# **Objects & Animation Editor**

## **O&A Editor**

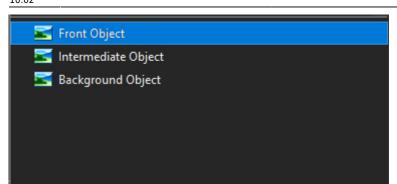
- The Objects and Animation Editor is shown below.
- The various elements of the window are identified.
- There are two tabs for controlling actions in the Editor, "Properties" and "Animation".
- Waveforms are shown in the O&A to aid synchronisation of Slides and Music/Commentary
- The "Close" Button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

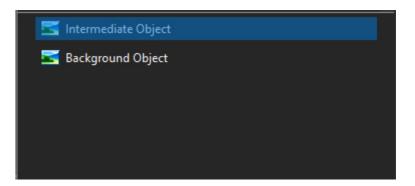
Last update: 2023/02/17 en-us:11.0:objectsandanimation\_1:main\_window https://docs.pteavstudio.com/en-us/11.0/objectsandanimation\_1/main\_window?rev=1676628135 10:02

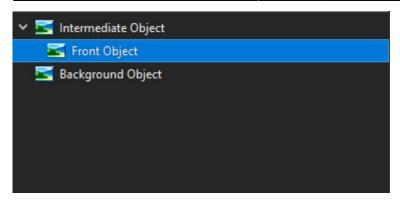


• Drag to a new position between two other Objects

	🔀 Intermediate Object
	🔀 Background Object
	🛃 Intermediate Object
- ā	Front Object
2	🛃 Background Object

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





3/15

### Show / Hide Waveform

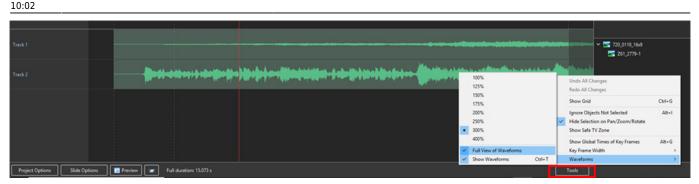
• This feature is only available in the Deluxe Edition



### The Tools Menu

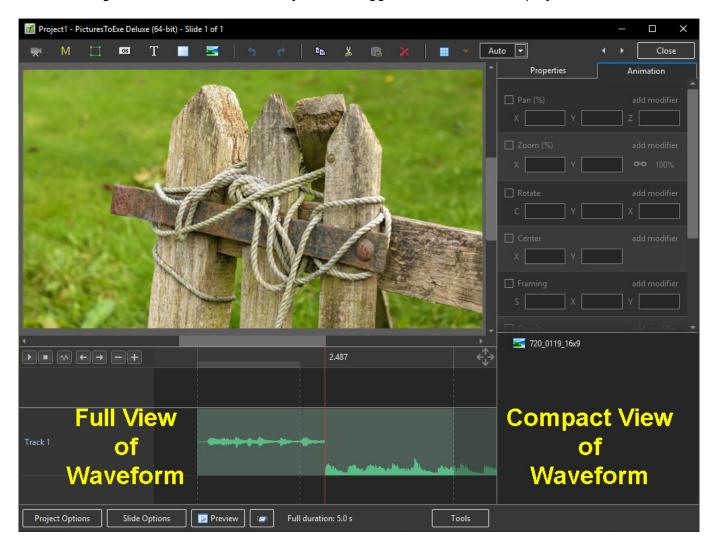
PTE AV Studio - https://docs.pteavstudio.com/

Last update: 2023/02/17 en-us:11.0:objectsandanimation\_1:main\_window https://docs.pteavstudio.com/en-us/11.0/objectsandanimation\_1/main\_window?rev=1676628135



#### • Click on Tools and Waveform to display the Waveform options

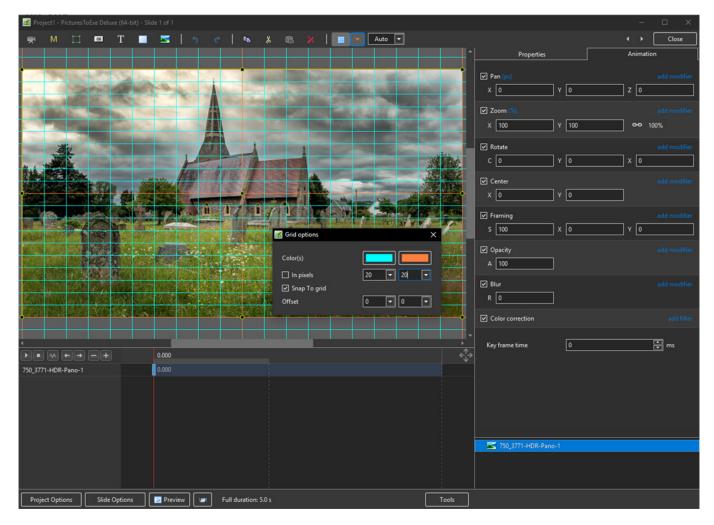
- The height of the Waveform can be selected between 100% and 400%
- The Full View of the Waveform is shown when the appropriate box is ticked
- The Compact View of the Waveform is shown when the box is un-ticked
- Clicking on Show Waveform (Hotkey Ctrl+T) toggles the Waveform display on or off



#### 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



	M I T S C to K K K K K K K K K K K K K K K K K K							
Properties: Animation   Pan (po) add modifier   X 0 0   Zoom (%) add modifier   X 100 00   100 <th>Properties       Annation         Part (p)       add modifier         2 Dom (b)       2 D         2 Zom (b)       edd modifier         2 Com (b)       edd modifier         3 D       D         2 Soap To gid       D         0 D       D         2 Soap To gid       D         0 D       D         2 D       Color correction       add modifier         ko       D       D         2 D       D       D       D         2 D       D       D       D         2 D       D       D       D       D         2 D       D       D       D<!--</th--><th>📝 Project1 - PicturesToExe Deluxe (64-bit) - Slid</th><th></th><th></th><th></th><th></th><th></th><th></th></th>	Properties       Annation         Part (p)       add modifier         2 Dom (b)       2 D         2 Zom (b)       edd modifier         2 Com (b)       edd modifier         3 D       D         2 Soap To gid       D         0 D       D         2 Soap To gid       D         0 D       D         2 D       Color correction       add modifier         ko       D       D         2 D       D       D       D         2 D       D       D       D         2 D       D       D       D       D         2 D       D       D       D </th <th>📝 Project1 - PicturesToExe Deluxe (64-bit) - Slid</th> <th></th> <th></th> <th></th> <th></th> <th></th> <th></th>	📝 Project1 - PicturesToExe Deluxe (64-bit) - Slid						
<ul> <li>Par (x)</li> <li>Add modifie</li> <li>X</li> <li>Y</li> <li>Z</li> <li>X</li> <li>Y</li> <li>Z</li> <li>Z</li></ul>	20 2 m (m) add modifier 2 2 m (m) add modifier 3 m (m) a dd modifier 3 m (m) a dd modifier 4 m (m) a dd modifier 6 m (m) a dd modifier 7 m (m) a dd modifier 6 m (m) a dd modifier 7 m (m) a dd modifier 6 m (m) a dd modifier 7 m	🛒 M 🗔 🚥 T 🔲	🚾   5 c   🖻 🐰 (	8. 🗙   🔳 🔽 🗛	ito 💌			Close
x 0 y 0 z 0 2 Zoom (%) sdd modifier x 100 y 100 •• 10%. 2 Rotate sdd modifier c 0 y 0 x 0 2 Center sdd modifier x 0 y 0 2 Center sdd modifier x 0 y 0 2 Rotate sdd modifier x 0	x Q Y Q Z Q 2 Com (%) add modifier 2 Com (%) add mod				^	Properties	Animati	on [
x 0 y 0 z 0 2 Zoom (%) sdd modifier x 100 y 100 •• 10%. 2 Rotate sdd modifier c 0 y 0 x 0 2 Center sdd modifier x 0 y 0 2 Center sdd modifier x 0 y 0 2 Rotate sdd modifier x 0	x Q Y Q Z Q 2 Com (%) add modifier 2 Com (%) add mod		- New York Contraction	The second s				
<ul> <li>✓ Zoom (%) sdd modifier</li> <li>× 100 v 100 • • 0 100%</li> <li>✓ Rotate sdd modifier</li> <li>× 0 v 0 × 0</li> <li>✓ Correte sdd modifier</li> <li>× 0 v 0</li> <li>✓ Farning sdd modifier</li> <li>× 0 v 0</li> <li>✓ Popachy sdd modifier</li> <li>× 00</li> <li>✓ Blar sdd modifier</li> <li>× 00</li> <li>✓ Blar sdd modifier</li> <li>× 00</li> <li>✓ Correction sdd fiter</li> <li>× 00</li> <li>✓ Correction sdd fiter</li> <li>× 00</li> </ul>	Zocm (N) ald modifier X 100 Y 100 0 0 10% X 100 Y 100 0 0 10% Ratale ald modifier Color() D raming ald modifier X 0 Y 0 Color() D raming ald modifier X 0 Color correction ald faze Color correction ald faze Color correction ald faze	- Contraction of the			Thursday.			add modifier
x 100 y 100 ↔ 100% A Rote add modifie C 0 y 0 x 0 C Certer add modifier X 0 y 0 C Certer add modifier X 0 C Certer add modifier C Certer add m	x 100 y 100 co 10% Petrate add modifier x 0 y 0 x 0 Center add modifier x 0 y 0 Center add modifier x 0 y 0 Center add modifier x 0 x 0 y	Compared States	A Contraction		SHOULD BE			
Rotate add modifier   Correction add modifier   X 0 Y 0   Coincip Y 0   In pixels 3   S sap To grid 0   Offset 0   Offset 0   Color correction add modifier   R 0 0   Color correction add modifier   Key frame time 0	Image: Control of Contro	California - Providence -			10000			
Color(s) Color	Coloris Sub Pio grid Offset Coloris Sub Pio grid Offset Sub Pio grid Sub Pio	and the second se				X 100 Y	••• 1	00%
Image: Color(s)       Image: Color(s) <td< th=""><th>Image: Color correction       add modifier         Image: Color correction       <t< th=""><th>*</th><th></th><th>1</th><th>Company of the</th><th></th><th></th><th></th></t<></th></td<>	Image: Color correction       add modifier         Image: Color correction <t< th=""><th>*</th><th></th><th>1</th><th>Company of the</th><th></th><th></th><th></th></t<>	*		1	Company of the			
x 0 y 0 raming add modifier x 0 y 0 x 0 y 0 y 0 y 0 y 0 y 0 y 0 y 0 y	x 0 y 0 x 0		1 - A A A A A A A A A A A A A A A A A A			с 0 ү	0 X 0	
Framing add modifier S 100 × 0 ∨ 0 Color(s) Color(s) S nap To grid Offset 0 0 0 0 0 Color correction add modifier A 100 O Opacity add modifier R 0 O Color correction add modifier R 0 Color correction Color c	Framing add modifier S 100 X 0 V 0 Opacity add modifier R 0 Opacity add modifier R 0 Orection add modifier R 0 Color (o) 0 Other add modifier R 0 Color correction add modifier <p< th=""><th>And the second second</th><th></th><th></th><th></th><th>✓ Center</th><th></th><th></th></p<>	And the second second				✓ Center		
S 100 X 0 V 0 Color(s) S 100 X 0 V 0 Color(s) S 100 X 0 V 0 A 100 Blur R 0 Color correction A 20 M 0 A 100 Color correction A 20 M 0 A 20 M 0	S 100 X 0 Y 0 Color(s) S nap To grid Offset 0 0 0 0 Color correction add filter R 0 Color correction add filter R frame time 0 m ms	- ASSANCE AND		- I Standard	and the second second	х о ү	0	
S 100 X 0 V 0 Color(s) S 100 X 0 V 0 Color(s) S 100 X 0 V 0 A 100 Blur R 0 Color correction A 20 M 0 A 100 Color correction A 20 M 0 A 20 M 0	S 100 X 0 Y 0 Color(s) S nap To grid Offset 0 0 0 0 Color correction add filter R 0 Color correction add filter R frame time 0 m ms				the second second	✓ Framing		
Image: Color(s)       Image: Color(s) <td< td=""><th>Image: Color(s)       Image: Color(s)</th><th></th><td>The second secon</td><td></td><td>Areday was a free</td><td></td><td>0 Y 0</td><td></td></td<>	Image: Color(s)		The second secon		Areday was a free		0 Y 0	
A 100 Color(s) Color(s) Snap To grid Offset 0 ● 0 ● 0 ● 0 ● 0 ● 0 ● 0 ● 0 ● 0 ● 0 ●	A 100 A	and the second second	Anna Anna Anna Anna Anna Anna Anna Anna	and the second second				
Color(i) □ In pixels ③ Snap To grid Offset 0 • 0 • 0 • 0 • 0 • 0 • 0 • 0 • 0 • 0 •	Color(s) In pixels Snap To grid Offset O Too Too Too Too Too Too Too	Contraction of the second	A MARCHARE AND A	Grid options	×			
In pixels     3     3     W     R     0       Snap To grid     O     0     0     0     Color correction     add modifier       Color correction     add filter     0     0     0     0     0       N     +     0.000     0     0     0     0     0	In pixels       3       3       3       8       0       8       R       0							
✓ Snap To grid       ✓ Color correction       add filter         ✓ Color correction       add filter         ✓ model       ✓ Color correction       add filter         ✓ model       ✓ ✓       ✓ ✓	✓ Snap To grid       ○ ♥ ○ ♥       ✓	S. S. PARAL						
Offset     Image: Color correction     add filter       Image: Color correction	Offset     Image: Color correction     add filter       Image: Color correction	Standy Children				RO		
	>>         >><					Color correction		
	>>         >><							
	750_3771-HDR-Pano-1	Dem mer er	0.000		, ¢_r	Key frame time	0	T ms
	₹ 750_3771+HDR-Pano-1	750_3771-HDR-Pano-1	0.000					
	▼ 750_3771+HDR+Panc-1							
	₹ 750_3771-HDR-Pano-1							
	S 750_3771+HDR-Pano-1							
	₹ 750_3771+HDR-Pane-1							
Z 750_3771-HDR-Pano-1						750_3771-HDR-Pano-1		
	Project Options Slide Options 2 Preview Full duration: 5.0 s	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

2025/08/02 23:18

- PTE AV Studio Pro - Slide 3 o	of 36					– 🗆 X
🛒 M 🗔 🚥 T 🔳	🖬 5 C	🗈 👗 🛍	🗙 🛛 📰 👻 🗛	to 💌		↓ Close
			^	Propertie	es	Animation
				🗹 Pan (%)		add modifier
				x 0	Y 0	z 0
The second se				Zoom (%)		add modifier
and the second second	•			X 90	Y 90	••• 100%
	Add an (	Obiect		^ [90		000%
				☑ Rotate		add modifier
				C 0	Y 0	x 0
	1			Center		
A STREET				X 0	Y 0	
	THE PARTY OF	的准法的。	august a	✓ Framing		add modifier
		CARLES OF THE	Call In Sec.	s 110	X 100	Y 0
		And West Aug		✓ Opacity		add modifier
	and the state of the state	and the second states		A 100	_	add modifier
All sectors in the		Contraction of				
			•	Blur	_	
				R 0		
				Color correction		
4			*			
	16.000		¢	Key frame time	0	ms ms
701_3907-1	16.000	21.000	26.000			
				701_3907-1		
				Rectangle1		
				701_3907-1		
Project Options Slide Options	Preview 🖅 Full	duration: 10.0 s	Tools			

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

Last update: 2023/02/17 10:02 Lost update: 0:02

T 🔹 🔳		5	¢	e e	X	Ê	1 ×			- A	uto 🖵	·	
All symbols		<b>TT</b>	P	g	S	Q	9	*	**		8		
Animals				Ē							144		
Arrow		-	Ш	Ċ,				•	44	••			
Clock and time				AA	Ð	X	tit	<b>A</b>		Ŕ	<b>.</b>	1447	
Nature	ŵ								10000				
Numbers	ш	뽄	ક્રટ	Ť.	Ä	۲		۲	Y	5	Æ	A	
Persons	龗	2		4			9	-			-		
Things			•	•				~					
Transport	Ş	t,j	×	96				Ħ		í,	Ð		
Zodiac	*	+	Ŷ		<u> </u>	ä	0	×	?	Þ	9		
	I	$\bigcirc$	θ	8	鮝		*	×		Ť	ŧ	Ŷ	
	ŧ	Ø	•	<b>'Y</b> '	t	h	1	<u></u>	左	<b>Š</b> .	Sec.	ə	
			Š	(	(Arright)	<b>*Ť</b> Ť†	f	•	<b>e</b> k	☆	×	₹=	-
	-								Ad	bb	C	ancel	

• Alternatively via the right click menu:

🚮 Austria 2010 - PTE AV Studio Pro - Slide 3 of 36			– 🗆 ×
🛒 M 🖂 🚥 T 🔳 🖼	5 c   🖻 🐰 🛍 🗙	👻 Auto 💌	<ul> <li>↓ Close</li> </ul>
		* Propertie	es Animation
		🗖 Pan (%)	add modifier
		Zoom (%)	
		x	γ <b>~</b> 100%
		Rotate	
		c	
	-	Center	
1.24	10 1 10 10 10 10 10 10 10 10 10 10 10 10	×	¥
		Framing	
A STATE OF THE OWNER AND A STATE OF	and a second second second	s	
	Charles and States and	Dpacity	
States of the second		A	
		Blur	add modifier
A DESCRIPTION OF TAXABLE PARTY.		R	
		Color correction	
Add >	Image Ctrl+1		
Put to Center	Button Ctrl+2	Key frame time	ms
Cover Screen Alt+S	Rectangle Ctrl+3 Text or Hyperlink Ctrl+4		
Order >	Frame Ctrl+5	701_3907-1	
Cut Ctrl+X Copy Ctrl+C	Video Ctrl+7	Rectangle1	
Paste Ctrl+V	Mask >		
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

### **Customise Buttons**

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

10.02																	
🚮 Face	s - Uprig	ht curren	t - PTE AV	Studio Pro - Sli	ide 46 of 46	į											□ ×
	м		08 ]	🔳		5		E	X	ra.		-	40% 👻				Close
			-	_										Properties		Animation	
														Button			
				~										Button -			
				1				1						Theme	Customize		
				60			1	X	2	Butto			7	Hue	0		
					0			-						Saturation	0		
			1.5				J					-		Lightness	0		
			-					-	-					Horizontal border offset	100		
				T	-			Te	<u> </u>			-		Vertical border offset	50		
		-	1				1	i jump		A DE LO D		r un		Min width	0		
		and southing			T	1					Tar	REA		Horizontal text alignment	0		
					<b>F</b>			577						Vertical text alignment	0		
		🜠 Butto	n wizzard									×		Common			
		Norma	l Hot	Pressed			Button	color sett	tings					Transparent to selection			
								۷	ertical gr	adient	-			Show front side			
												i 🗛		Show back side			
									ן <b>ב</b>				•	Hide child objects			
			(	Caption			Border	radius		75.00	-	J		Shadow	(	Customize	
				aption			Border	size	[	25	-	]	÷ + +	Time range	0	- 10000	
Button1							Border	color	[		j.						
														None			
					<b>—</b> .							Ъ					
			Button	presets	Save				ок		Cancel			.08 Button1			
														500_1810-1			
Projec	t Option	15	Slide Opt	ions 🛛 💽	Preview		Full du	iration: 10	).0 s				Tools				

- 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:

🚮 Button wi	izzard					×			
Normal	Hot Pre	ssed	Button color settings						
				Vertical 3 pa	rt gradient	•			
	Capt	ion		Single color Vertical gradient Vertical 3 part gradient Horizontal gradient Horizontal 3 part gradi Border color					
	Button presets	;	Save preset	ОК	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

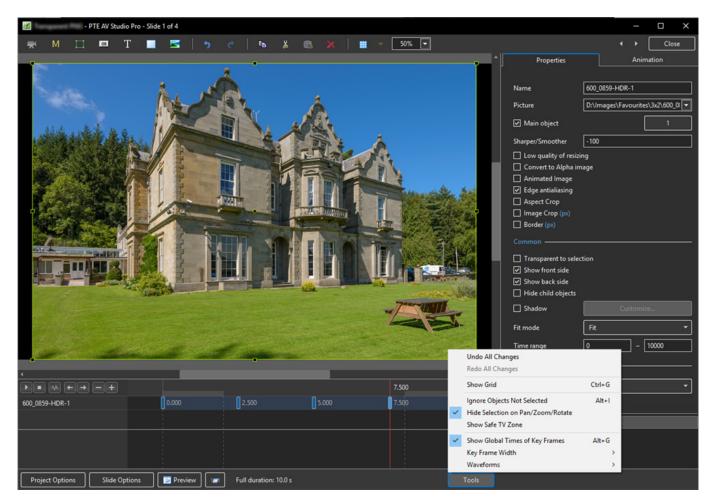
2025/08/02 23:18

11/15

👔 Button v	vizzard					×
Normal	Hot	Pressed		Button color setti	ings	
				Vertic	al 3 part gradient	-
		antion		Border radius	20.00	•
		aption		Border size	10	•
				Border color		
	Button p	oresets	Save prese	t 🗌	OK Cance	

#### **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

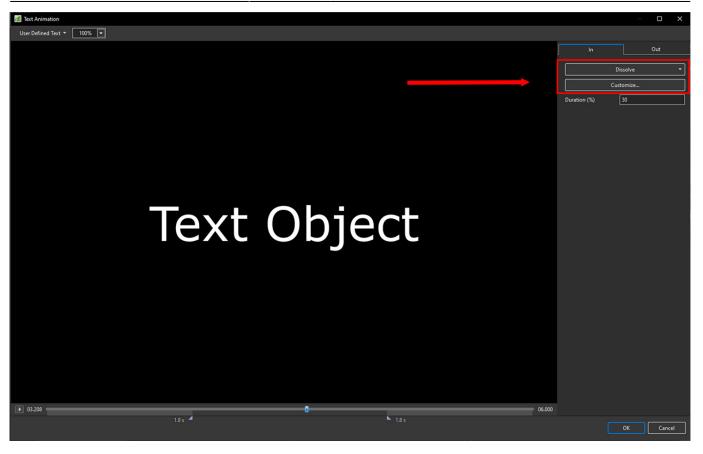
- Hide selection on Pan/Zoom/Rotate the green frame around an Object is hidden during a dragging or resizing operation using the mouse
- Show Safe TV Zone
- Show Global Times of Key Frames
- Key Frame Width Adjust Key Frame width from 100% 300%
- Waveforms Adjust the height of a waveform in the O&A Screen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

#### **Text Animations**

· Add a text object and click on Animation

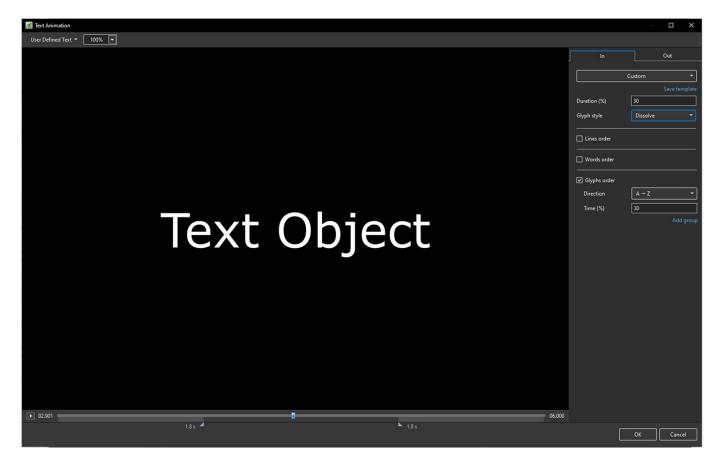
Project1 - PTE AV Studio Pro - Slide 1 of 2							_	o x
🛒 M 🖂 🚥 T • 🔳 🖻	s   5 e   16 % 🙉 🕽	🗙 📗 👻 Auto 👻						Close
				^ [	Properties		Animation	
					Name	Text1		
					Sharper/Smoother	-100		
					Blur mode	Gauss Exter	nded	-
					Nested opacity Nested color filters			
					Font Name		Verdana	-
					в / <u>U</u>			
					Text Object			
	Toxt Obi	act						
	Text Obje	<b>CL</b>						
							Inse	rt text template
					Alignment	Left		
					Line spacing	5		
								Save/reset font
					✓ Text shadow	Ļ	Customize	
					Animation		Customize	
					Transparent to selection			
					<ul> <li>Show front side</li> <li>Show back side</li> </ul>			
					Show back side Hide child objects			
					Time range	0	- 10000	
				-				
	_	4.832		<b>≻</b>				
Text1			8.000		None			
					T Text1			
Project Options Slide Options 🗾 Pres	view Full duration: 10.0 s		٢	Tools				

• Click on Customize



13/15

- 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"

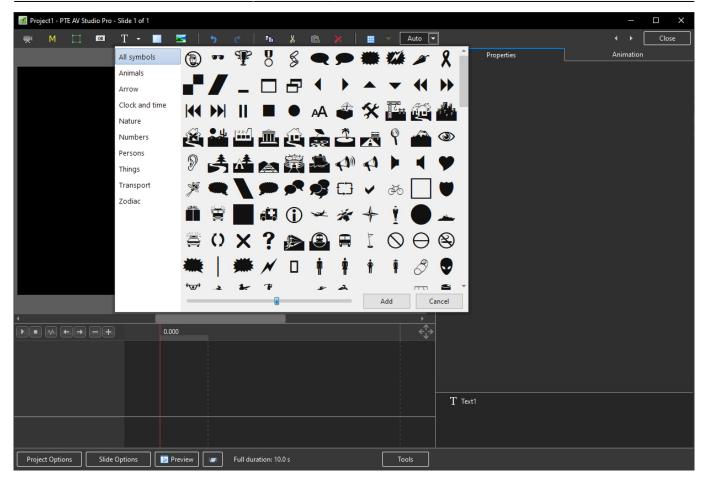


- Move the Cursor or press the Play Button to see the default effect for the "In" and "Out" Animations
- "Duration" shows the percentage of available time for the effect
- "Glyph Style" select from Presets in dropdown menu
- Select from "Glyphs Order", "Lines Order" or "Words Order"
- "Direction" select 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

## 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

Project1 - PTE AV Studio Pro - Slide 1 of 1				– 🗆 X
🛒 M 🗔 🚥 T 🕶 🛛	📕 🚾   🦘 🕐   🛍 🤅	🐰 🛍 🔀 🛛 🏭 🔻 🗛 🖬 🖌		↓ Close
· · · · · · · · · · · · · · · · · · ·			Properties	Animation
4		,		
	0.000			
			T Text1	
Project Options Slide Options	Preview Full duration: 10.0 s	Tools		



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

Permanent link: https://docs.pteavstudio.com/en-us/11.0/objectsandanimation\_1/main\_window?rev=1676628135

Last update: 2023/02/17 10:02

