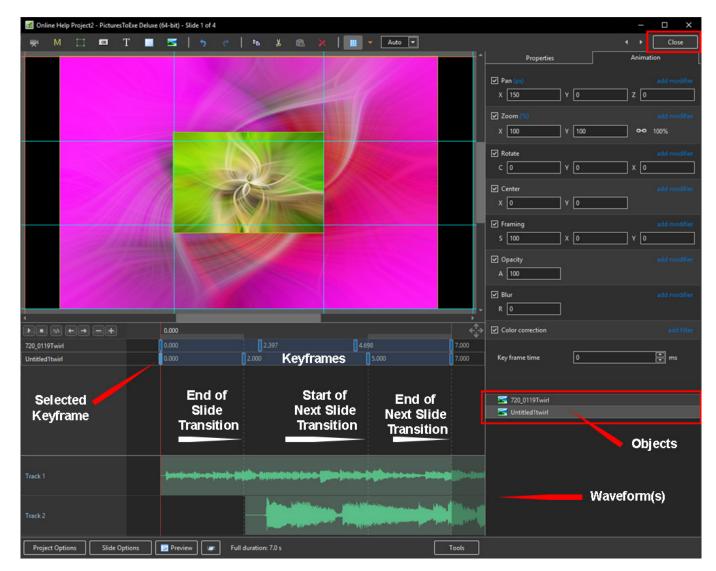
PTE AV Studio - https://docs.pteavstudio.com/

Objects & Animation Editor

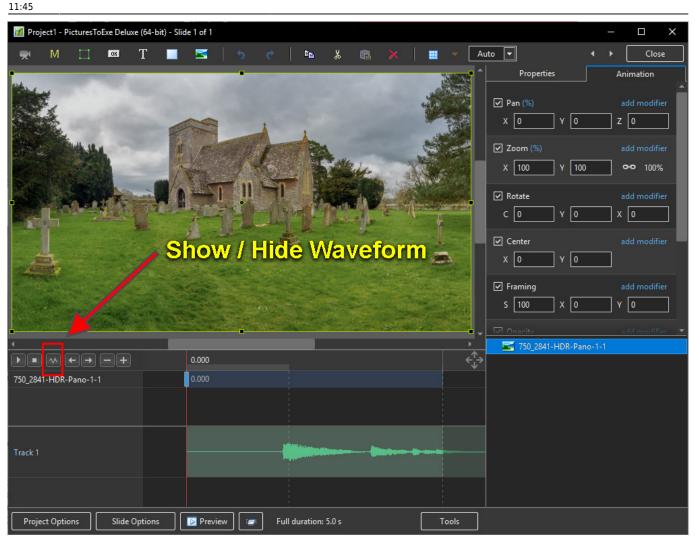
O&A Editor

- The Objects and Animation Editor is shown below.
- The various elements of the window are identified.
- There are two tabs for controlling actions in the Editor, "Properties" and "Animation".
- Waveforms are shown in the O&A to aid synchronisation of Slides and Music/Commentary
- The "Close" Button Returns to the Main Window.



Show / Hide Waveform

Last update: 2022/12/19 en-us:10.0:objectsandanimation_1:main_window https://docs.pteavstudio.com/en-us/10.0/objectsandanimation_1/main_window?rev=1568285299

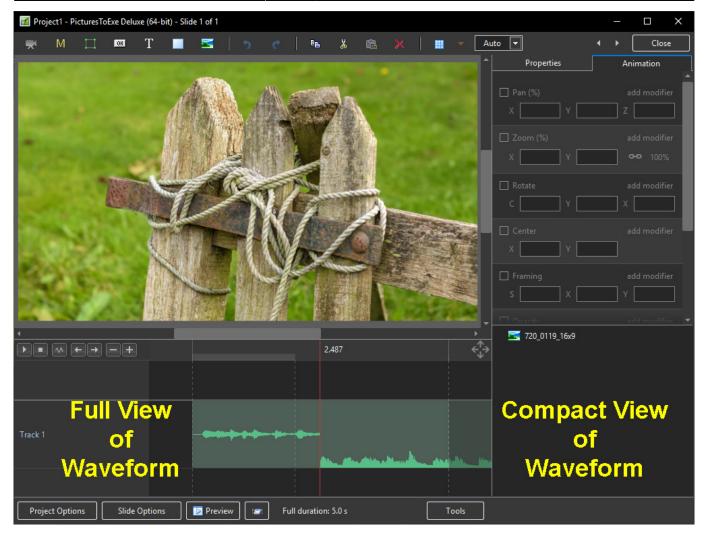


The Tools Menu

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			400% Full View of Waveforms Show Waveforms	Ctrl+T	Show Sale I'v Zone Show Global Times of Key Frames Key Frame Width Waveforms	Alt+G >

• Click on Tools and Waveform to display the Waveform options

- The height of the Waveform can be selected between 100% and 400%
- The Full View of the Waveform is shown when the appropriate box is ticked
- The Compact View of the Waveform is shown when the box is un-ticked
- Clicking on Show Waveform (Hotkey Ctrl+T) toggles the Waveform display on or off



The Grid

- Click on the Grid Icon to apply the Grid (Ctrl + G)
- · Click on the down arrow to show the Grid Options
- Select the colours of the Minor and Major Grid Lines
- Select "In Pixels" or in number of divisions per image
- There are 10 minor divisions between Major Grid Lines in the X and Y directions
- Select "Snap to Grid" on or off
- Select "offset" in X and Y directions

3/6

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- In Pixels Mode the size and AR of the grids are set by entering a fixed pixel dimension
- The Grid is therefore made up of squares
- With "In Pixels" turned off the size and Aspect Ratio of the grid is determined by the numbers set
- In the first example above the Grid has been "Centred" by setting a 20×20 Grid
- The second example shows a "Rule of Thirds" Grid
- With "Snap To Grid" ticked the Image/Object will snap to a Major or Minor Grid Line in either direction if dragged close enough

Add an Object

Last

update: 2022/12/19 en-us:10.0:objectsandanimation_1:main_window https://docs.pteavstudio.com/en-us/10.0/objectsandanimation_1/main_window?rev=1568285299 11:45

Objects and Animation (Slide 1 of 1) \times М OK Т 5 ¢ 75% Щł. Ж ß × III ~ Close 4) Properties Animation 🗹 Pan (%) add modifie X 0 Y 0 Z 0 Zoom (%) add modifie X 100 Y 100 CE 100% 🗹 Rotate add modifie C 0 Y 0 X 0 Add an Objec Center add modifier X 0 Y 0 Framing add modifier S 100 X 0 Y 0 Opacity add modifier A 100 Blur add modifier R 0 Color correction add filter ¢ L 0.000 0 🔹 ms Key frame time 750_0296-1small 📷 750_0296-1small 🕑 Preview 🖅 Project Options Slide Options Full duration: 5.0 s Tools

- Add a Video, Mask, Frame, Button, Text, Rectangle or Image Object
- Please refer to Add Object articles in the **How To Section** of the Main Menu

