Objects & Animation Editor

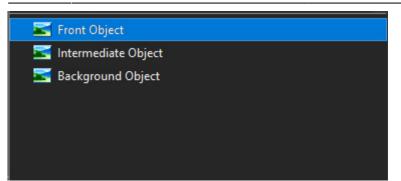
O&A Editor

- 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.



Drag and Drop Objects

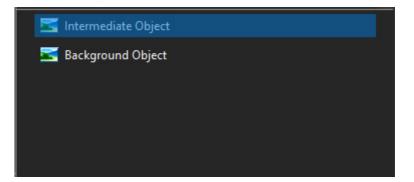
- It is possible to change the order of Objects in Objects and Animation by dragging and dropping
- Click on an Object to highlight it

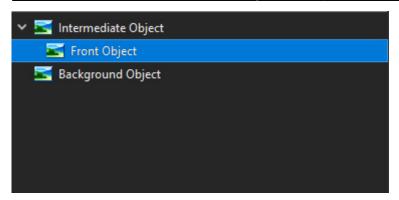


• Drag to a new position between two other Objects

	Intermediate Object
	Background Object
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	Intermediate Object
	Front Object
	Background Object

• OR drag on top of another Object to create a Parent / Child relationship





3/16

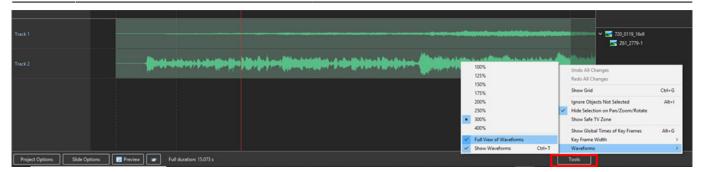
Show / Hide Waveform

• This feature is only available in the Deluxe Edition

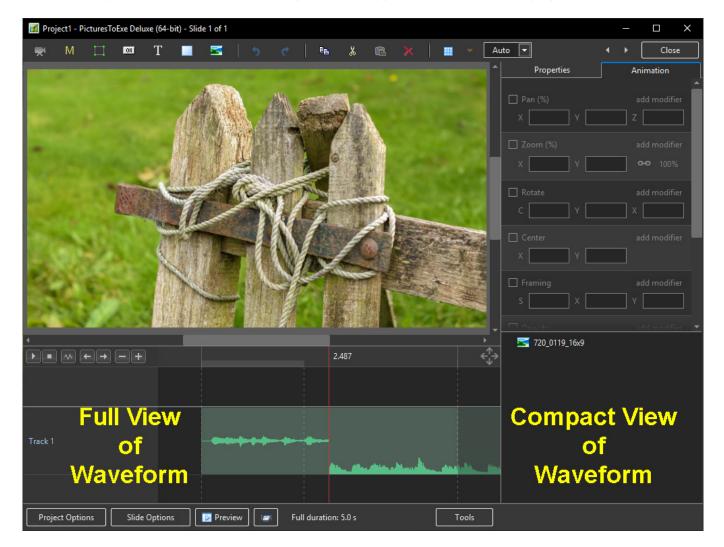


The Tools Menu

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



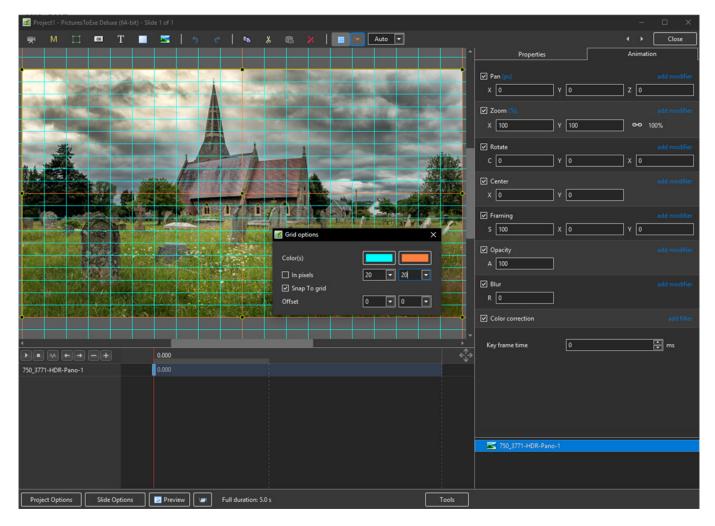
- Click on Tools and Waveform to display the Waveform options
- The height of the Waveform can be selected between 100% and 400%
- The Full View of the Waveform is shown when the appropriate box is ticked
- The Compact View of the Waveform is shown when the box is un-ticked
- Clicking on Show Waveform (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



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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

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- Add a Video, Mask, Frame, Button, Text, Rectangle or Image Object
- Add a Symbol/Vector Image:

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• Alternatively via the right click menu:

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• Please refer to Add Object articles in the How To Section of the Main Menu

Customise Buttons

• In Objects & Animation, with the Button selected, click on "Theme" in the Button Properties

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- In the "Button Wizard":
- You can select different Themes for Normal, Hot (Hover Mouse) and Pressed (click with Mouse)
- Select Solid Colour or Gradient Type:

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		Vertical 3 part gradient 🛛 👻
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Button preset	ts Save preset	OK Cancel

- You can choose the Colours, Border Radius, Border Size and Border Colour
- You can choose from a list of Presets and create your own Preset

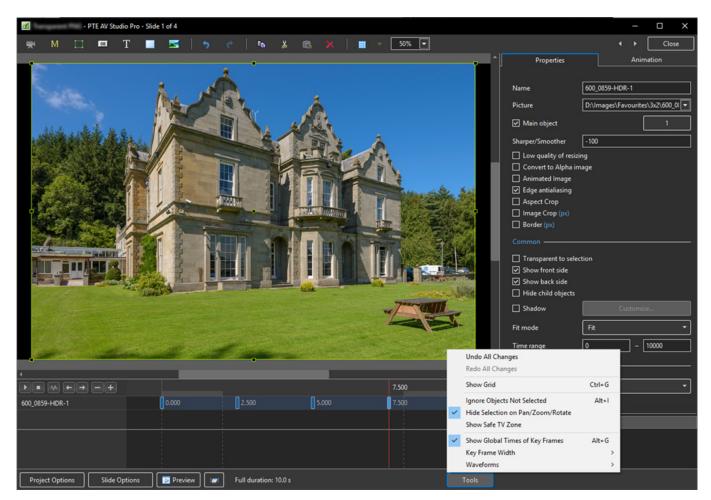
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Tools Menu

• Options in the O&A Tools Menu:



- Undo all changes in the O&A Window for the Current (O&A) Session
- Redo all Changes reverses the action of the Undo All Changes command
- Show Grid (Ctrl+G) Toggles the Grid on or off See "The Grid" above for settings
- Ignore Objects not selected (Ctrl+I) Allows mouse selection of Objects behind other objects

which are not selected

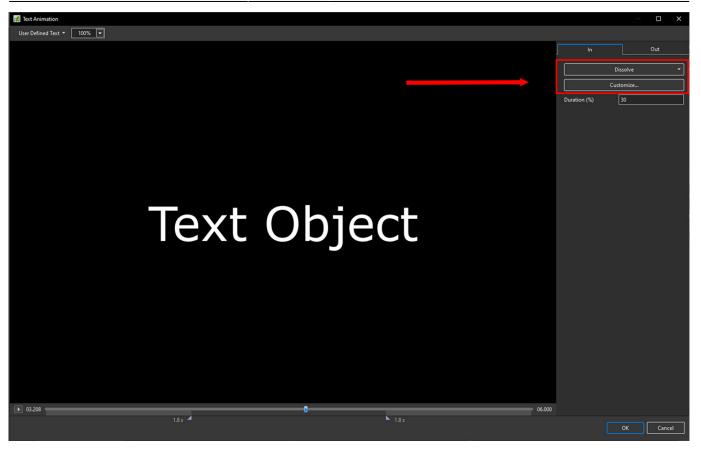
- Hide selection on Pan/Zoom/Rotate the green frame around an Object is hidden during a dragging or resizing operation using the mouse
- Show Safe TV Zone
- Show Global Times of Key Frames
- Key Frame Width Adjust Key Frame width from 100% 300%
- Waveforms Adjust the height of a waveform in the O&A Screen from 100% 400%

Text Animations

• Add a text object and click on Animation

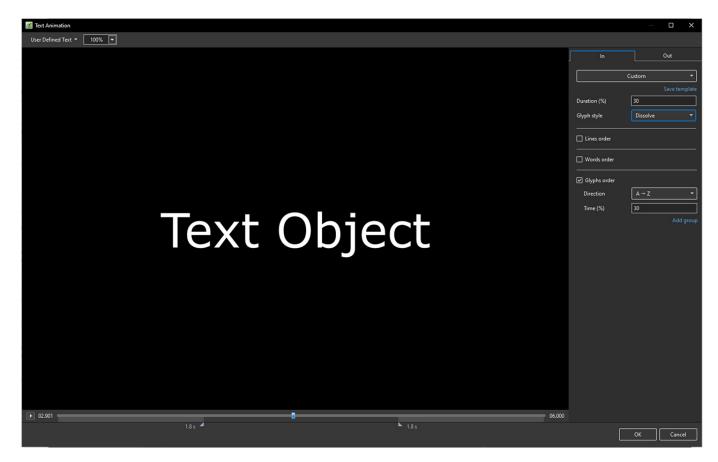
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Click on Customize



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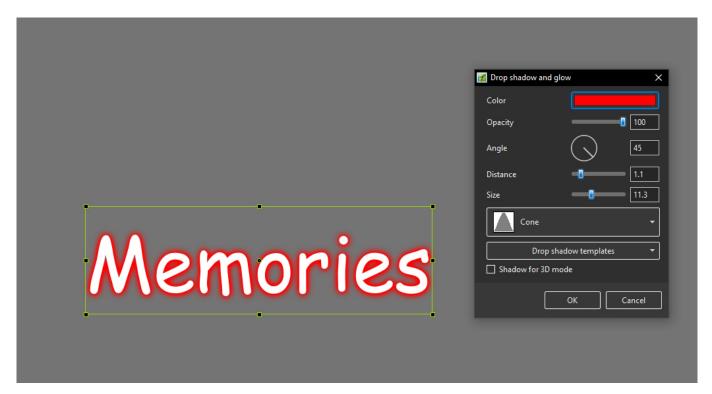
- Move the Cursor or press the Play Button to see the default effect for the "In" and "Out" Animations
- Click on "Dissolve" to see the available Preset Animations
- "Duration" shows the percentage of available time for the effect
- Click on "Customize"



- Move the Cursor or press the Play Button to see the default effect for the "In" and "Out" Animations
- "Duration" shows the percentage of available time for the effect
- "Glyph Style" select from Presets in dropdown menu
- Select from "Glyphs Order", "Lines Order" or "Words Order"
- "Direction" select preset from dropdown menu
- "Time (%)" Varies the Intensity of the effect
- Click on "Out" tab
- The options are similar to the "In" Tab
- "User Defined Text" Click on the text "User Defined Text" to see a dropdown menu with some options "User Defines Text", Sample Text 1, Sample Text 2 and Sample Text 3

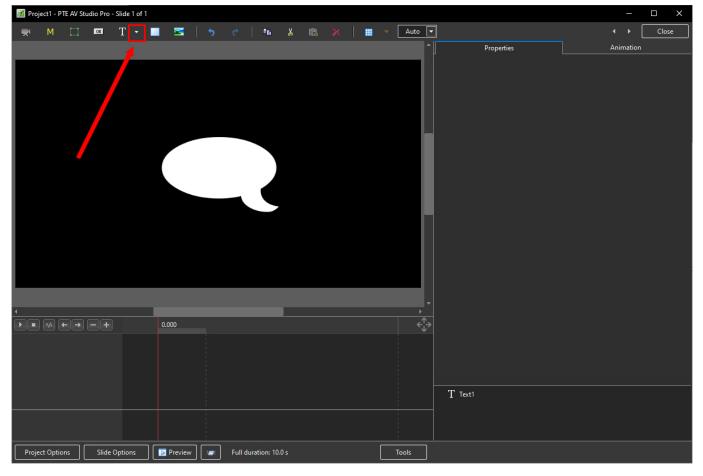
Outlining Text

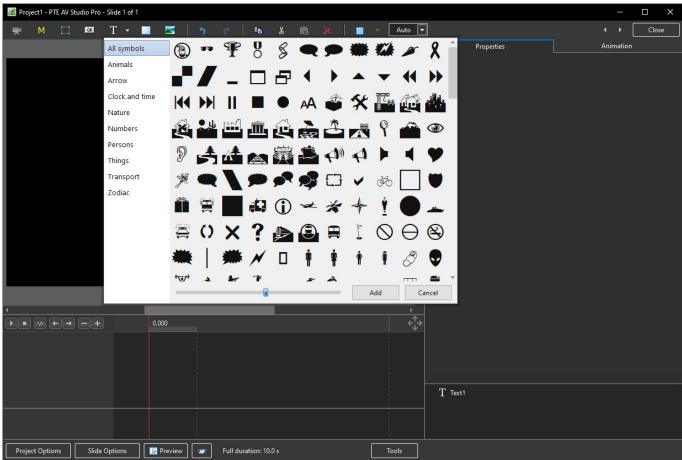
- Creating a "Stroke" effect on text
- A workaround:



Add a Symbol (Vector Icon)

- Symbols can be scaled to any size without loss in quality
- The Colour of a Symbol can be changed
- The Shadow of a Symbol can be adjusted
- The Shadow of a Symbol can be adjusted
- In the Objects and Animation Editor Right click in a blank space and choose "Add > Symbol" (Ctrl 8) or click on the Icon next to the "T" for a dropdown Menu





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

Permanent link: https://docs.pteavstudio.com/en-us/11.0/objectsandanimation_1/main_window



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