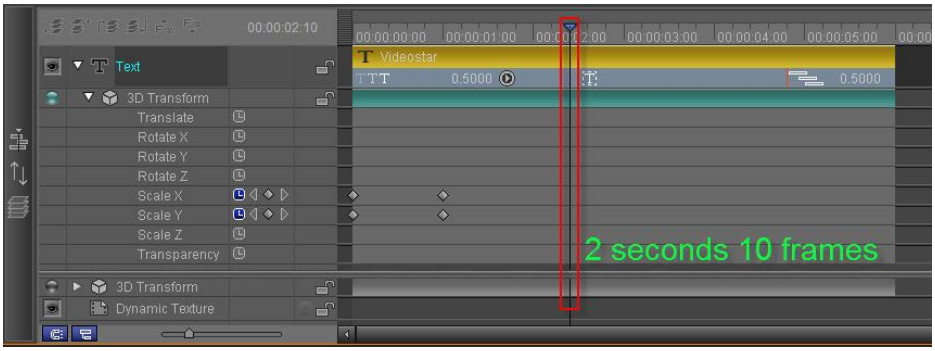


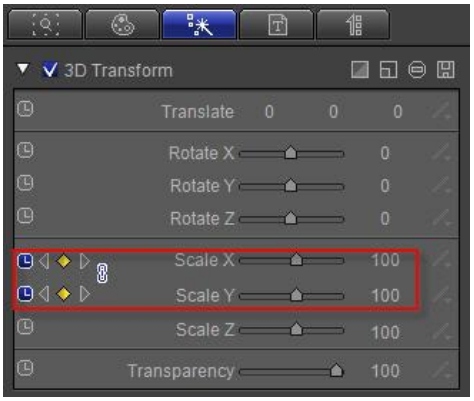
2) At 1 second set XY scale keyframe to 200 each.



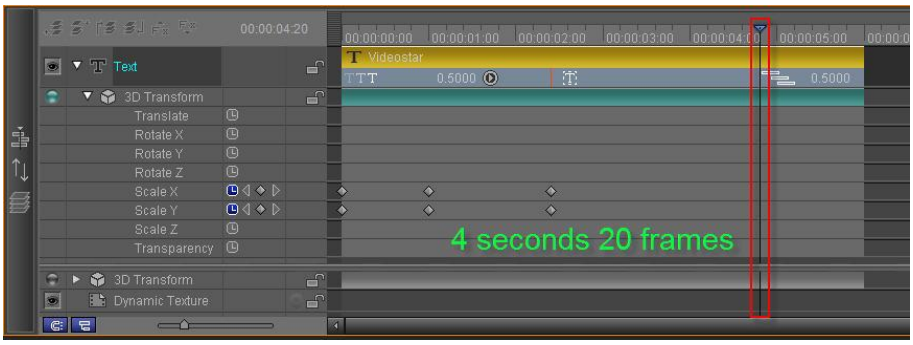


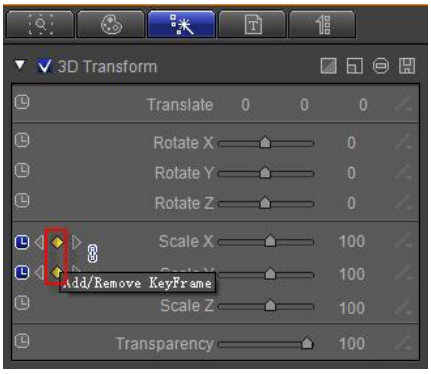
3) At 2 seconds, frame 10, set XY scale at 100 each



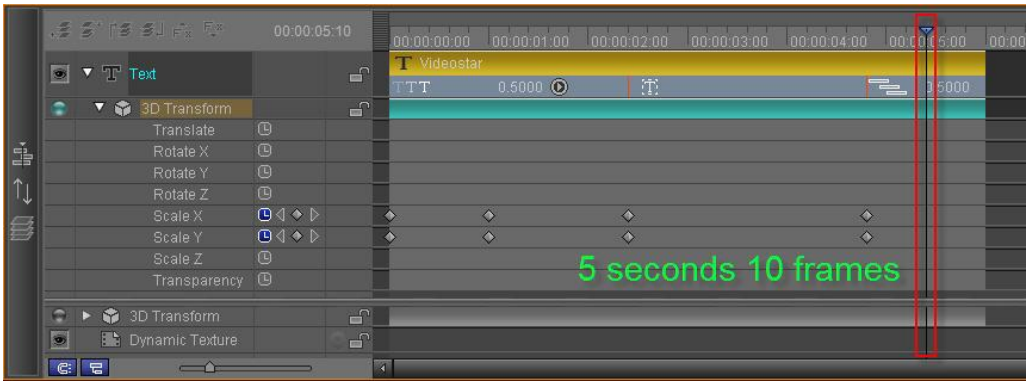


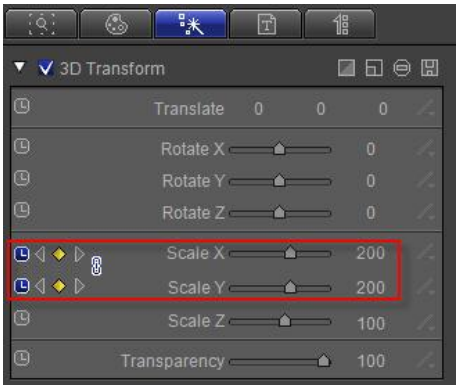
4) At 4 seconds, frame 20, set XY scale to current keyframe



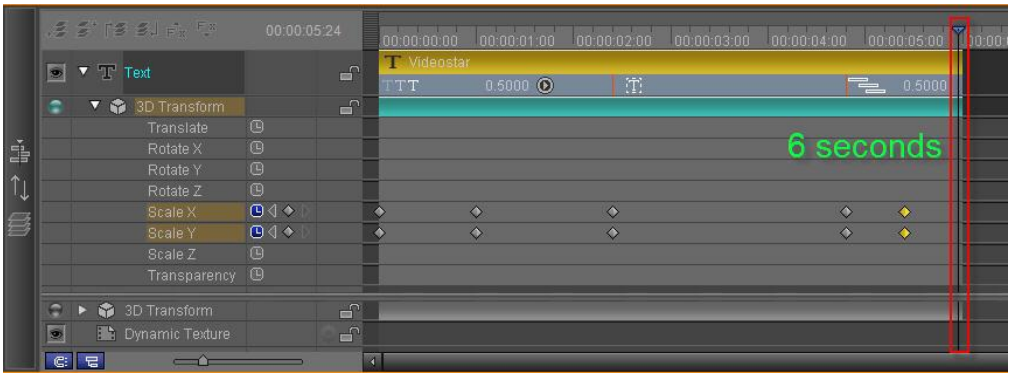


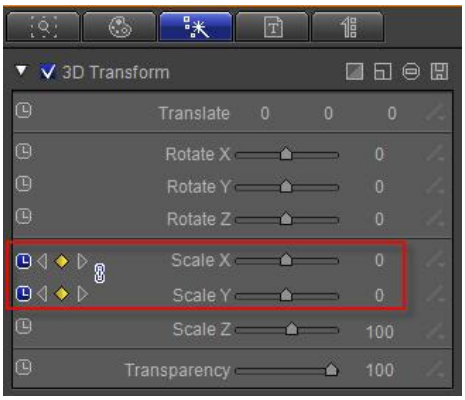
5) At 5 seconds, frame 10, set XY scale to 200 each





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

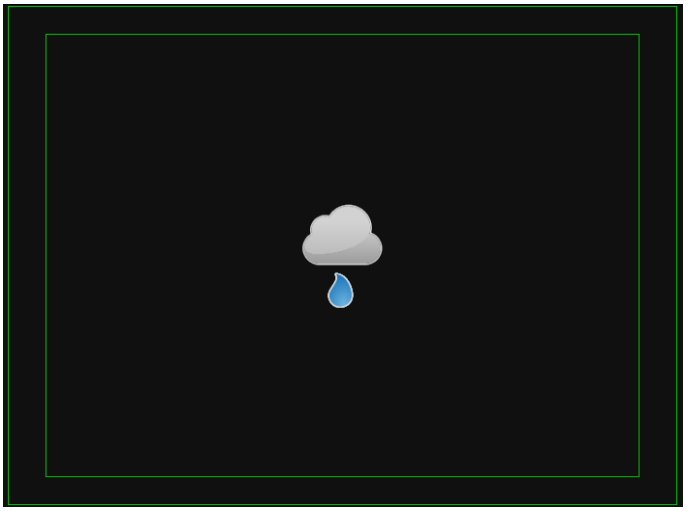




4. Preview

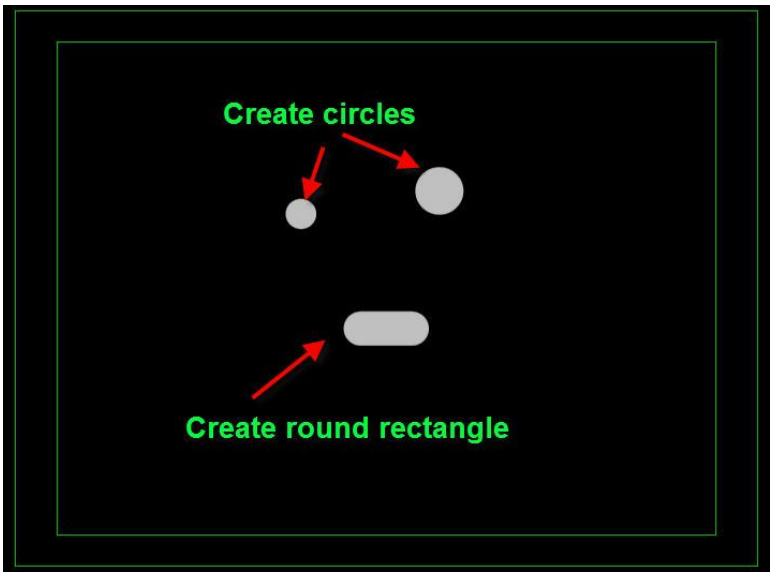
Create Advanced Animation Keyframe

Raindrops Animation

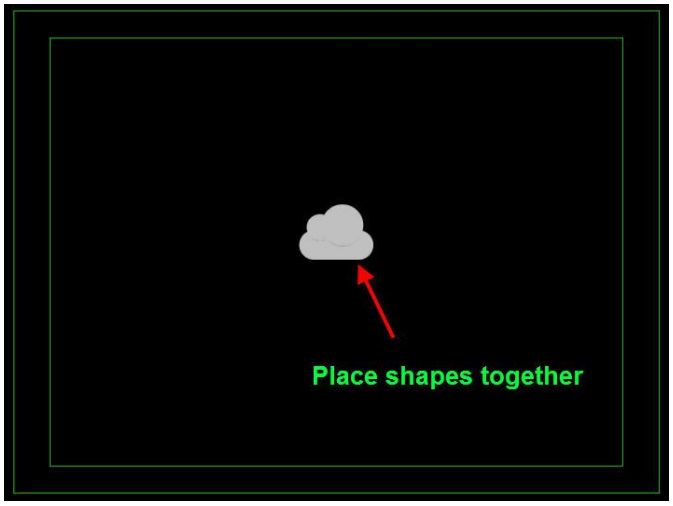


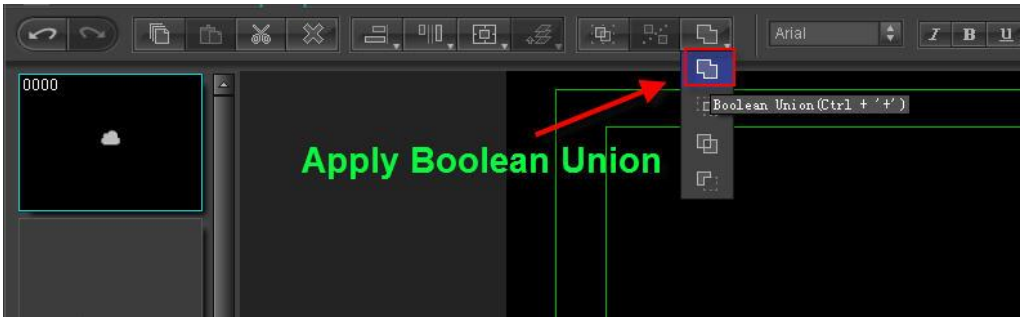
1. Create Cloud

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

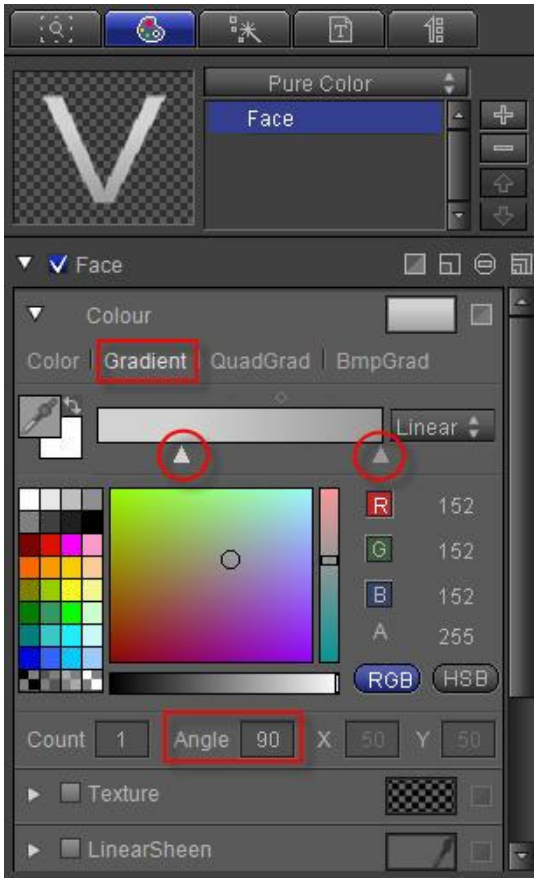


2) Create Boolean Union

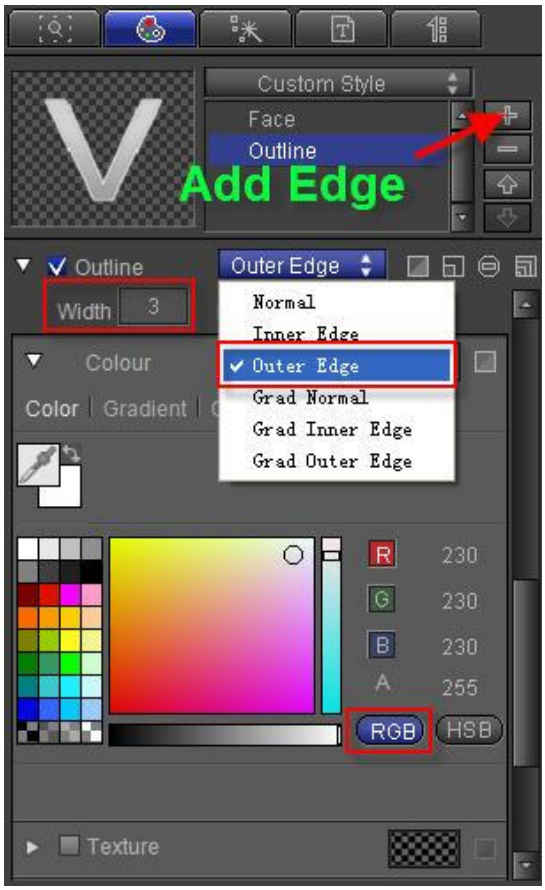




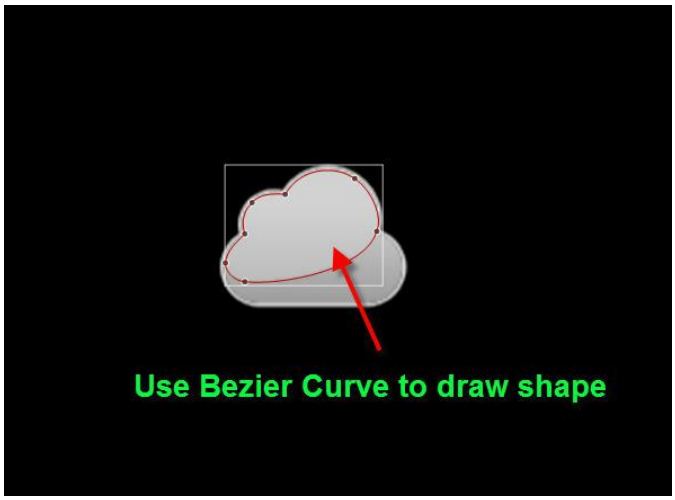
3) Set Shader: Gradient to Linear, RGB, RGBA parameters at (210,210,210,255), (152,152,152,255), 90 degrees.

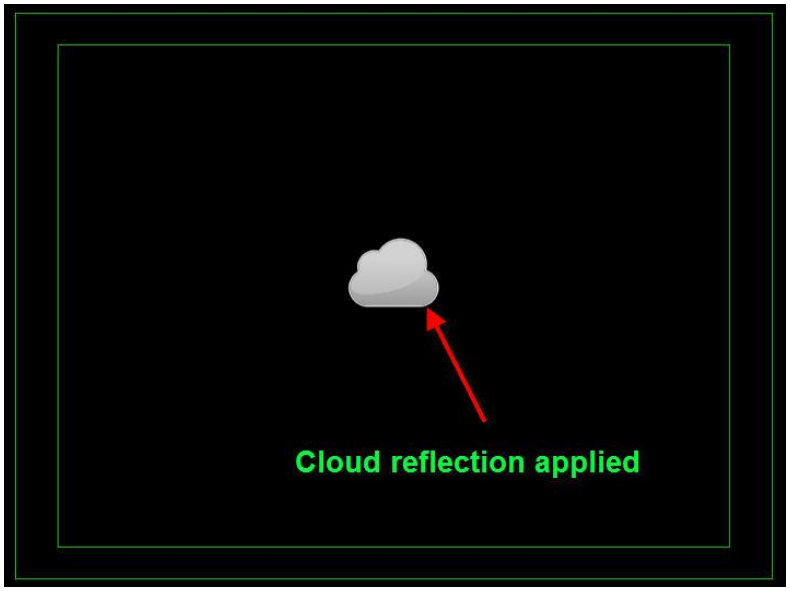


Add Edge, set to Outer Edge, Width 3, RGB, RGBA parameters at (230,230,230,255).



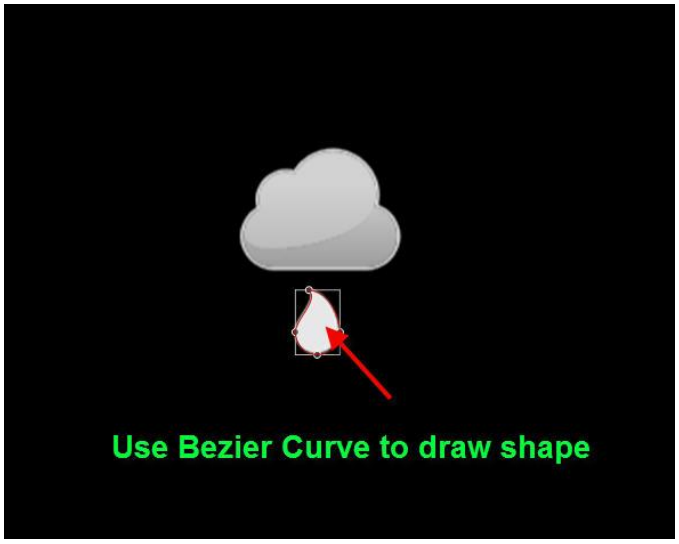
4) Use “Bezier Curves” to add cloud reflection. Set reflection: Single color, RGB, RGBA parameters at (210,210,210,120)



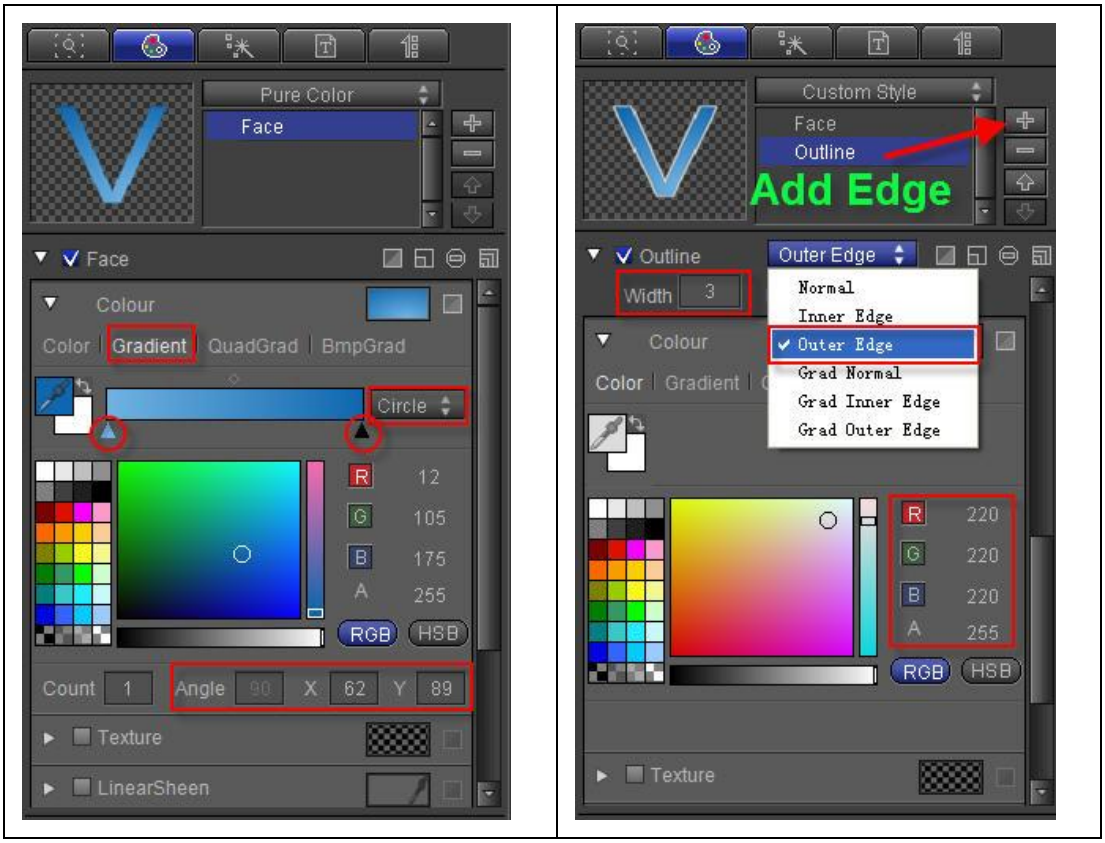


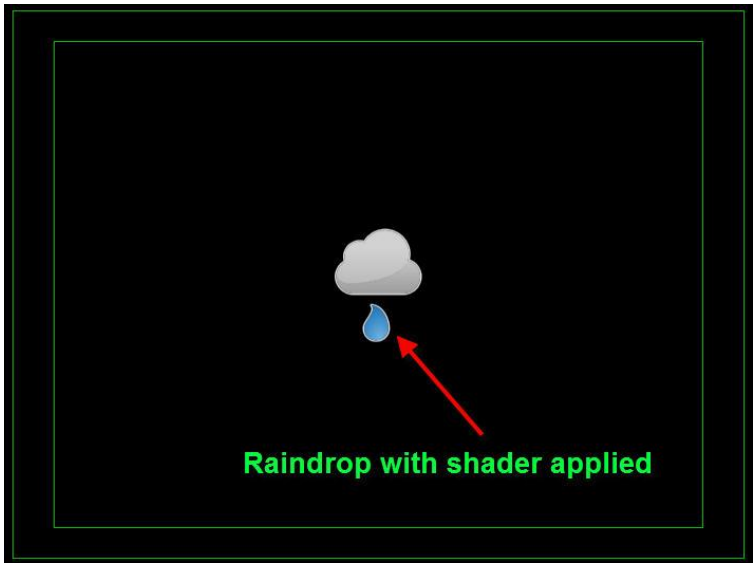
2. Create Raindrop

1) Use Bezier Curve to draw raindrop



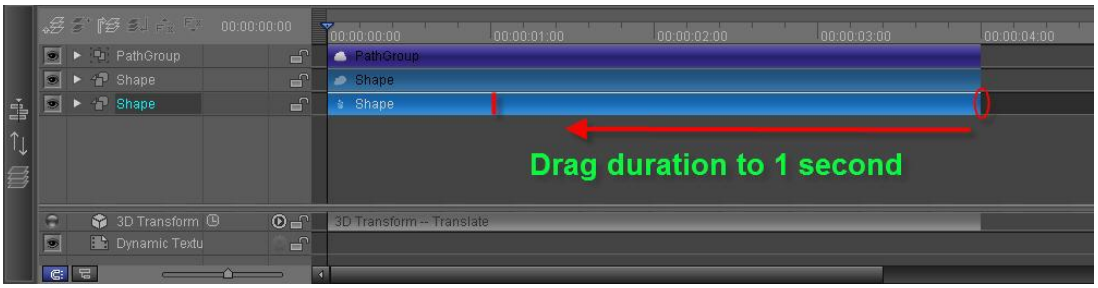
2) Set Shader: Gradient to Linear, 90 degrees, XY axis to (62, 89), RGB, RGBA parameters at (110,181,227,255), (12,105,175,255).
Add Edge, set to Outer Edge, Width 3, Blur 0, RGBA parameters at (220,220,220,255)

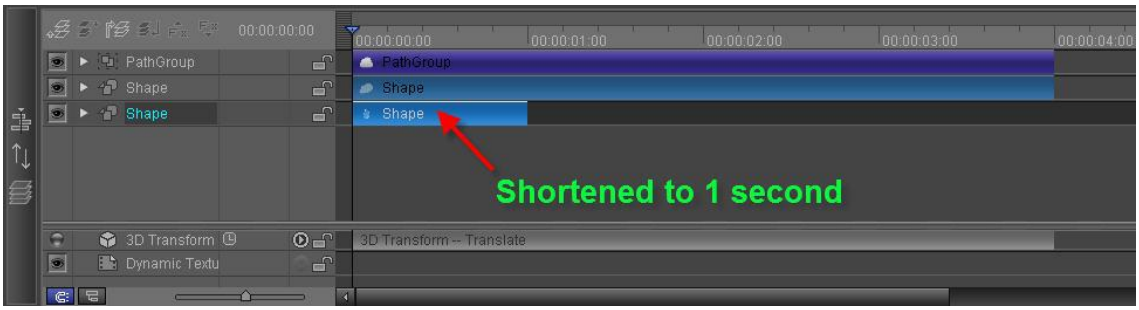




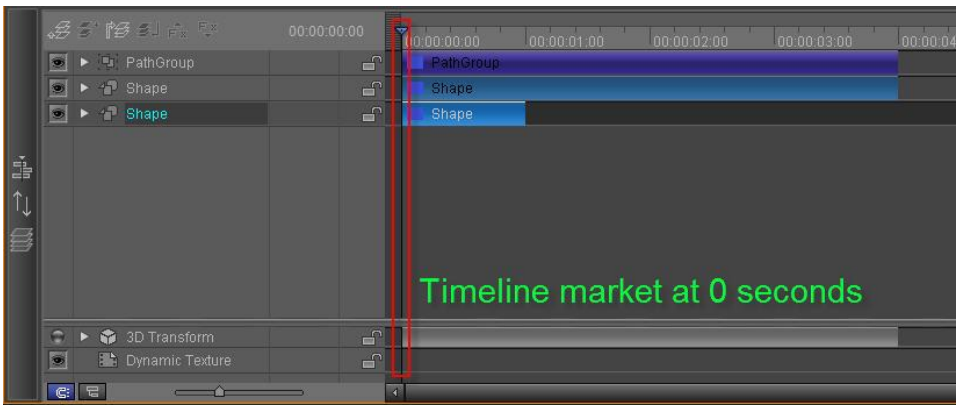
3. Set Raindrop Animation Keyframe

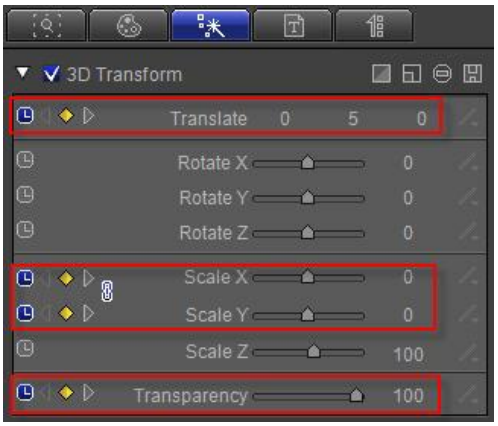
1) Reduce raindrop play time, from 4 seconds to 1 second



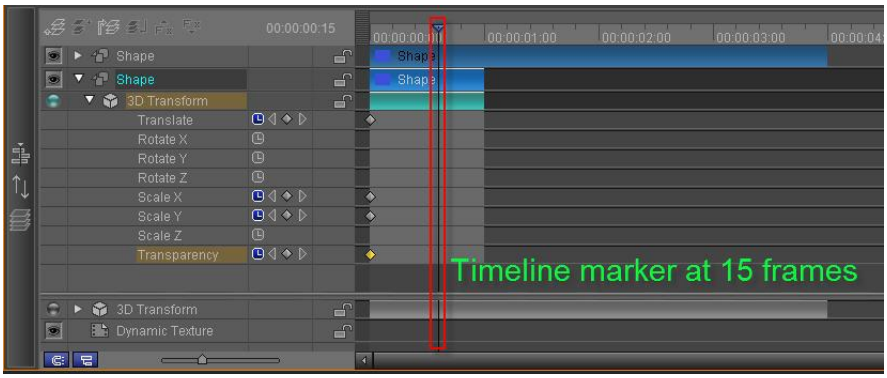


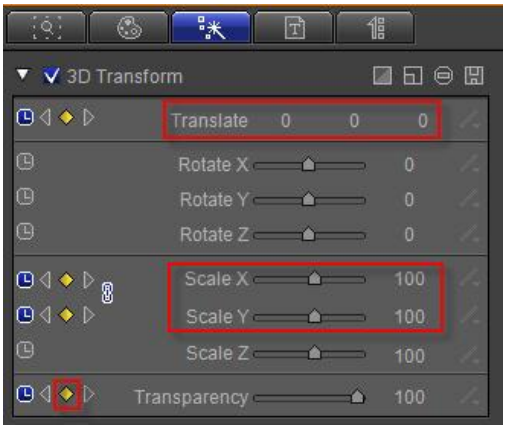
2) At 0 seconds, activate 3D Transfrom Translate (0,5,0), XY scale (0,0), and Transparency (100) keyframes.



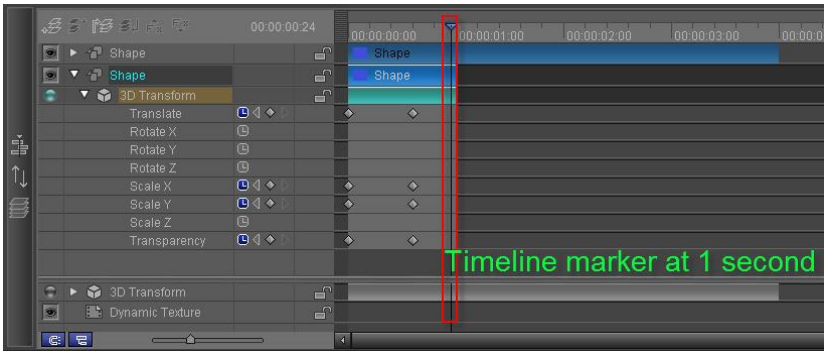


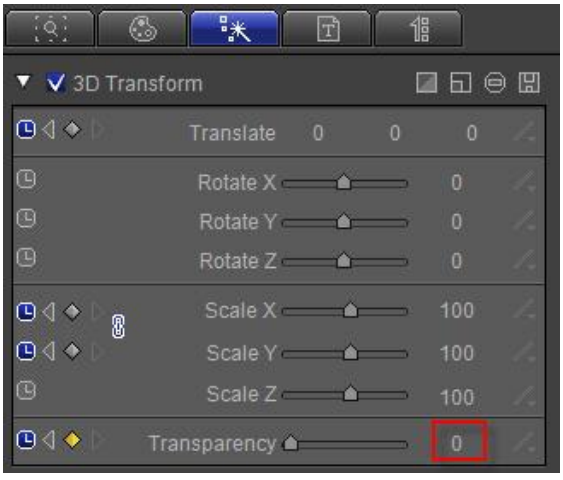
3) Drag timeline marker to frame 15, then set Translate (0,0,0), XY scale (100,100), and Transparency (add current) keyframes.



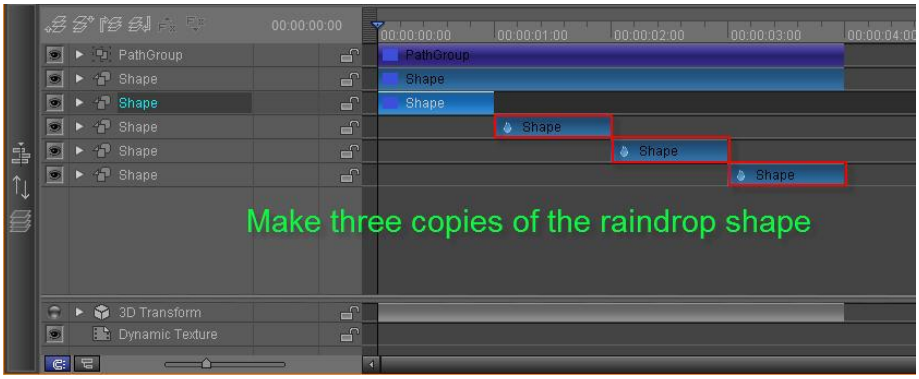


4) Drag timeline marker to 1 second, set Transparency to 0

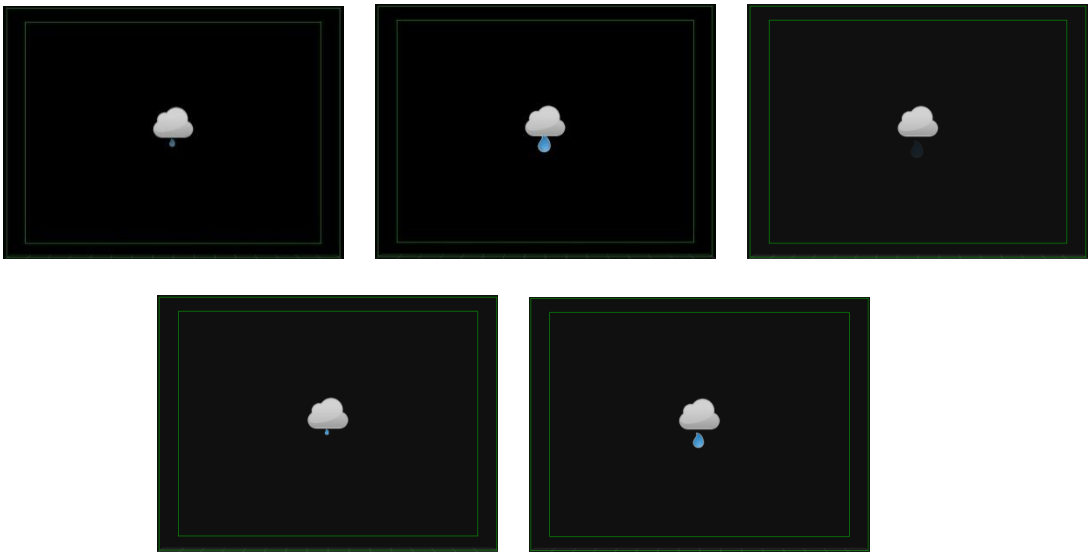




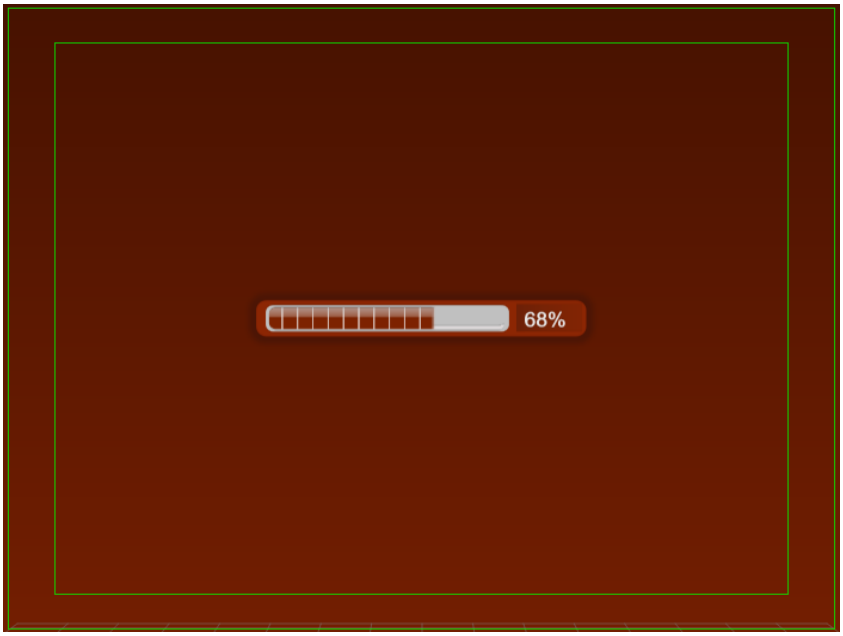
5) Make three more copies to create rainfall effect


00:00:00:00
00:00:00:00
00:00:01:00
00:00:02:00
00:00:03:00
00:00:04:00
PathGroup
Shape
Shape
Shape
Shape
Shape
Shape
PathGroup
Shape
Shape
Shape
Shape
Shape
Make three copies of the raindrop shape
3D Transform
Dynamic Texture

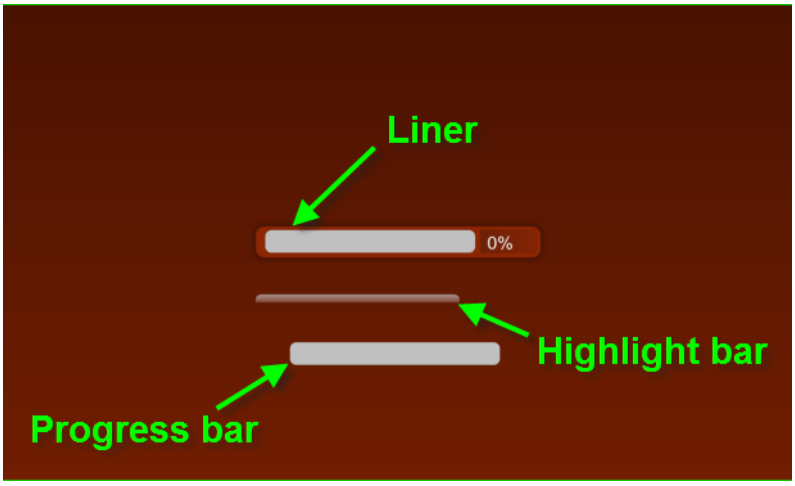
4. Preview



Create Progress Bar

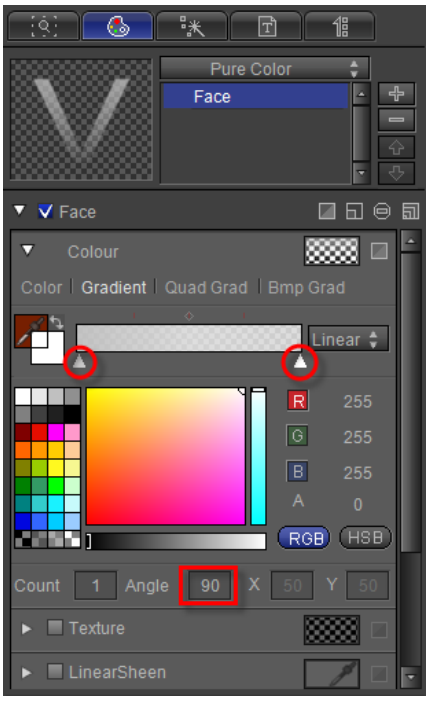


1. Liner

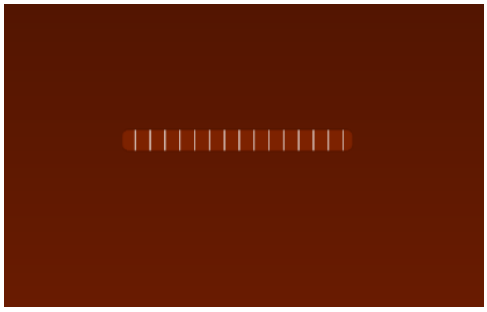


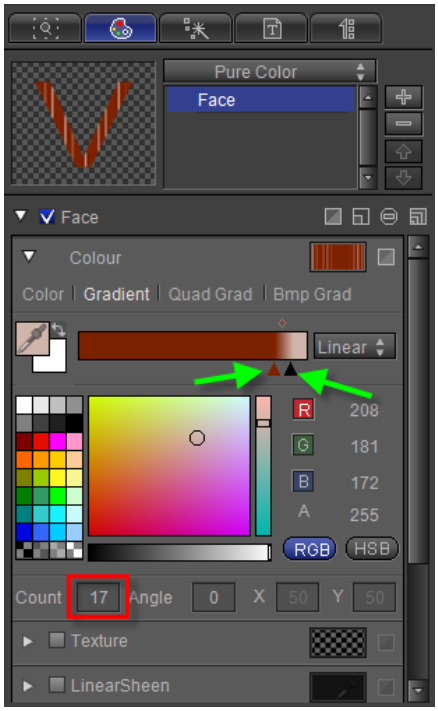
2. Color

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



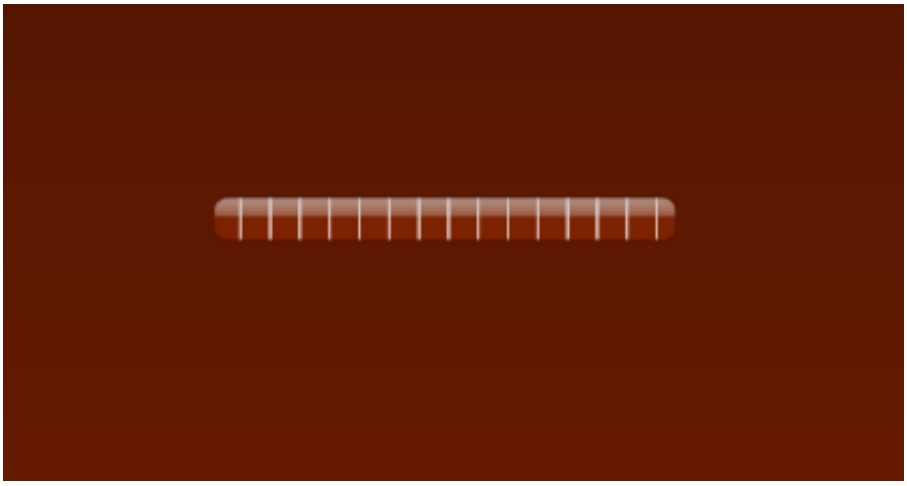
2) Select the progress bar, select gradient, set RGBA values at (125,34,0,255), (208,181,172,255), and adjust gradient position to 17.



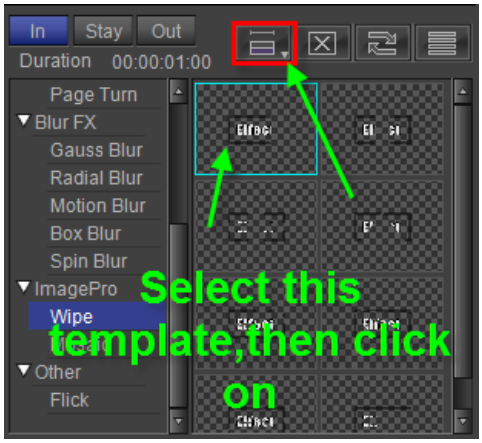


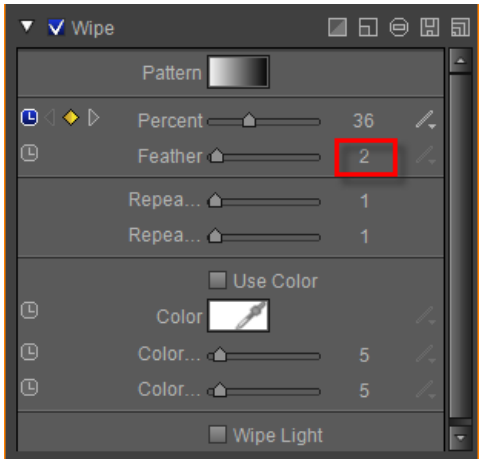
3. Merge progress bar and high-light

1) Click on create group, then name group

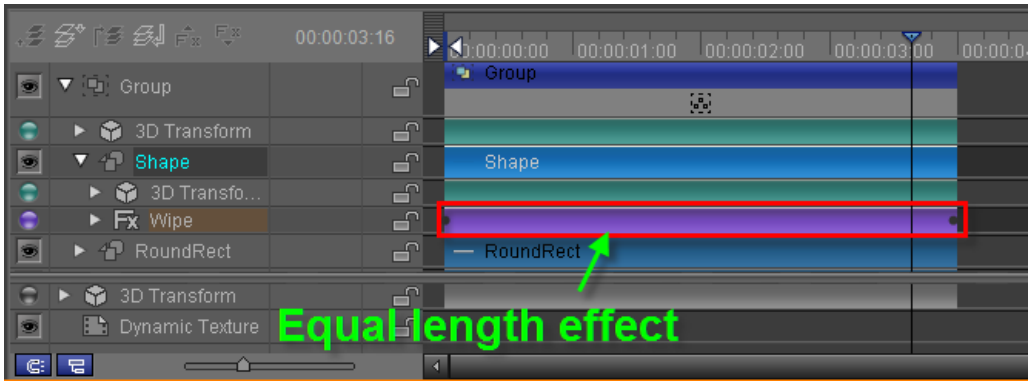


2) Create Animation: select the group, choose template Wipe001. Click to add special effects such as equal length, feather level 2.

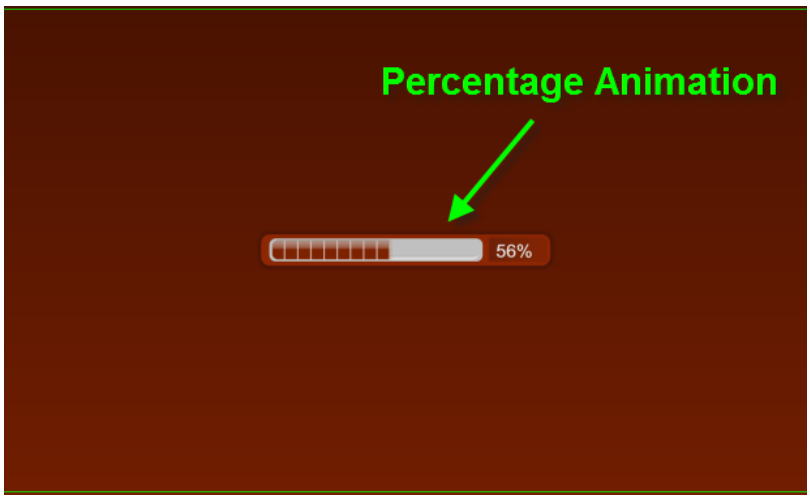




Select this template, then click on,

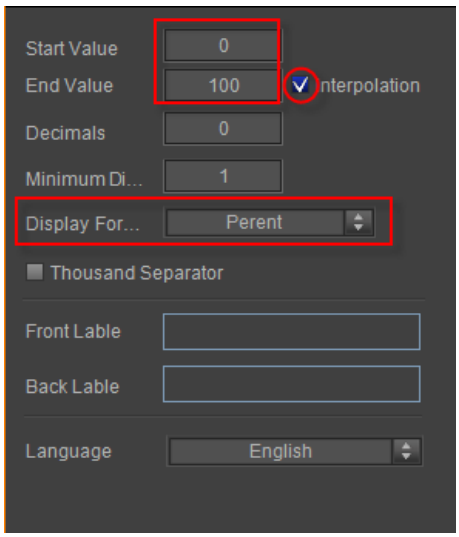


4. Percentage Animation

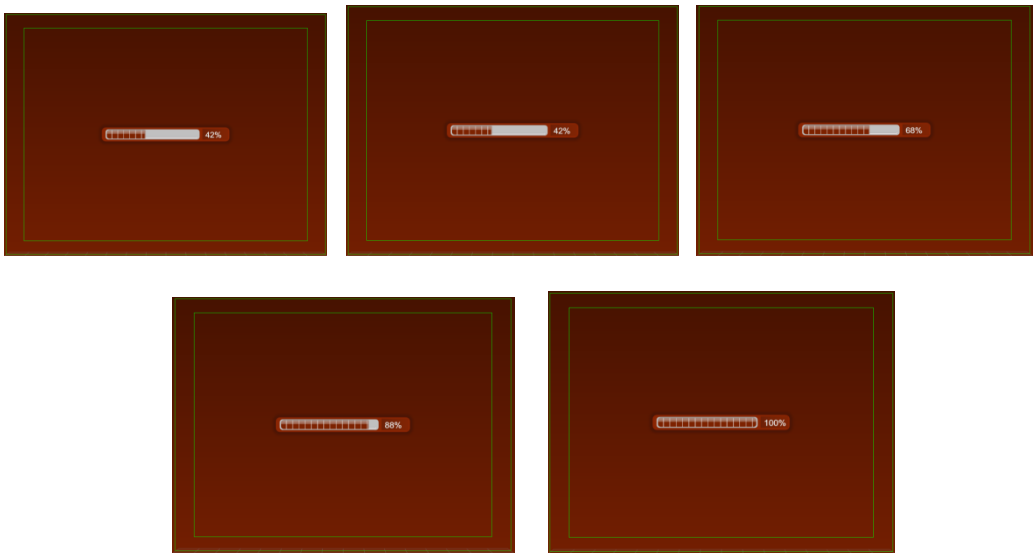


1) Select the numbers tool, set size to17, RGBA to (232,232,232,255)

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



5. Preview Animation



Create Roll Up

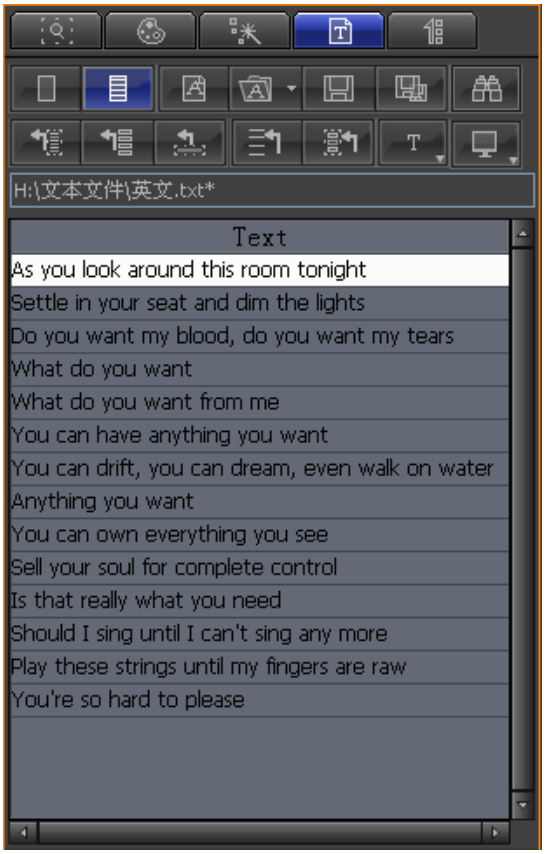
Please consult the chapter "Create Roll" for instructions.

Create Crawl

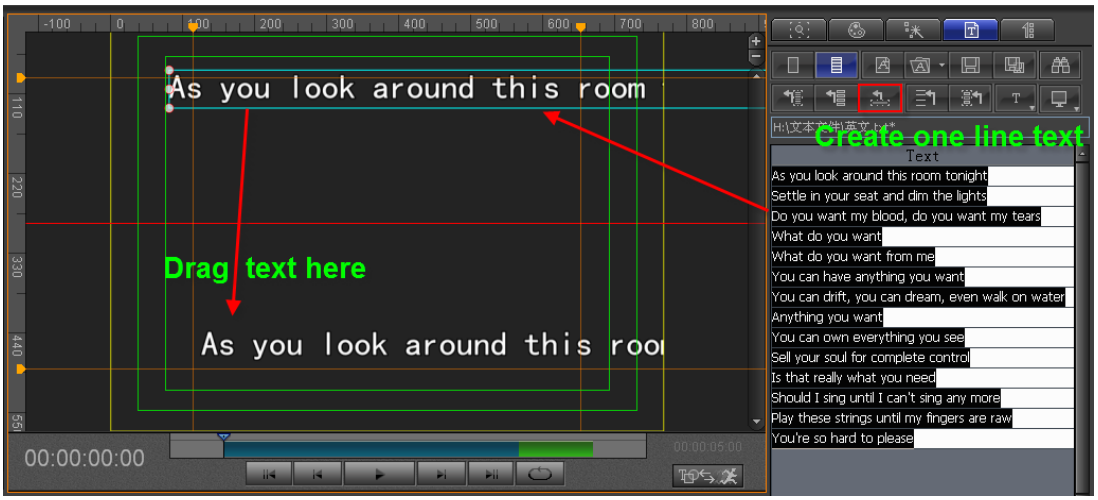
1. Crawl Left

2. Create Text

Enter text in Text tab

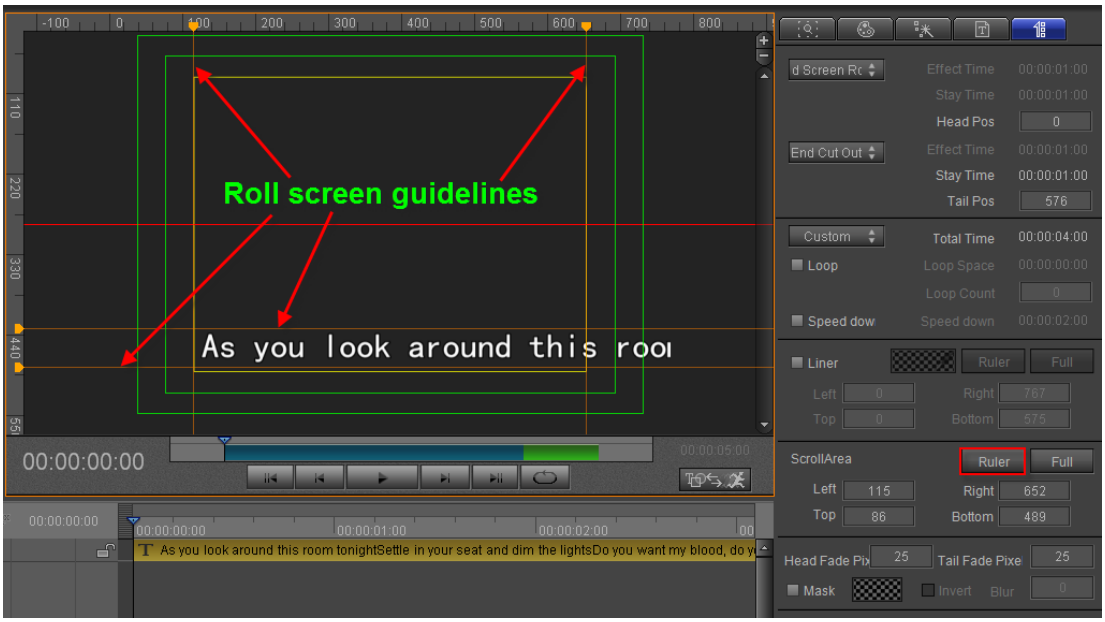


Click on “One Line Text” to create in Edit Screen

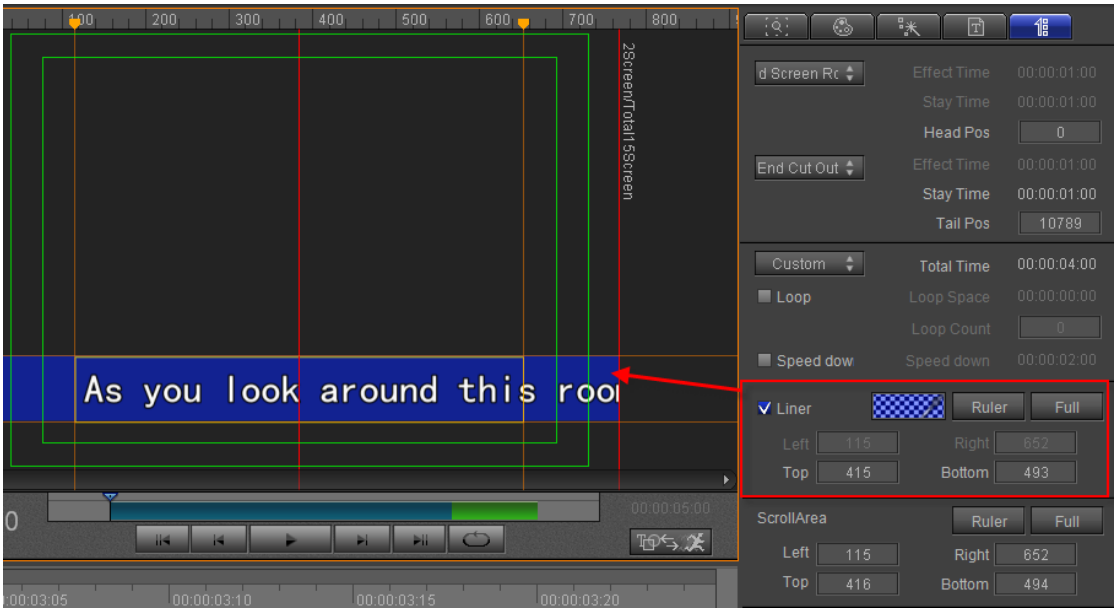


3. Set Parameters

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



2) Set background area



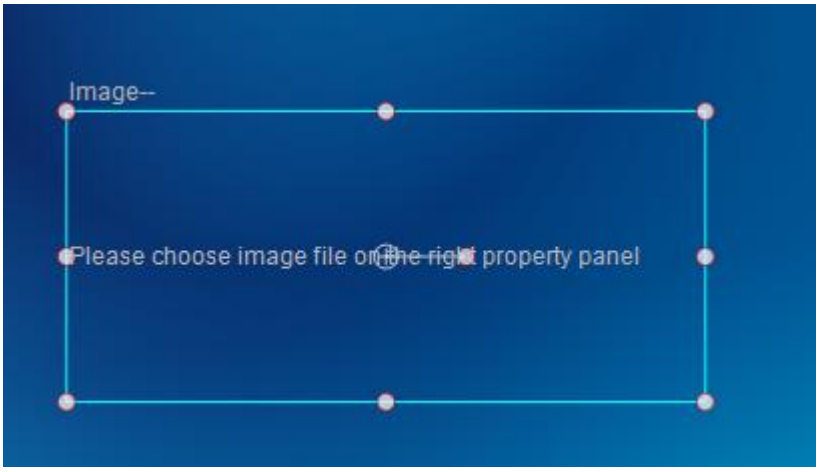
1) Example

Render Image

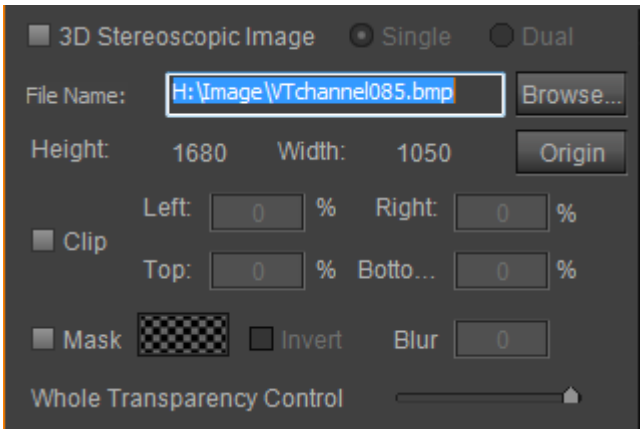
1. Create Image

   In the Object menu bar press the button .

   Drag cursor then release.

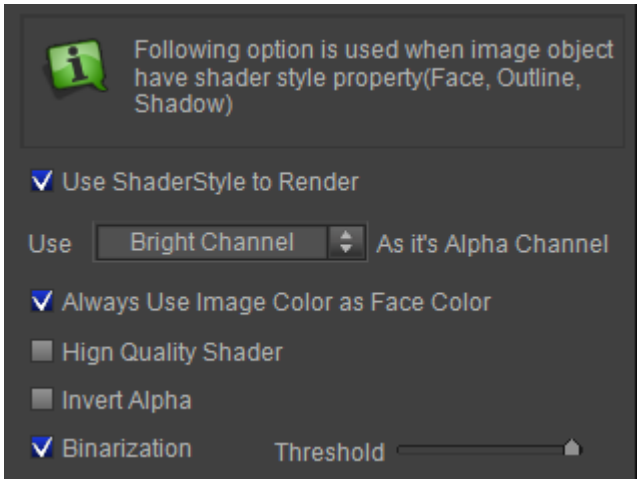


   Select image file in Property tab.



2. Set Parameters

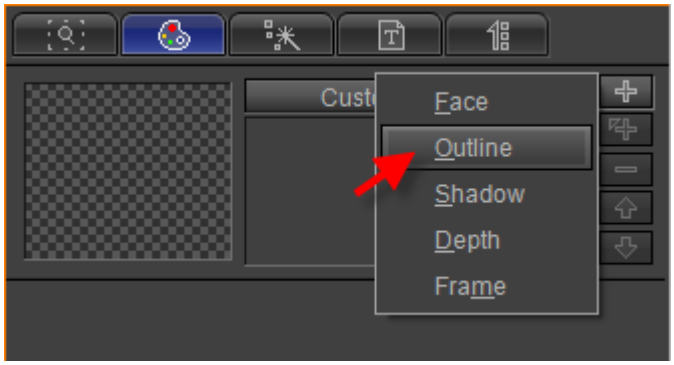
   Check “Use Shaderstyle to Render” and use “Bright Channel” as Alpha channel. Enable “Always Use Iamge Color as Face Color” and “Binarization” and set Threshold value.



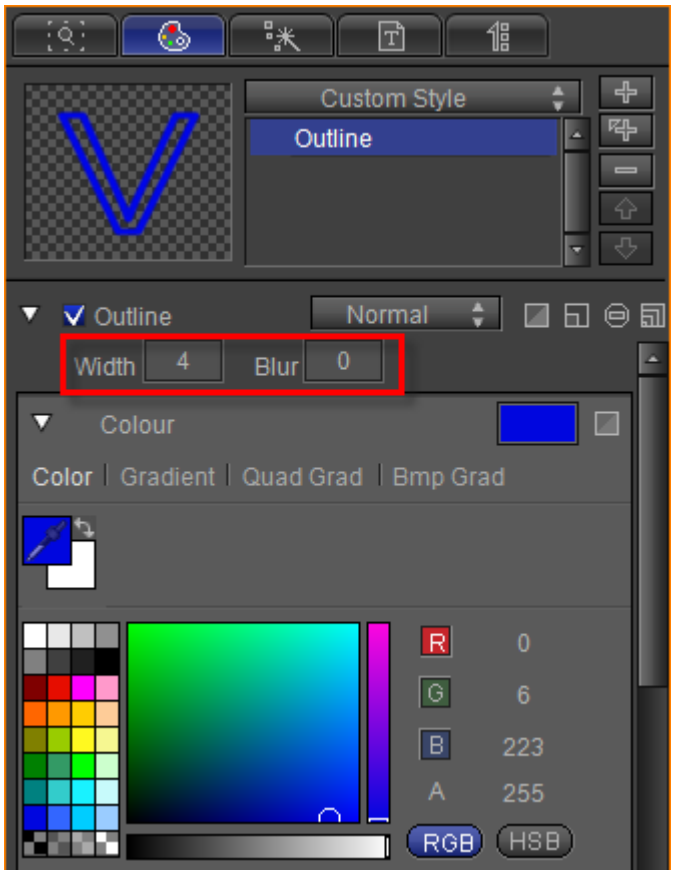
3. Add Face, Outline, Shadow

   Add Outline

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



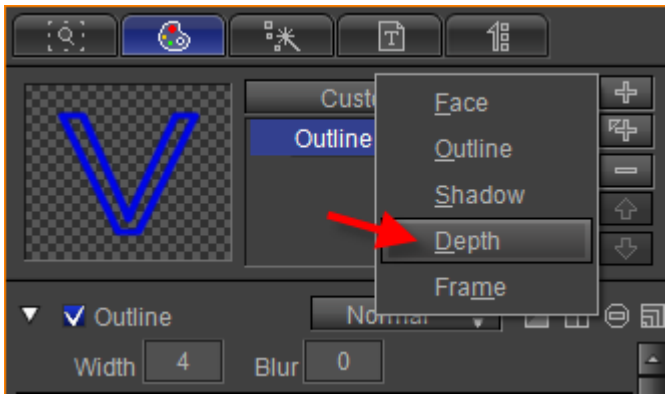
Set color and width, Blur value as 4, 0.



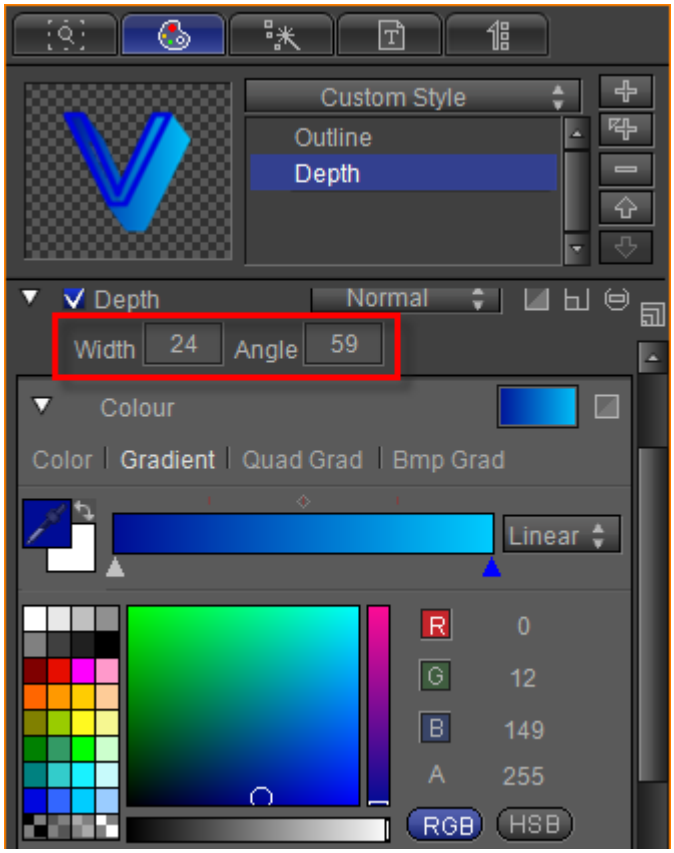
Example:

Add Depth

Click the “Add” button to add a depth.



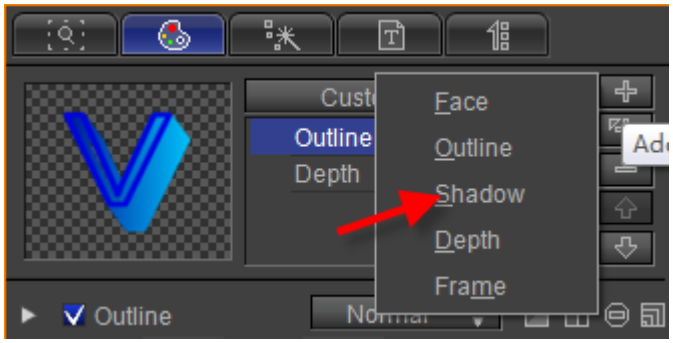
Select Gradient and set width, angle as 24, 59.



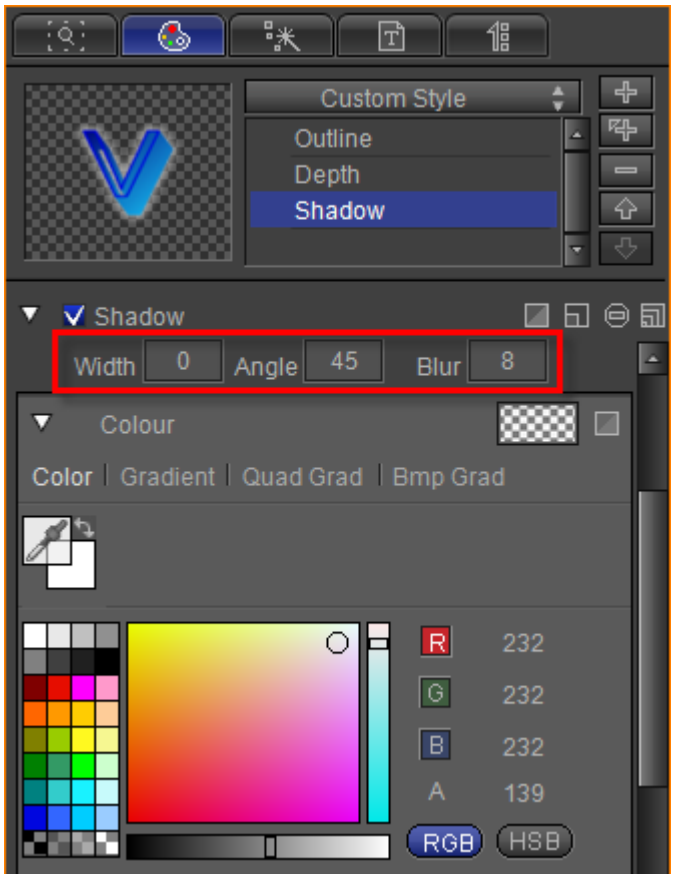
Example:

Add Shadow

Click the “Add” button to add a shadow.



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



Example:

4. Preview

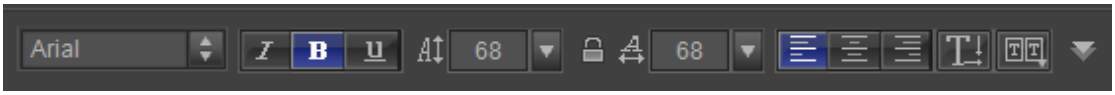
Create Crawl with Liner

Crawl

1. Create text

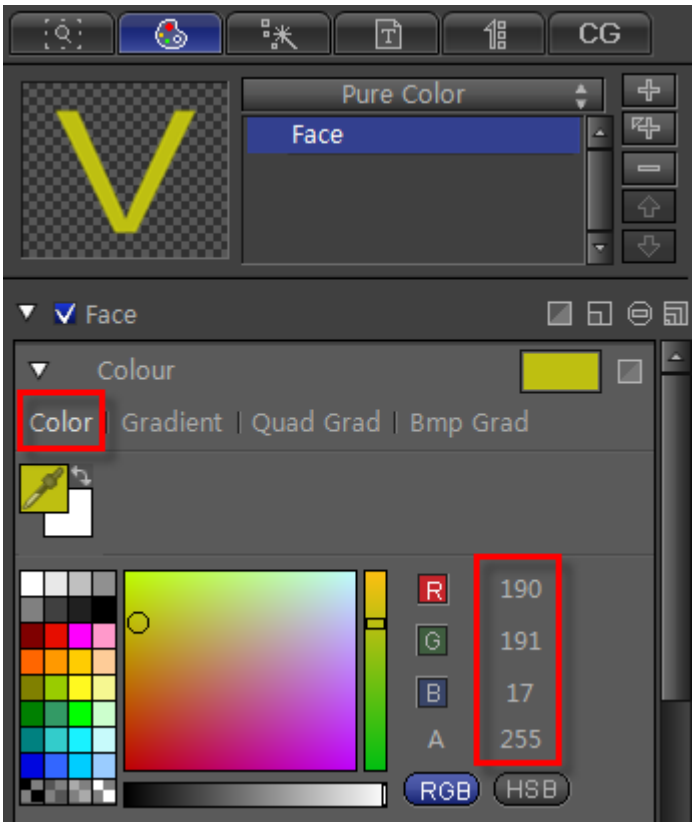
Click on the “Object” toolbar and select “Text” button. Then left click in Edit Screen, enter “Crawl text”

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



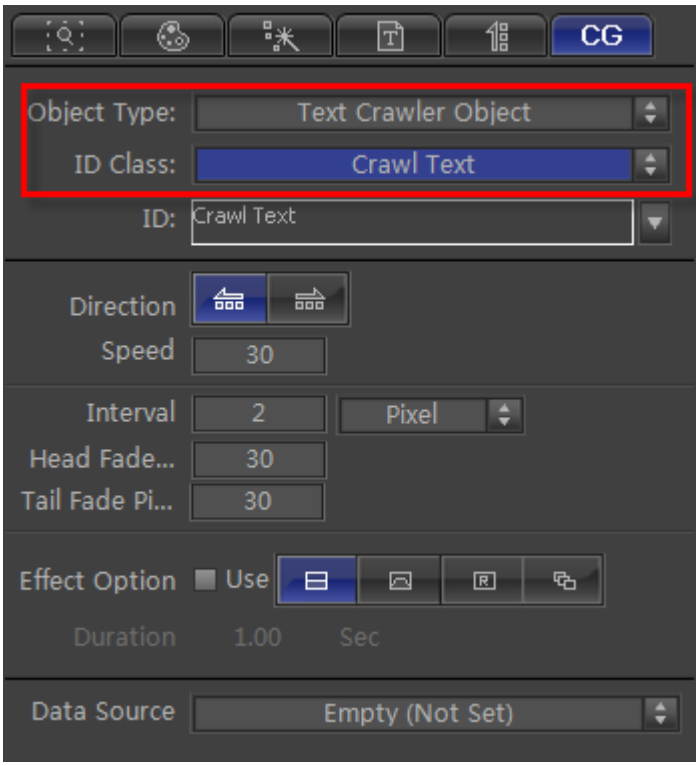
2. Set shader

In Shader tab, choose color and set shader parameters



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.

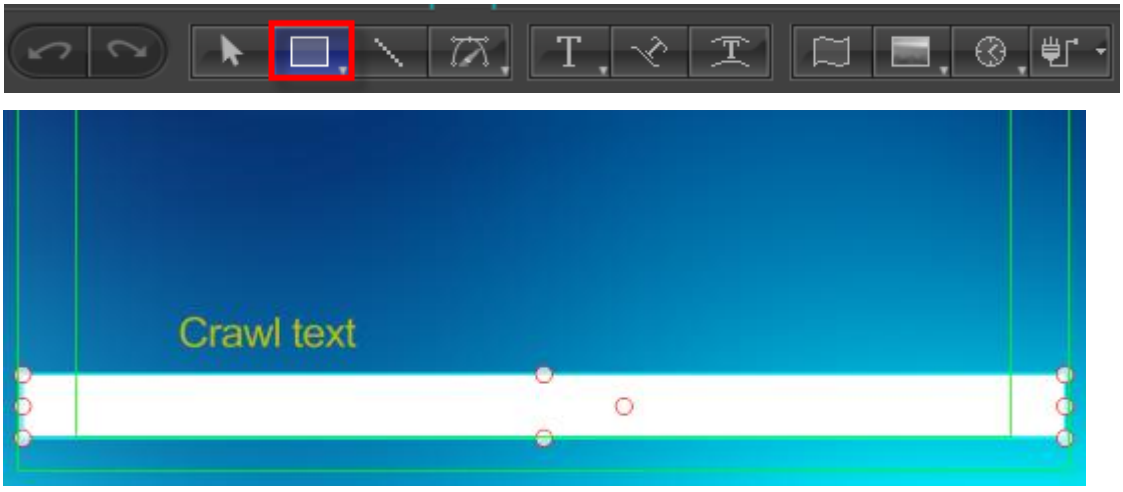


Set other parameters shown above.

Liner

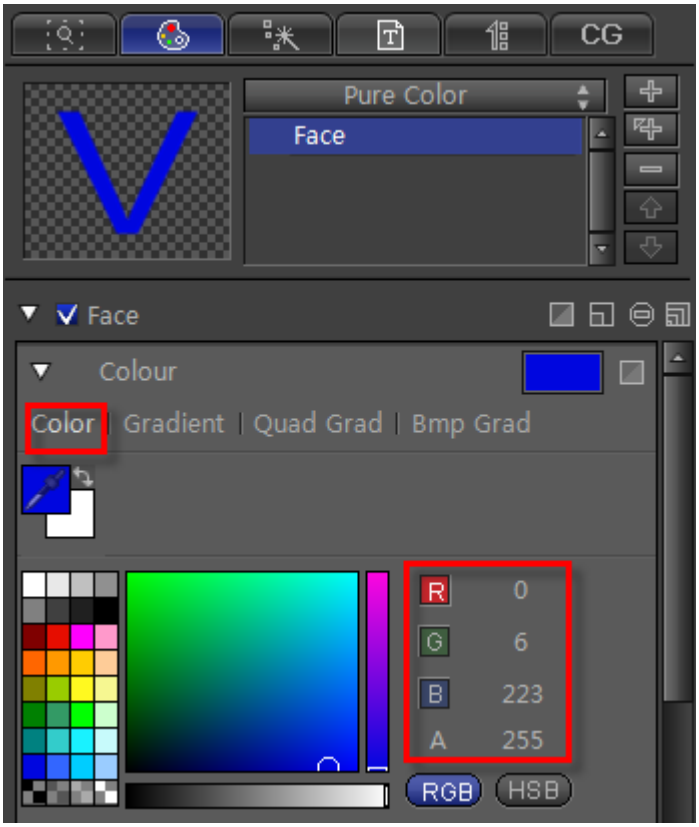
1. Create rectangle

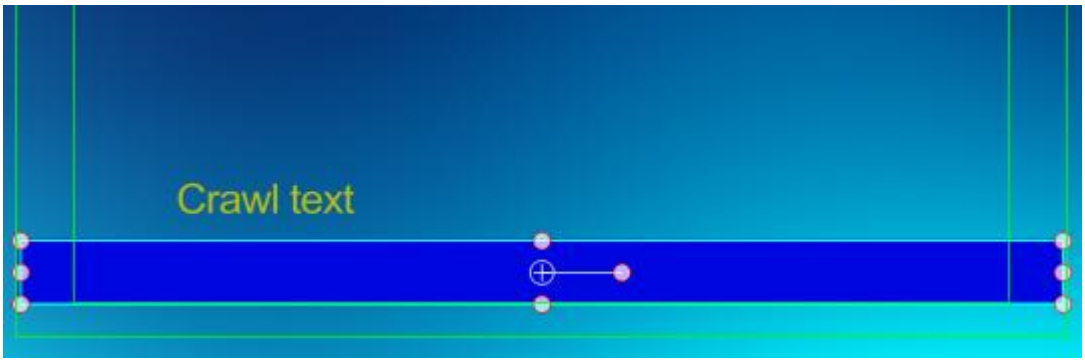
Click on the “Object” toolbar and select “Rect” button. Then create a rectangle as the liner of crawl text in Edit Screen.



2. Shader

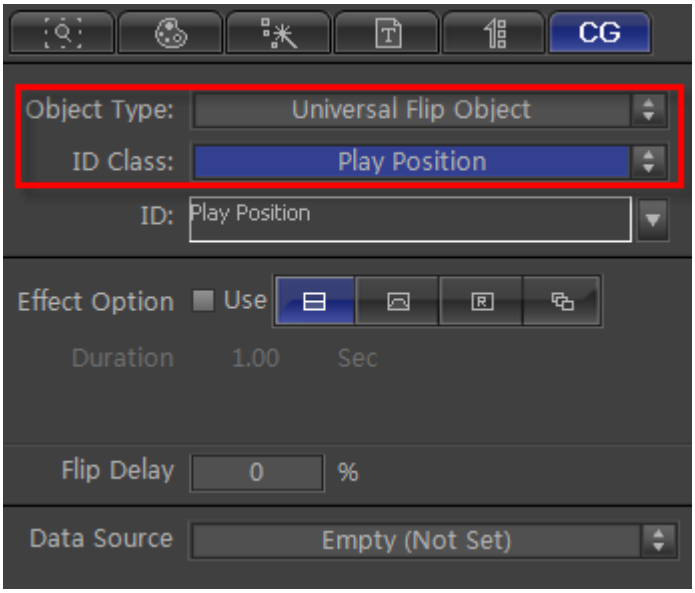
In Shader tab, set shader parameters





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



Edit Crawl Group

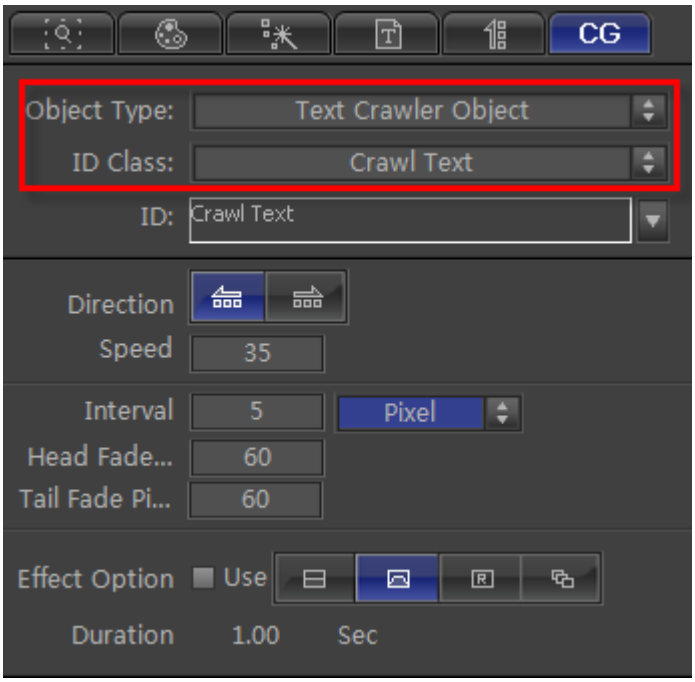
1. Make group

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.

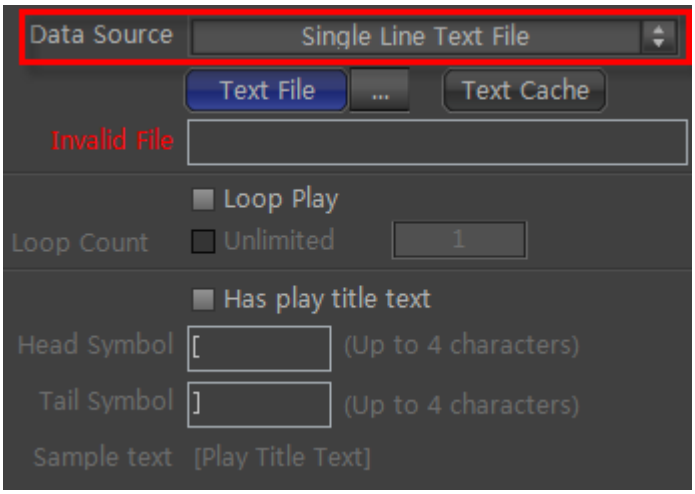
2. Set CG properties

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

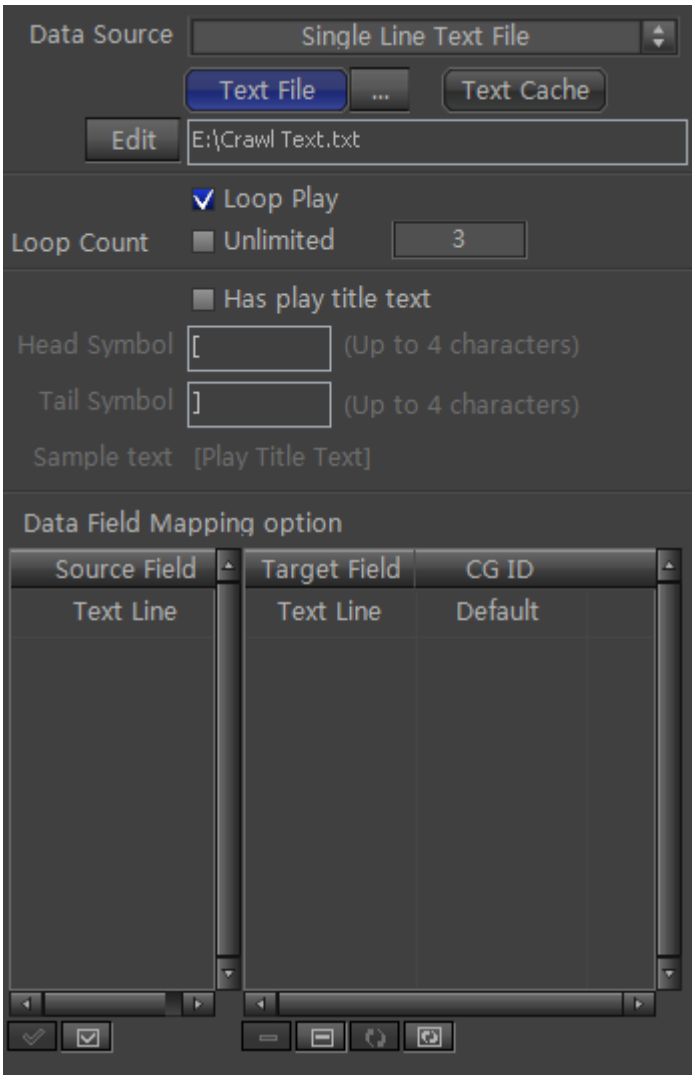


3. Import text

Select Single Line Text File data source.

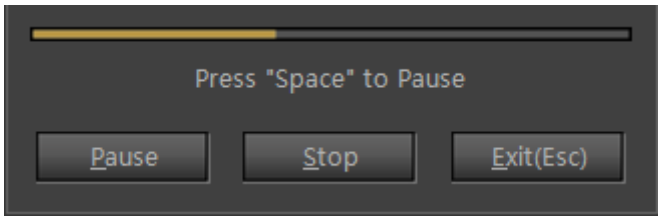


Click the “Browse” button to import text file and set loop parameters.



4. Preview

Press **F5** to preview



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.

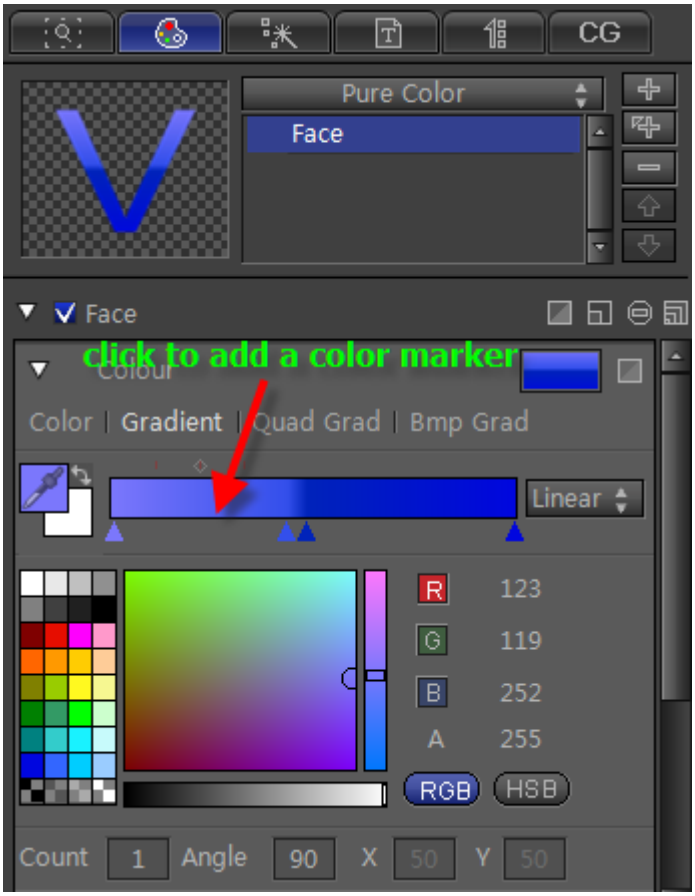
Use the same method to create two text objects stock price and stock change.

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

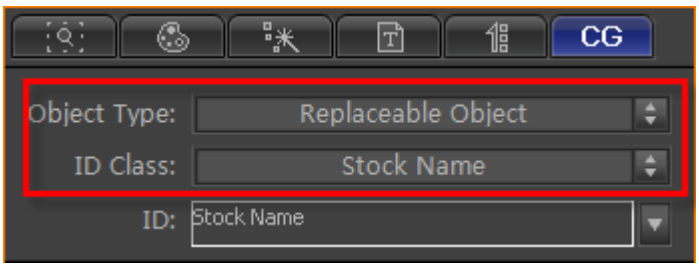


Create a rectangle again and set shader parameters

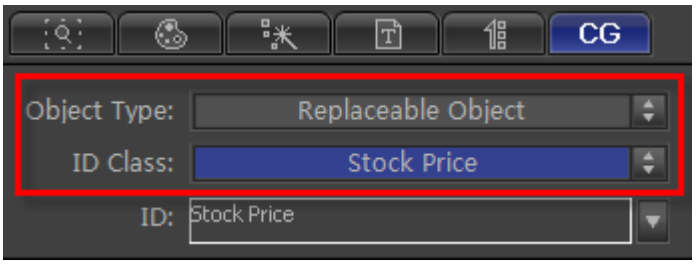
In Edit Screen select all objects, set align mode and objects level. Then press **Ctrl+G** to make group.

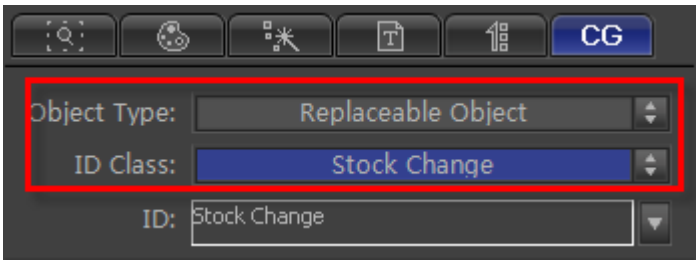
3. Set CG properties

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

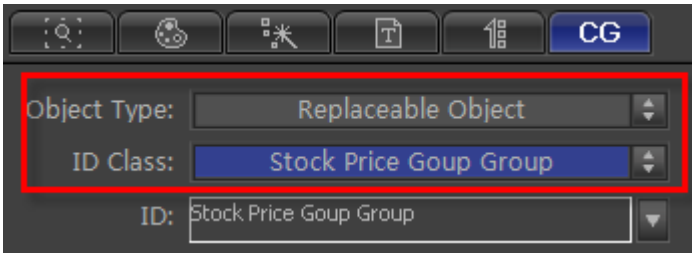


Use the same method to set CG property foe stock price object and stock change object.





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

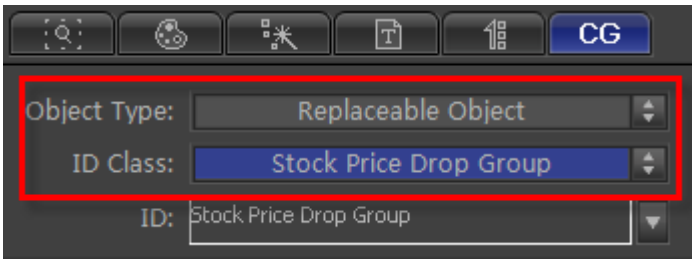


Stock Price Drop Group

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

change properties parameters.

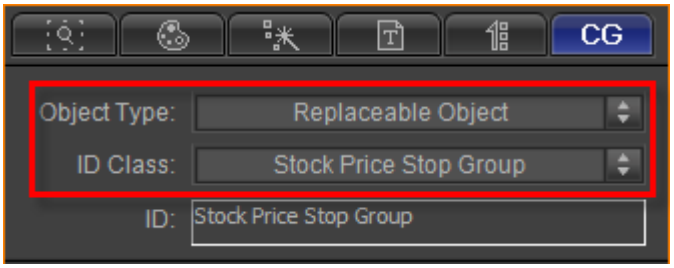
Set CG parameters for stock price drop group object



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,



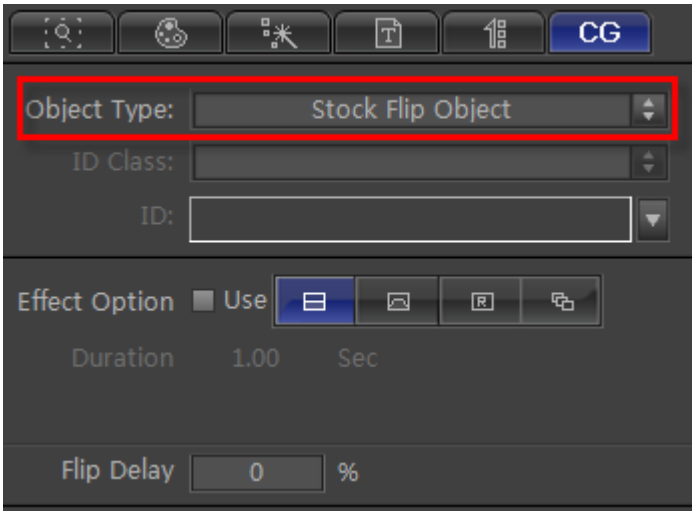
Edit Stock Flip Group

1. Make Group

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

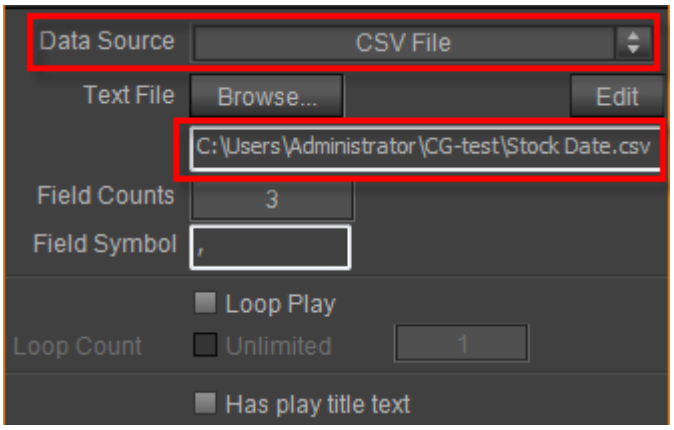
2. Set CG property

In CG Tab set Object Type as “Stock Flip Object”



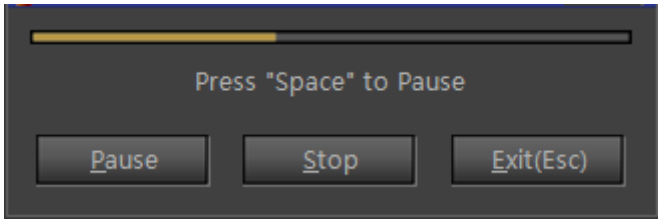
3. Import stock data

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



Preview

Press **F5** to preview

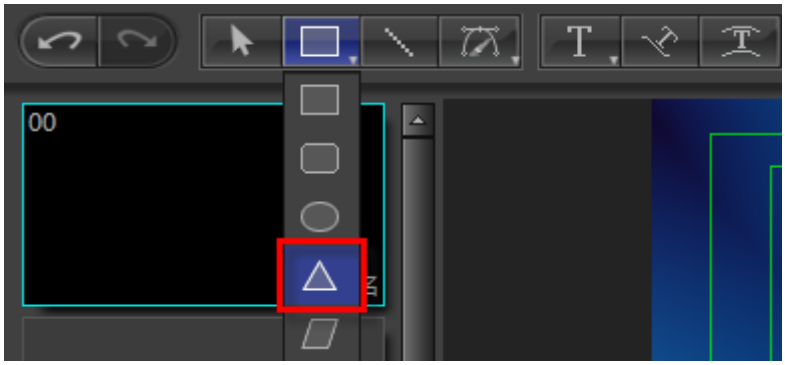


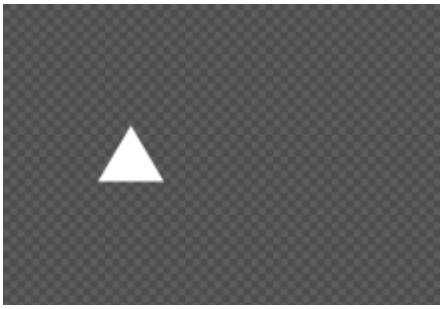
Create Crawl Stock

1. Create Stock Price Goup Group

1) Create triangle

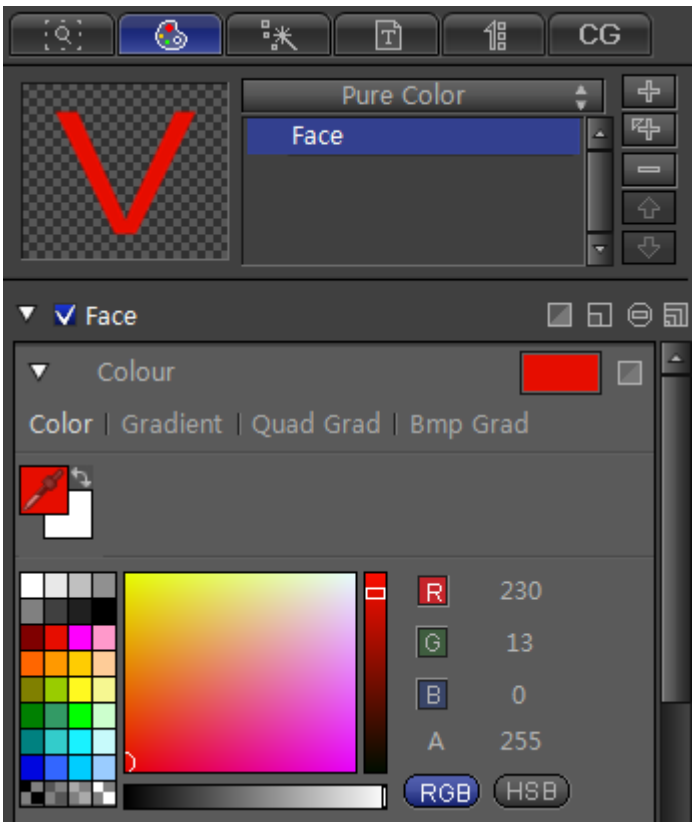
Click on the “Object” toolbar and select “Trianglet” button. Then create a triangle in Edit Screen.

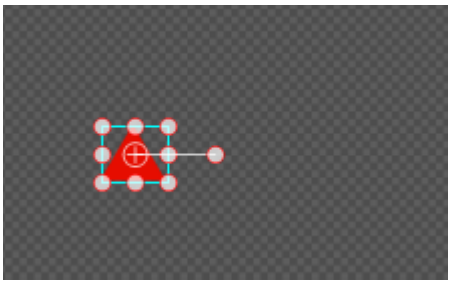




Shader

In Shader tab set parameters

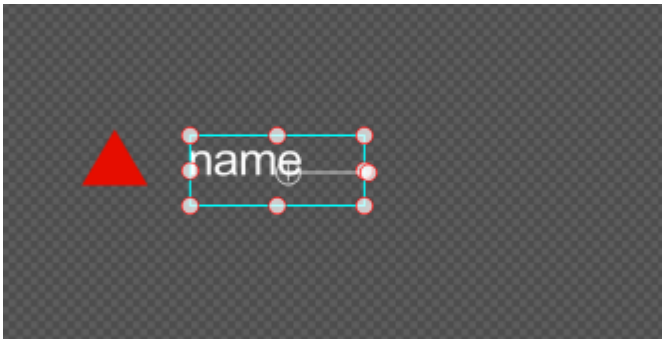




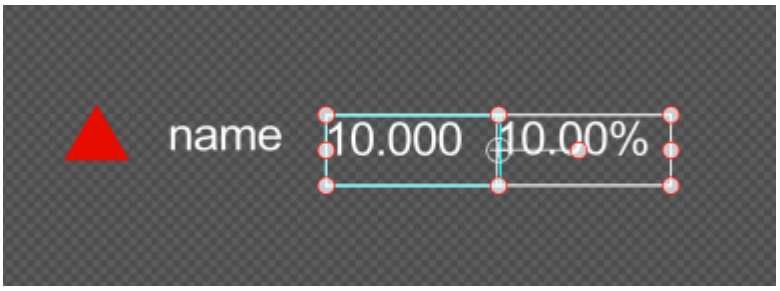
2) Create text

Click on the “Object” toolbar and select “Text” button

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

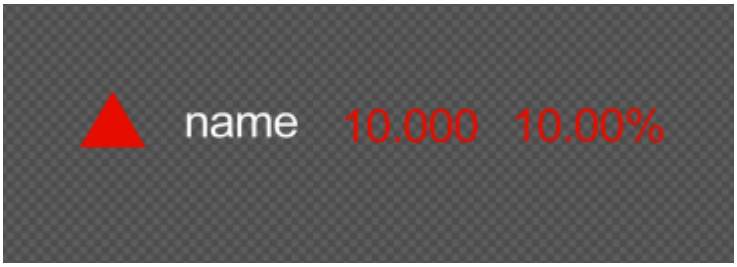


Use the same method to create two text objects stock price and stock change.



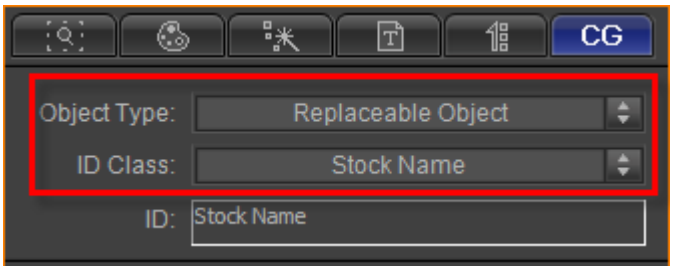
Shader

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

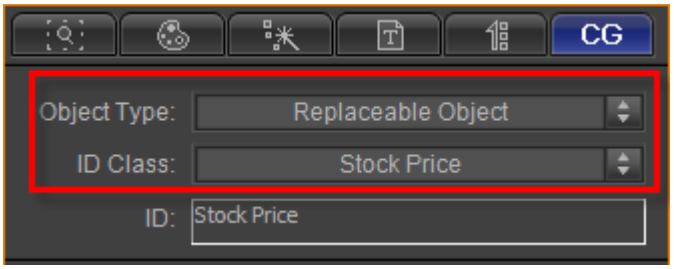


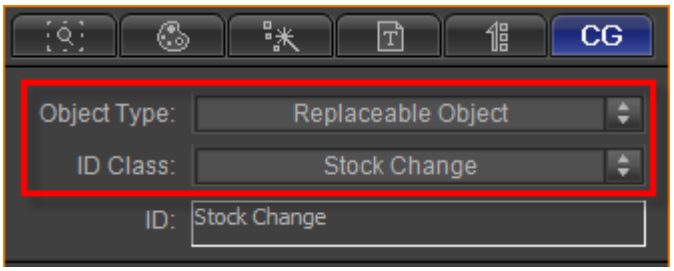
3) Set CG property

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

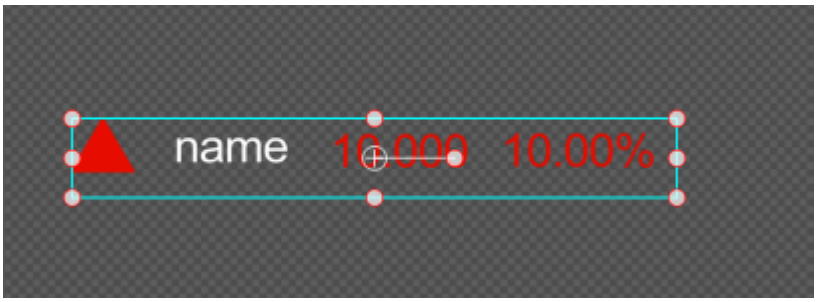


Set CG parameters for stock price text and stock change text,

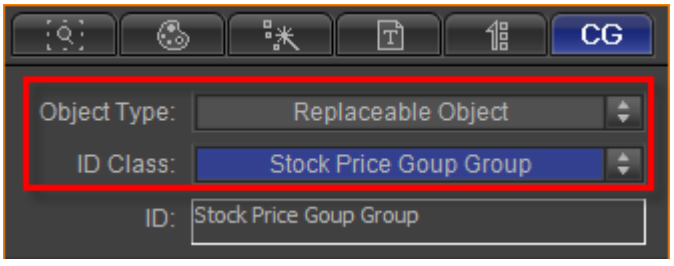




In Edit Screen select all objects, set align mode and objects level. Then press **Ctrl+G** to make group.



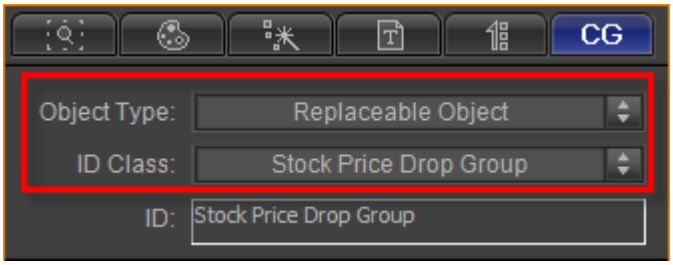
Select group object, set Object Type and ID Class as “Replaceable Object” and “Stock Price Goup Group”



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.

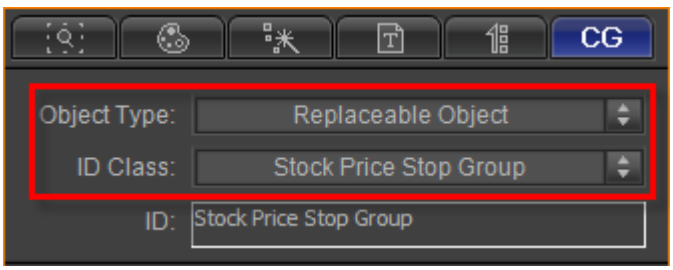
Set CG parameters for stock price drop group object

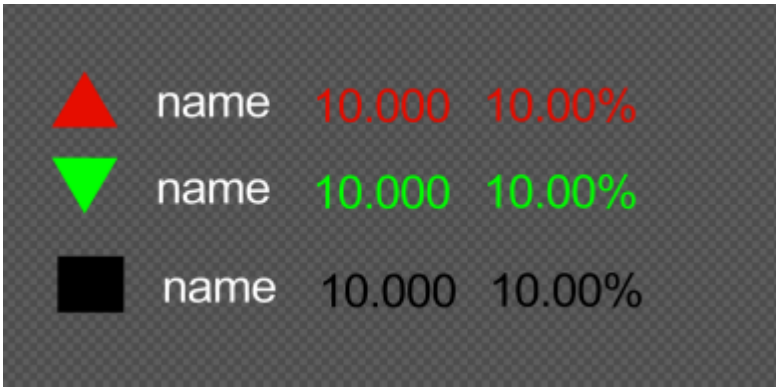


3. Create Stock Price Stop Group

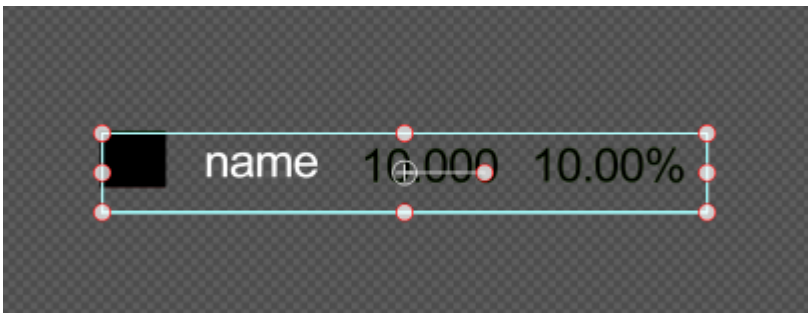
Use same method to make the stock price stop group. Or copy stock price goup group then change properties parameters.

Set CG parameters for stock price stop group object



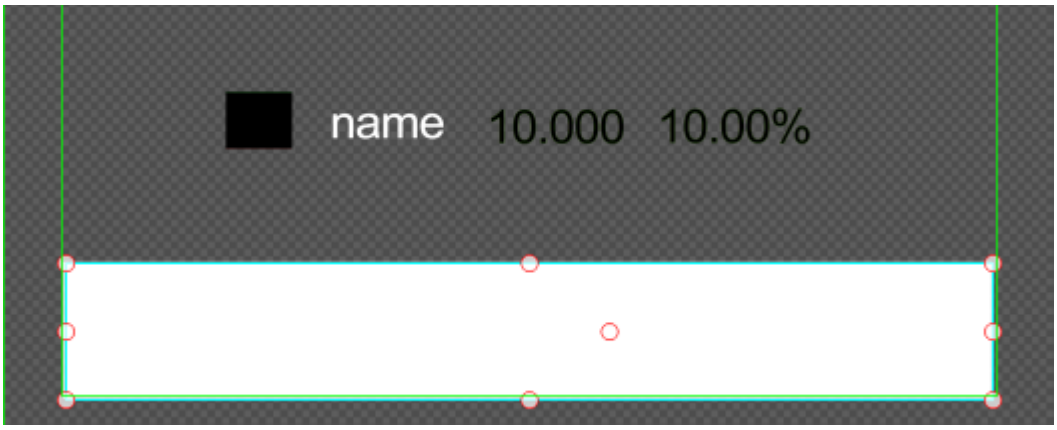


Select three groups then press **C** to centre.



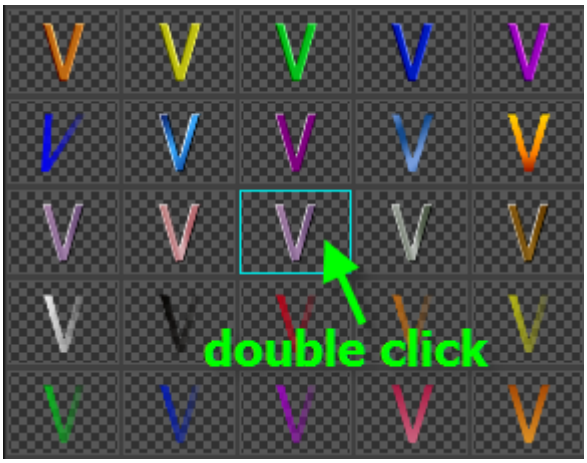
4. Create Crawl Position

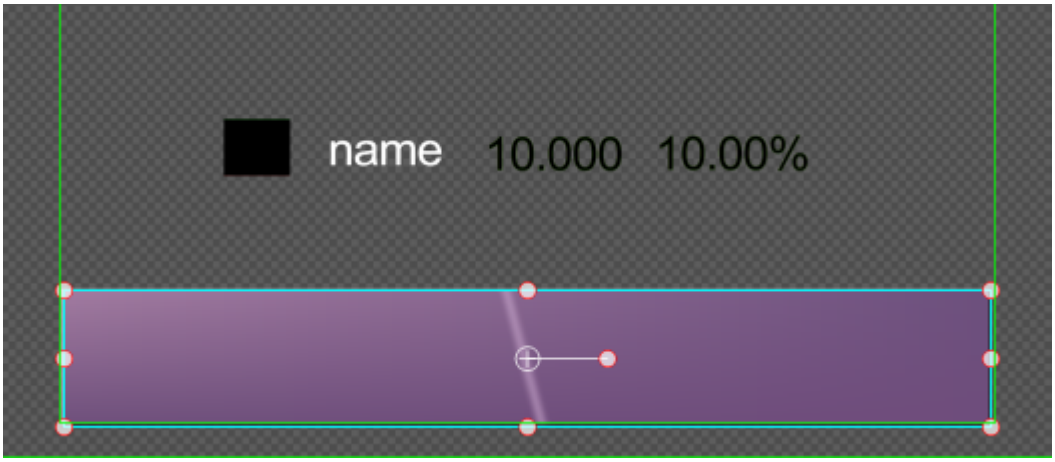
Click on the “Object” toolbar and select “Rect” button. Then create a rectangle.



Shader

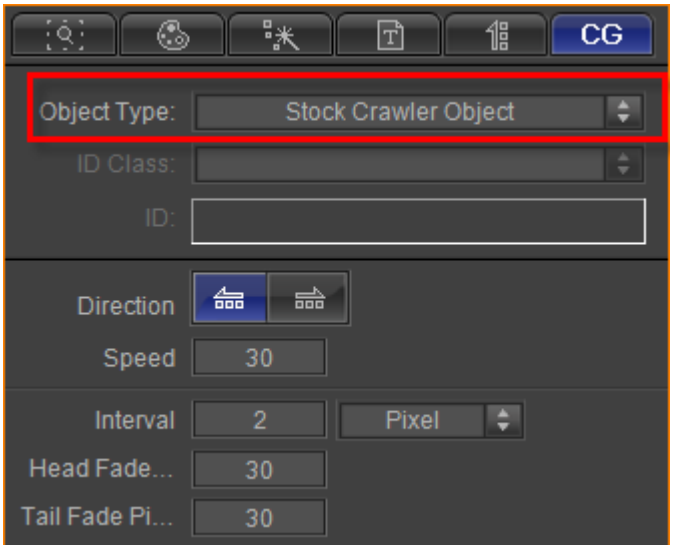
In Shader Tab double-click on shader style Color0023



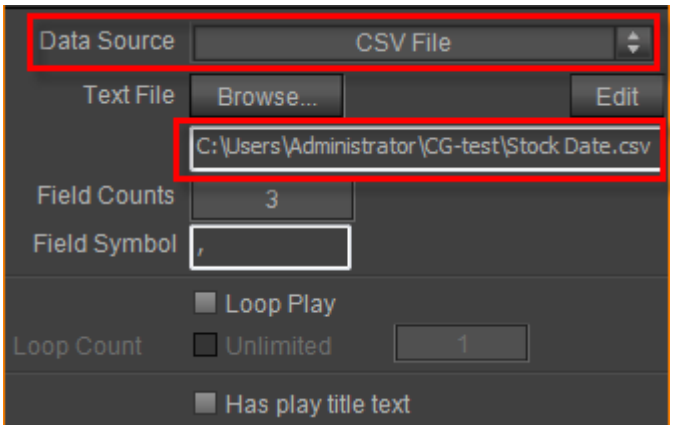


Select all objects, set align mode and objects level. Then press **Ctrl+G** to make group.

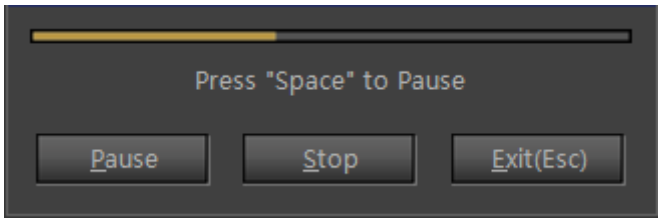
Select group object. In CG Tab set Object Type as “Stock Crawler Object”,

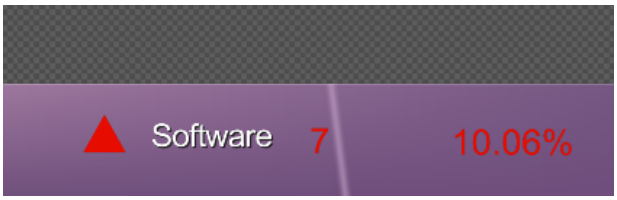


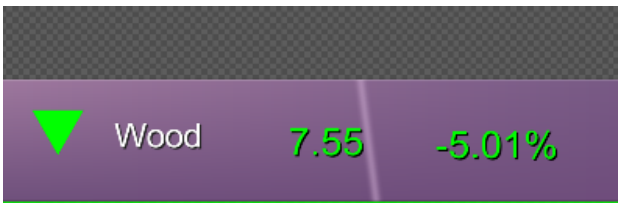
Set data source file as “CSV File”. Click “**Browse**” button to choose file

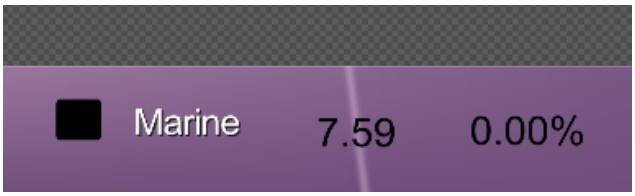


Press **F5** to preview





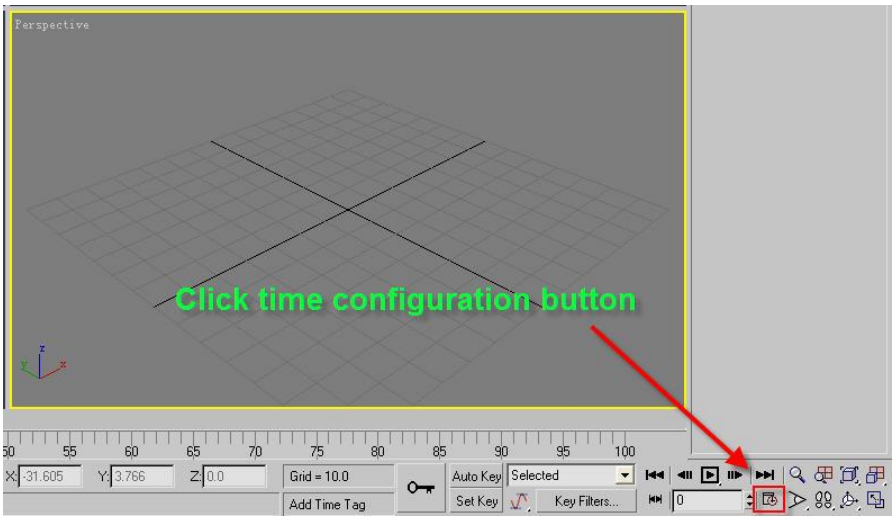




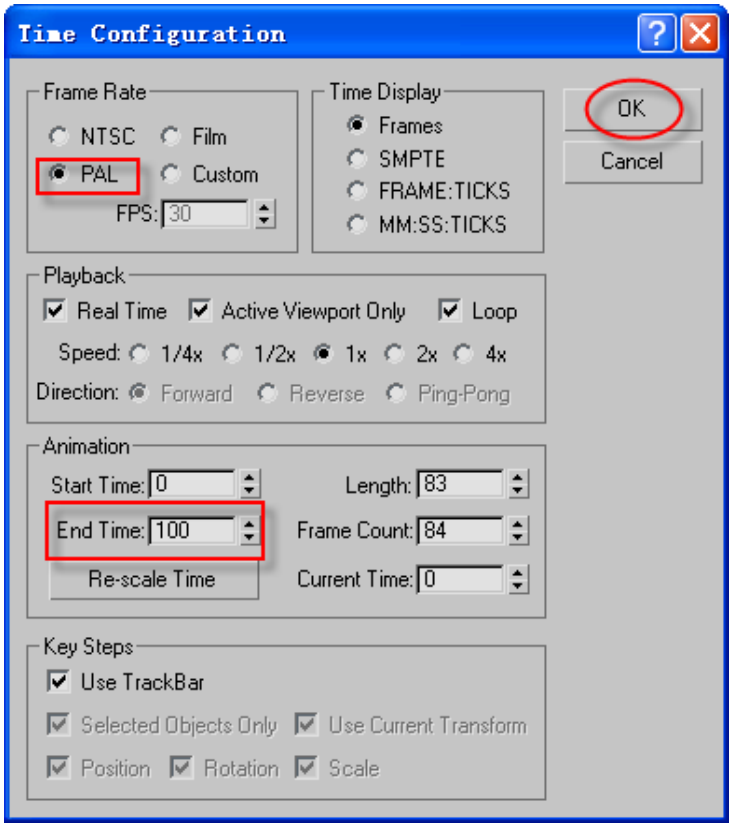
Using 3ds max animation in CG-500

1. Set Frame Rate and Time

1) Click “Time Configuration”

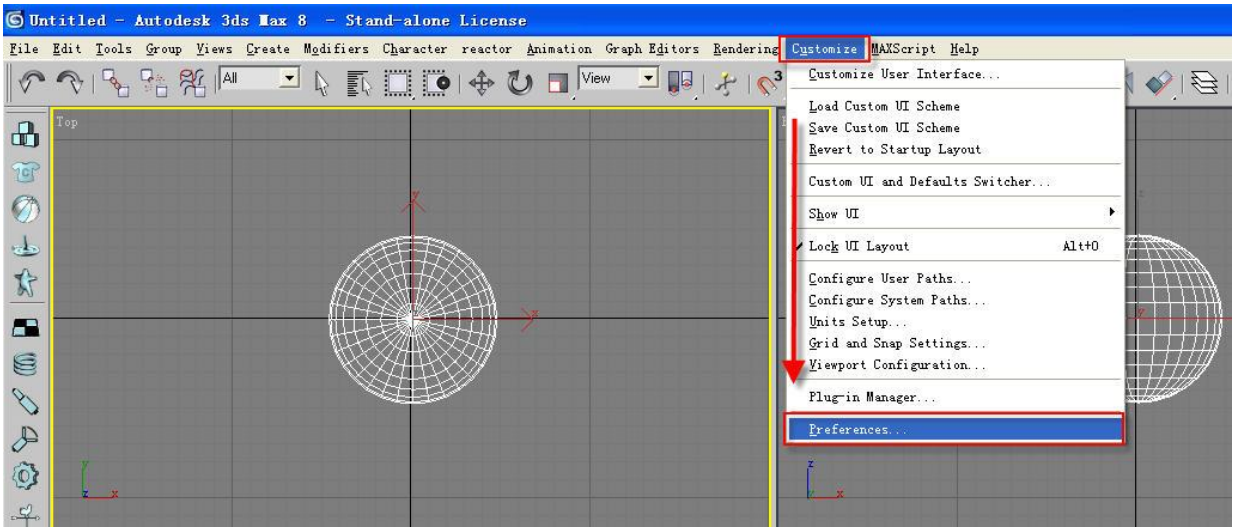


2) In "Frame Rate" select PAL, and in "Animation" enter End Time (25 frames equals 1 second).Click on “OK”.

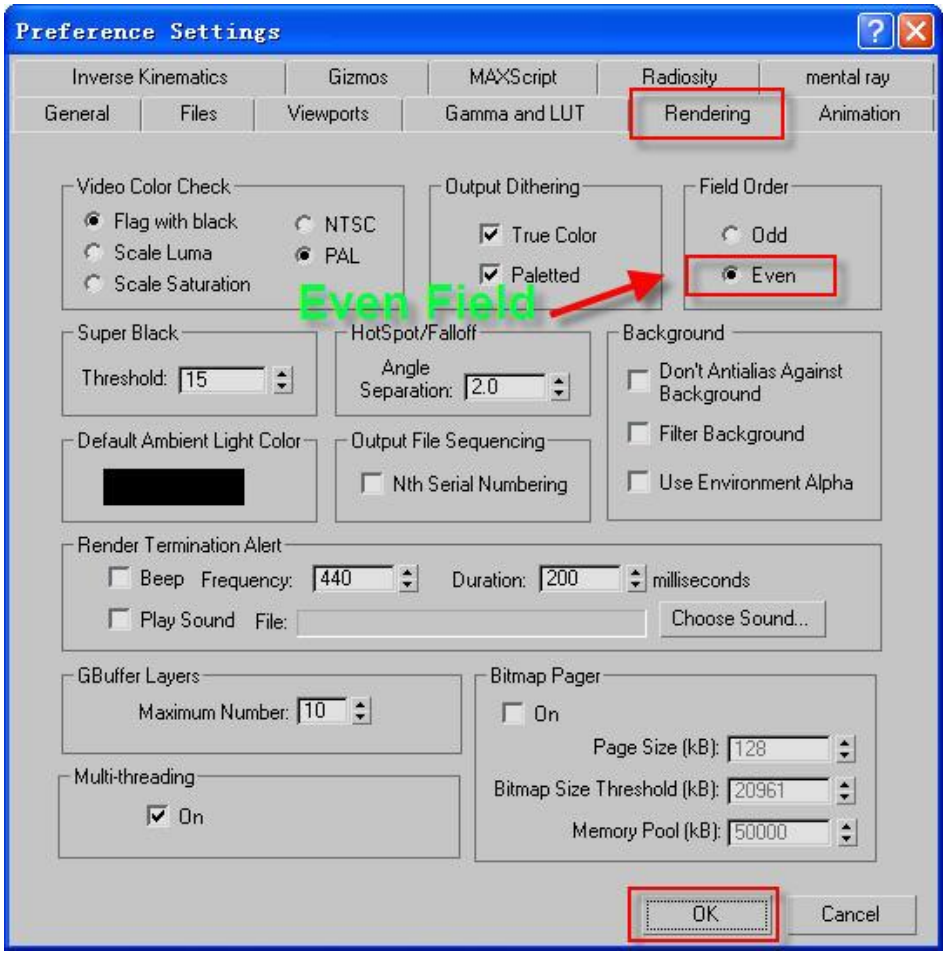


2. Choose Field Order

1) From the Menu Bar click Customize, Preferences

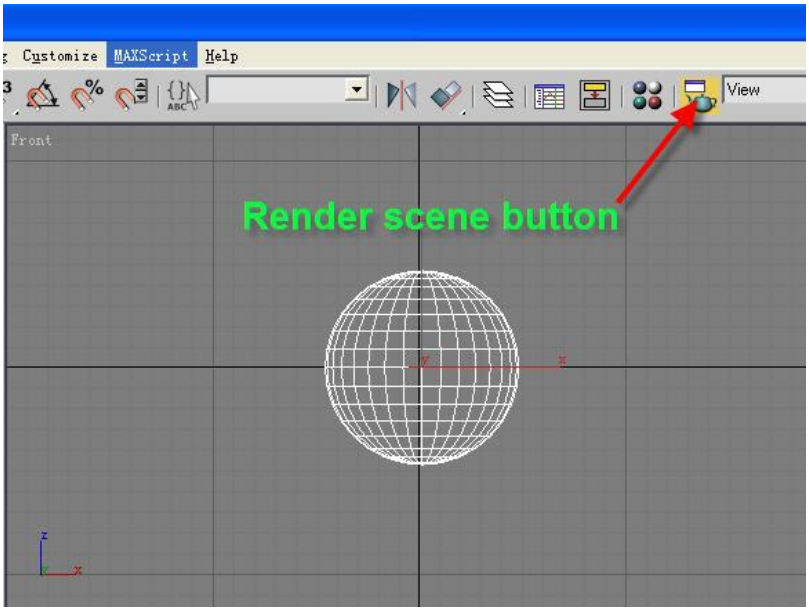


2) Open Rendering tab, in Field Order choose Even, click “OK”.

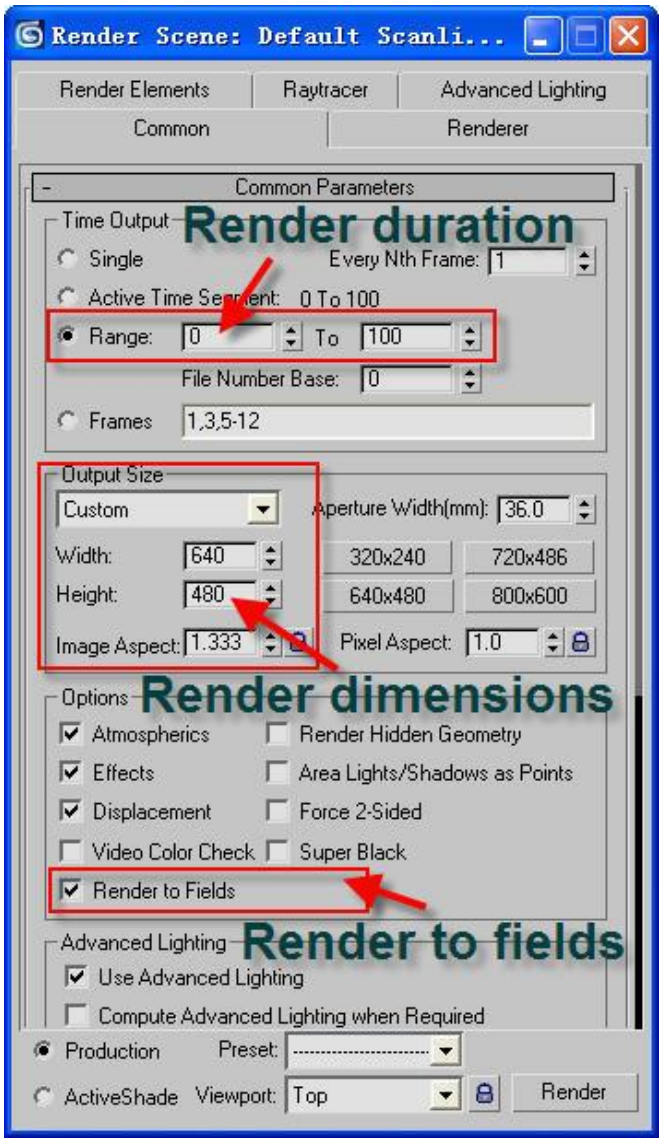


3. Render Setting

1) Click “Render Scene”

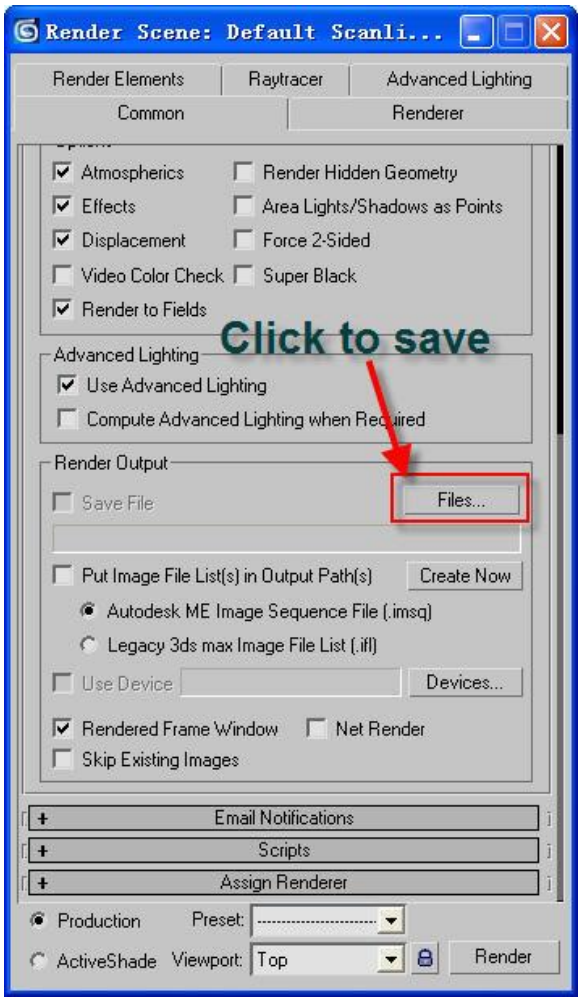


2) Open Common tab, set Range, Output Size, and activate Render to Fields.

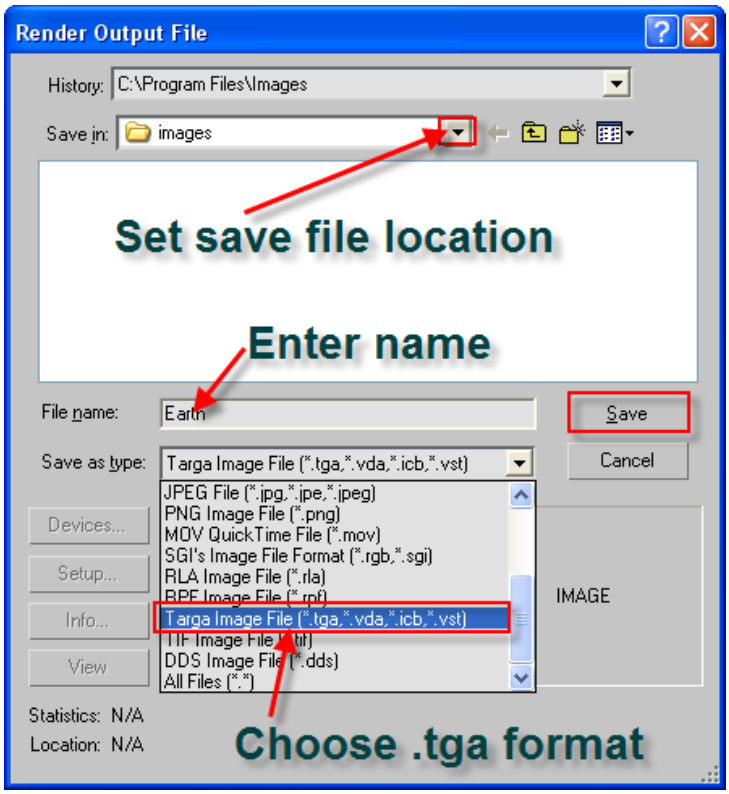


4. Save Setting

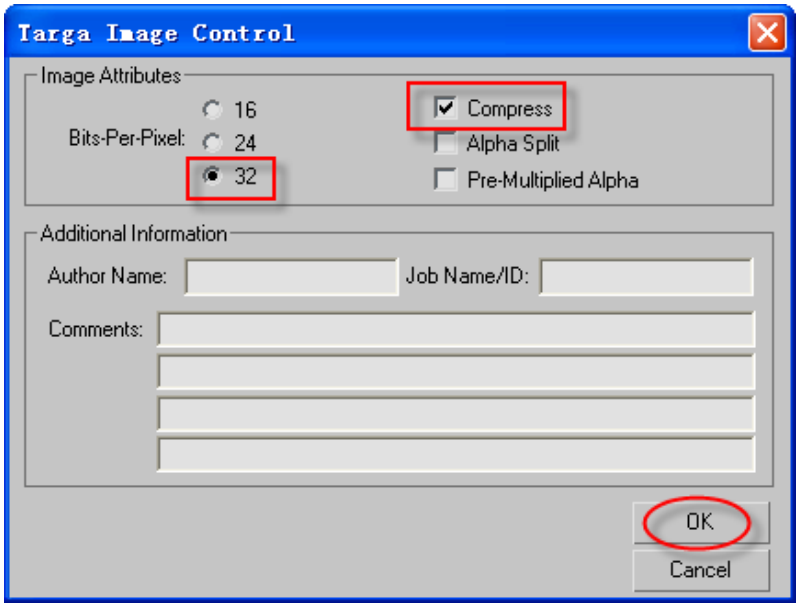
1) In the Render Scene dialog window, click “Files” under Render Output.



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

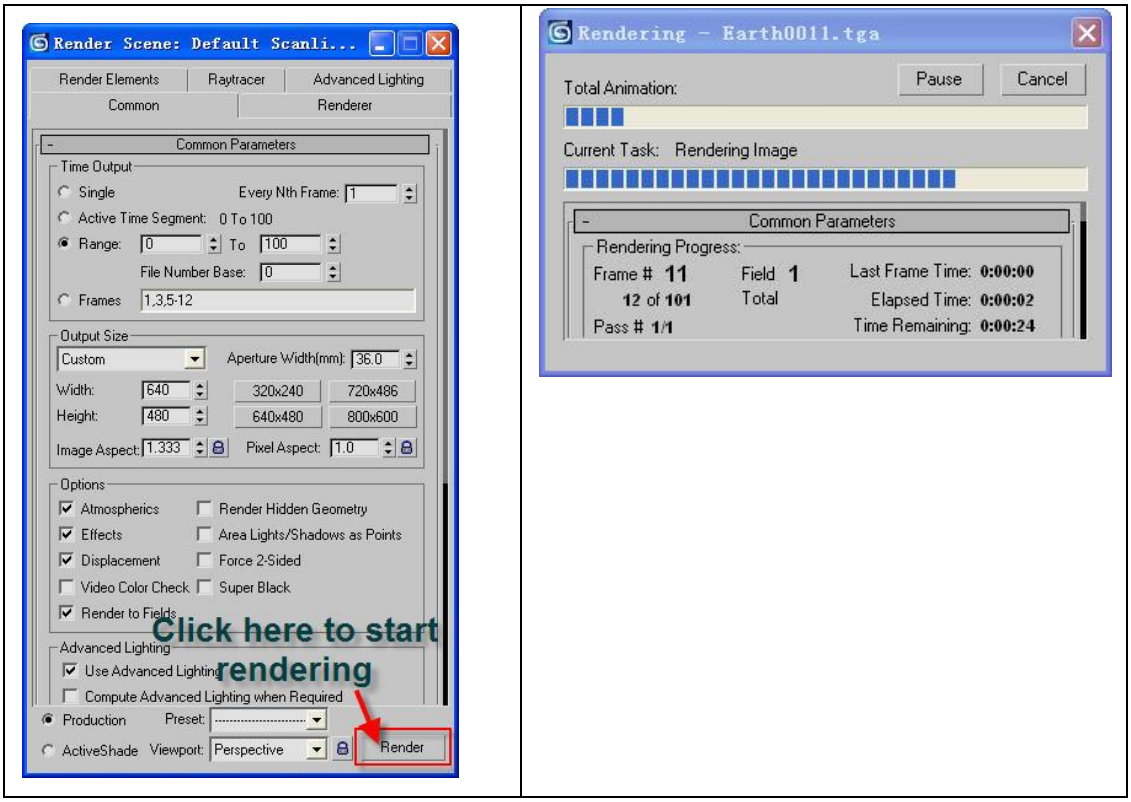


3) In following dialog window set Image Attributes to 32 Bits-Per-Pixel, and activate Compress. Click “OK”.



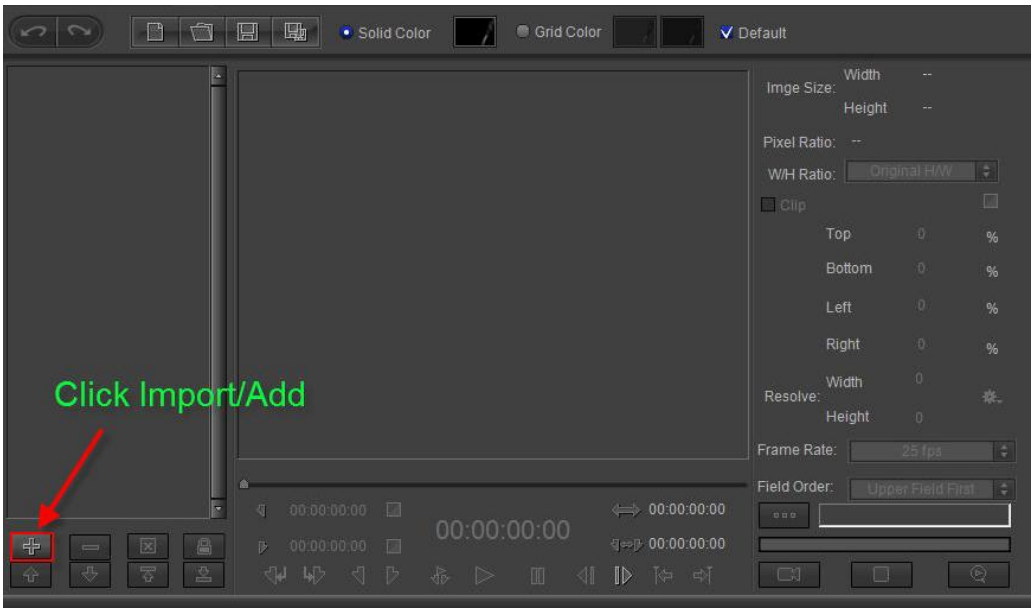
5. Render Animation

In the Render dialog window, click on “Render” button.

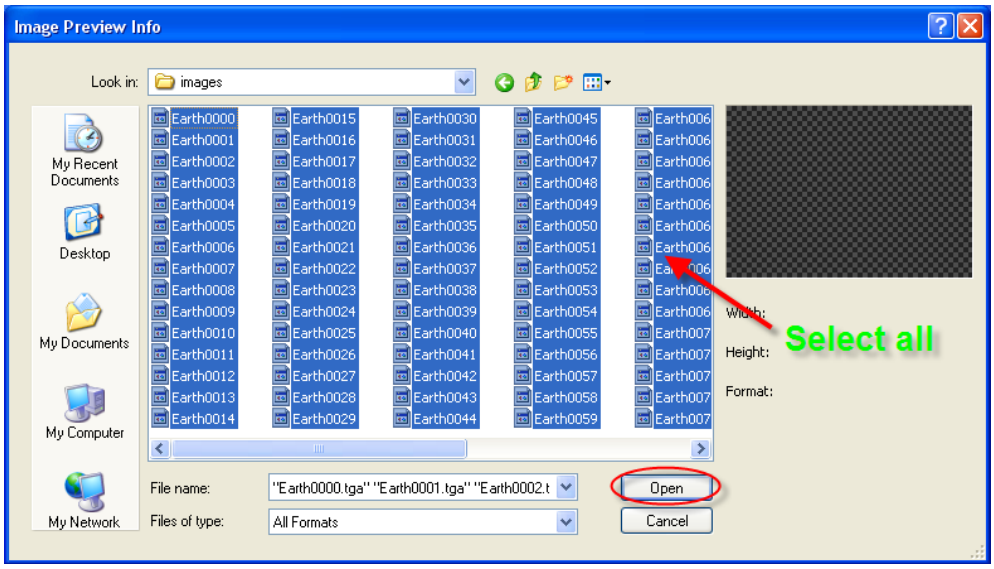


6. Change Format

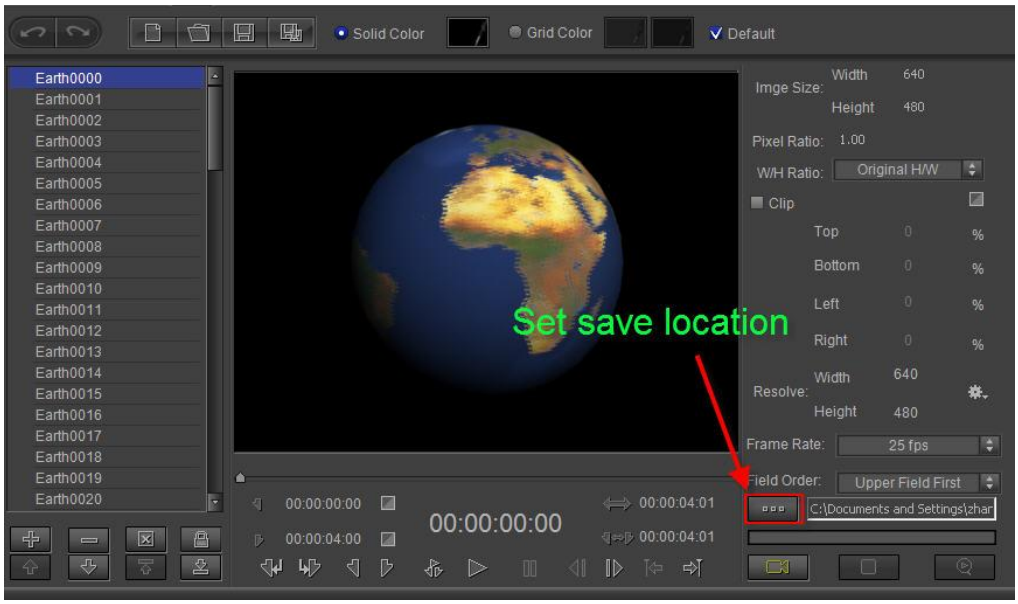
1) Open MV program, click , then select 3ds max Render Output File.



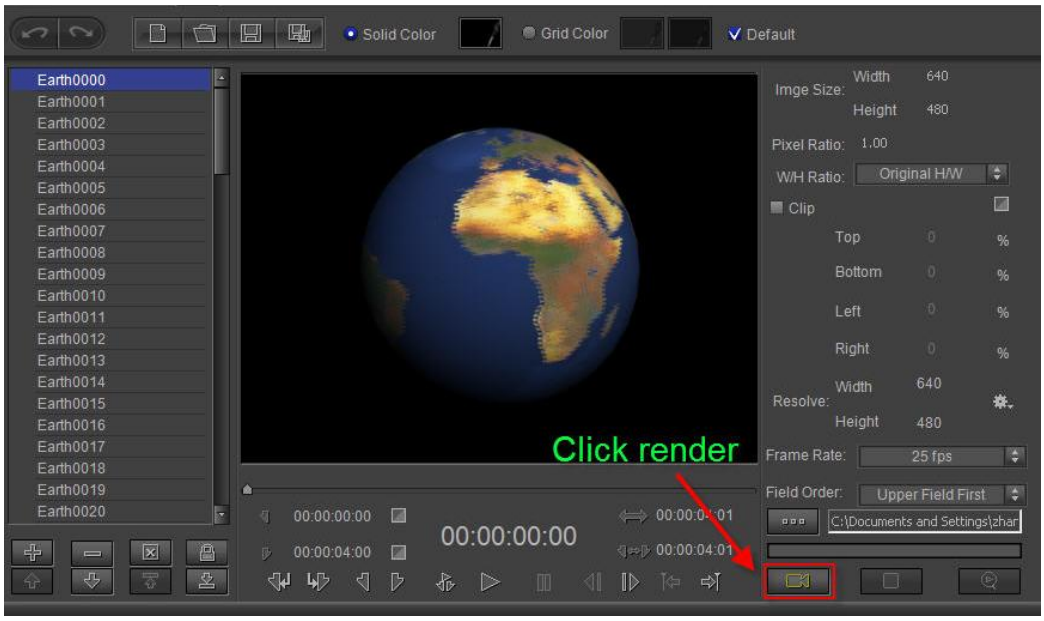
2) Type **Ctrl+A** to select all, then click “Open”.



3) Set save location

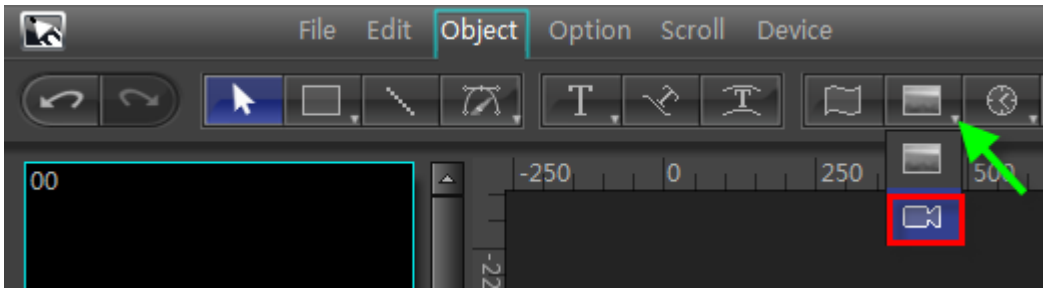


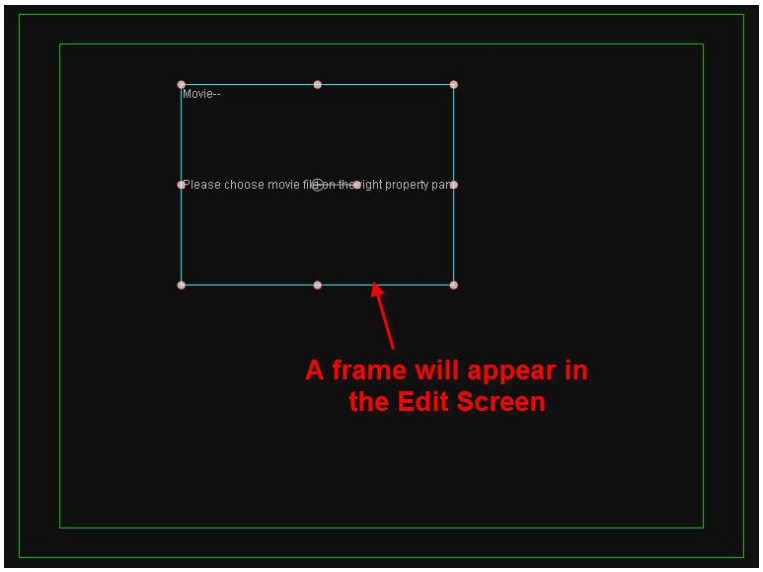
4) Click “Render” button



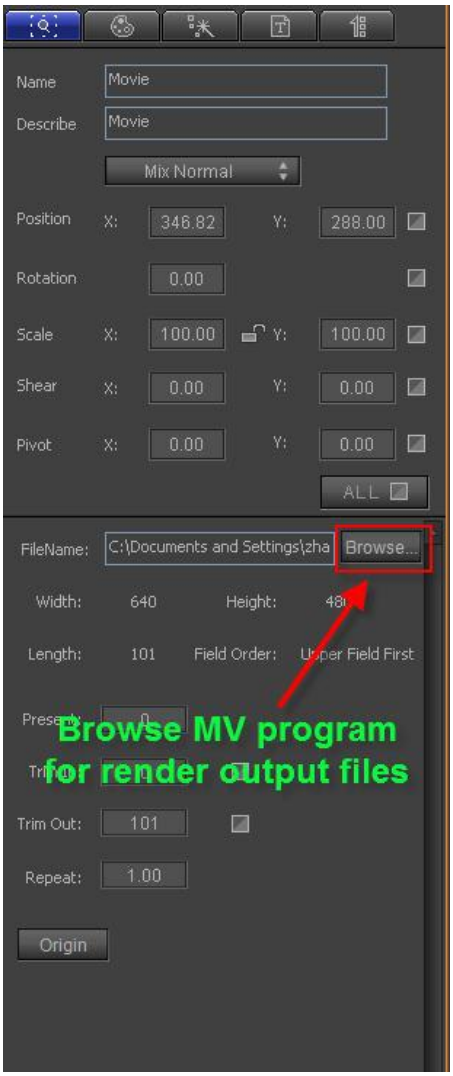
7. Using in CG-500

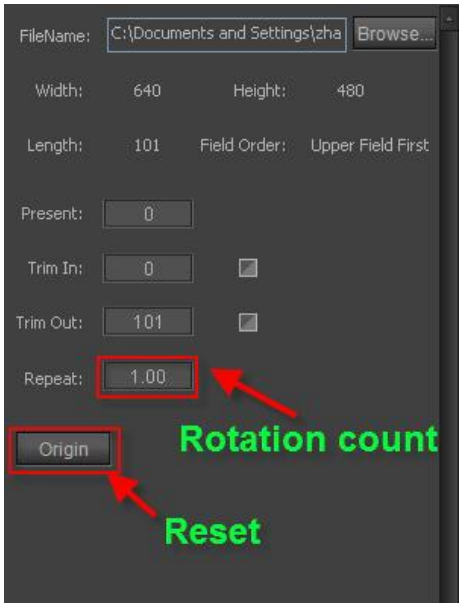
1) Open CG-500 in the Object Menu Bar click . A frame will appear in the Edit Screen





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

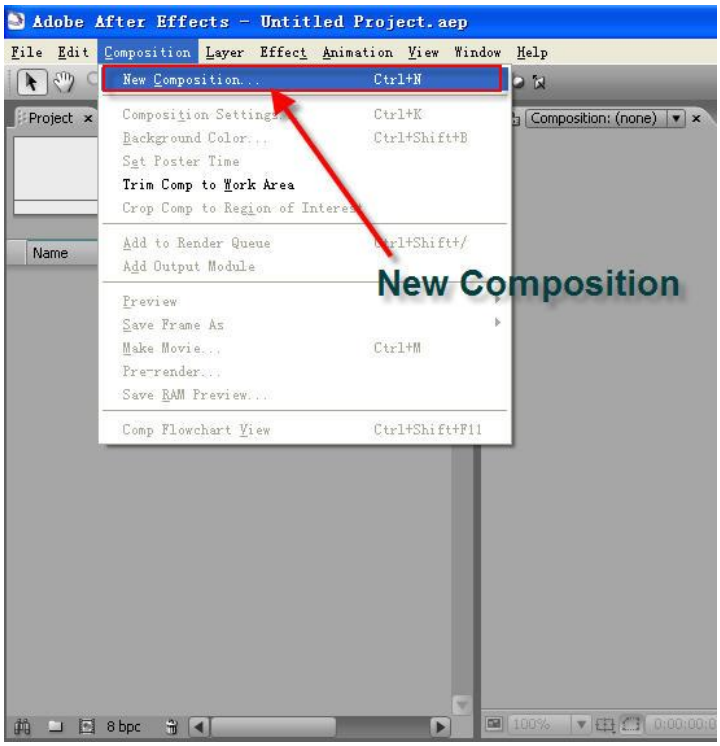




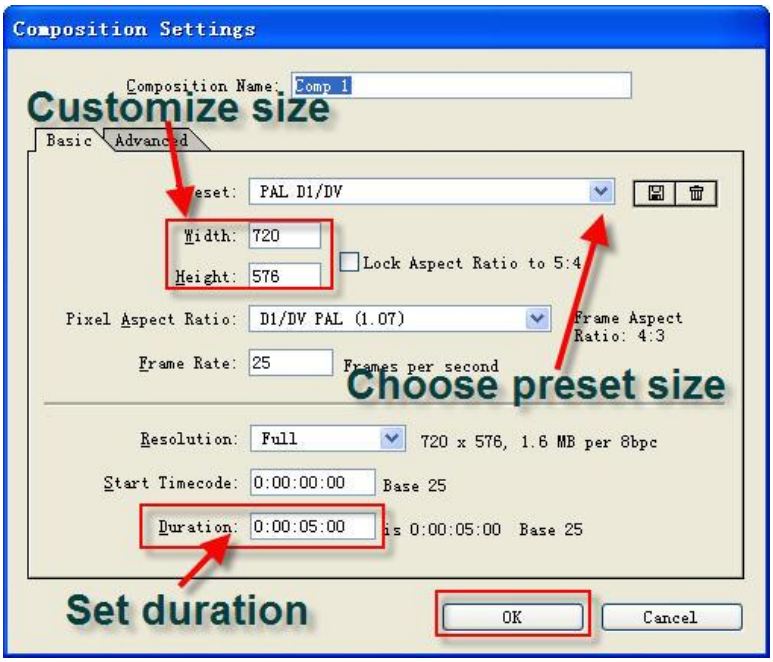
After Effect Animation in CG-500

1. New Composition and Composition Setting

1) Open After Effects, then choose “Composition”, “New Composition”

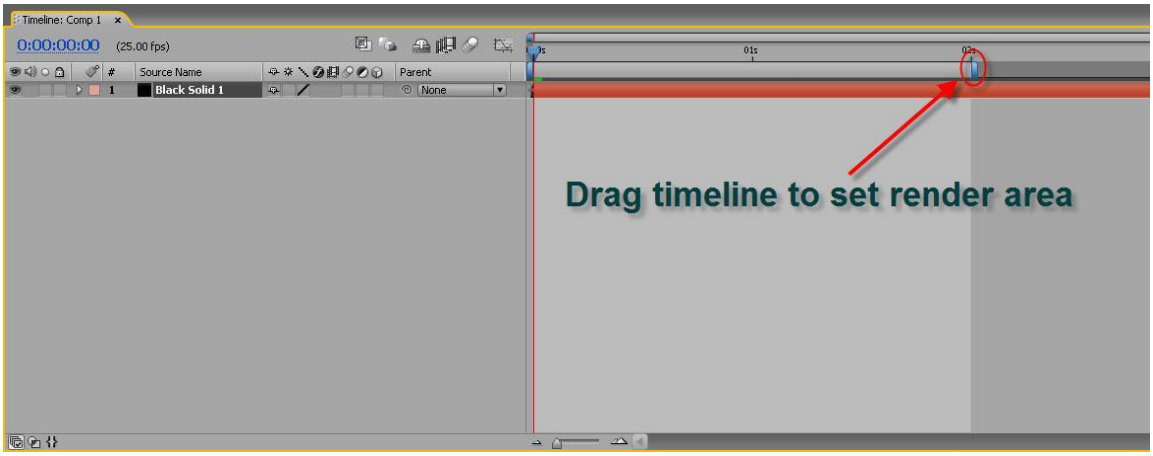


2) In Composition Settings dialogue window, choose size from Preset drop-down list or set custom size in Height/Width fields. Set project Duration, then click on “OK”.



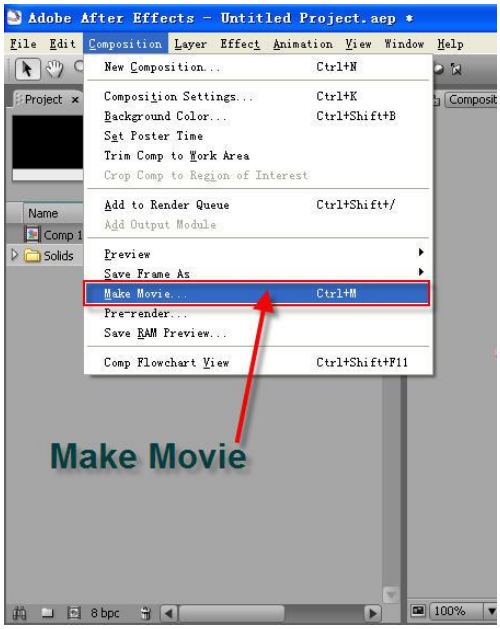
2. Render Area

Drag timeline to set render area

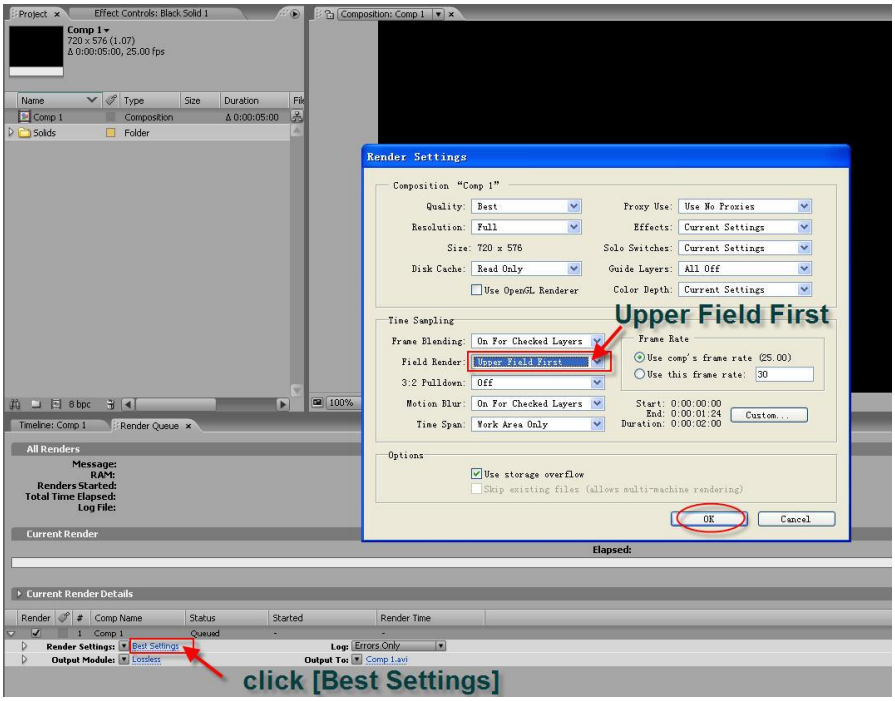


3. Render Setting

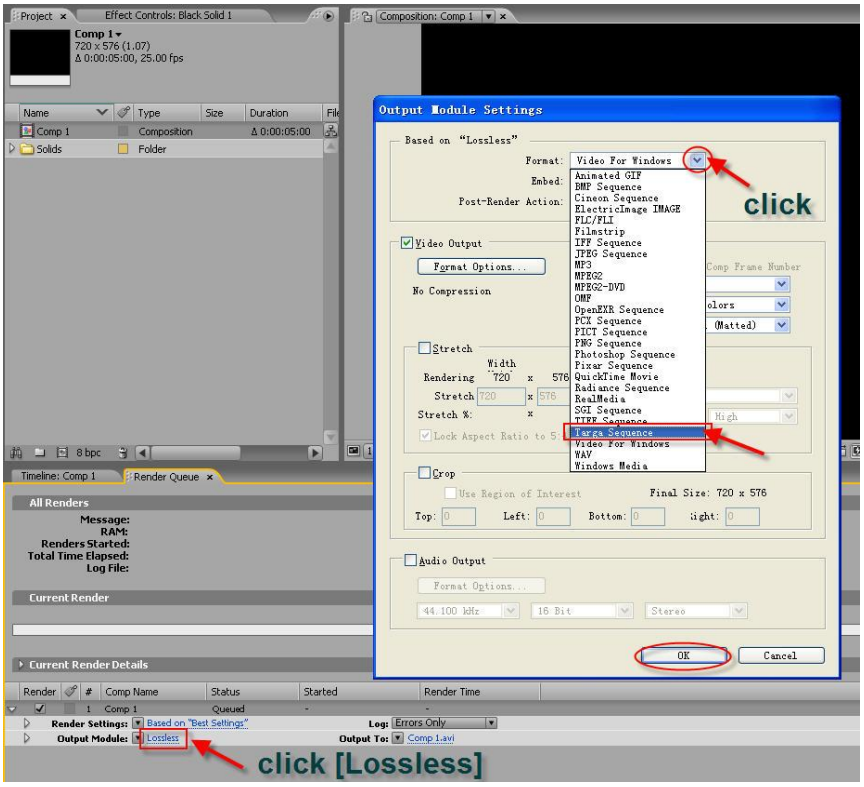
1) In Menu Bar choose “Composition”, “Make Movie”.



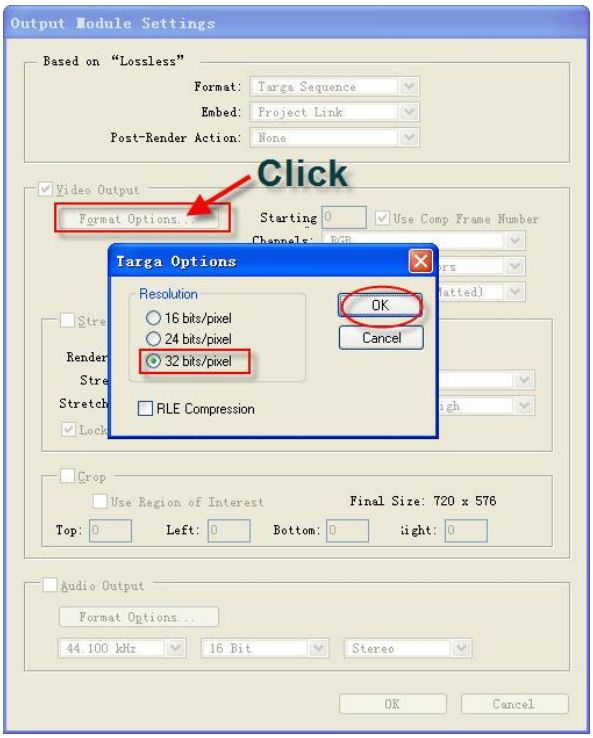
2) Open Render Queue tab, click “Best Settings”. Choose Upper Field First from Field Render drop-down list, then click on “OK”.



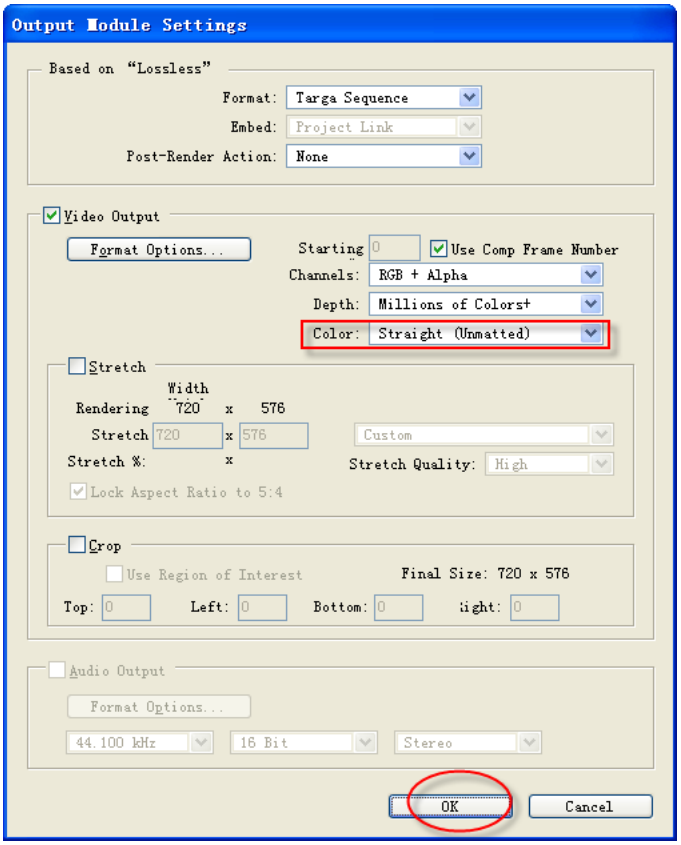
3) Output Module Settings: in Render Queue tab click “Lossless”, then choose Targa Sequence from Format drop-down list.



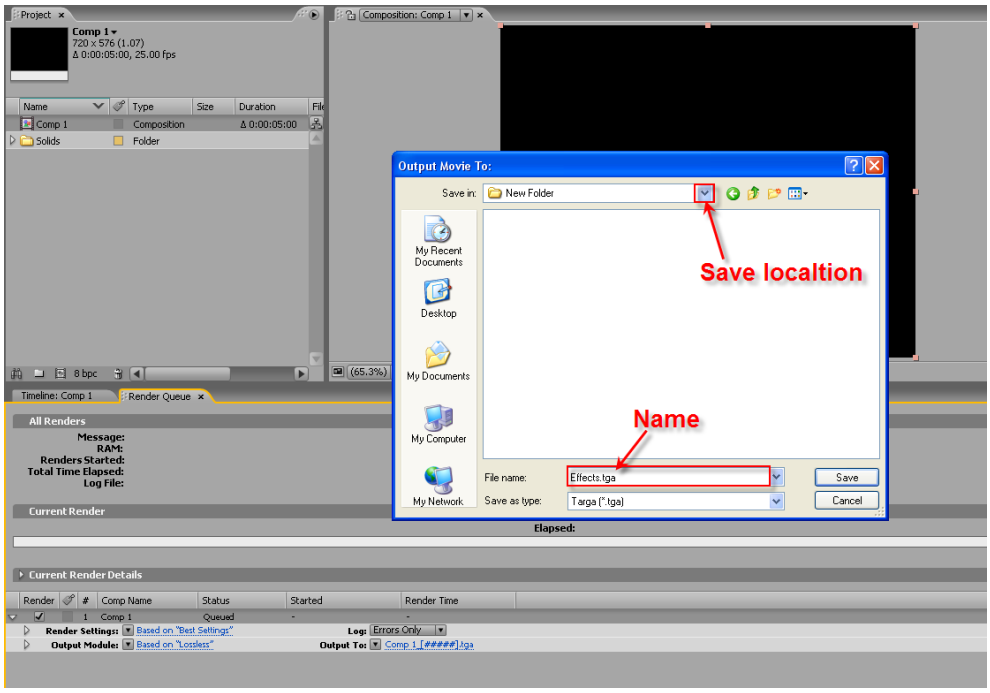
4) Click “Format Options” button, set Resolution to 32 bits/pixel. Click on OK.



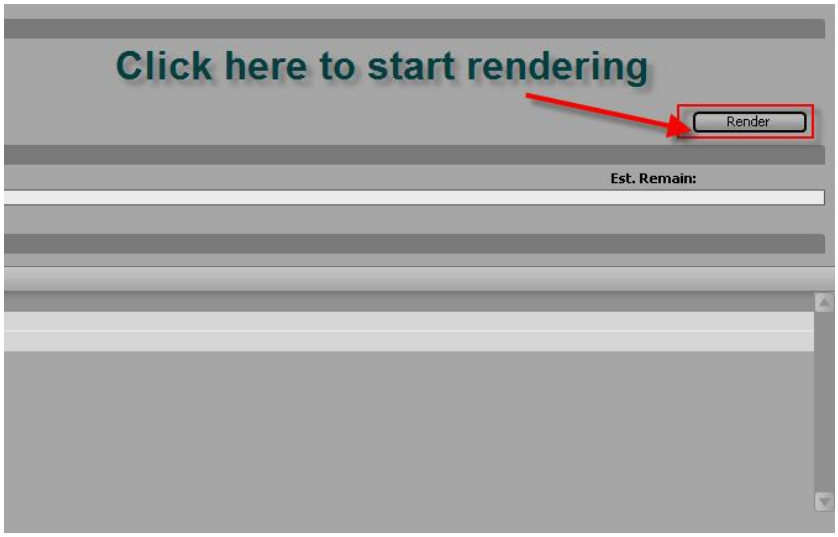
5) Under Video Output, choose Straight (Unmatted) color to make object edge look smoother. Click on "OK".



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

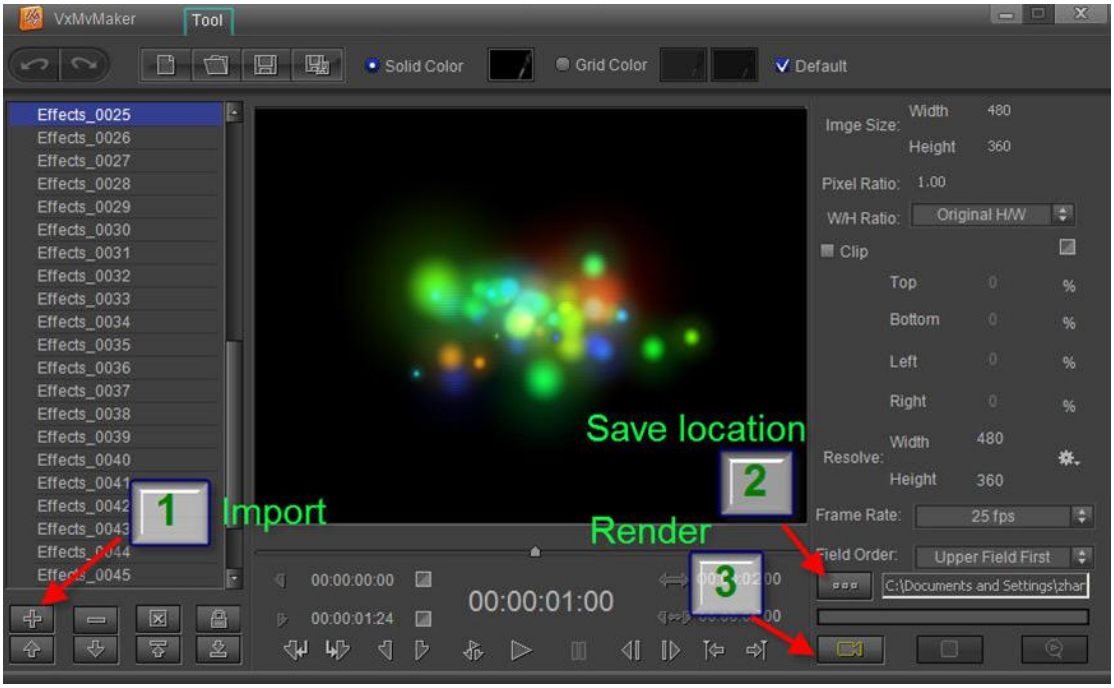


7) Click on “Render” to start rendering.



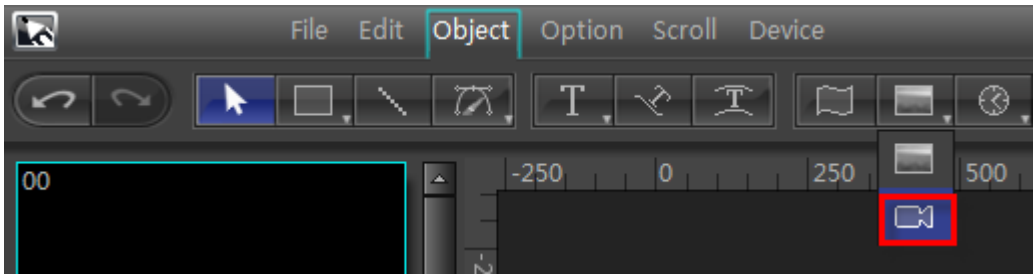
4. Change Format

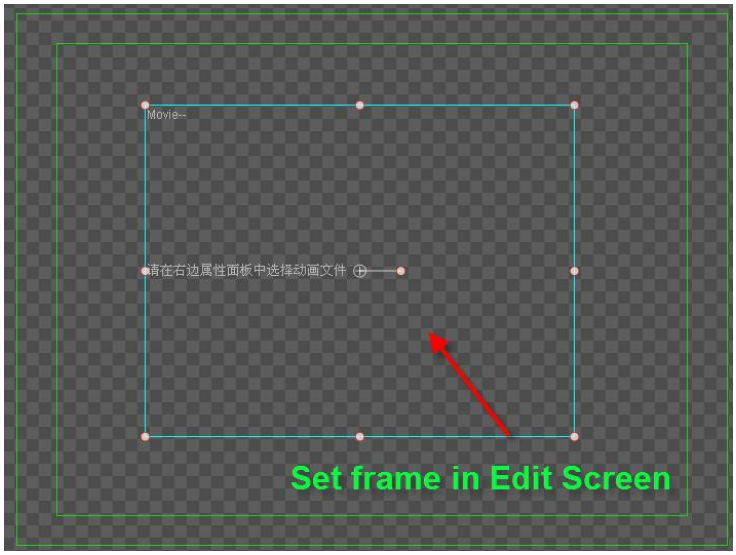
Open MV program, import .tga file created in After Effects

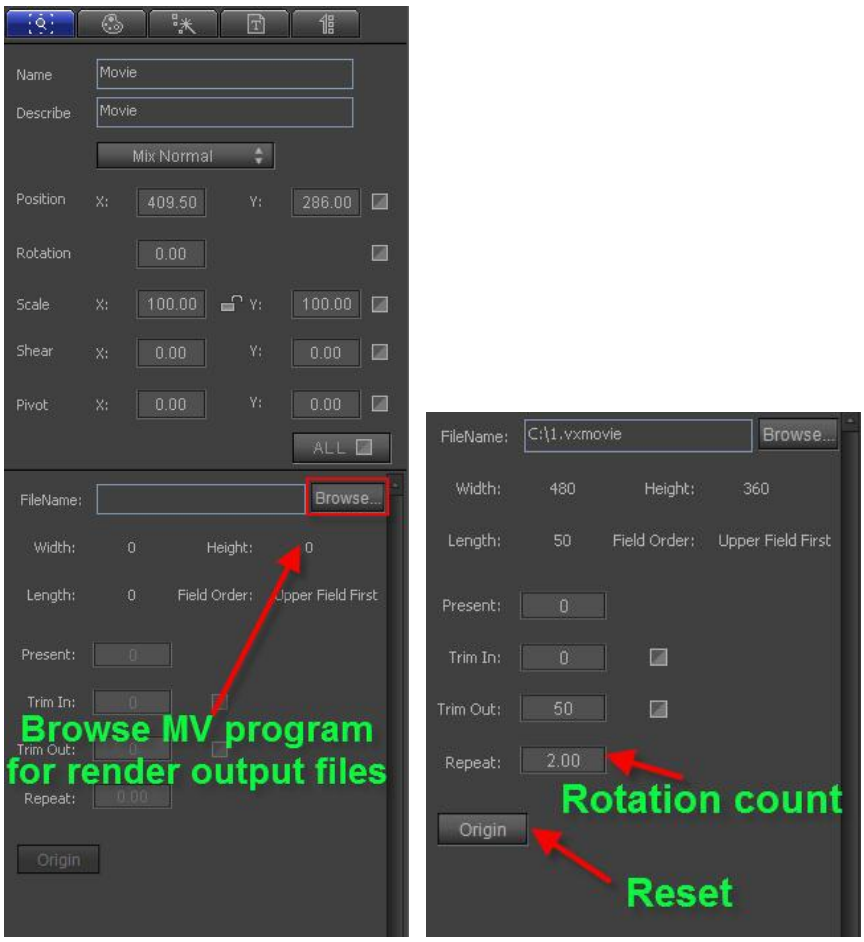


5. Using in CG-500

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



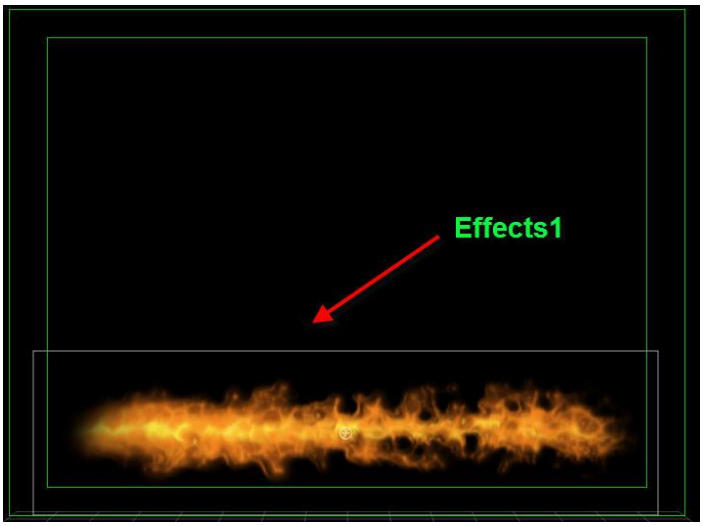




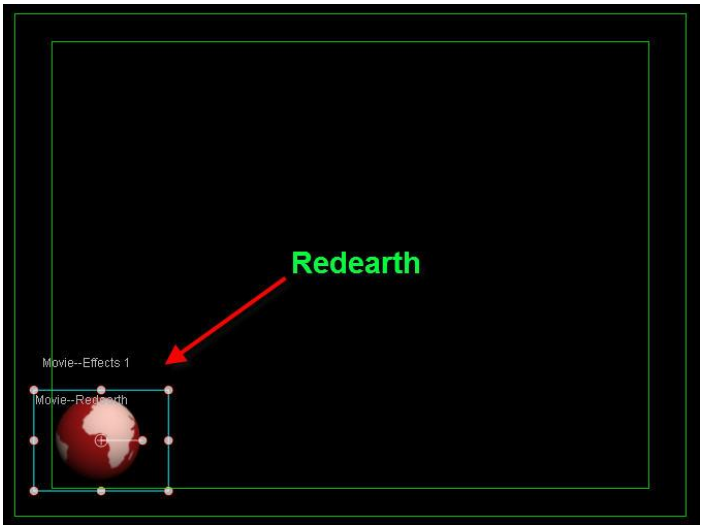
Combine Animation with CG-500 Animated Header

1. Set Keyframe positions

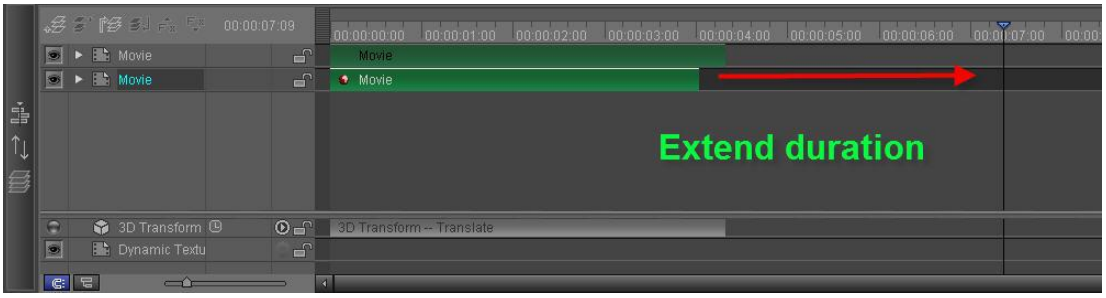
1) In the Animation Template Library, choose Movie2, "Effects1". Double-click to place in Edit Screen.
   Activate the 3D Edit Mode, and set Effect1 Y-axis to 180 (this animation is a flame that moves from left to right, but here we invert the direction)

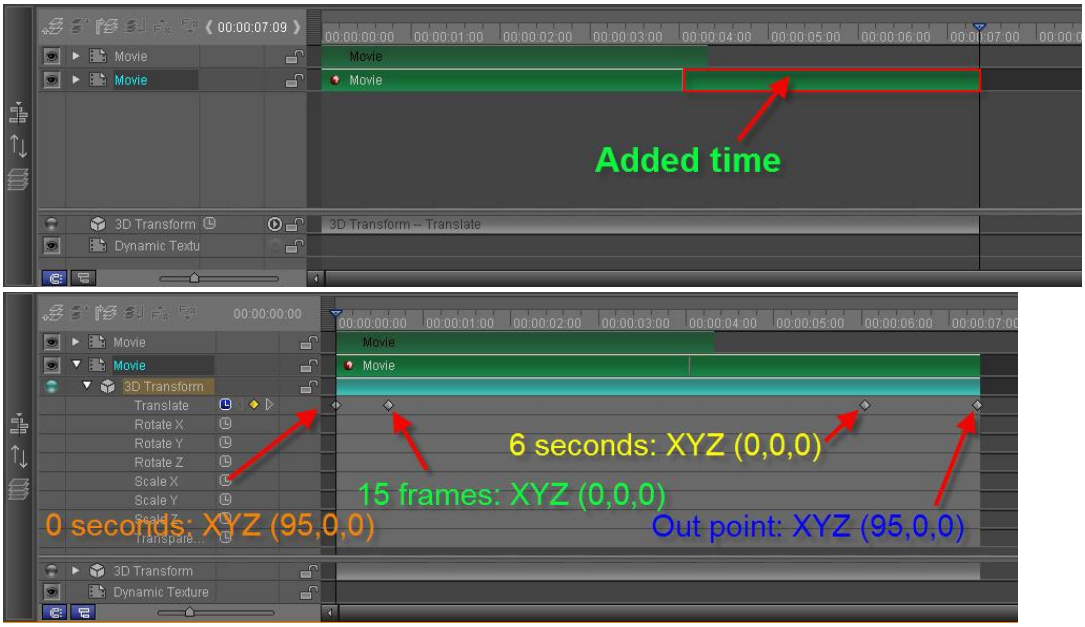


2) From the Animation Template Library, choose Movie1, "Redearth". Adjust size and position.



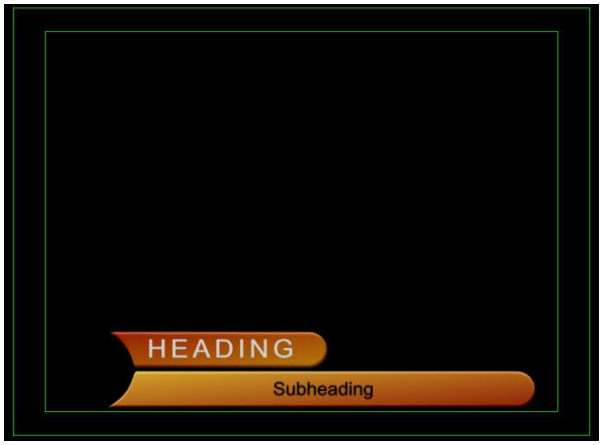
3) Set Redearth keyframes: extend duration to 7 seconds 9 frames, then drag timeline marker to 0 seconds. In 3D Transform set animation displacement keyframes.
0 seconds: XYZ (95,0,0), 15 frames: XYZ (0,0,0),6 seconds: XYZ (0,0,0),End point: XYZ (95,0,0)



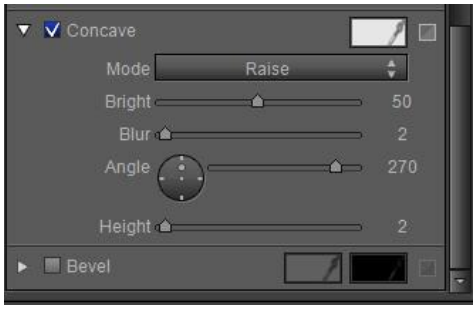


2. Background and Text

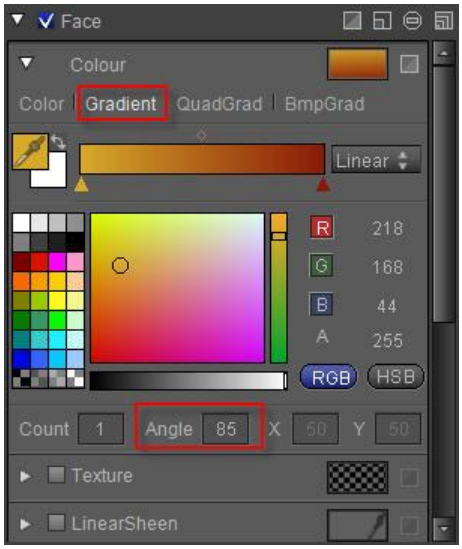
1) Use Bezier Curves to draw backgrounds, then insert text.

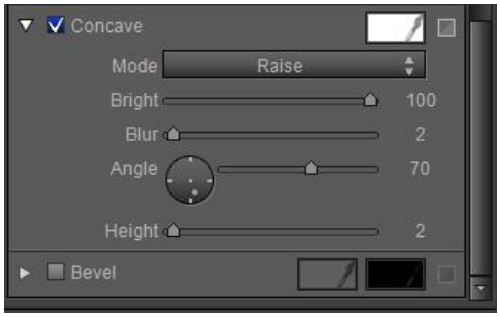


2) Set upper background color: set to gradient, 99 degree, RGBA (185,125,12,255) and (152,19,0,255); concave effect RGBA (255,255,255,255).

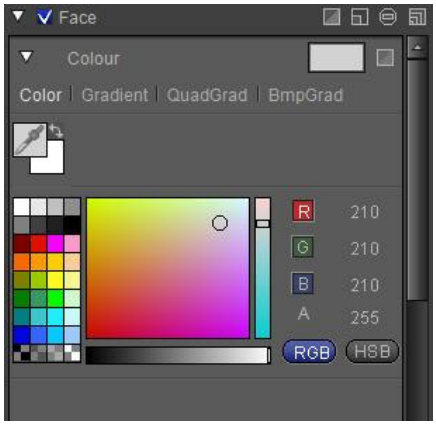


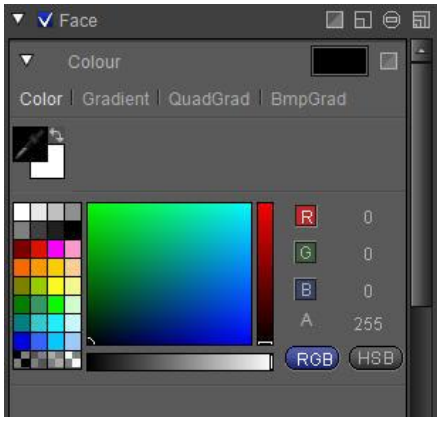
3) Set lower background color: set to gradient, 85 degree, RGBA (218,168,44,255) and (142,23,6,255); concave effect, RGBA (255,255,255,255).



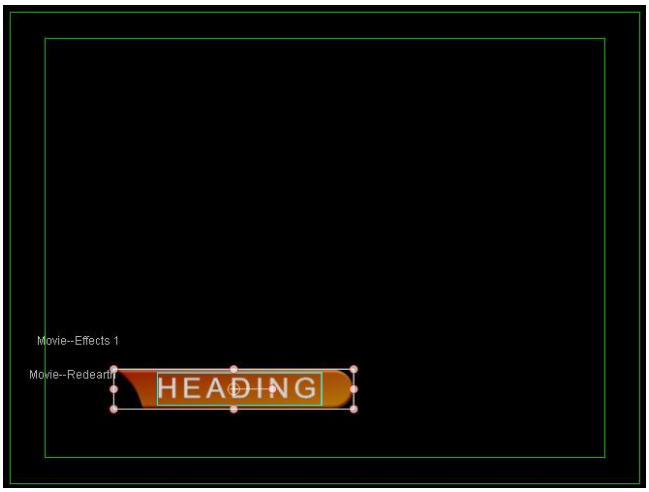


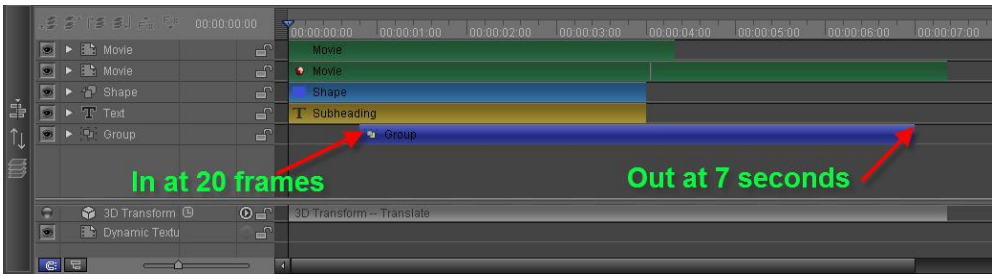
4) Text color: set "HEADING" RGBA to (210,210,210,255), and "Subheading" RGBA to (0,0,0,255)

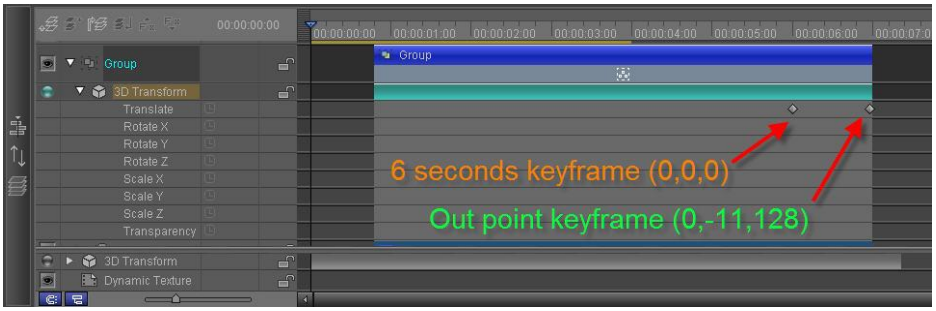


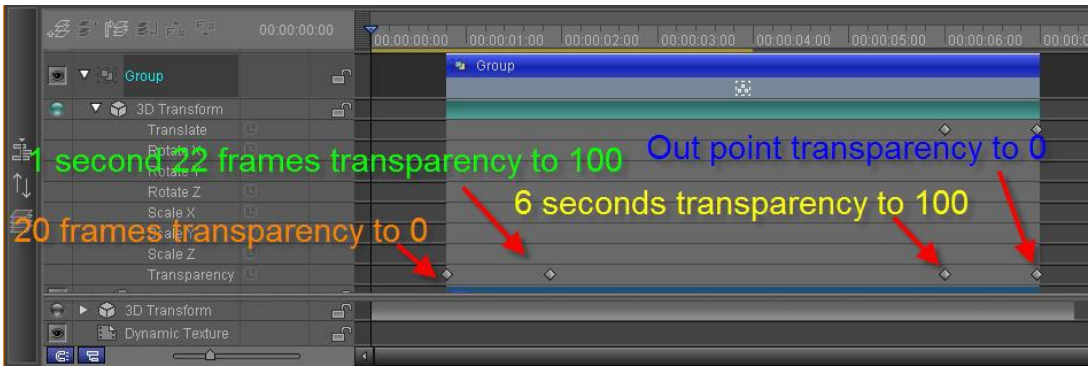


5) Choose "HEADING" and background to make group, then set keyframes and duration as shown below

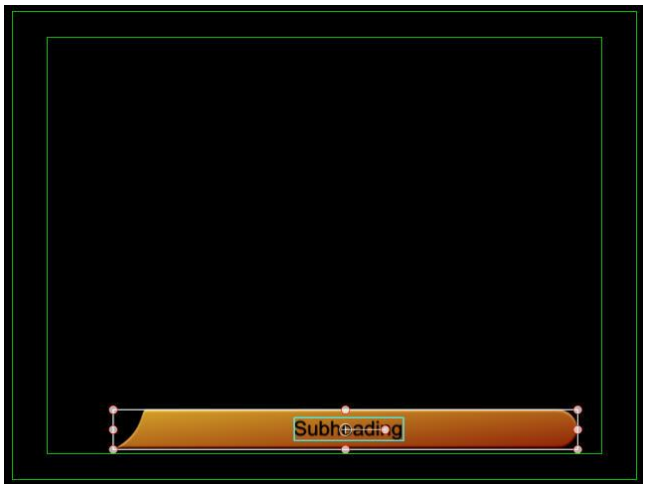


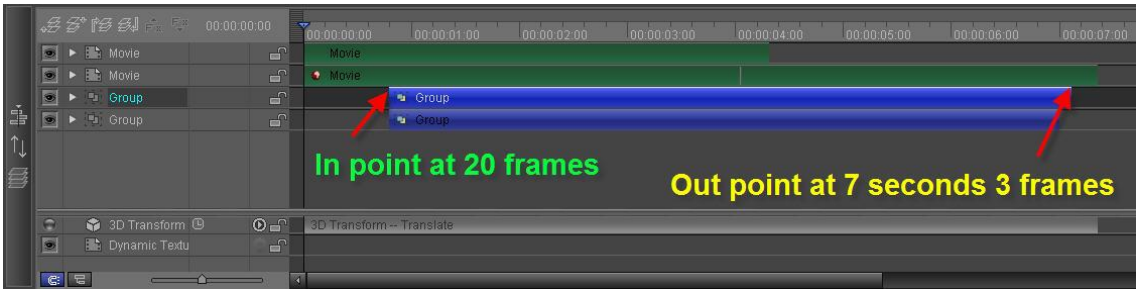


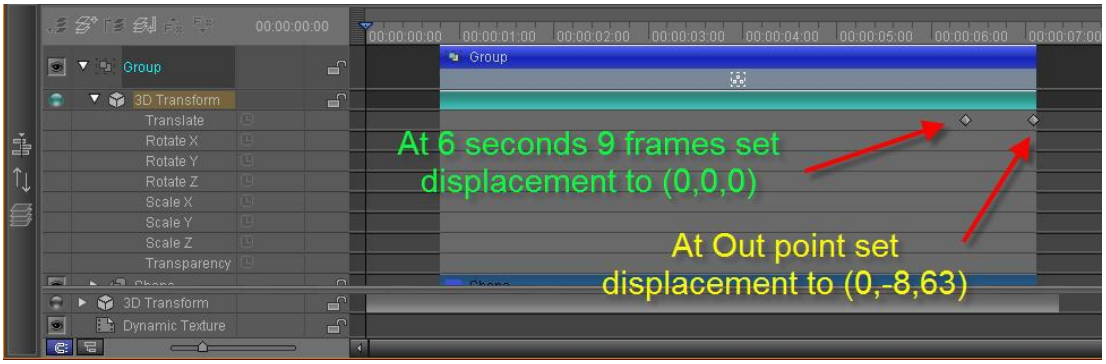


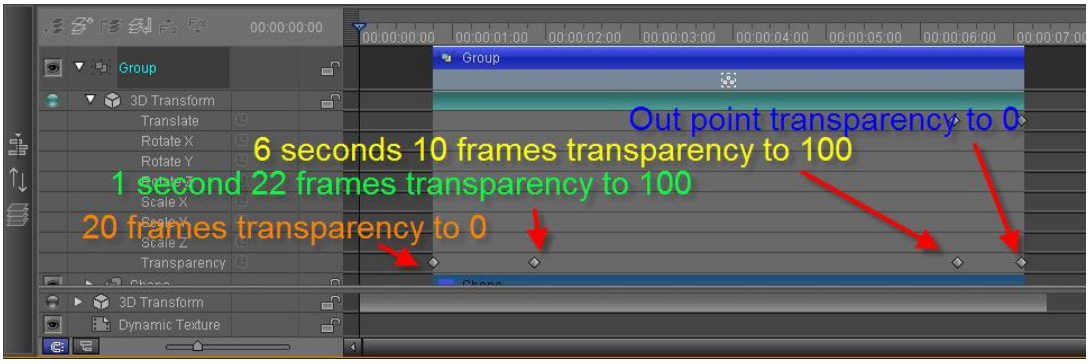


6) Choose "Subheading" and background to make group, then set keyframes and duration as shown below

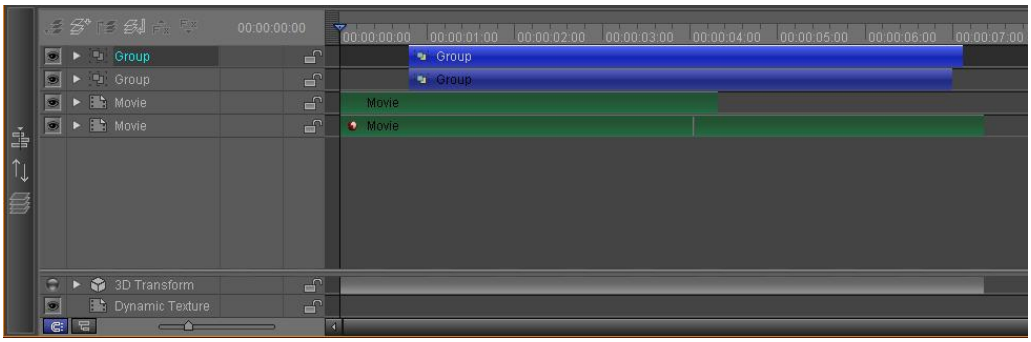

Subheading


Movie
Movie
Group
Group
In point at 20 frames
Out point at 7 seconds 3 frames
3D Transform
Dynamic Textu

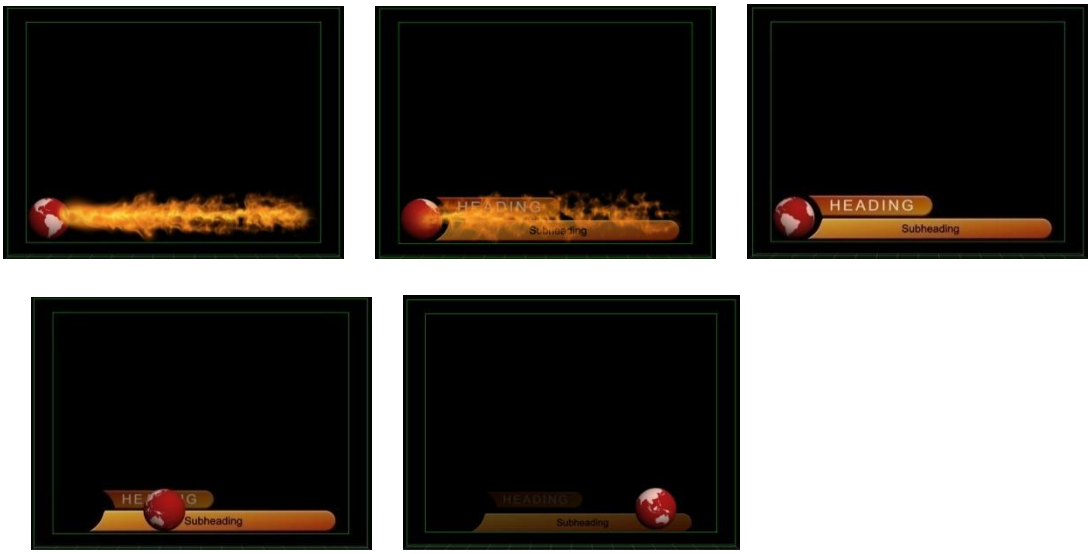

Group
3D Transform
Translate
Rotate X
Rotate Y
Rotate Z
Scale X
Scale Y
Scale Z
Transparency
At 6 seconds 9 frames set displacement to (0,0,0)
At Out point set displacement to (0,-8,63)
3D Transform
Dynamic Texture


Group
3D Transform
Translate
Rotate X
Rotate Y
Scale X
Scale Z
Transparency
Out point transparency to 0
6 seconds 10 frames transparency to 100
1 second 22 frames transparency to 100
20 frames transparency to 0
3D Transform
Dynamic Texture

3. Set position



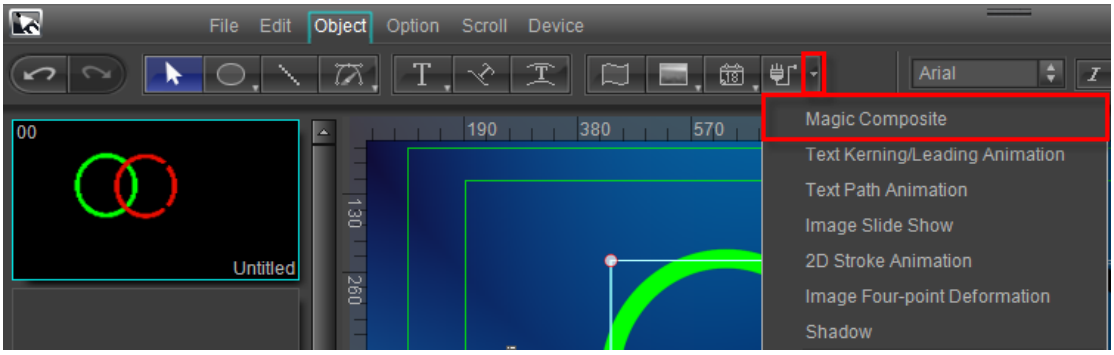
4. Animation Preview



Operation Flow of Plugins

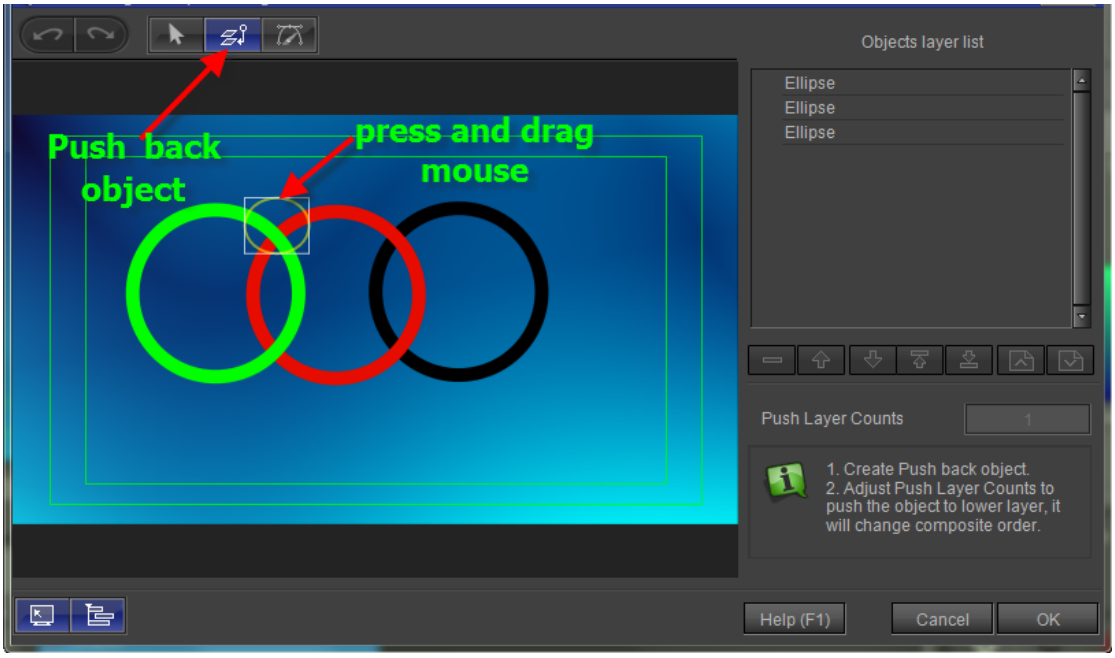
Operation Flow of Magic Composite

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

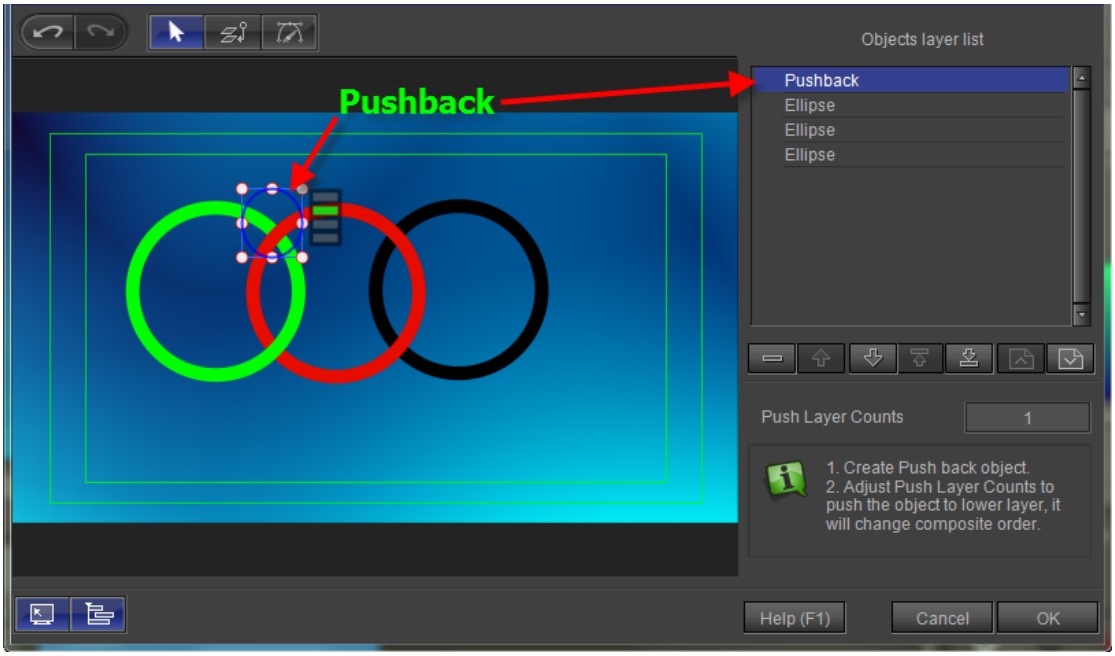


2. Create Push Back

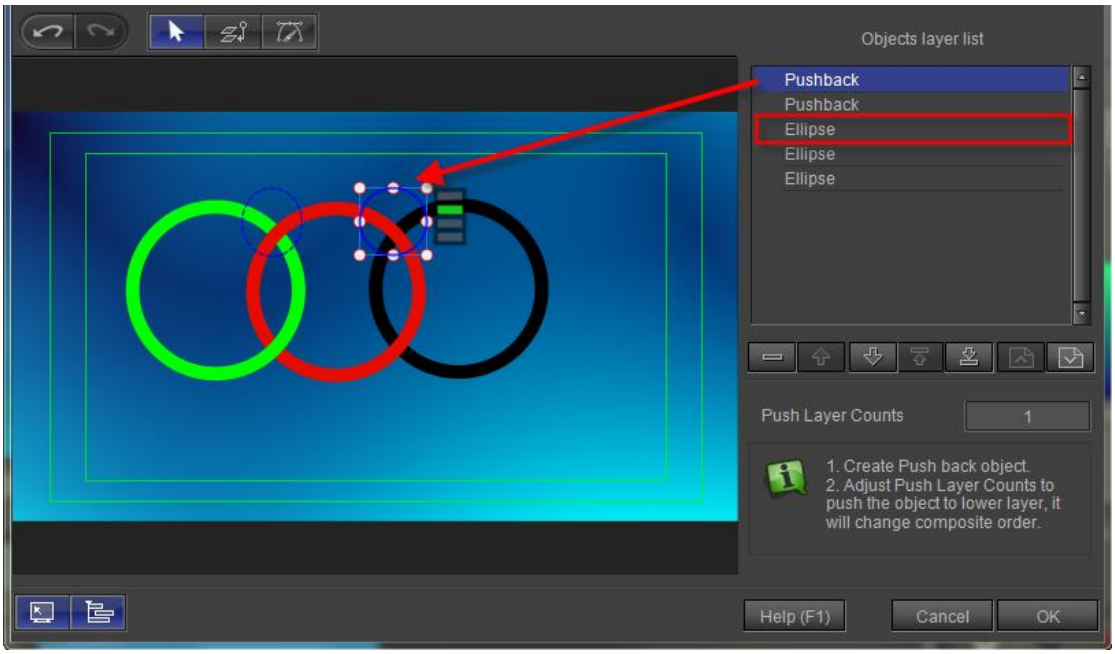
Click the “Push back object” button , press and drag mouse in the Edit Screen.



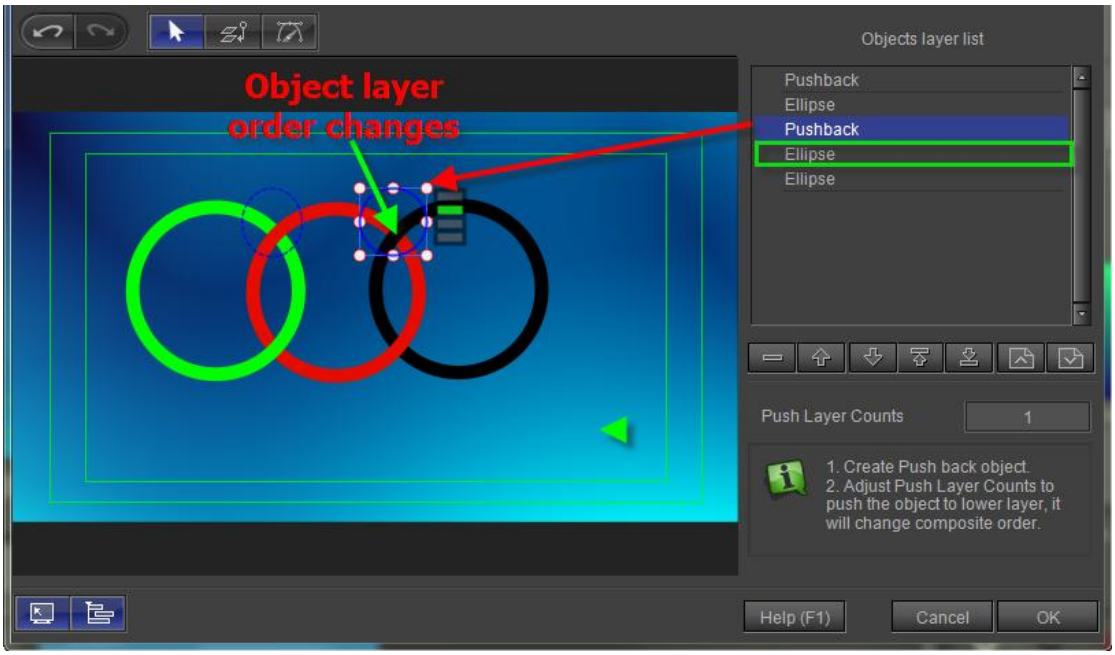
Release mouse, create a push back object. New pushback object appears in the object layer list.



3. Adjust Push Layer Counts

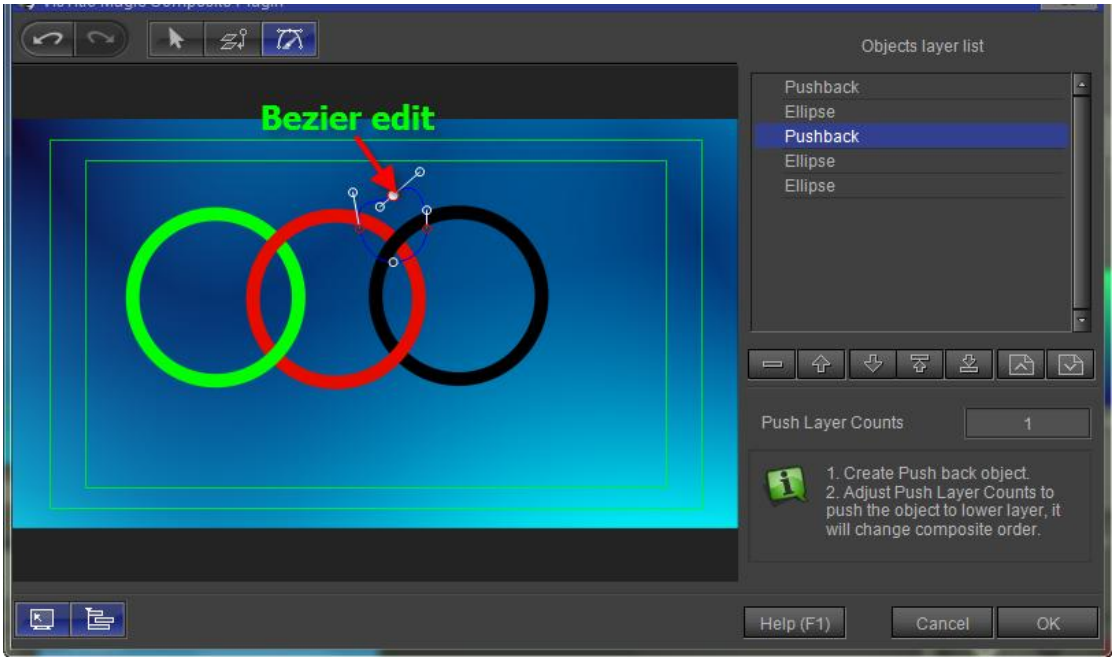


First click to select push in Edit Screen, or in the object layer list click to select. Then click the "Down" button under object layer list to change object layer order.

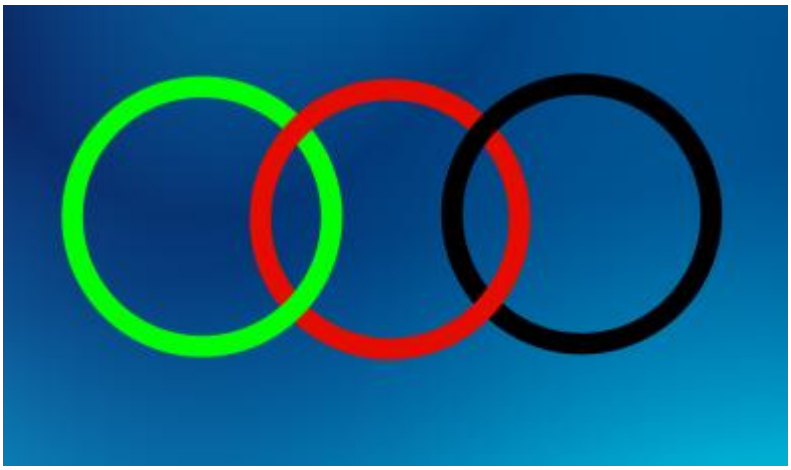


4. Bezier Editor

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

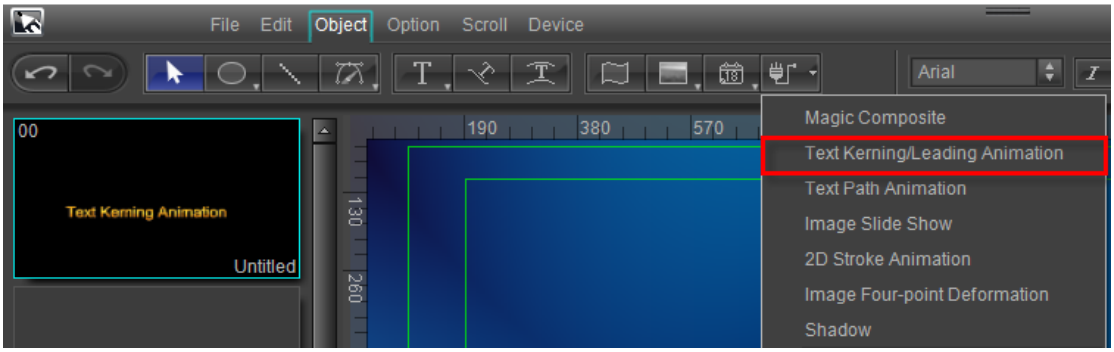


5. Preview



Operation Flow of Text Kerning/Leading Animation

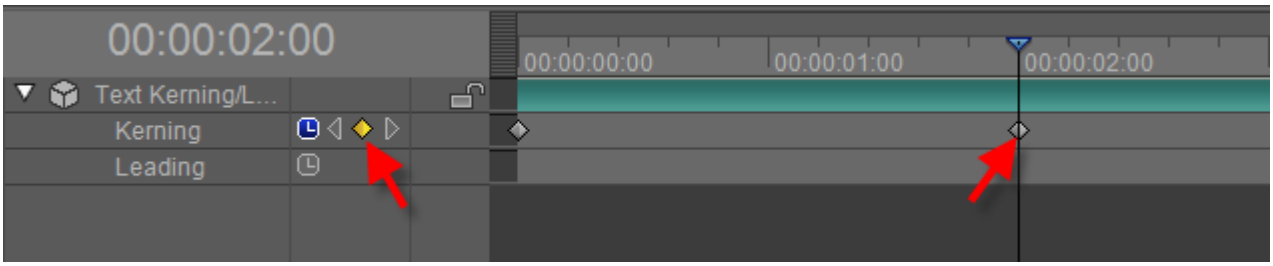
Click the “Horizontal Text” button to create a text object in Edit Screen of CG-500. After creating object, select “Text Kerning/Leading Animation” from the drop-down list of “Title Plugin” in tool bar.



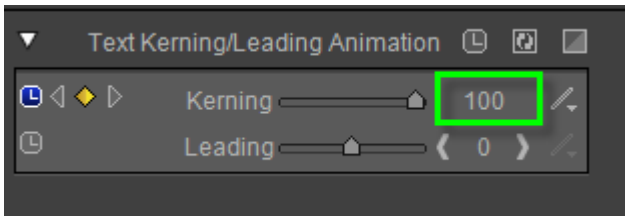
Kerning Animation

1. Set Kerning Animation Mode
   Click the “Align Center” button in menu bar to set kerning animation mode.

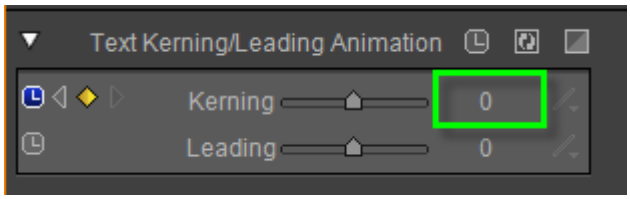
2. Keyframe Setting
   Move timeline to 2 seconds, click the “Add/remove keyframe” button in the timeline window.



Change keyfarme parameter to 100 in Property screen.



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

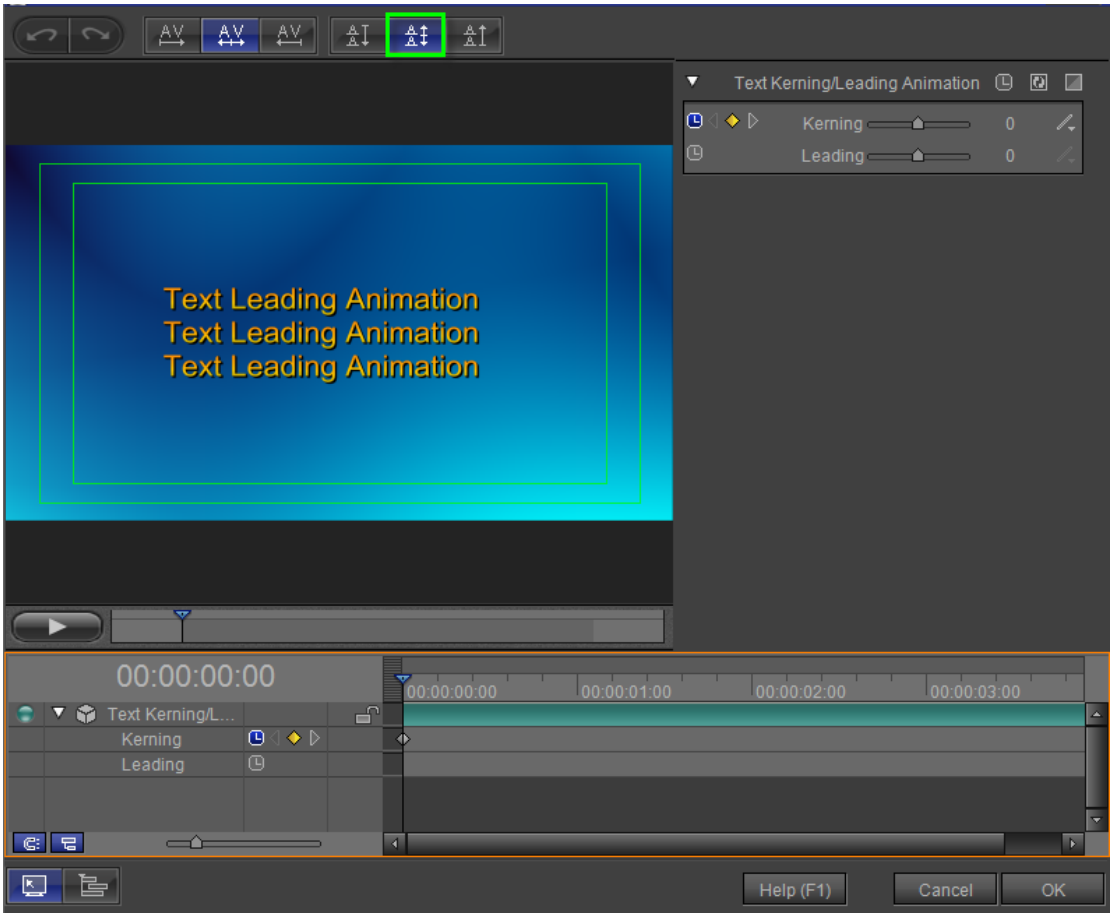


3. Preview

Leading Animation

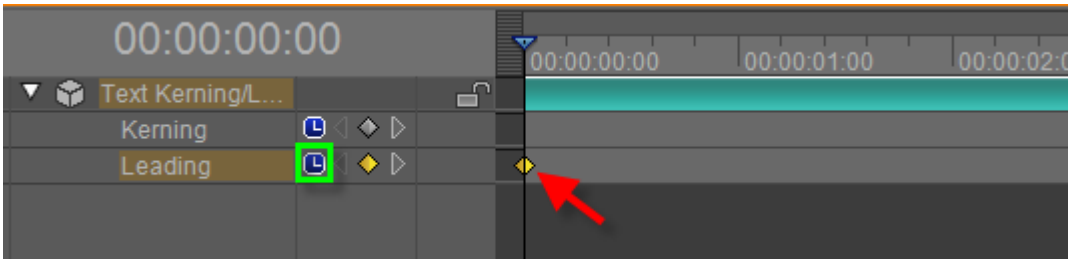
1. Set Leading Animation Mode

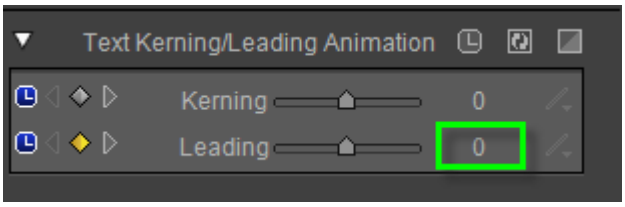
   Click the “Align Middle” button in menu bar to set leading animation mode.



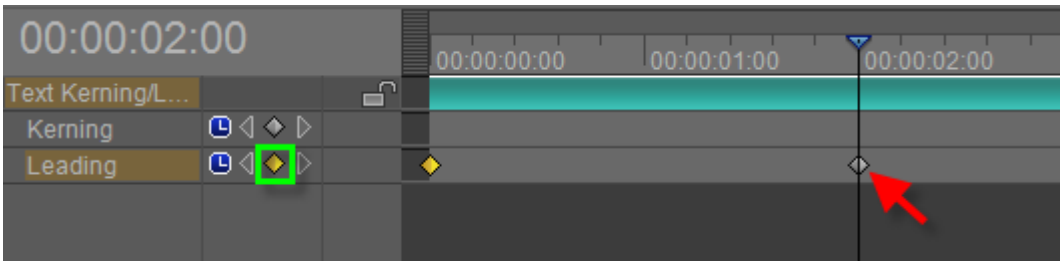
2. Keyframe Setting

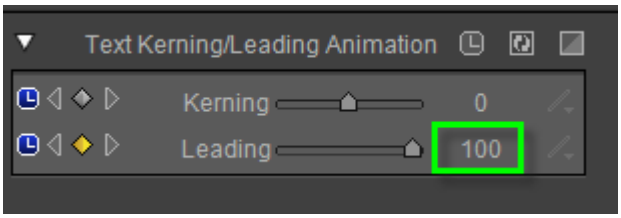
Move timeline to 0 second, click the “Toggle Animation” button in the timeline window.



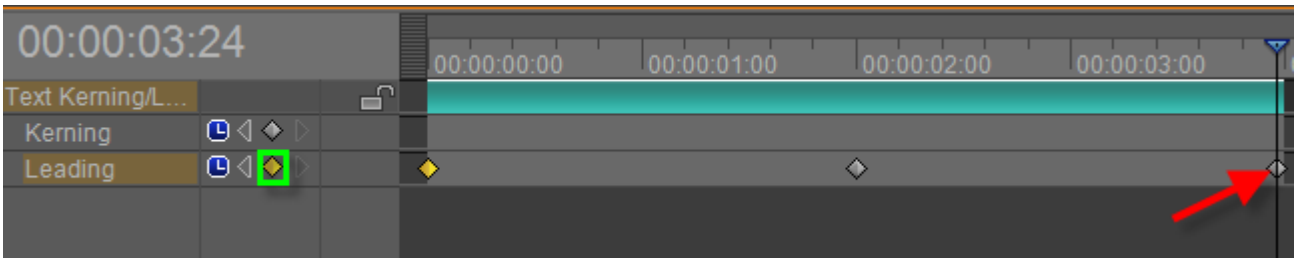


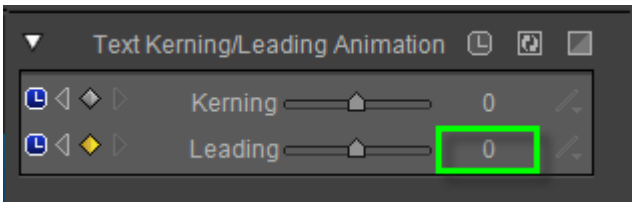
Move timeline to 2 seconds in the timeline window then in Property screen set parameter as 100.





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

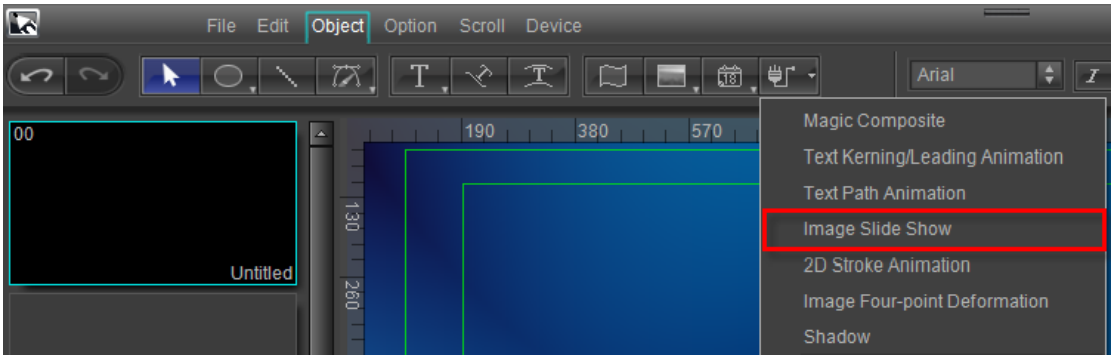




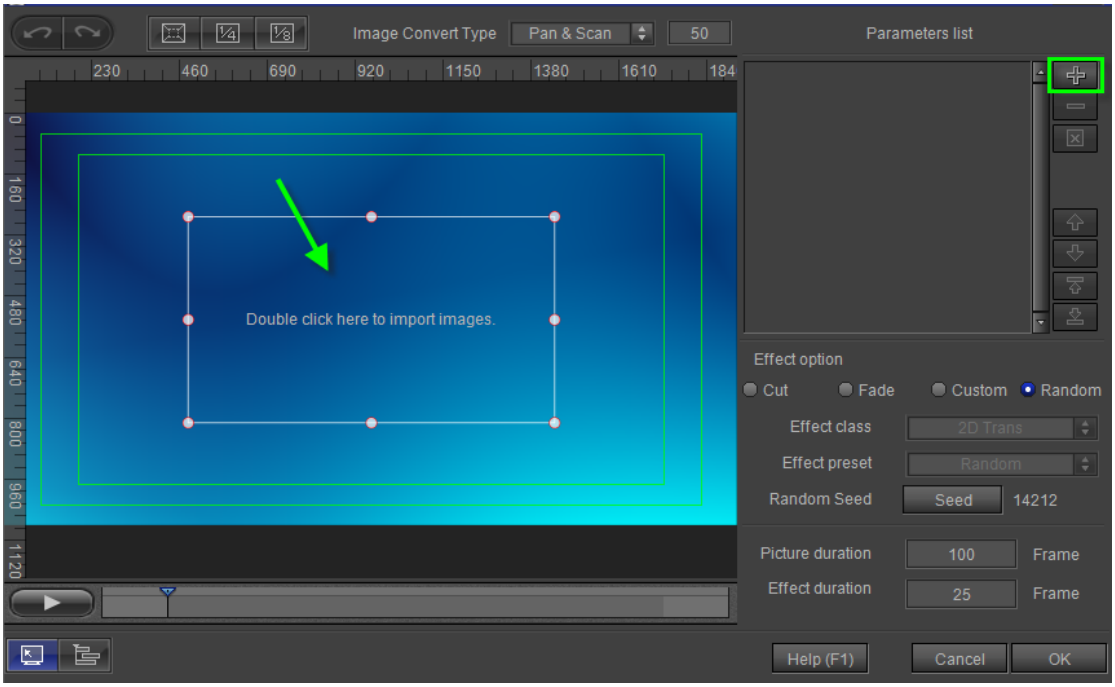
3. Preview

Operation Flow of Image Slide Show

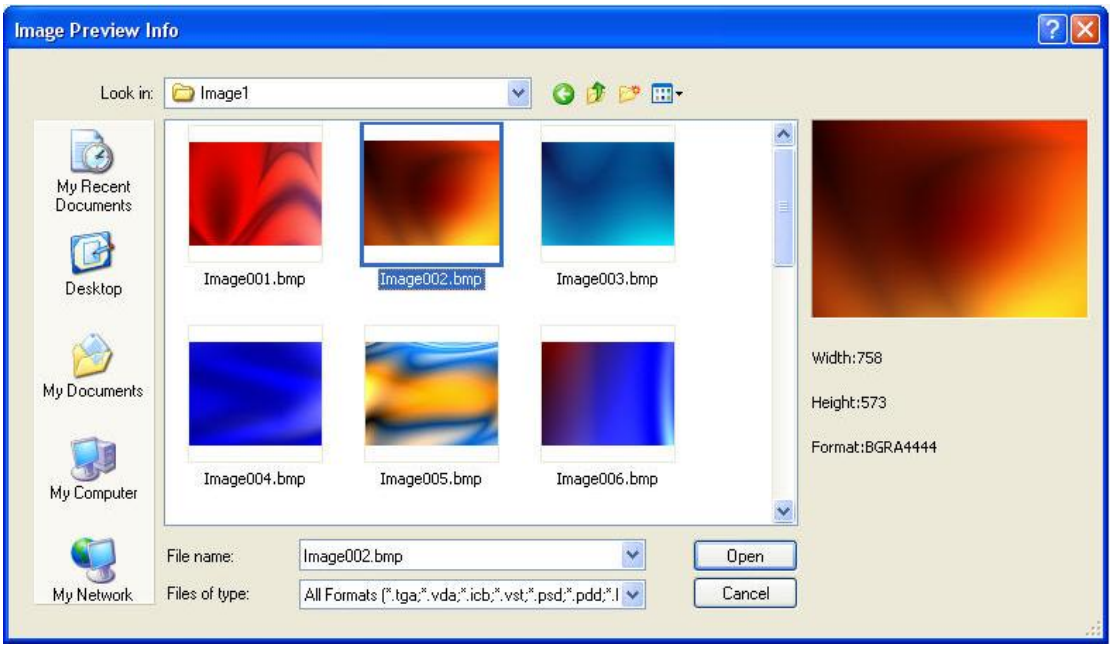
Click on “Object” button in tool bar, then choose “Image Slide Show” button from the drop-down list of “Title Plugin”.



1. Import Images
   Click the marked area in the following picture to import images.
   Or click “Import” to import.

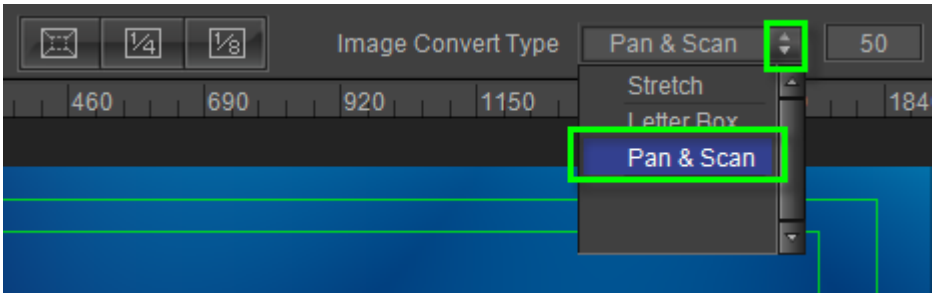


After choosing images, click the “Open” button.



2. Set Image Convert Type

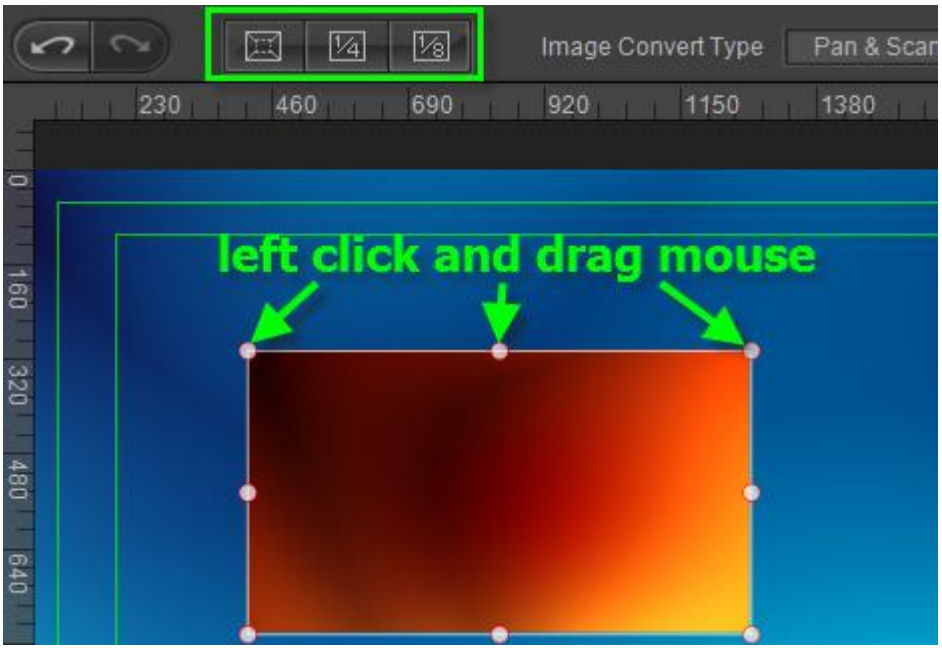
Click “Image Convert Type”, select “Pan & Scan” in the context menu.



Set Size

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

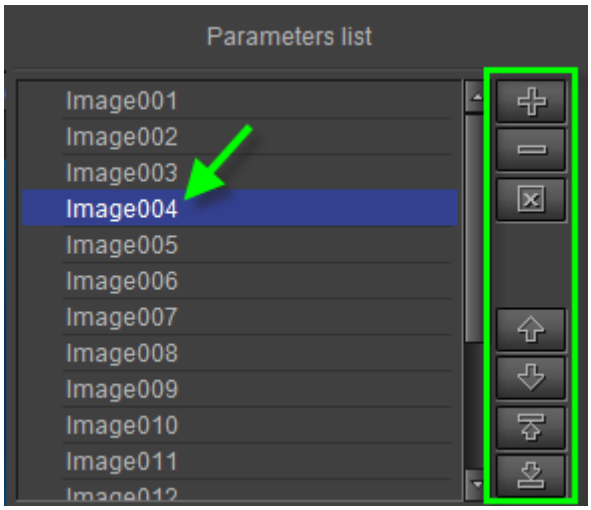
2） Move cursor to the control points, press left mouse button and drag.



3. Adjust Image Order

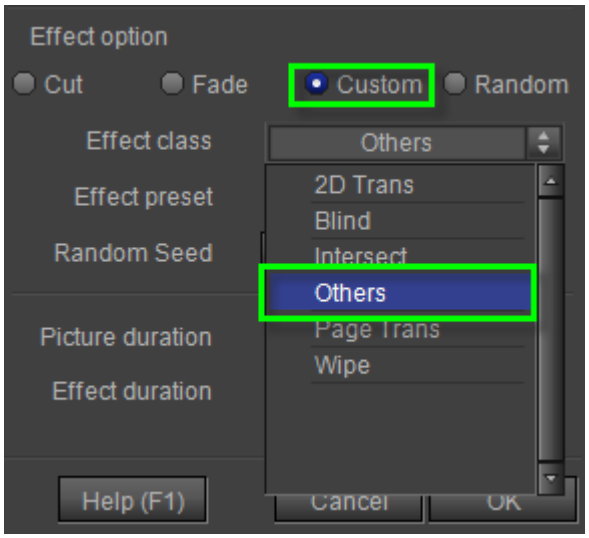
Left click chosen image, for example Image004, in the image list. Then click the “Delete” button to delete the image.

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”.

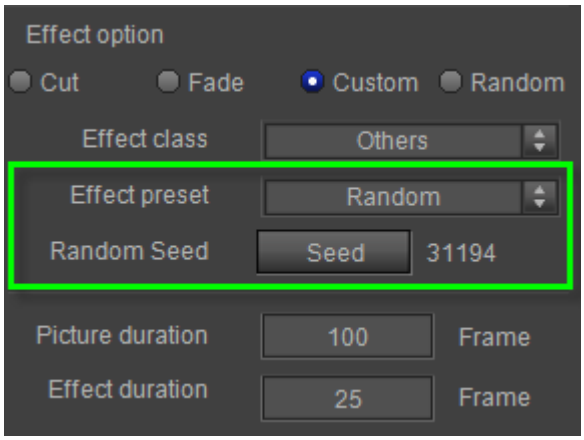


4. Set Special Effect

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

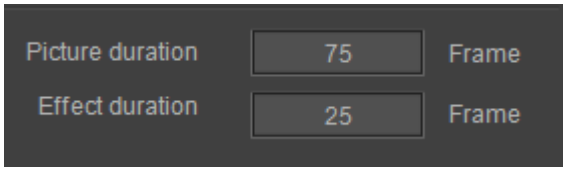


Click “Effect Preset”, select “Random” in the context menu.

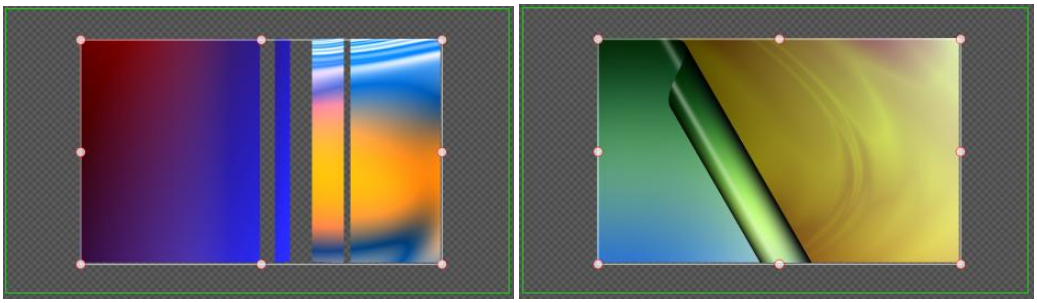


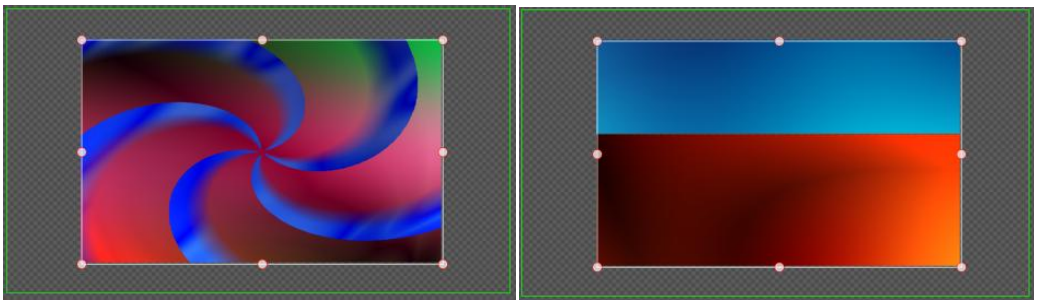
Click the “Seed” button behind Random Seed.

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



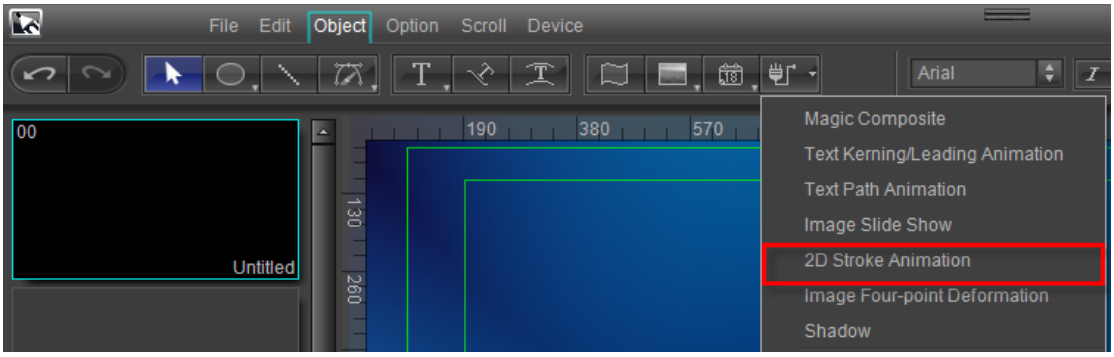
5. Preview





Operation Flow of 2D Stroke Animation

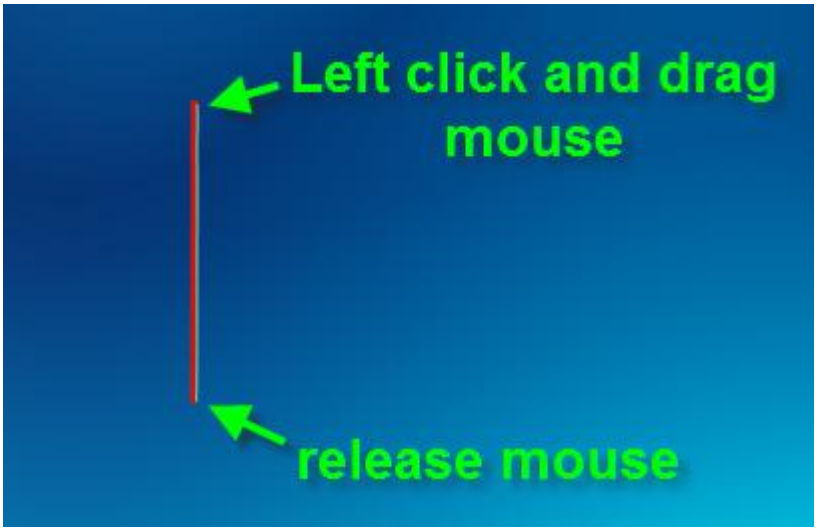
Click on “Object” button in tool bar, then choose “2D Stroke Animation” button from the drop-down list of “Title Plugin”.



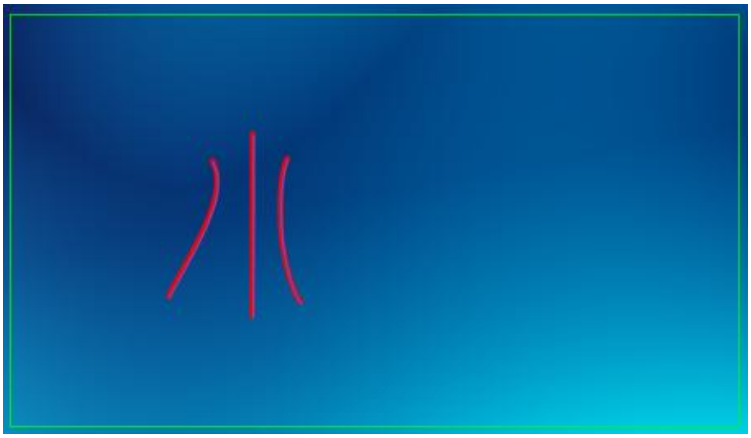
1、 Create Stroke Lines

1. Click “PaintStroke” in the tool bar.

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

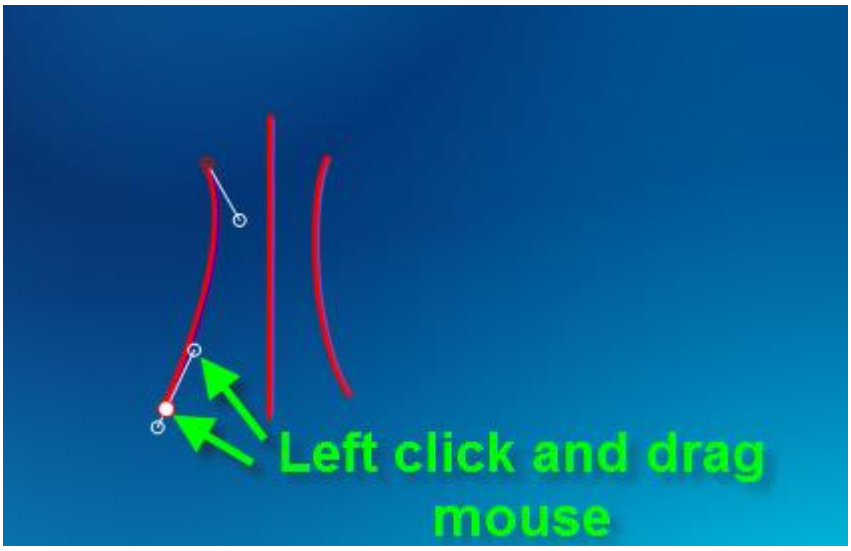


3. Use the same way to create StrokeLine02 and StrokeLine03.

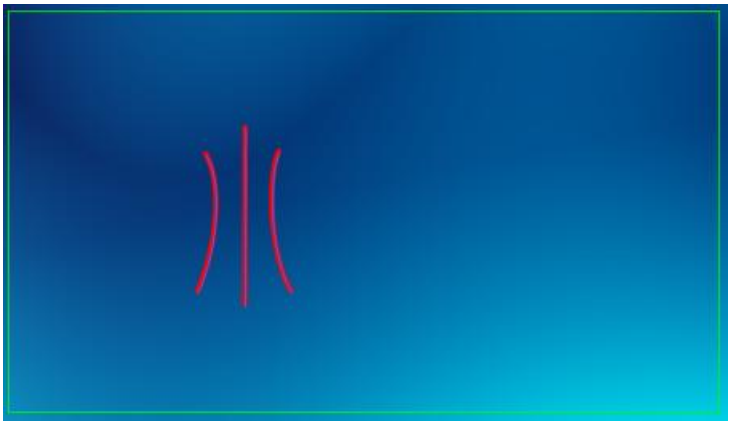


2、 Edit Bezier

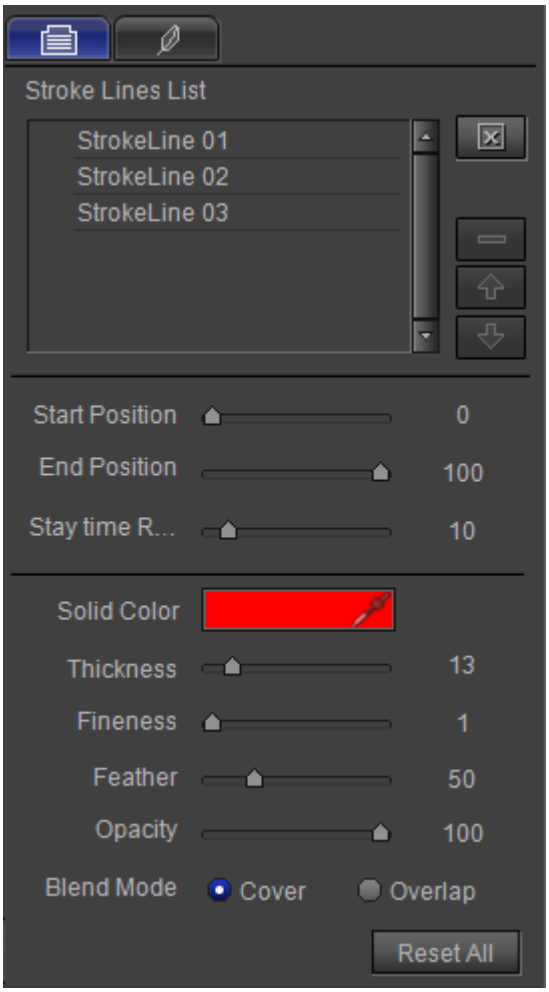
Left-click to select a stroke line in the Edit Screen, then double-click, or click “Bezier” in tool bar.



Drag control points to adjust.



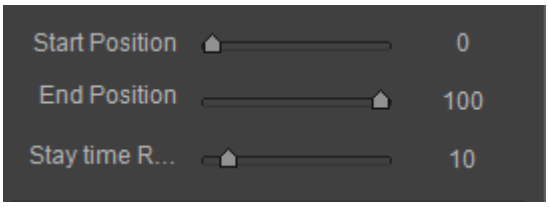
3、 Set Properties



Set Start Position and End Position

Left click to select a stroke line (for example StrokeLine 01) in the Stroke Lines List panel.

Set Start Position, End Position and Stay Time Ratio value as 0, 100 and 0.

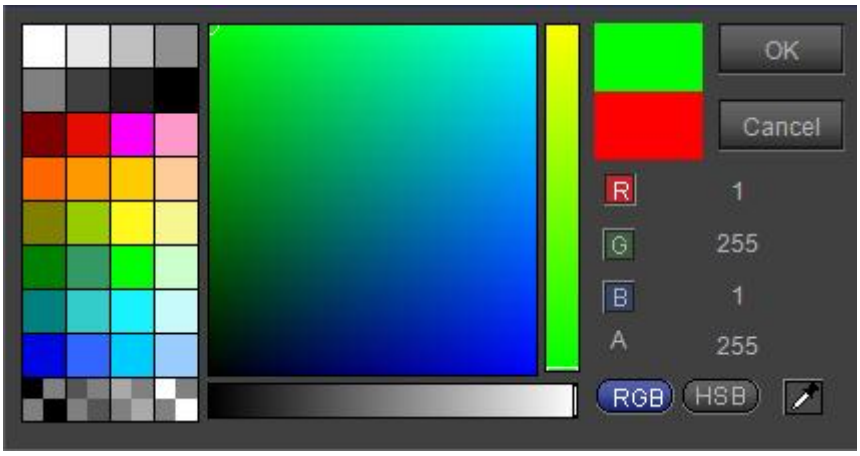


Use the same way to set properties parameters for StrokeLine 02 and StrokeLine 03.

Shader

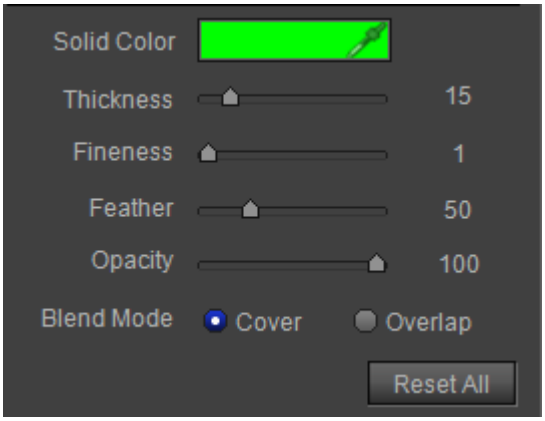
Click the Color button behind Solid Color.

Select color in the Color Select window then click the “OK” button.



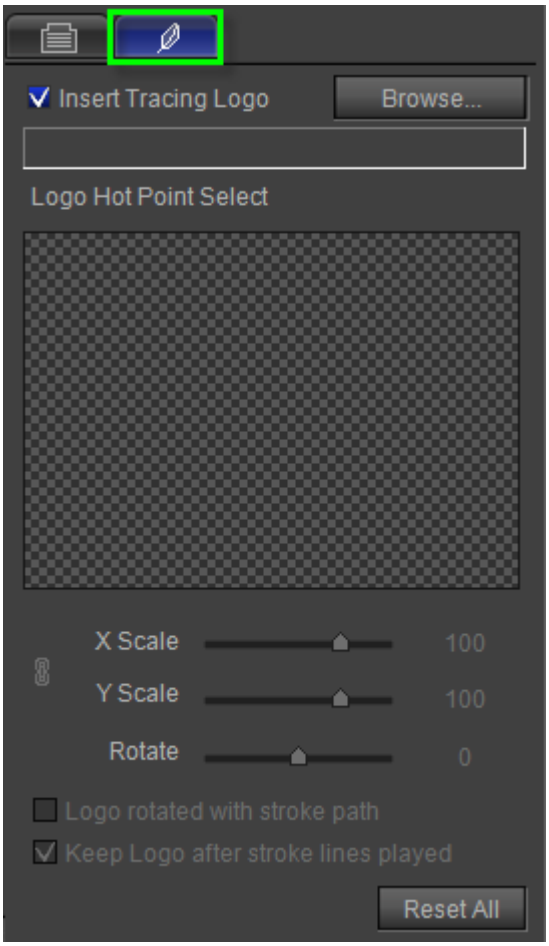
Note: this operation will change color of all stroke lines.

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

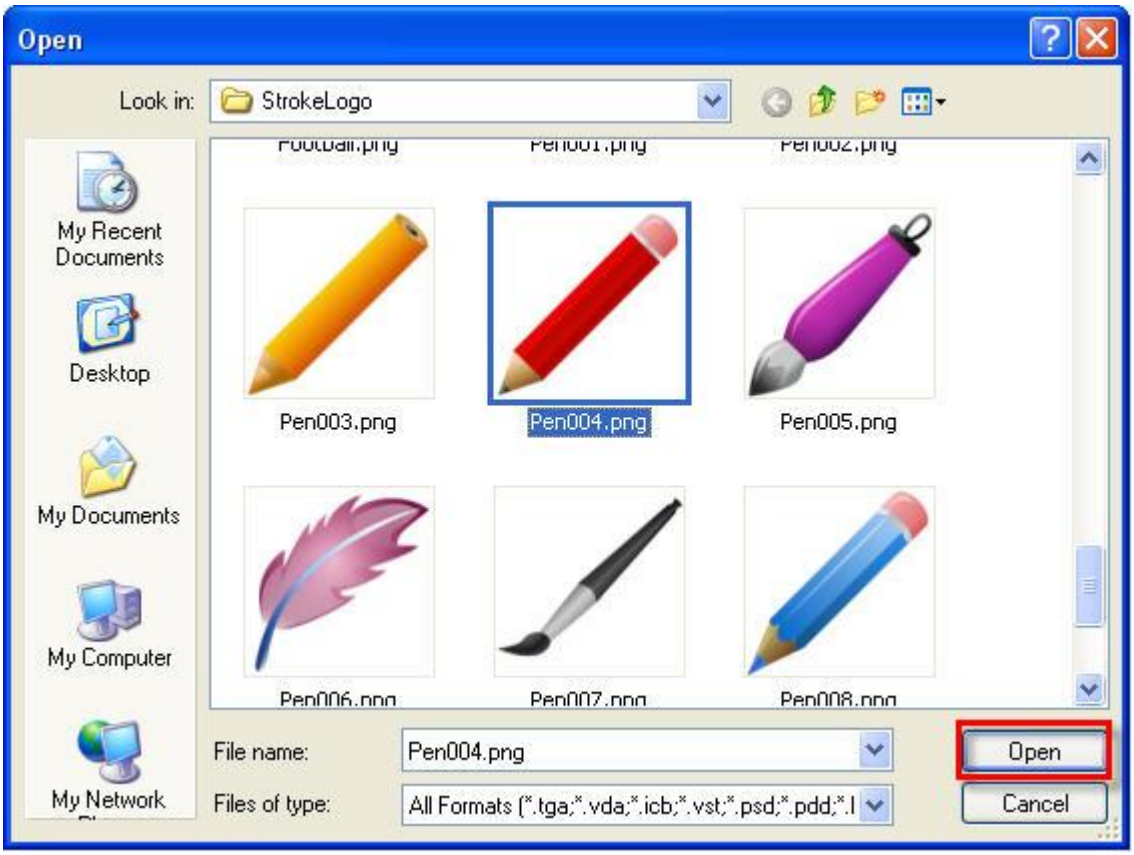


4、 Logo

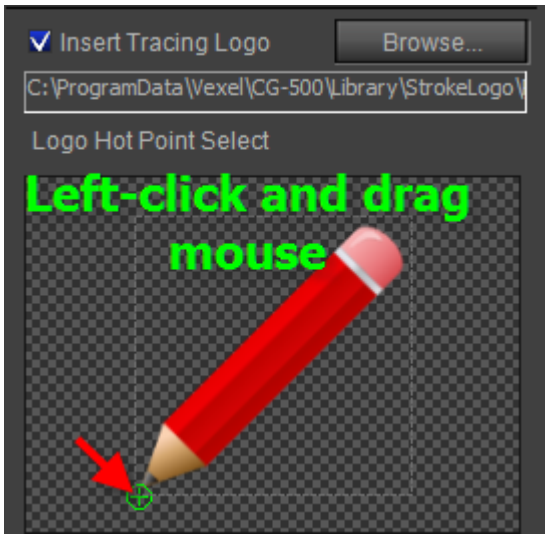
1. Click on the “Logo” button to open Logo tab. Enable “Insert Tracing Logo”.



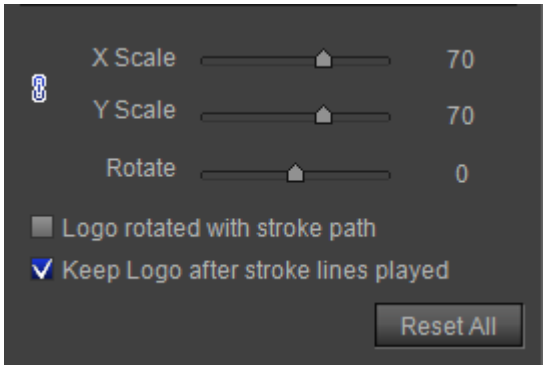
2. Click the “Browse” button then select a logo, click the “Open” button.



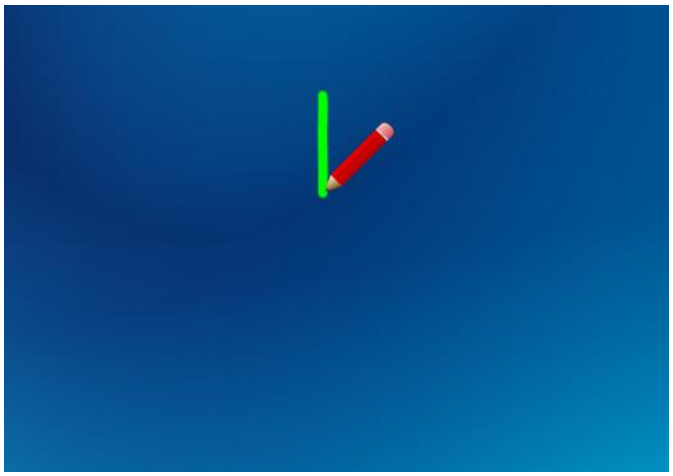
3. Left click and drag the hot point to set logo hot point position.

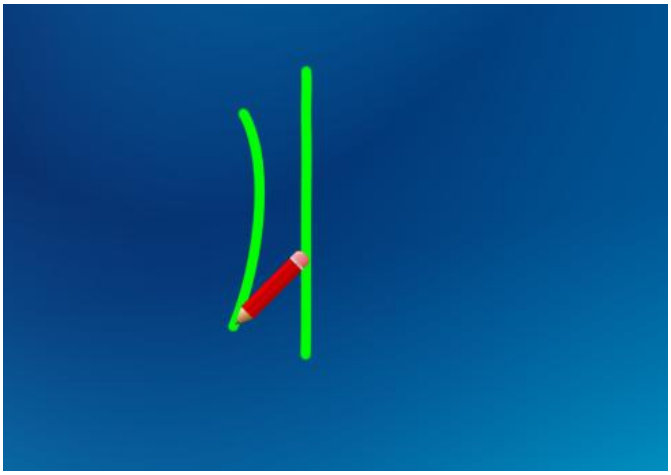


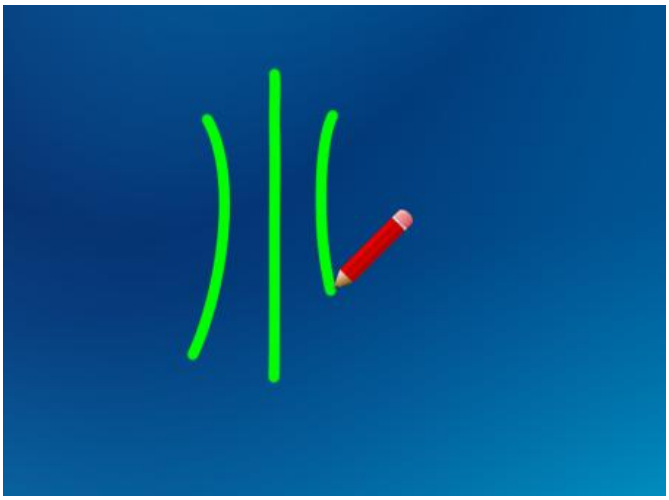
4. Set X Scale value, Y Scale value and Rotate value as 70, 70 and 0.



5、 Preview

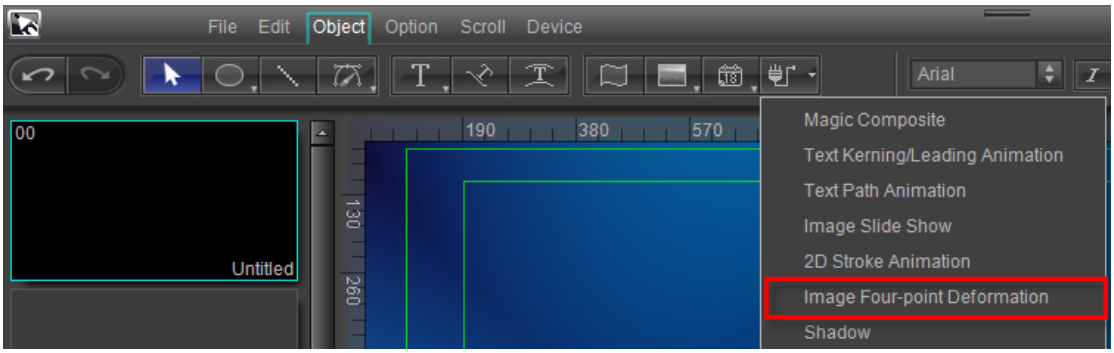




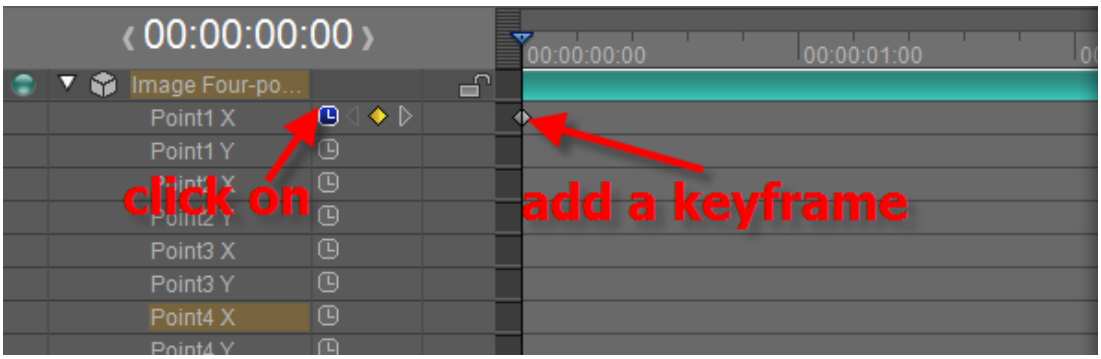


Operation Flow of Image Four-point Deformation

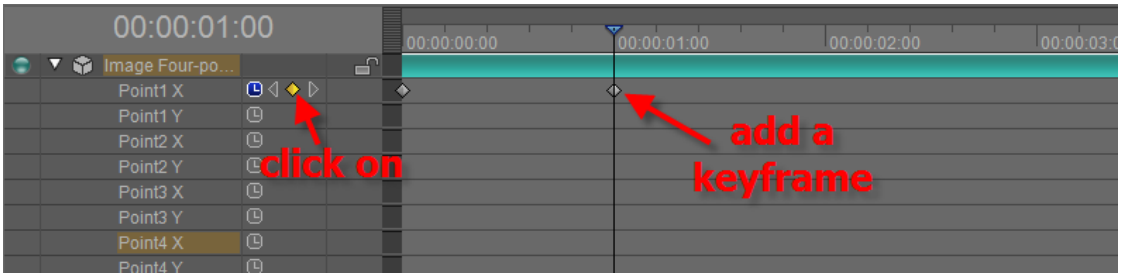
Create an image object in Edit Screen, choose “Image Four-point Deformation” button from the drop-down list of “Object” in tool bar.



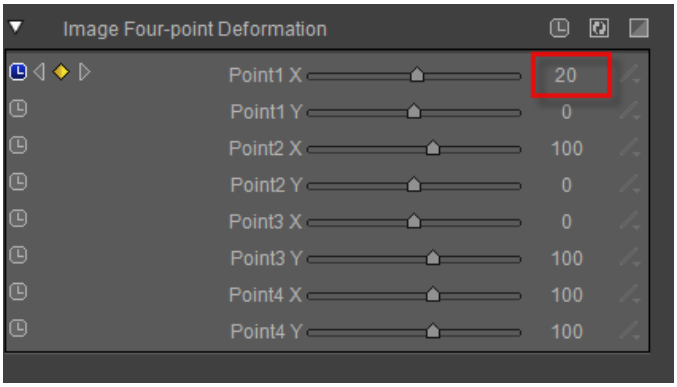
1. Click on Point1 in Edit Screen, “Add/Remove Keyframe” button after Point1x in timeline window, you can apply and add a keyframe at 0 second position.



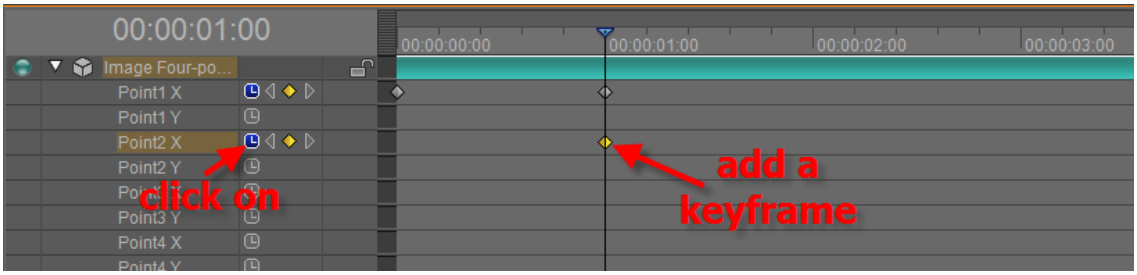
Add a keyframe at 1 second position.



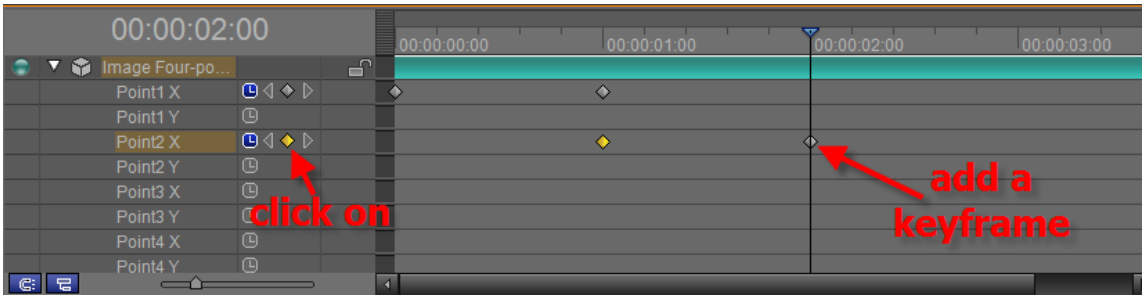
When time is 1 second, set the keyframe value as 20.



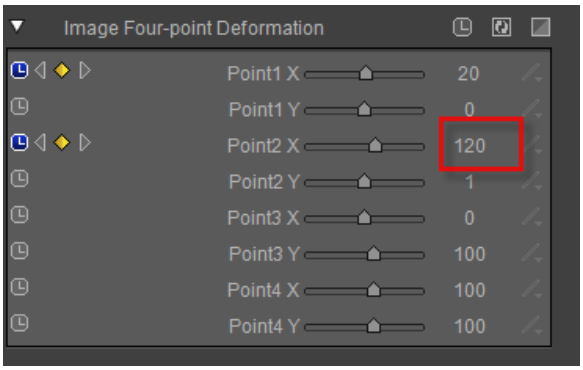
2. Click on Point2 in Edit Screen, move timeline to 1 second position, then click on "Add/Remove Keyframe" button after Point2x in timeline window, thus, you can apply and add a keyframe.



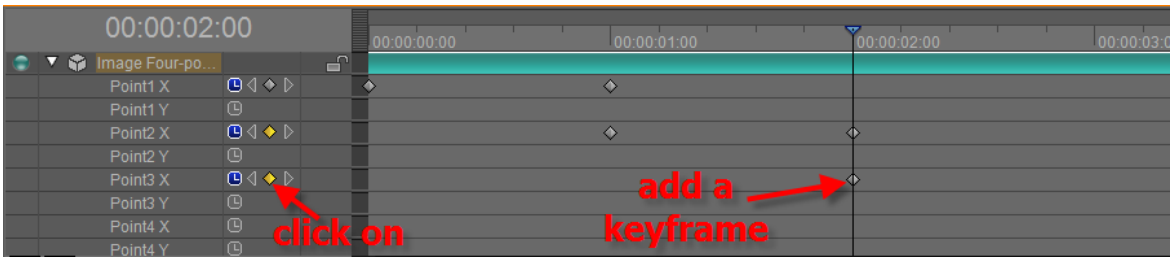
Move timeline to 2 second position, then click on "Add/Remove Keyframe" button to add a keyframe.



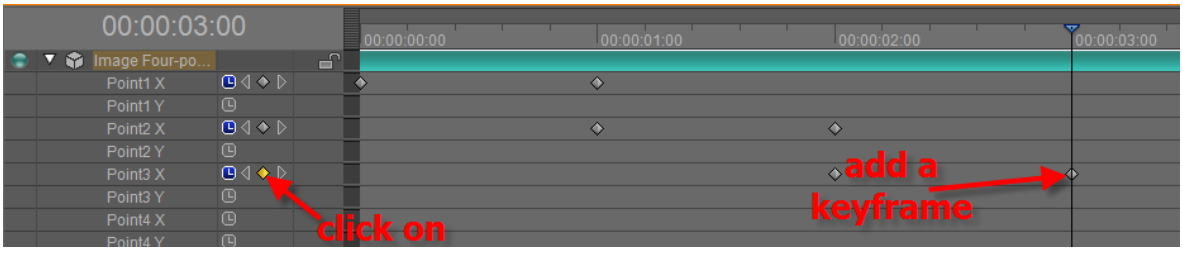
Set the keyframe value as 120.



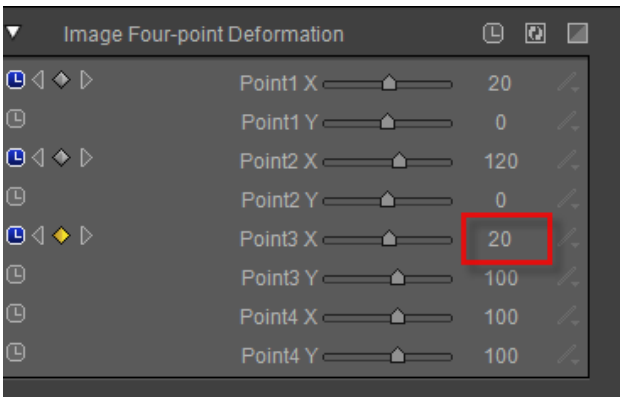
3. Click on Point3 in Edit Screen, move timeline to 2 second position, then click on "Add/Remove Keyframe" button after Point3x in timeline window. Thus, you can apply and add a keyframe.



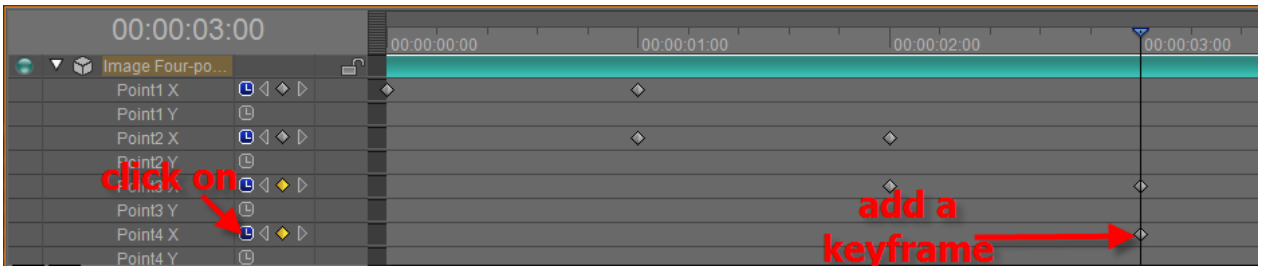
Move timeline to 3 second position, then click on "Add/Remove Keyframe" button to add a keyframe.



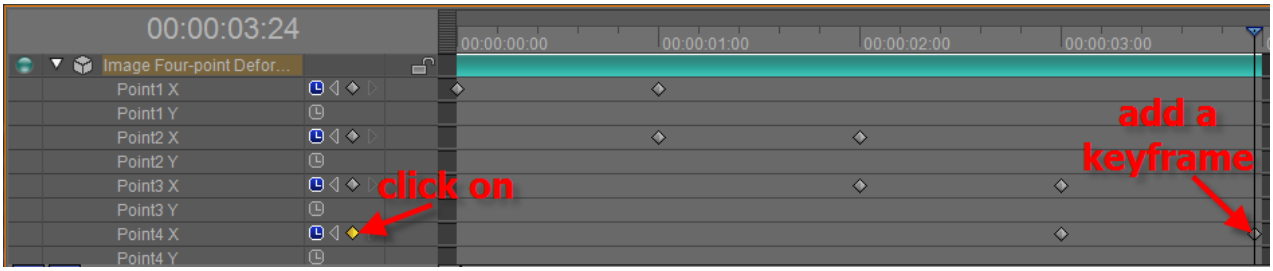
Set the keyframe value as 20.



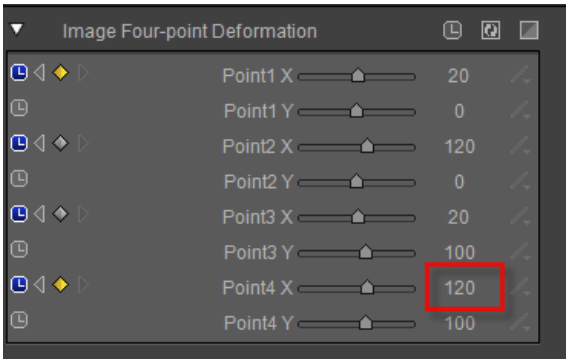
4. Click on Point4 in Edit Screen, move timeline to 3 second position, then click on "Add/Remove Keyframe" button after Point4x in timeline window. Thus, you can apply and add a keyframe.



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

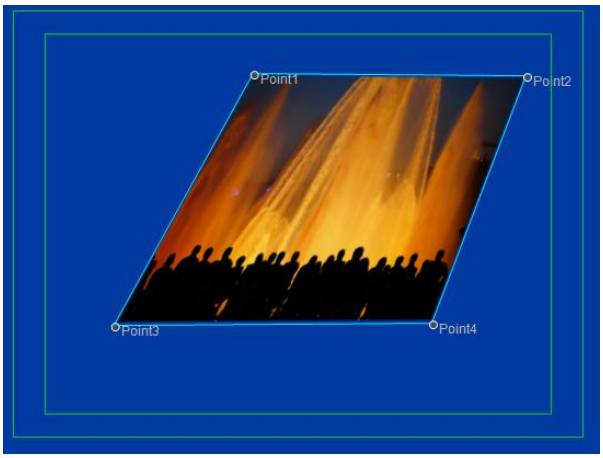


Set the keyframe value as 120.



5. Preview

Point1
Point2
Point3
Point4

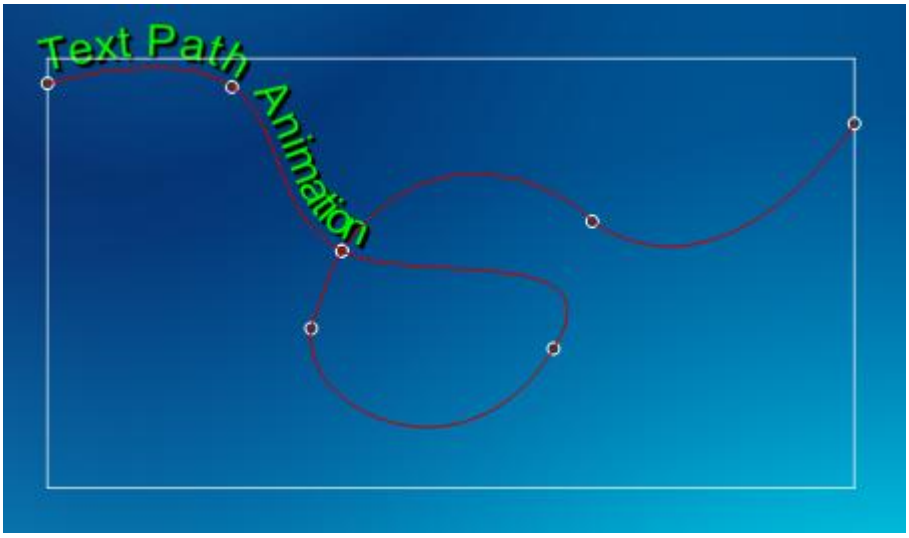

Point1
Point2
Point3
Point4

Point1
Point2
Point3
Point4

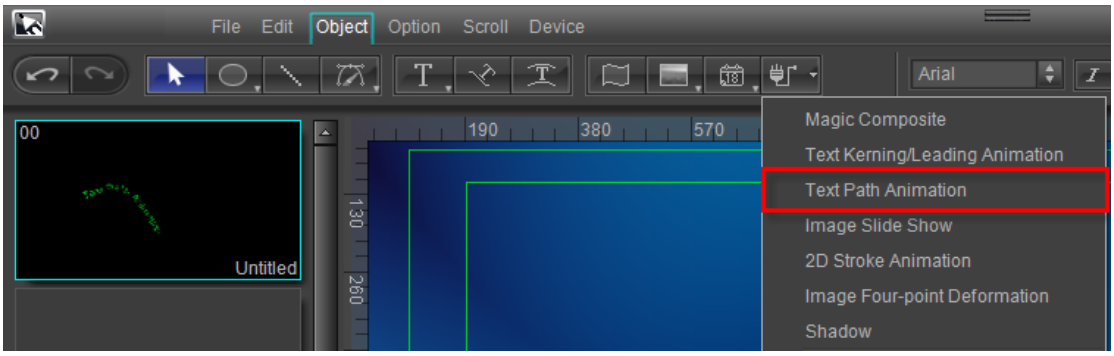
Point1
Point2
Point3
Point4

Operation Flow of Text Path Animation

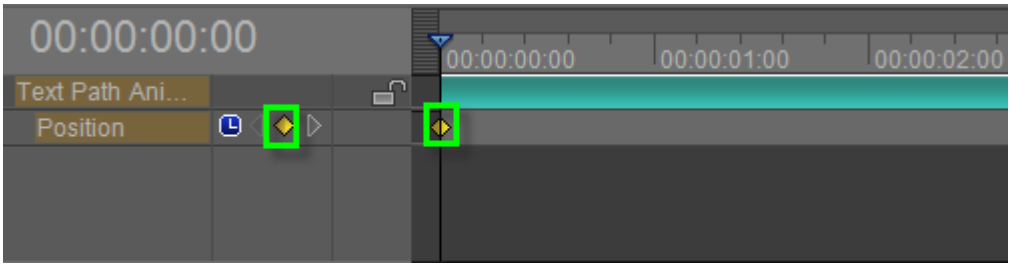
1、 Create a curve text in Edit Screen of CG-500.



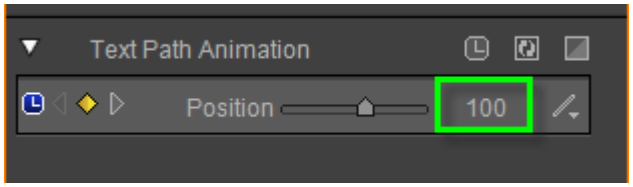
2、 After creating, select “Text Path Animation” from the drop-down list of “Title Plugin” in tool bar.



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

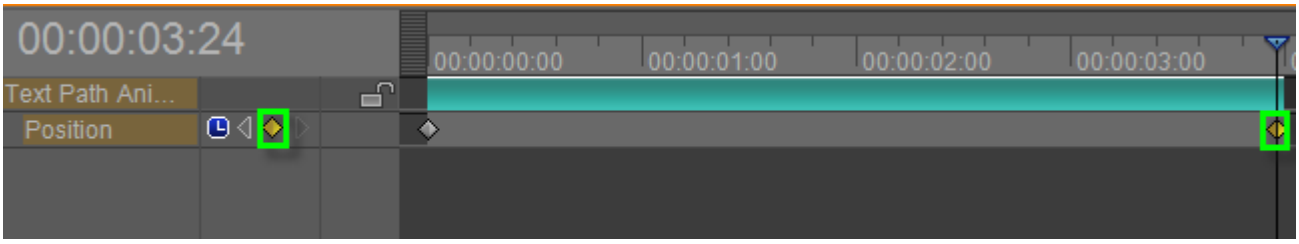


In Property tab set parameter as 100.

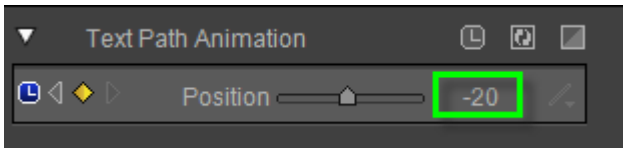


4、 Move timeline to the tail frame position then click “Add/Remove keyframe” in the timeline

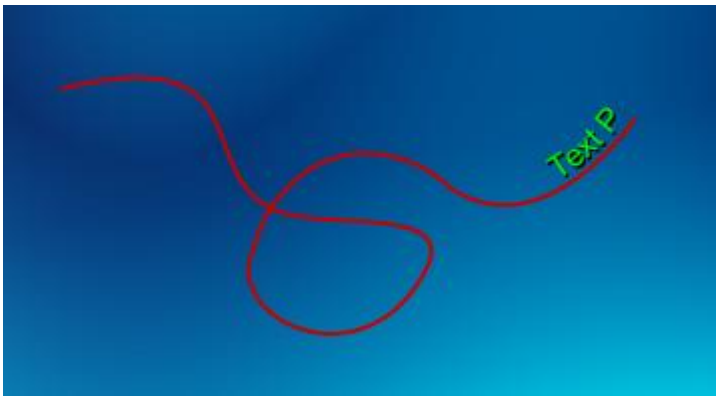
window.

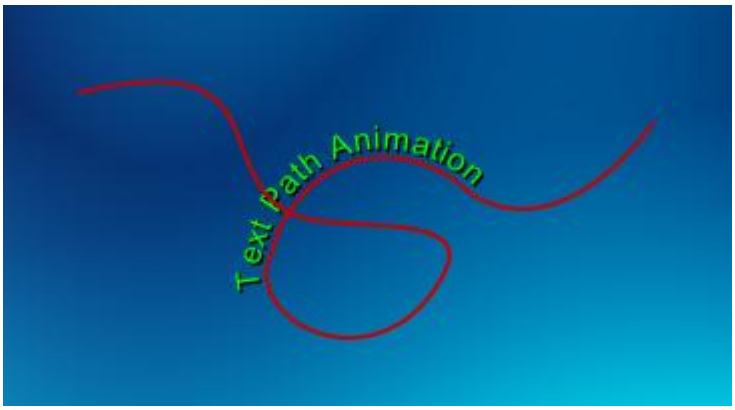


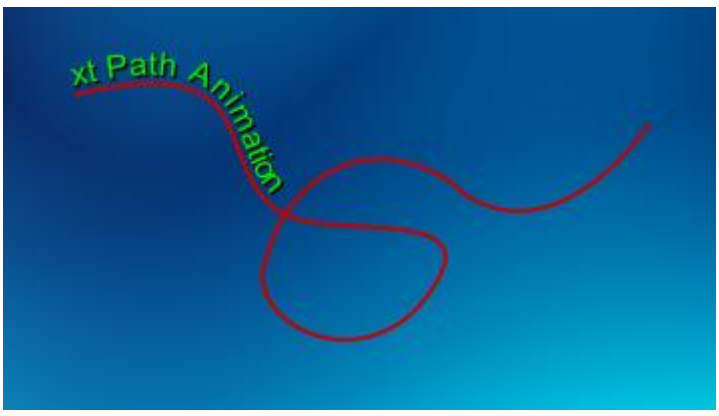
Set parameter as -20 in Property tab.



5、 Preview

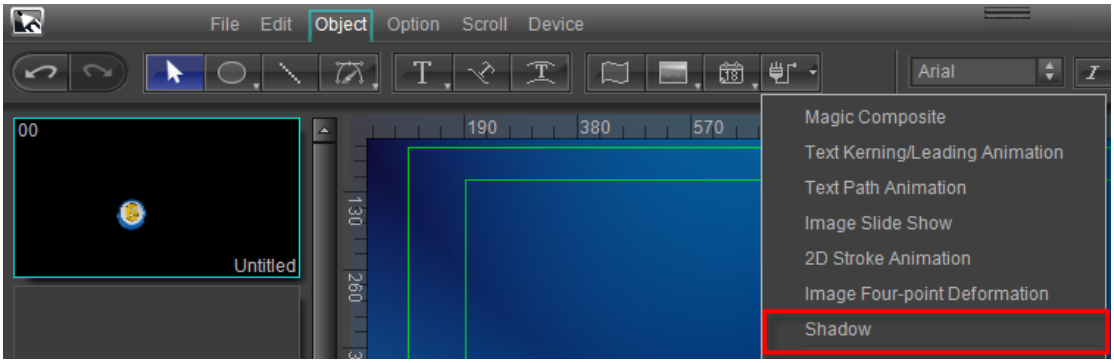






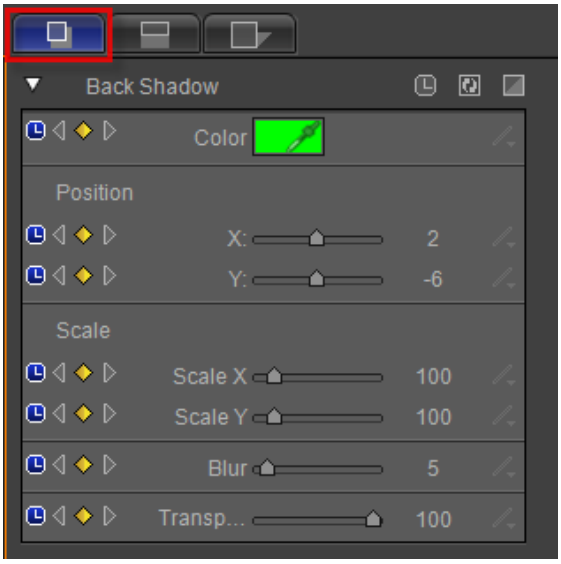
Operation Flow of Shadow

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



Back Shadow

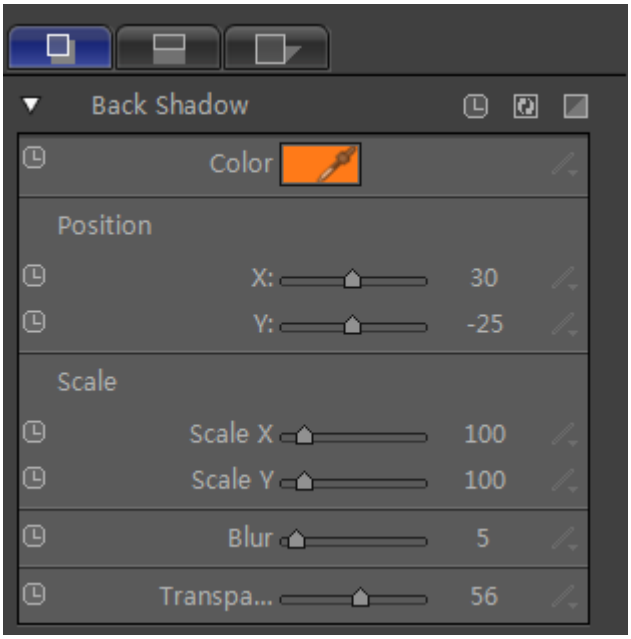
Click on “Back Shadow” button in Property panel.



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

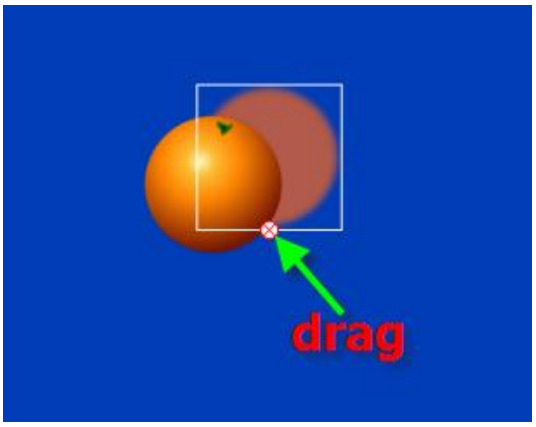
Still Shadow

Step-1 Setting parameters in back shadow properties panel.

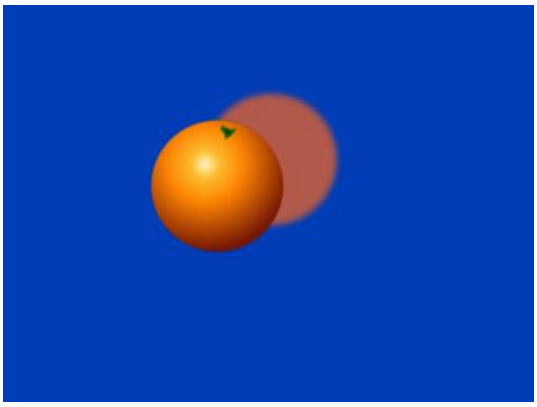


Click on “Translation” button in tool bar.

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

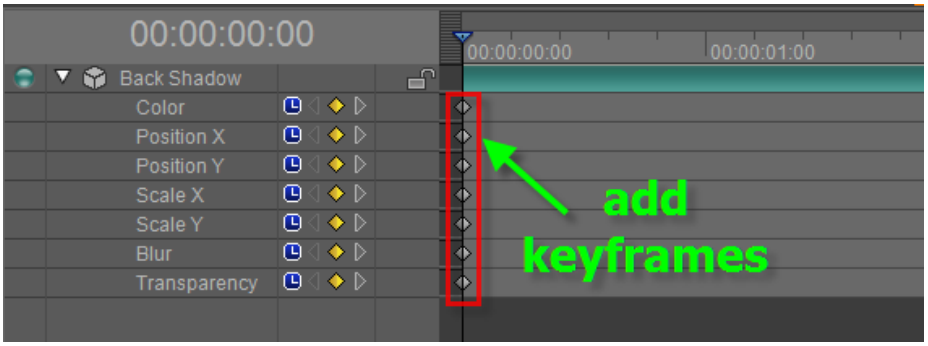


Step-2 Preview

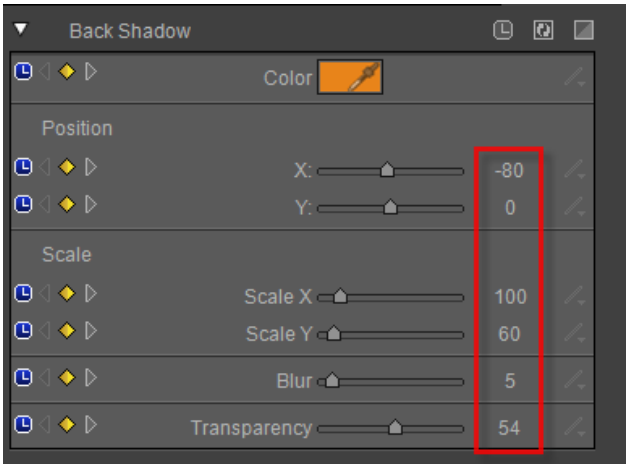


Dynamic Shadow

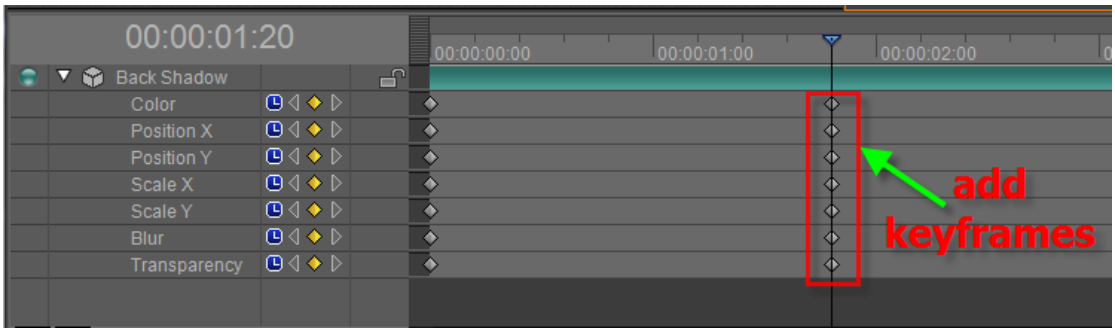
Step-1 Adjust timeline to 0 second position, click on the “All Parameters Animating” button.



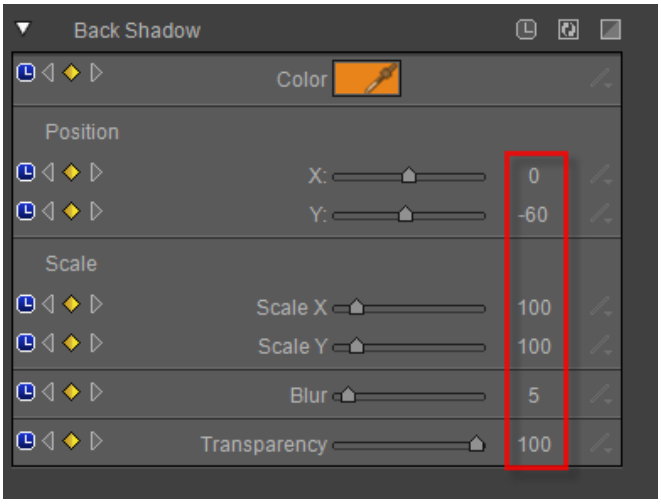
Set parameters shown below.



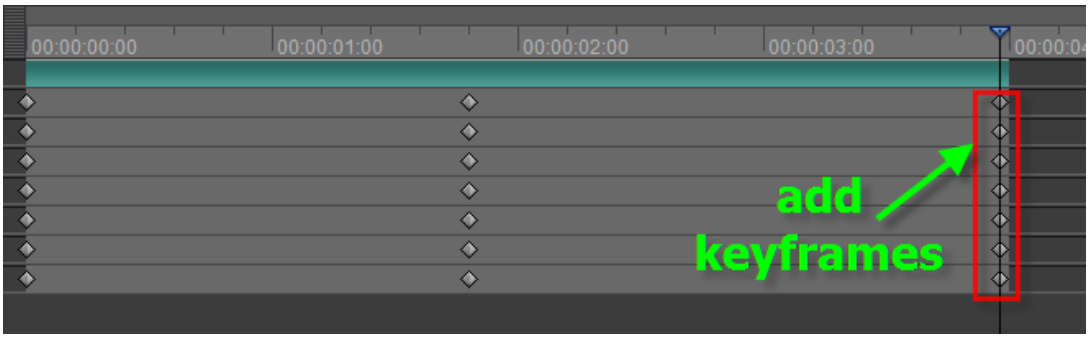
Step-2 Move timeline, then click on the “All Parameters Animating” button.



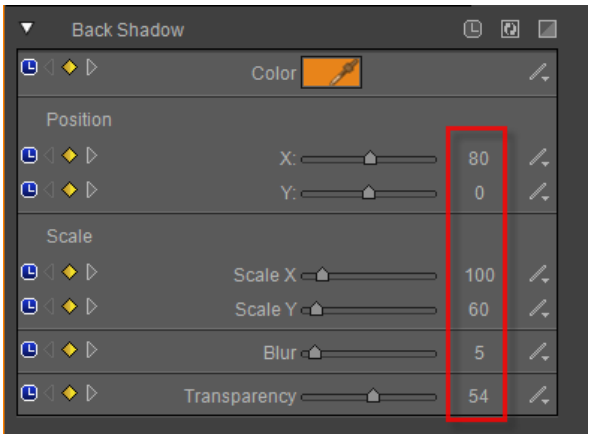
Set parameters shown below.



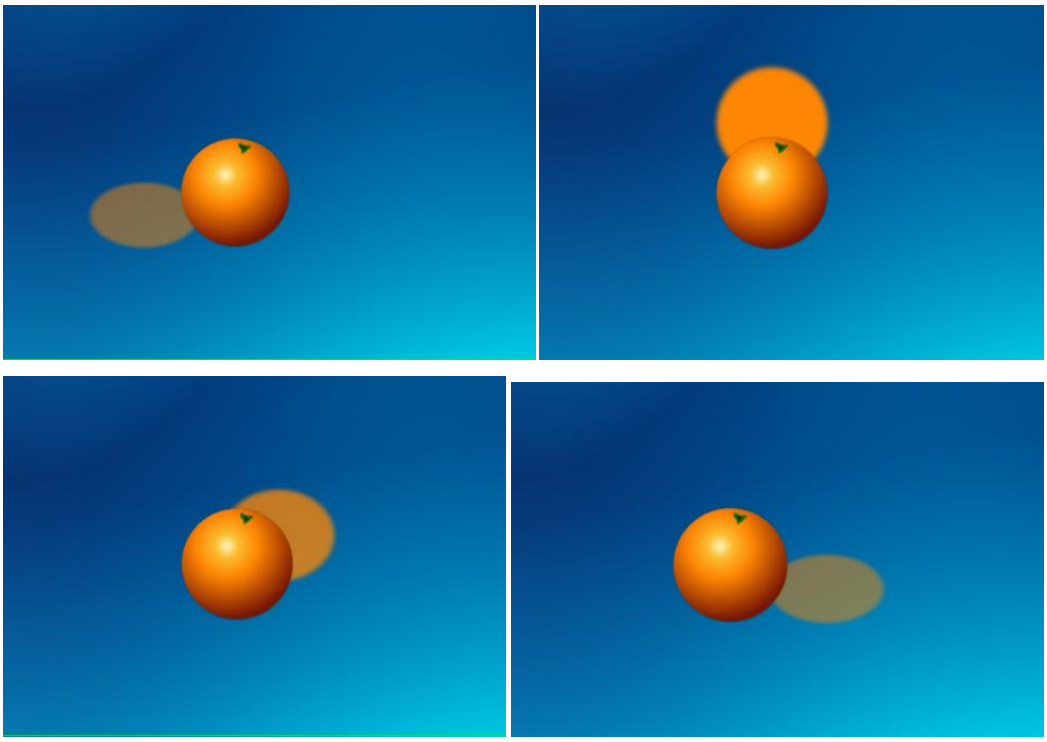
Step-3 Move timeline to the tail frame position, click on “All Parameters Animating” button.



Set parameters shown below.

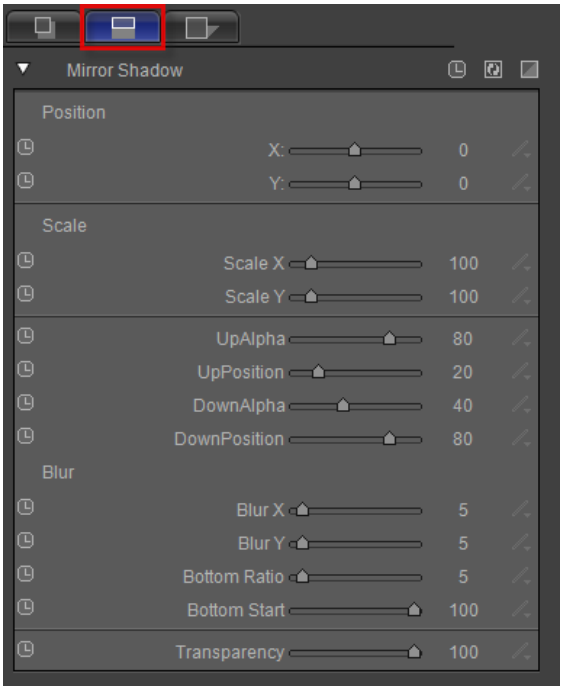


Step-4 Preview



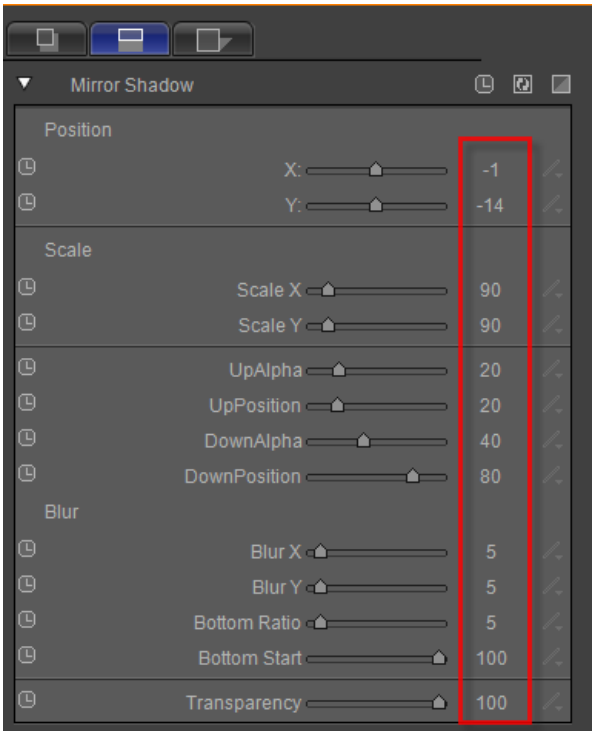
Mirror shadow

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



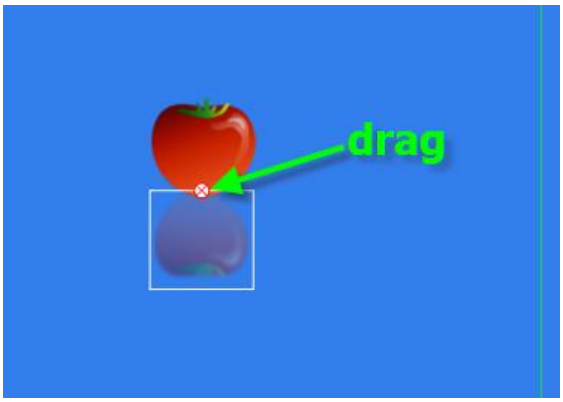
Still Shadow

Step-1 Setting parameters in mirror shadow properties window.

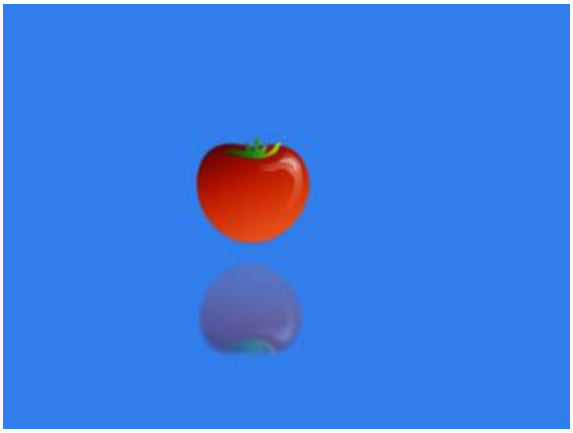


Click on “Translation” in tool bar.

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

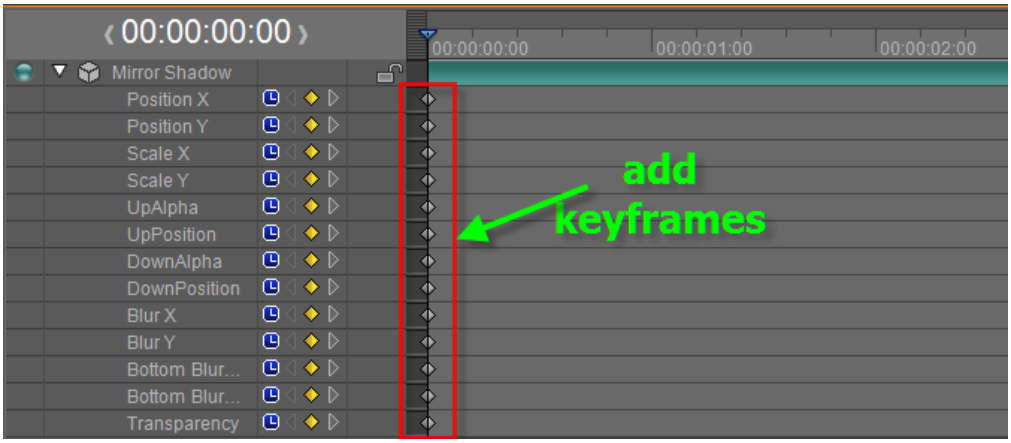


Step-2 Preview

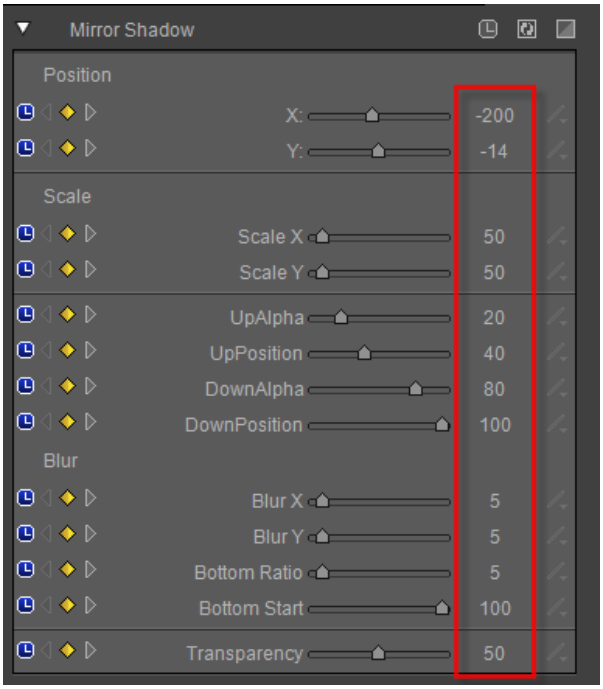


Dynamic Shadow

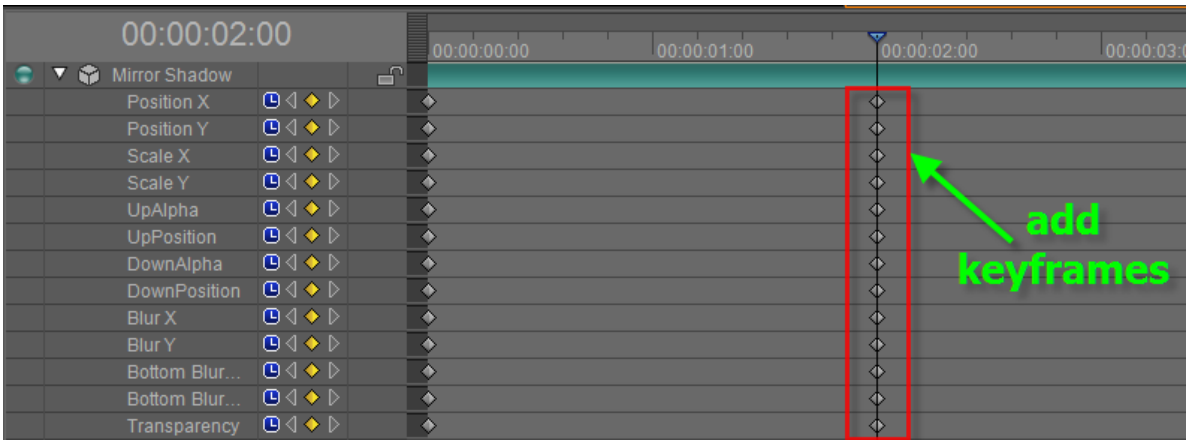
Step-1 Adjust timeline to 0 second position, click on the “All Parameters Animating” button.



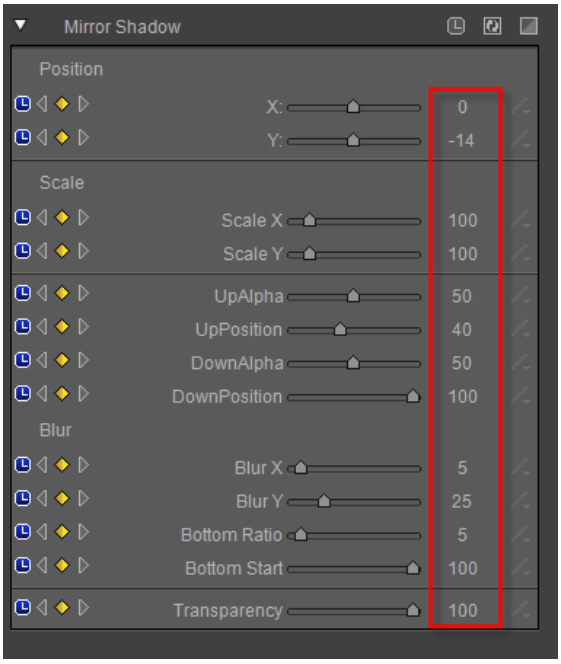
Set parameters shown below.



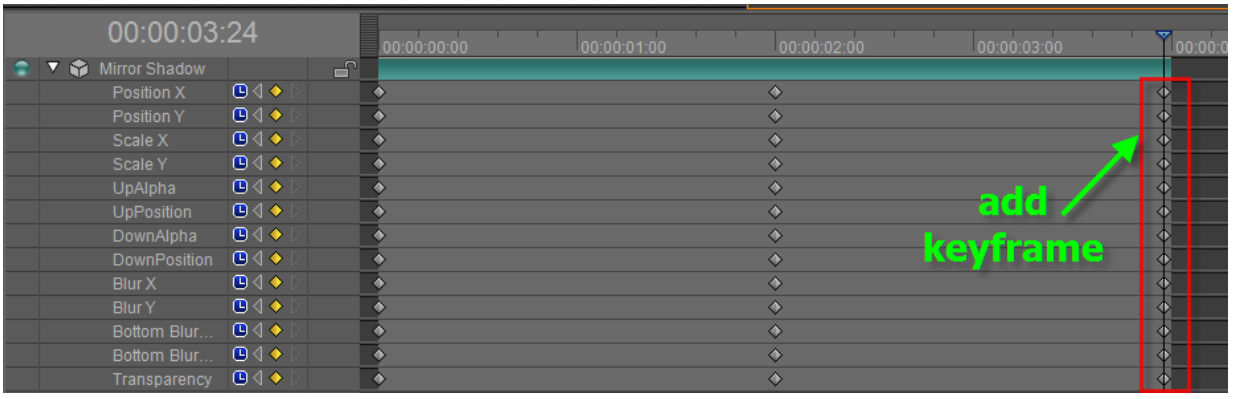
Step-2 Move timeline, then click on the “All Parameters animating” button.



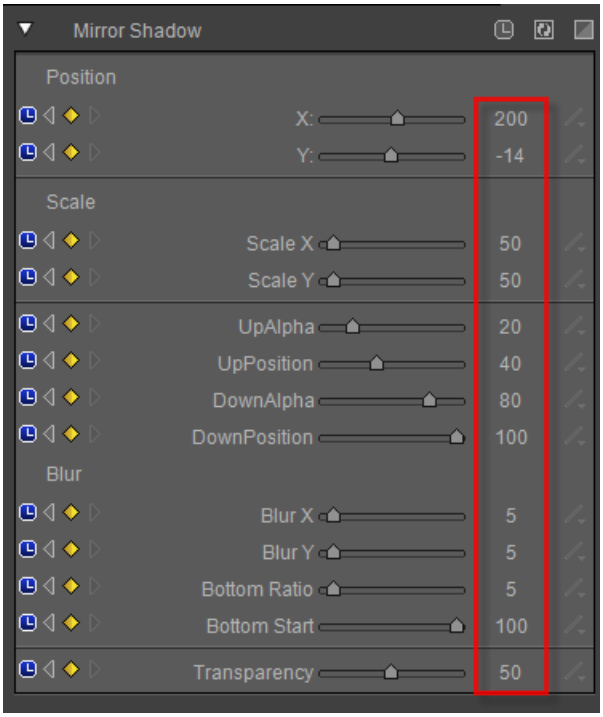
Set parameters shown below.



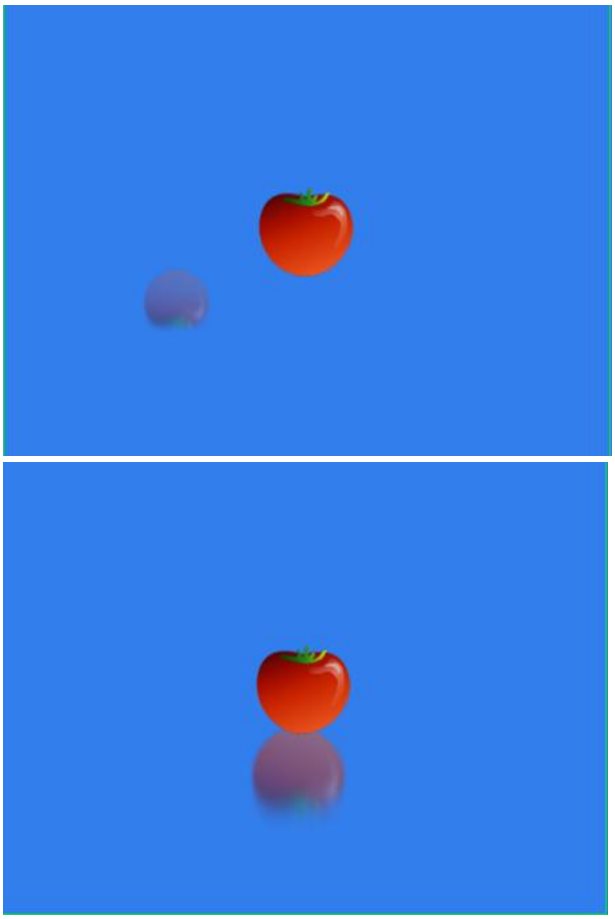
Step-3 Move timeline, then click on “All Parameters Animating”.



Set parameters shown below.

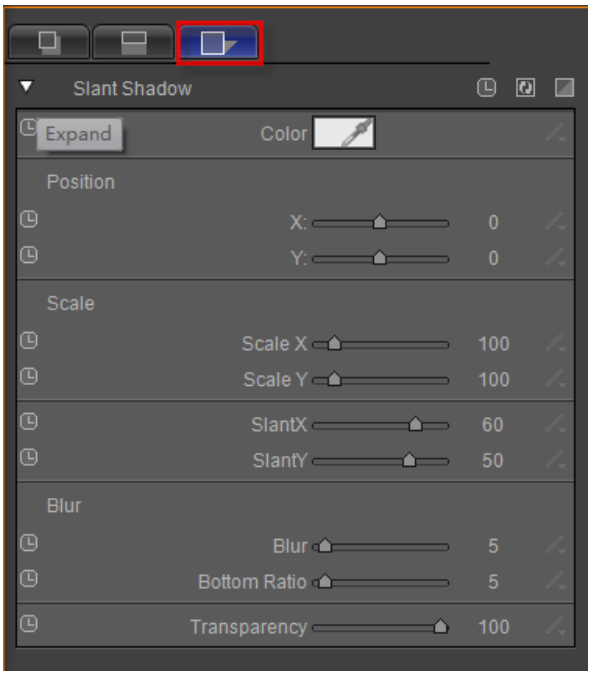


Step-4 Preview

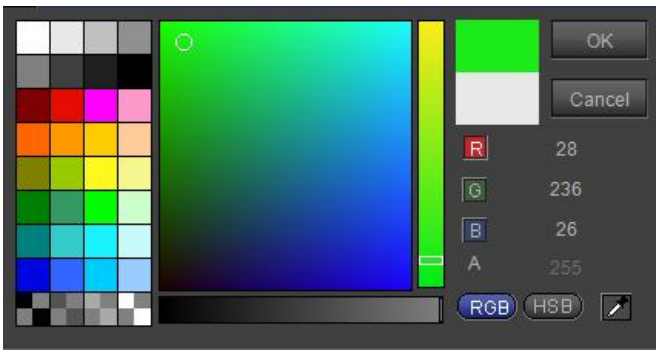


Slant Shadow

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

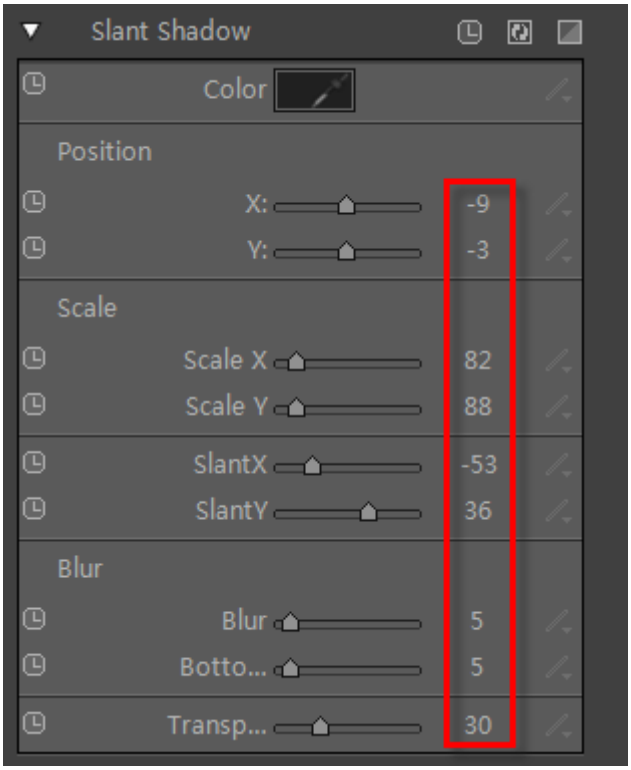


Click Color button, select a color, then press “OK” button.



Still Shadow

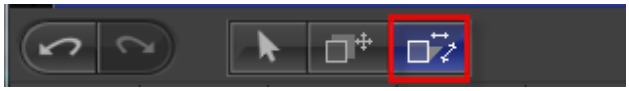
Step-1 Setting parameters in slant shadow properties window.



Click on “Translation” in tool bar.

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

Click on “Slant” in tool bar.

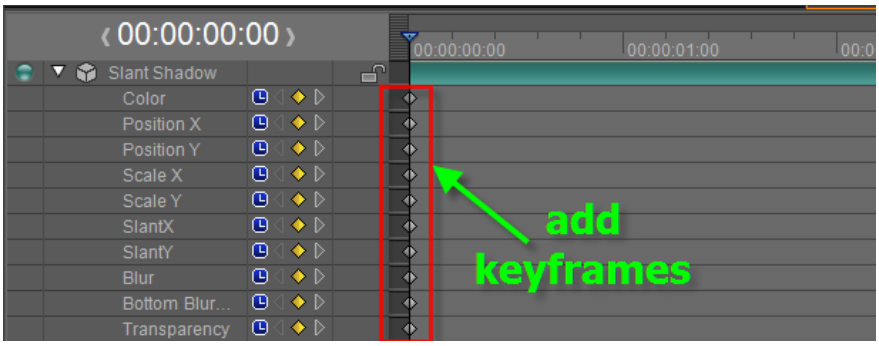


You can also drag control point in editor area to adjust slant shadow positions in the X and Y axis.

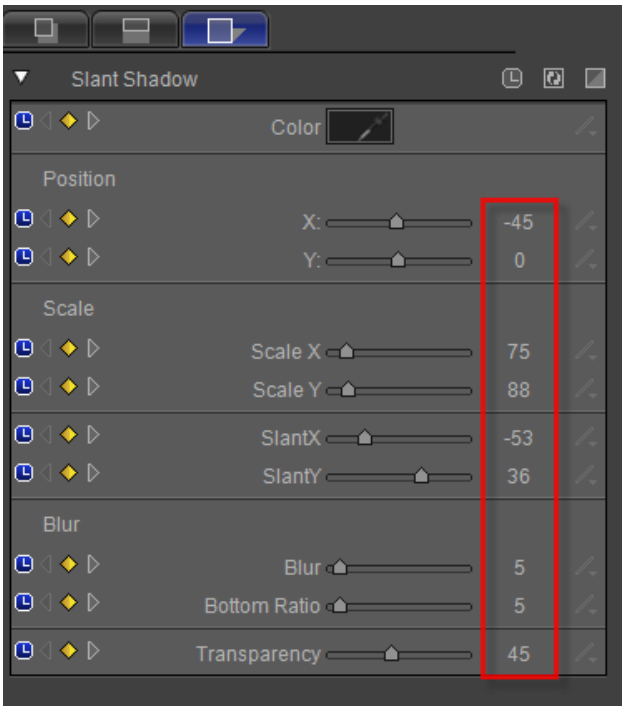
Step-2 Preview

Dynamic Shadow

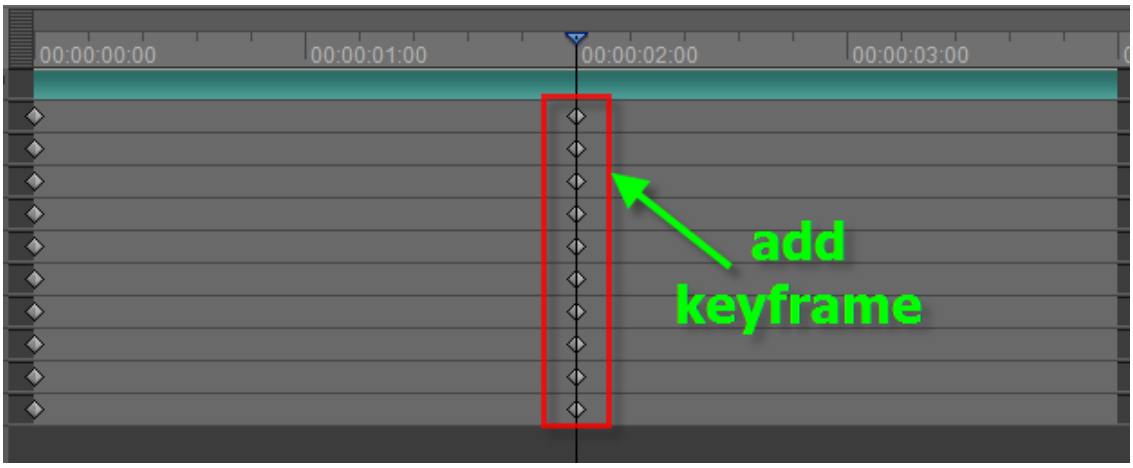
Step-1 Adjust timeline to 0 second position, click on “All Parameters Animating”.



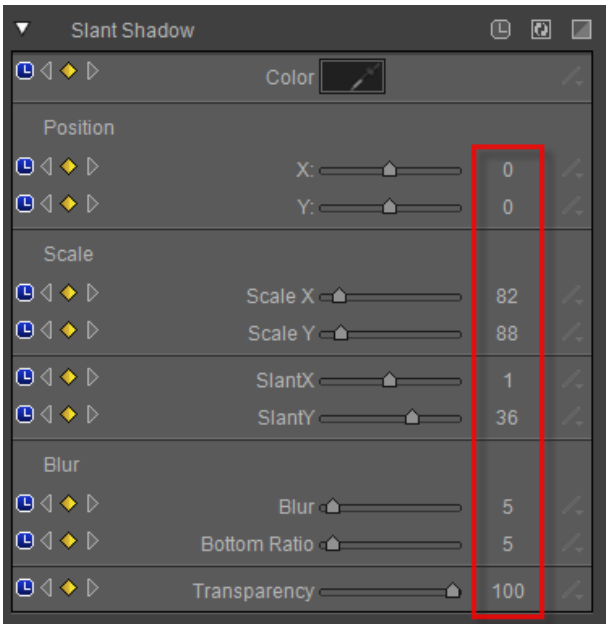
Set parameters shown below.



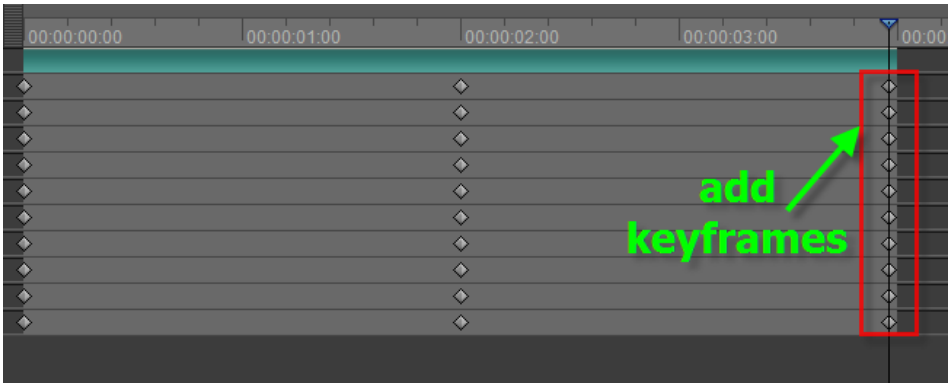
Step-2 Move timeline, then click on the “All Parameters Animating” button.



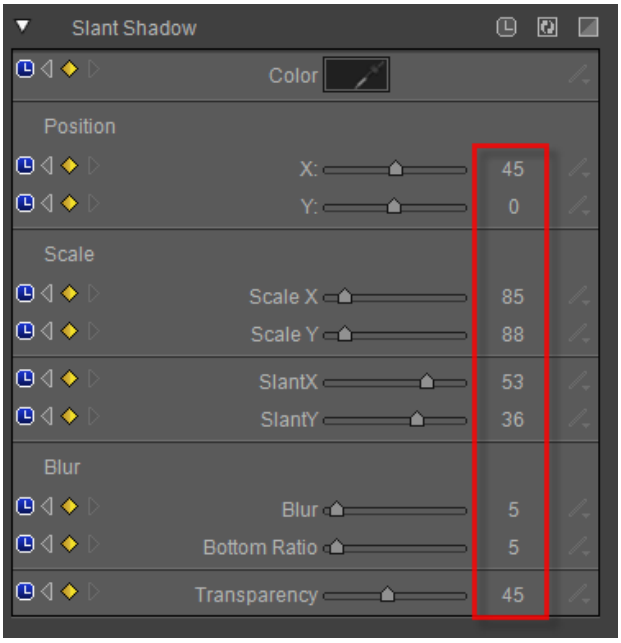
Set parameters shown below.



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



Set parameters shown below.



Step-4 Preview.

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 Background	**Ctrl+F7**	
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**	
Copy	**Ctrl + C**	
Bottom	**End**	
Top	**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	**K**	
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**	
Move Top	**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	**M**	
Set In Point	**I**	
Set Out Point	**O**	
Set Pause Point	**P**	
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**	
Copy	**Ctrl + C**	
EditView		
Delete	**Delete**	
Play/Stop	**Space**	
Center Pivot	**Ctrl + M**	
Quick Text	**F2**	
Character Map	**Alt+T**	
Guideline	**G**	
Ruler	**Tab**	

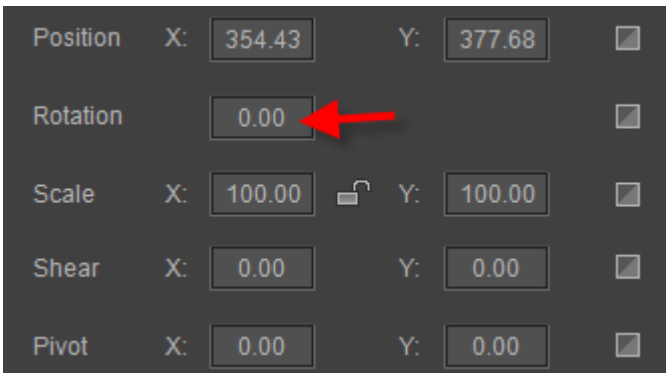
Origin Media Object	**O**	
Alpha	**A**	
Rotate	**R**	
Scale	**S**	
Translate	**T**	
Motion	**M**	
Mix Penetrate	**Shift + T**	
Mix Normal	**Ctrl + T**	
Boolean Intersect	**Shift + -**	
Boolean Xor	**Shift + =**	
Boolean Subtract	**Ctrl + -**	
Boolean Union	**Ctrl + =**	
Same Ver. Space	**.**	
Same Hor. Space	**,**	
Align Ver.	**Shift + **	
Align Hor.	****	
Align Bottom	**Shift +]**	
Align Top	**Shift +[**	
Align Right	**]**	
Align Left	**[**	
Hor. Screen Center	**H**	
Ver. Screen Center	**V**	
Screen Center	**C**	
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**	
Copy	**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	**L**	

Some Questions and the Answers

How to Change Parameter Value

Parameter Type 1

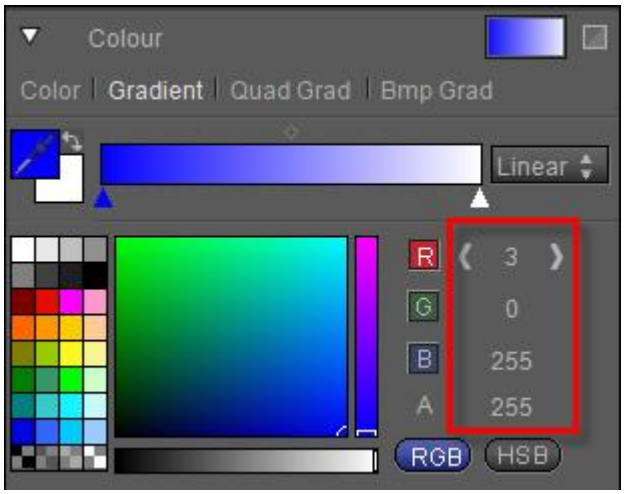


To set parameters:

Method 1: move cursor over the field and left click then enter numbers.

Method 2: move cursor over the field then press the left mouse button and drag right or left.

Parameter Type 2



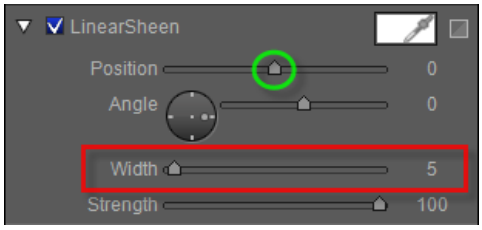
To set parameters:

Method 1: move cursor over the field and left click then enter numbers.

Method 2: move cursor over the field then press the left mouse button and drag right or left.

Method 3: move cursor over the field then click on “<, >“.

Parameter Type 3

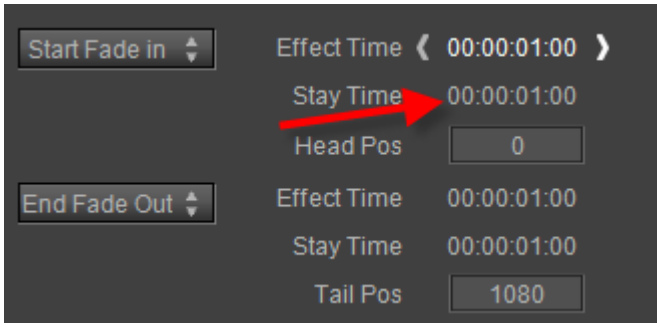


Set parameters by:

Method 1: Dragging the slide marked in green in the image above

Method 2: please refer to **Parameter Type 2** about other methods.

Parameter Type 4



Set parameters by:

Method 1: moving cursor over the field then click on “<, >“.

Method 2: Dragging the cursor over the field.

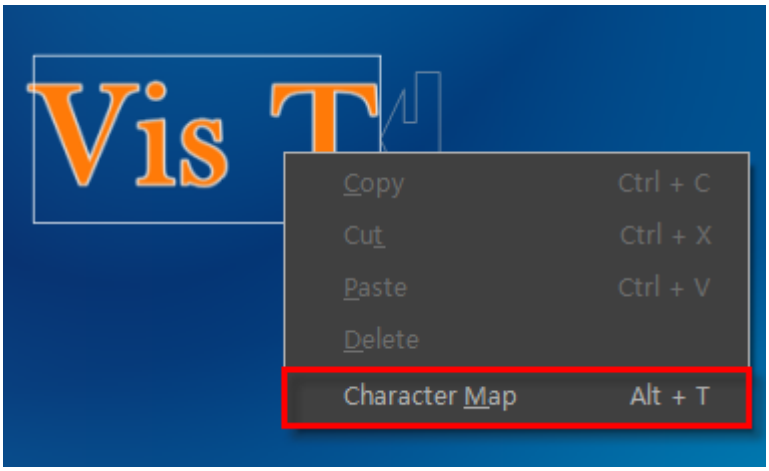
Method 3: moving cursor over the field and left click then enter numbers.

How to Enter Special Characters

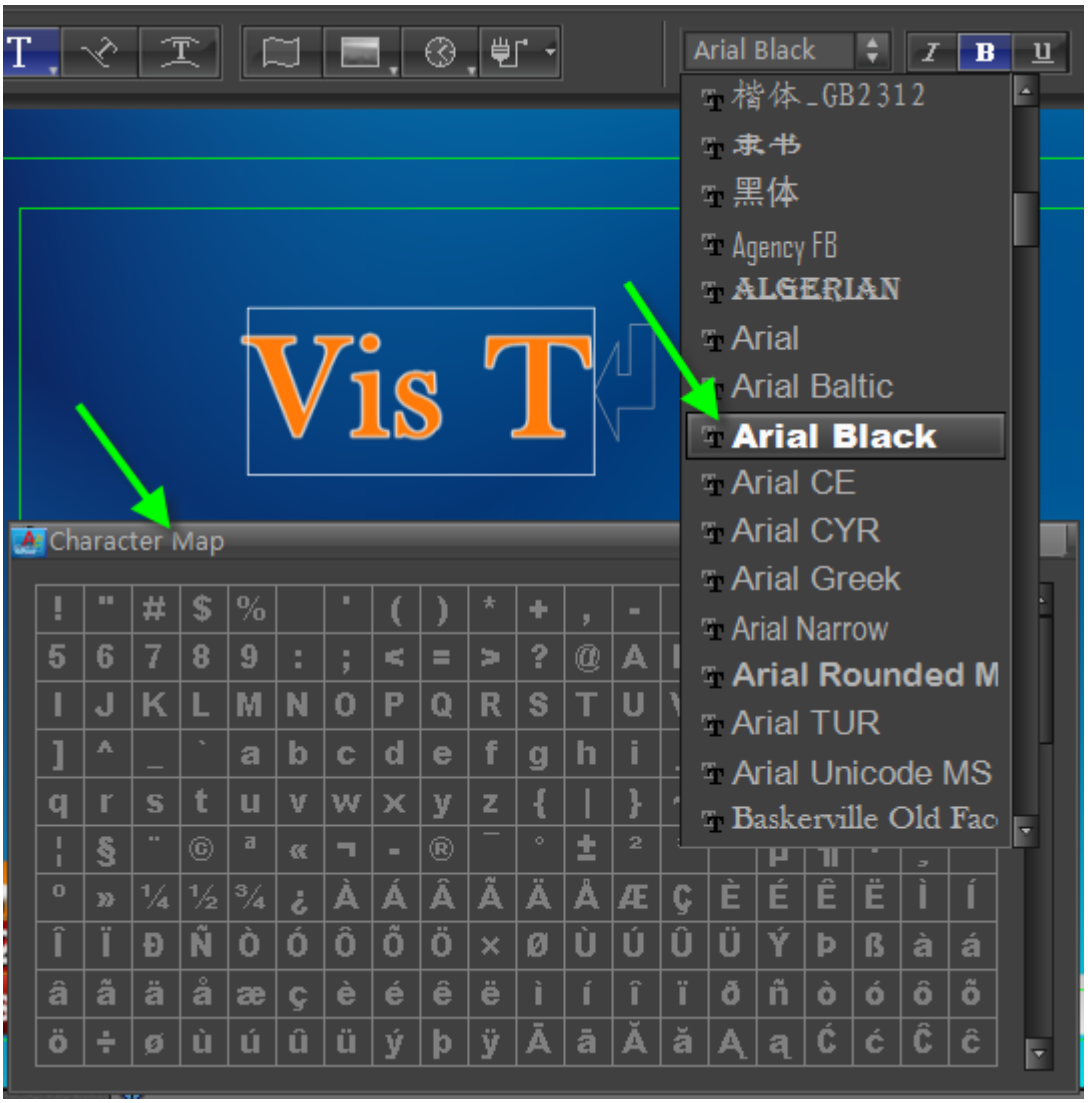
You can enter special charaters for text object, curve object and morph object.

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**.



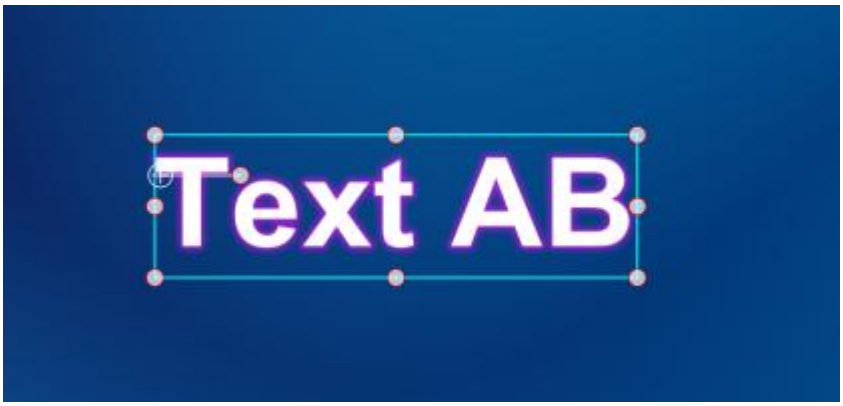
2. Each font type has the corresponding characters in Chracter Map window. Select a font then click the desired character in the Chracter Map window.



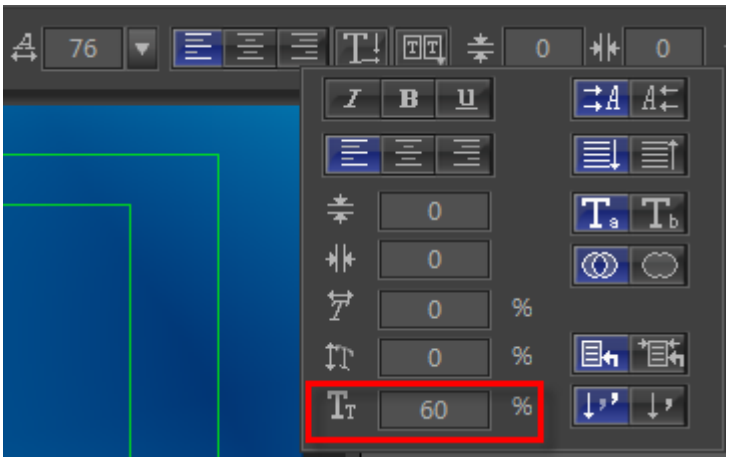
How to Convert Character Case

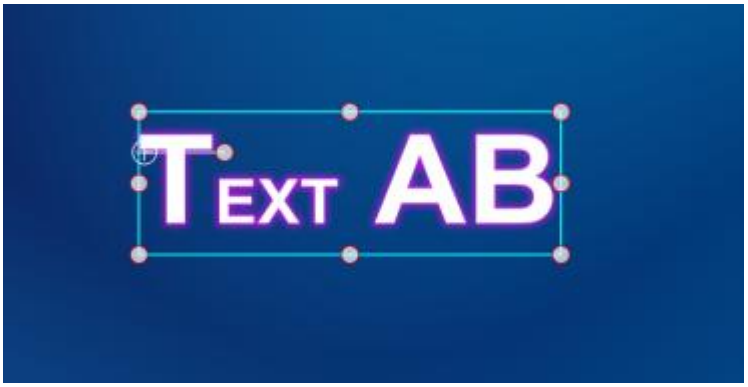
You can convert lower case to upper case by using the Small Caps.

1. Click to select text.



2. Click the “Hide/Show Font AdvProps” button in tool bar then set Small Caps value as 60.

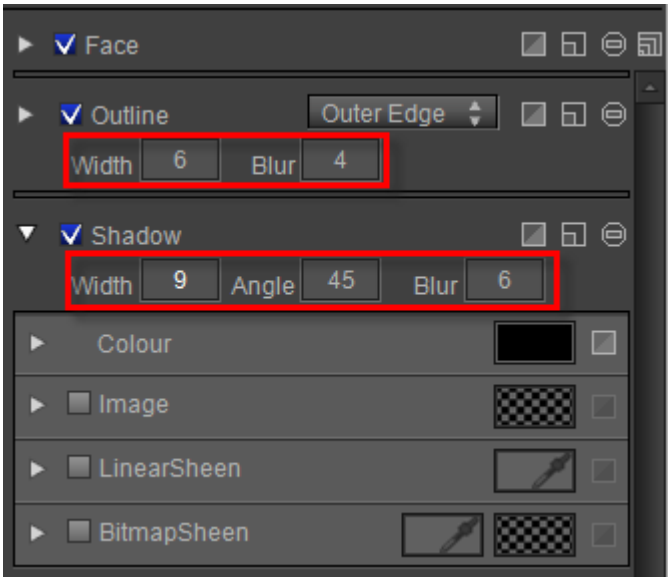




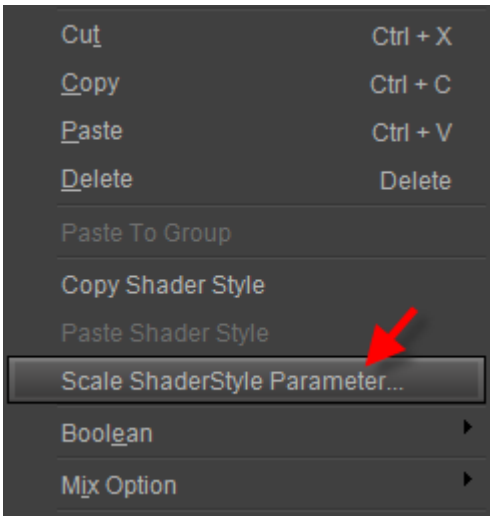
How to Scale Shader Style Parameter

By using the Scale ShaderStyle Parameter, you can scale all shader parameters of Face, Outline, Shadow, etc simultaneously.

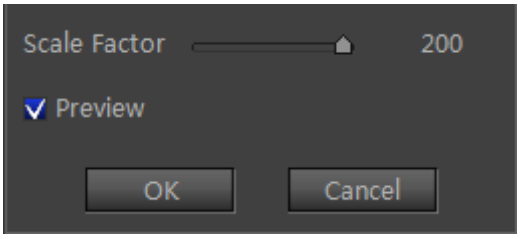
1. Click the selected object including face, outline and so on.



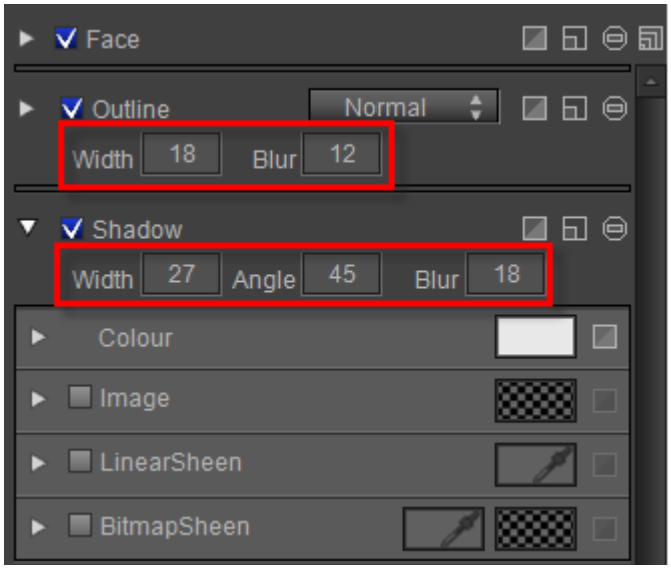
2. Right click the object then select “Scale ShaderStyle Parameter” from the context menu.



Set Scale Factor parameter in the Scale ShaderStyle Parameter window. The maximum is 200 and minimum is -200. You must convert the value to percentage, thus the shader parameter value will triple or reduce twice at most.



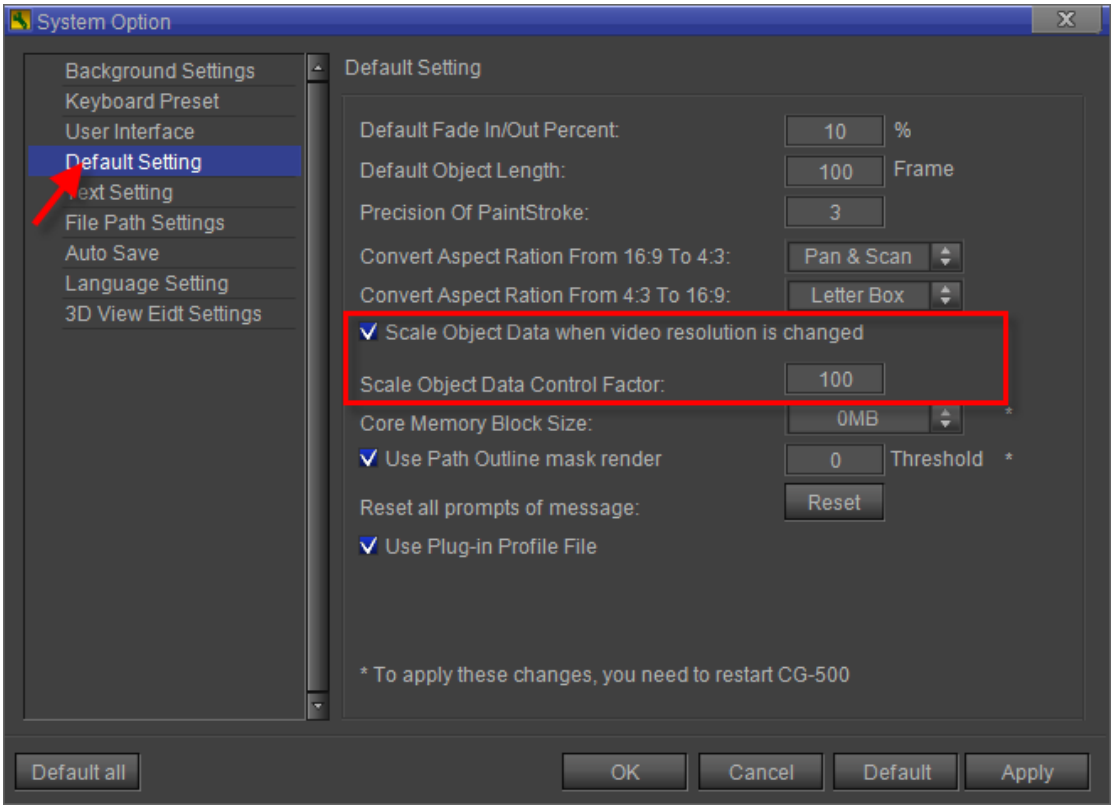
Set Scale Factor parameter as 200 then click the “OK” button.



Example:

Scale Object Data When Video Resolution Is Changed

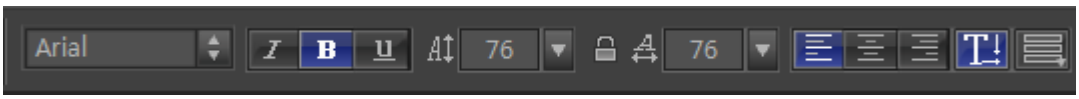
1. Click the “System Option” button in state bar, the System Option window will appear. Then select “Default Setting” to open the Default Setting panel.



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.

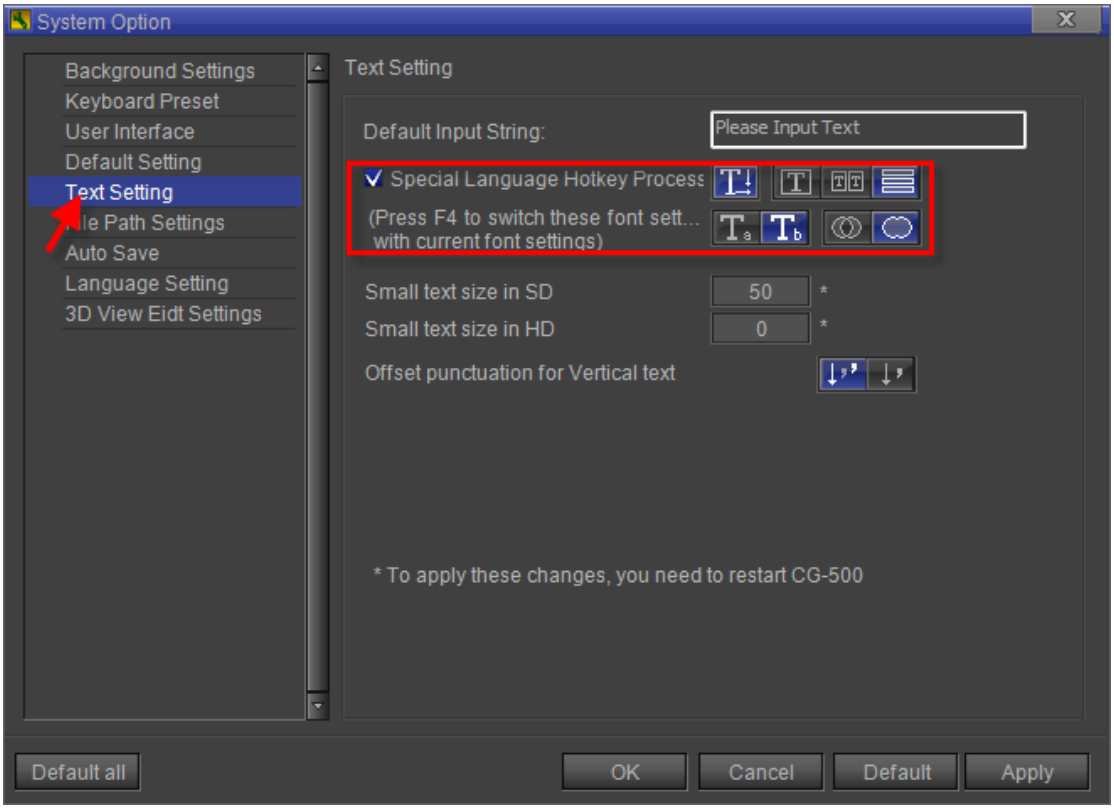
How to Hotkey Process Special Language

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.


System Option
Background Settings
Keyboard Preset
User Interface
Default Setting
Text Setting
Auto Save
Language Setting
3D View Eidt Settings
Text Setting
Default Input String:
Please Input Text
Special Language Hotkey Process
(Press F4 to switch these font sett...
with current font settings)
Small text size in SD
50
Small text size in HD
0
Offset punctuation for Vertical text
* To apply these changes, you need to restart CG-500
Default all
OK
Cancel
Default
Apply

CG-500

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