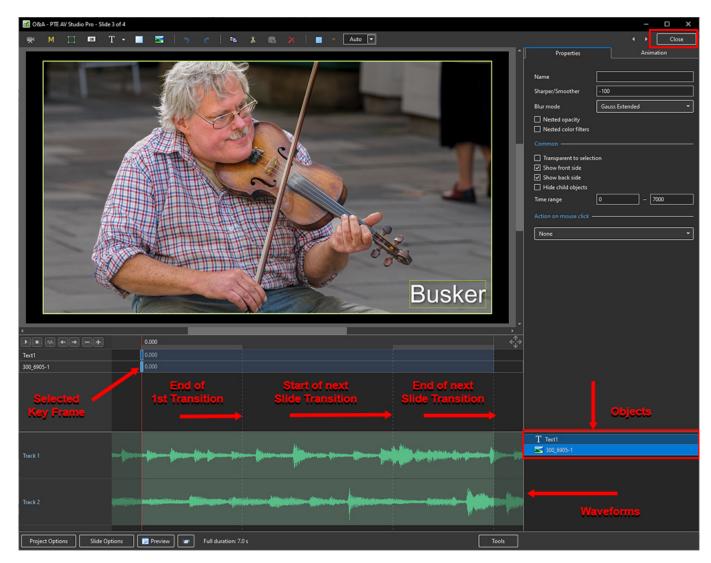
Objects & Animation Editor

O&A Editor

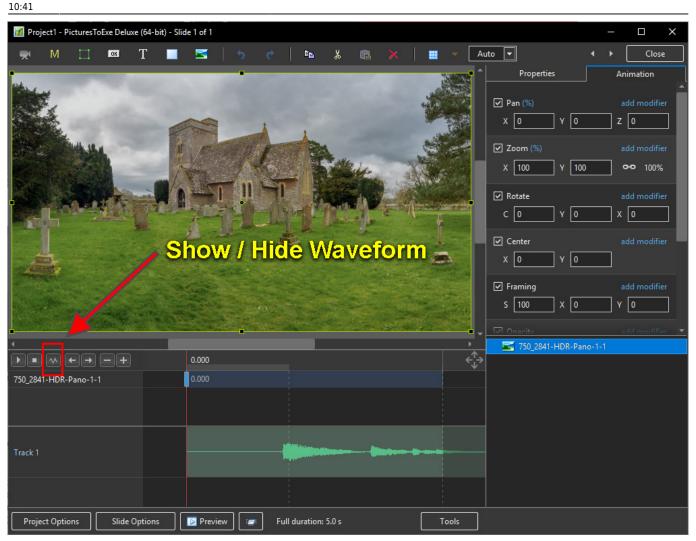
- The Objects and Animation Editor is shown below.
- The various elements of the window are identified.
- There are two tabs for controlling actions in the Editor, "Properties" and "Animation".
- Waveforms are shown in the O&A to aid synchronisation of Slides and Music/Commentary
- The "Close" Button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



Show / Hide Waveform

• This feature is only available in the Deluxe Edition

Last update: 2023/02/16 en-us:11.0:objectsandanimation_1:main_window https://docs.pteavstudio.com/en-us/11.0/objectsandanimation_1/main_window?rev=1676544088

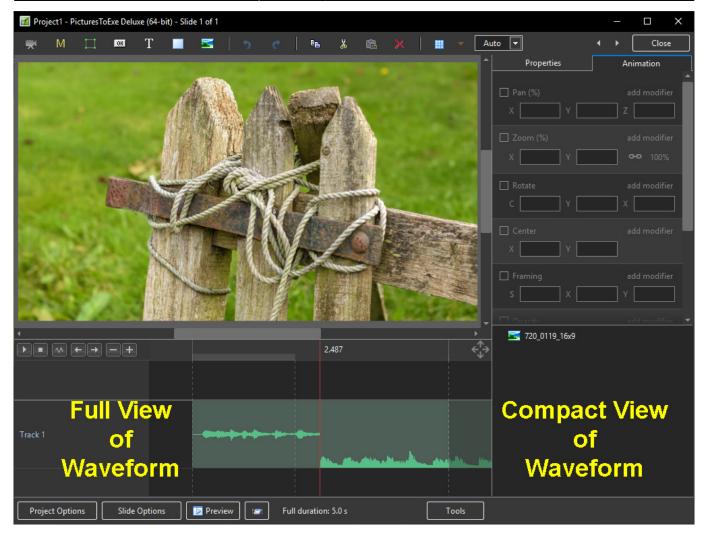


The Tools Menu

					✓ <u>∽</u> 720_0119_1649 <u>∽</u> 261_2779-1	
	a der eine in wertigten der eine der eine der eine der einer eine der einer eine der einer einer der einer eine	-	125%		Undo All Changes Redo All Changes	
			150% 175% 200% 250% 300%		Show Grid Ignore Objects Not Selected Hide Selection on Pan/Zoom/Rotate Show Safe TV Zone	Ctrl+G Alt+I
			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

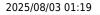
- Click on the Grid Icon to apply the Grid (Ctrl + G)
- · Click on the down arrow to show the Grid Options
- Select the colours of the Minor and Major Grid Lines
- Select "In Pixels" or in number of divisions per image
- There are 10 minor divisions between Major Grid Lines in the X and Y directions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

3/11

Last

update: 2023/02/16 en-us:11.0:objectsandanimation_1:main_window https://docs.pteavstudio.com/en-us/11.0/objectsandanimation_1/main_window?rev=1676544088 10:41

1 Close Auto 👻 05 T En. X . atior 🗹 Pan X 0] Y 🚺 X 100 Y 100 **0-0** 100% Rotate C 🛛 x 🛛] Y 🛛 Û. 1 Framing S 100) x 🛛 Y O 🚮 Grid op × A 100 20 🔽 🕑 Blur Snap To grid - 0 -Offset Color correction 0 🕂 ms Key frame time 0.000 2 750_3771-HDR-Pane Preview Full duration: 5.0 s Tools Slide Options

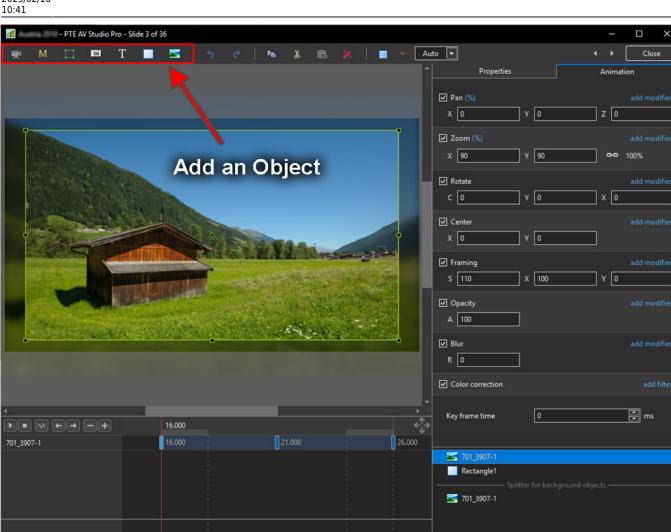


Project1 - PicturesToExe Deluxe (64-bit) - S					
🛒 M 🗔 🚥 T 🗖	🛯 🔄 👌 🕐 🛛 📭	* 📾 🗙 🔳 💌	Auto 💌		 Close
				Properties	Animation
	A-1	-	Ser.	✓ Pan (px) X 0 Y 0	add modifier
1000				✓ Zoom (%) X 100 Y 100	add modifier
<u>*</u>		Section 1 Section 1	- Section of the	☑ Rotate	add modifier
N.S. STATE	have a later			C 0 Y 0	x 0
States and				✓ Center X 0 Y 0	add modifier
		11		✓ Framing	
The second			the lat way and	s 100 x 0	Y 0
	AR CONTRACT	Grid options	×	V Opacity A 100	
		Color(s)	3 3 4	V Blur R 0	
. Contraction of the second	NT SANGARANA AN	Snap To grid	0 . 0 .	Color correction	
		· · · · ·			
	0.000			Key frame time 0 ⇒	e ms
750_3771-HDR-Pano-1	0.000				
				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

Last update: 2023/02/16 en-us:11.0:objectsandanimation_1:main_window https://docs.pteavstudio.com/en-us/11.0/objectsandanimation_1/main_window?rev=1676544088



Tools

- Add a Video, Mask, Frame, Button, Text, Rectangle or Image Object
- Alternatively via the right click menu:

Preview

Slide Options

Project Options

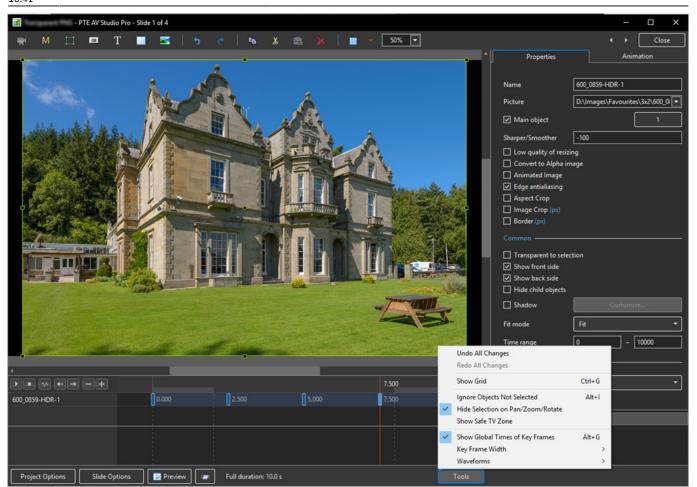
📶 Austria 2010 - PTE AV Studio Pro - Slide 3 of 36		– o ×
🛒 M 🗆 🚥 T 🔳 🖼 5 🕐 🖦 💩 📾	🗙 🔛 👻 Auto 💌	 ↓ Close
	* Properti	ies Animation
	🗌 Pan (%)	add modifier
	Zoom (%)	
	×	Y
	Rotate	
	Center	add modifier
	Framing	
	s	
	Dpacity	
	Blur	add modifier
A REAL PROPERTY OF ANY OWNER OF ANY		
	Color correction	
Add > Image Button	Ctrl+1	ms
Put to Center Button Cover Screen Alt+S Rectangle	Ctrl+2 Key frame time	ms ms
Order > Text or Hyperlink	Ctrl+4	
Cut Ctrl+X Video	Ctrl+5 2 701_3907-1	
Copy Ctrl+C Mask	Rectangle1	
Paste Ctrl+V Remove Del Splitter for background objects	701_3907-1	
Edit File Ctrl+W		
File Info Ctrl+1		
Project Options Slide Options 📴 Preview 🖅 Full duration: 10.0 s	Tools	

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

Tools Menu

• Options in the O&A Tools Menu:

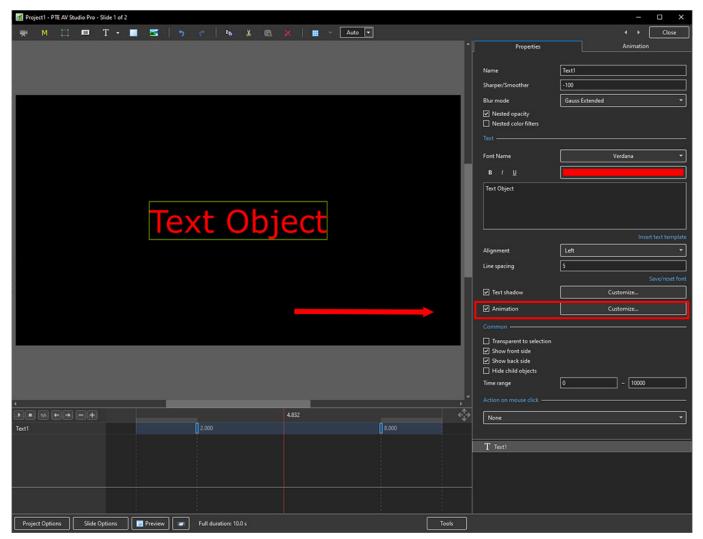
update: 2023/02/16 en-us:11.0:objectsandanimation_1:main_window https://docs.pteavstudio.com/en-us/11.0/objectsandanimation_1/main_window?rev=1676544088 10:41



- 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%

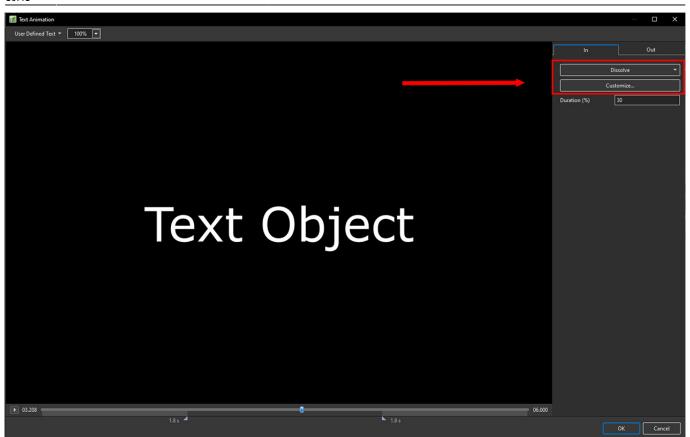
Text Animations

• Add a text object and click on Animation

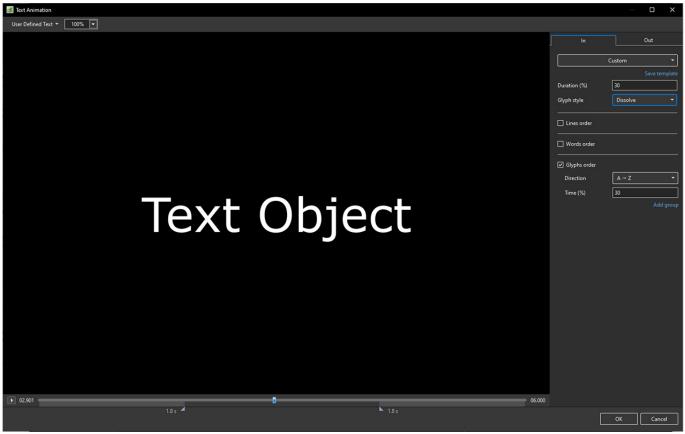


• Click on Customize

update: 2023/02/16 en-us:11.0:objectsandanimation_1:main_window https://docs.pteavstudio.com/en-us/11.0/objectsandanimation_1/main_window?rev=1676544088 10:41



- 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

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

Permanent link: https://docs.pteavstudio.com/en-us/11.0/objectsandanimation_1/main_window?rev=1676544088



Last update: 2023/02/16 10:41

11/11