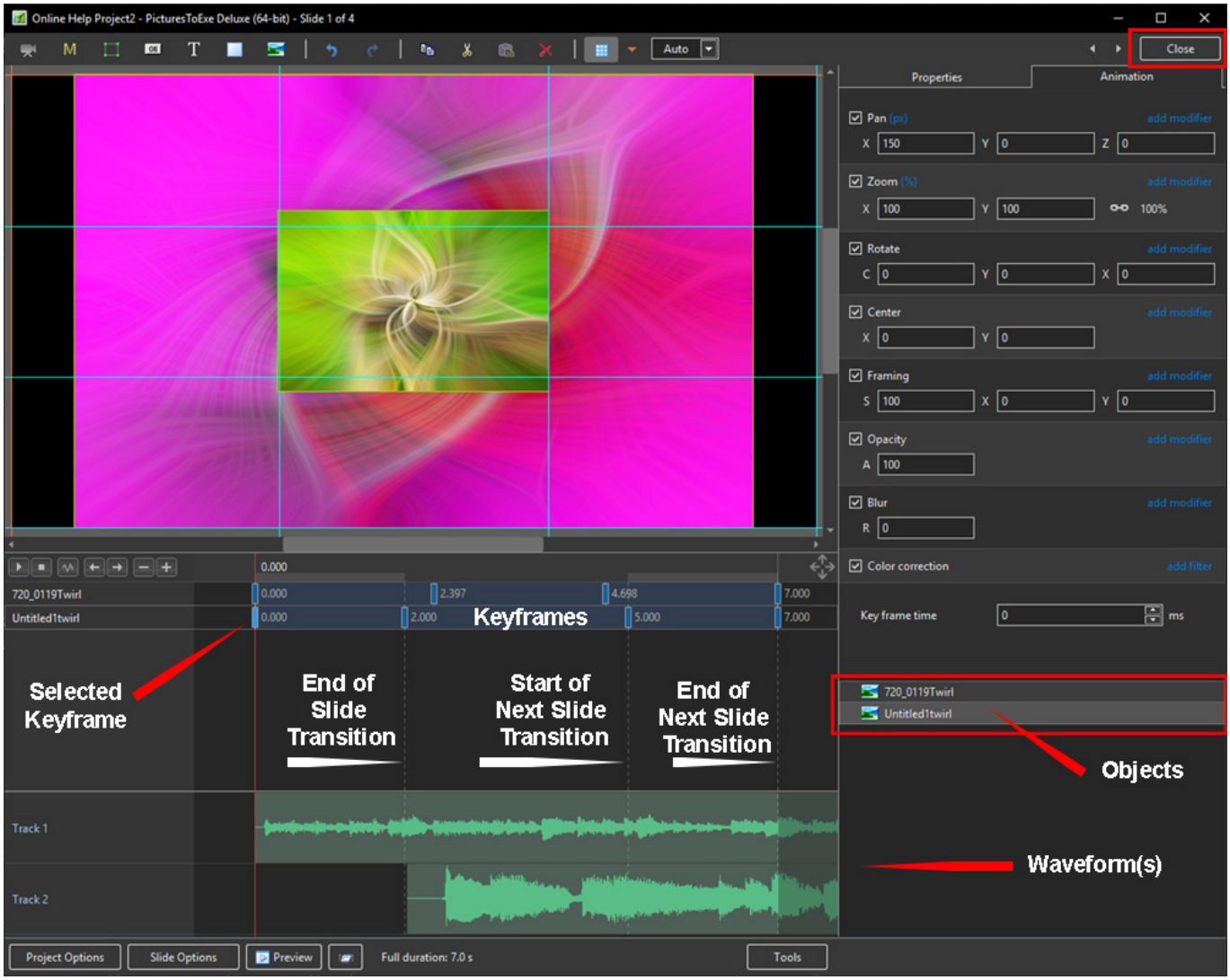
# Objects & Animation Editor

## 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.



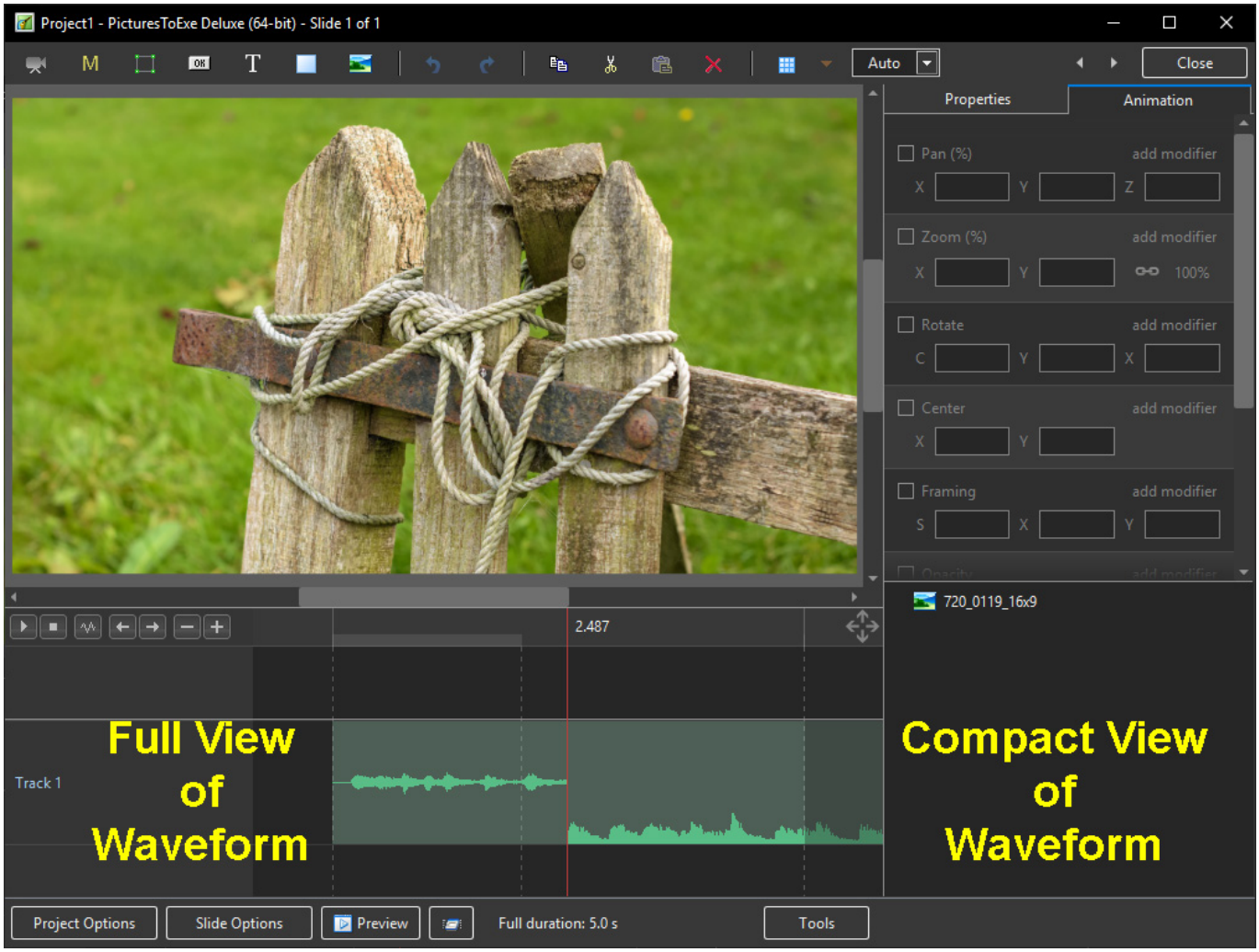

### Show / Hide Waveform

- **This feature is only available in the Deluxe Edition**

## The Tools Menu

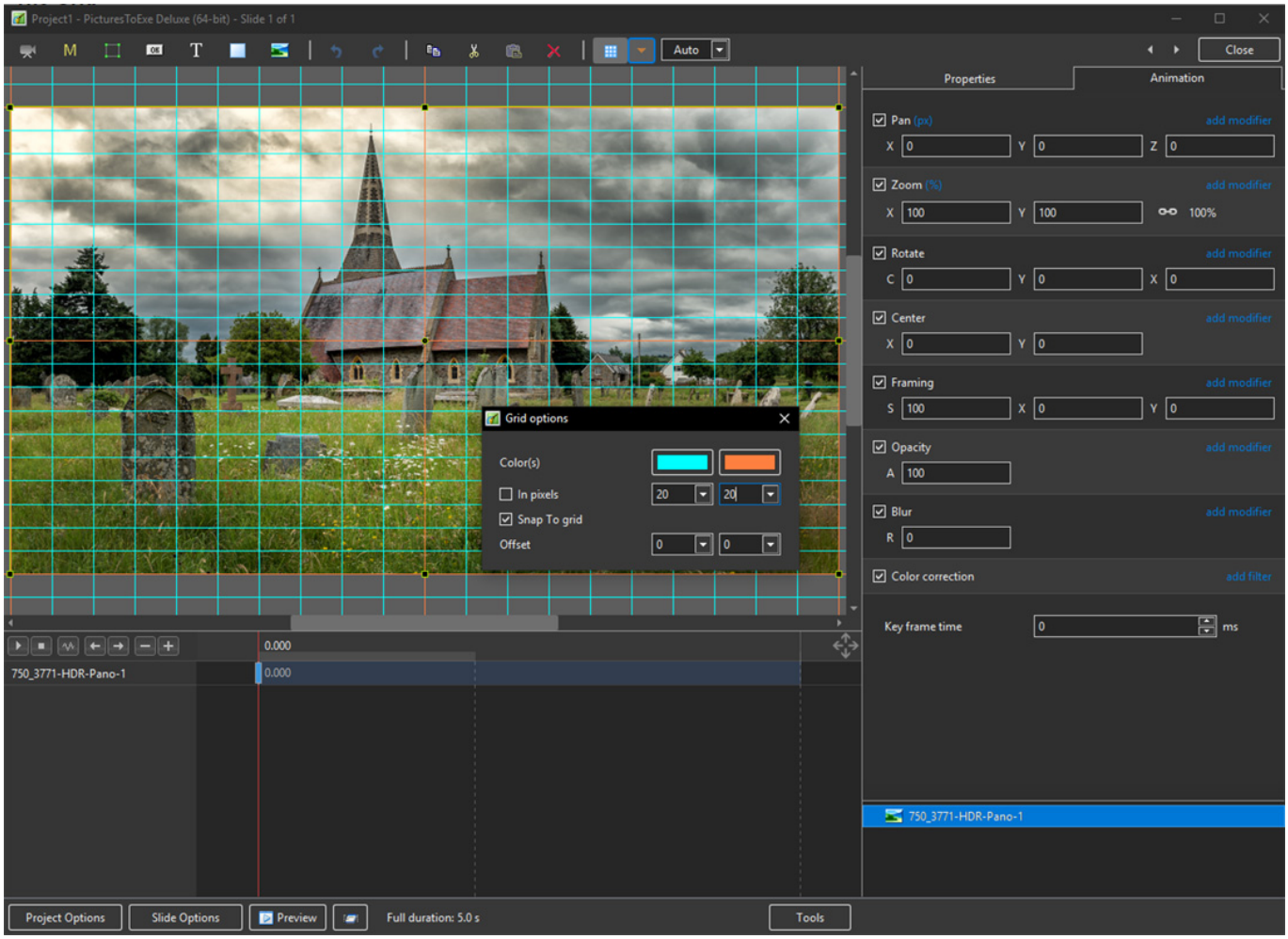
- **Click on Tools and Waveform to display the Waveform options**

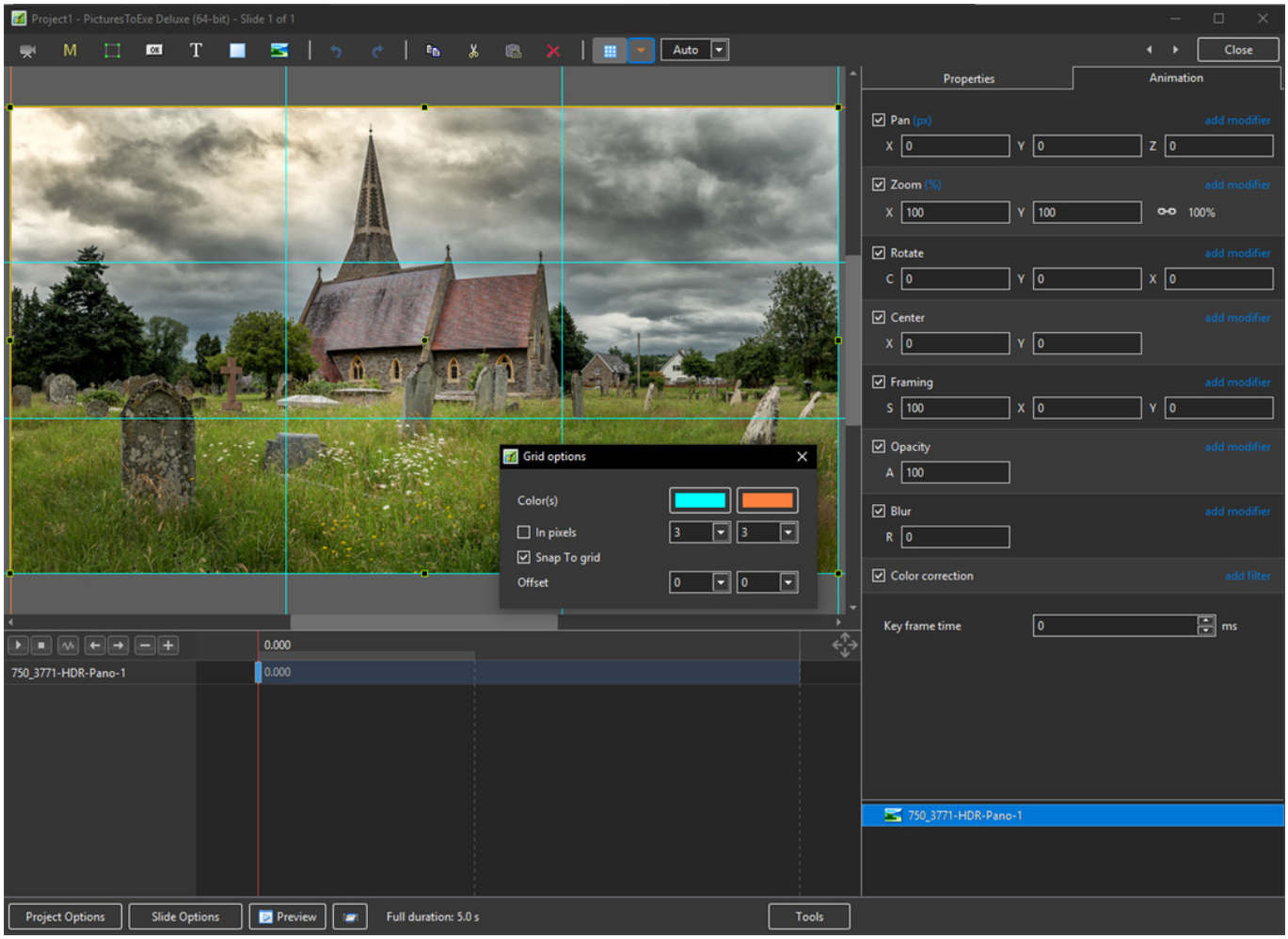
- The height of the Waveform can be selected between 100% and 400%
- The Full View of the Waveform is shown when the appropriate box is ticked
- The Compact View of the Waveform is shown when the box is un-ticked
- Clicking on Show Waveform (Hotkey Ctrl+T) toggles the Waveform display on or off




# 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


Project1 - PicturesToExe Deluxe (64-bit) - Slide 1 of 1
Auto
Close
Properties
Animation
Pan (px)
add modifier
Zoom (%)
Rotate
Center
Framing
Opacity
Blur
Color correction
add filter
Key frame time
ms
Grid options
Color(s)
In pixels
Snap To grid
Offset
750_3771-HDR-Pano-1
Project Options
Slide Options
Preview
Full duration: 5.0 s
Tools

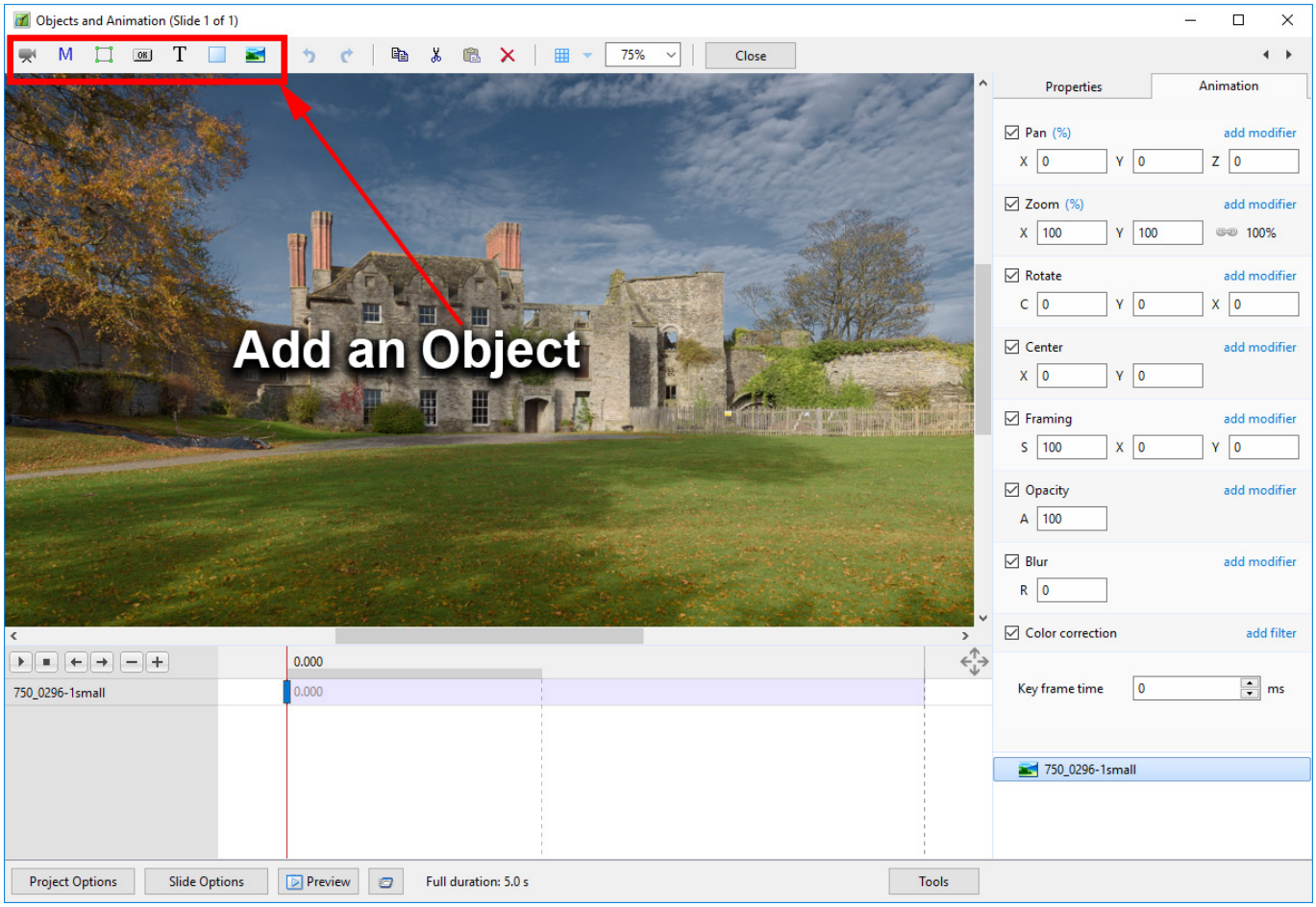



- In Pixels Mode the size and AR of the grids are set by entering a fixed pixel dimension
- The Grid is therefore made up of squares

- 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




- 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

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

Permanent link:
**https://docs.pteavstudio.com/en-us/10.0/objectsandanimation_1/main_window?rev=1574290164**

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